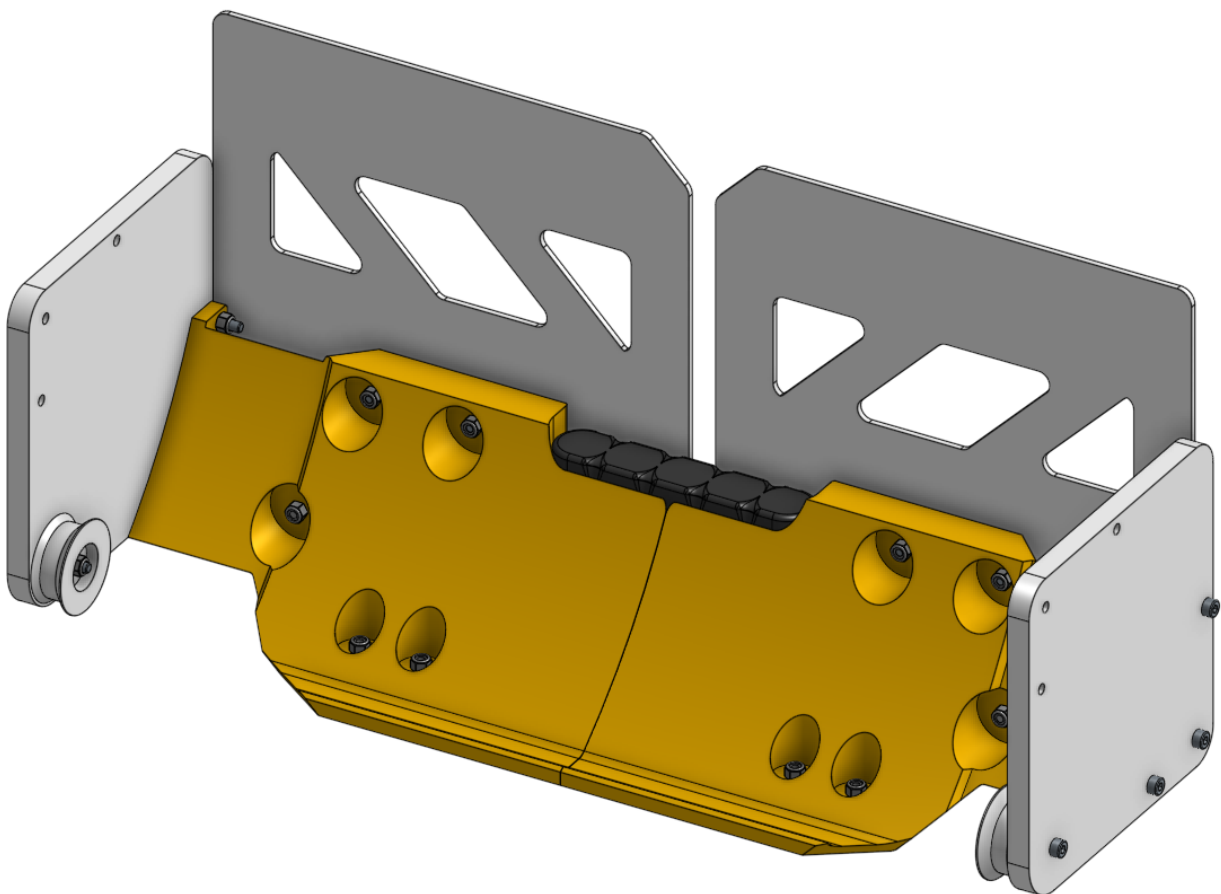


Hopper Overview

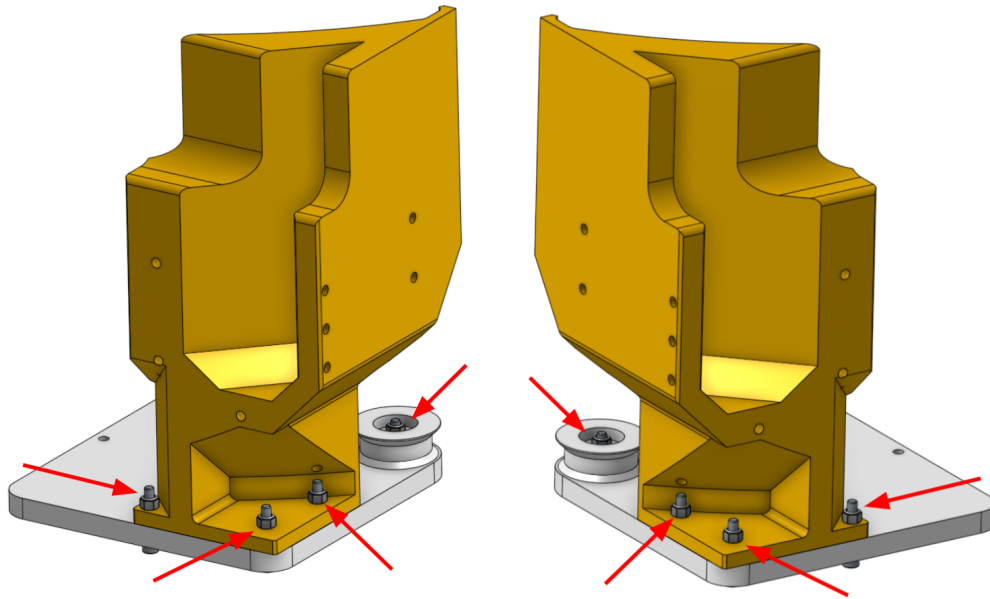
Hopper Architecture: The hopper is not only where the Artifacts are stored before getting scored, it is also where the Human Player can load into.

1. Start 3D printing all required parts if you have not already done so
2. Attach a 06_Side Wall to 06_Ramp and another 06_Side Wall to 06_Ramp Mirror
3. Attach a 06_Back Wall to 06_Ramp and another 06_Back Wall to 06_Ramp Mirror
4. Attach entire Assembly to Chassis

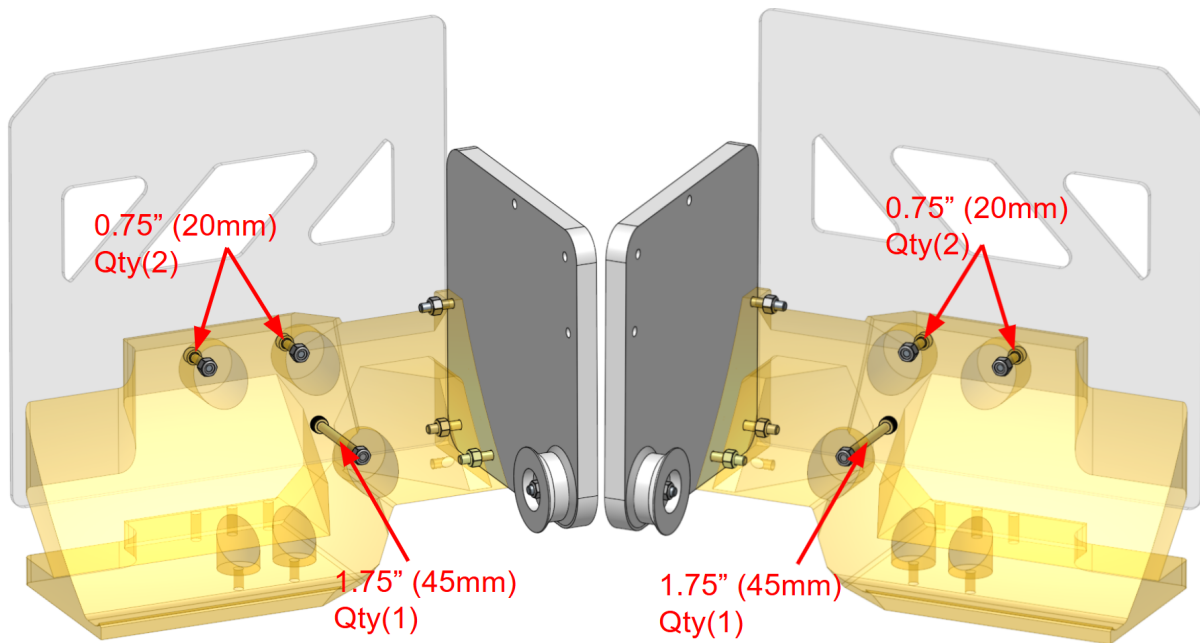


Hopper Assembly

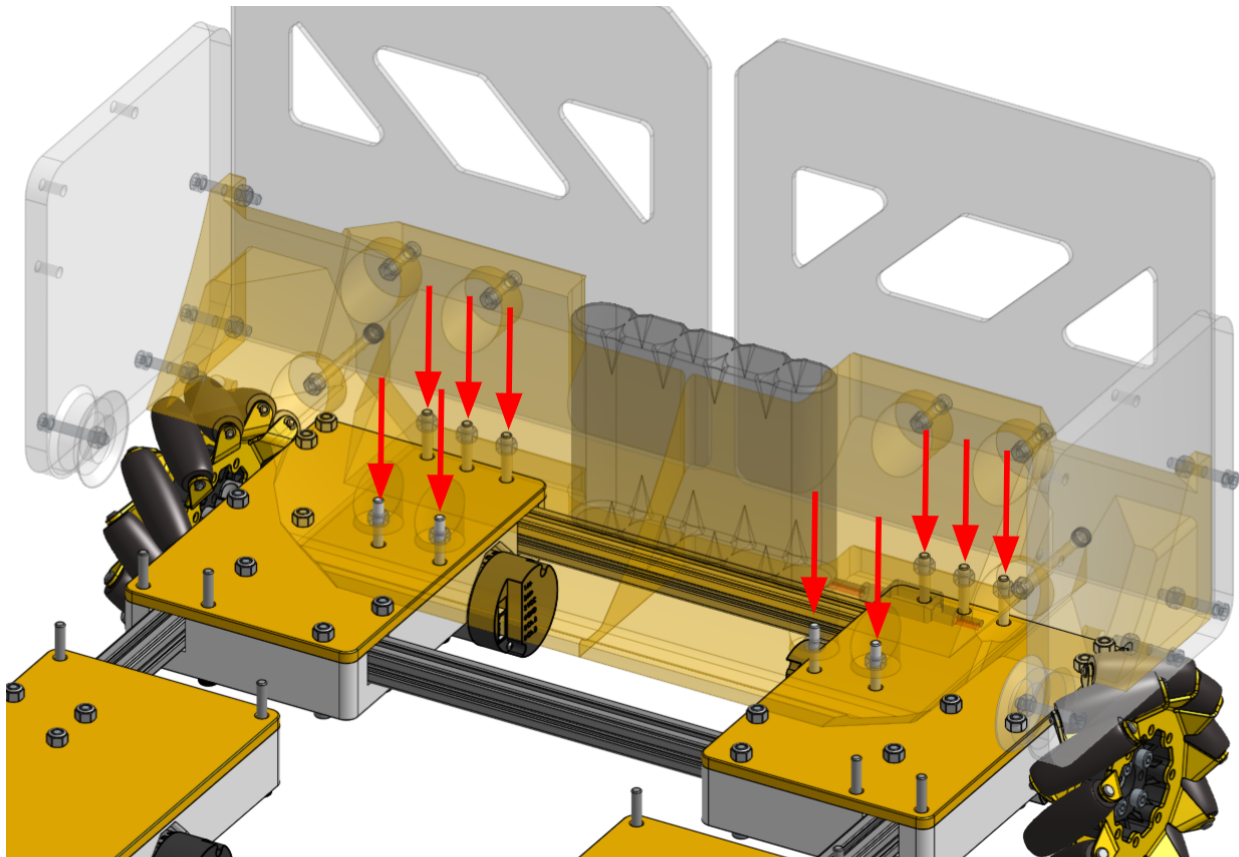
Start by attaching the 06_Side Wall to 06_Ramp and another 06_Side Wall to 06_Ramp Mirror. Additionally, populate the hole inside of the rubber band anchor with the nut facing inwards. This will require Qty(8) 25mm (1") bolts. All bolts should have the nut facing the center of the robot.



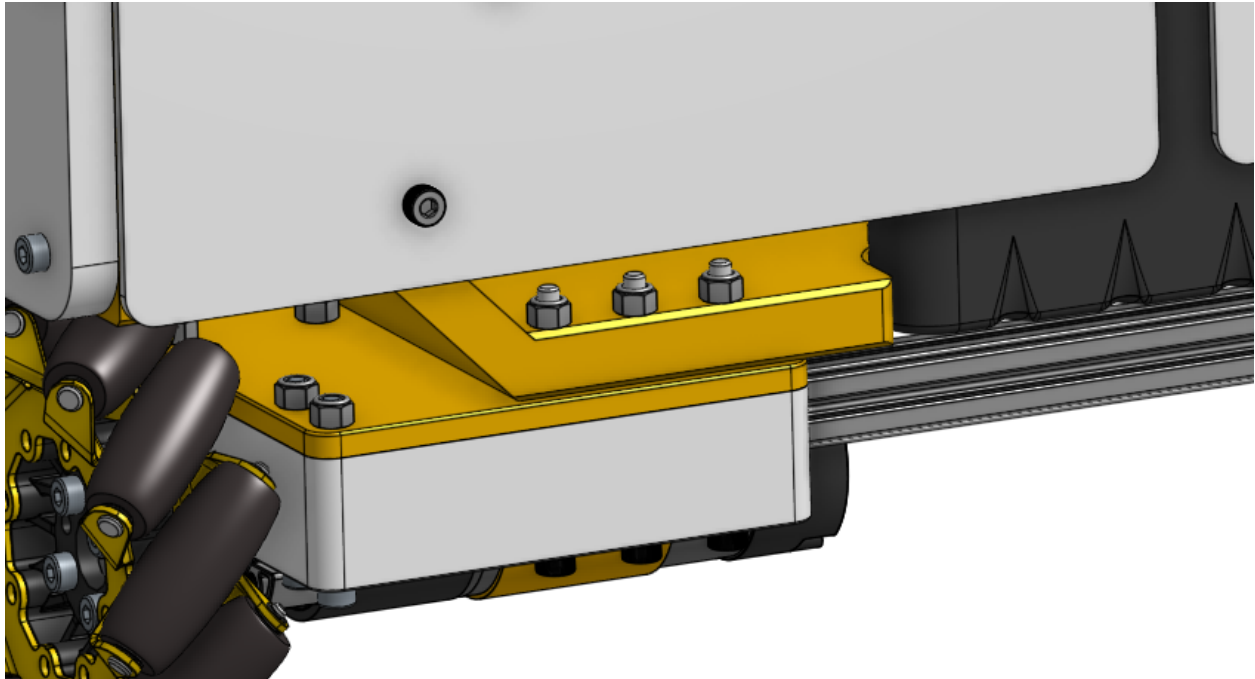
Next, attach the 06_Back Wall to 06_Ramp and another 06_Back Wall to 06_Ramp Mirror. This will require Qty(4) 0.75" (20mm) bolts for the four top holes and Qty(2) 1.75" (45mm) bolts for the bottom holes.



All that is left to do is to mount the Hopper Assembly to the Chassis. If using the Custom EB Chassis with the 104mm goBILDA wheels, you will use Qty(10) 2" (50mm) bolts. If using a different configuration, please ensure you have the correct bolt lengths for attaching the hopper.



All of these bolts come up through the chassis and the nuts are attached on the top side. The nuts in the rear can be accessed in this gap below the 06_Back Wall.



When you are finished with the Hopper, it should look like this:

