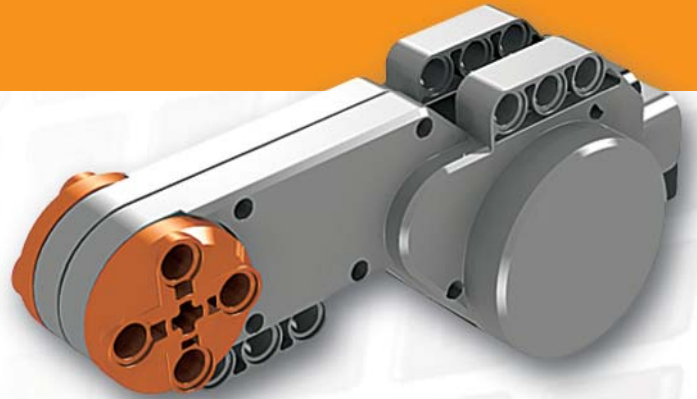


## Interactive Servo Motor



The three Interactive Servo Motors provide the robot with the ability to move. Using the Move [Move] block automatically aligns their speed so that the robot moves smoothly.

### Built-in Rotation Sensor

The Interactive Servo Motors all have a built-in Rotation Sensor. The rotational feedback allows the NXT to control movements very precisely. The built-in Rotation Sensor measures the Motor rotations in degrees (accuracy of +/- one degree) or full rotations. One rotation is 360 degrees, so if you set the Motor to turn 180 degrees, the hub will make half a turn.

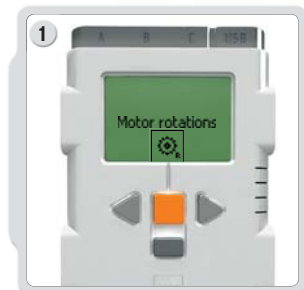


## Suggestions for use

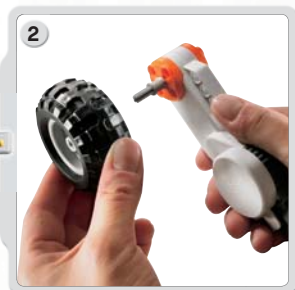
The built-in Rotation Sensor in each motor along with the Power configuration in the Move or Motor blocks in the Software (see page 53-55) allow you to program different speeds for your Motors and move the robot accurately.

## View

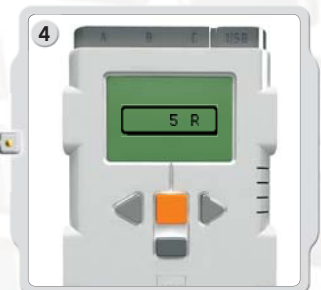
Test the Rotation Sensor's ability to measure distance. Connect the Motor to the NXT. Select View in the NXT display.



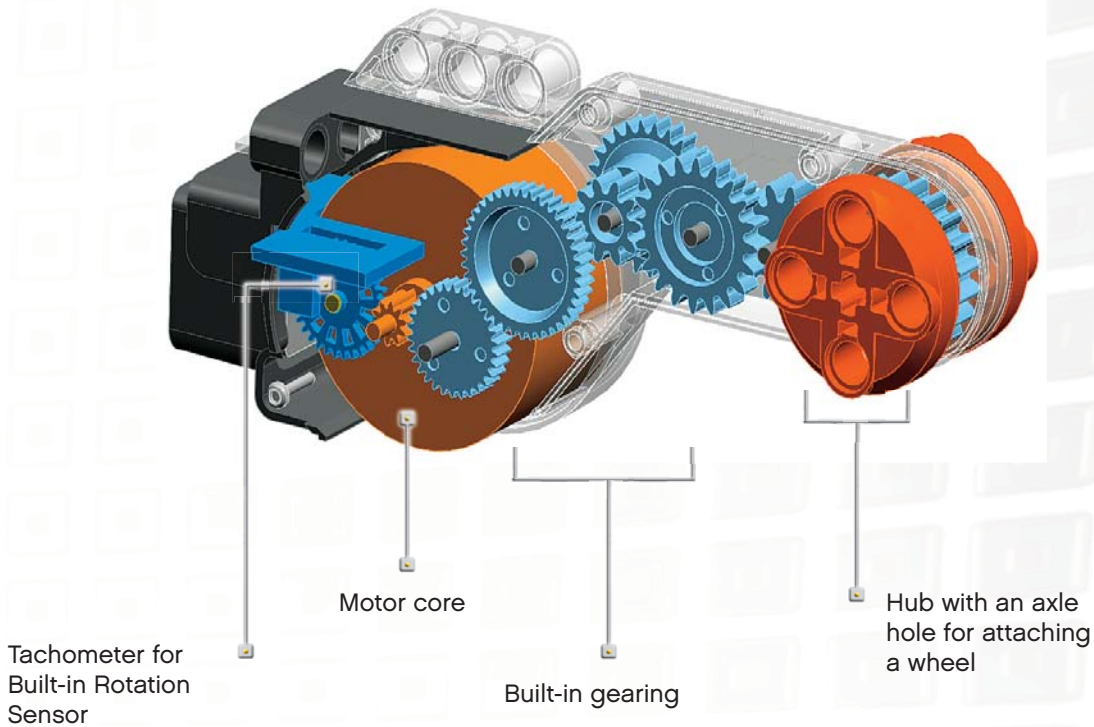
1 Select the Motor rotations icon.



2 Select the port in which you have placed the Motor. Now try to attach a wheel to the Motor and measure the rotations by pushing the wheel over the floor.



## Interactive Servo Motor



### Try Me

Use the appropriate program in the Try Me submenu (see page 17) to quickly see how it works.



### Program

You can also use the Program [Program] feature to create programs right on the NXT without using a computer.

See the Program section on page 15 to create a program using the Motors.