



Rotation Sensor on Striker

In this Lesson: You will learn about the Rotation Sensor on Striker so that you can see how it can be used in a project for the Over Under game.

Notes:

- The Rotation Sensor can detect and report the rotational position of a shaft inserted into the sensor from 0-360° (as shown in the image to the right).
 - The sensor reports an absolute value of the rotation, meaning it does not reset itself or lose its value when the robot is powered off.
- **The shaft that rotates Striker's arm passes through the Rotation Sensor** (as shown in the image to the right).
 - This means that the Rotation Sensor can detect and report the rotational position of Striker's arm.
 - The sensor ensures precision, efficiency, and accuracy in robot movements, particularly in tasks like collecting or scoring Triballs.
- The Rotation Sensor allows Striker's arm to move to the same desired location consistently, eliminating errors caused by other factors. The sensor's absolute value ensures that the desired position is reached every single time, regardless of the starting position of the arm.

