



# **Fun Game For Basic Humanoid Control**

# VEX CODE VR

## Activities

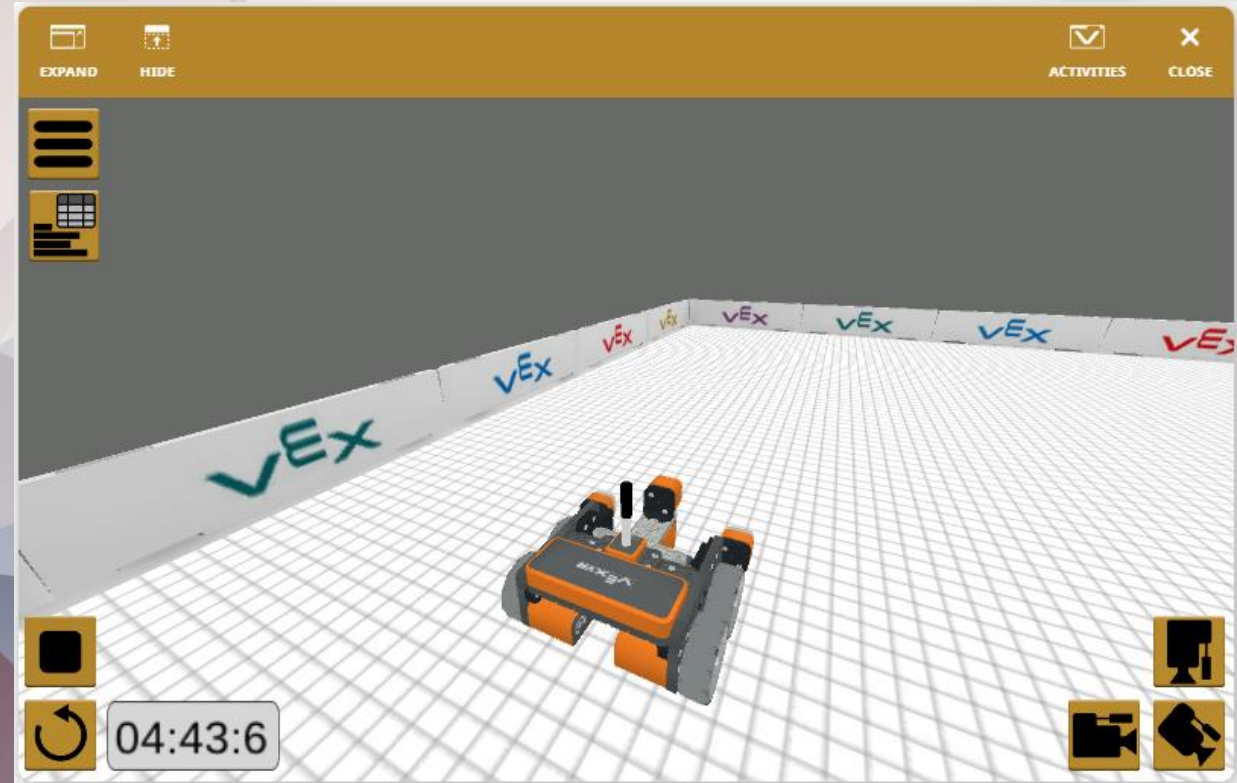


Welcome to VEXcode VR! It's a great platform for learning programming and robotics. Here are some tips to help you get started:

**With Vexcode Vr, you can create simple programs.** Begin by writing simple programs to move the robot forward or turn. Experiment with different commands to see how the robot responds.

try this move..

- Open web <https://vr.vex.com/>





# VEXcode VR Website

The screenshot displays the VEXcode VR website interface, which is a block-based programming environment for VEX Robotics. The interface is divided into several sections:

- Top Bar:** Features the VEXcode VR logo, a globe icon, and menu items for File, Tools, TUTORIALS, and LEARN. On the right, there are UNDO and REDO buttons, a project name field (VEXcode Project), and a status indicator (Not Saved).
- Left Panel:** A sidebar containing a list of block categories: Drivetrain, Magnet, Looks, Events, Control, Sensing, Operators, Variables, My Blocks, and Comments. The Drivetrain category is currently selected, showing a list of blocks including drive forward, drive forward for, turn right, turn right for, turn to heading, turn to rotation, stop driving, set drive velocity to, set turn velocity to, and set drive heading to.
- Central Canvas:** The main workspace for building the program. It shows a sequence of blocks starting with a yellow "when started" block, followed by a series of blue Drivetrain blocks: "drive forward for 600 mm", "turn right for 90 degrees", "drive forward for 600 mm", "turn right for 90 degrees", and "drive forward for 600 mm".
- Right Panel:** A panel for running the program. It includes a top bar with EXPAND, HIDE, ACTIVITIES, and CLOSE buttons. Below this is a large grid area for the robot's movement. At the bottom, there is a timer showing 00:20:6 and several icons for controlling the robot, including a stop button, a reset button, and a camera view button.

# try this..

# ①

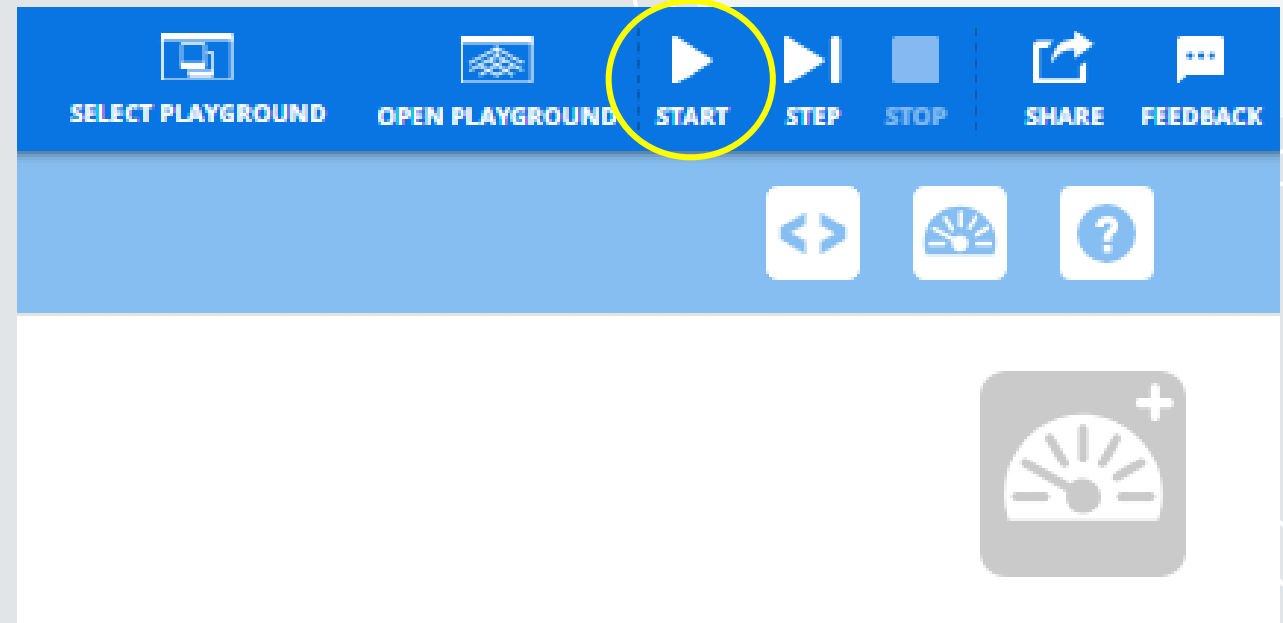
## Assemble code as you wish

The screenshot displays the VR programming environment. The top menu bar includes 'VR', a globe icon, 'File', 'Tools', 'TUTORIALS', and 'LEARN'. On the left, a sidebar lists categories: Drivetrain (blue), Magnet (dark blue), Looks (purple), Events (yellow), Control (orange), Sensing (light blue), Operators (green), Variables (orange), My Blocks (pink), and Comments (grey). The main workspace is divided into two panes. The left pane, titled 'Drivetrain', contains a vertical stack of blue blocks: 'drive forward', 'drive forward for 200 mm', 'turn right', 'turn right for 90 degrees', 'turn to heading 90 degrees', 'turn to rotation 90 degrees', 'stop driving', and a partially visible 'turn to heading 90 degrees'. The right pane shows a sequence of blocks starting with a yellow 'when started' block, followed by a blue 'drive forward for 800 mm' block, and then an orange 'repeat 5' loop. Inside the loop are four blue blocks: 'turn right for 90 degrees', 'drive forward for 800 mm', 'turn right for 90 degrees', and 'drive forward for 800 mm'.

try this..

②

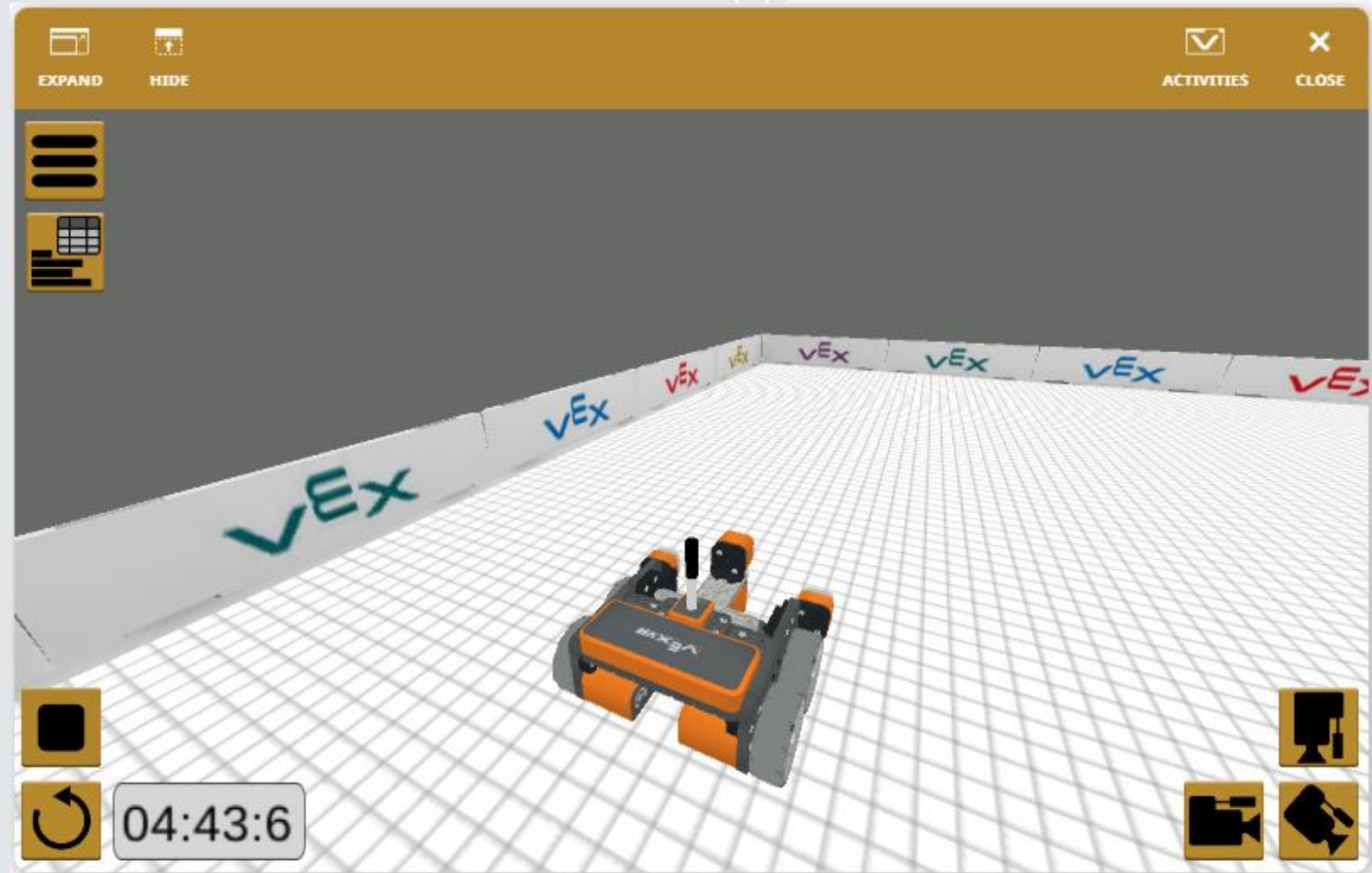
Click 'START'



# try this..

## ③

- The simulation then appear on your screen
- Select camera icon to change the view angle



**For more tutorial,  
check the link below..**

**[https://www.youtube.com/watch?  
v=31-yUz5AaRU&list=PL-  
ptF2sIHtJDcHk2UL57mTy7t6-  
dIGgZL](https://www.youtube.com/watch?v=31-yUz5AaRU&list=PL-ptF2sIHtJDcHk2UL57mTy7t6-dIGgZL)**



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