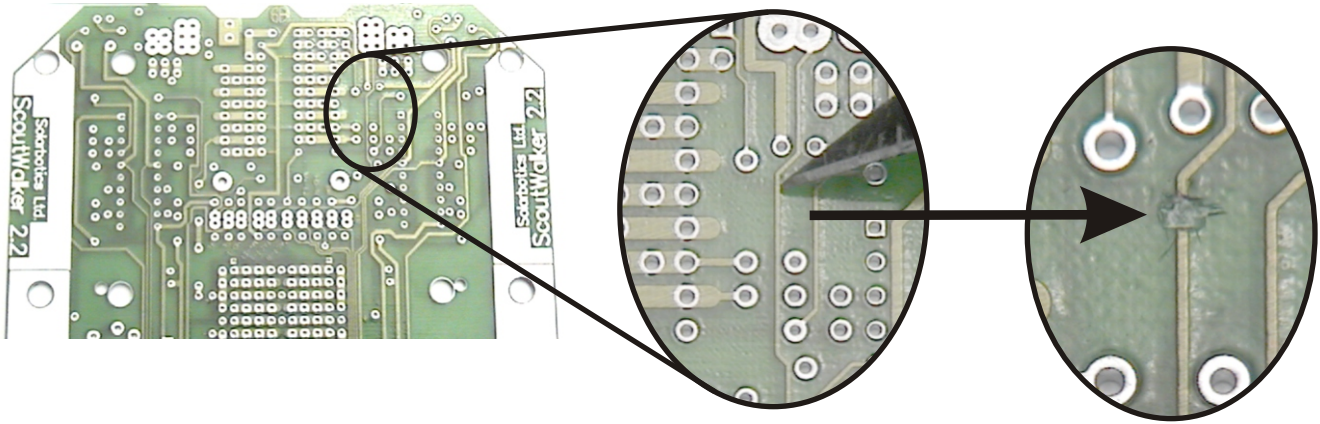
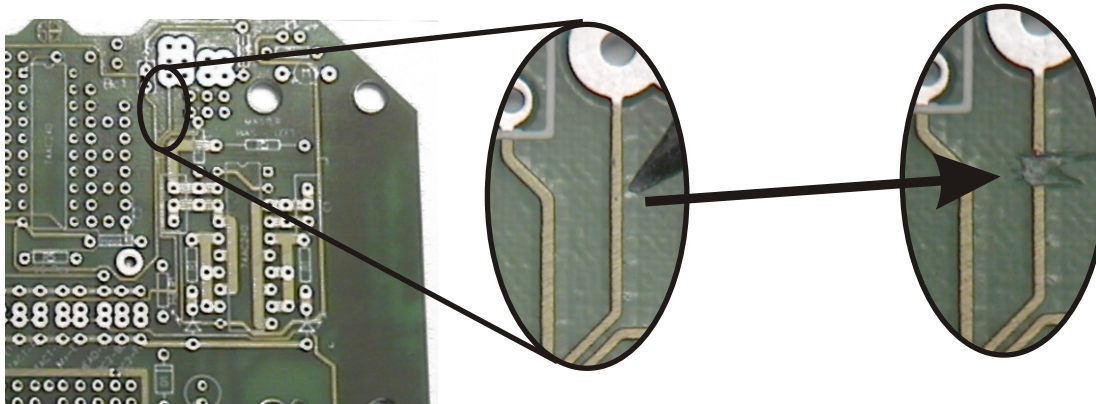


SCOUTWALKER 2.2 - CONSTRUCTION ADDENDUM

Minor design flaw: Lesson learned - don't design robot boards at 3 in the morning! This fix requires you cut two traces, and add two jumper wires. If left uncorrected, you will have a ScoutWalker that bumps into stuff, then re-adjusts itself to ram it even better a second time! This fix re-oriens the sensor line connections so that the robot turns away from obstacles.

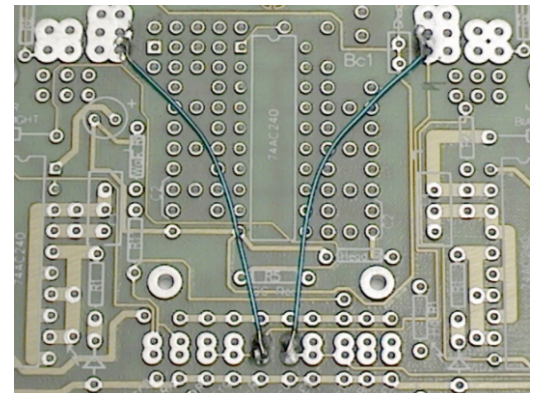


- A1** □ The first cut is done on the top-side of the PCB (opposite where most of all the components are soldered in). Locate the one vertical trace on the left side and cut it as shown above. Make sure it is a solid cut, leaving a visible gap.



- A2** □ Flip the board over to the component side (where all the white text is), and locate the vertical trace on the right side, and cut it as shown above. Again, *make sure* you can see a definite visible gap.

- A3** □ Now that you're done having fun hacking and slashing the printed circuit board, it's time to patch the brains with the included jumper wires. Do as shown here, soldering a wire from the innermost touch-sensor pads to the innermost large dual-pads just below the 'CC Res' on the circuit board.



There! You have successfully completed brain surgery on