

電子おもちゃ

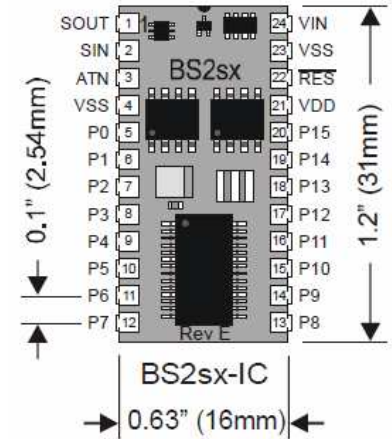
武藤佳恭

電子おもちゃ支援情報

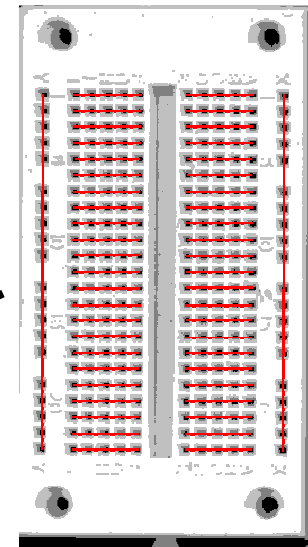
- <http://neuro.sfc.keio.ac.jp/kenkyukai/toy.html>をクリックします。
- “はじめに”をクリックします。
- [basic stamp download](#) をクリック、ダウンロードし、インストールする。

一番簡単な開発環境

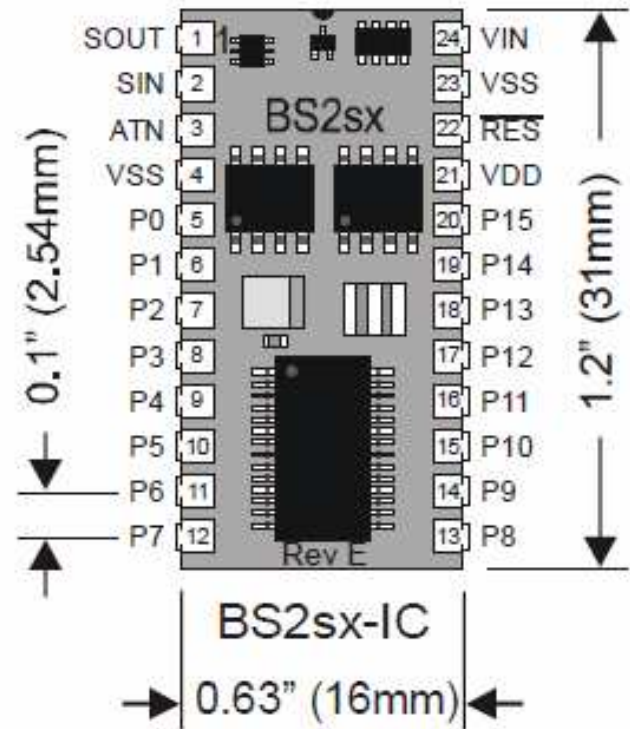
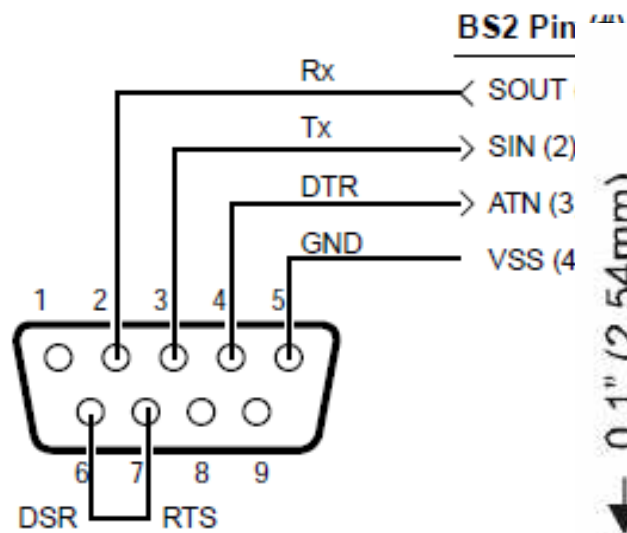
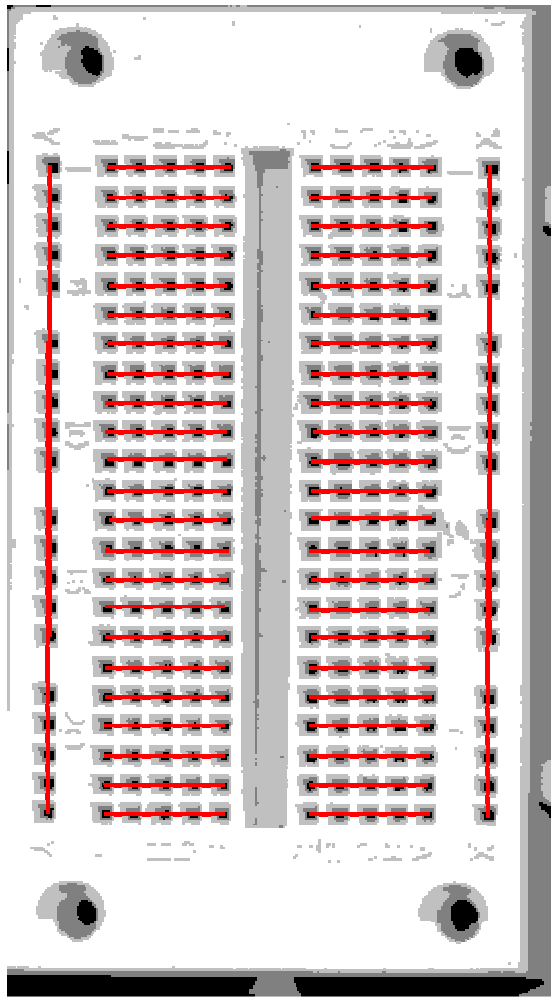
- Basic Stamp for Windows, Mac, Linux
- USB-RS232c ケーブル 1200円 (秋月)
- BS2 3900円 (秋月)
- BS2SX 4700円 (秋月)

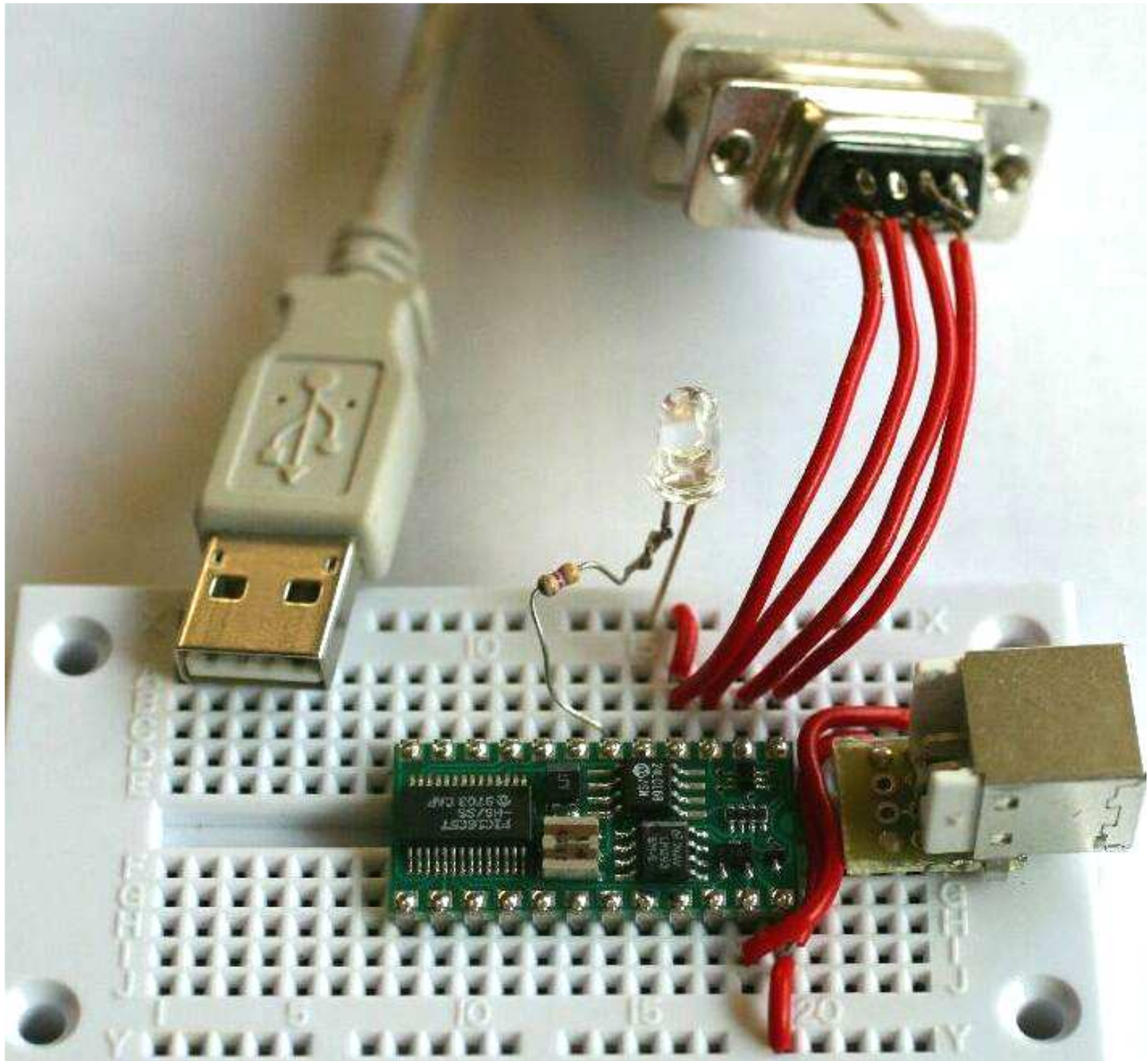


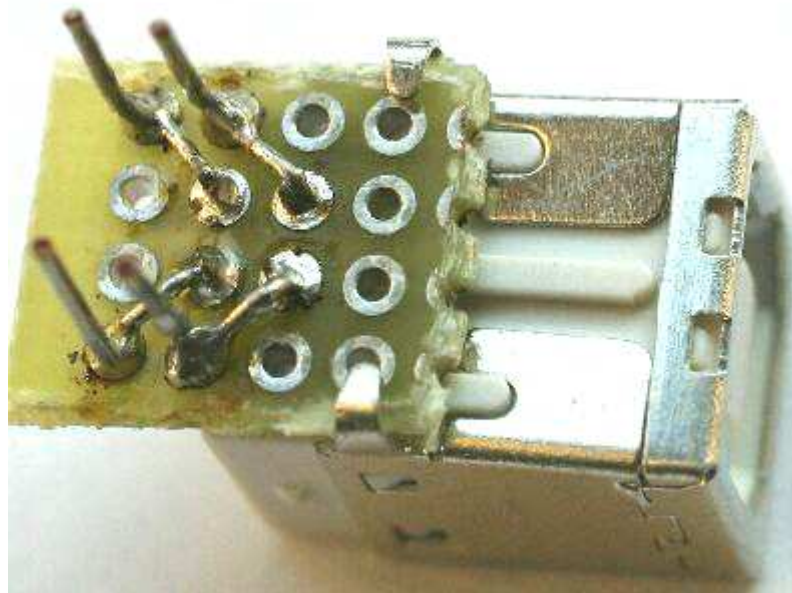
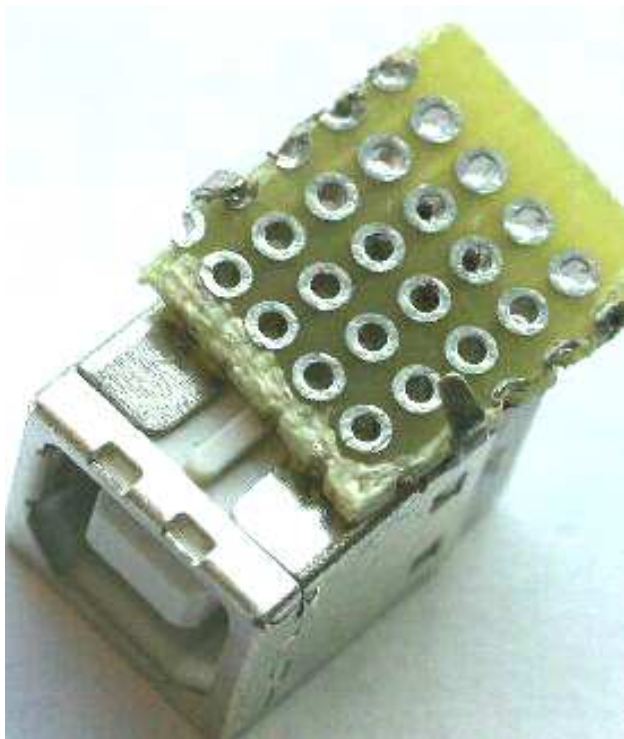
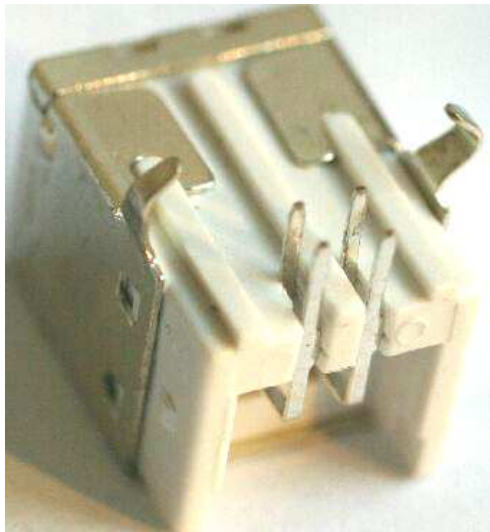
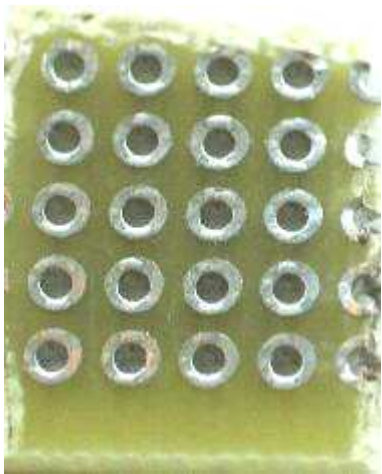
ブレッドボード



USB-RS232c







HEX FORMAT

```
:10202E00216E016A0162215D217F218C017F01C336
:10203E0001260116022940022AAD0172022A9A02D5
:10204E0029D00229D6022A1402287D02284302270B
^ ^   ^ ^                               ^
| |   | |                               |
| |   | |   checksum-----+
| |   | +-----data bytes
| |   +-----record type (00=data, 01=end of file)
| +-----address for this line of data
+-----number of bytes of data in this line
```

```
Line #1: 16 bytes @ 0x202E to 0x203D (8238 to 8253)
Line #2: 16 bytes @ 0x203E to 0x204D (8254 to 8269)
Line #2: 16 bytes @ 0x204E to 0x205D (8270 to 8285)
```

```
:10246200464C5549442050524F46494C4500464C33
|||||||||CC->Checksum
|||||||||DD->Data
|||||||||TT->Record Type
|||AAAA->Address
|LL->Record Length
:->Colon
```

where:

- **10** is the number of data bytes in the record.
- **2462** is the address where the data are to be located in memory
- **00** is the record type 00 (a data record).
- **464C...464C** is the data.
- **33** is the checksum of the record.

```
:00000001FF
```

where:

- **00** is the number of data bytes in the record.
- **0000** is the address where the data are to be located in memory. The address in end-of-file records is meaningless and is ignored. An address of 0000h is typical.
- **01** is the record type 01 (an end-of-file record).
- **FF** is the checksum of the record and is calculated as 01h + NOT(00h + 00h + 00h + 01h).

Basic stamp programming

- Basic stamp softwareをダウンロードし、インストールする。
- Basic stamp editorを起動する。
- プログラムを書く。
- Stamp chipを選択する。(directive/stamp)
- Stamp portを選択する。(directive/port)
- Runボタンをクリックする。(programは自動的にbasic stampに転送されます。)

Basic stamp programming

```
' {$STAMP BS2}
```

```
begin:
```

```
HIGH 1
```

```
LOW 0
```

```
PAUSE 1000
```

```
LOW 1
```

```
HIGH 0
```

```
PAUSE 1000
```

```
GOTO begin
```

```
'label
```

```
'pin1を1にする
```

```
'pin0を0にする
```

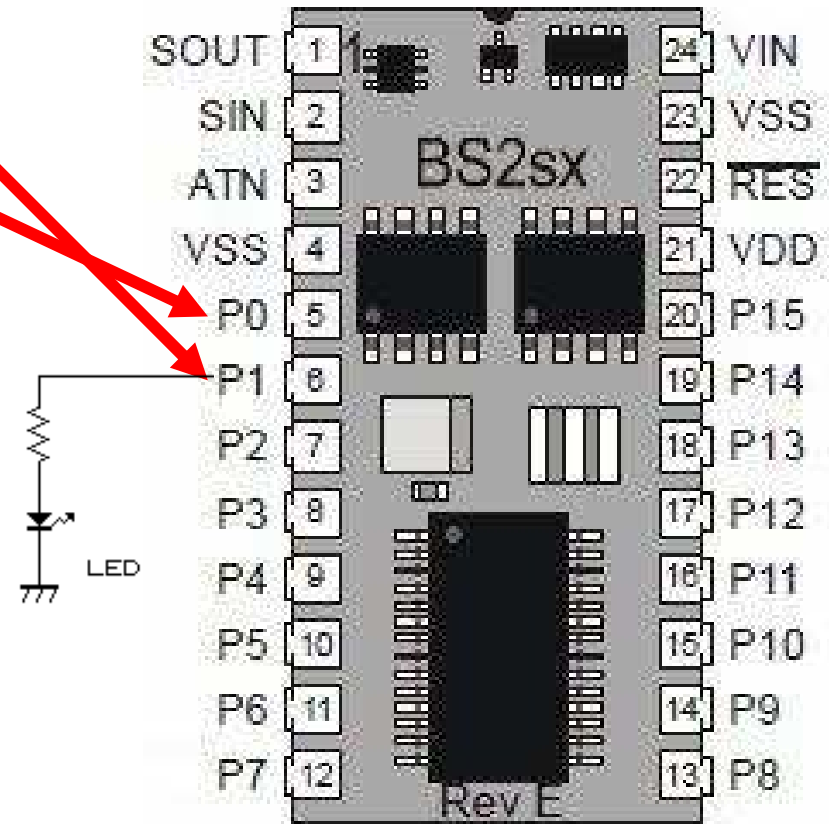
```
'1000ms休む
```

```
'pin1を0にする
```

```
'pin0を1にする
```

```
'1000ms休む
```

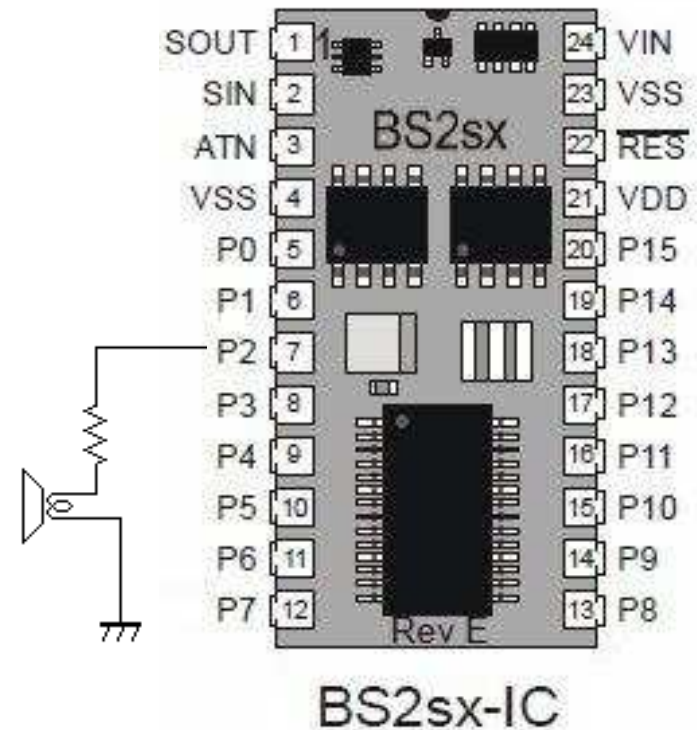
```
'beginに戻る
```



BS2sx-IC

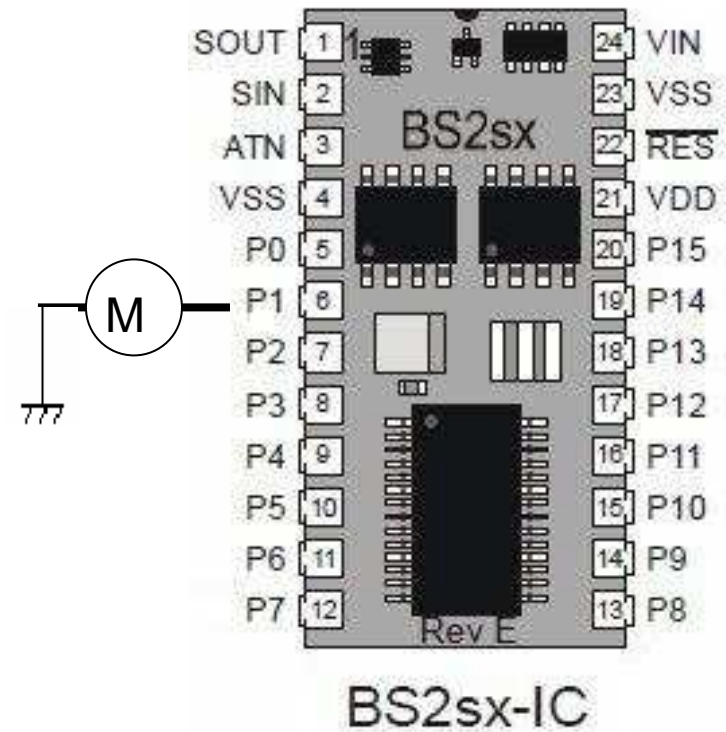
Mary music

```
begin:  
i VAR Byte  
f VAR Word  
c CON 523*2  
d CON 587*2  
e CON 659*2  
g CON 784*2  
r CON 0  
FOR i=0 TO 28  
LOOKUP i,[e,d,c,d,e,e,e,r,d,d,d,r,e,g,g,r,e,d,c,d,e,e,e,d,d,e,d,c],f  
FREQOUT 2,350,f,(f-8) MAX 32768  
NEXT  
PAUSE 2000  
GOTO begin
```

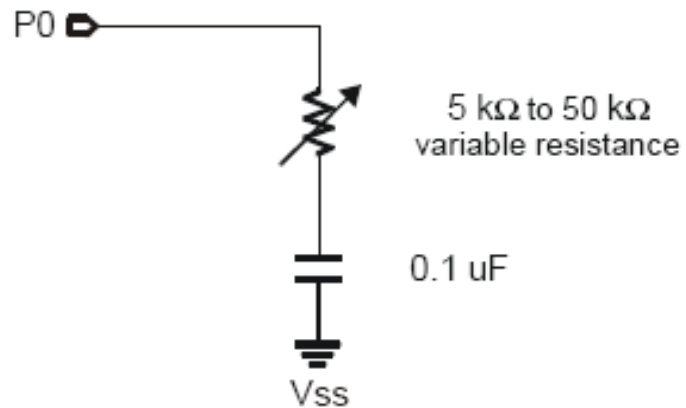


motor

a VAR Word
b VAR Word
a=1
b=100
start:
HIGH 1
PAUSE a
LOW 1
PAUSE b
GOTO start



POTコマンド



```
SYMBOL PotPin          = 0          ' pot connected to P0
SYMBOL Scale           = 111        ' scale value for test circuit

SYMBOL level           = B2        ' storage of pot "level"

Main:
  POT PotPin, Scale, level          ' read pot level
  DEBUG CLS, "Level = ", #level     ' display
  PAUSE 50                          ' short delay
  GOTO Main                          ' repeat forever
END
```