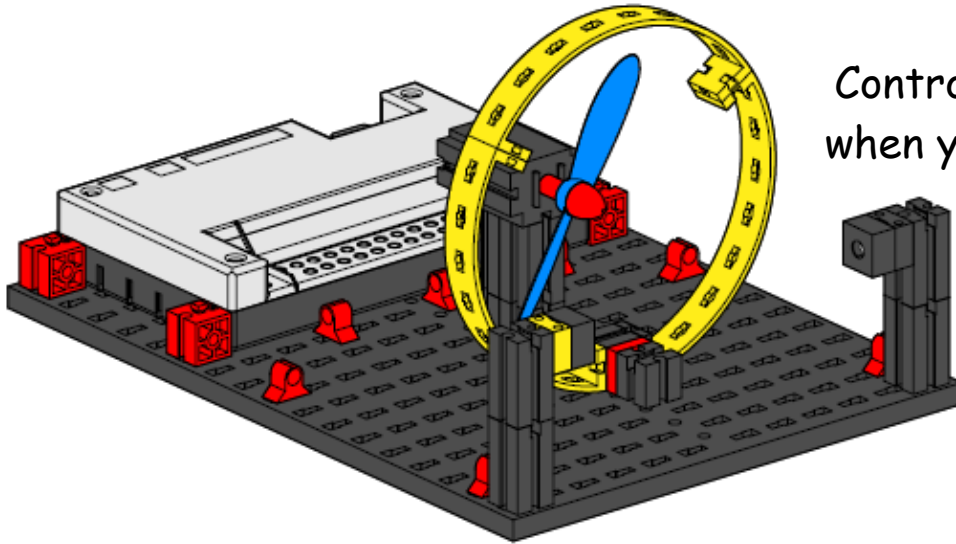


Model 2: The Hand Dryer



Control a fan to turn on when your hands break a light beam

Assemble the model:

Step 1: Build the Hand Dryer Model as shown in these assembly instructions.

Step 2: Wire the phototransistor to the **digital inputs I1 - I8** on the interface and program it with a "digital branch" (see Quick Guide).

Step 3: Wire the light and the motor to the **outputs M1 - M4** on the interface.

Programming Tasks:

Task 1: The hand dryer is to be programmed so the blower (fan) will turn on as soon as the Light beam is interrupted and then turn off 5 seconds later.

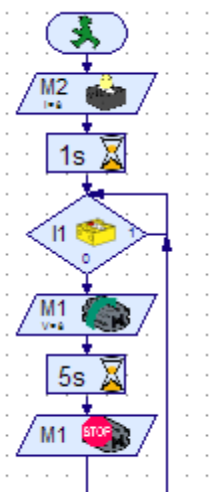
Programming tips:

Turn on light for 1 second to give phototransistor time to react.

On the digital branch the "1" means the light barrier is not broken.

On the digital branch the "0" means the beam has been broken.

The program loops without an "end" element to end the program.

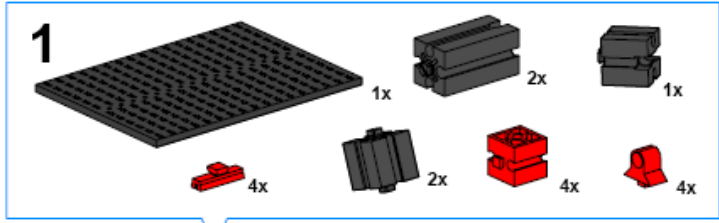


Task 2: In the interest of saving energy, modify your program so that the blower is shut off as soon as the beam is restored (when you take your hands away).

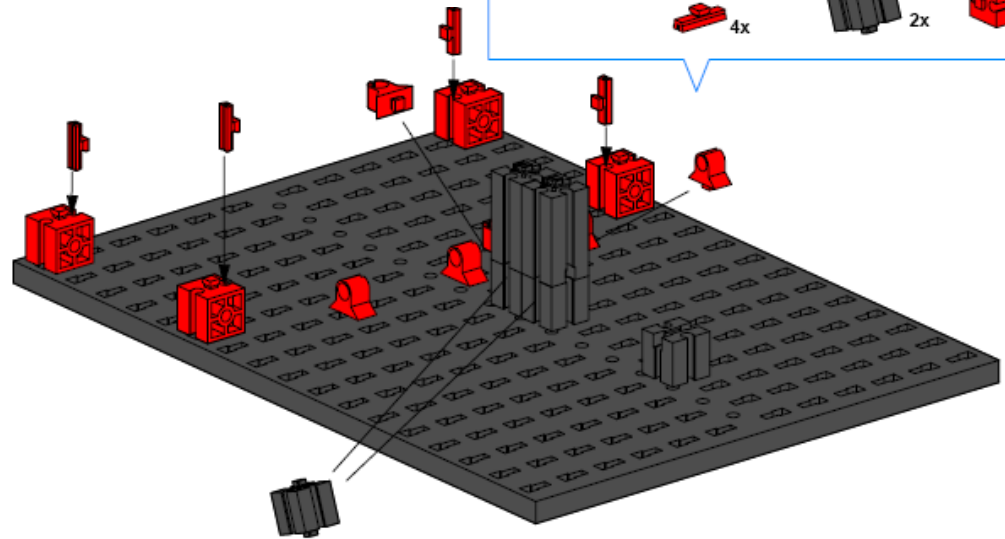
Model 2 - The Hand Dryer

Assembly Instructions Page 1

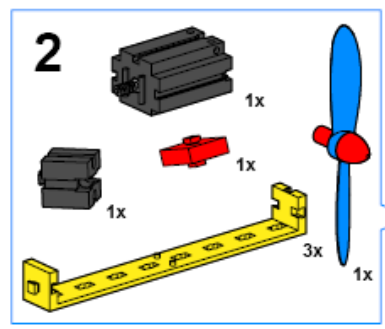
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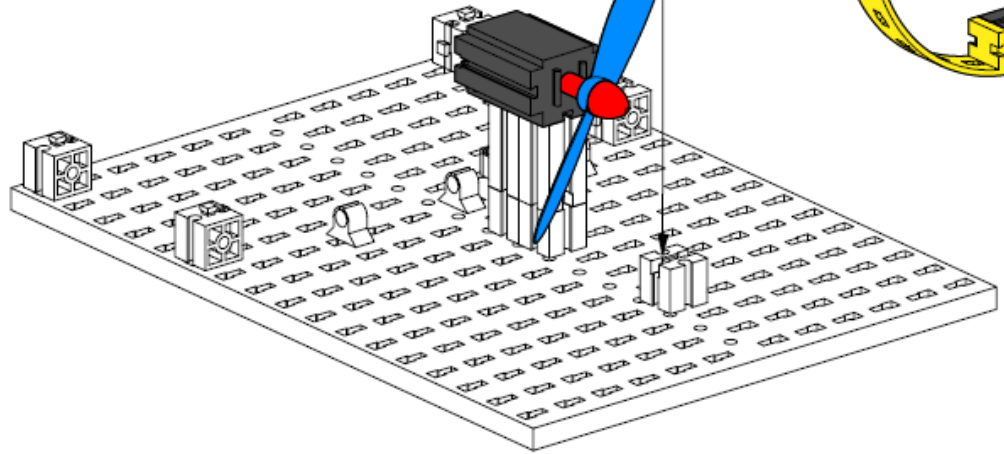
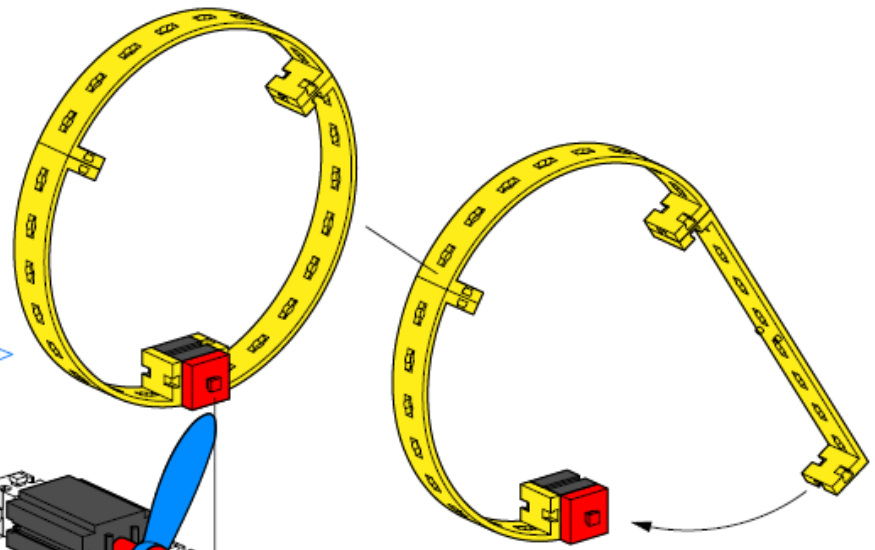
1x [Black 16x16 Technic Plate]
1x [Black 2x4 Technic Beam]
2x [Black 2x4 Technic Beam]
1x [Black 2x4 Technic Beam]
4x [Red 1x2 Technic Pin]
2x [Black 2x4 Technic Beam]
4x [Red 1x2 Technic Pin]
4x [Red 1x2 Technic Pin]



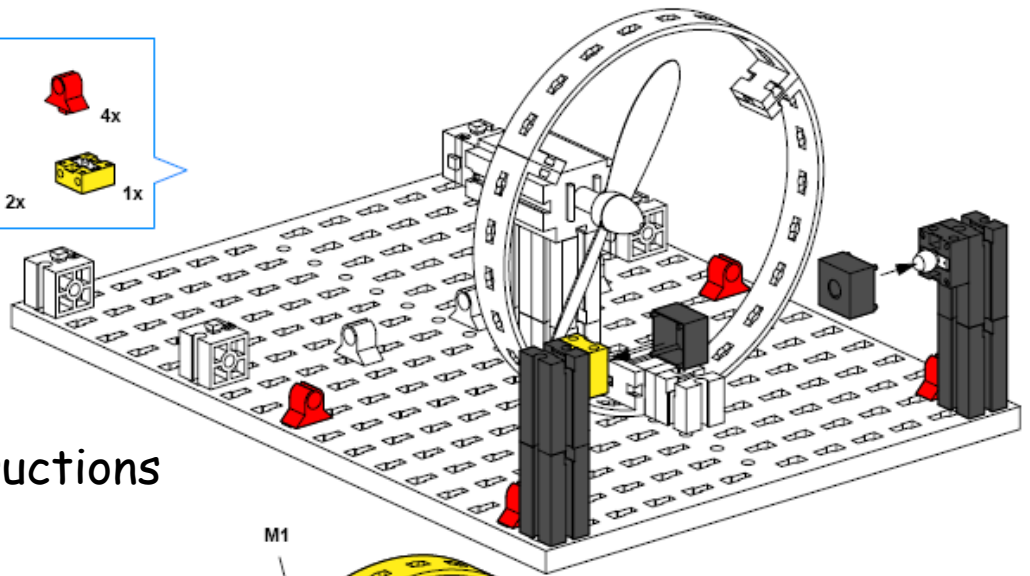
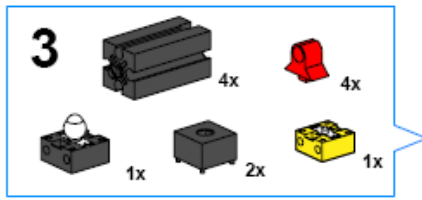
2



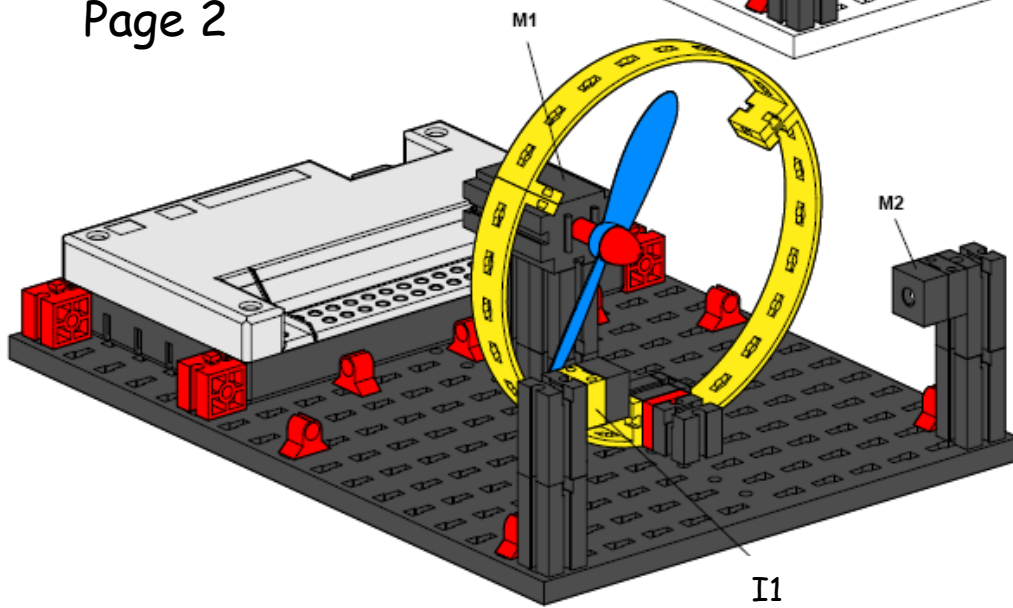
1x [Black 2x4 Technic Beam]
1x [Black 2x4 Technic Beam]
1x [Red 1x2 Technic Pin]
1x [Blue Propeller]
3x [Yellow 1x6 Technic Beam]
1x [Red 1x2 Technic Pin]



Model 2 - The Hand Dryer



Assembly Instructions
Page 2



Wiring Diagram

Note: our interface looks a little different from this picture.

