MOC "Chocolate" 1: controller with the Wall Clock!, an introduction

Jacques Gélinas
Jacques@Gelinas.com

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A quick manual

Hi, I'm Jacques Gélinas, and I'm a Lego fan since 1978. I'm also a software developer, and I'm using my skills to make Lego more fun. This is the first in a series of articles about my Lego Chocolate project. This project is a Lego-compatible controller for Lego Mindstorms robots, and a Lego-compatible wall clock. This first article is an introduction to the project, and to the controller.

A quick manual

Lego Mindstorms robots are great, but they are limited in their programmability. Lego provides a programming environment, but it is limited to a few hundred instructions, and it is very slow. Lego also provides a Bluetooth interface, but it is very slow and limited to a few commands. Lego also provides a USB interface, but it is very slow and limited to a few commands. Lego also provides a wireless interface, but it is very slow and limited to a few commands. Lego also provides a USB interface, but it is very slow and limited to a few commands. Lego also provides a wireless interface, but it is very slow and limited to a few commands.