



Activity 4

Editing existing moves

One way of creating personalised movements is by editing existing moves.

Open the **'Walk forward Loop'** motion file into the Commander software. This file can be found in the **'General Motions'** folder inside the ED-E folder.

Watch how the robot moves forward, if necessary watch it live by connecting ED-E to the computer. Now edit each frame to make the robot wave its right arm. Start by moving the right body motor to 80°. At any time click on the **'home'** frame and click the play button to see how you are progressing.


Remember: Save your new motion file as a different filename so as not to overwrite the original.


Assigning your motion file to a button

First ensure you have saved your motion file in the appropriate folder.

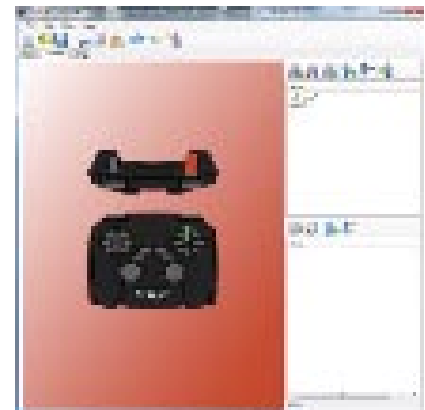
1. Click on the **'Controller'** tab.



2. Assign a new button name by clicking on the **'New Button Combination'** button. Enter an appropriate filename. 

3. Click on the **'Add Motion'** button to load your motion file. 

4. Then click on the screen controller to assign the buttons. If these have already been used the screen will turn red and an error message will be shown.



Note: Different files types are represented by different icons.