Totem RoboCar Chassis. Building instructions.

Version 1.3 Dec 2021



Starting tips.



Use the back of the screwdriver to push the nuts into the slots.



After entering the nut, it sometimes is stuck at the next slot. Use your thumb to push it straight, then continue to push it through. Some of the nuts (~1%) are missing threads. This is a manufacturing issue. We are trying to minimize the fault. In the mean time, we supply extra nuts in your kit. We apologize for the inconvenience.



For more tips, please go to the link below: https://totemmaker/blog/totem-mechanics-for-beginners/ Use Beam/Bolt ruler to help you find the right lengths of the bolts and beams.



BEFORE YOU START BUILDING:



Bolt colours codes:

We have put some colours on bolts to make instructions more clear.





6mm bolts and 6x10mm nuts:

When starting on a building step, the 6mm bolts and 6x10 nuts are coloured RED. It makes it easier to see where the new bolts and nuts are placed.







Positions for nuts with #-symbol.

When it is helpful, the slot-number is indicated in the Totem beam. Starting from #1 and counting slots.



Green Rotating Arrows = rotating action.

When a connection is a rotating hub, you must not tighten the bolt and nut too much. Test it for a smooth rotation, but not too wobbly either.



The colours of plastic part may vary. Colours are often changed on parts to make it easier to see them in the instructions pictures.





Totem RoboCar Chassis Parts.



totem



4 cm

totem

2x

2x

totem

x

x

totem

Do not tighten the nuts and bolts too much. Keep links spin free.

PART 8

The 16 mm bolt has the function to stop over-turn when maximum right-turn.

If the car bumps into something, when maximum right-turning, the steering can "snap" into a locked position.

The bolt stops steering arm before this can happen.

Mount the wheels.

The wheels fit into the 12mm HEX couplers in the front and back. The included M4 (4mm) bolts are used for this purpose. Use any suitable screwdriver. (e.g. Philips drive or flat-type)

(On this image the X4 board is mounted already. This comes actually in the next PART 10.)

Tyre patterns

The wheels are in pairs. You can see on the picture which side either the left or right pattern goes.

PART 10

CONNECTION DIAGRAM

This diagram shows the connections for the cables to the RoboBoard X4 controller.

Left side motor

Right side motor

Zip Ties for the cables.

There is several ways you may fix the cables with Zip Ties. Here is how we did it.

Cables connected to the RoboBoard X4

The cables can be thread UNDER the X4 board, to be most tidy and protected.

The cable from the servo is connected to the X4-connector with the BROWN wire facing upward.

CHARGING

How to control

Download the Totem app on your smartphone or tablet via App Store or Google Play.

Search for : "totemmaker"

Or scan this code:

Start the app and get aquinted with it.

Coding the RoboBoard

For more advanced use cases, such as programming your model, please follow our documentation and examples available at:

By programming your robot with Arduino, you can teach it to behave in certain patterns, respond to commands or external stimulus.

Our programming examples start from simple behaviour such as robot driving directions and light patterns, up to advanced projects where the robot is subjected to advanced control algorithm such as balance control.

Going further

Your robot abilities can be expanded by adding more Totem Bus devices. The list of available modules are ever-growing.

Robots can have audio playback recording. Laser distance measuring. Line follower for detecting taped lines on the floor. There are display modules and input devices of different kinds.

Learn about the Totem Bus here:

https://docs.totemmaker.net/TotemBUS/

See us here: www.totemmaker.net

At Totem we create a unique construction system with parts for robotics and electronics prototyping.

It's designed as a user-friendly system for makers of all levels. Since 2015 we seek to make the engineering world fun, understandable and simple for everyone.

