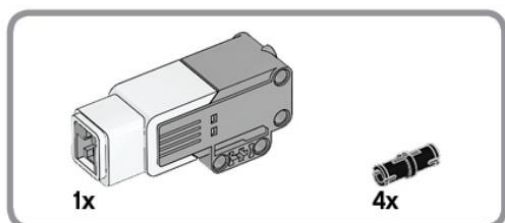
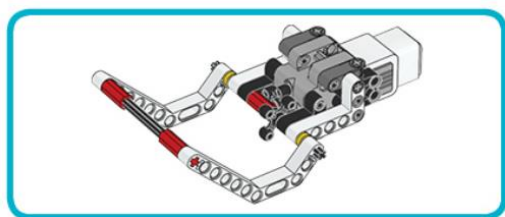
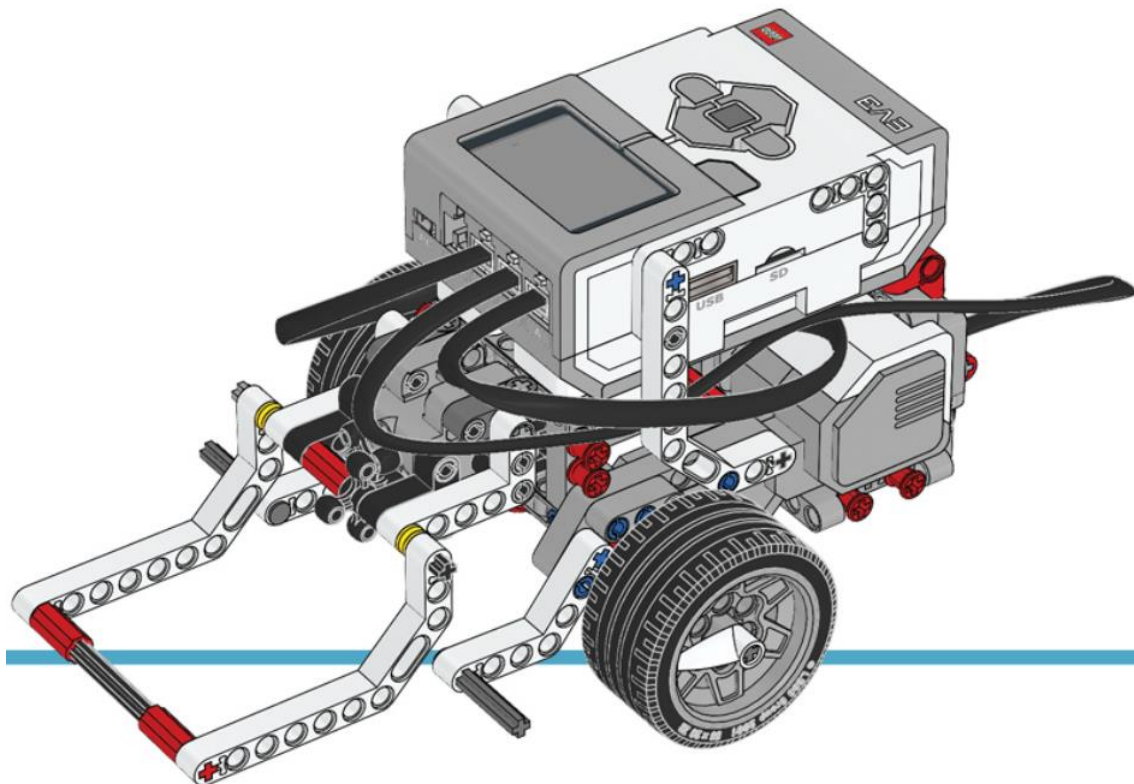


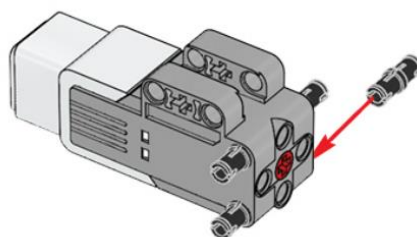
Parte 4 Aspectos básicos

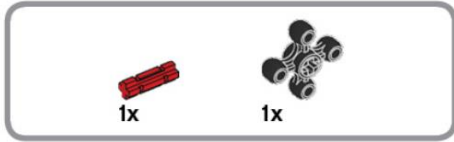
Mover objeto

Vamos a realizar las siguientes modificaciones:

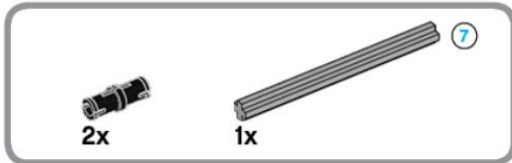
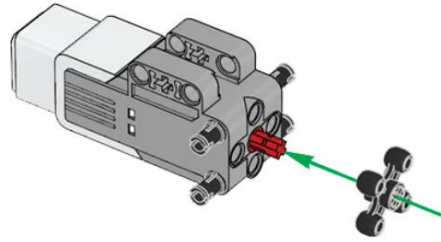


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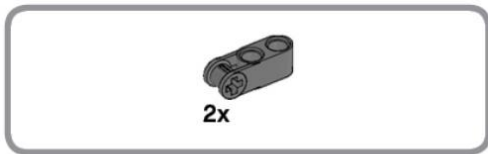
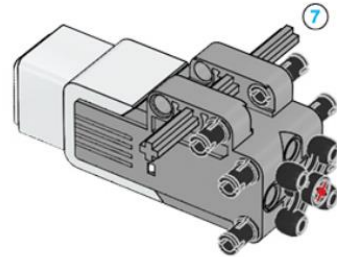




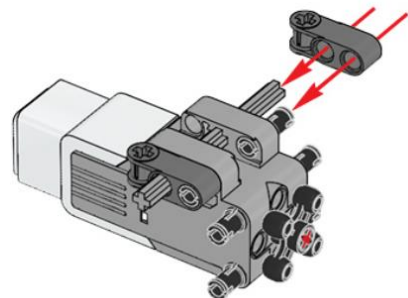
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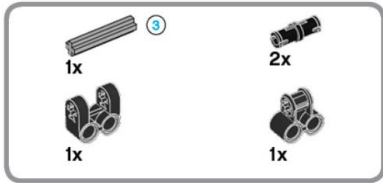


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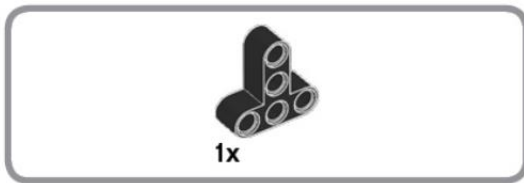
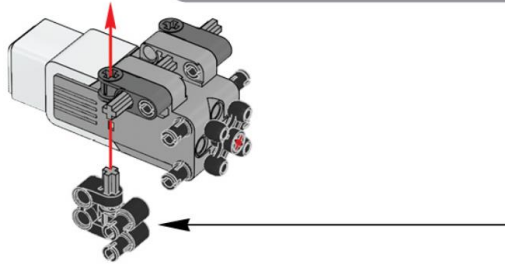
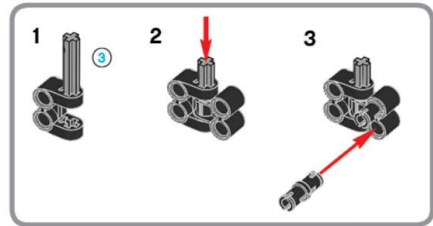


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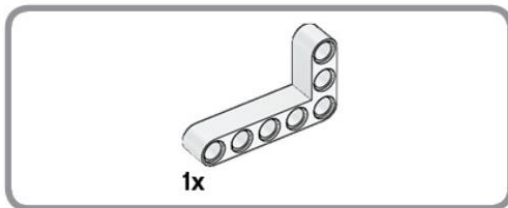
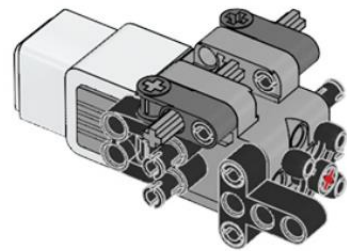




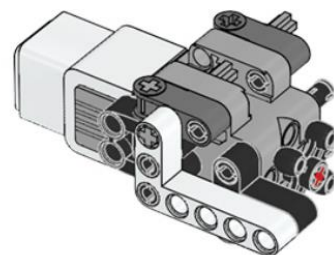
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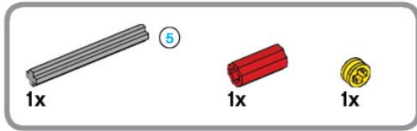


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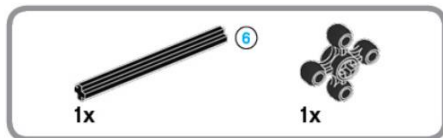
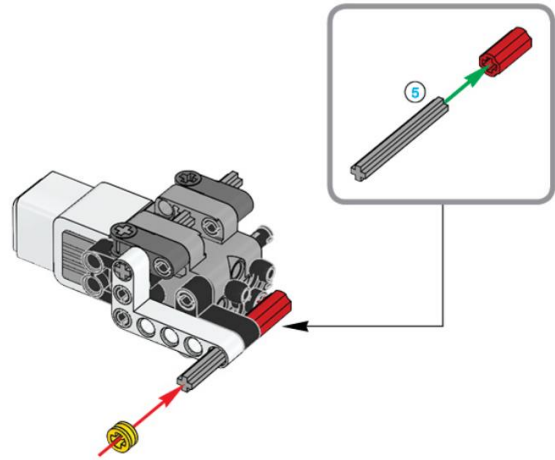


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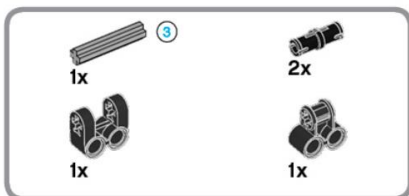
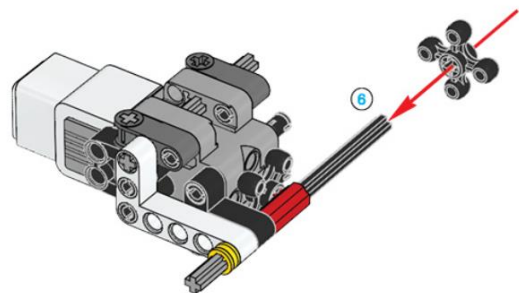




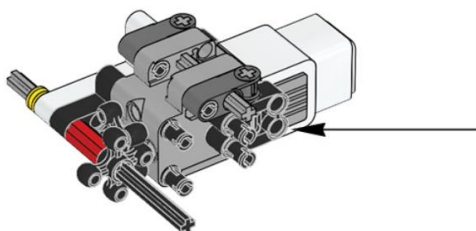
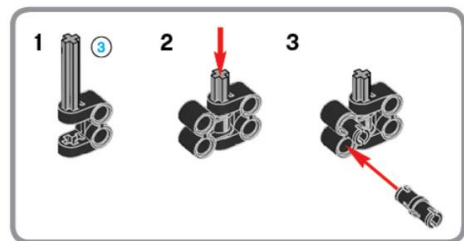
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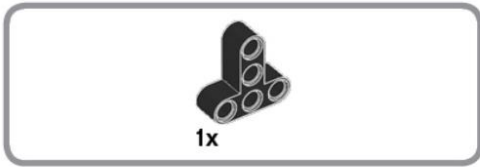


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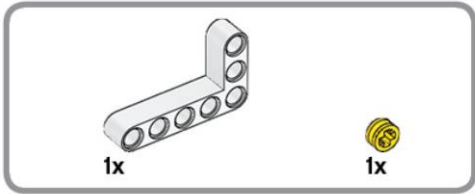
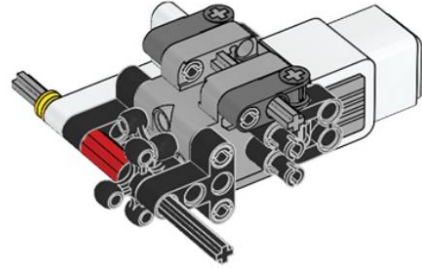


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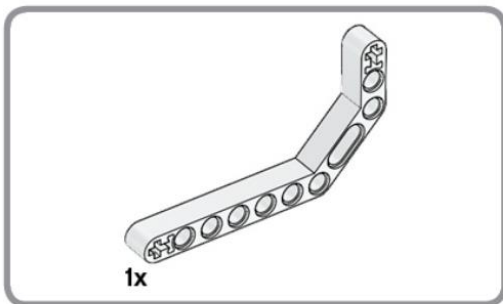
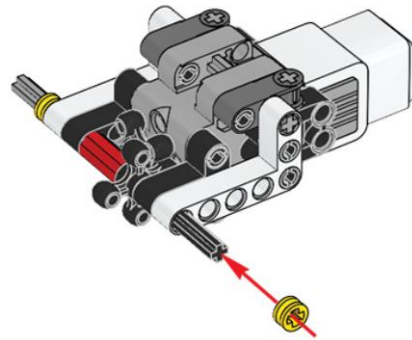




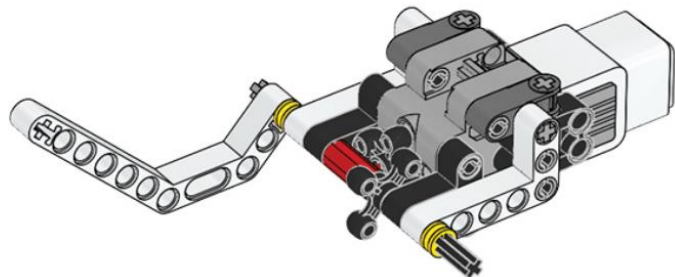
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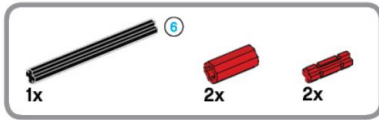


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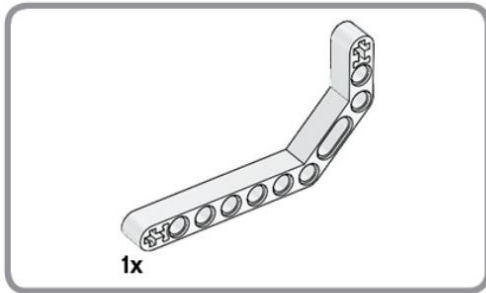
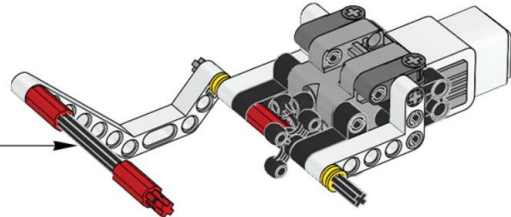
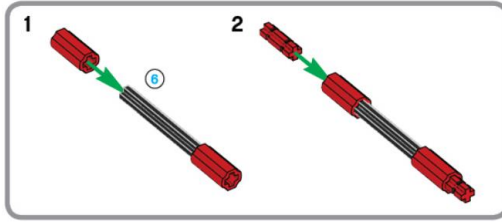


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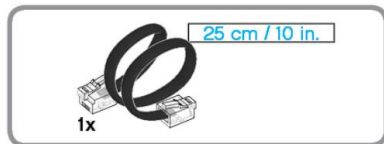
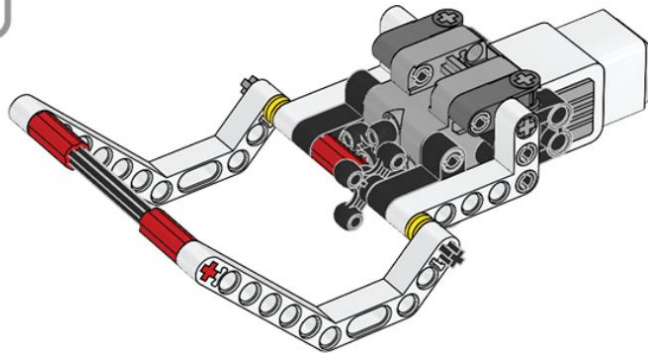




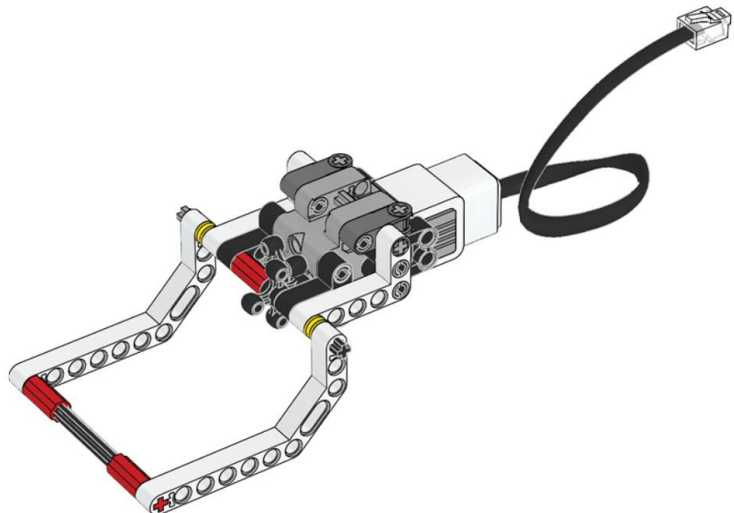
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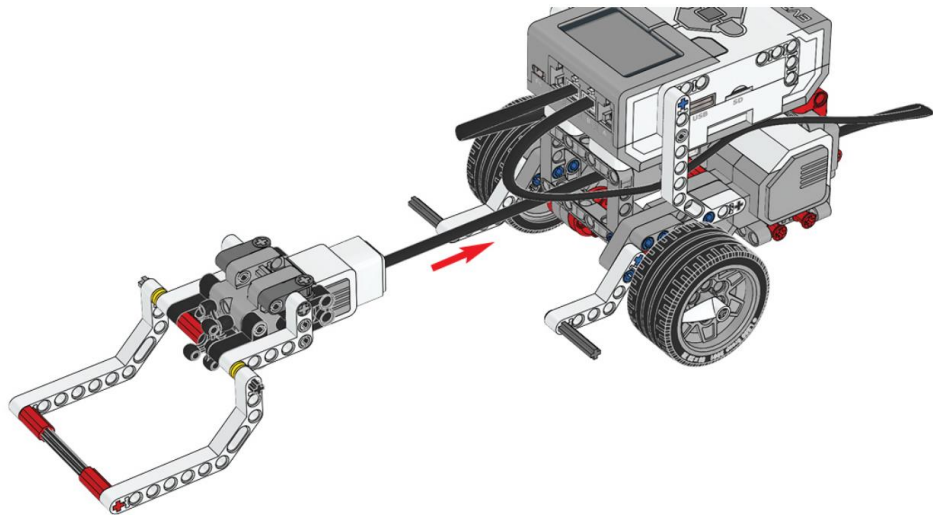
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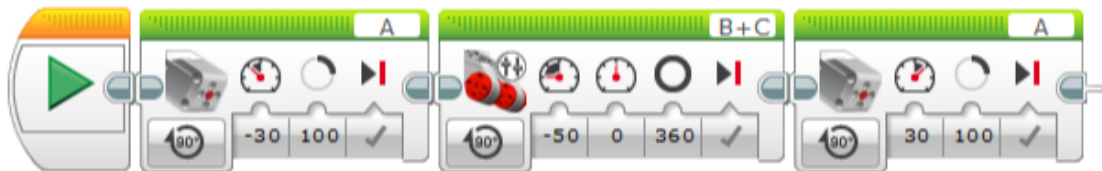
17



Este es el resultado:



Este es el código:



1

2

3

4

Nº. Bloque	Definición
1	El bloque donde se inicia la ejecución del programa.
2	El motor mediano que está conectado en el Puerto A, se desplace 100 grados a una potencia de -30%. (Baja el brazo)

3	Los motores de dirección conectados al puerto B y C, a una potencia negativa de -50% para el primer motor y 0 para el segundo motor, esto hará que retroceda girando hacia la izquierda.
4	El motor mediano conectado al puerto A, a una potencia de 30 se desplaza 100 grados. (Sube el brazo)

Este será el resultado final:

