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Lego mindstorms card dealer

Here is another fantastic card seller from a member of youtube This includes - Automatic identification of players (including distance from the seller) - ability to trade cards - It can 'burn' the card between each set of home cards - It can flip cards for home cards - Basic error management if the card gets stuck (it stops and waits for help) Very handy! They even have complete documentation of how this was done, although unfortunately only in German although they :(- Damien Kee www.theNXTclassroom.com do you like playing cards but suck at mixing and trading? I just fixed that problem with ... LEGO, of course. Introducing the world's first Lego automatic card croupier! Check it out here →, programmed to play Blackjack and Texas Hold'em Poker. I built it with Lego Technic and programmed it using Lego Mindstorms EV3. Building guidelines come to →, peace, love and cookies!!! Miguel PS: Did you miss my previous inventions? Check them out on Youtube →, HERE Want someone to help you deal cards when you play card games? EV3 card dealer can deal cards by number of players and types of games. If you play blackjack, you will get two cards for each. A number of players can be added by displaying colored bricks in front of the color sensor. Each player will be assigned by the name of the color. Players can request multiple cards only by saying Give yellow All control can be done via Alexa using the voice command. Upright characters mean Alexa. Italic means options to select the move (forward, backward) to move the seller forward or backward. {start, play} (rummy, blackjack, poker) Start deal cards.add (user, player) Add players by displaying the lego color on the sensor. (give, I'll make a deal) (All, black, red, green, yellow, blue, white) (Numbers) Give the number of cards to the player. {start, play, activate} (reset, play) Reset games, delete all players set to default (two players)The default value for the number of players is two. Players' colors are red and yellow. OperationIf you want to start the game, we issue a command to open or start playing cards The default value for the number of users is two. If we want a change, we can issue a command to add (player or user) and put square lego bricks in front of the color sensor in front. This color will represent you and the order of the players. Card vendors will remember your position for later card trades. If you use add player, you must add all users because the default users will be deleted. The sensed color will be sent to Alexa_send_event alexa feature. Alexa will respond to the event to speak the color of the user. After adding all users, issue a start command {poker, blackjack, rummy} Machine calculates the number of cards and solve cards for each player. Because Alexa can not to command forever. Po Po time, the time time and output will be. To issue a command, you need to talk again to open or start playing cards. To get more cards, just say give (colorname) {number of cards} Ex. Give the yellow two means to give two cards to the yellow player. To give to all players. Just say Give everything to restart the game just say start reset and all default values will be restored. Please note that the number of players will be restored to two. Card game Merchants CommandLego EV3 ConstructionFor this project we use two engines. One for solving the card and another for downloading the base. Two sensors are used, one for the color sensor used to add each player. Use push sensor to find boundaries for left and right movements. These values are used to calculate the angle for each player. We can summarize the creation for each part of the card game reseller as follows. The card holding baseWe use one large gear motor to drive the base to hold the card. Holding a card is just a simple rectangular box with a large gear attached to it. Dealer of Motor & GearCardsUtil use the medium engine with gearbox to drive the card wheel. The wheel card solution is made of two medium-sized rubber wheels. And one large rubber wheel for pushing the card at the top. Dealer of motor cards and equipment Wheels used for driving cards and press cards in the top Wire ClipperV experiment we found a lot of problems that the motor wire struck by the push sensor on the back. So we need to have a wire trimmer to protect the wire hit by the sensors. Card LockerThere are many times cards come out more than one. To solve this problem, we come out with a card cabinet, as shown in the figure, which can adjust the gap. This lock prevents the card from coming out more than one. Card box with adjusting gear and limit sensor lockWe teach a touch sensor to limit the boundary for left and right movement. These values will be used to calculate the angle of the solution card for each user. Angle equals (left and right limits)/Number of players. We only use one sensor in this project. Due to the movement of the engine, we can determine whether it is left or right. The rod will be added to the side of the card tray and the touch sensor will be installed in the middle. Ev3 control boxWe divide the control box because we can select the control box for use with other projects easily. The control box and card vendor are easy to connect to simple connectors and can be easily removed. The battery runs out very quickly and affects engine power. Then we decided to add to the adapter 9V plugin with wiring to connect to the battery box. This saves money on the battery and time to recharge the battery. EV3 Control box with the addition of 9 V Adapter Software To set up the development environment, follow the setup steps to source code is on the there are two parts of the source code. Code. code for alexa skill set and python source code for ev3. To set the alexa skill set, follow the instructions on . Ignore create lego brick parts just focus on creating alexa skill set and how to load the program ev3. We use Mission 3 and Mission 4 for the skeleton program to communicate with Alexa both for direction (guidelines and event handlers). However, many pythons feature has been added to the engine control and read values._init_reset (self)Reset all parameters to default. Number of players = 2 start from red, yellow. The default game is blackjack and the number of cards = 2_addUser (self)To add players to the game by checking the brick color in front of the color sensor. If the color sensor has been blocked, you can issue a movement command {forward, backward} to move the tray from sensor._findboundary (self)To move the tray to the right until the touch sensor and start moving to the left until you touch the sensor again. This calculates how many degrees from right to left. This value will be used to calculate the degree for movement for each player._calcDegree (ms, player)Calculate the degree for each move = (Player order x degreeStep) + left margin degreeStep = absolute value (left margin - right margin)/number of players_gameinit (me, game)Start trading cards for each player. The number of cards is calculated based on the game. Only rummy, which calculates the base of the number of players (players = 2 cards = 10, other cards = 7) Before the trade cards for each. This feature will call _findboundary () start_dealcard (custom, num, player) deal card number for players. The player will order players to start from 0, which is added when we use to add user commandTroubleshooting and lessonsNot bluetooth in the Wireless menu. Just restart the ev3, most of the time it's workingCan't pair the Ev3 with Alexa. On the Bluetooth menu, turn on the display of the public flag. Because I'm not a native English speaker. Alexa sometimes doesn't understand the command. I always use Google Translate to talk alexa. Mostly, it's better than me. :)If the engine is moving with moving values. To get an uncertain answer, use convet for an integer to resolve this issue. When moving the motor, make sure that your cable is long and high enough not to collide with other parts. Setting up your device is very easy. Install ev3dev for programming ev3 Brick Install Visual Studio code for editing code Install Alexa Gadgets Python Software on EV3 Brick When you downloaded ev3 software, you must flash on the SD card. I prefer class 10 SD cards. For flickering, we use Etcher or Rufus. For the introduction you need to put an SD card into the brick. For putting in SD cards bare hands are enough, but when you're removing I'll prefer Tweezers So for a brick ev3, you need a 6 x AA battery with each one 1.5V. I prefer high-content rechargeable batteries mah). The higher the mAh battery rating, the longer the battery lasts. mAh is an electric charging unit. For this project, I'm using a Panasonic Eneloop rechargeable battery with a capacity of up to 2550 mah. Then start the brick ev3 by long press on the center button. If you have no idea about the basics of ev3 bricks just go here. Then you need to connect the ev3 brick to the Internet by sharing your computer's Internet connection. To connect to your computer there are different methods here, I'm using a USB cable that comes with the kit itself. I think it's a simple method. Check here to connect to the Internet via USB. These are other ways of networking. This will recommend extensions that make it easier to connect and program your EV3 Brick. As you can see when downloading a cardealer.zip file and open it with visual studio code editor will automatically recommend extensions. So install the ev3dev-browser extension displayed. If you have Python installed on your computer, you can also install this extension. (Don't install it if you don't already have Python installed.) Python is the language used here for programming. Lego builder ericwaak built this handy card dealer robot using the basic Mindstorms NXT set, perfect for those weekly games with friends. Unfortunately, building instructions were not provided. Video after the jump. Lego builder ericwaak built this handy card dealer robot using the basic Mindstorms NXT set, perfect for those weekly games with friends. Unfortunately, building instructions were not provided. Video after the jump. Jump.

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