

Software - LEGO Powered Up App

GBC 41 Power Pit Mania – 42100 Alternate Build



Open the LEGO Powered Up app on your smart device.
Complete the steps in the correct order by following the numbers.



First click on the gear icon to go to settings (1).



1

Play

Create



1 minute ago
GBC 45



1 minute ago
GBC 41



Click on the “Default Palette Level” button (1) and select on “Advanced” (2).
Once selected, go back via arrow icon (3).



3

Language

Settings

About

Help

3.7.0

Settings

Auto-Connect



Never time out



Default Palette Level

1

2

ADVANCED

Delete All Projects



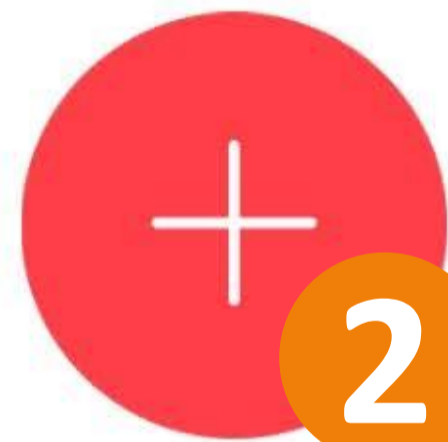
Click on the "Create" button (1) and tap on the + sign (2).



Play

Create

1



2

1 minute ago
GBC 45



1 minute ago
GBC 41

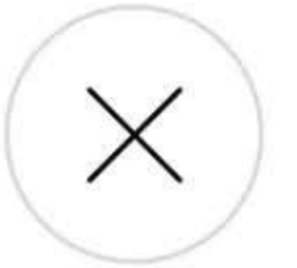


Enter a name for your project.



01 — 03

NAME YOUR PROJECT

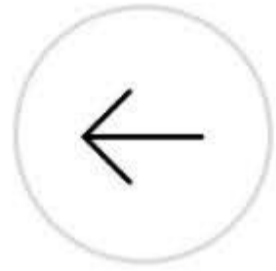


1



2

Select the controller type.

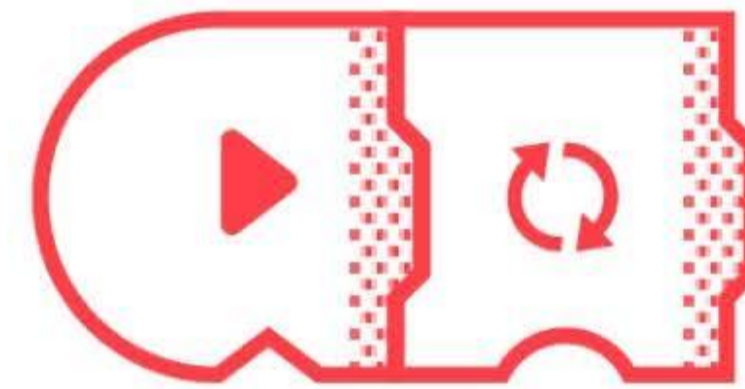


02 — 03

CHOOSE PROJECT TYPE



Controller



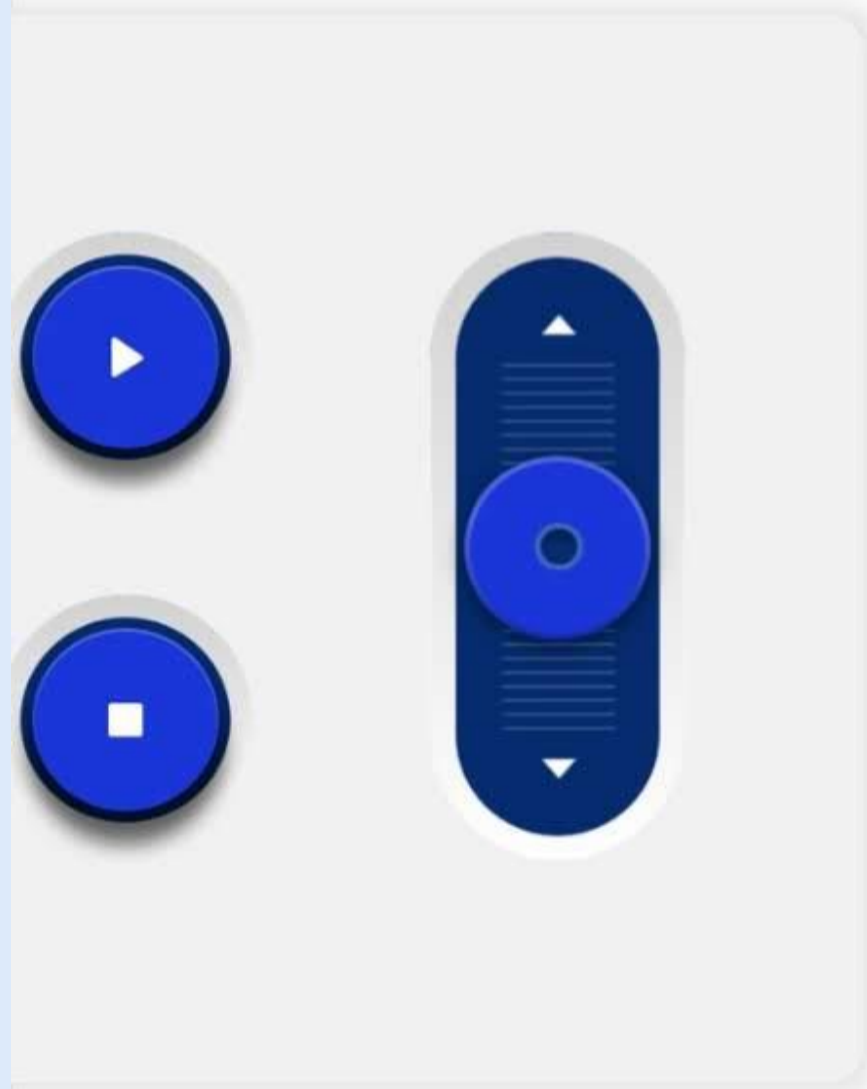
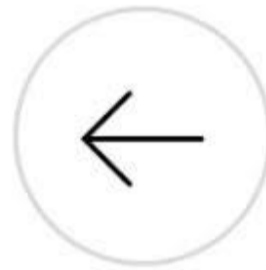
Coding

Select the correct controller interface.

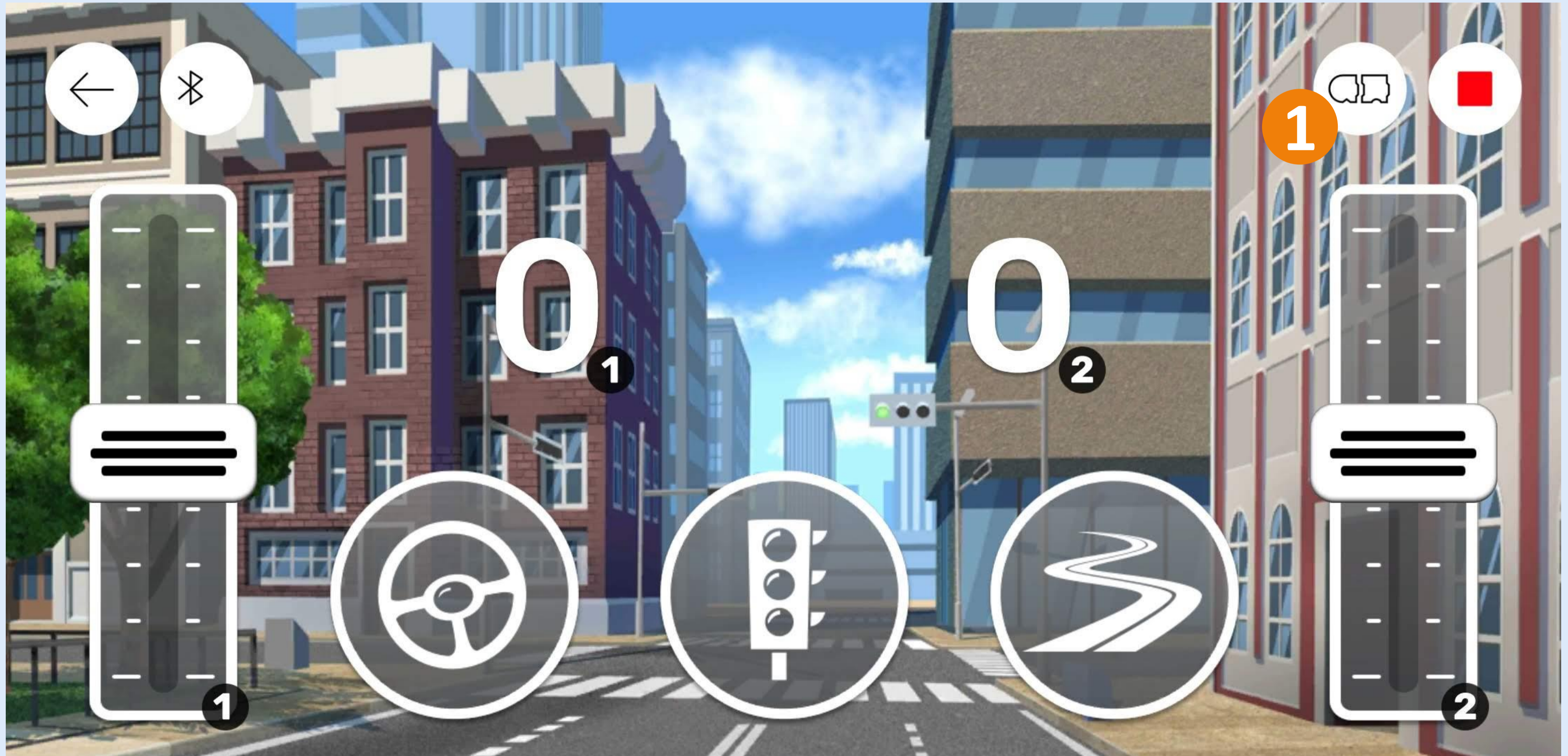


03 — 03

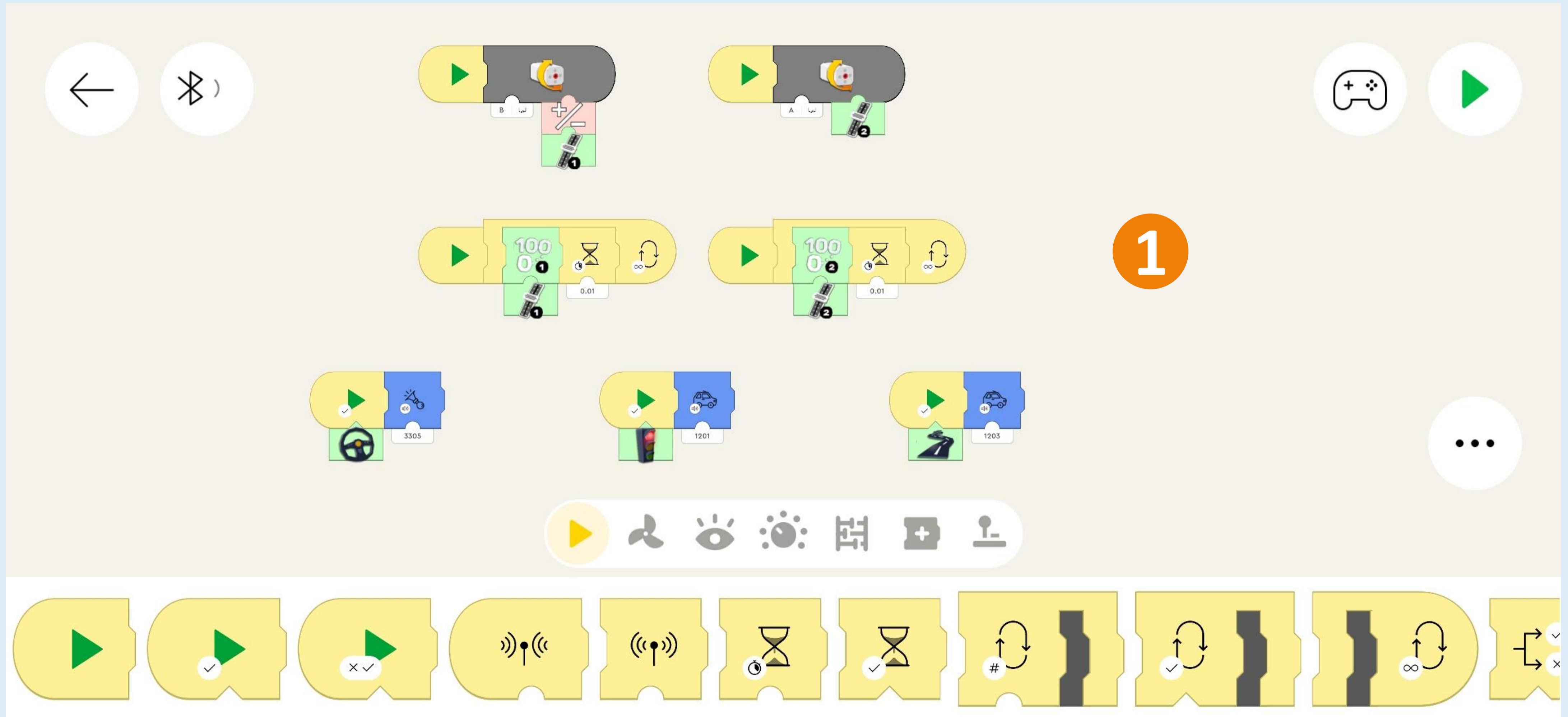
CHOOSE CONTROLLER



You now see the controller interface. Click on the code icon.



This is the code interface. You can zoom in and out by pinching your fingers. Zoom in on the right side (1). We have to make a few changes.



We have to create a complete new code block. You can find all the blocks in the library of the same color. Drag them into the project one by one on the code interface. Start from the left and work from the outside in. So first get the yellow start block (1) followed by a loop block (2). Inside this loop block you have to place 2 extra loop blocks (3) which are triggered by the traffic light controller button (4). Then add the motor blocks (5) and set the correct speed (6). Make sure to select Hub 2 and output D (7) (8).



The image shows a Scratch-like code editor interface. At the top, there are navigation buttons: a back arrow, a star with a red 'x', a game controller icon, and a play button. The main workspace contains a sequence of code blocks. Block 1 is a yellow 'Start' block. Block 2 is a yellow 'Loop' block. Inside block 2, there are two yellow 'Loop' blocks (3). Each block 3 contains a green 'Click on flag clicked' block (4), a pink 'Motor' block (5) set to 'Hub 2' and 'D', and a 'Speed' block (6) set to 100. The second block 3 has its speed set to 0. The main loop block (2) has an infinity symbol. The interface includes navigation buttons (back, forward, play, stop, volume, eye, sun, grid, plus, location) and a library of code blocks at the bottom.

You can set the speed of the main motor by adjusting the 100 value (1). Make sure you select Hub 2 (2)



The screenshot displays a LEGO Mindstorms software interface. At the top, there are navigation icons: a back arrow, a Bluetooth symbol with a red 'x' indicating a connection error, a game controller icon, and a play button. The main workspace shows a yellow robot assembly with two green motor blocks. A red callout box labeled '1' points to a motor block with a value of '100'. A white callout box labeled '2' points to a 'HUB' selection menu where 'HUB2' is selected. Below the workspace is a toolbar with icons for play, undo, redo, zoom, and other functions. At the bottom, a sequence of yellow blocks is visible, including play buttons, wireless signal icons, and motor blocks with various settings.

The end result should look like this. Note the 2 blocks on the right side (1).



The image shows a Scratch-like block editor interface with the following elements:

- Top Left:** Navigation icons: back arrow, Bluetooth symbol, and a play button.
- Top Right:** A large orange circle with the number '2' next to a game controller icon, and a play button.
- Main Area:** A sequence of code blocks:
 - Block 1: Motor control block with 'B' port, '+' sign, and a small '1'.
 - Block 2: Motor control block with 'A' port, '-' sign, and a small '2'.
 - Block 3: Logic block with '100 0' and a small '1'.
 - Block 4: Logic block with '100 0' and a small '2'.
 - Block 5: A large yellow block with a play button, a checkmark, and a small '1'. It contains a traffic light sensor block, a 'HUB' block, a 'D' block, and a '100' block.
 - Block 6: A large yellow block with a play button, a checkmark, and a small '2'. It contains a traffic light sensor block, a 'HUB' block, a 'D' block, and a '0' block.
 - Block 7: Motor control block with a bicycle icon and '3305'.
 - Block 8: Motor control block with a car icon and '1201'.
 - Block 9: Motor control block with a car icon and '1203'.
- Bottom Center:** A toolbar with icons for play, rotation, eye, sun, grid, plus, and location.
- Bottom Row:** A horizontal strip of various code blocks including play buttons, checkmarks, X marks, wireless signals, hourglass timers, and loops.
- Right Side:** A white circle with three dots.

Now we have to set the LEGO Powered Up hubs in the correct order. Click on the Bluetooth Icon and turn both hubs on (1). The GBC Ball Dozer hub should be the top one. If this is not the case you have to drag them via the hamburger menu on the right (2). You can optionally rename them clicking on the pencil icon (3). Close the Bluetooth menu if all is exactly like shown below (4).



Connect



01



Hub Ball Dozer



02



Hub 2 Main



The 2 sliders on the left and right control the GBC Ball Dozer (1). The Traffic Light button starts and stops the main motor of the GBC (2).

