March 14, 2006

TEAM UPDATE #16

GENERAL NOTICES

IMPORTANT NOTICE FROM INNOVATION FIRST

All Teams using the FRC 2006 Robot Controller are strongly urged to update their FRC Code at the earliest opportunity to prevent possible Robot Controller mis-operation.

Issue 1 - Symptom:
Teams using the 2006 Robot Controller may observe abnormal readings for the Robot Battery voltage on the OI while the actual voltage to the RC is 12V. In some cases possible unexpected behavior from the robot may occur. This results when data packets get shifted.

When the battery voltage indication data on the OI gets shifted, the display might well read the OI Port 4 Aux value (where the default value (127) typically converts to 8.2-8.3V when Port 4 is not connected).

Fix: Add "protected" to memory area.

Issue 2 – Symptom:
Teams may observe printf statements not working and/or experience unexpected behavior from the robot. This occurs if your code is larger than 64K.

To verify if your code exceeds 64K:
From the IFI Loader. When the file to download *is highlighted*, hit **Return**. You will see .. Flash 800 - xxxx, Mem Size yyyy (displayed in hex) in the status bar. The xxxx hex value is your total memory size. If this value (xxxx) is larger than FFFF (displayed in hex), your code is larger than the 64K boundary.

Fix: Reset the Code Model

Directions:
Follow the step-by-step instructions provided in document ► 8.2 - 8.3 Voltage Issue and Large Code configuration (3-14-06, pdf) listed under News or Announcements on the IFI Web Site at http://www.ifirobotics.com/.

Note:
Be sure to get the FRC_library_8722.lib installed as recommended in Team Update 13.

FRC TEAMS: IMPORTANT NOTICE FROM INTELITEK

A free upgrade for the FRC version of **"easyC"** to Version 2.7 is now available for download from http://www.intelitekdownloads.com/FRC2006. Installation instructions can also be found at this location.

This upgrade uses the existing licensing system, which means that it will be fully functional on licensed machines, and operate in evaluation mode for those trying out the software for

the first time. Every team should make an effort to upgrade their version of **"easyC"** at the first opportunity.

This upgrade supports the recent release of the new library by Innovation First as described in Team Update 13. Upgrading **"easyC"** will not affect your saved programs, or your ability to work with your previously written code. Key features and improvements of the new **"easyC"** Version 2.7 include the following:

- An improved loader with faster downloading speeds and more intelligent detection capabilities
- A convenient way to print a list of all the variables and functions in your project
- A pressure switch function block that automatically monitors a pneumatic pump.

- An upgraded version of the WPI library

Documents and Updates

No changes.

Question & Answer System

No changes.

Section 0 - Introduction

No changes.

Section 1 - Communication

No changes.

Section 2 – Team Organization

No changes.

Section 3 - The Arena

No changes.

Section 4 - The Game

Team Update Correction:
Team Update 15 updated the *Robot Off Sides rule*, but identified the modified rule as <G25>. Please note that the *Robot Off Sides rule* is <G26> and Section 4-The Game is now at Rev E.

Section 5. The Robot (includes the Kit of Parts)

A Final Comment Regarding the Alliance Color LED

While Rule 14 has been relaxed to some degree by recommending that Robots use the Alliance Color LED provided in the Kit of Parts to display their alliance color (red or blue), all teams are strongly requested to install the LED for the competitions.

The Color LED is an important and valuable tool for field officials to quickly verify any robot's status during matches and helps maintain the efficiency of the game. LED modules are

readily available by contacting Innovation First at http://www.ifirobotics.com. A limited number of LED modules will be made available at your Regional.

Section 6 – Robot Transportation

No changes.

Section 7 – At the Events

No changes

Section 8 – The Tournament

No changes.

Section 9 – The Awards

No changes.

Section 10 – Get Published

No changes.

2006 *FIRST* Guidelines, Tips & Good Practices

No changes

E-Mail Blasts Sent Since Last Update

March 9,2006

Important Autodesk Voting Information

Please read the following notice from Autodesk:

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URLs and Passwords:

Before writing to Autodesk to ask for your team password and URL for access to the scoring website, please check what email address you provided on your entry form and check with that person for the voting instructions; Autodesk does not have the bandwidth to keep resending the information to additional people not originally listed on your entry form. Just a reminder that this information was sent to the TEACHER listed on your entry form.

Emails came from
<mailto:Autodesk@ResearchSpectrum.com>Autodesk@ResearchSpectrum.com
and most were sent on March 1, 2 or 3rd.

Scoring Criteria:

Please remember that you are not voting for the one animation you like the best; all animations from the regional event(s) you plan to attend need to be scored per the awards criteria found in the manual.

For example, you need to cast a number score for each animation, in the three areas to be judged: Concept, Creativity, and Technical Excellence. For Concept and Creativity, the highest score you can give is a 35, which equals a perfect score. For Technical, the highest score you can give is a 30. A perfect animation would receive a total score of 100.

Gracious Professionalism:

Thank you for taking the time to vote and for using your gracious professionalism when you do cast your scores. Please take this seriously; if you have not had the time to review each animation submitted for your regional(s) it is better to not vote. We appreciate the teams that are taking this seriously and we applaud each team that took the time to submit an animation this year!

Autodesk

Question & Answer Items of Note

No changes