February 10, 2006

TEAM UPDATE #8

GENERAL NOTICES

CMUCAM2 Vision Sensor
Kevin Watson has posted an informative and instructive FAQ for teams involved in building, configuring, and calibrating the CMUCam2 Vision sensor. Plan a visit to: http://kevin.org/frc/camera and pick up valuable tips and guidelines to aid in getting your vision sensor up and running efficiently using the MPLAB Vision code.

Documents and Updates

New or Updated Drawings:
2006 *FIRST* Robotics Competition Game Official Field Elements Center Goal Chain Installation (pdf - 568 KB) **New! 2-9-06**

2006 *FIRST* Robotics Competition Game Team Field Elements Platform Sheet 1 of 3 (pdf - 278 KB) **Updated! 1-24-06**

Question & Answer System

Which motors are allowed to attach to the spike relays provided?

Spike Relay modules are fused at 20Amps and Rule 93 specifies that all Spike relays must connect to a 20A circuit breaker. So, by definition, the list of motors that can be used with a spike relay will be limited to those operating within this current limit.

Referring to DC Motor (G3.3) and the Spike Relay (G4.3.2) sections of the ***2006 FIRST Guidelines, Tips & Good Practices Rev C***, or to the ***2005 or 2006 Robot Power Distribution Diagrams*** will answer this question. Visit the FIRST web site at: http://www.usfirst.org/robotics/2006/frcdocs.htm#Section5.

Section 0 - Introduction

No changes.

Section 1 - Communication

No changes.

Section 2 – Team Organization

No changes.

Section 3 - The Arena

Section 3 – The Arena has been modified to *Rev B* by inclusion of a correction to section *3.3.4 Player Stations*. The correction removes the reference to a separate Communication cable, which is not used this year. Only a Competition cable is provided. The revised Section 3.3.4 now reads as follows:

3.3.4 Player Stations

Attached to the Alliance Station Wall are three aluminum shelves to support the alliance robot control systems of the three teams. At each setup location a Competition Cable (to attach to the "Competition Port" of the Operator Interface) for each team will be available. This cable provides power control for the team's Operator Interface and communications with the robot. Emergency Stop (E-Stop) buttons for each team are located on the left end of each Player Station shelf.

Section 4 - The Game

No changes.

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

No changes.

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

No changes.

Question & Answer Items of Note

No changes.