

TRISONICS WEEK 6



The TriSonics are three days from Stop Build Day! With Stop Build Day on Tuesday, we are coming down to the wire for time. We have decided that we



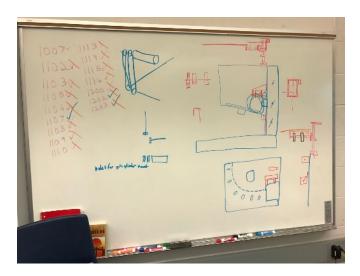
will just bag our robot with the ability to throw the balls back into the low goal on the Boiler. Then, we will withhold the shooter in order to build and debug before our week 1 district competition in Lakeview on March 3-4. We have a few long days ahead of us before we have to stop building, but the team is in full force until then!

Pictured above, TriSonics team members watching our 2017 robot hang from the rope for the first time.

"On the build team this week, we have been working on fine tuning some aspects of the robot. We have made modifications on the gear mechanism and the the intake of the robot. We are working on getting things together for the hopper, and redoing some parts for modifying the gear mechanism even farther. We have replaced the motor on the climbing mechanism to be more efficient."



"This week, the programming team was able to load the code we've been working on over the past 5 weeks, onto the the new robot. We calibrated our autonomous commands and finetuned the drivetrain. This year we will have three cameras with auto tracking capabilities. While the build team was working on the robot, we took the time to program all the buttons on the controller and organize the code."





"The design team brainstormed a hopper agitator in order to help the balls exit the hopper. Also, we finalized the re-feed system to feed balls back into the intake. We have almost all parts released to the build team for fabrication, and we are continuing to edit detail drawings and completing drawings that are needed. As of this week, most of the design work is done, but we will need to edit and fix parts as needed."



"This week on Chairman's, we filmed our video. Now we just need to add some voiceover components, then start editing everything together. Next up, our presentation."

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