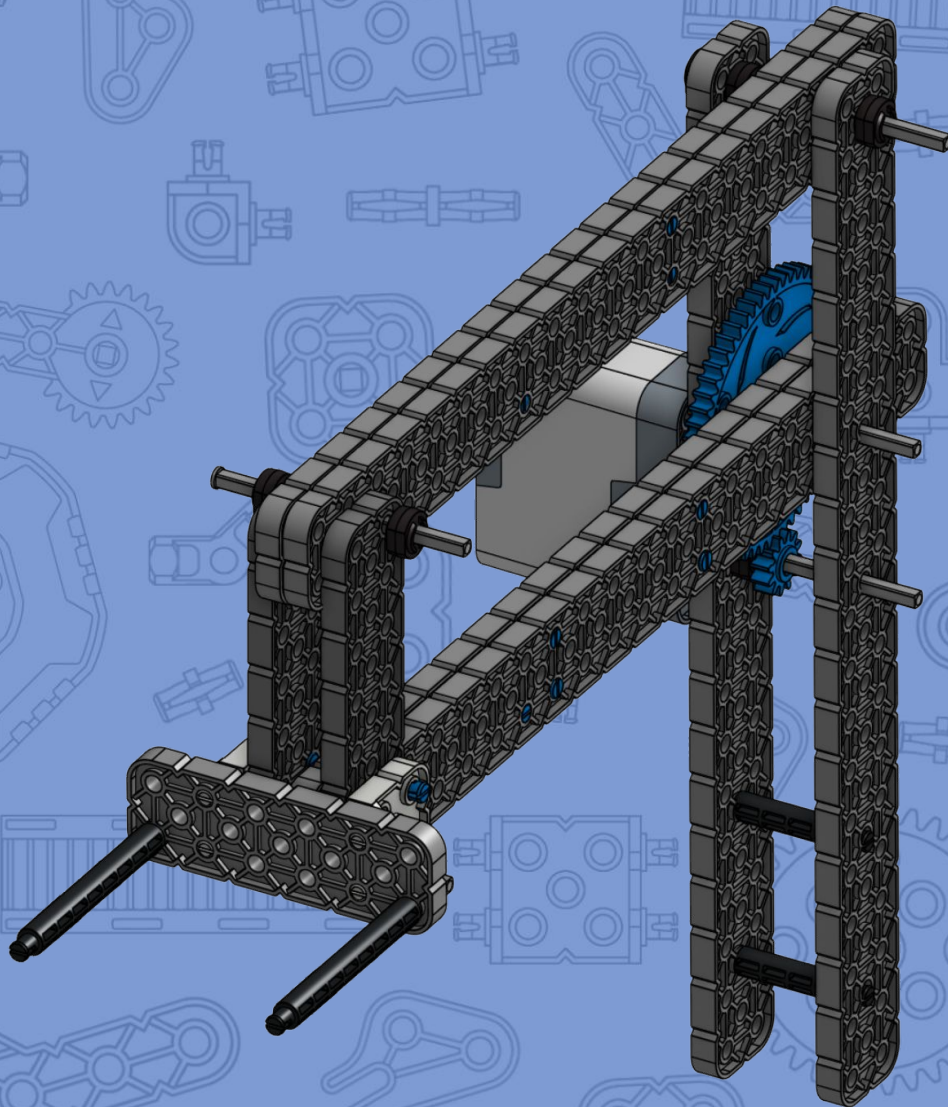


Build Instructions

4-Bar Arm



A 4-bar arm is a simple machine that consists of four rigid bars connected by pivots to form a closed loop. It is often used in robotics to create movements that are precise and controlled. Imagine a set of four sticks joined at the ends to form a rectangle or a parallelogram – this is the basic idea of a 4-bar mechanism.

How Does it Work?

The 4-bar arm mechanism works through a series of chain reactions. The motor spins the 12 tooth gear, which in turn spins the 60 tooth gear that is attached to one bar (called the input bar). As this bar moves, the other attached bars also move (called the output bars).

These movements allow the mechanism to lift, rotate, or push objects. The key feature of this mechanism is that it can translate a small input motion into a larger or more complex output motion, which is very useful in robotics.

Why is it Useful?

This mechanism is useful because it allows robots to perform tasks that require smooth and consistent movement, such as picking up objects, lifting things, or moving parts from one place to another. The 4-bar arm mechanism is especially beneficial because it can handle heavy loads and perform repetitive tasks with high accuracy.

MATERIALS

x6

2x20 Beam
228-2500-030



x1 **4x Pitch Motor Shaft**
228-2500-079, 2238



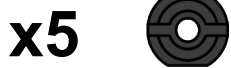
x2 **4x Pitch Standoff**
228-2500-070



x2 **2x Pitch Standoff**
228-2500-067



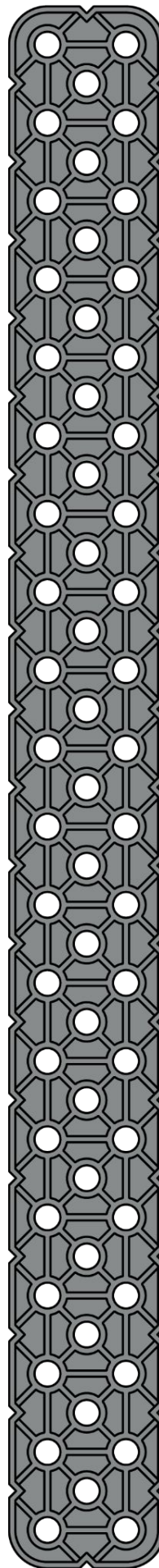
1x1 Connector Pin
228-2500-060



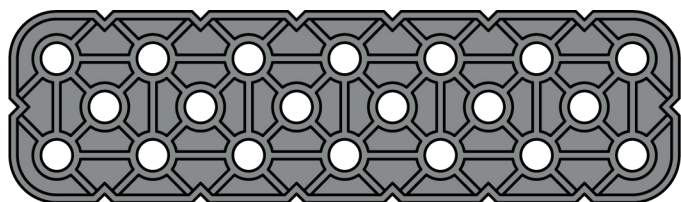
Rubber Shaft Collar
228-2500-143



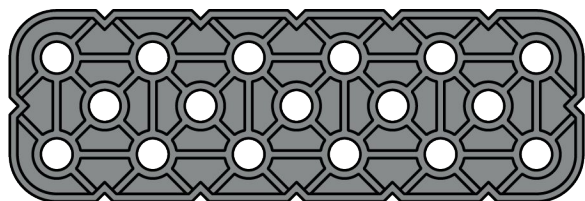
0.25x Pitch Spacer
228-2500-114



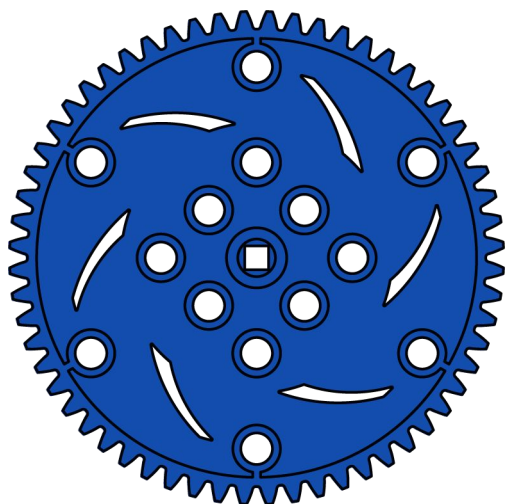
MATERIALS



x2 2x7 Beam
228-2500-022



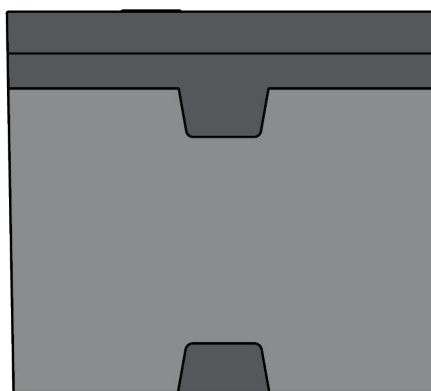
x1 2x6 Beam
228-2500-021



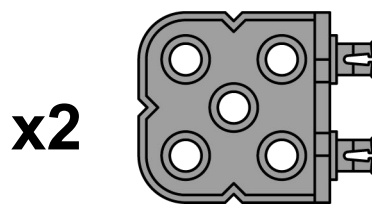
x1 60 Tooth Gear
228-2500-215



x1 12 Tooth Gear
228-2500-213



x1 IQ Smart Motor
228-2560



x2 2x Wide, 2x2 Corner Connector
228-2500-134



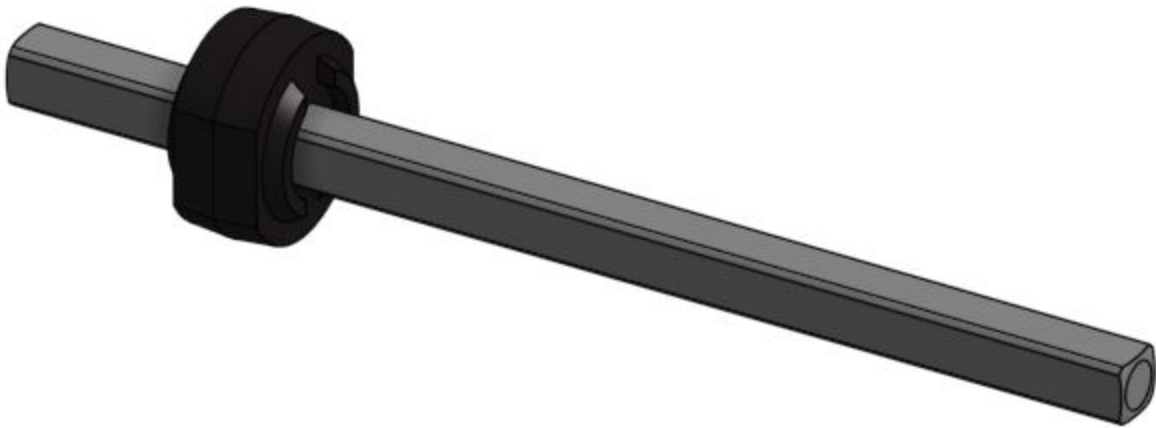
x3 5x Pitch Shift
228-2500-077

Parts List:

x1

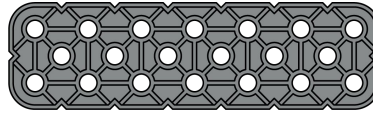


x1

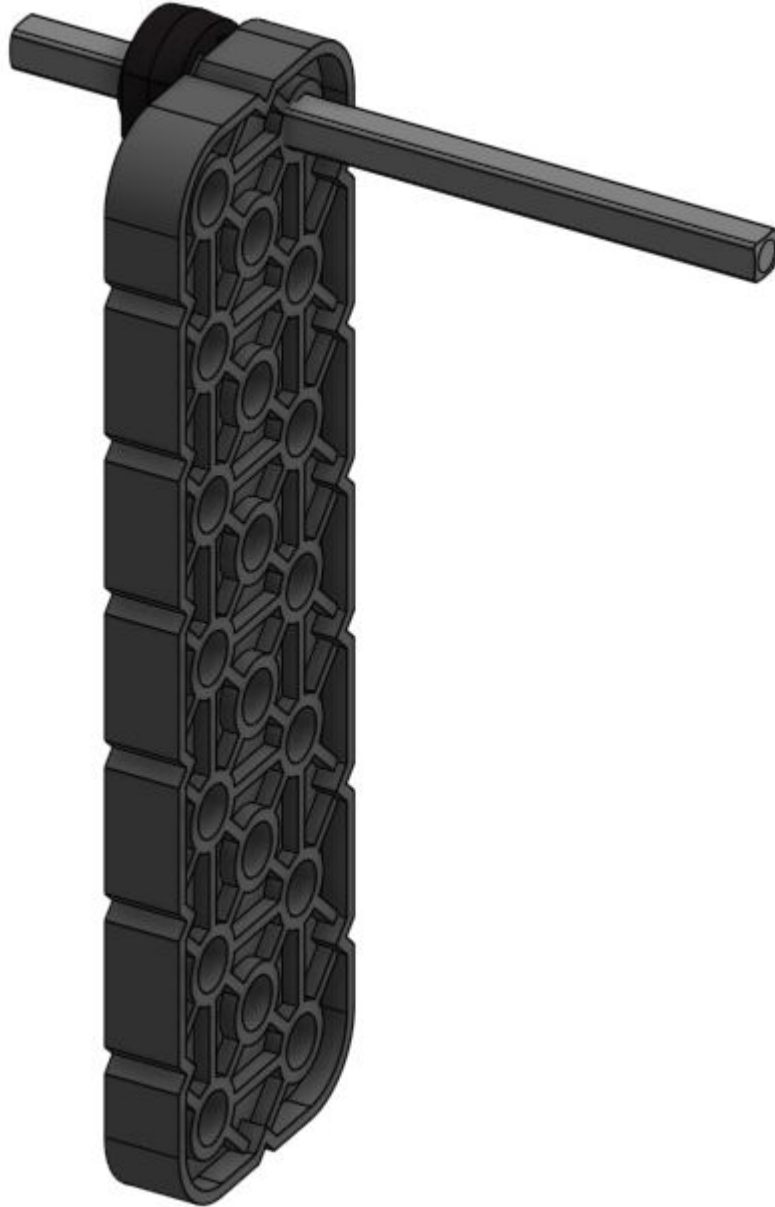


Parts List:

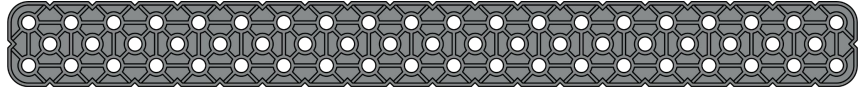
x1



2x7 beam



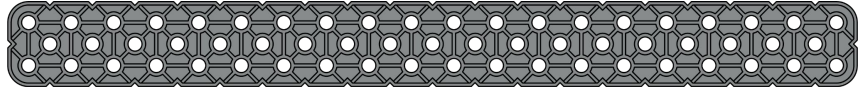
Parts List:

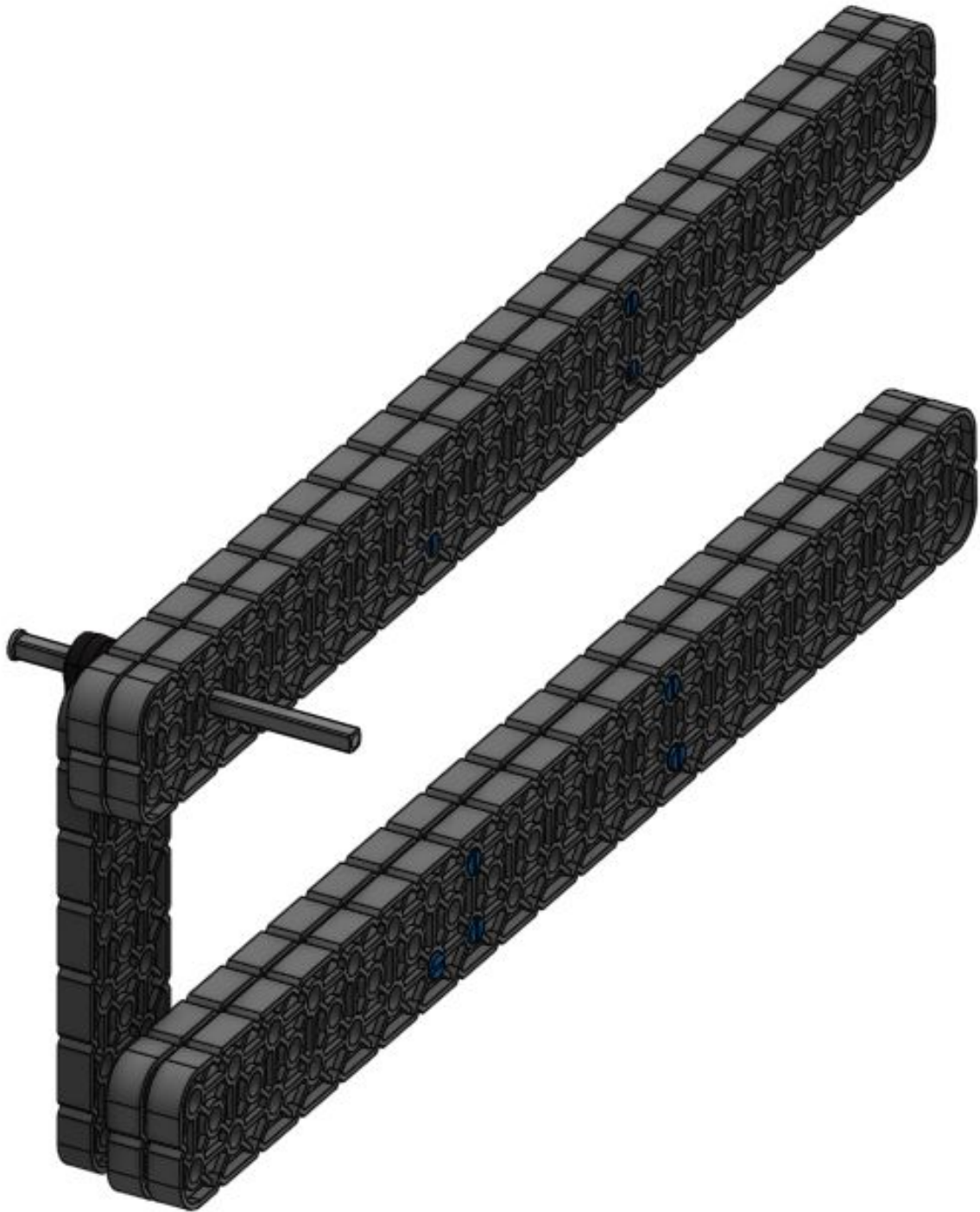
**x2***2x20 beam*

Parts List:

x8 

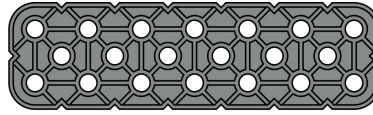
Parts List:

**x2***2x20 beam*

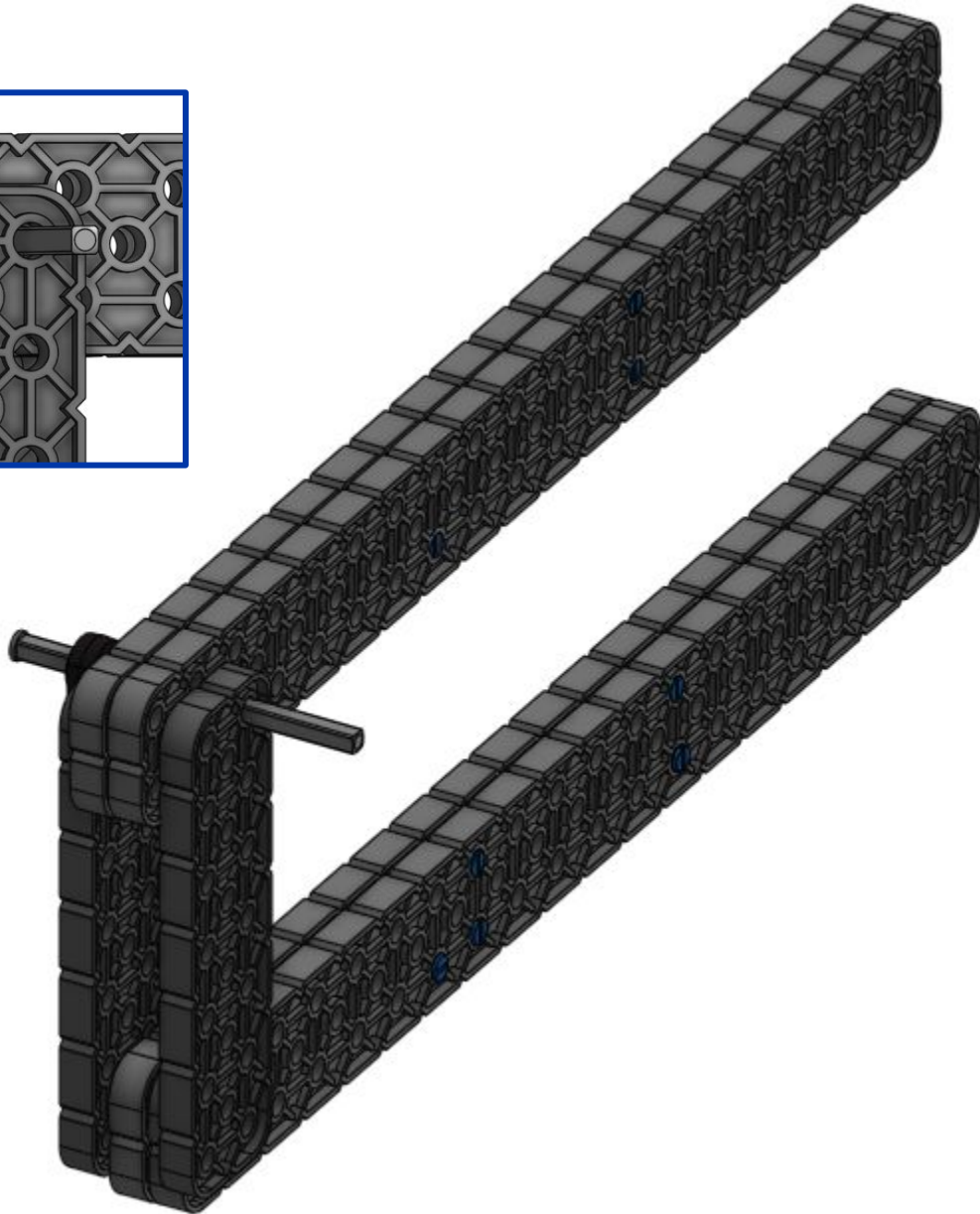
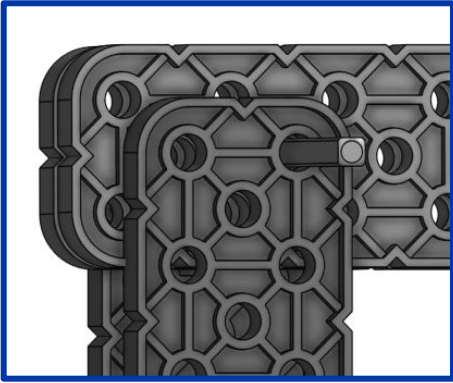


Parts List:

x1

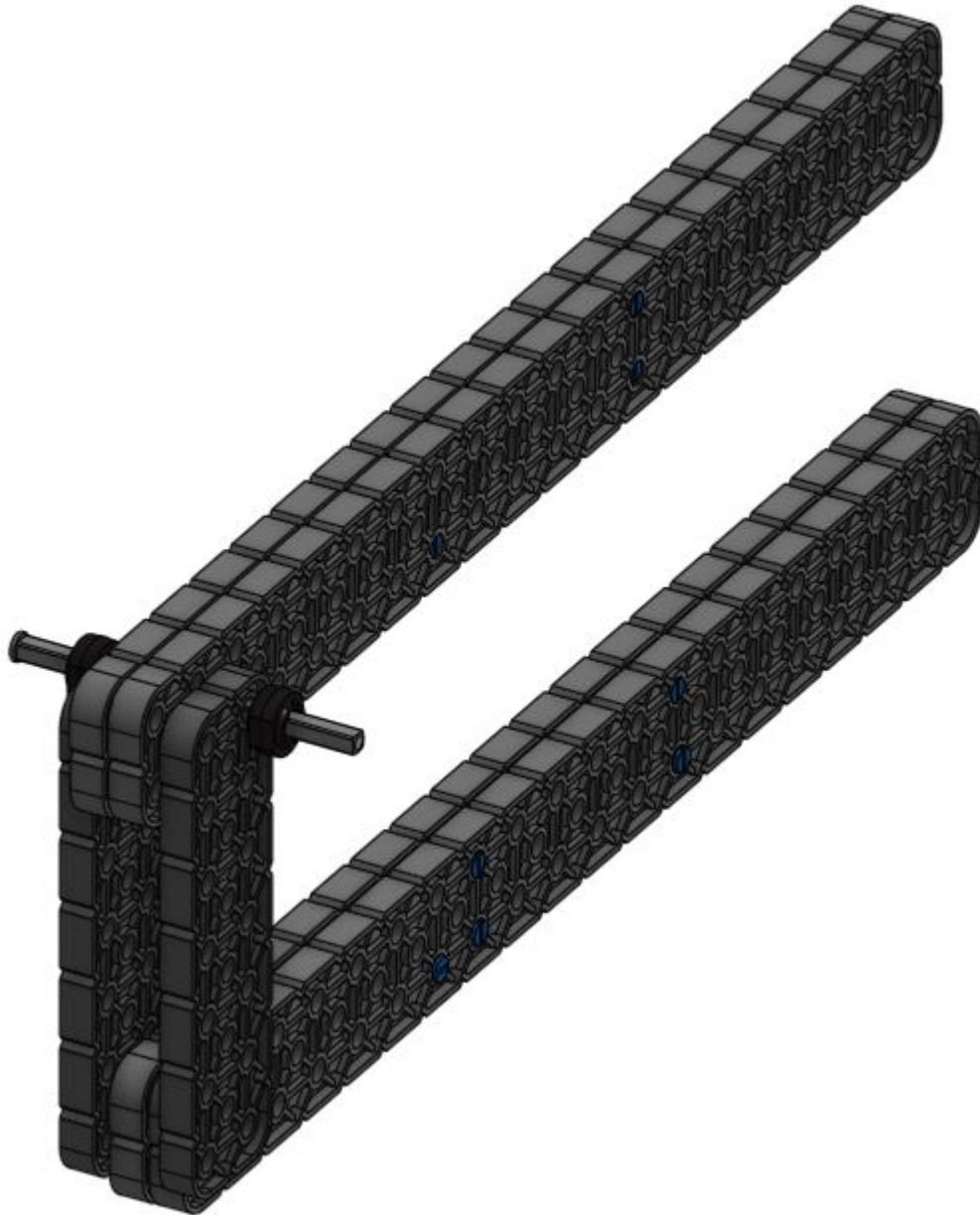


2x7 beam



Parts List:

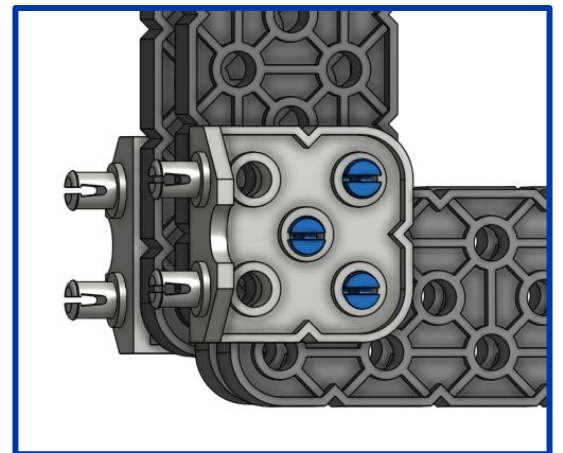
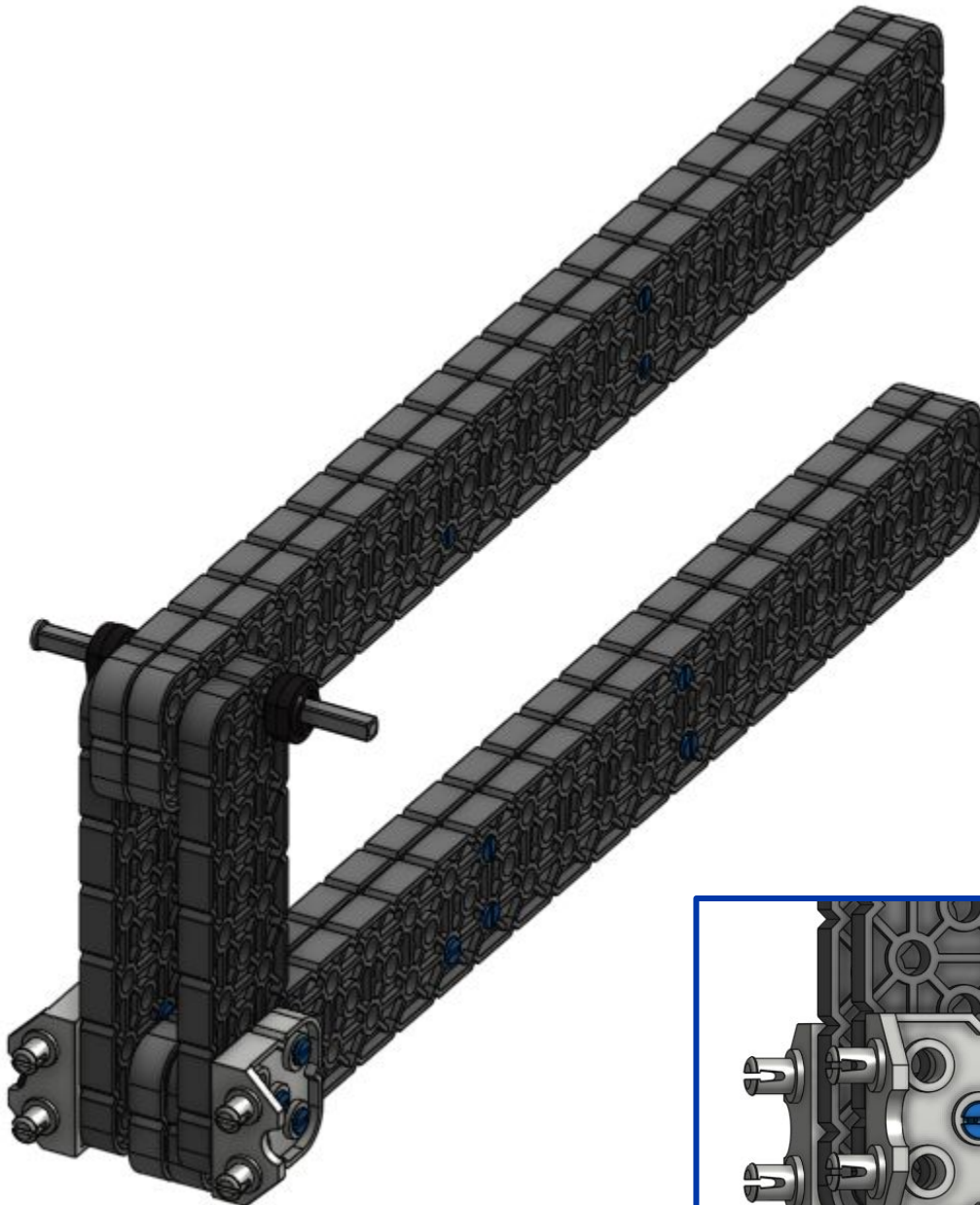
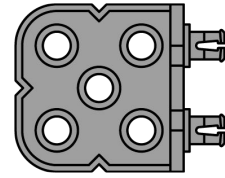
x1



Parts List:

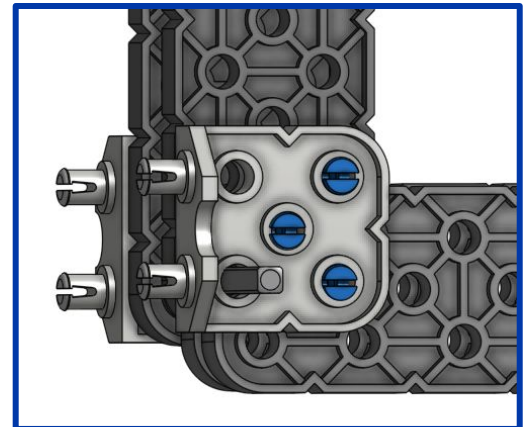
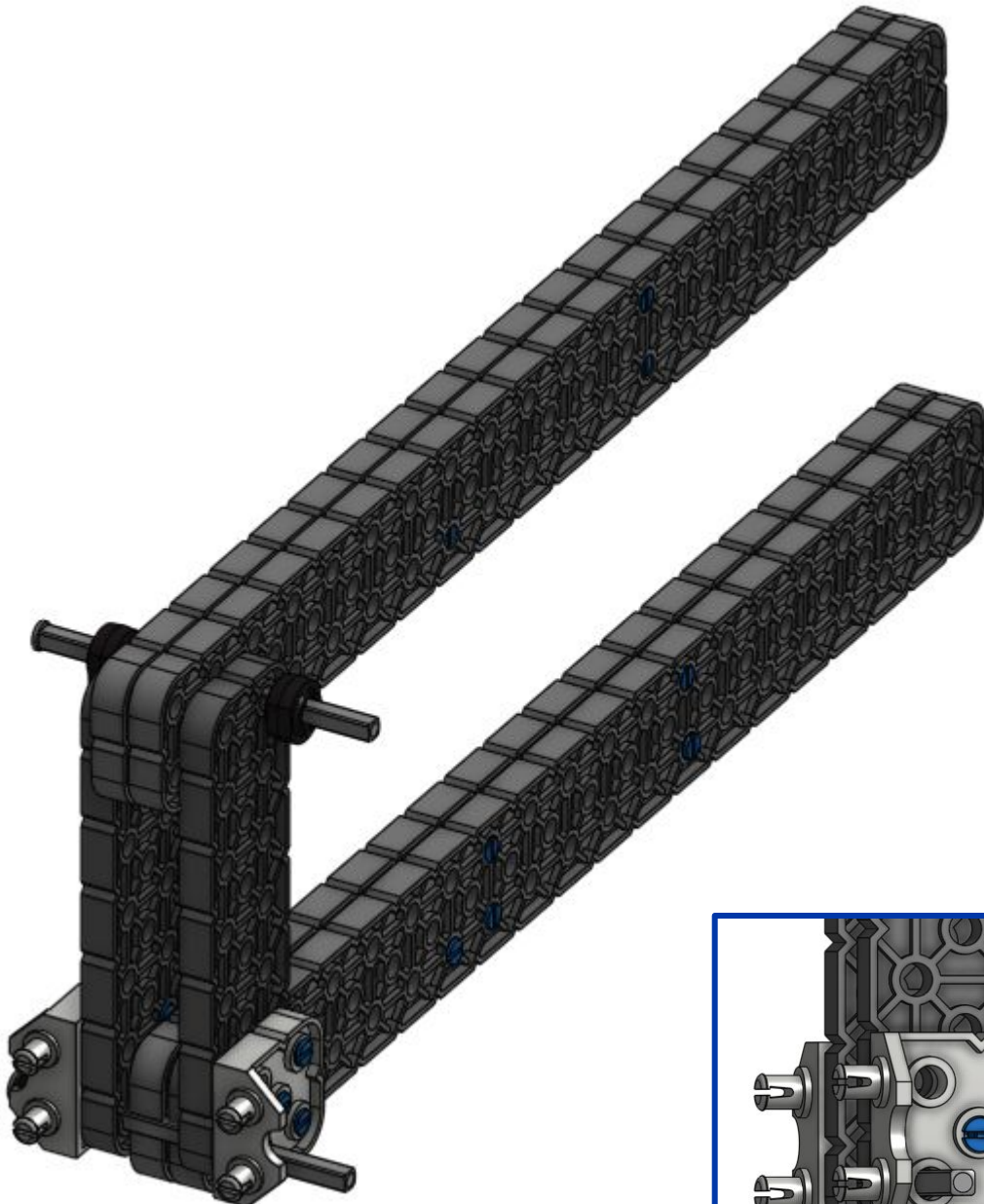
x6 

x2



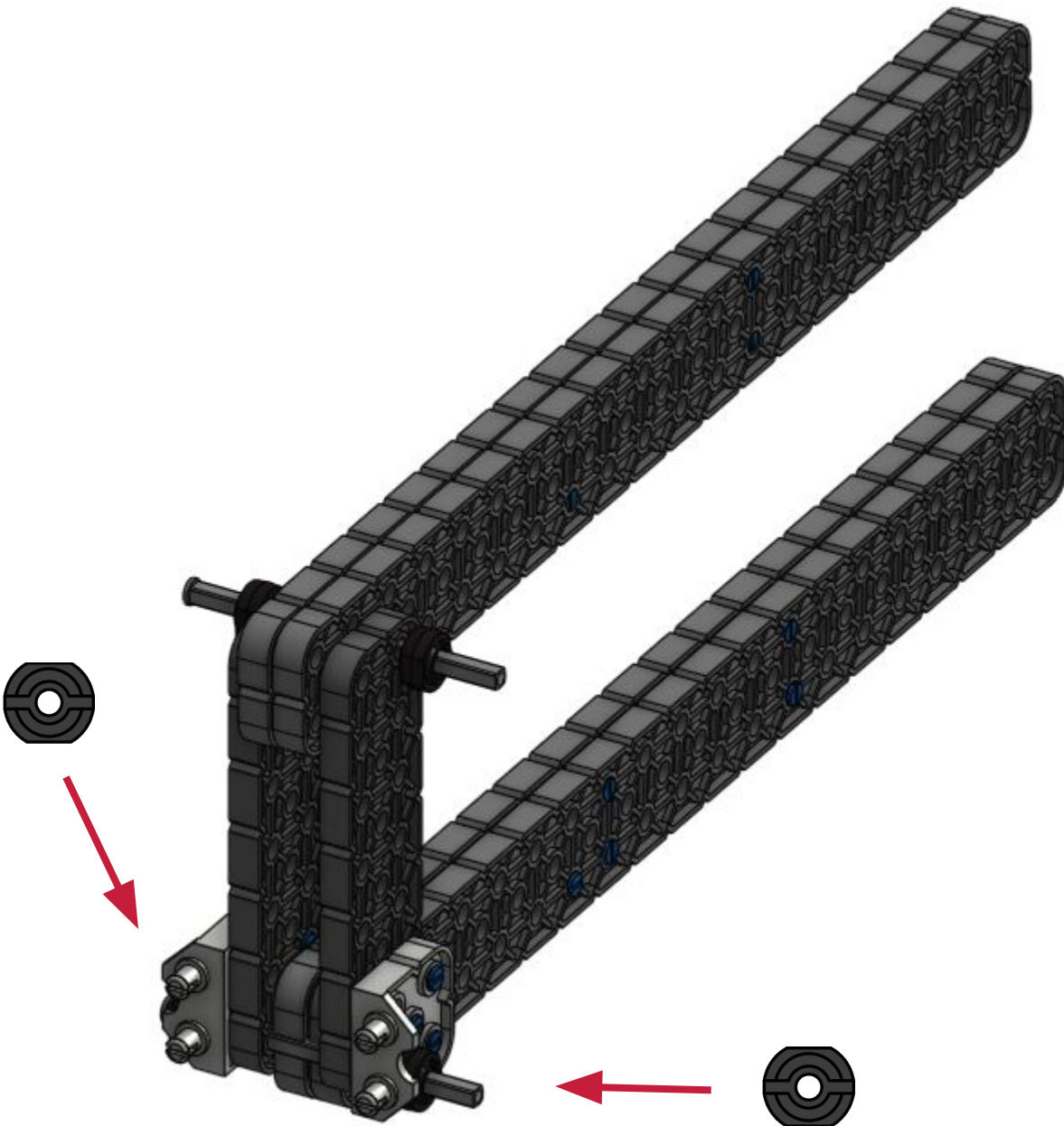
Parts List:

x1



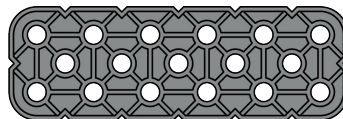
Parts List:

x2

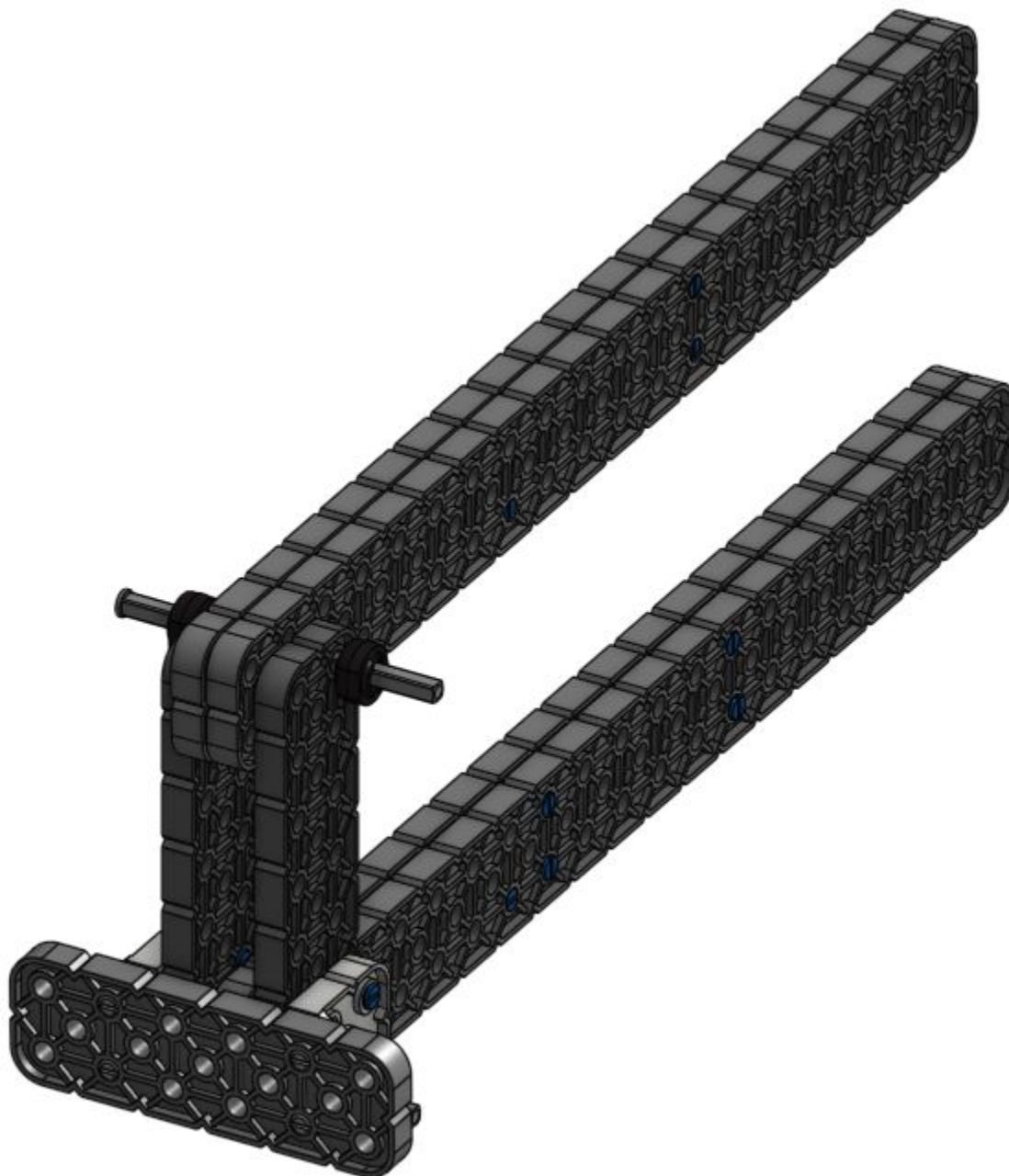


Parts List:

x1

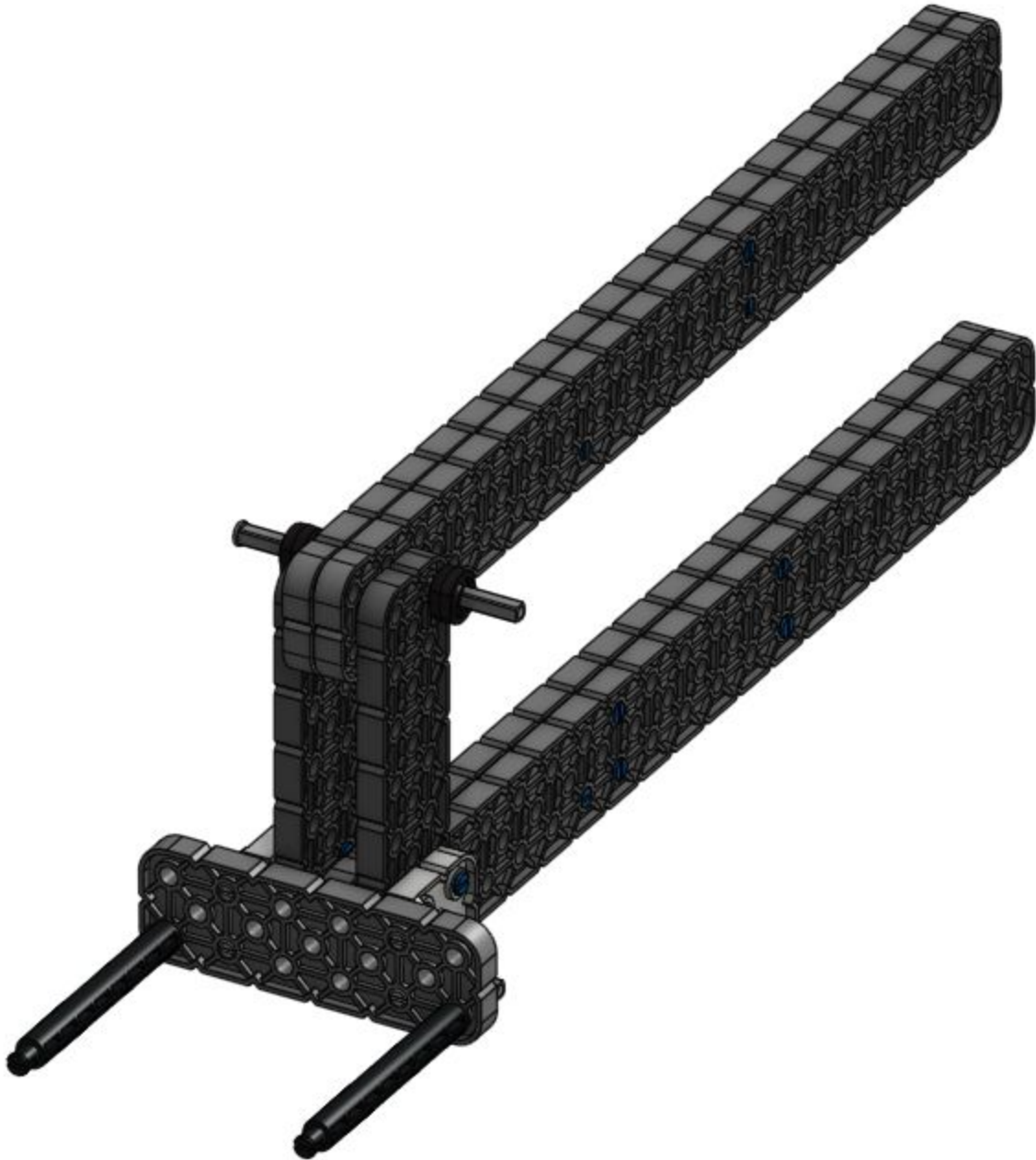


2x6 beam



Parts List:

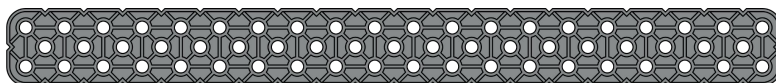
x2





Parts List:

x1

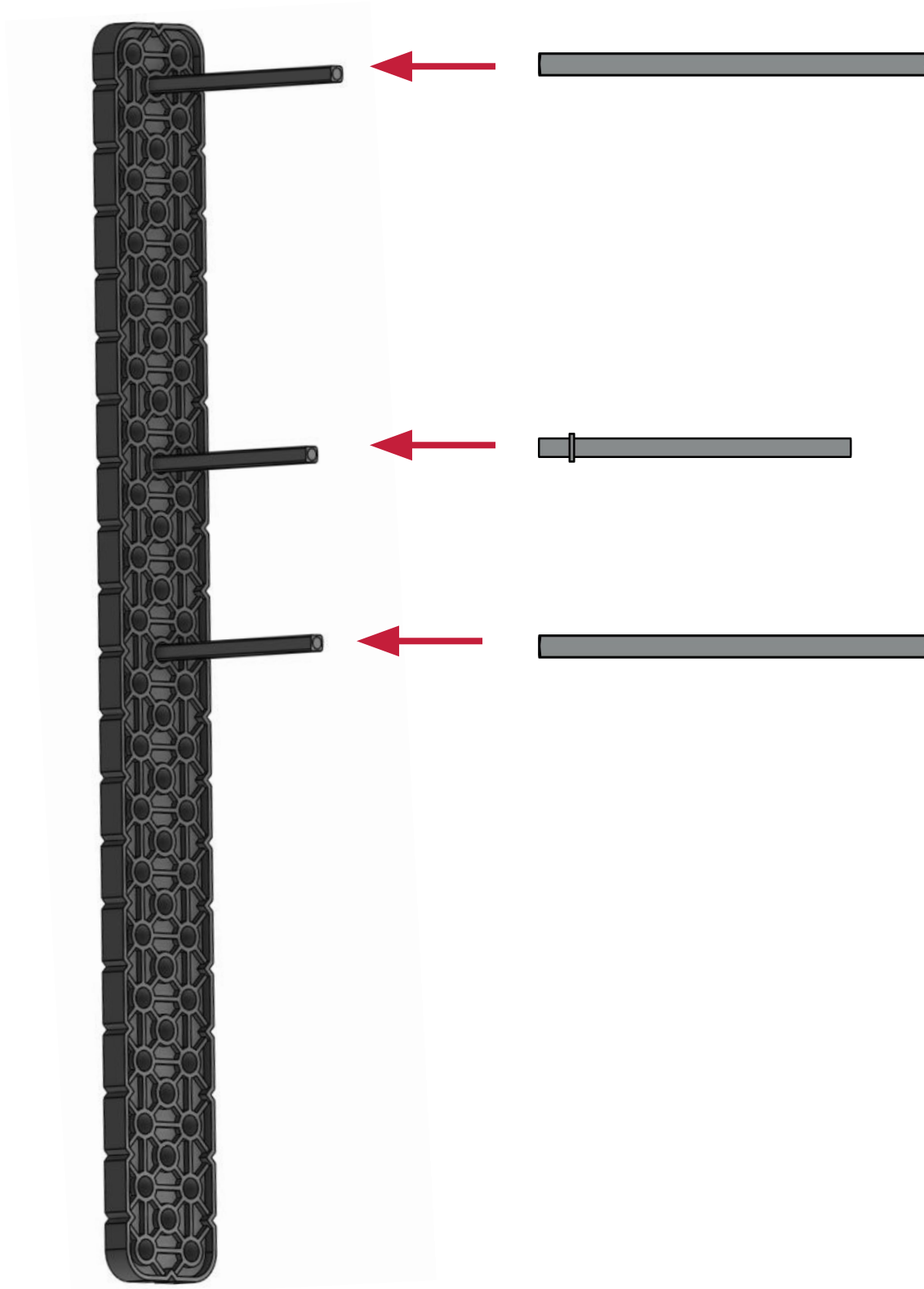


2x20 beam

x1



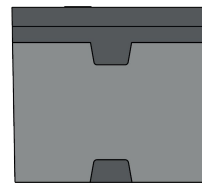
x2

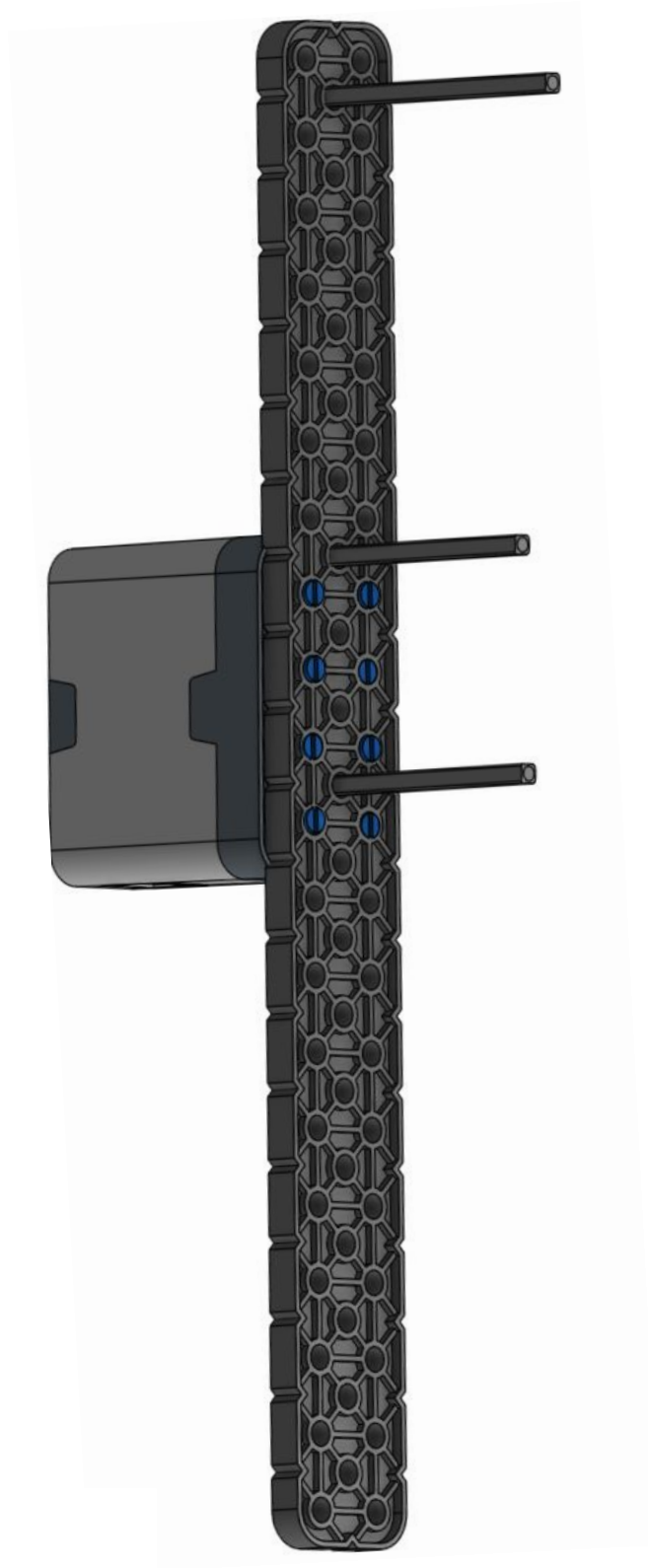


Parts List:

x8 

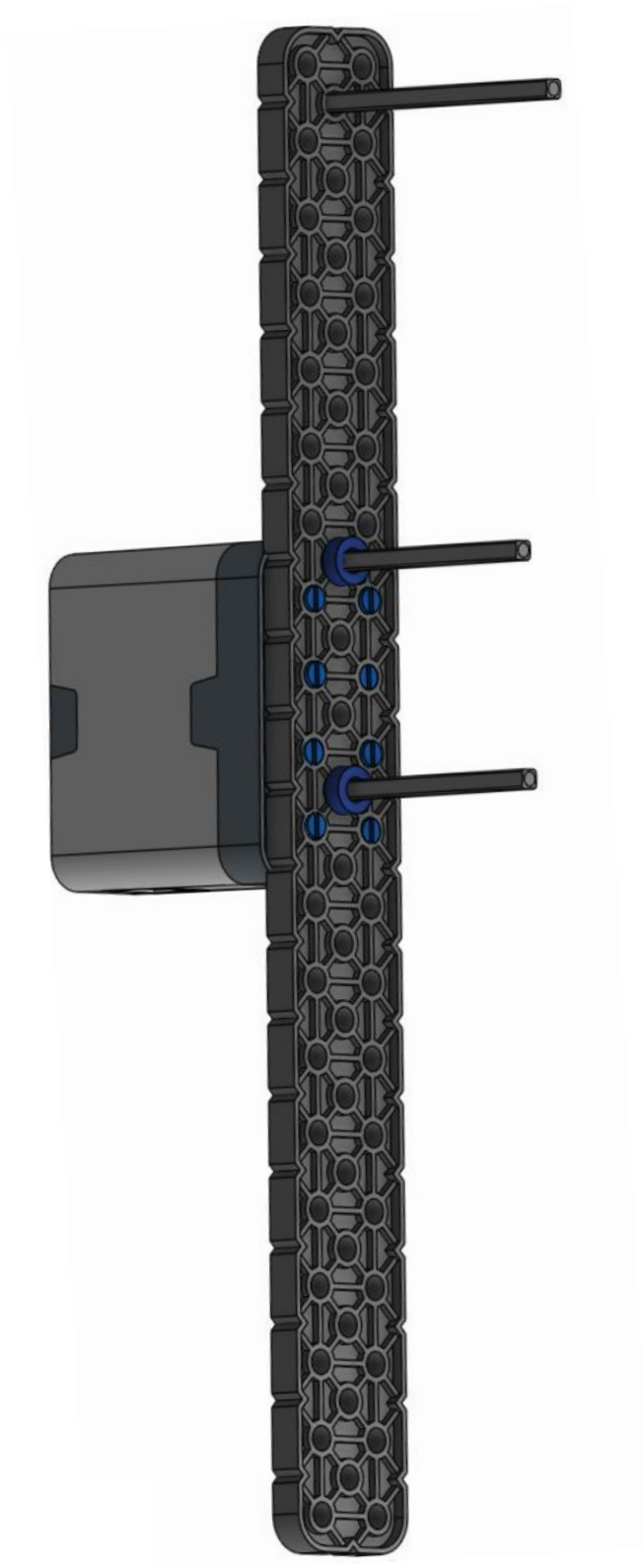
x1





Parts List:

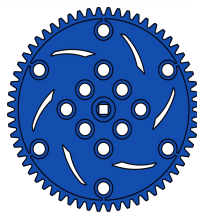
x2 **01**



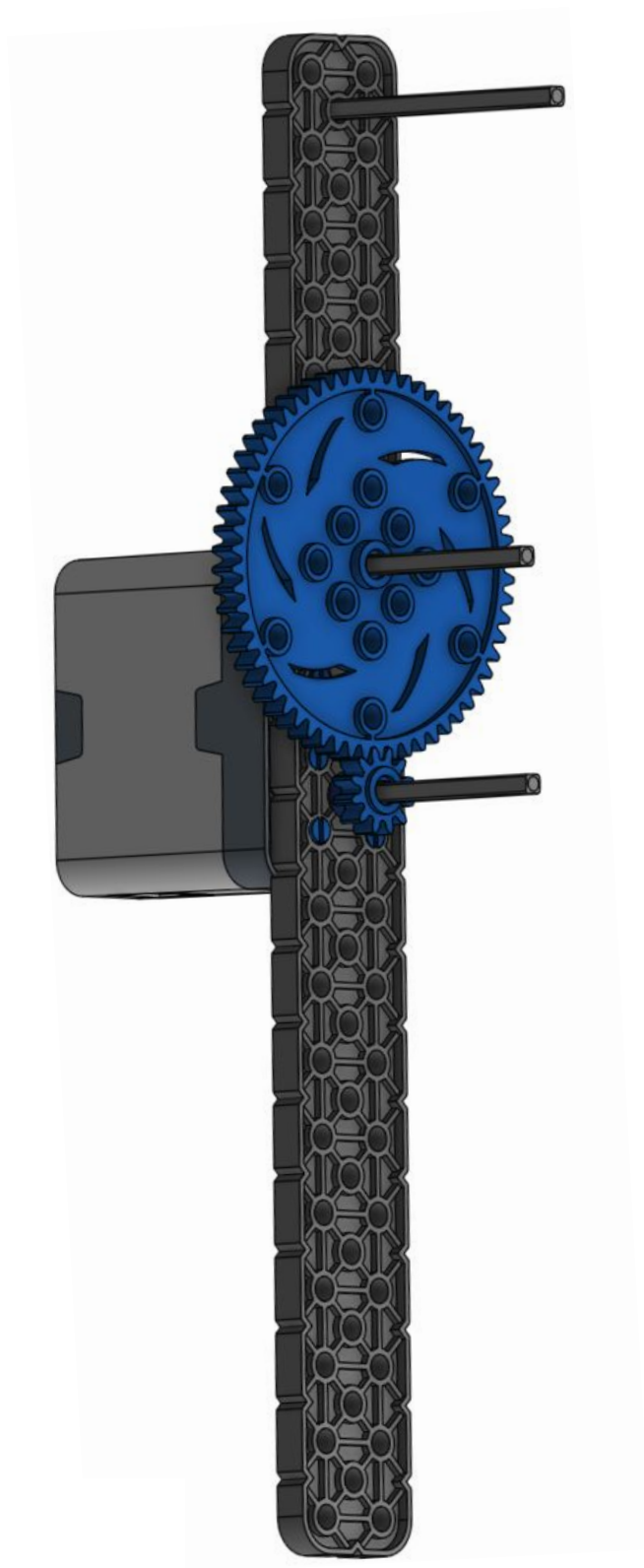
01

Parts List:

x1

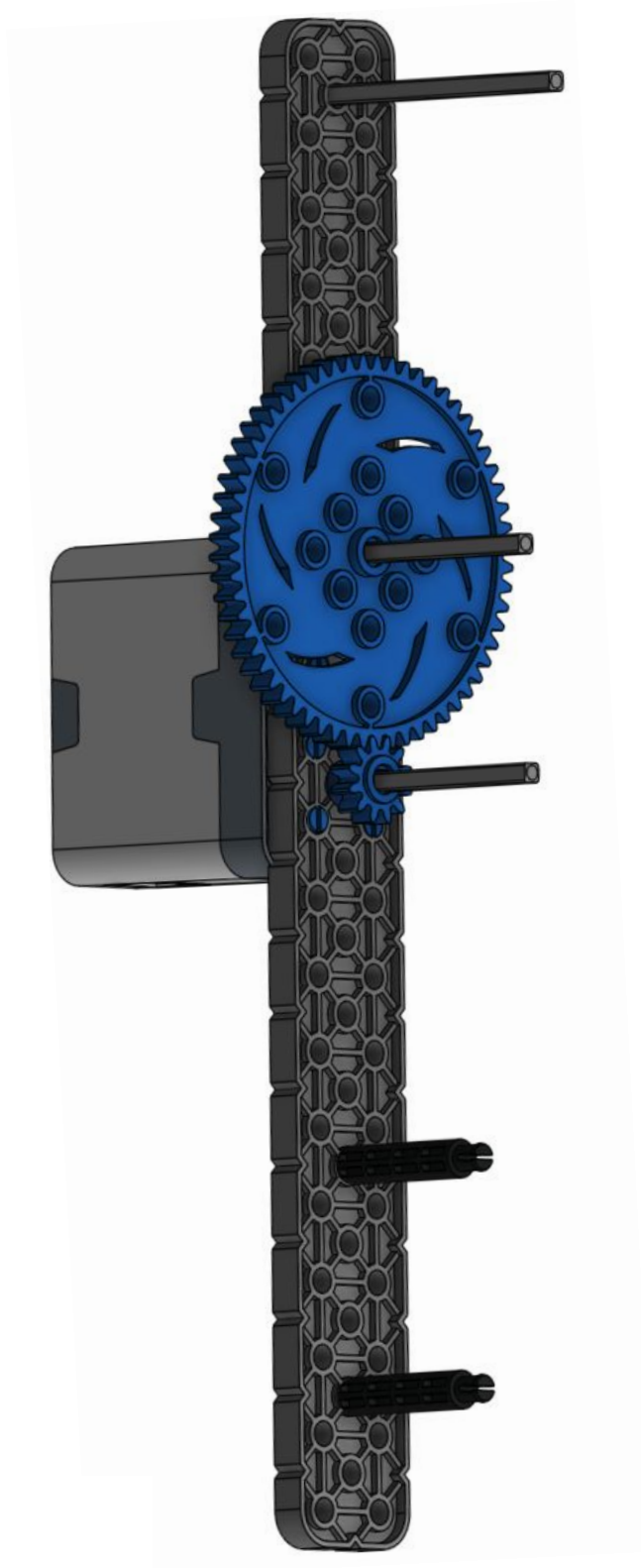


x1



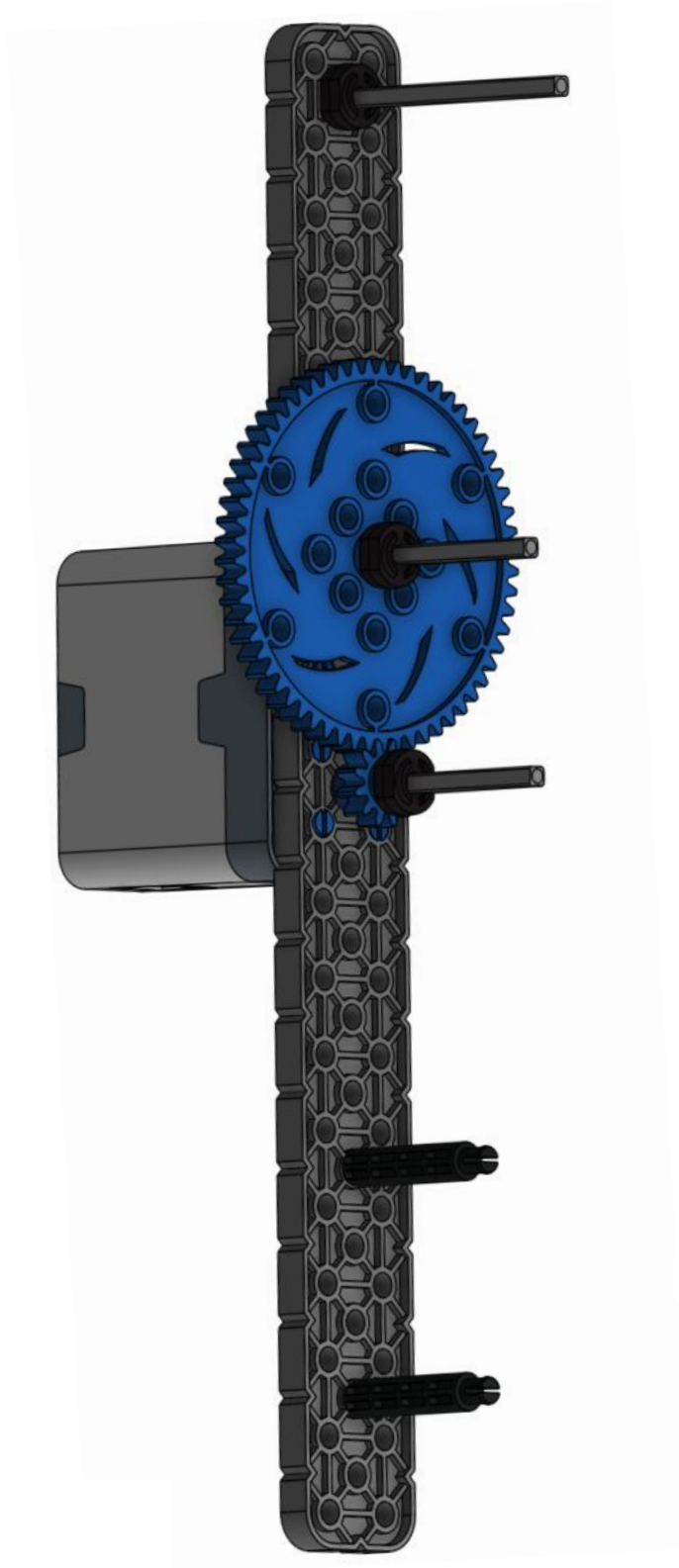
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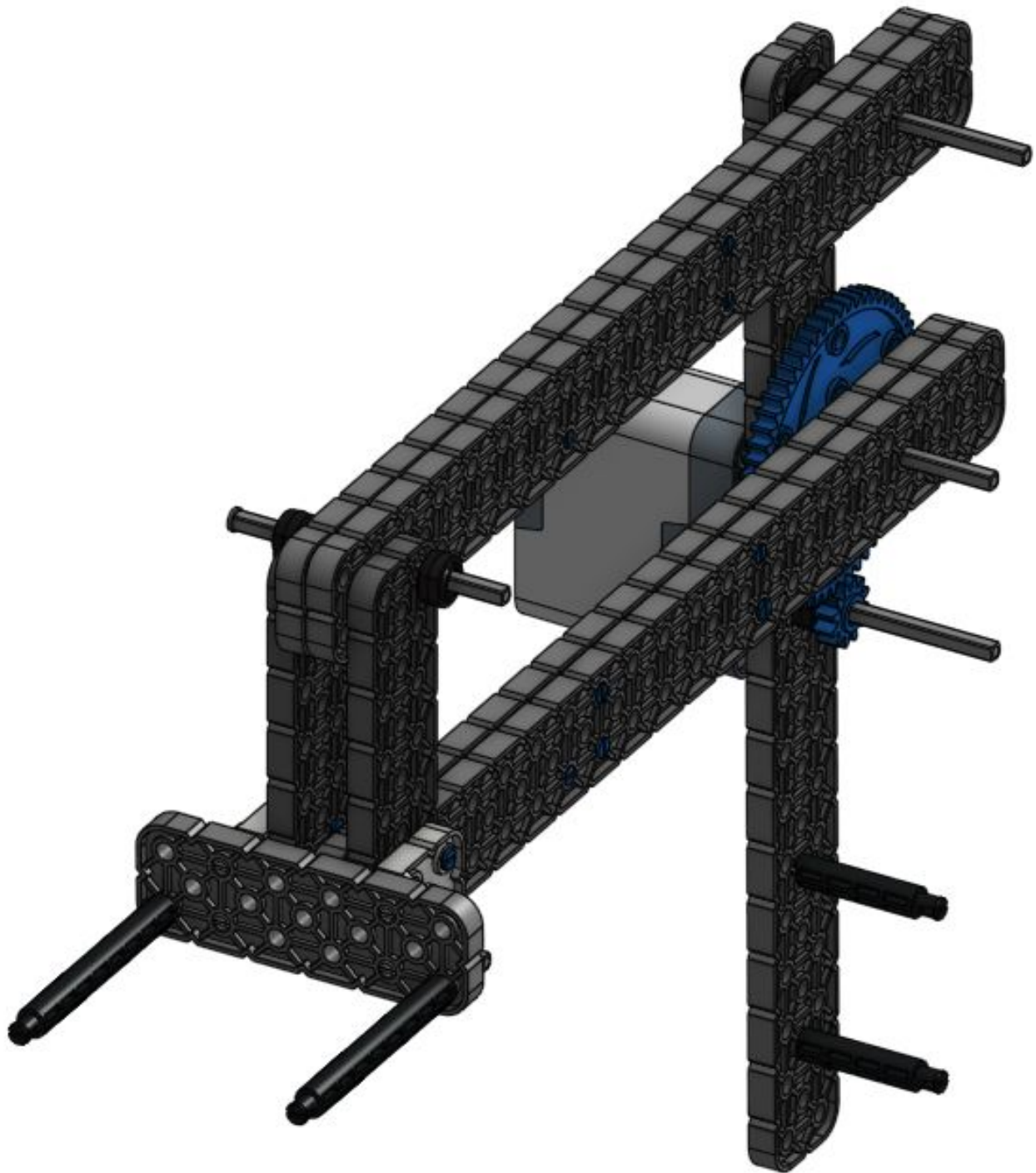
x2



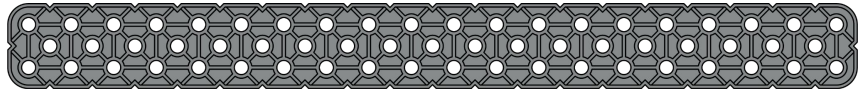
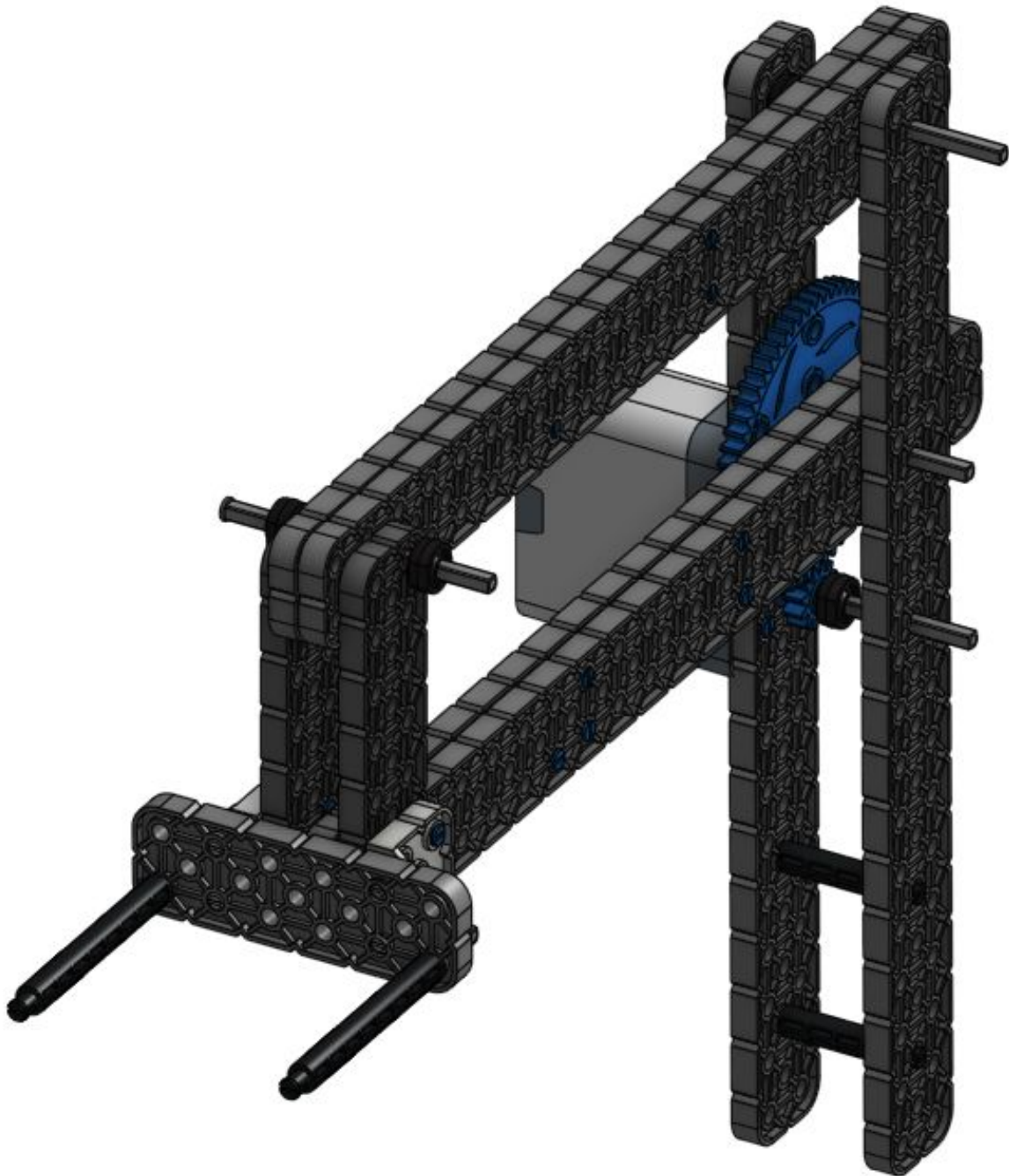
Parts List:

x3





Parts List:

**x1***2x20 beam*

Parts List:

x2

