

Claw Machine Program

1	waiting	Background Music, wait 120000 ms Light0
2	Coin insert	Coin insert sound Grab_LED blink Light1 short
3	Pressing Grabbutton	Gameplay start 20 sec Joystick controls Gantry Game music Grab_LED shines
4	Pressing Grabbutton no more Joystick control Dropmusic Claw process	O R Time over no more Joystick control Bell rings 1000 ms Dropmusic Claw process
5	Home position	claw is above price issue
1	waiting	...

colors
 Player interaction
 light decoration
 music and sounds
 other

Claw process

Pressing Grabbutton

```
light0
z_down until LS_z_down
wait 1000 ms
claw close
wait 100 ms
z_up until LS_z_up, wait 1500, change from claw to claw2
x_left until LS_x_left
x_forw until LS_x_forw
wait 100 ms
claw open
bell rings 500 ms
```

Gameplay

Joystick interaction	movement
Left	x_left until LS_x_left
Right	x_right until LS_x_right
Forward	y_forw until LS_y_forw
backward	y_back until LS_y_back

Adjust Claw Power

The two claw powers are adjustable with two voltage regulators:
 Relay "claw" Claw power when grabbing toy 0-24v
 Relay "claw2" Claw power when going up again 0-24v