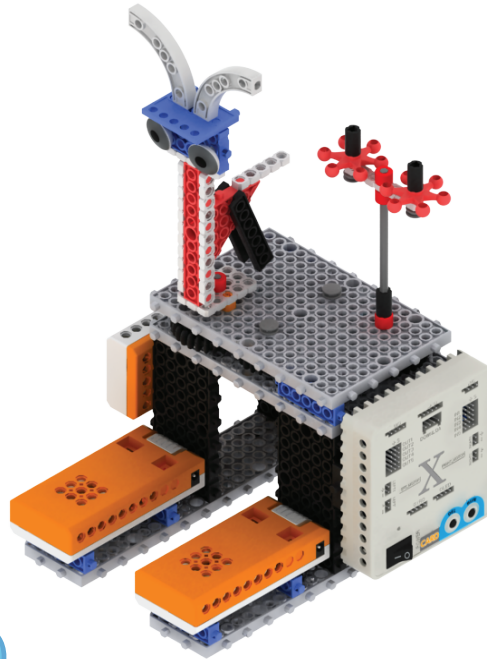
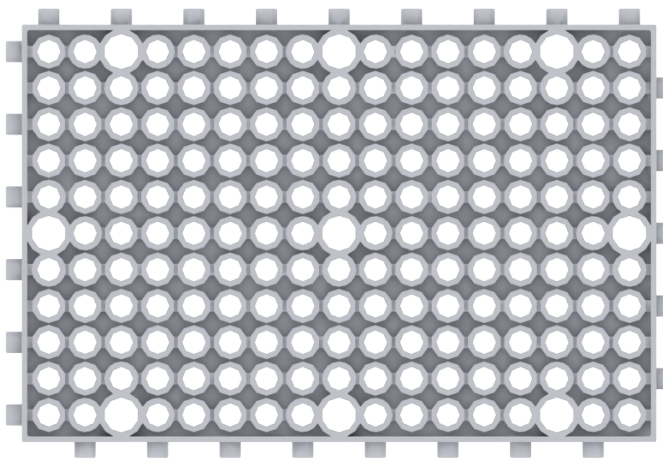




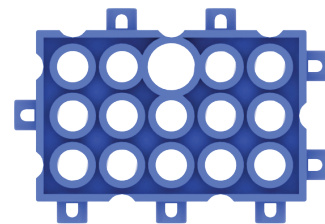
## 22 Muñeca bailarina



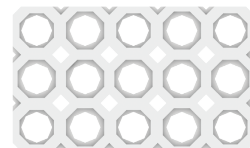
### Piezas



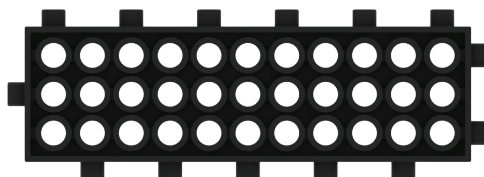
Bloque 11x17 (2)



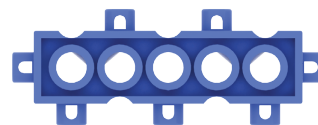
Bloque 3x5 (1)



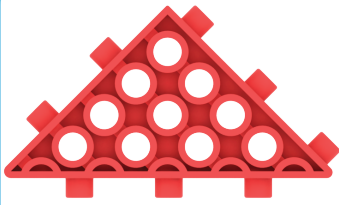
Bloque N 3x5 (1)



Bloque 3x11 (1)



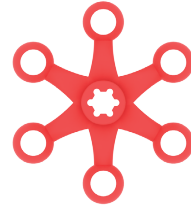
Bloque 1x5 (6)



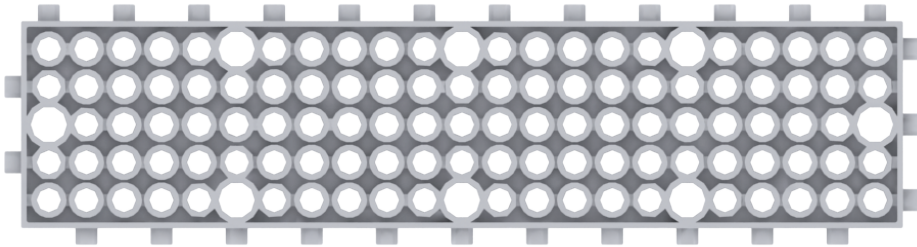
Bloque triangular



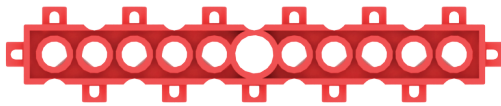
Bloque curvo (2)



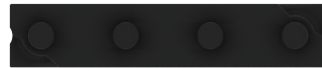
Engranaje básico (2)



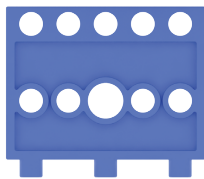
Bloque 5x23 (2)



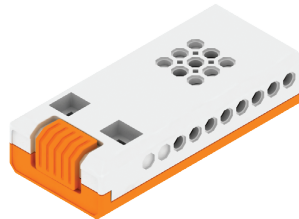
Bloque 1x11 (1)



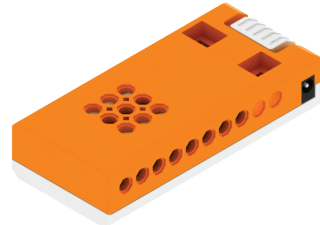
Bloque de unión (2)



Soporte de motor (1)



Portapilas o portabaterías 1 (1)



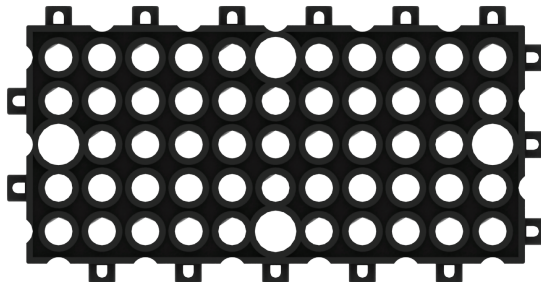
Portapilas o portabaterías 2 (2)



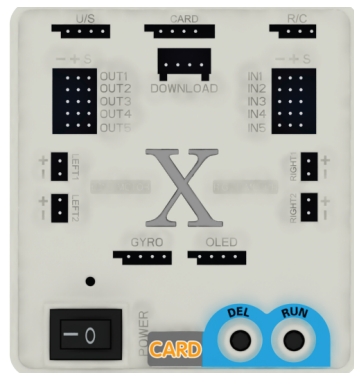
Motor 2 (1)
















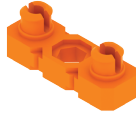
Cable de conexión (3)



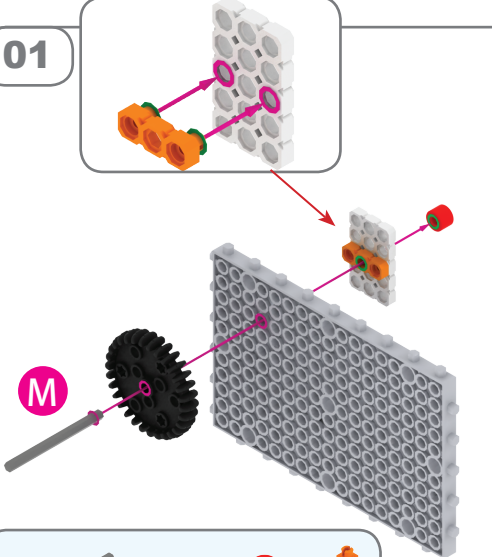
Bloque 5x11 (4)





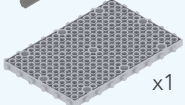



Placa base MRT-Card (1)

	Eje M (2)		
	Eje L (1)	Conector de eje (4)	Bloque ojo (2)
	Bloque N 1x7 (1)		Goma de eje roja (6)
			Arandela (2)
			Unión de ejes (3)
	Bloque N 1x11 (2)		Bloque N 1x5 (2)
	Engranaje L (2)		Engranaje M (2)
			Engranaje S (1)
			Remache doble (1)

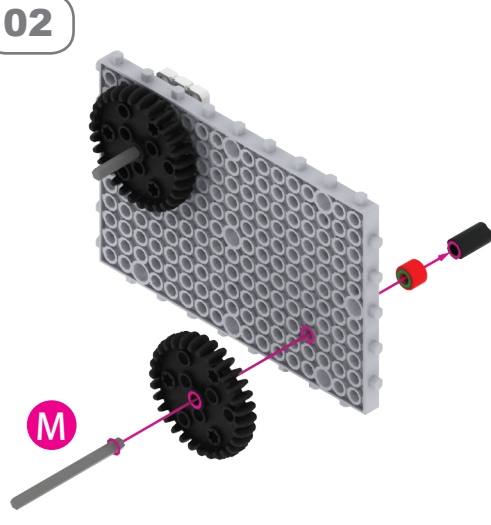
**01**







 x1  
 x1  
 x1  
 x1  
 x1  
 x1

**1:1**

**02**

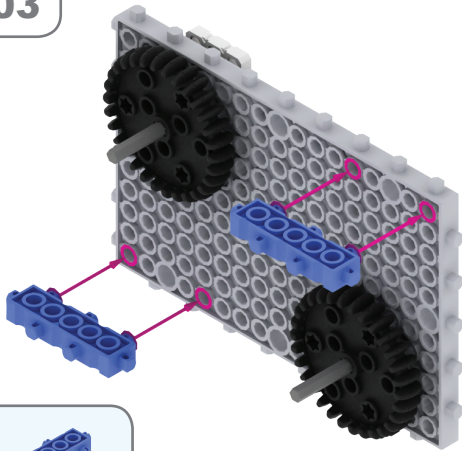


 x1  
 x1  
 x1  
 x1

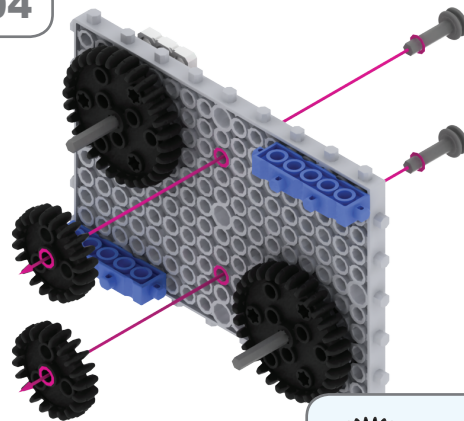
**1:1**



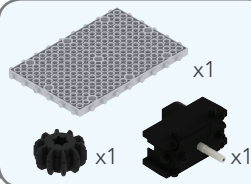
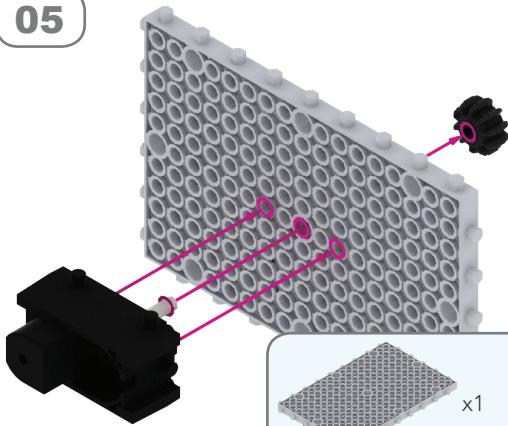
03



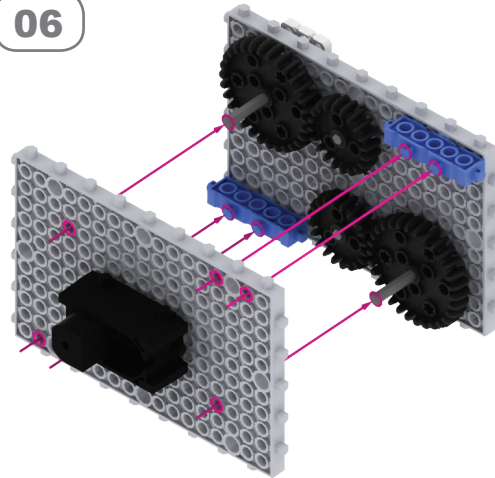
04



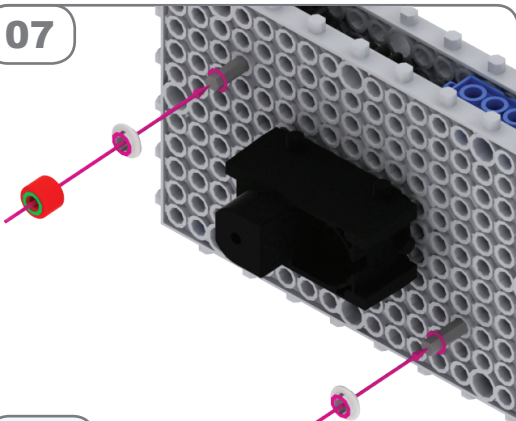
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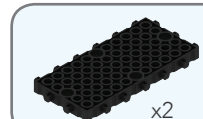
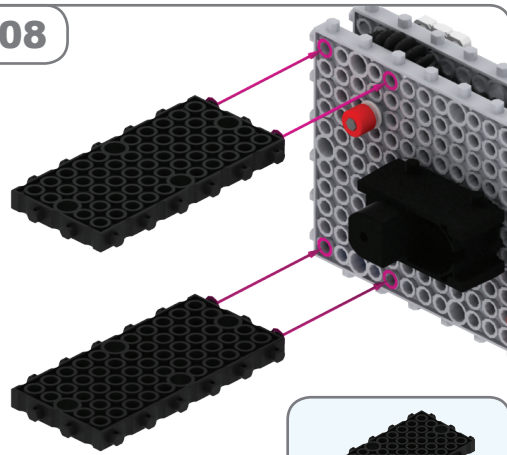
06



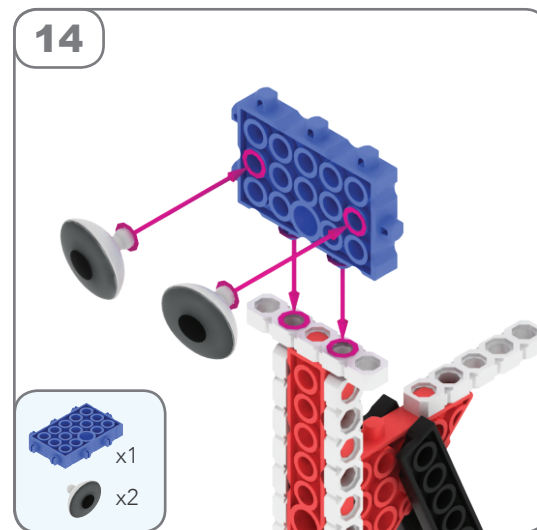
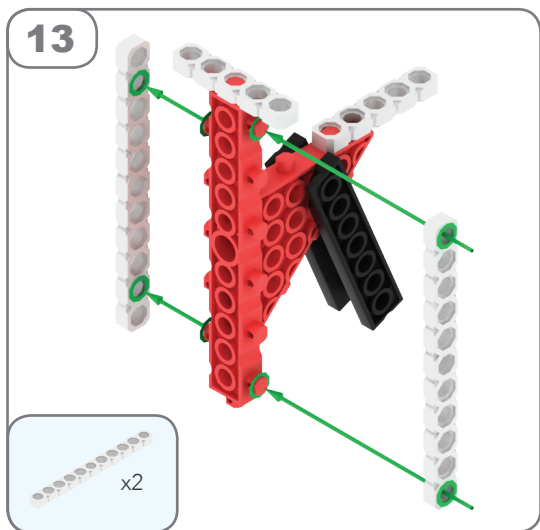
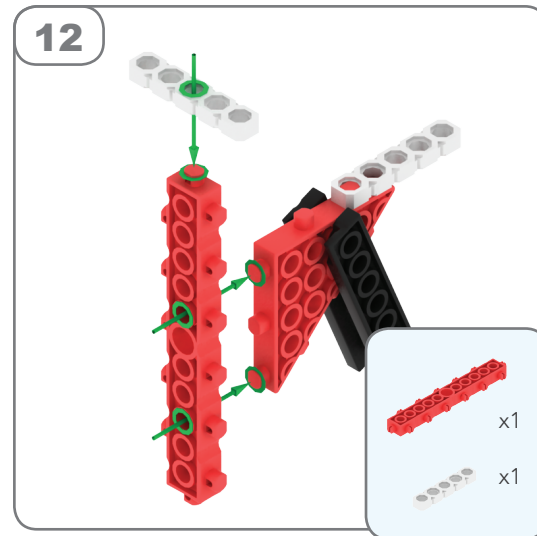
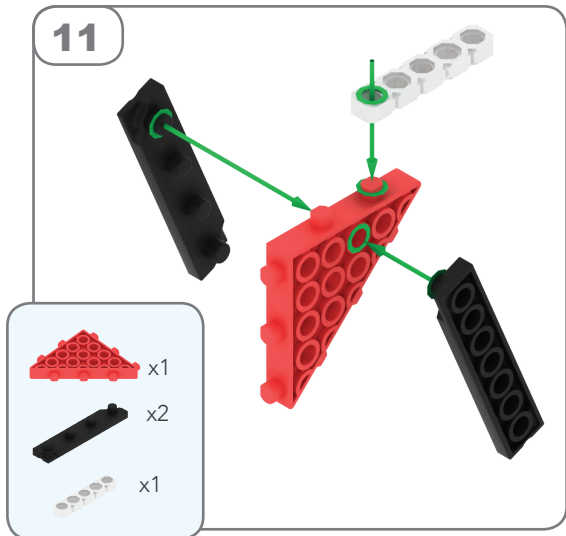
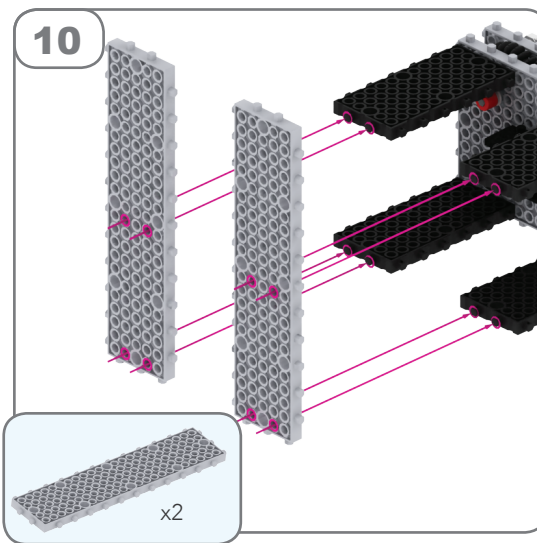
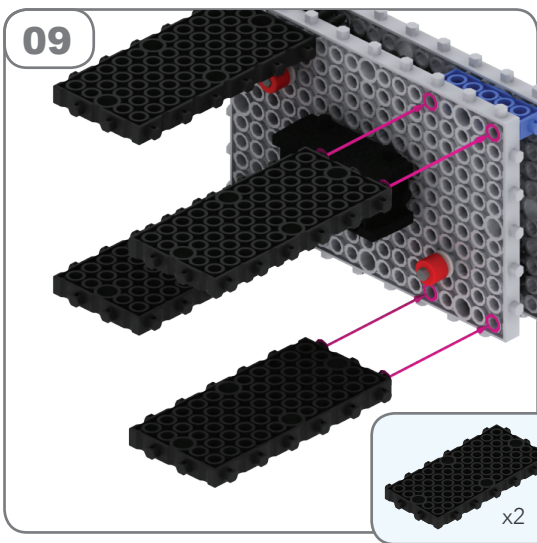
07



08







**15**

x2  
x1

**16**

**17**

L

x1  
x1 x2

1:1

**18**

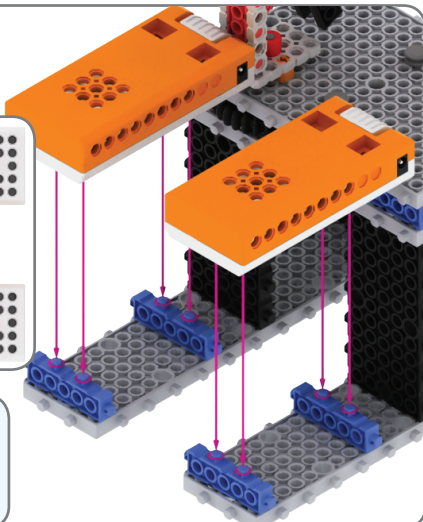
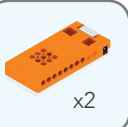
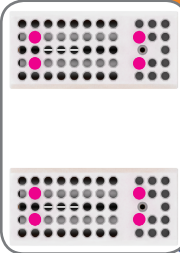
x2  
x2  
x2

**19**

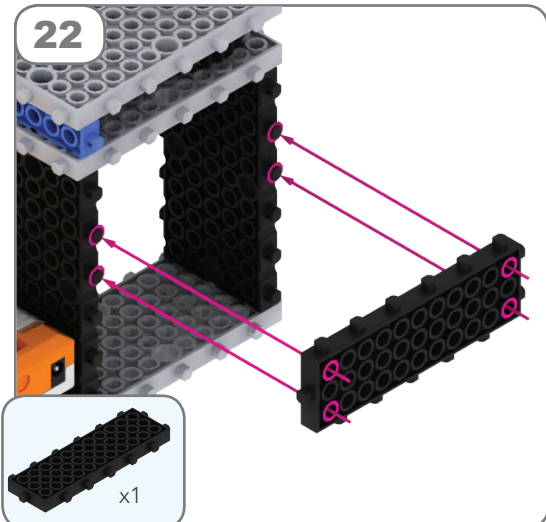
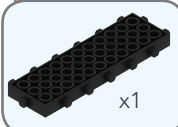
**20**

x4

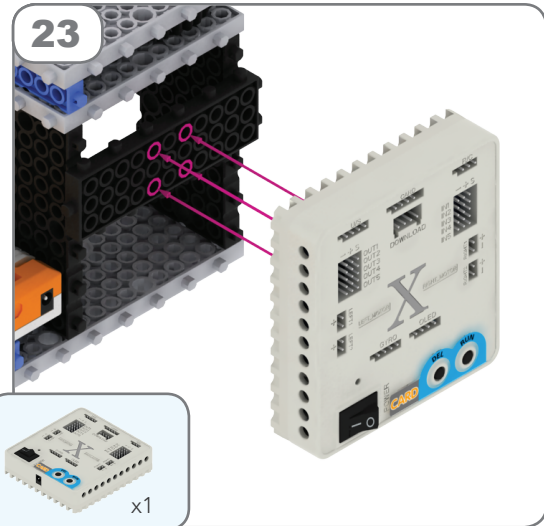
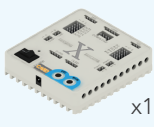
21



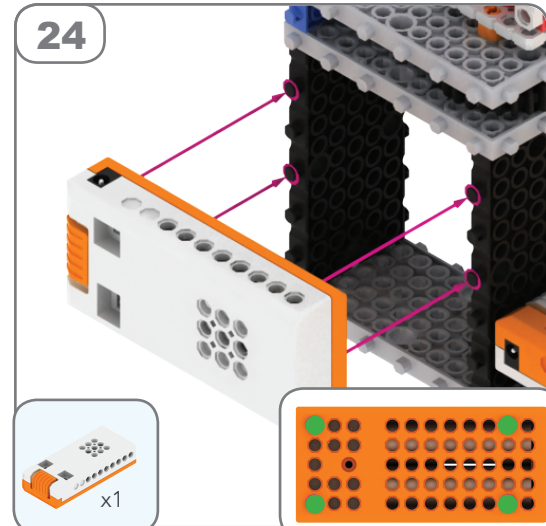
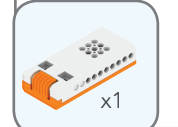
22



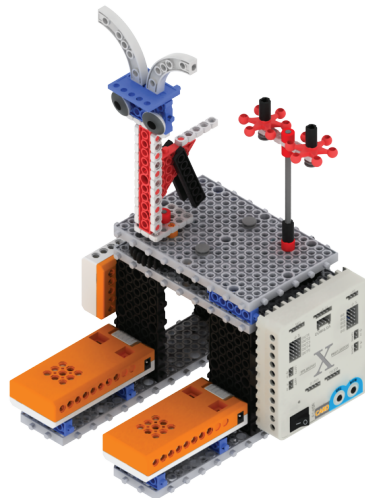
23



24



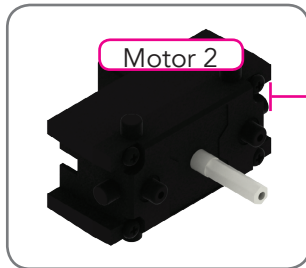
OK



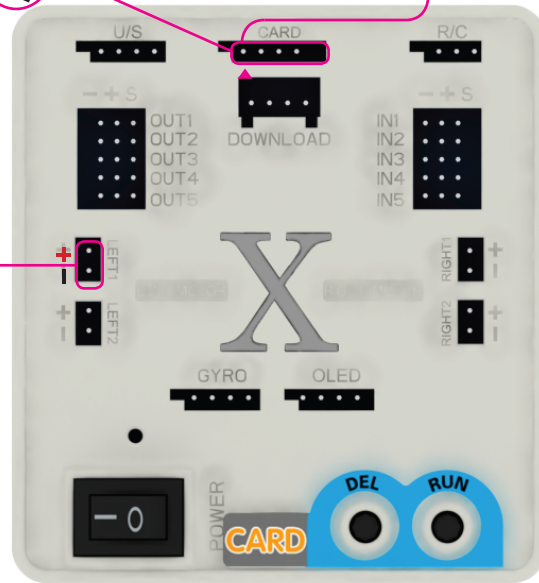


## ¿Cómo hacer la conexión?

Haz que el ▲ se corresponda con el ▲ del conector del cable del lector de tarjetas



Para una descripción más detallada, consulta la sección «Consejos para un buen montaje» del fascículo.



Forward



Backward



Cycle start (all time)



Cycle end



Delay 1 sec

Programación:

1. Cycle start (all time)
2. Forward
3. Delay 1 sec
4. Delay 1 sec
5. Delay 1 sec
6. Backward
7. Delay 1 sec
8. Delay 1 sec
9. Delay 1 sec
10. Cycle end

Consulta la sección «Aprende a programar» del fascículo: en ella encontrarás una explicación más detallada y más ejemplos de programación.