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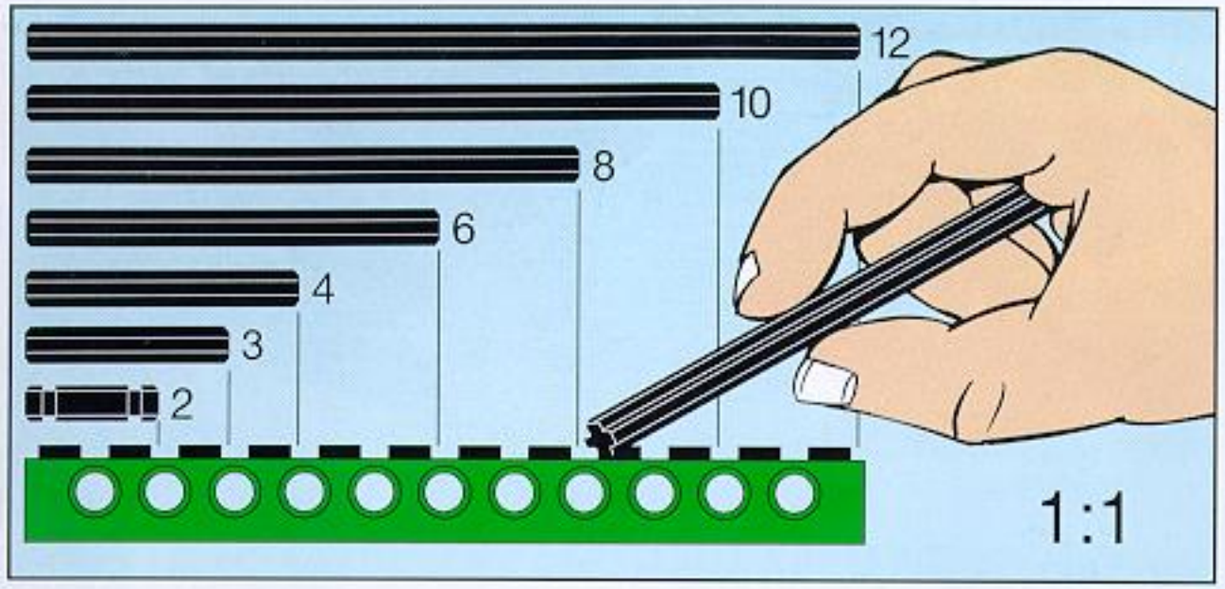

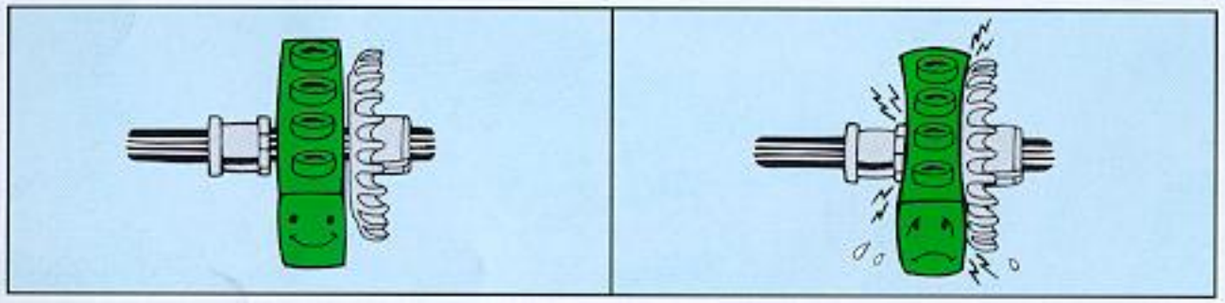

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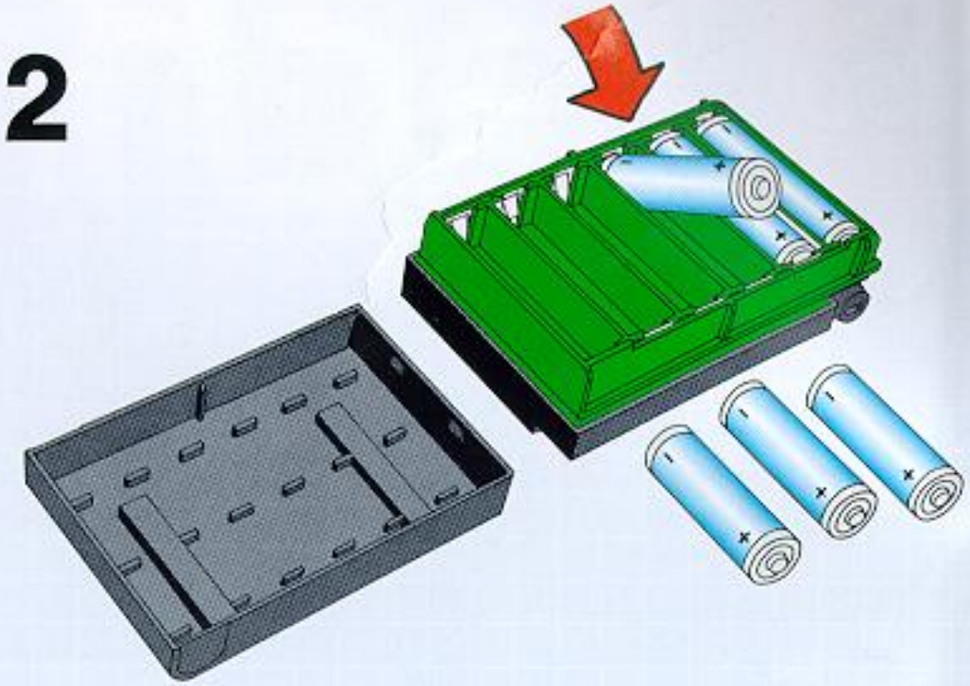

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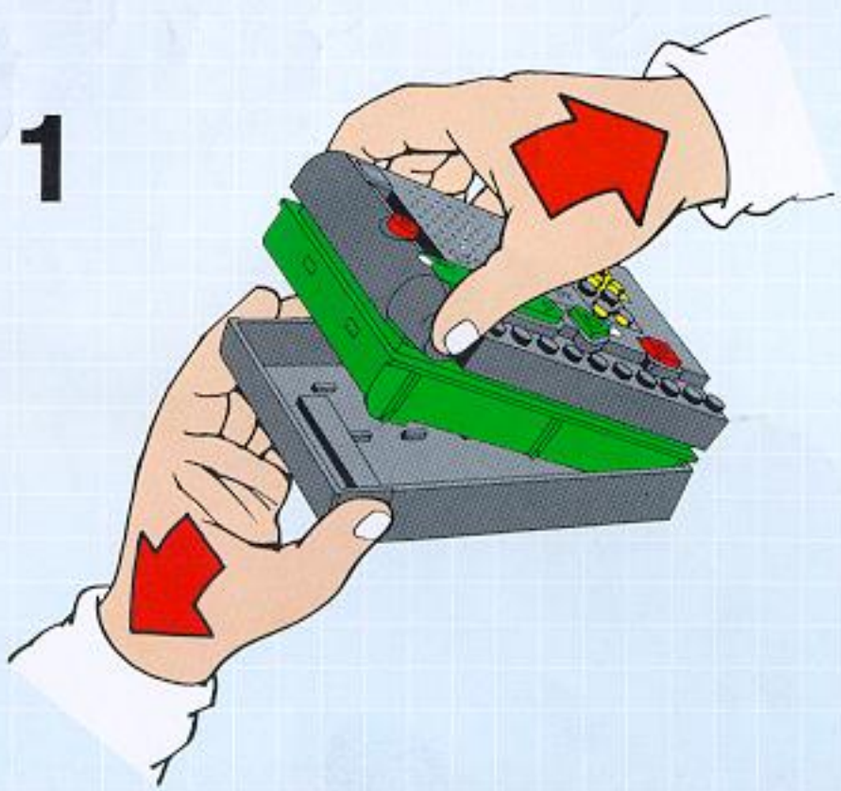

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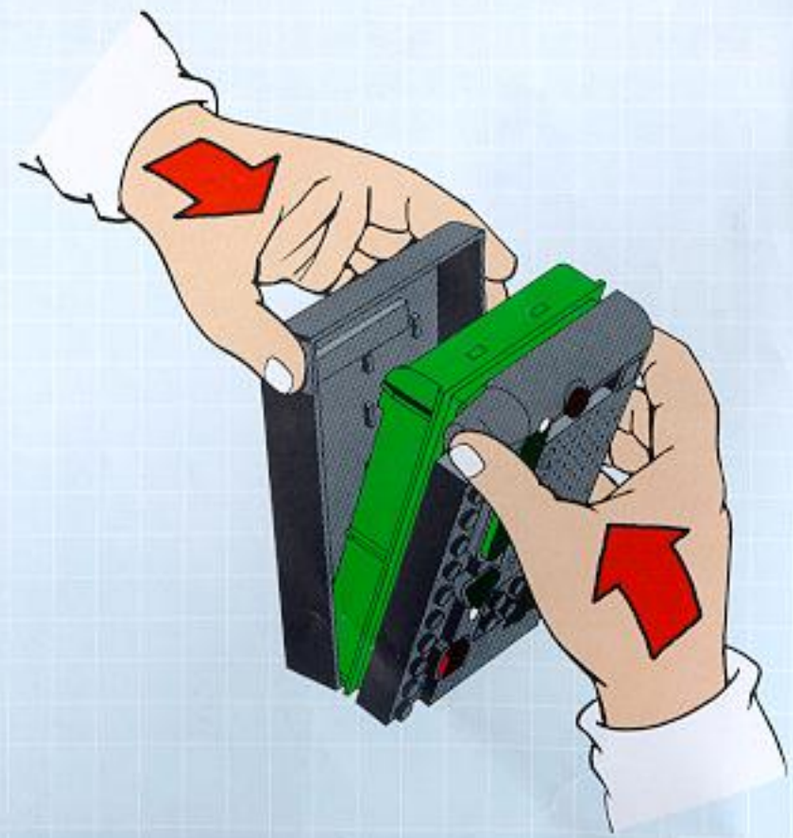

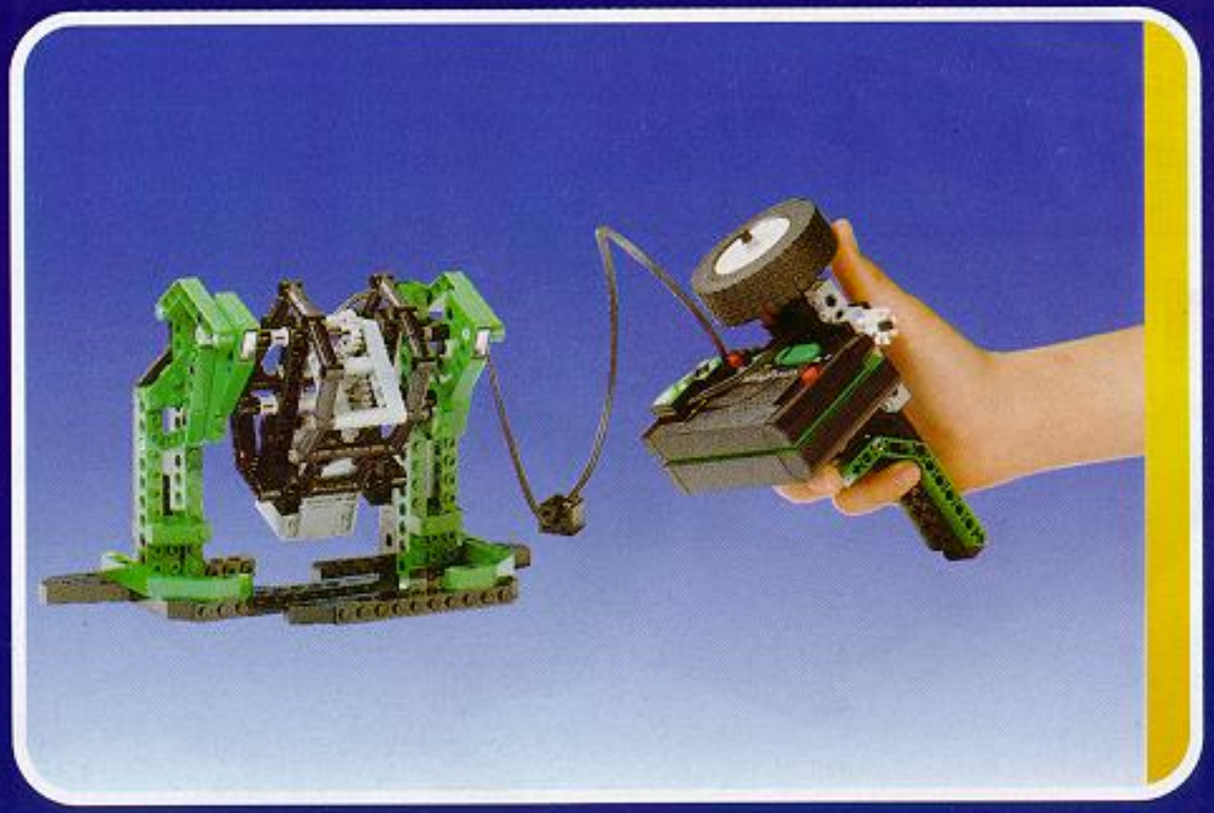

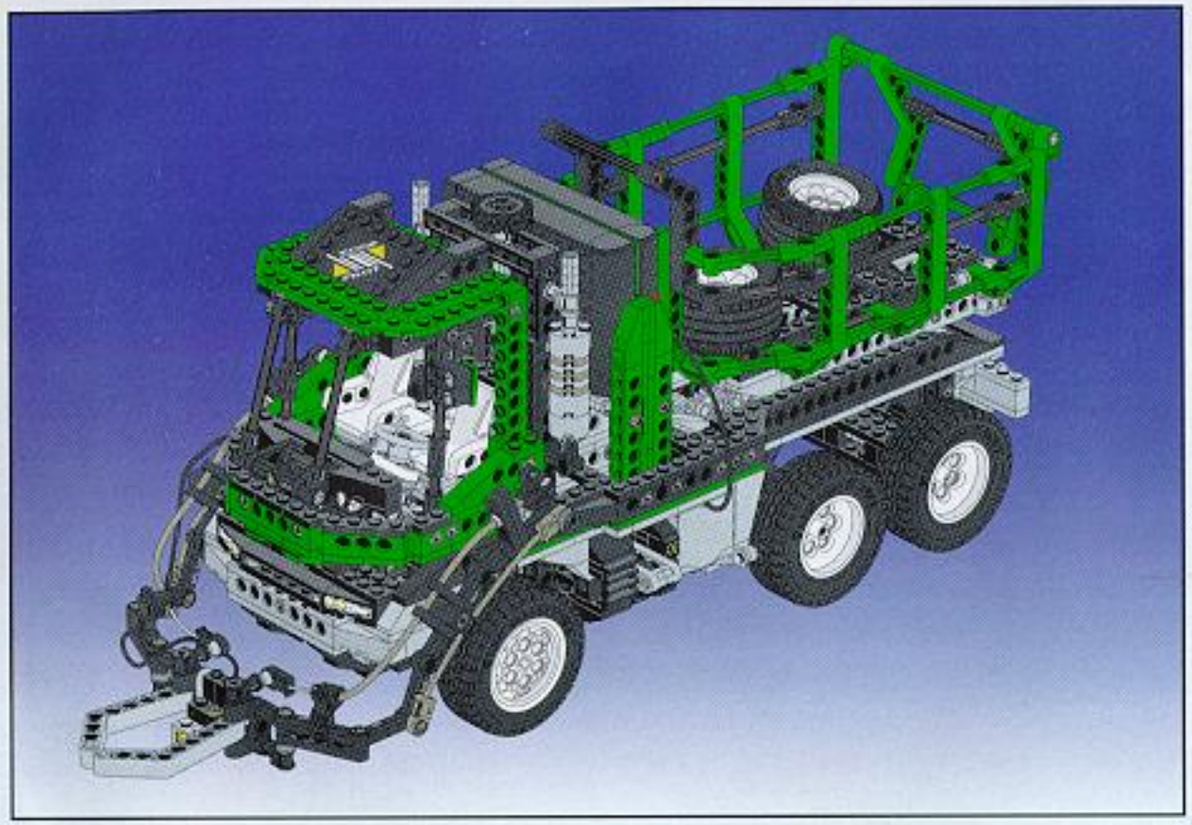

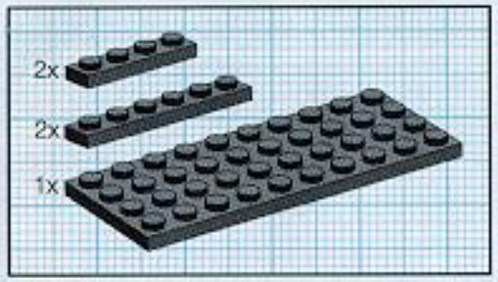

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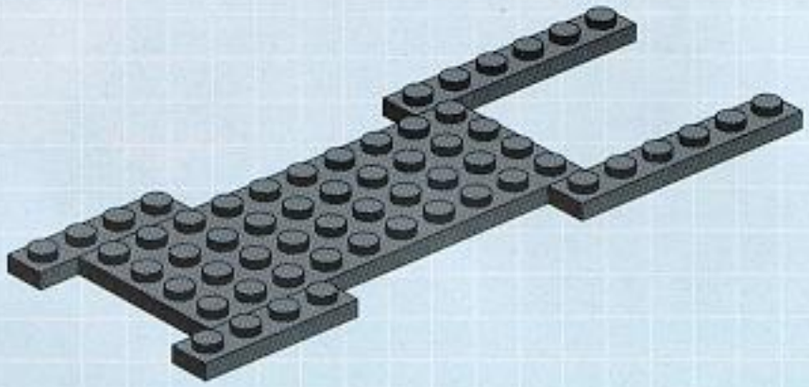

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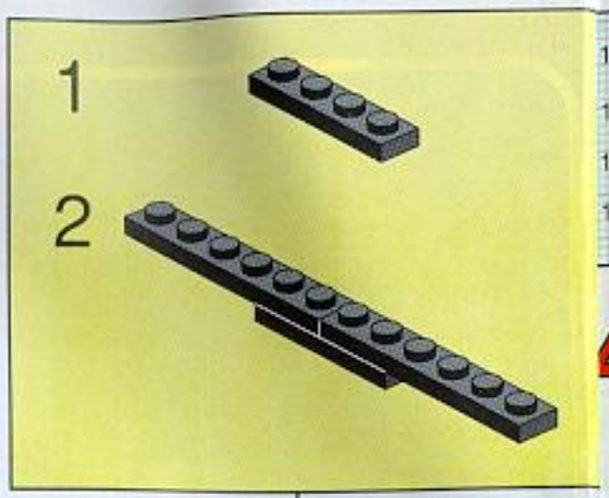

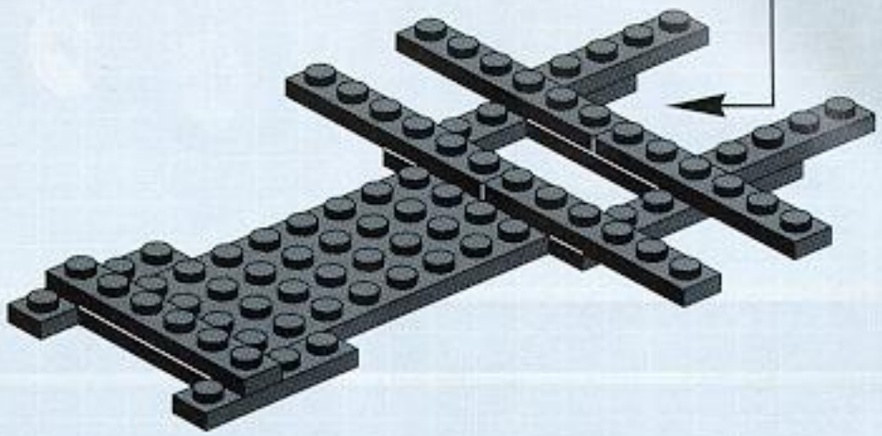

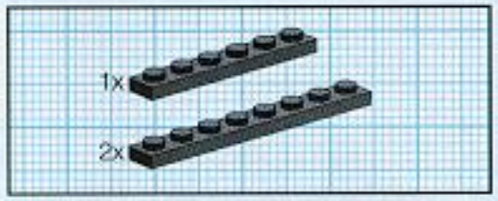

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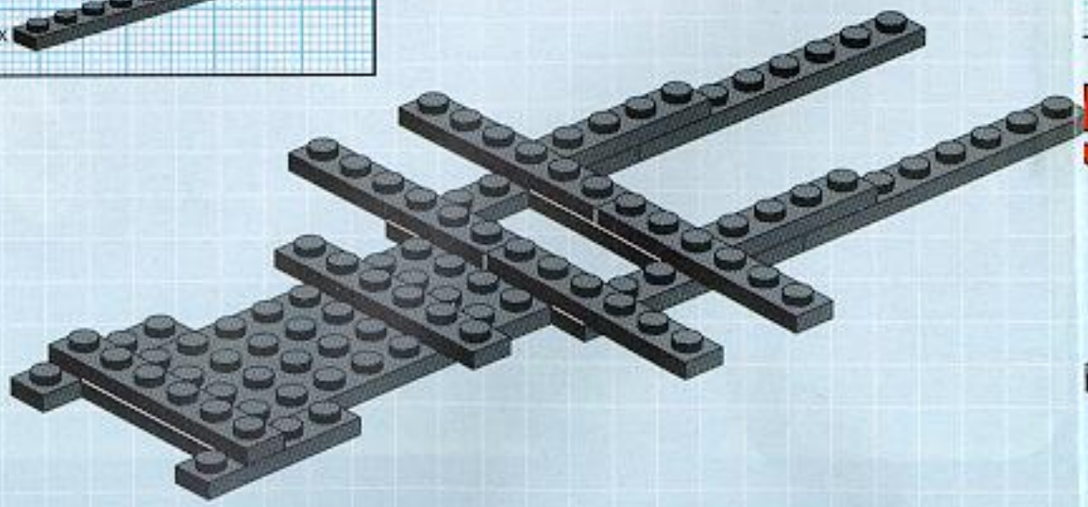

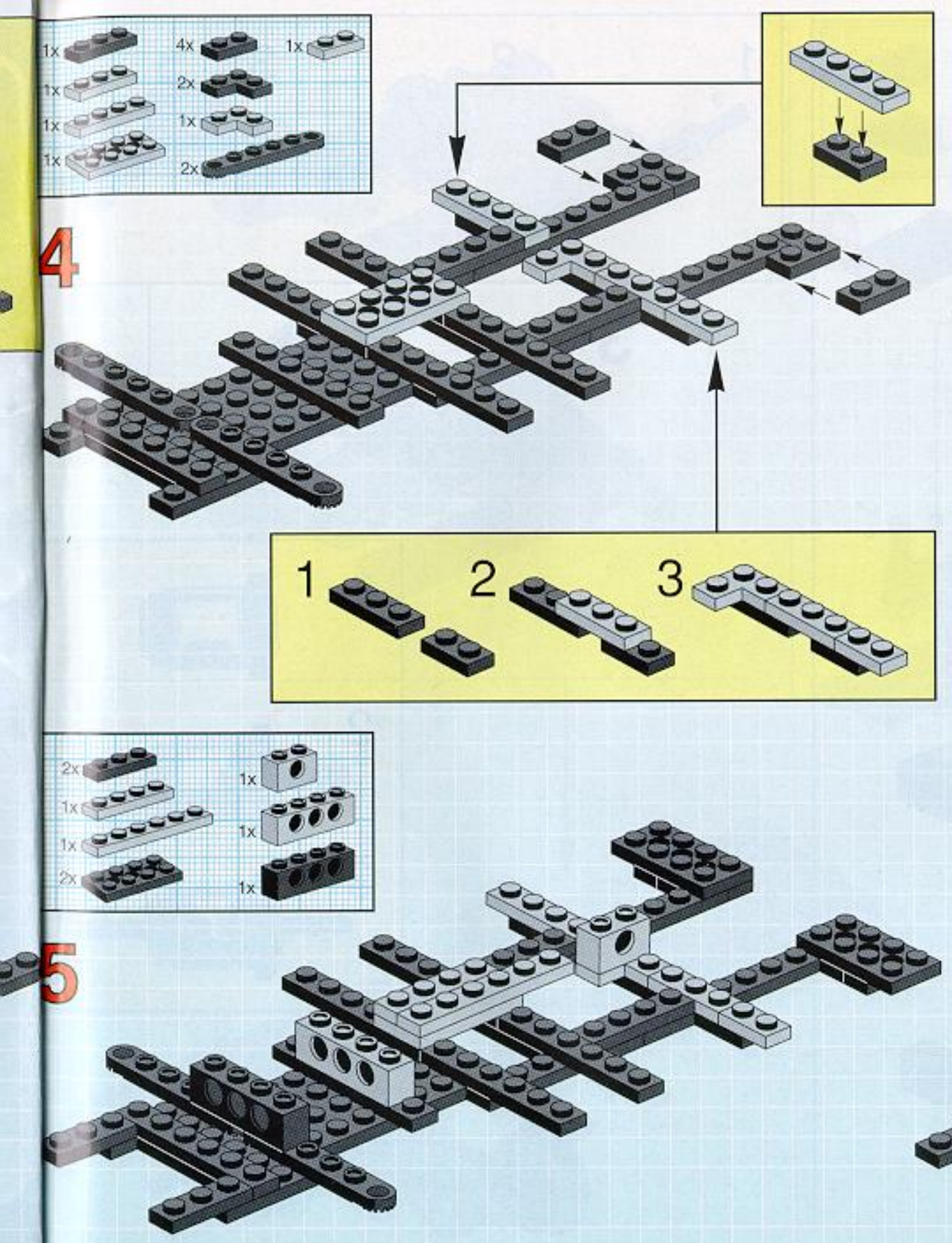
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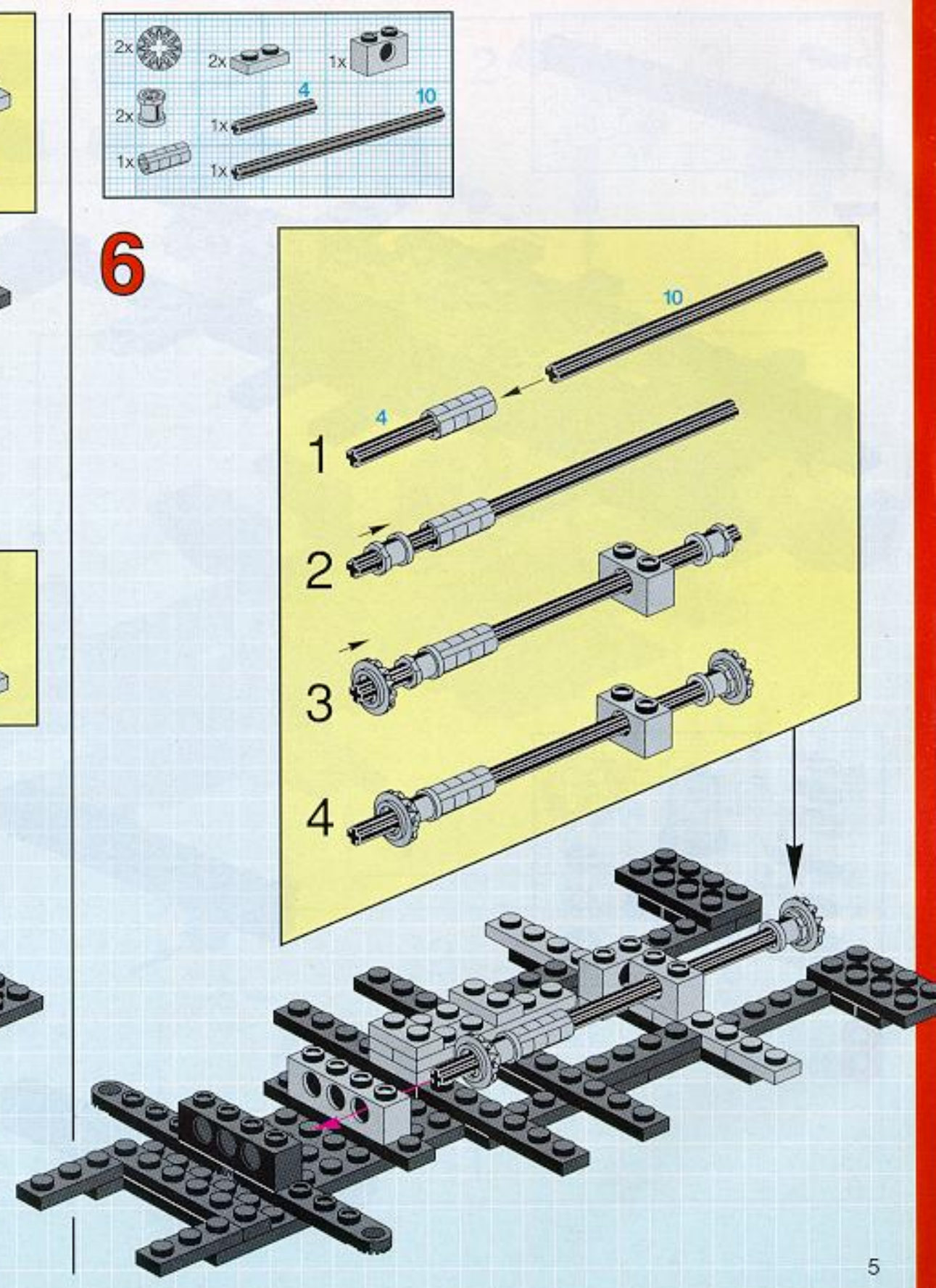
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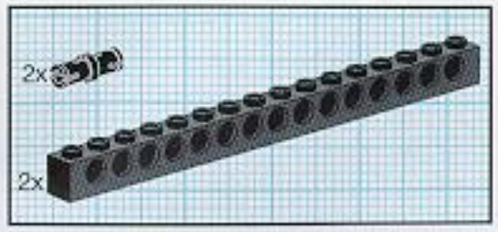

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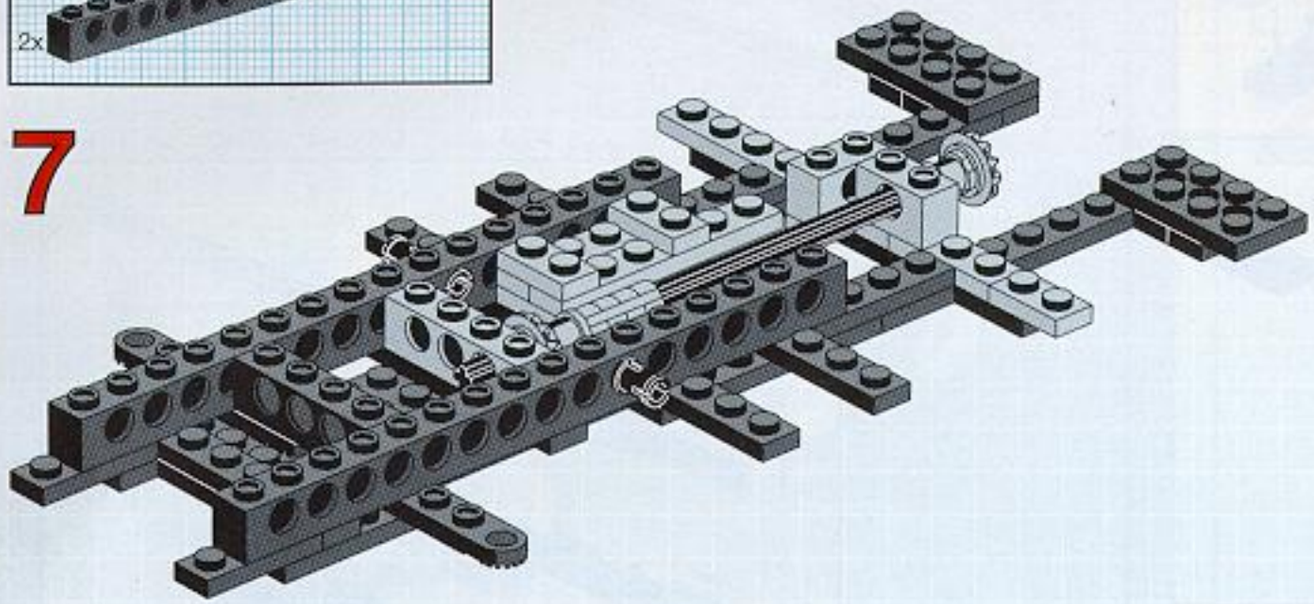

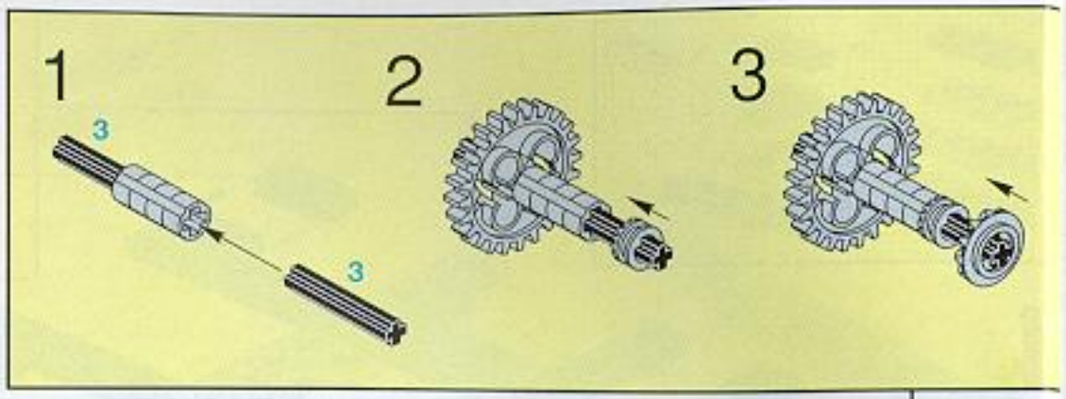

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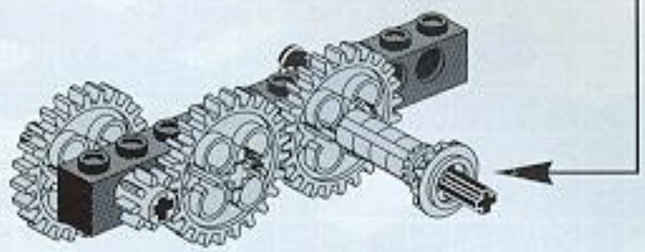

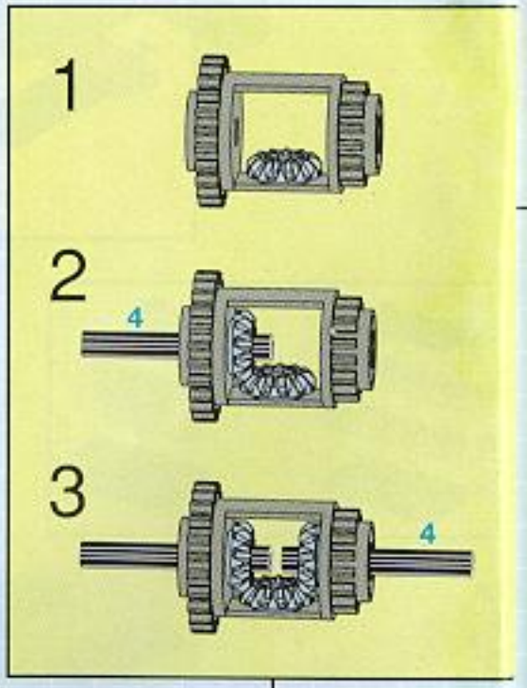

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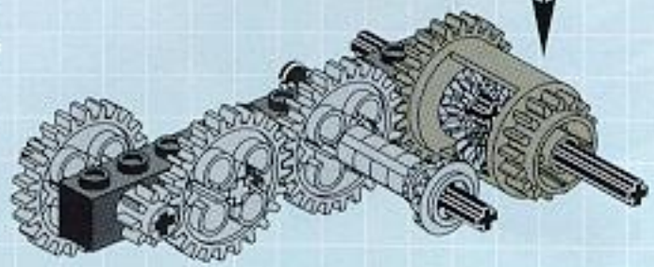

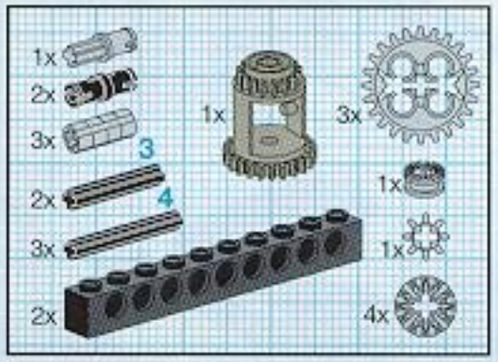

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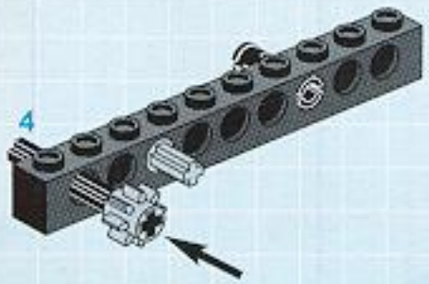

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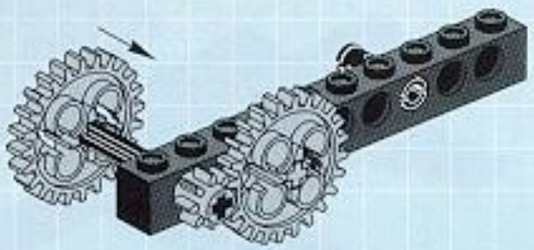

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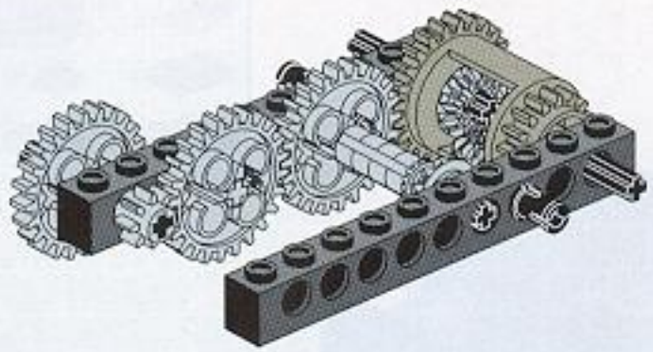

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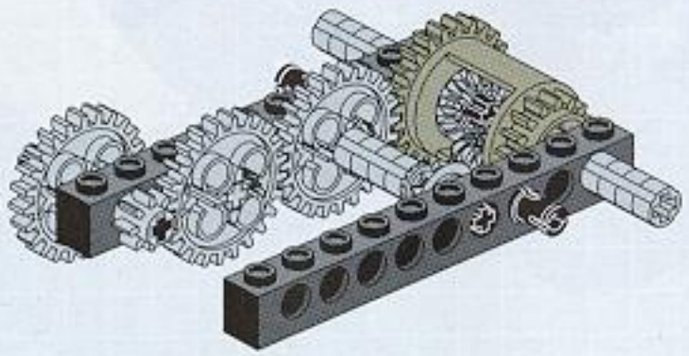

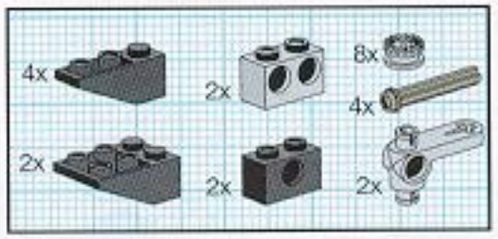

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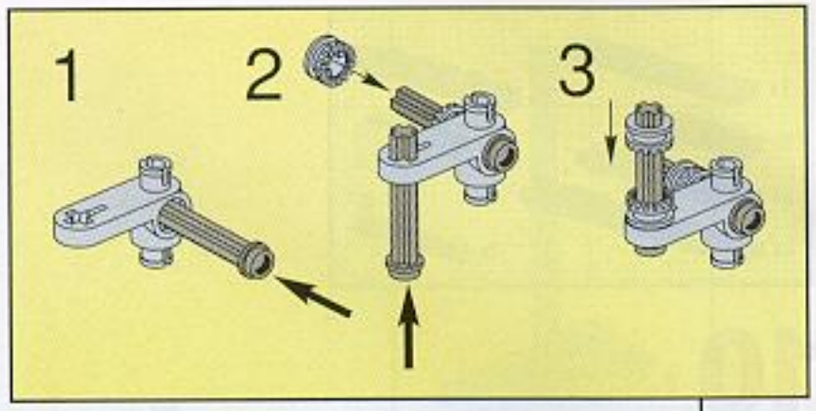

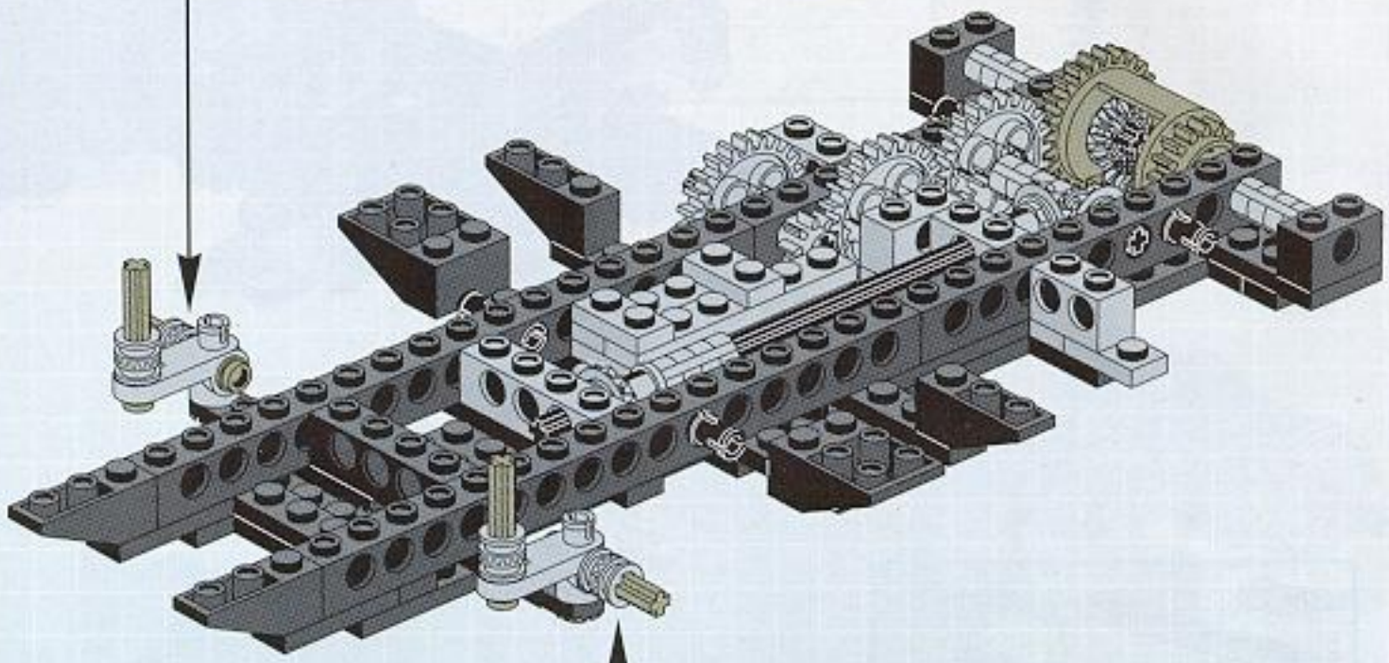

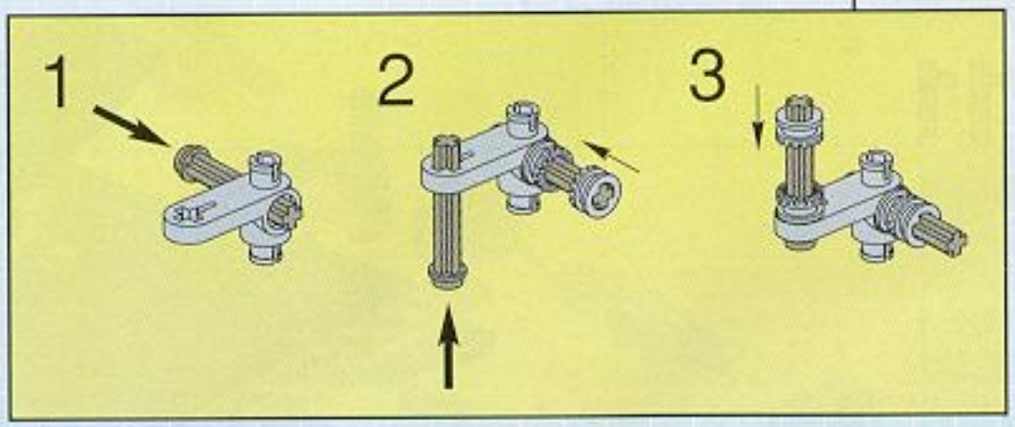

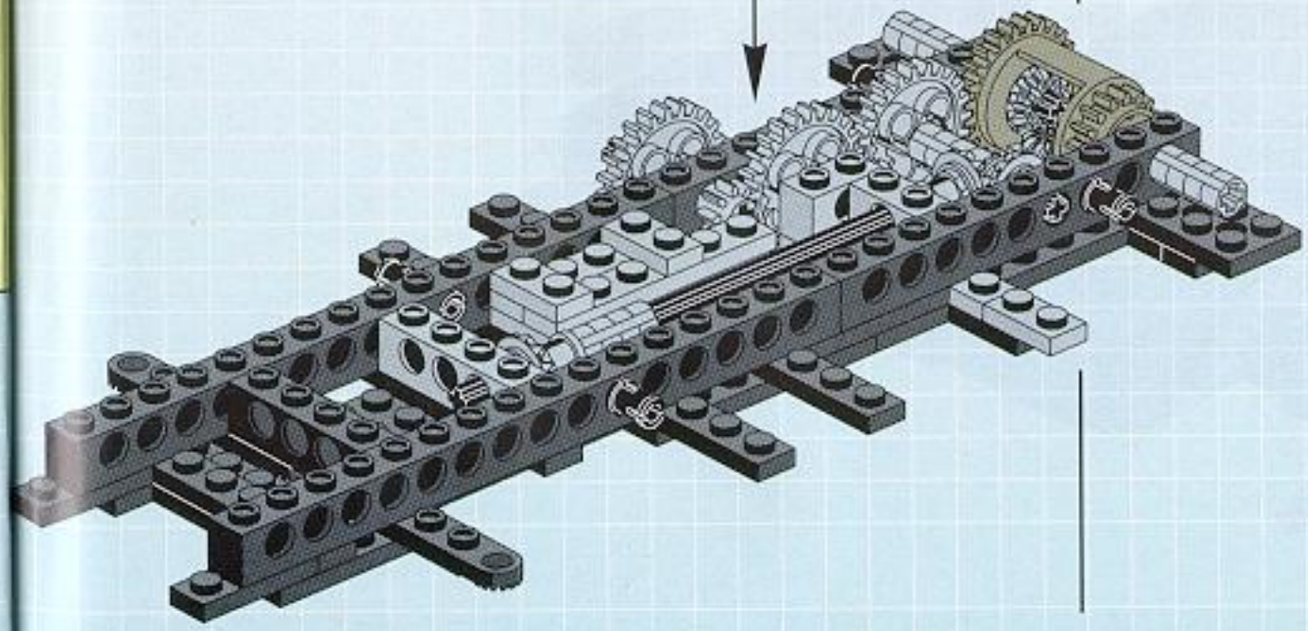

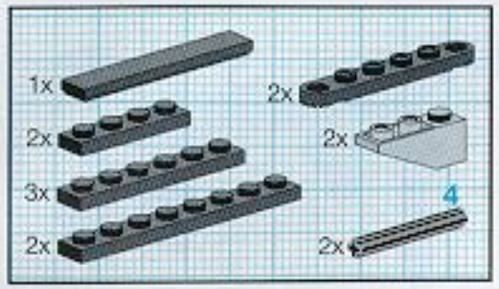

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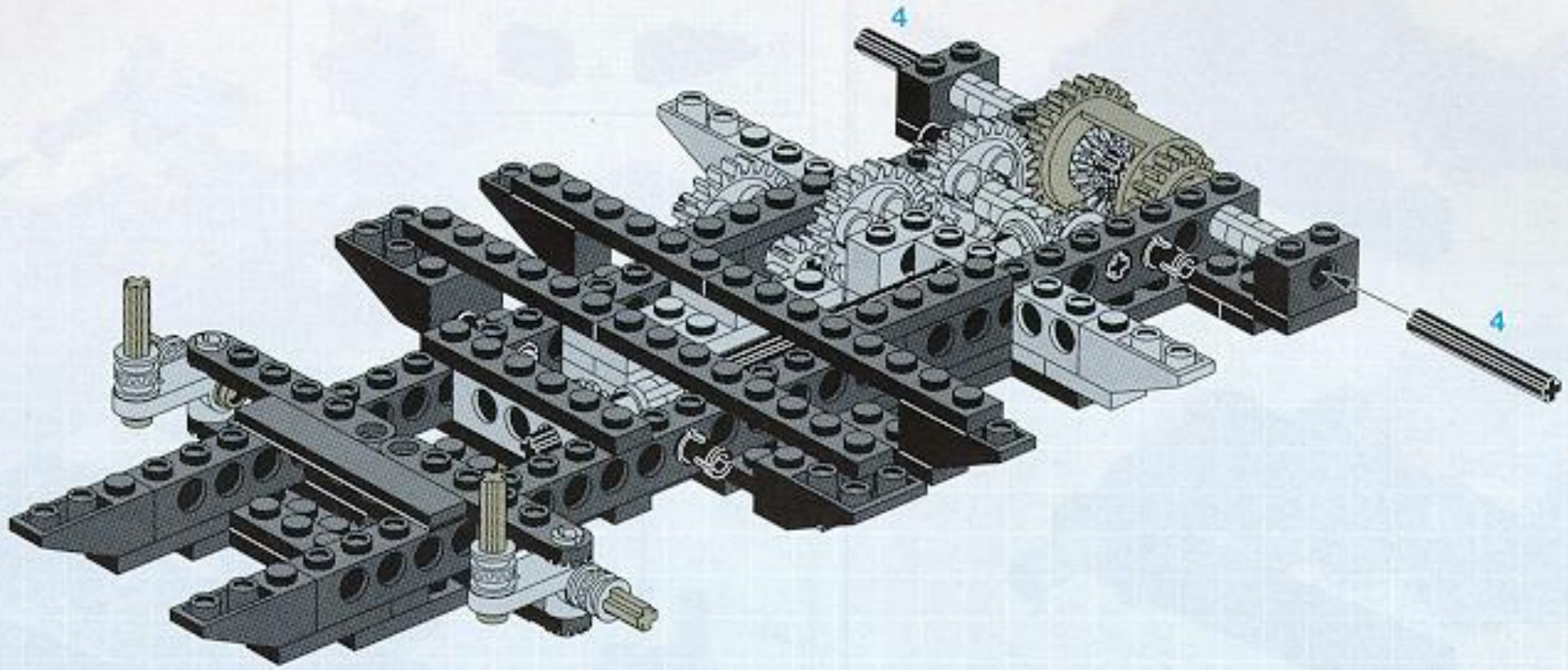

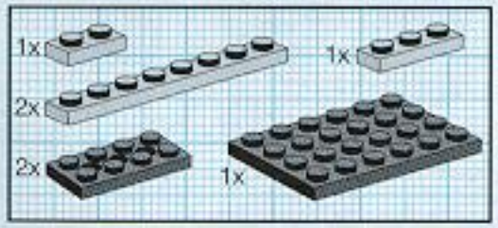

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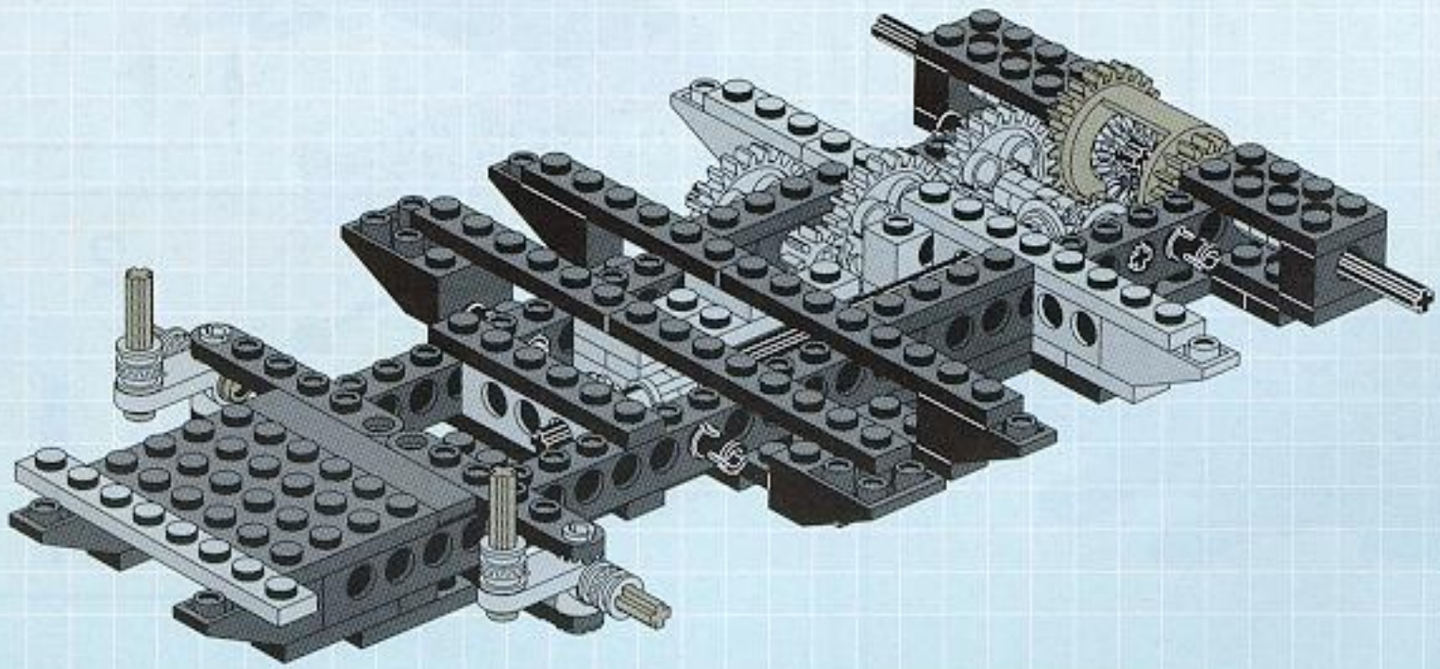

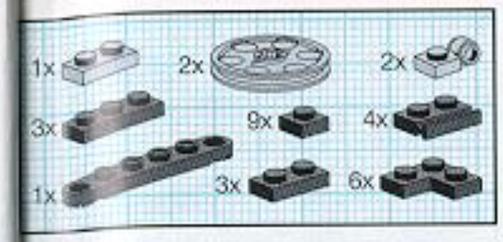

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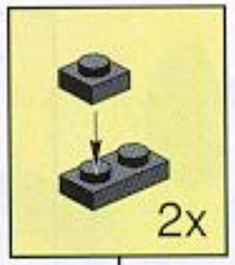

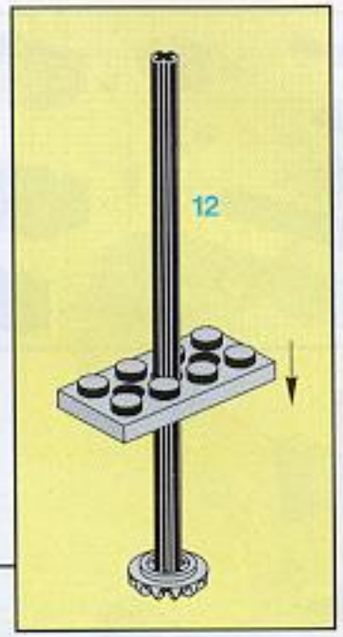

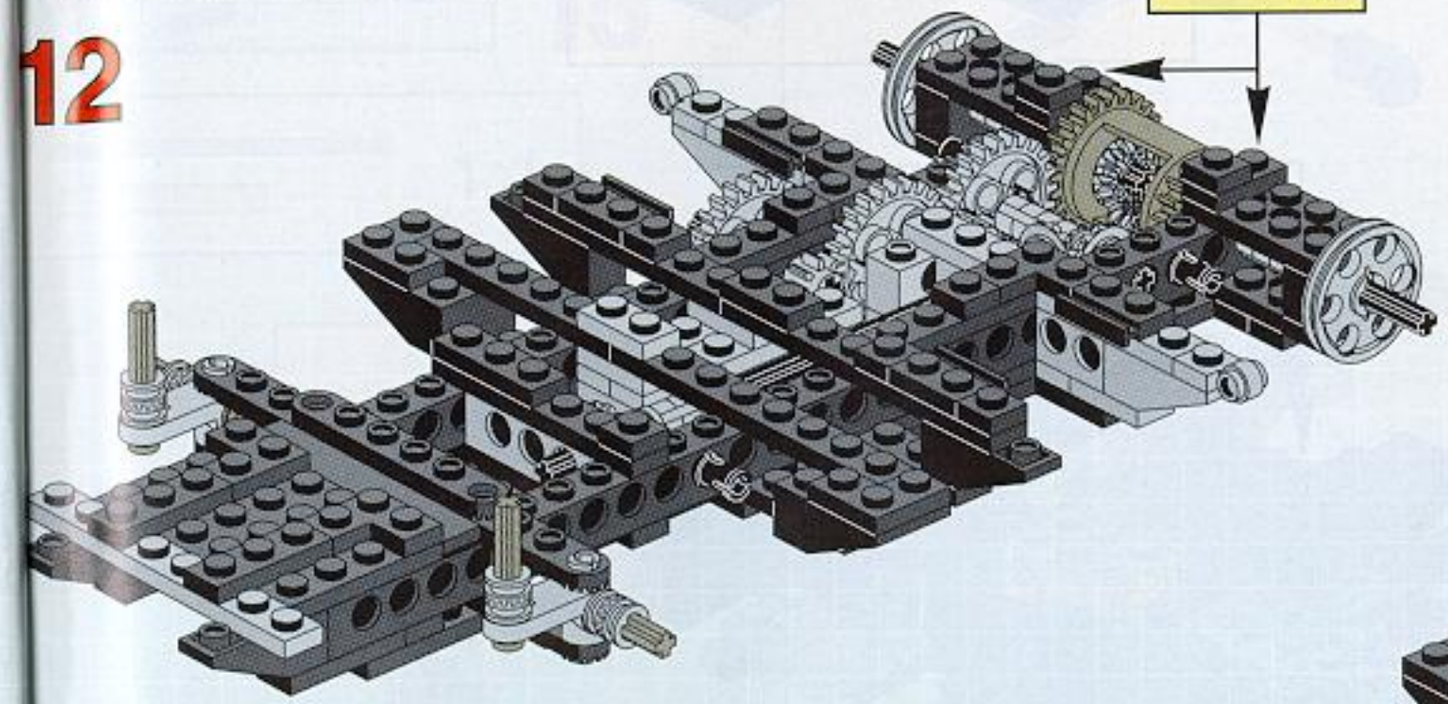

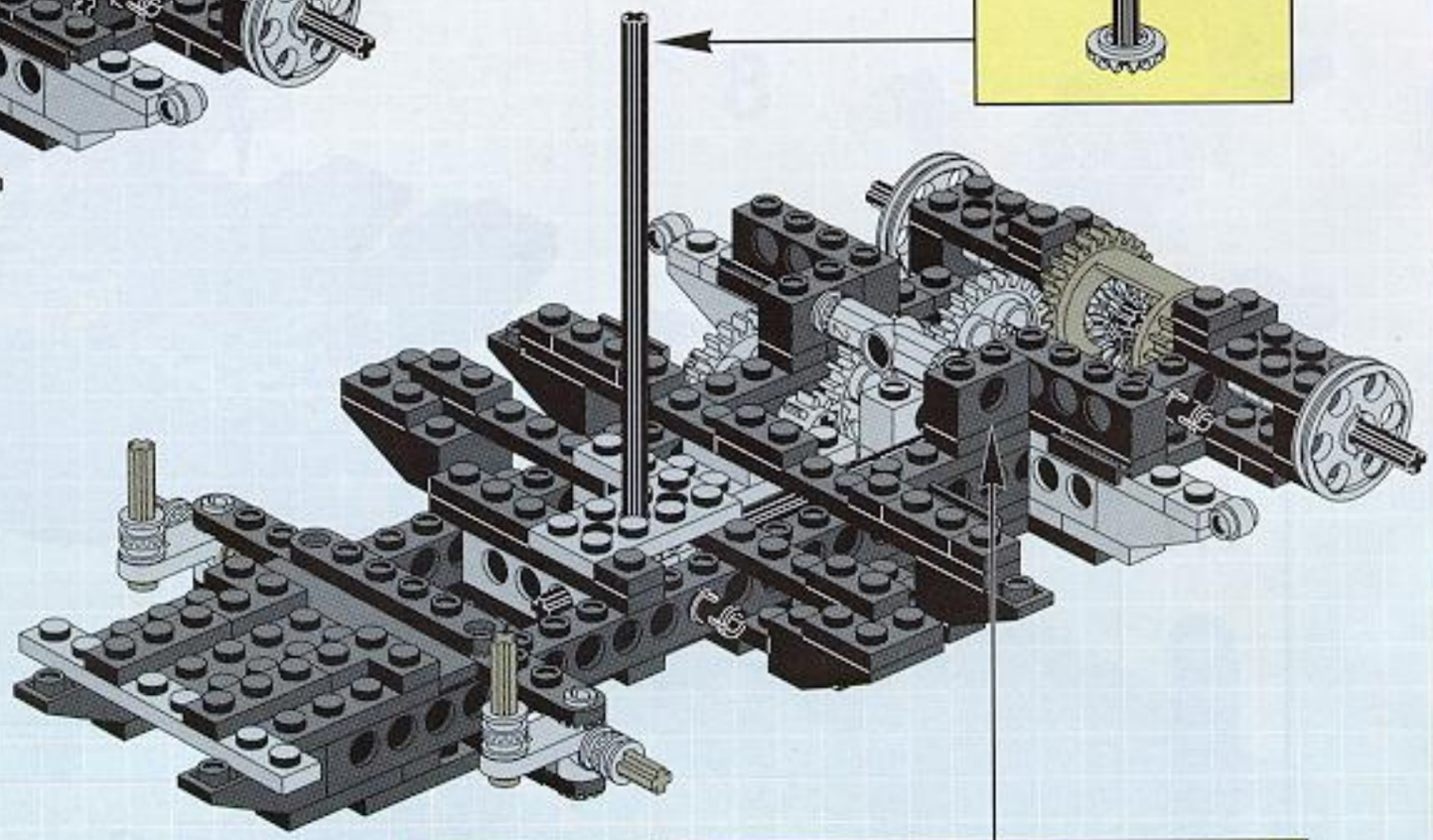

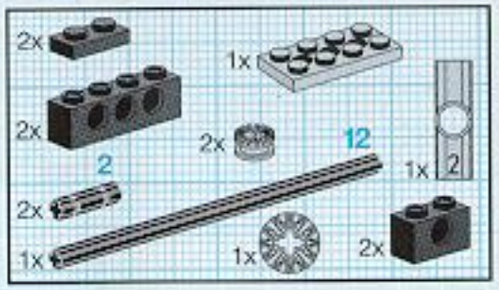

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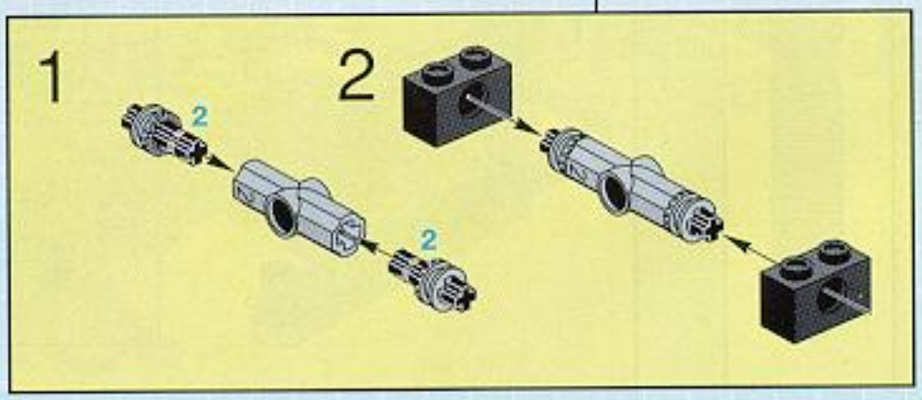

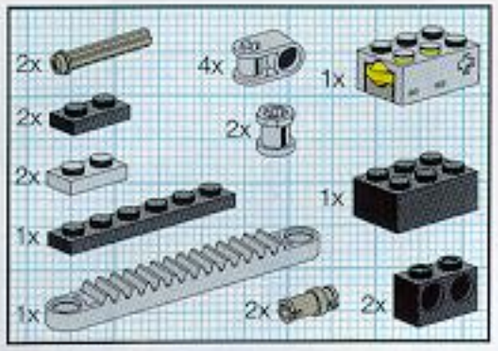

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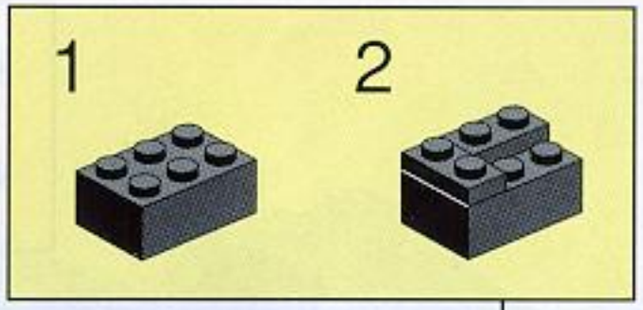

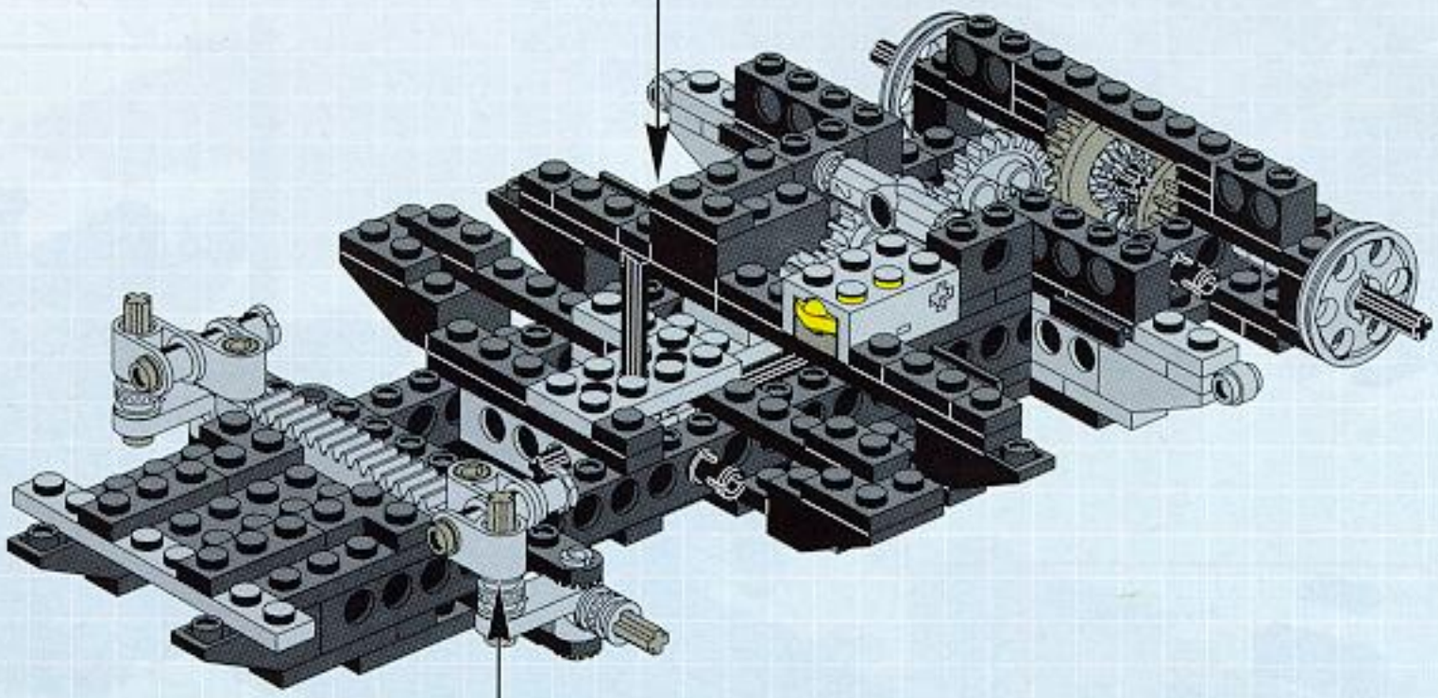

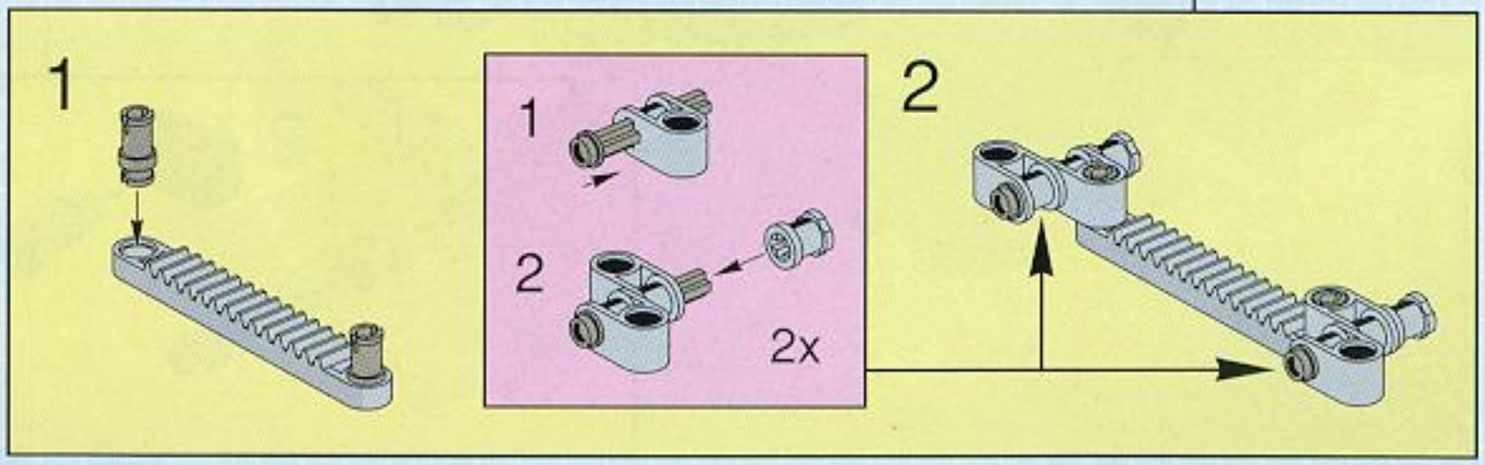

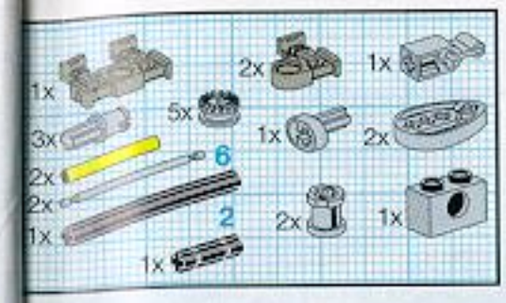

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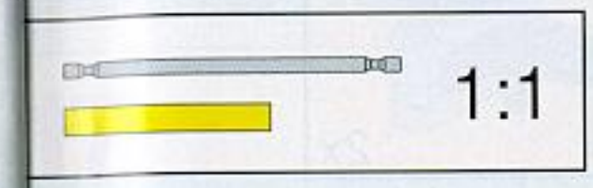

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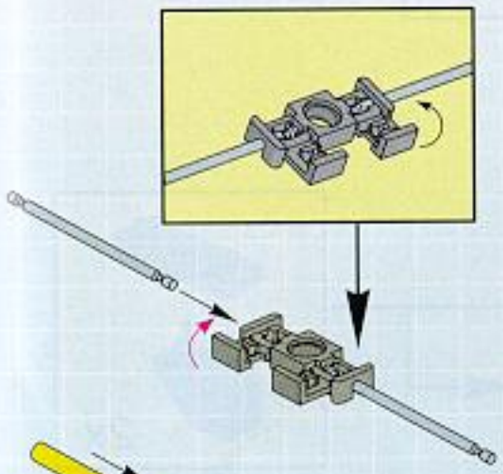

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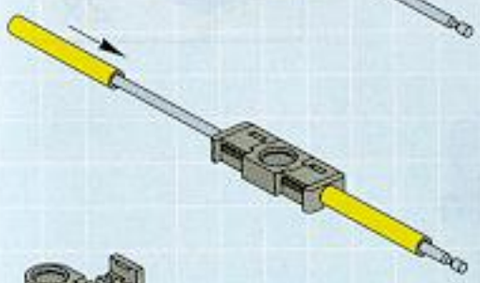

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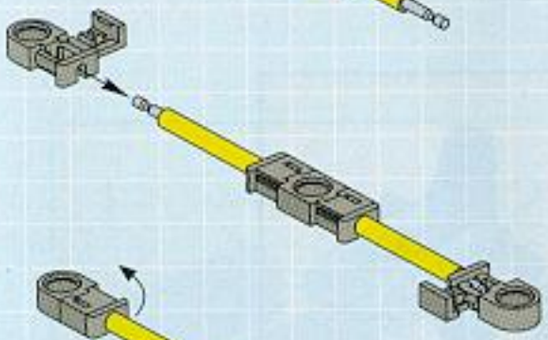

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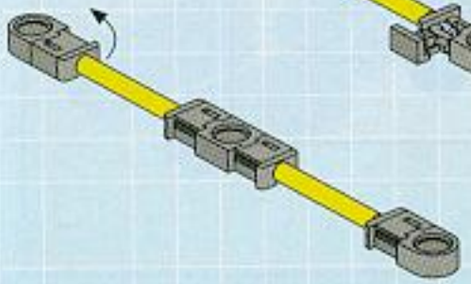

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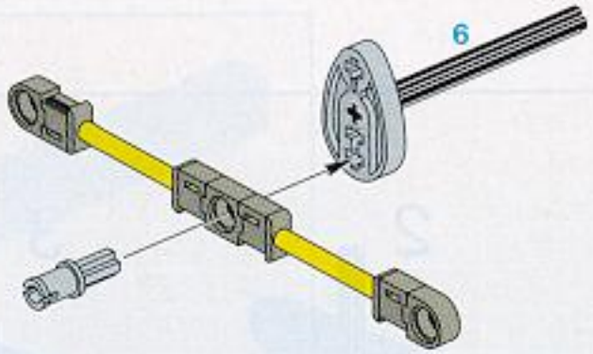

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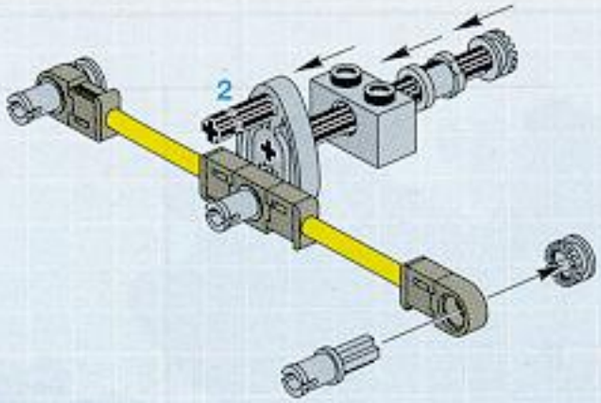

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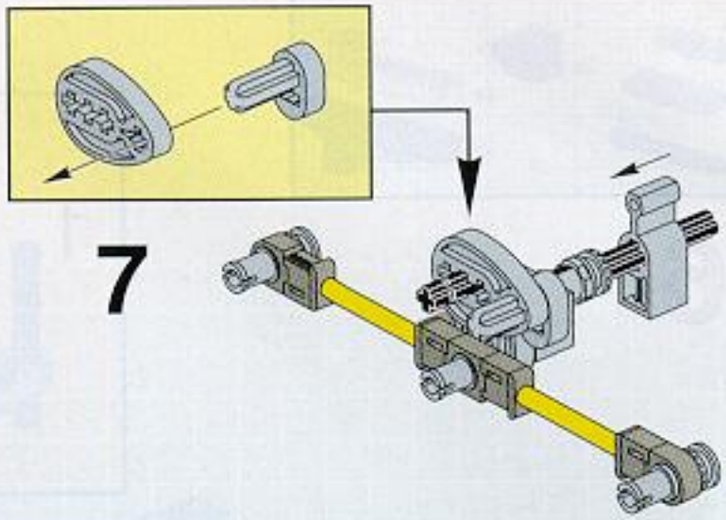

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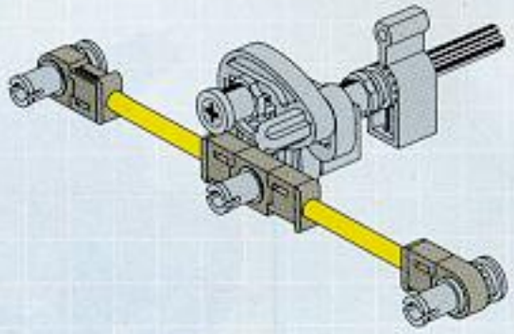

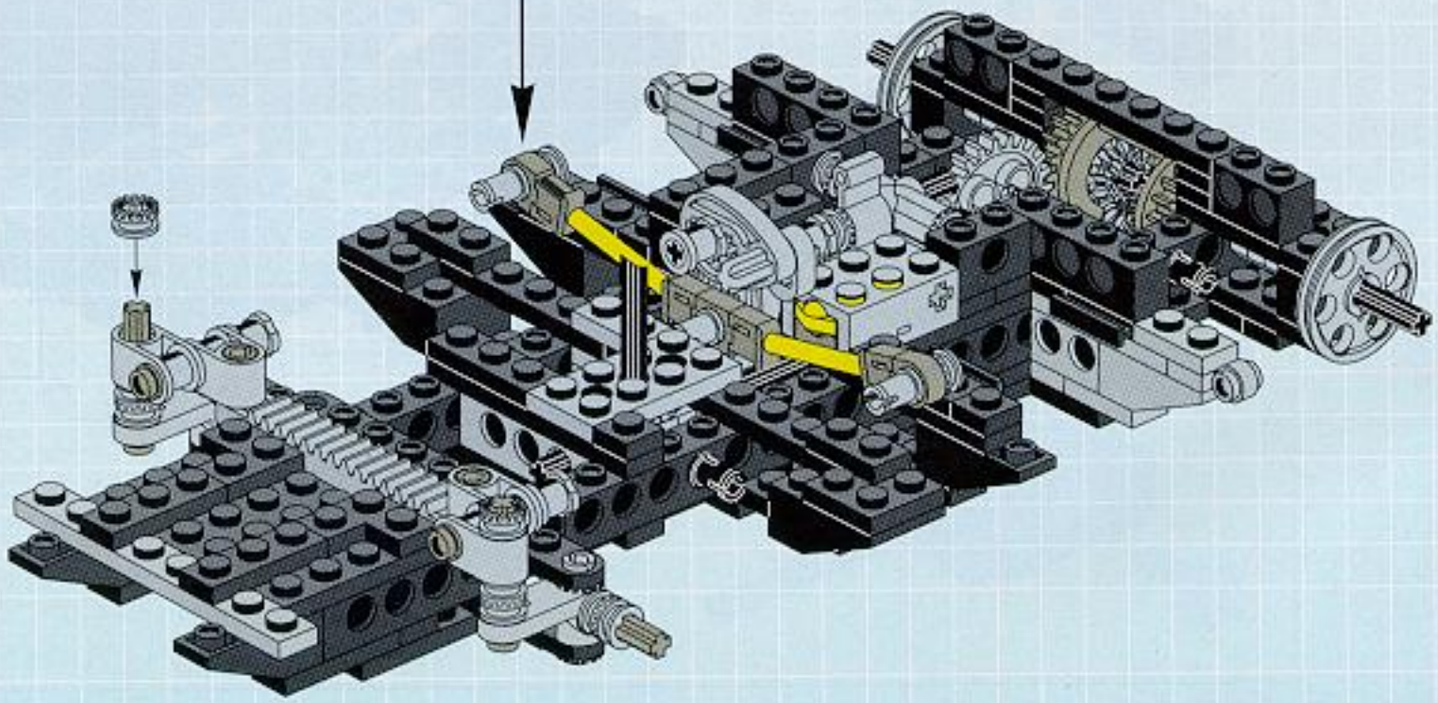

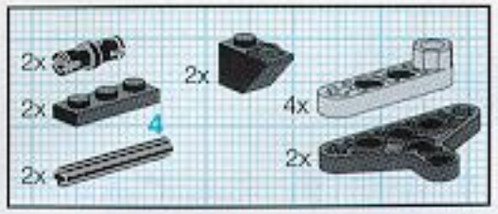

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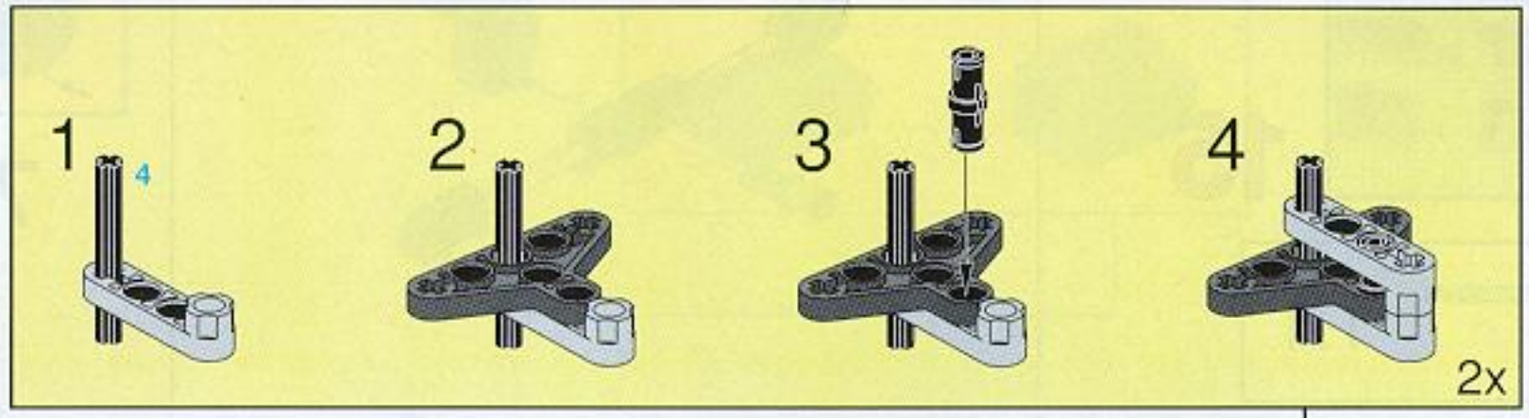

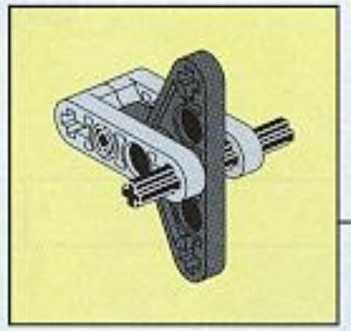

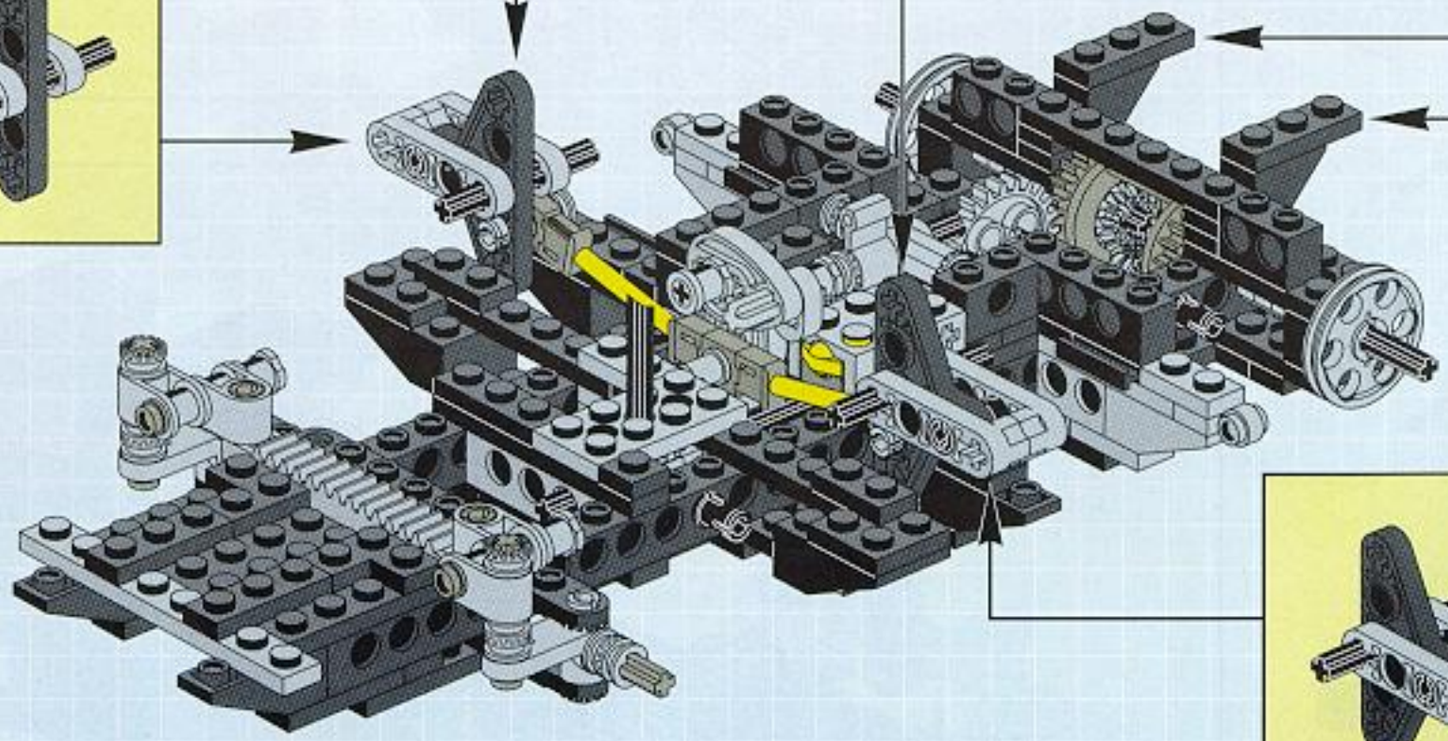

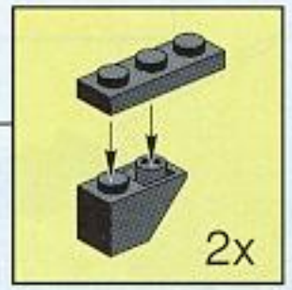

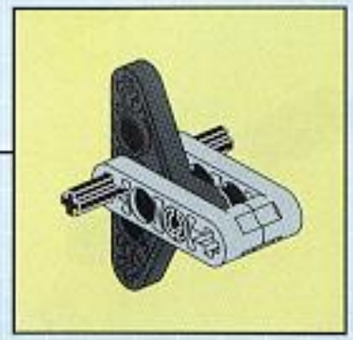

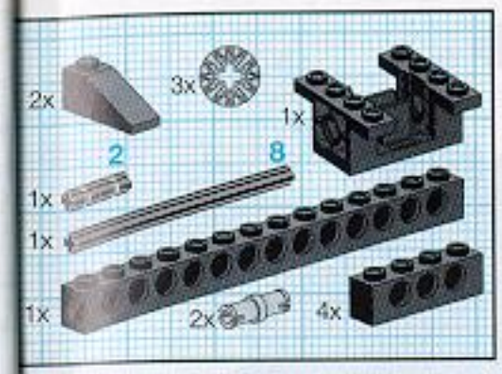

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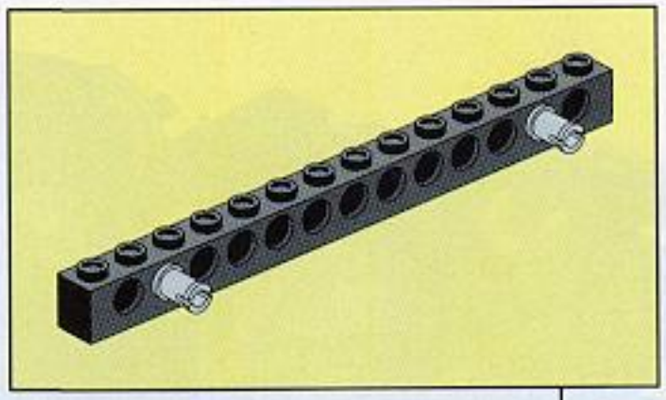

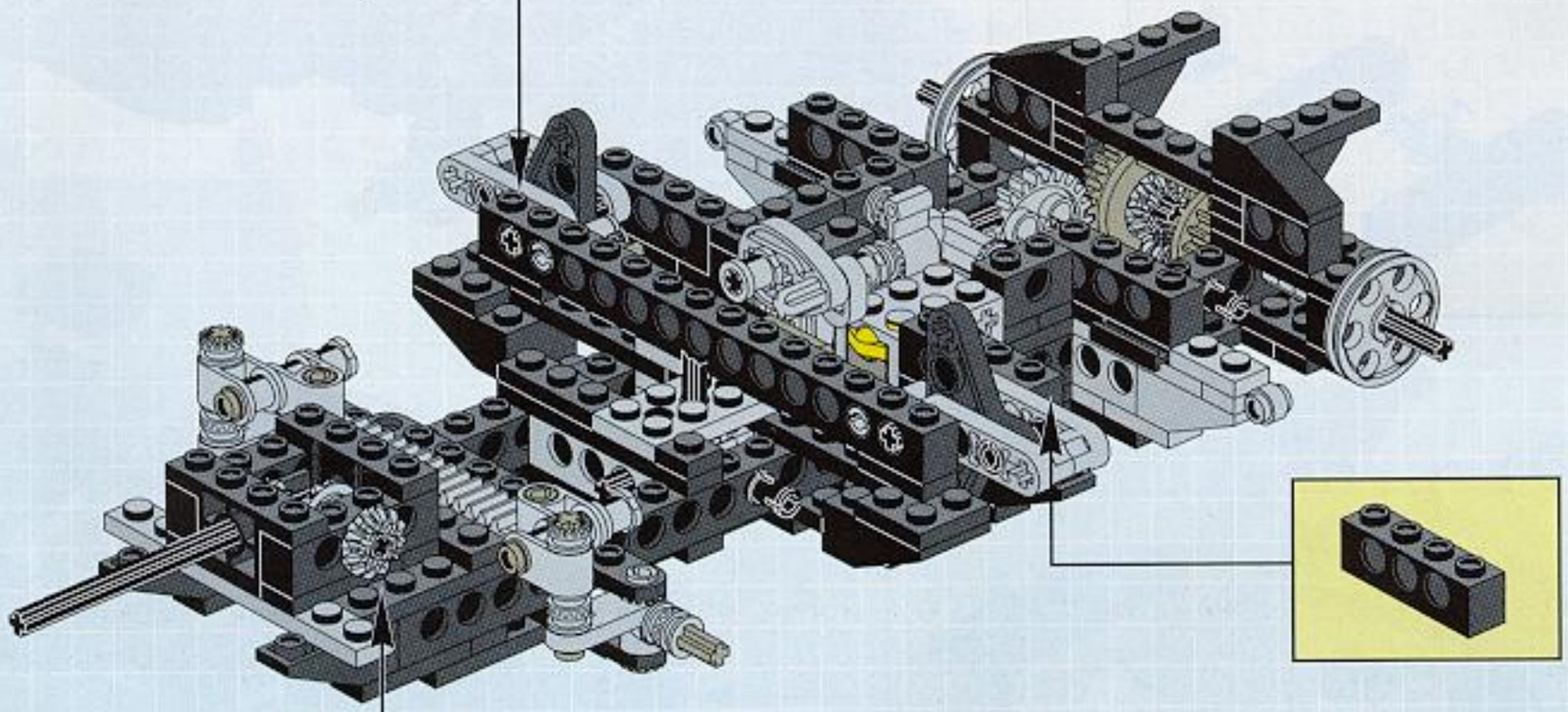

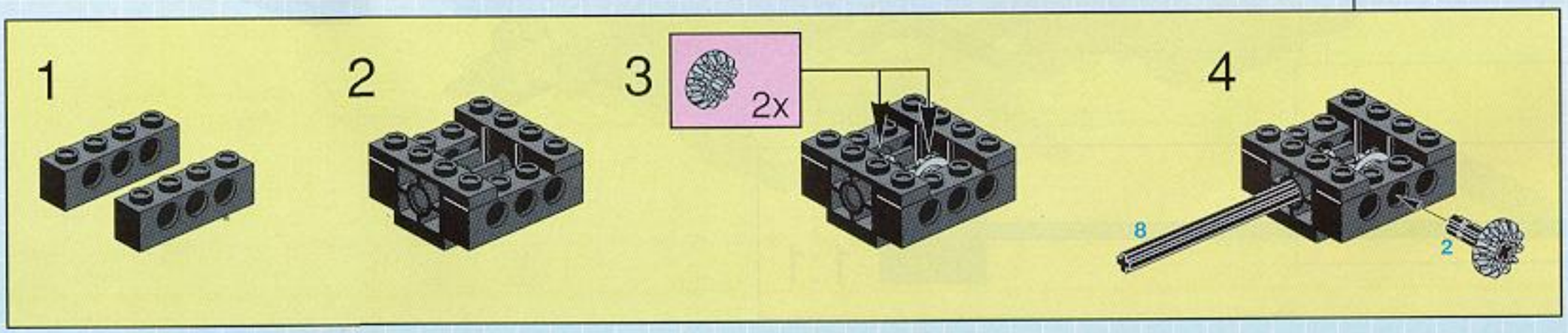

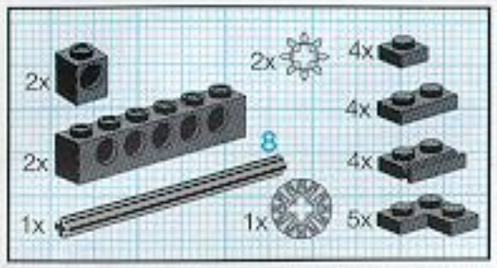

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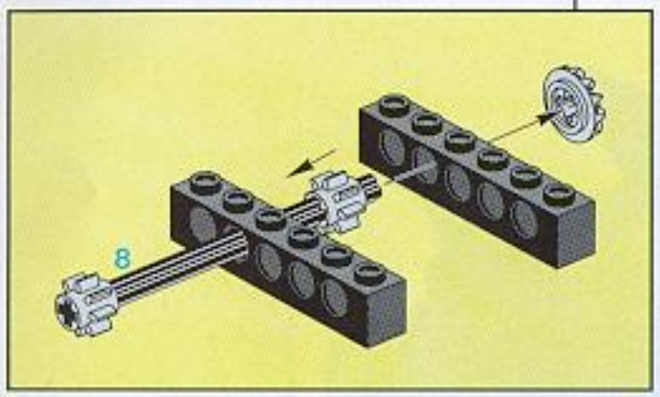

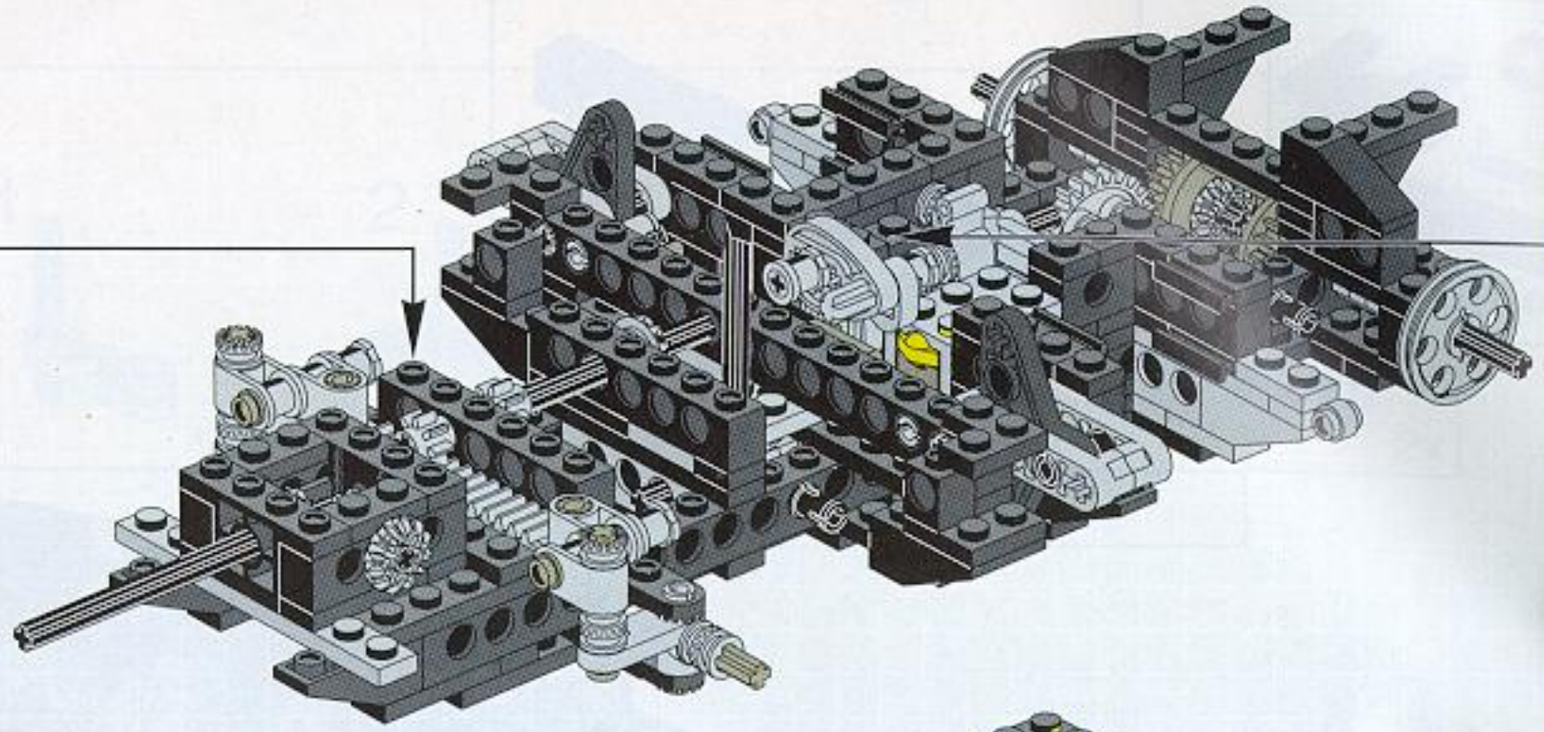

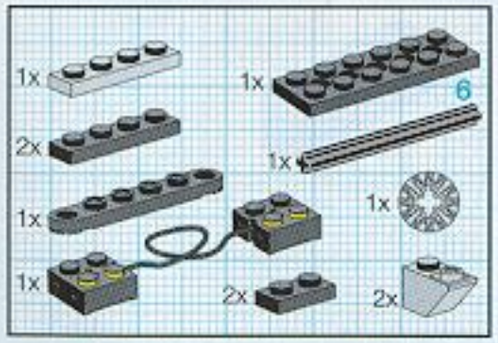

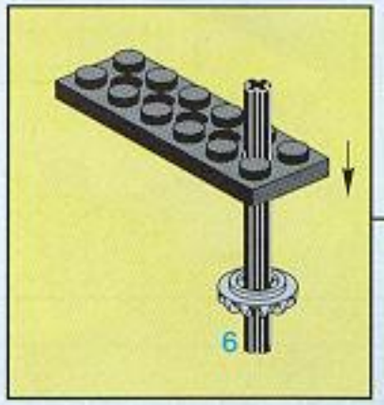

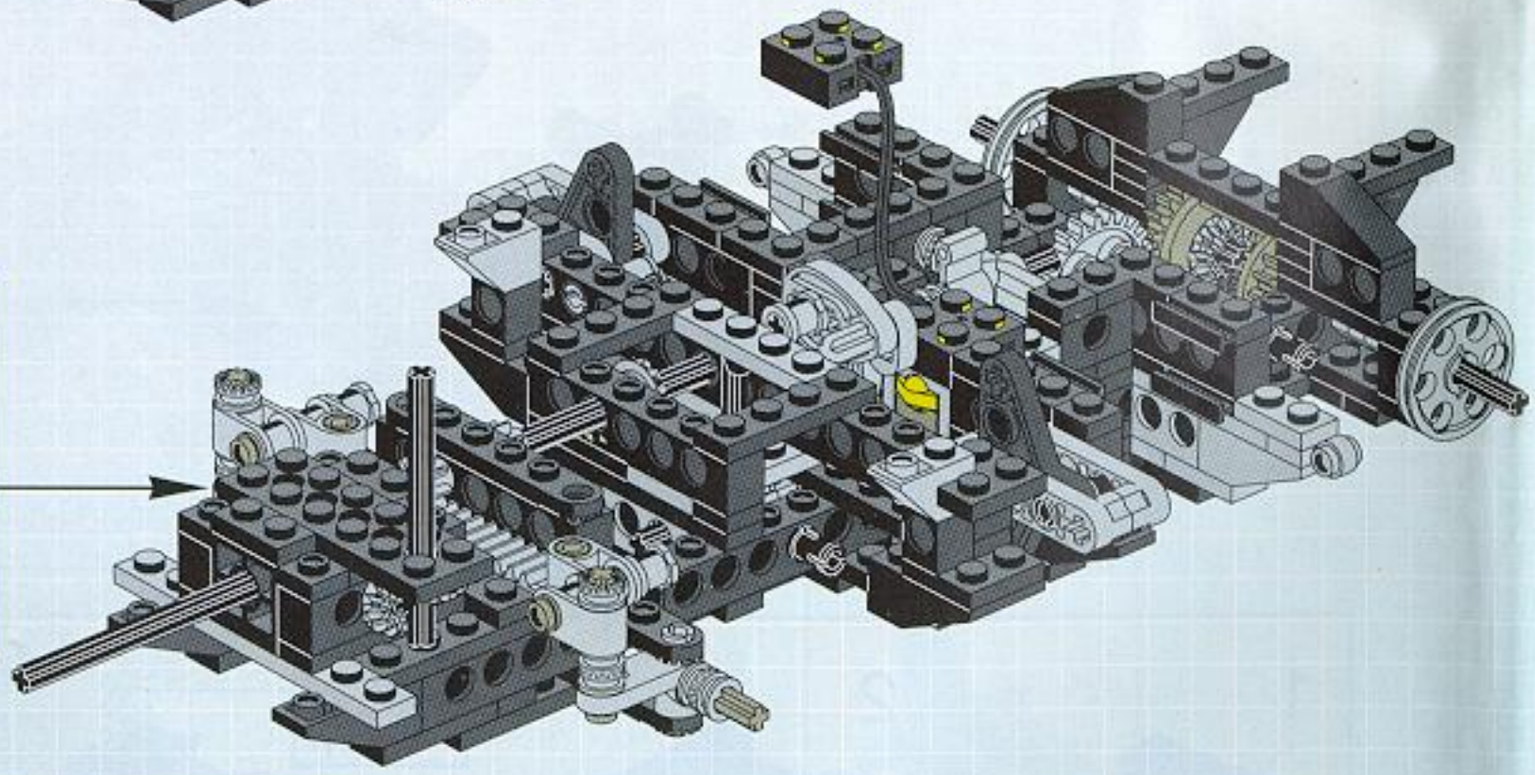

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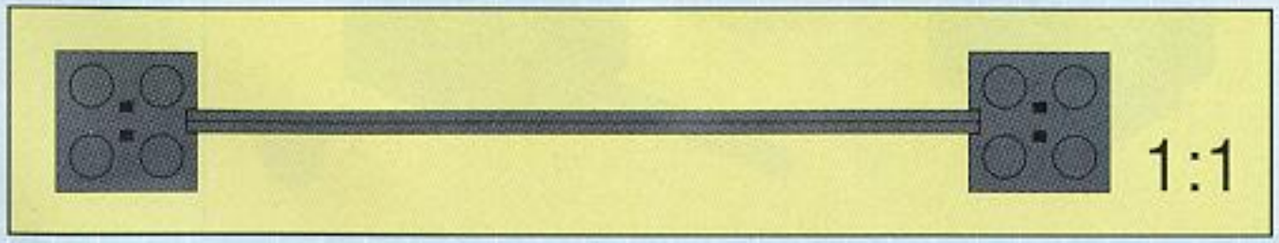

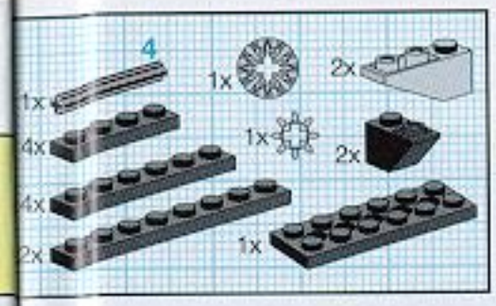

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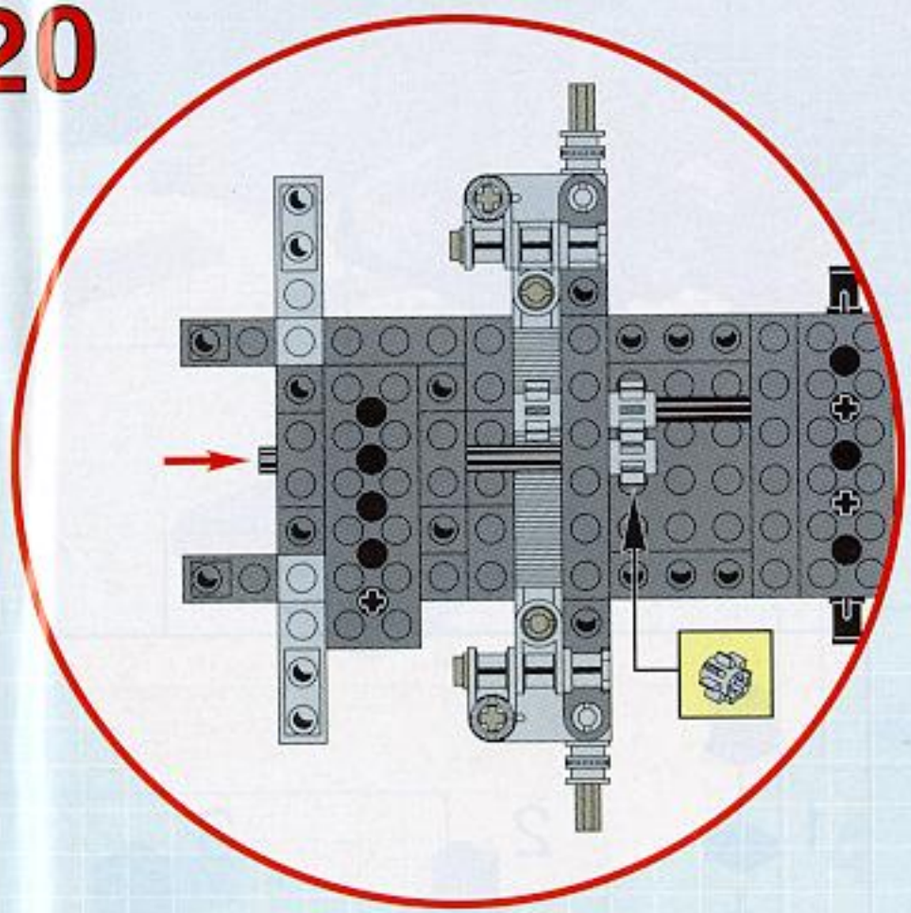

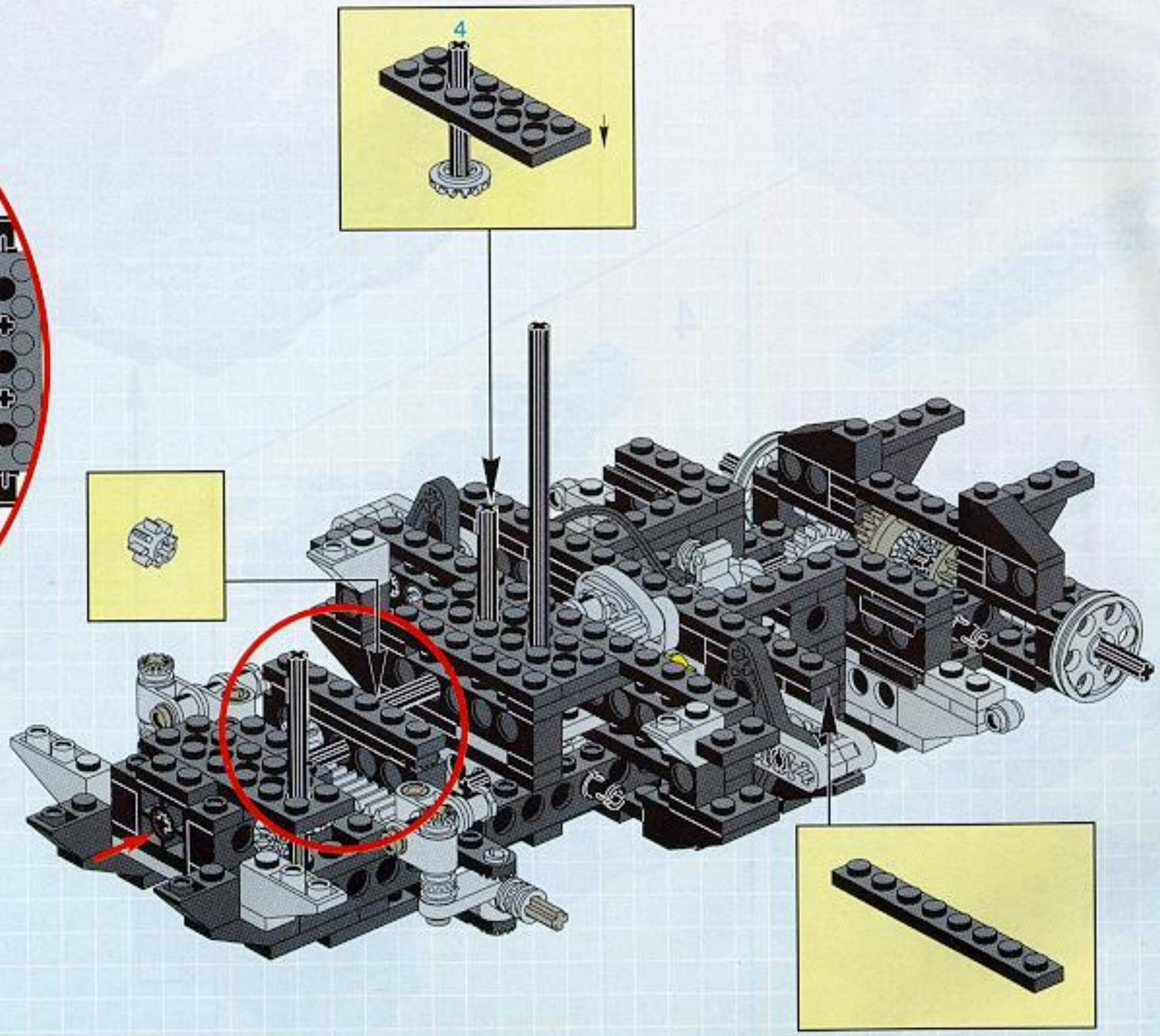

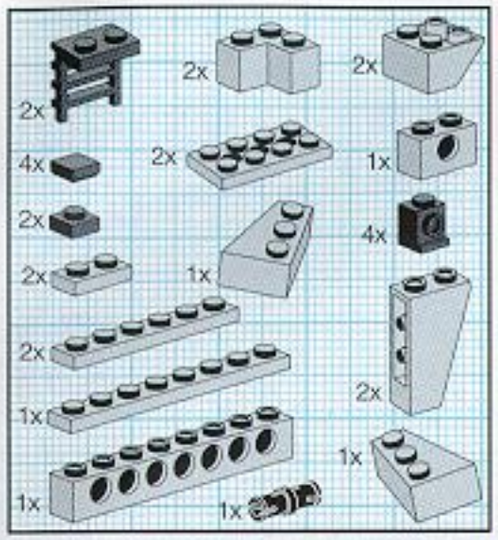

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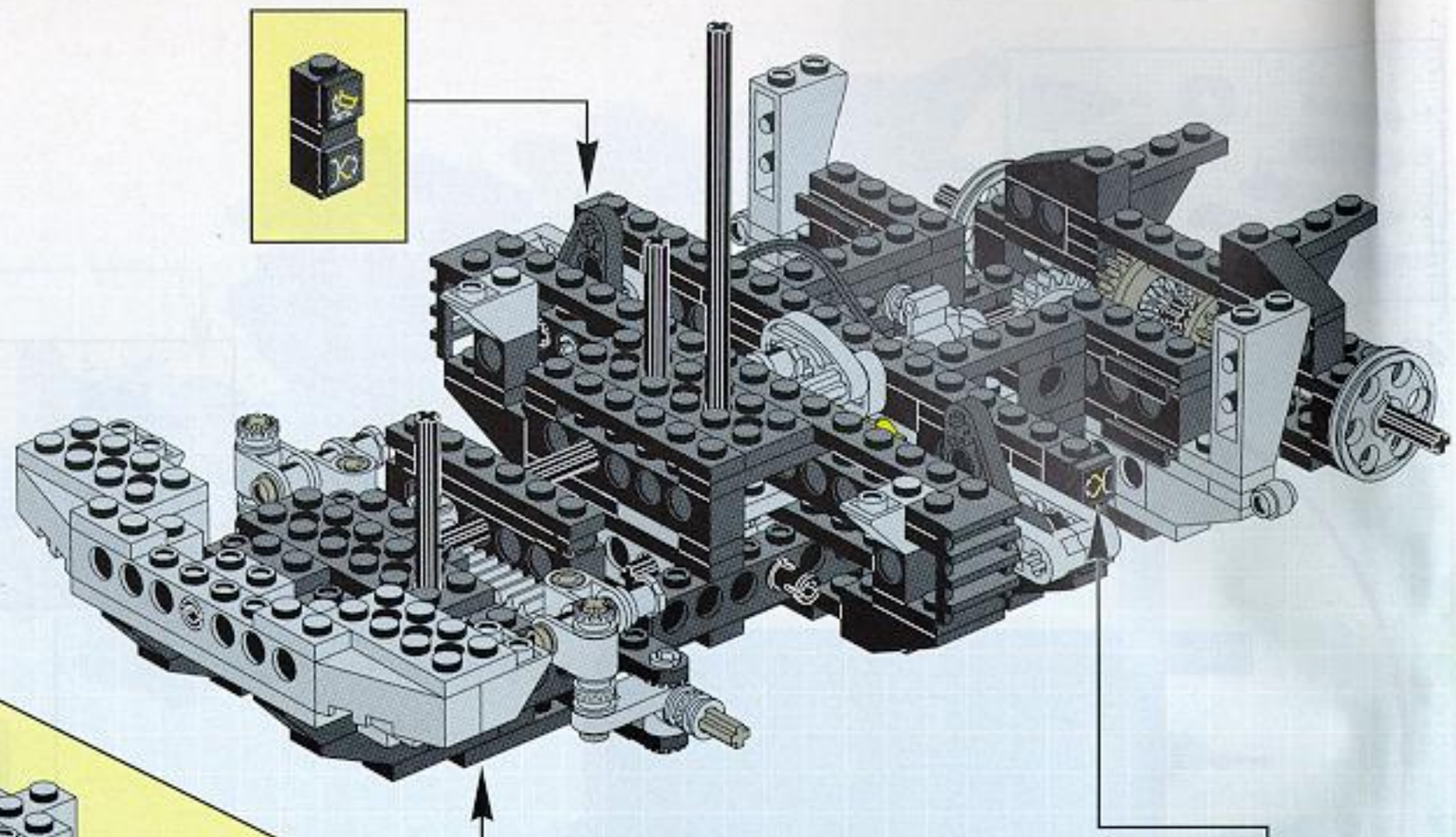

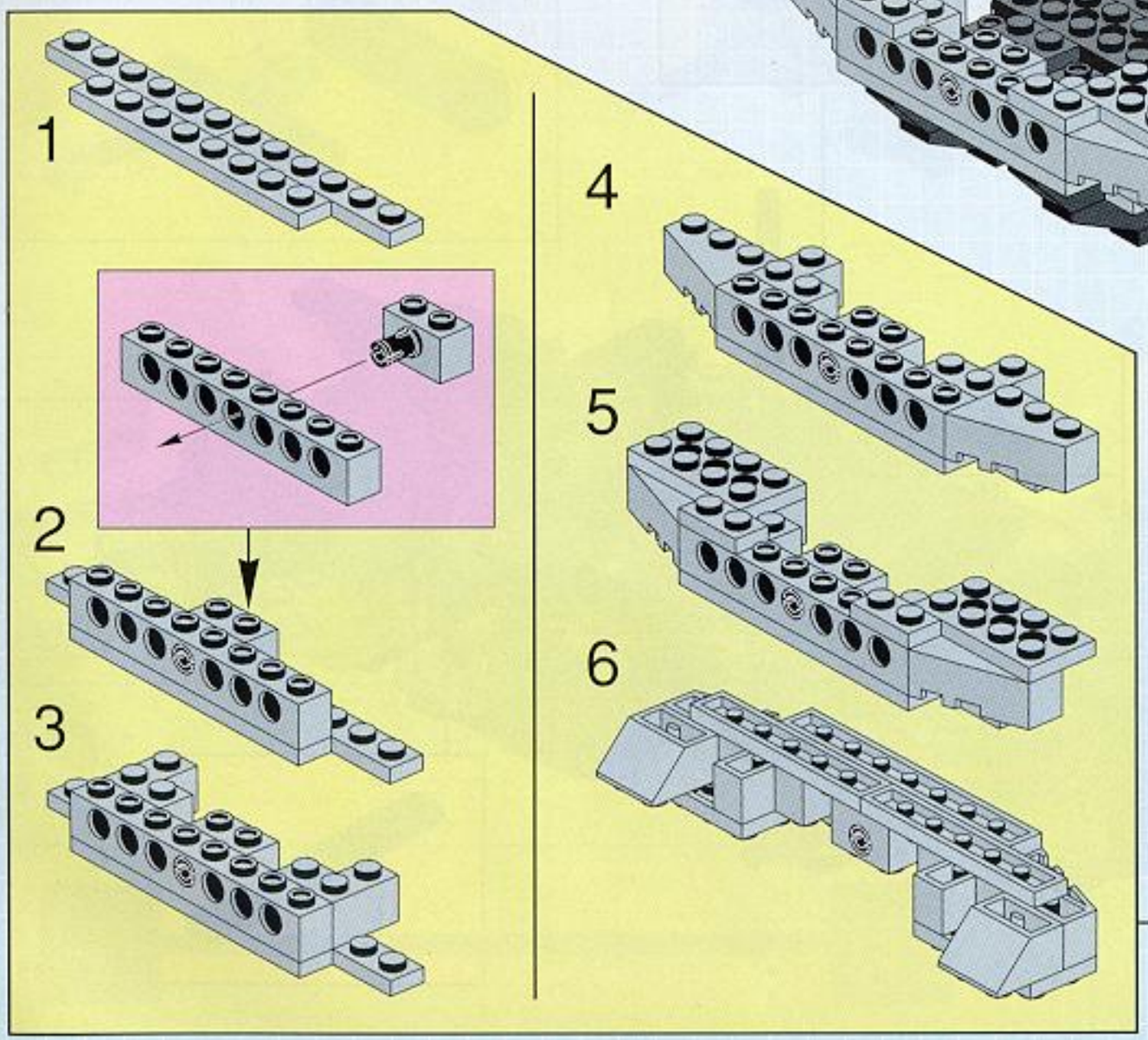

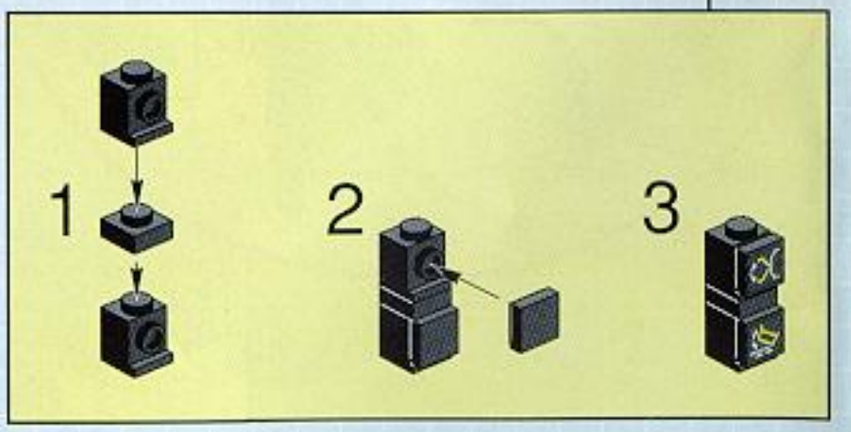

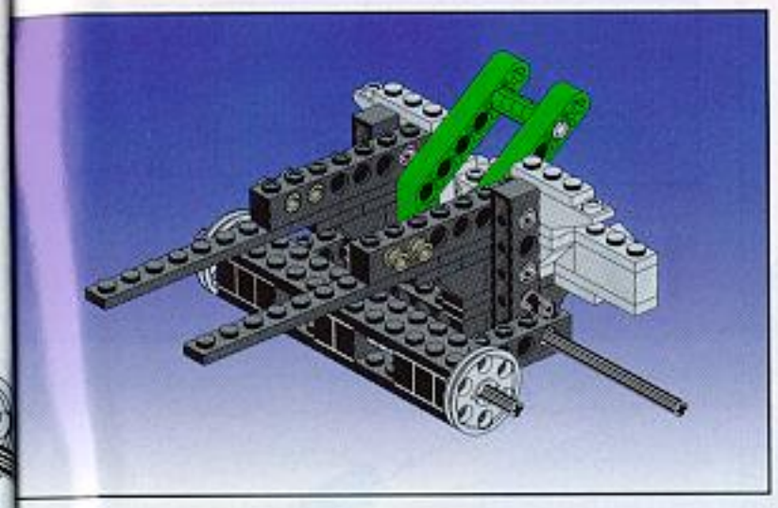

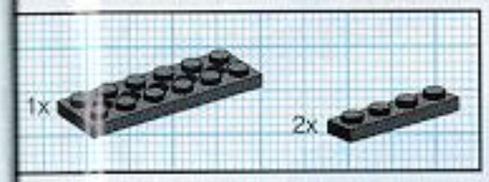

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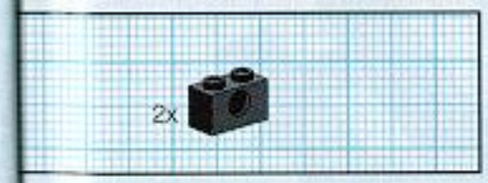

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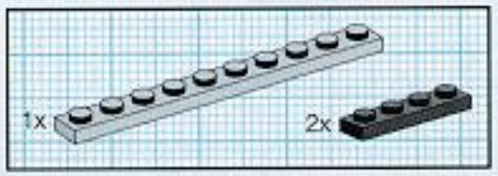

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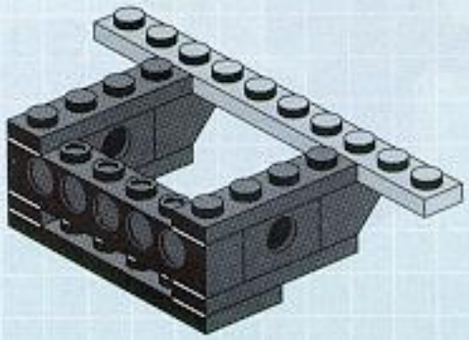

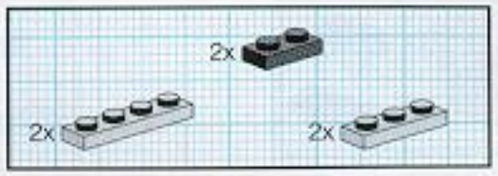

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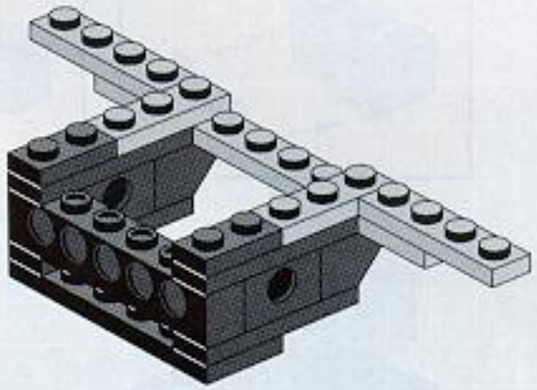

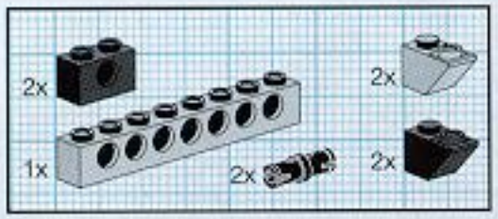

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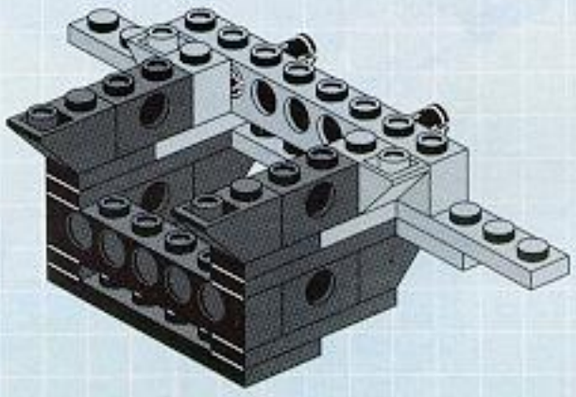

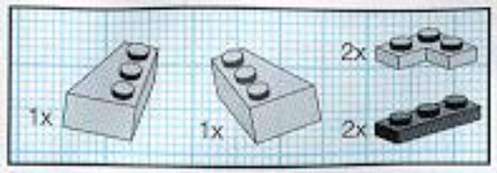

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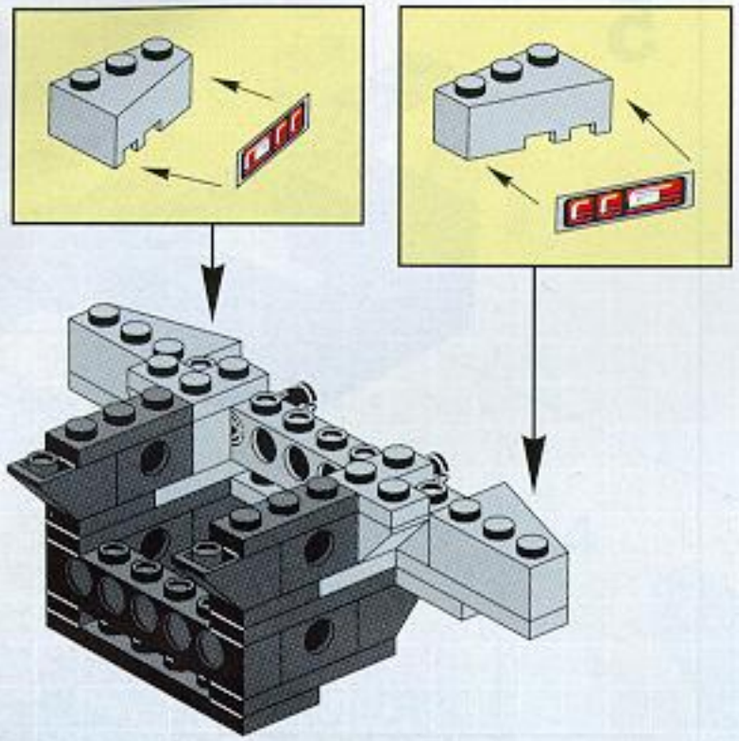

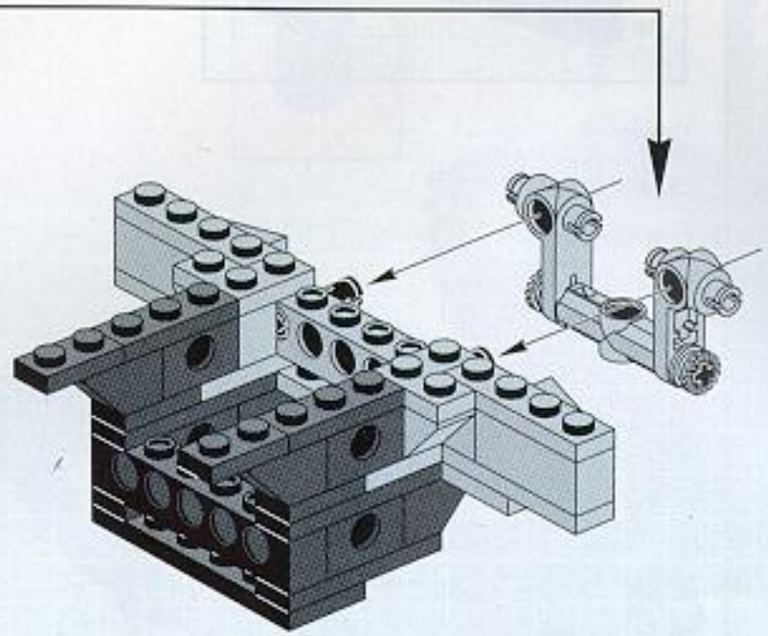

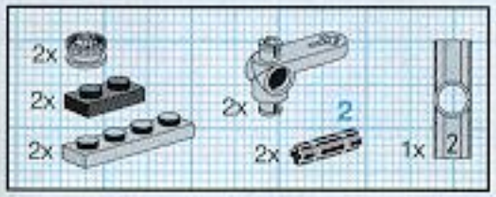

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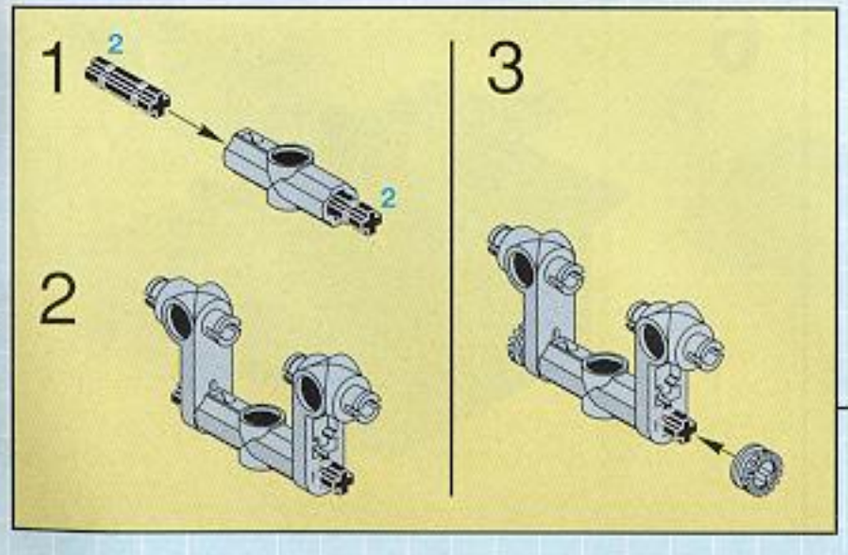

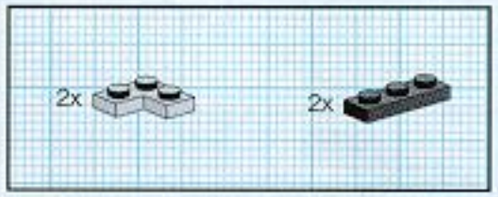

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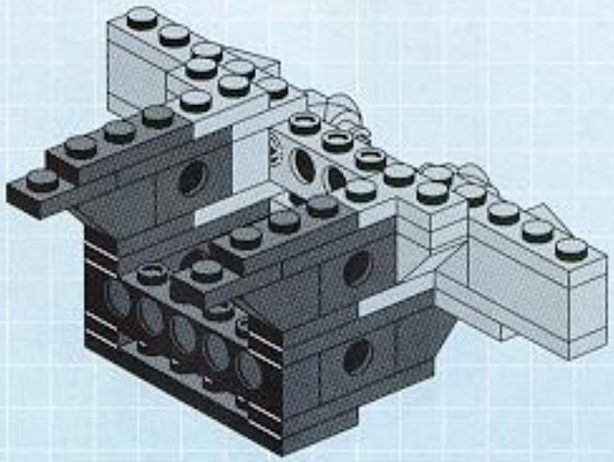

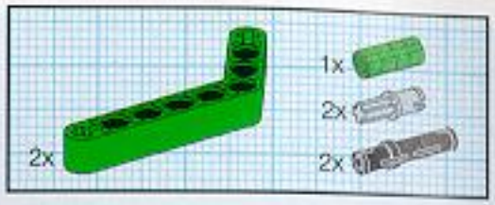

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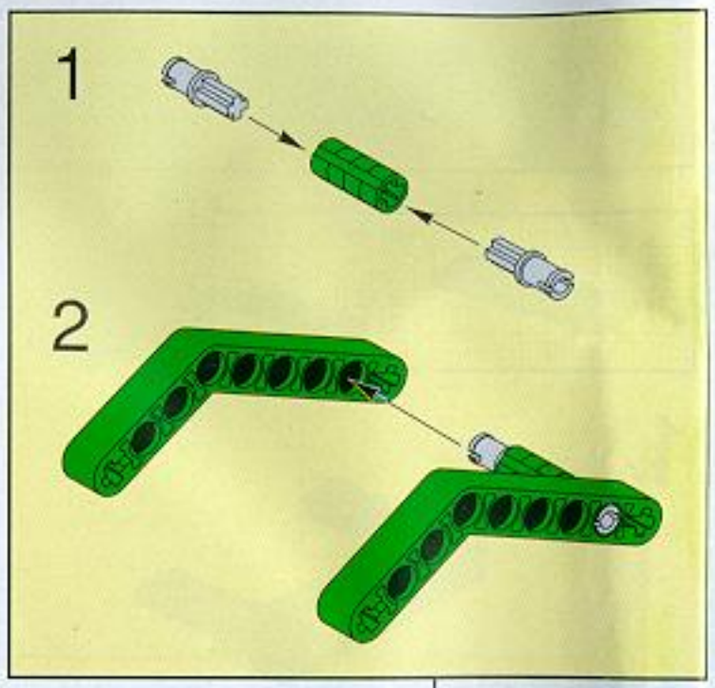

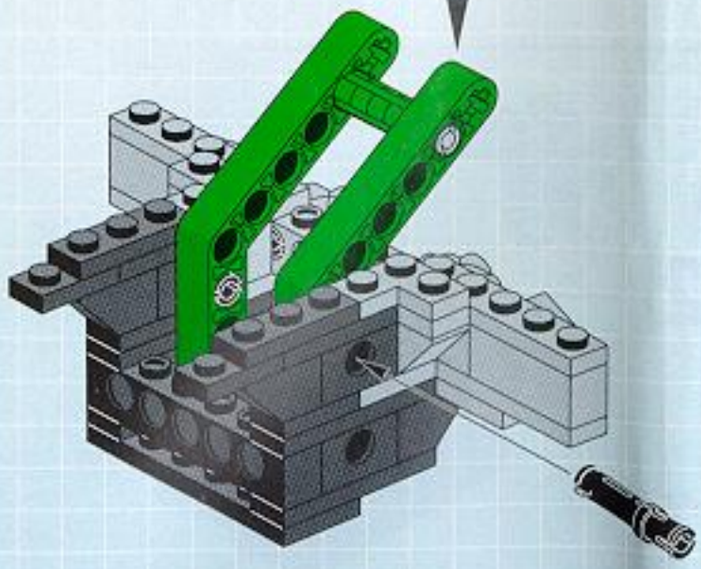

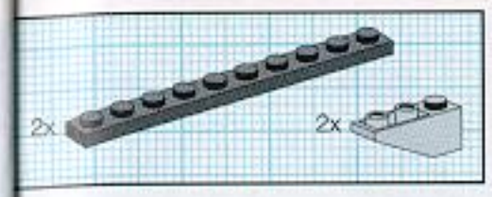

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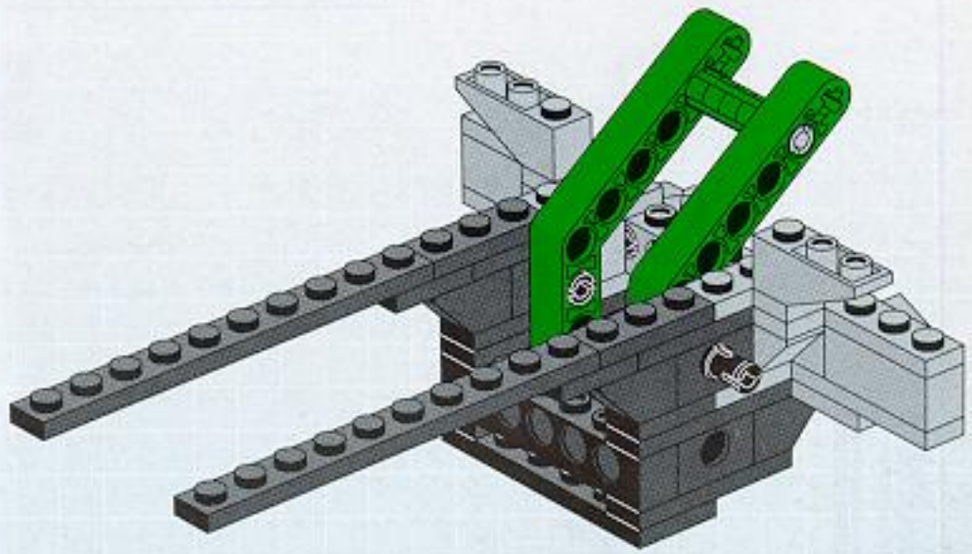

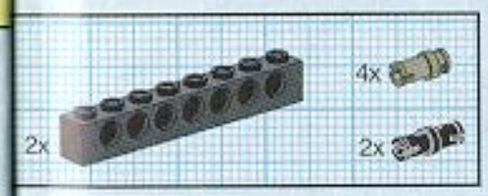

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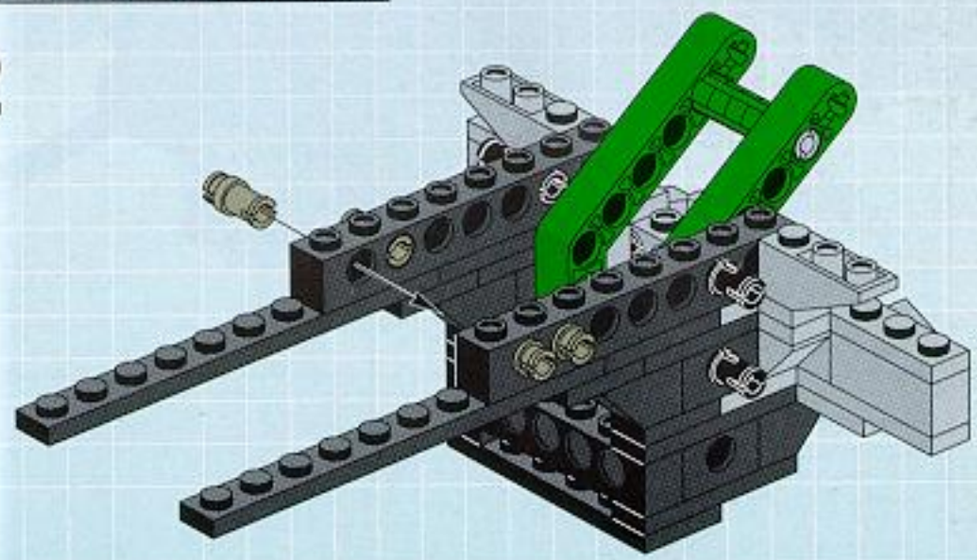

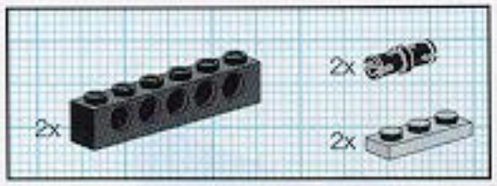

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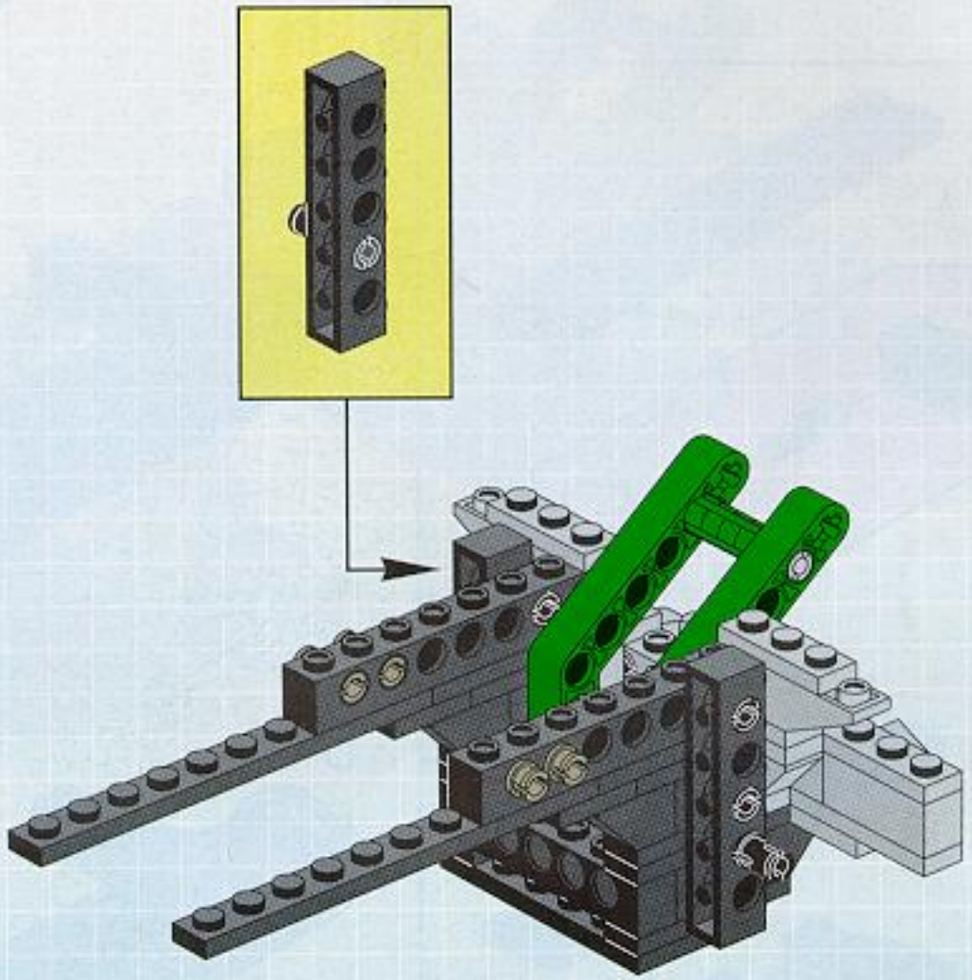

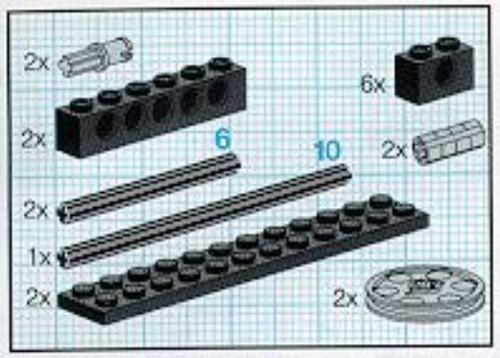

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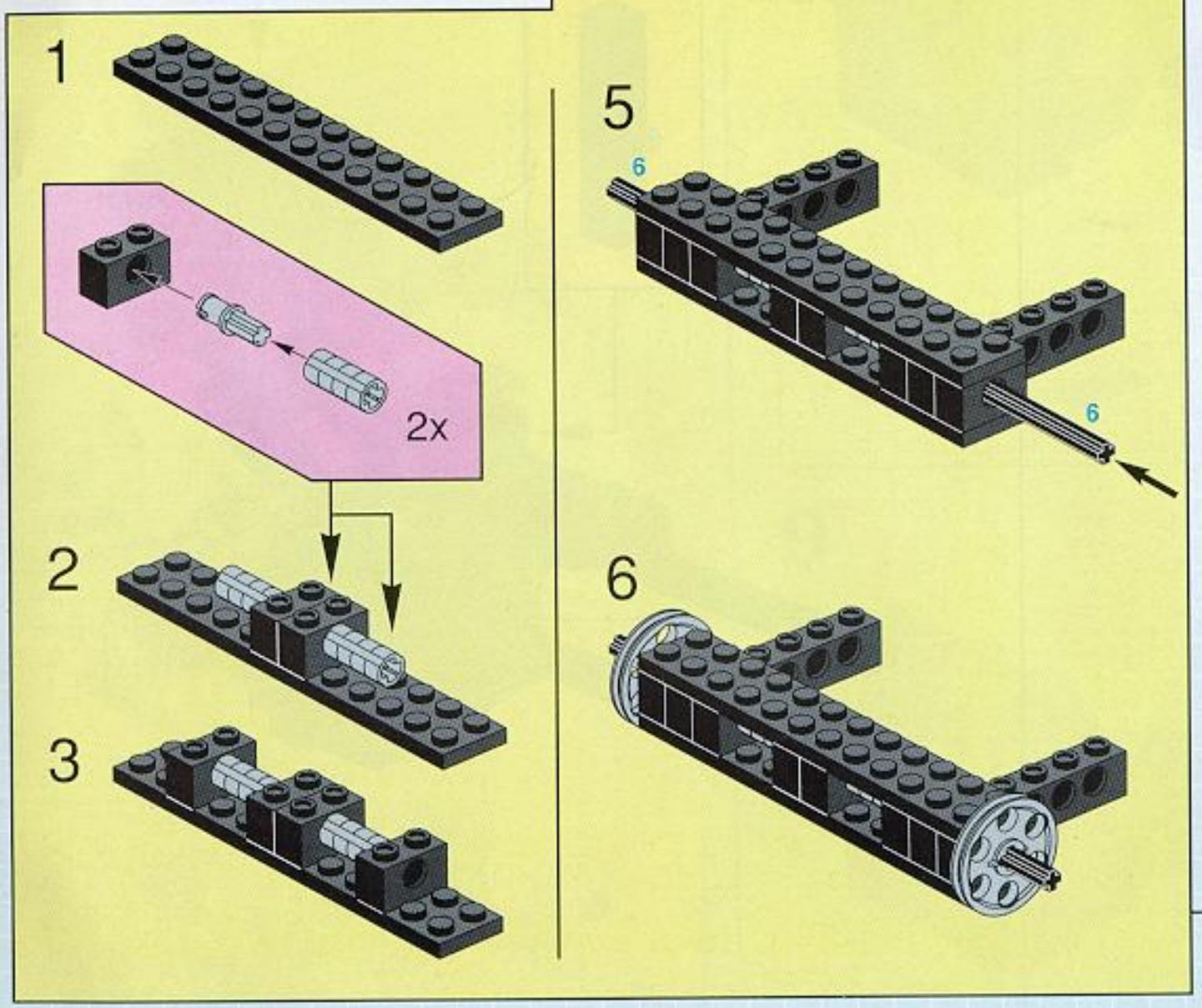

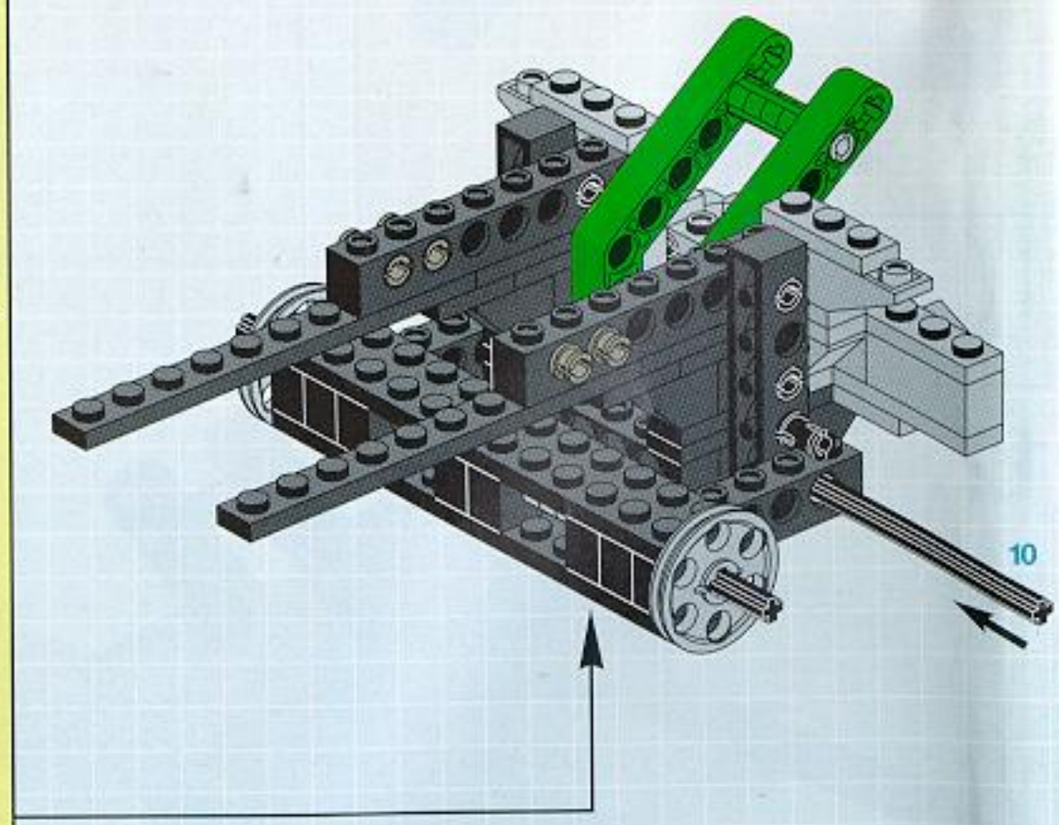

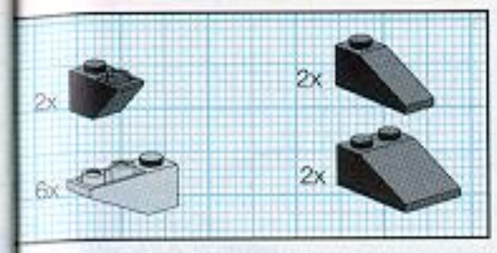

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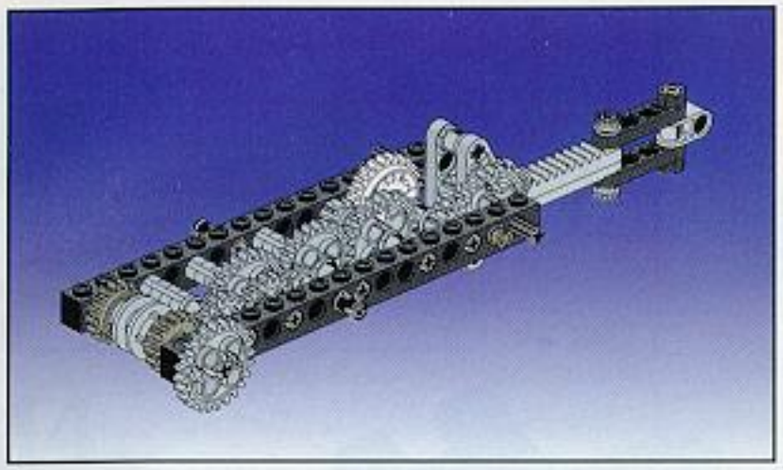

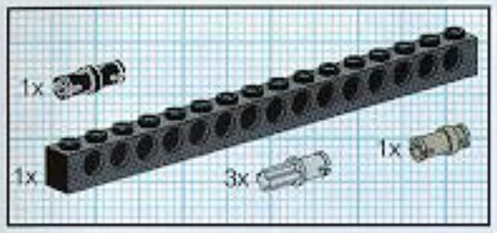

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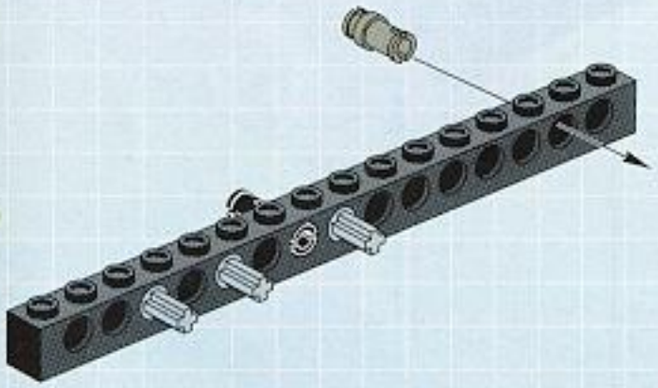

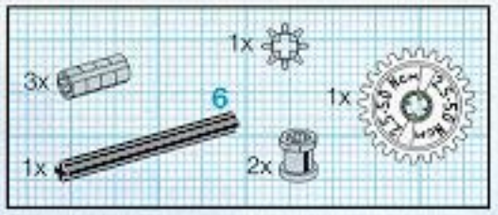

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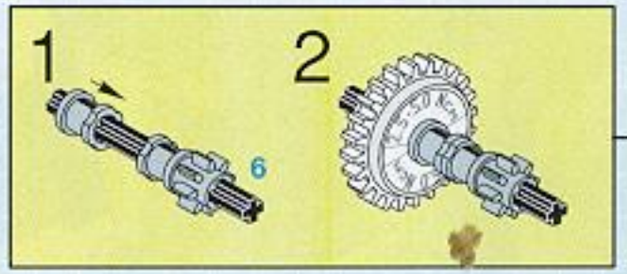

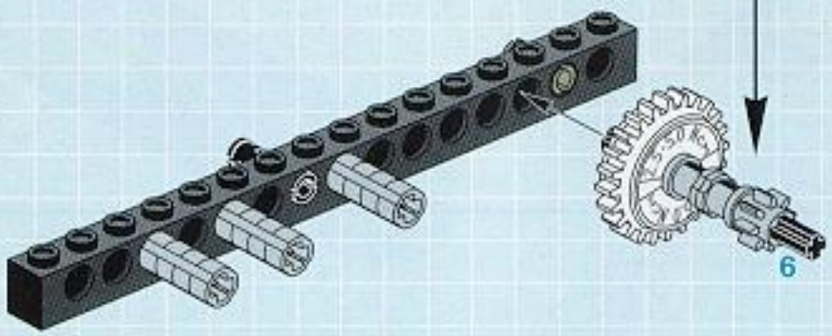

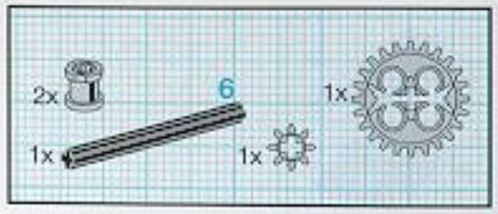

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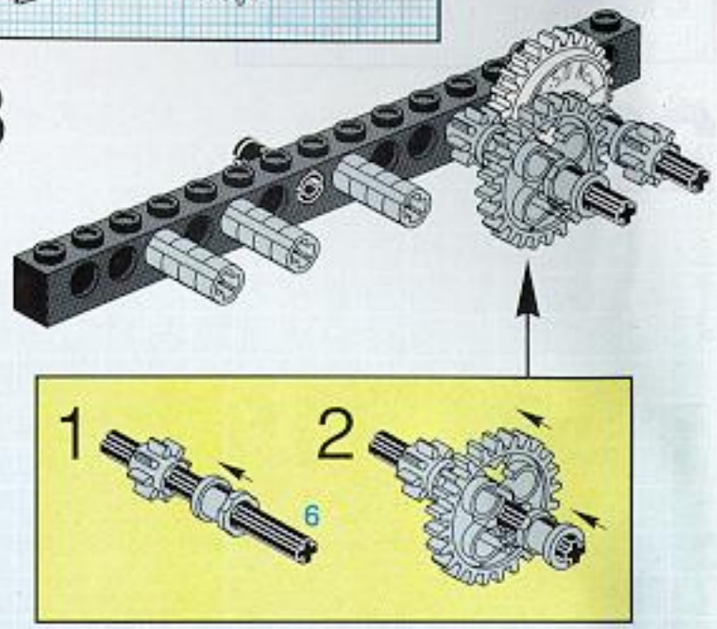

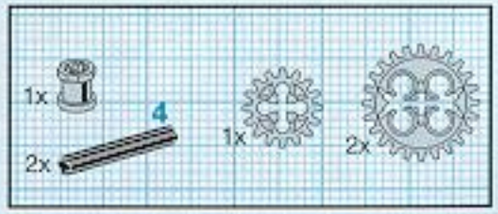

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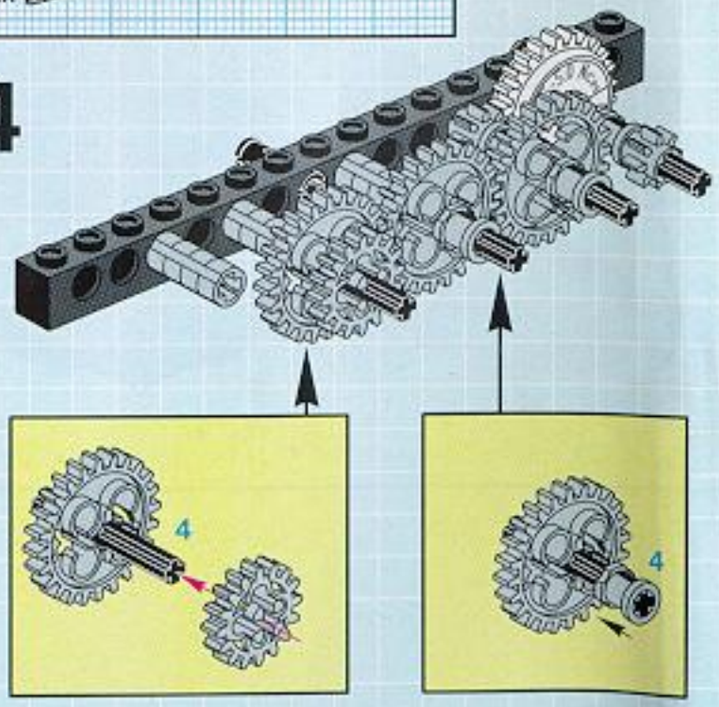

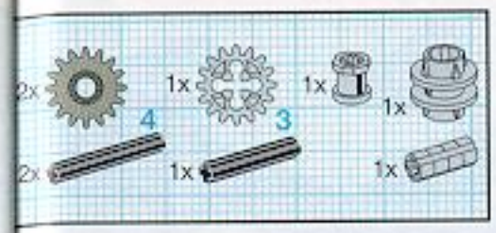
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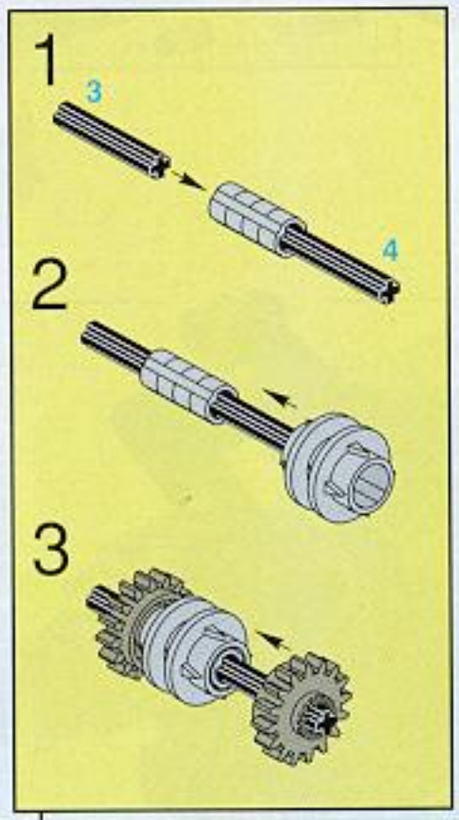
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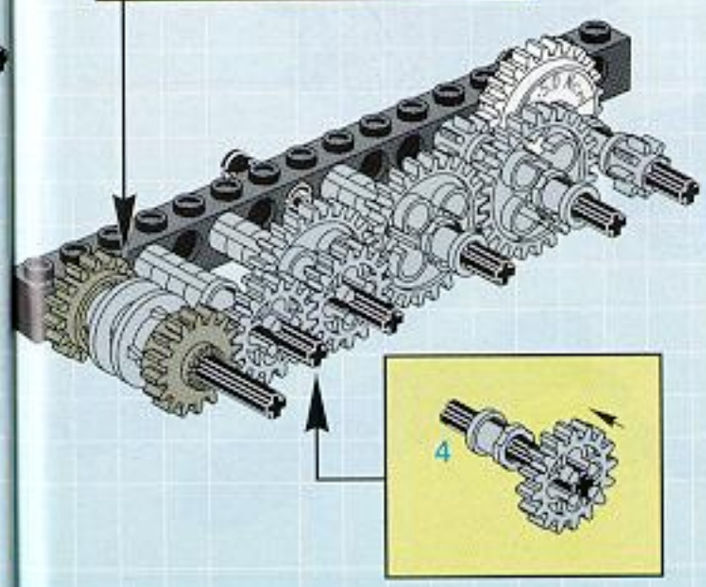
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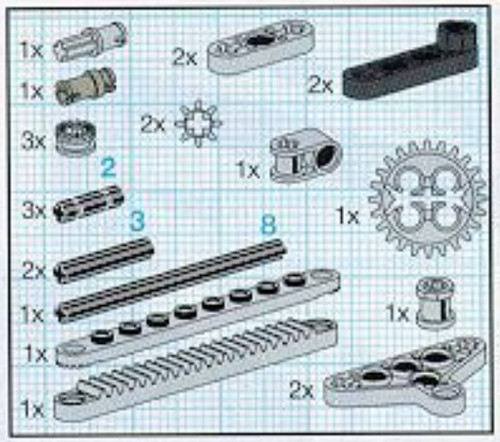
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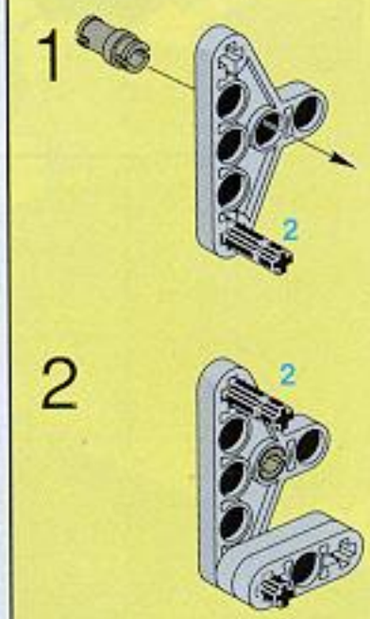
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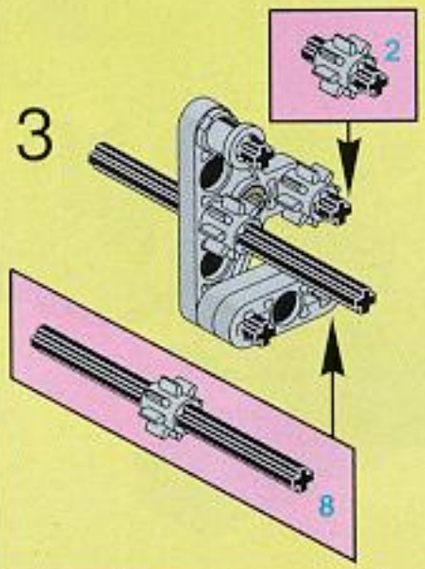
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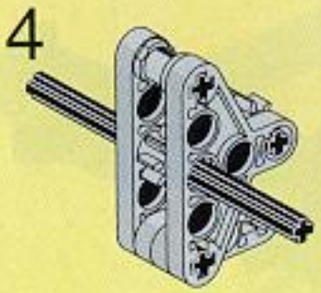
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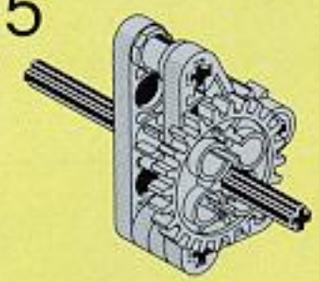
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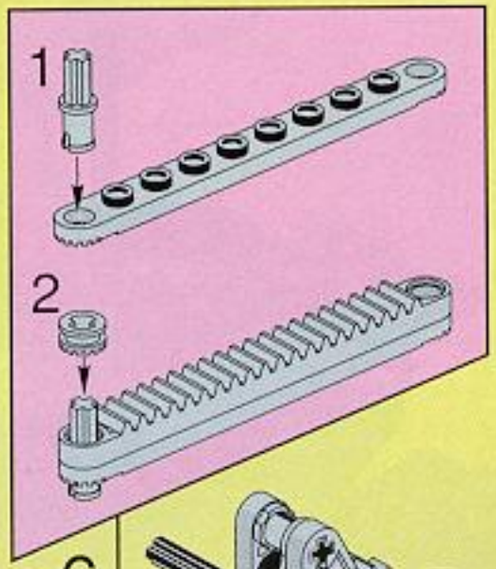
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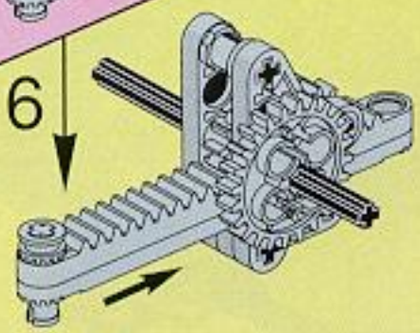
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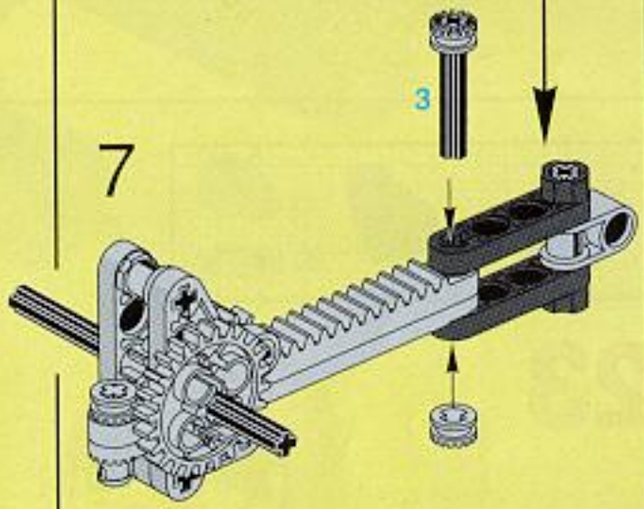
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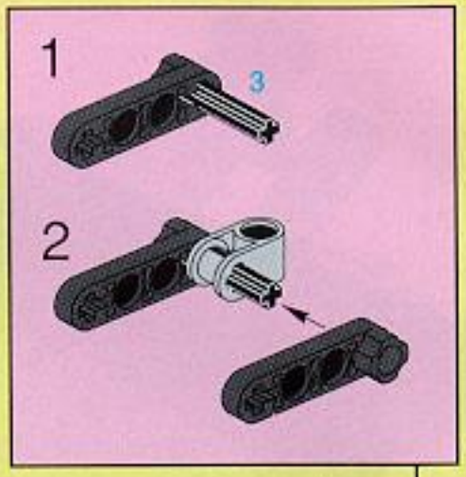
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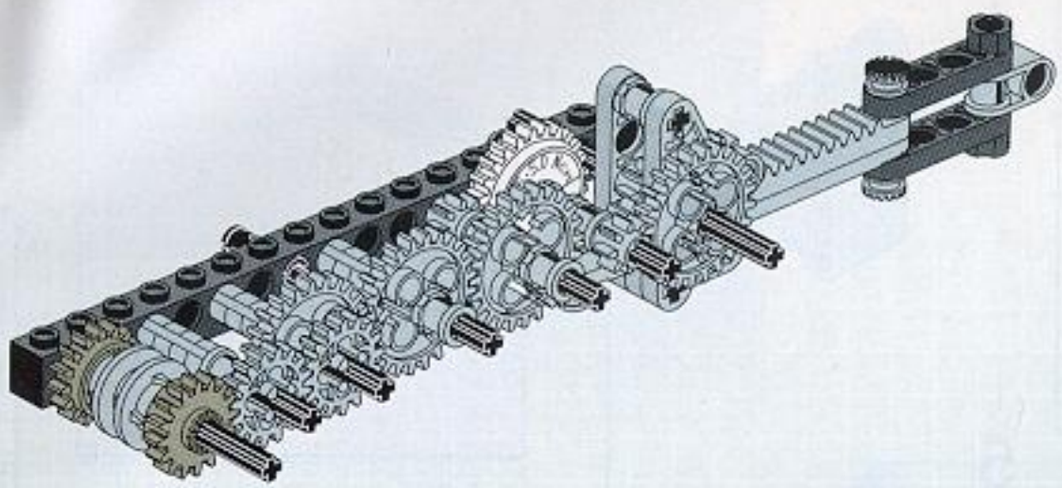

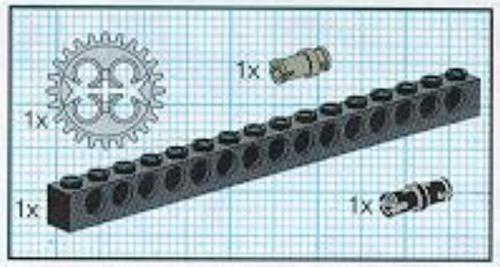

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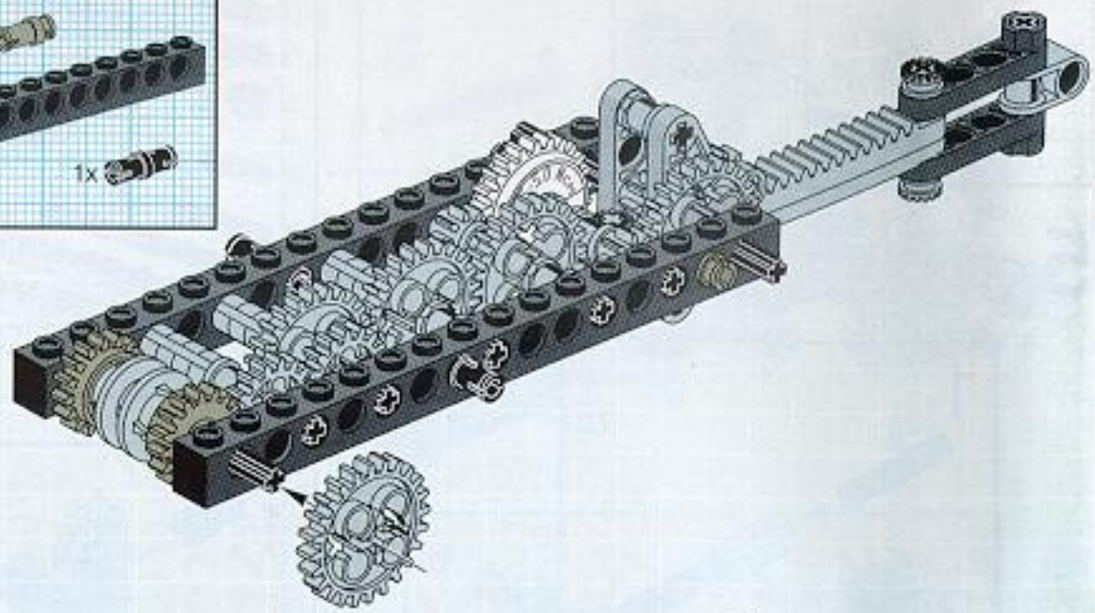

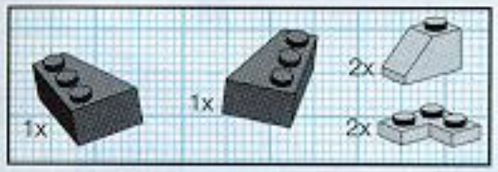

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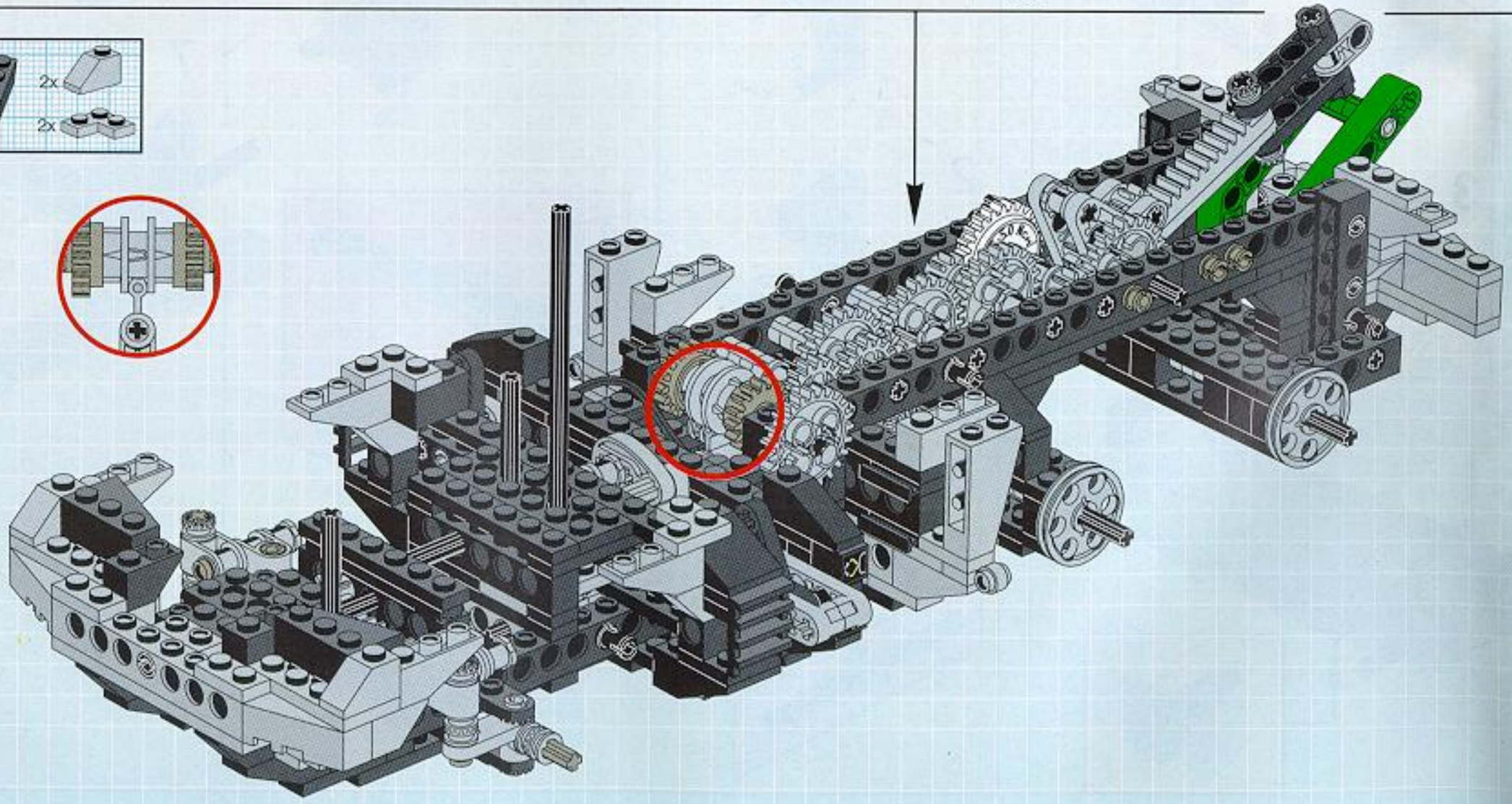

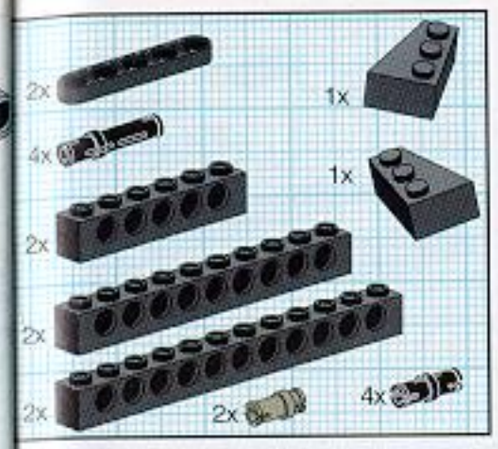

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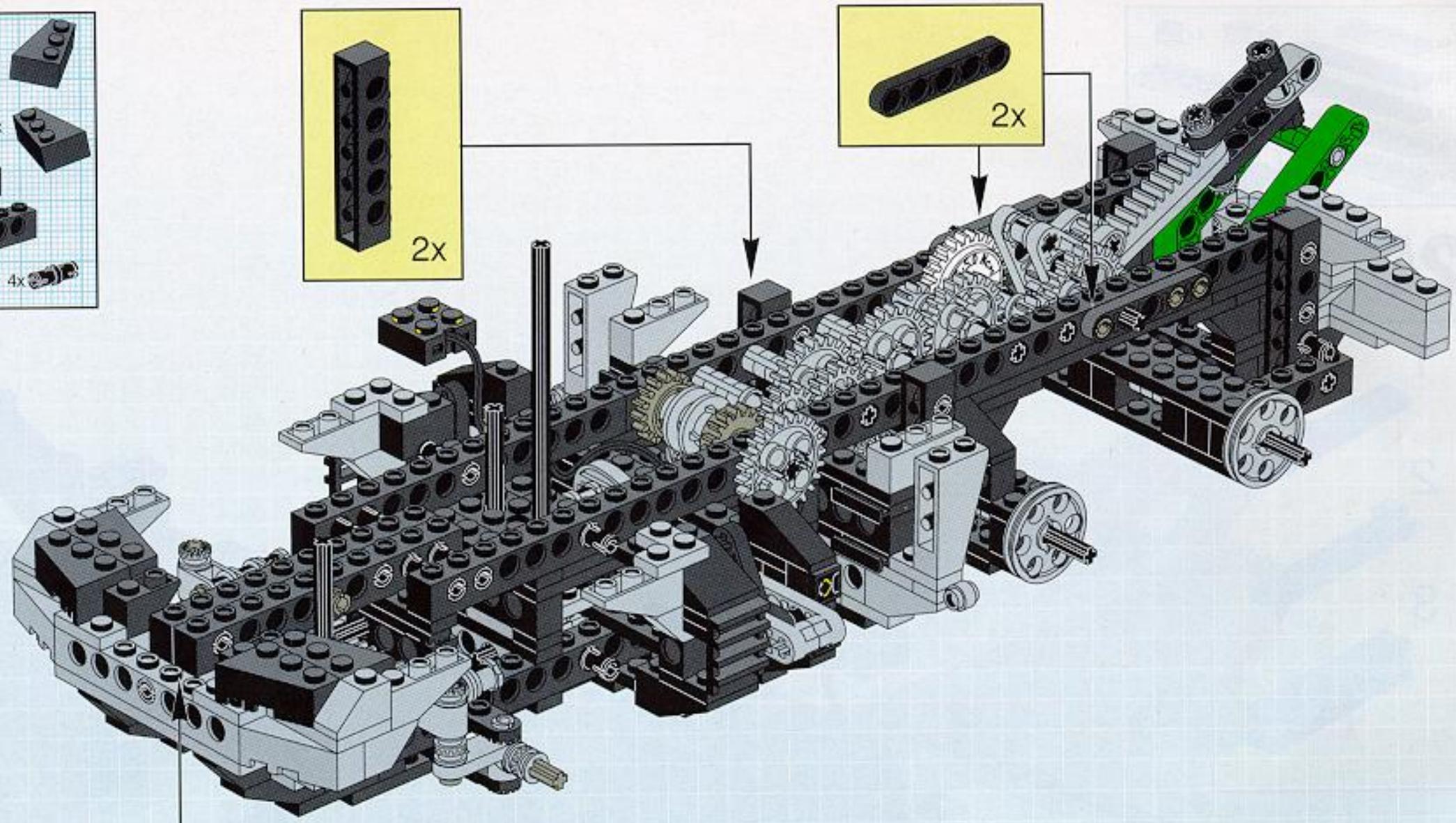

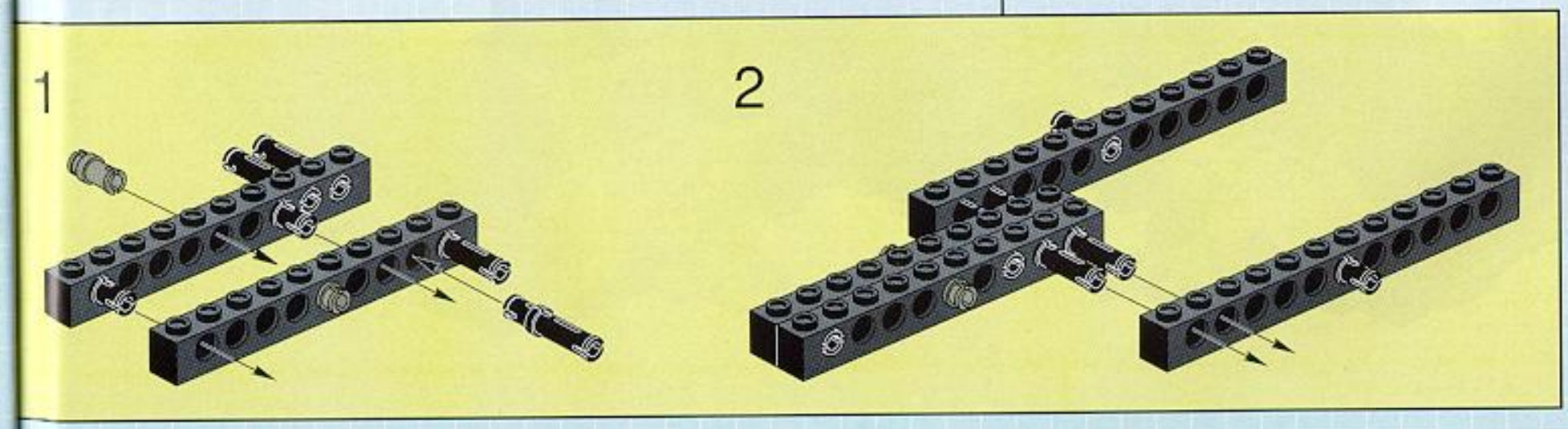

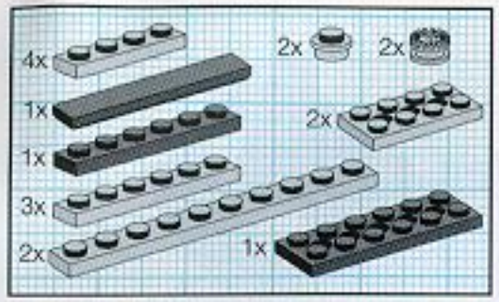

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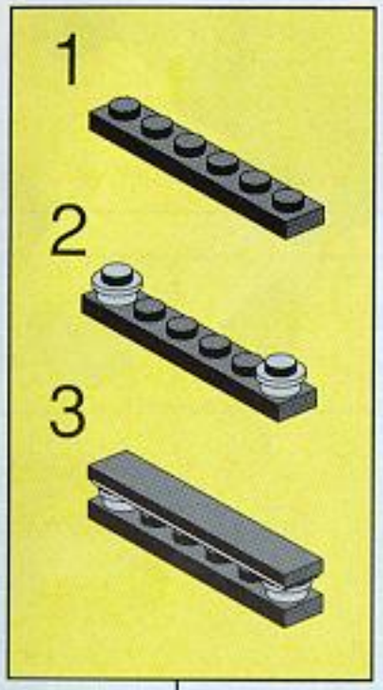

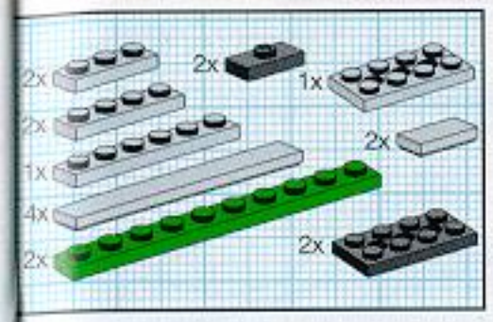

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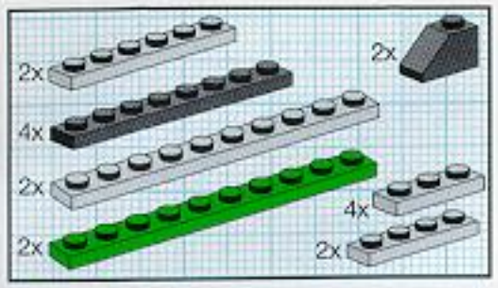

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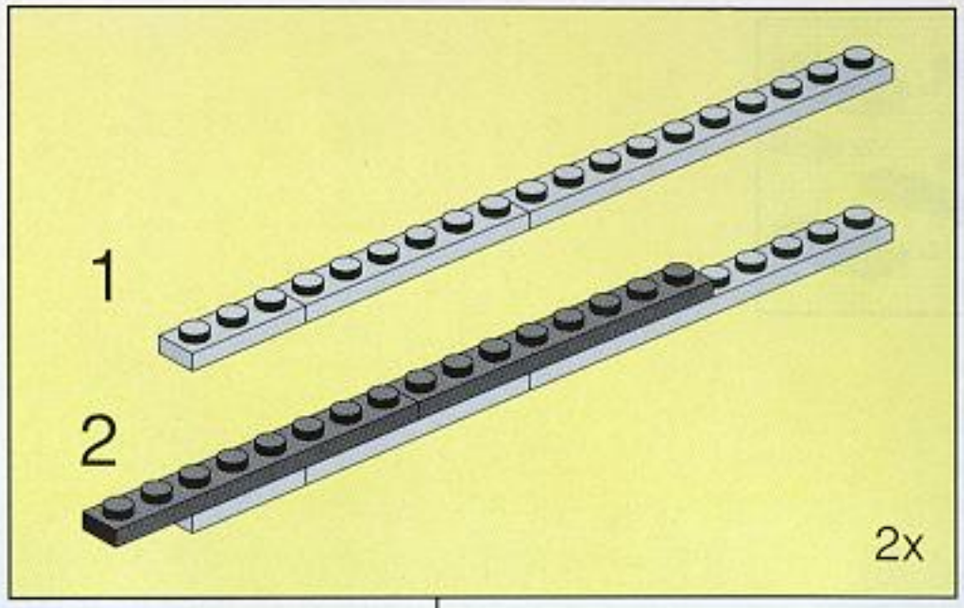

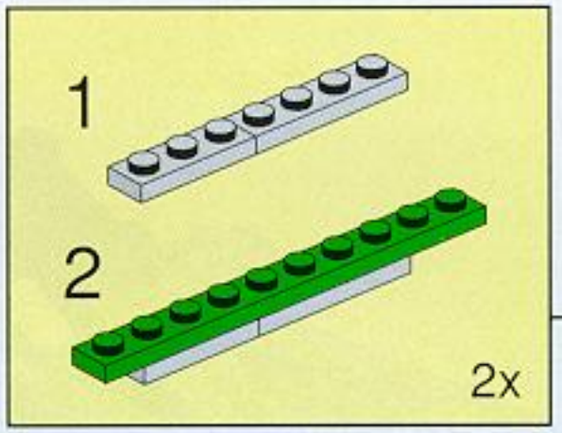

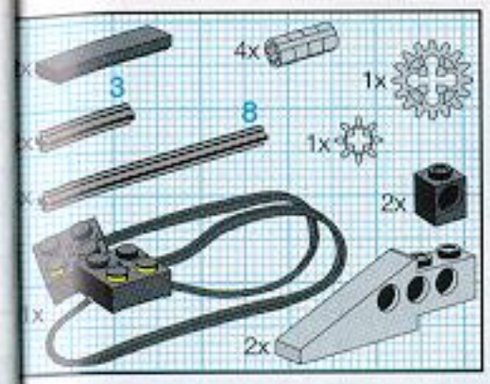

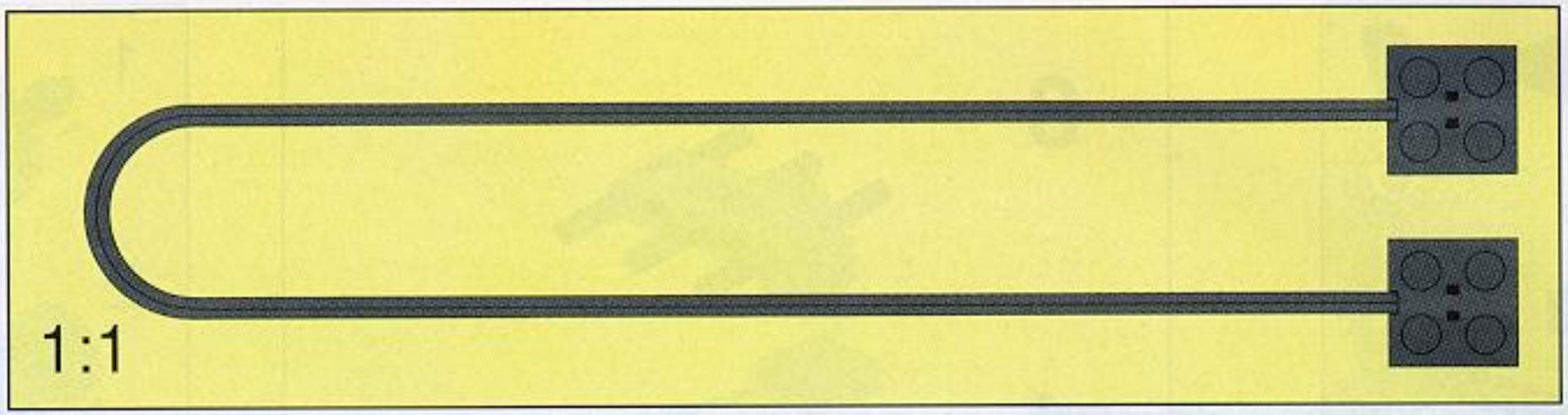

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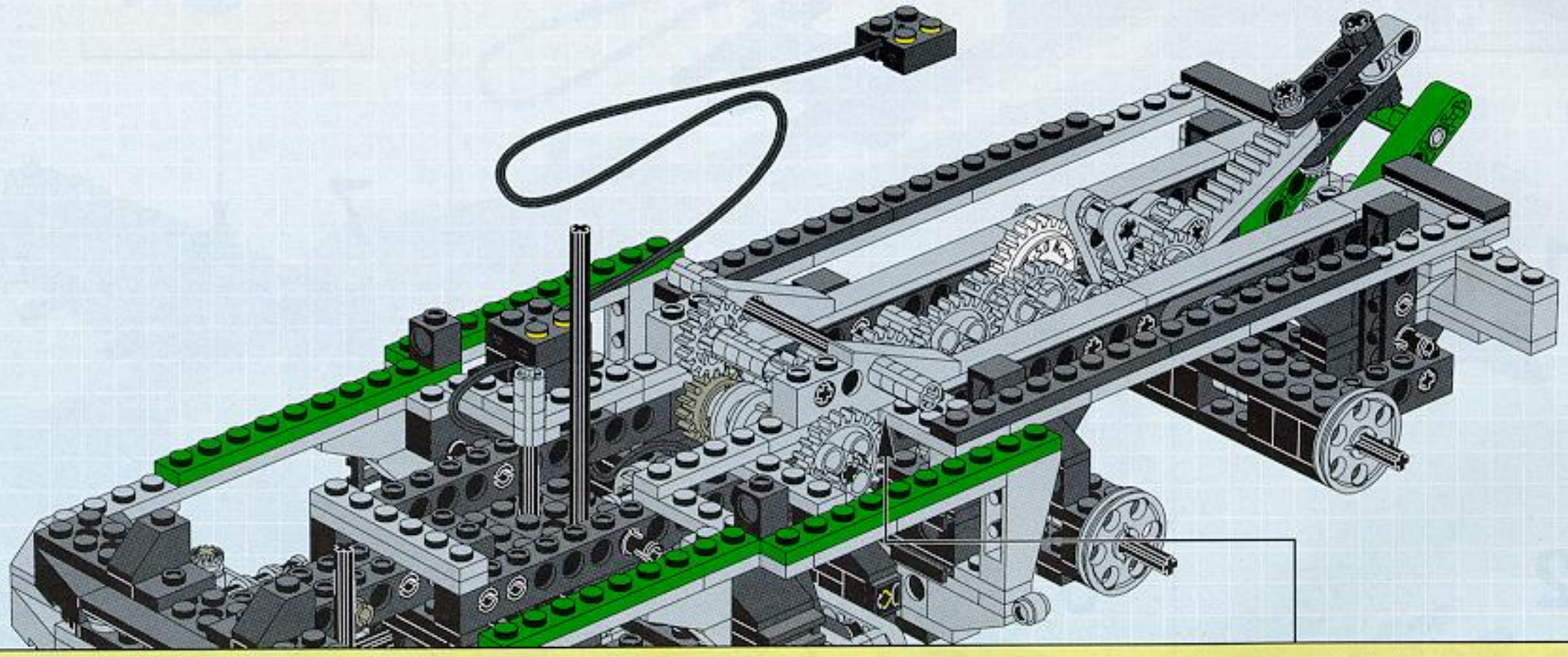

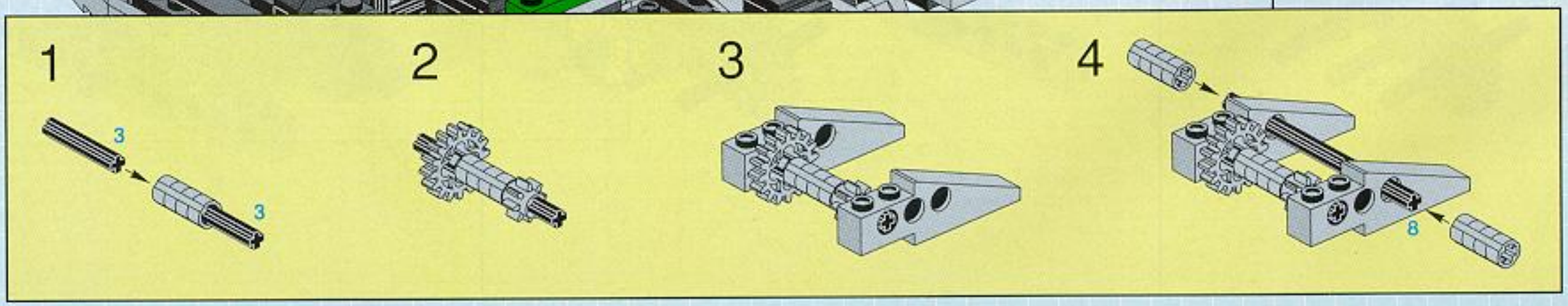

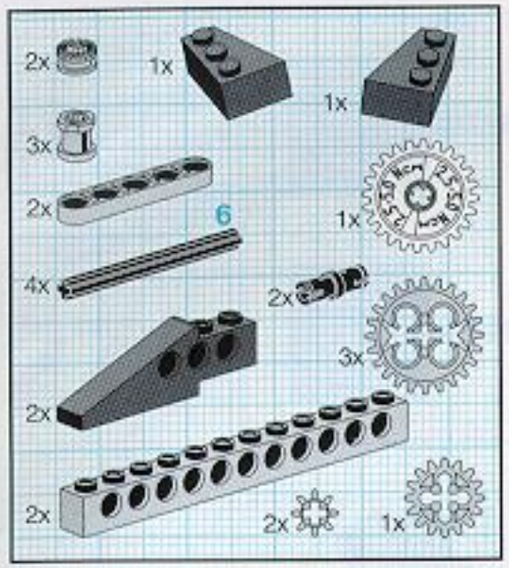

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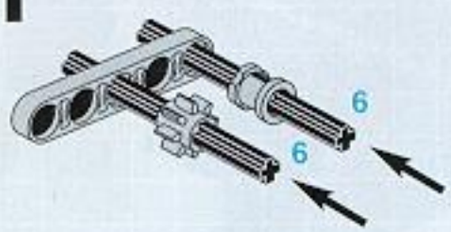

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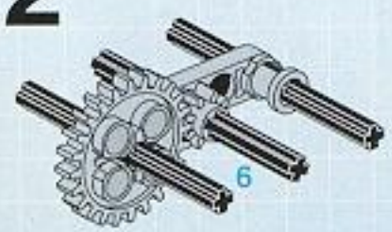

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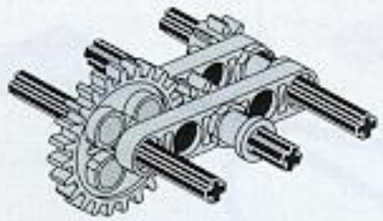

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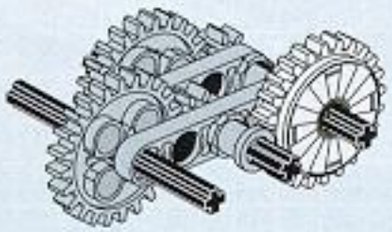

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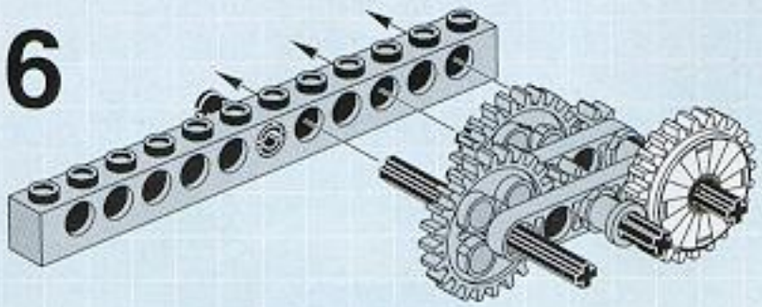

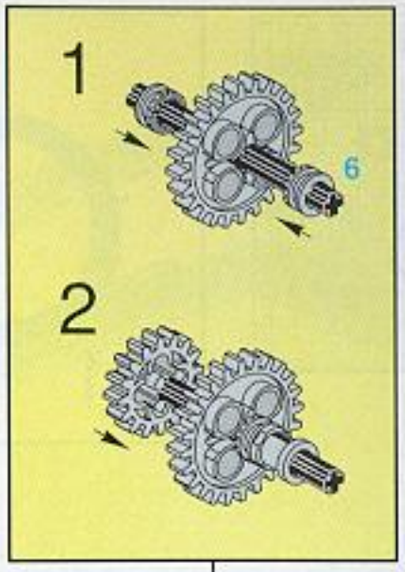

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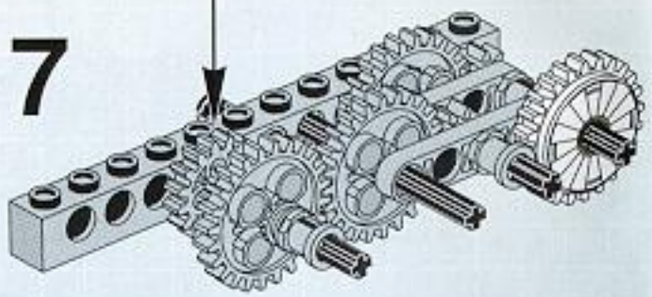

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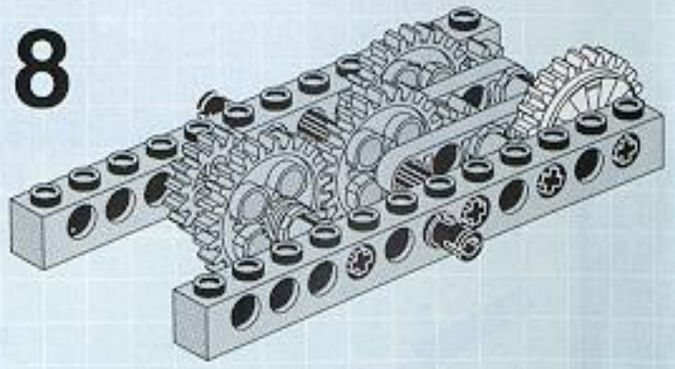

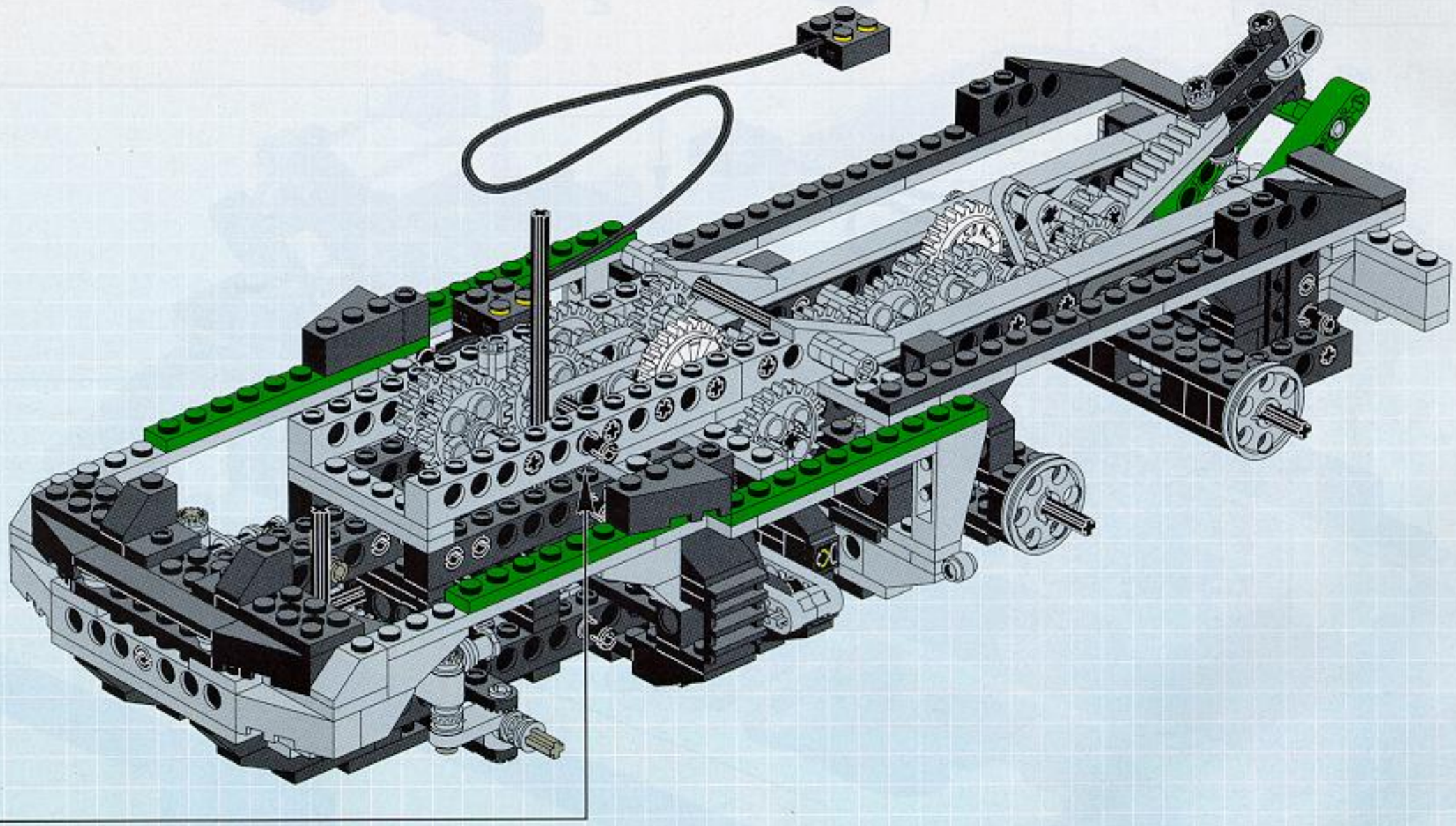

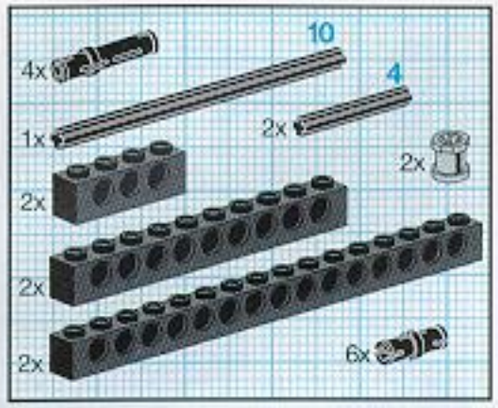

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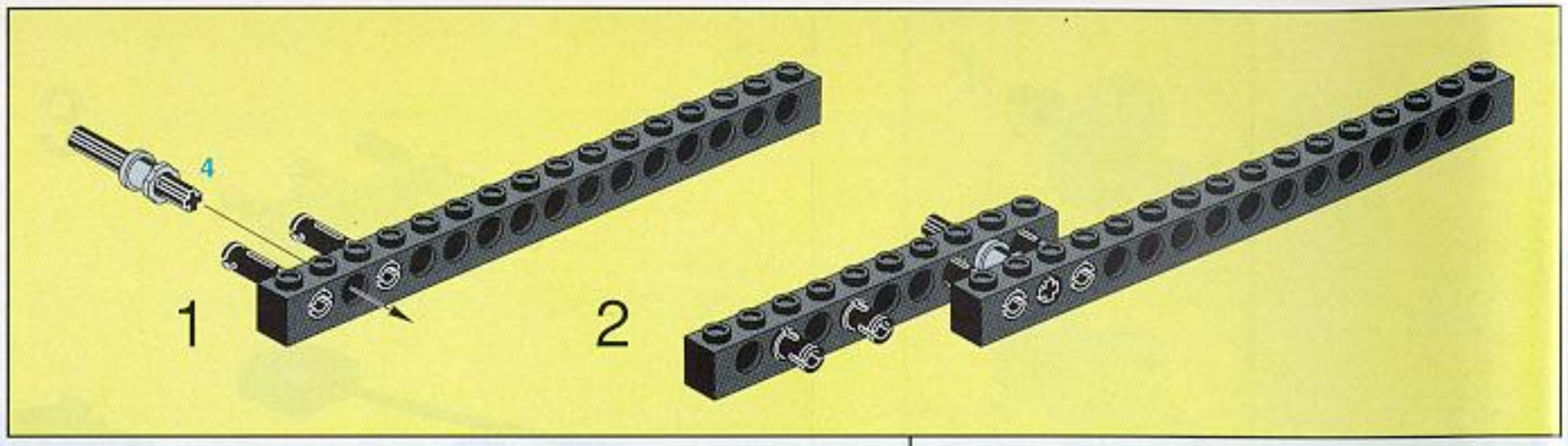

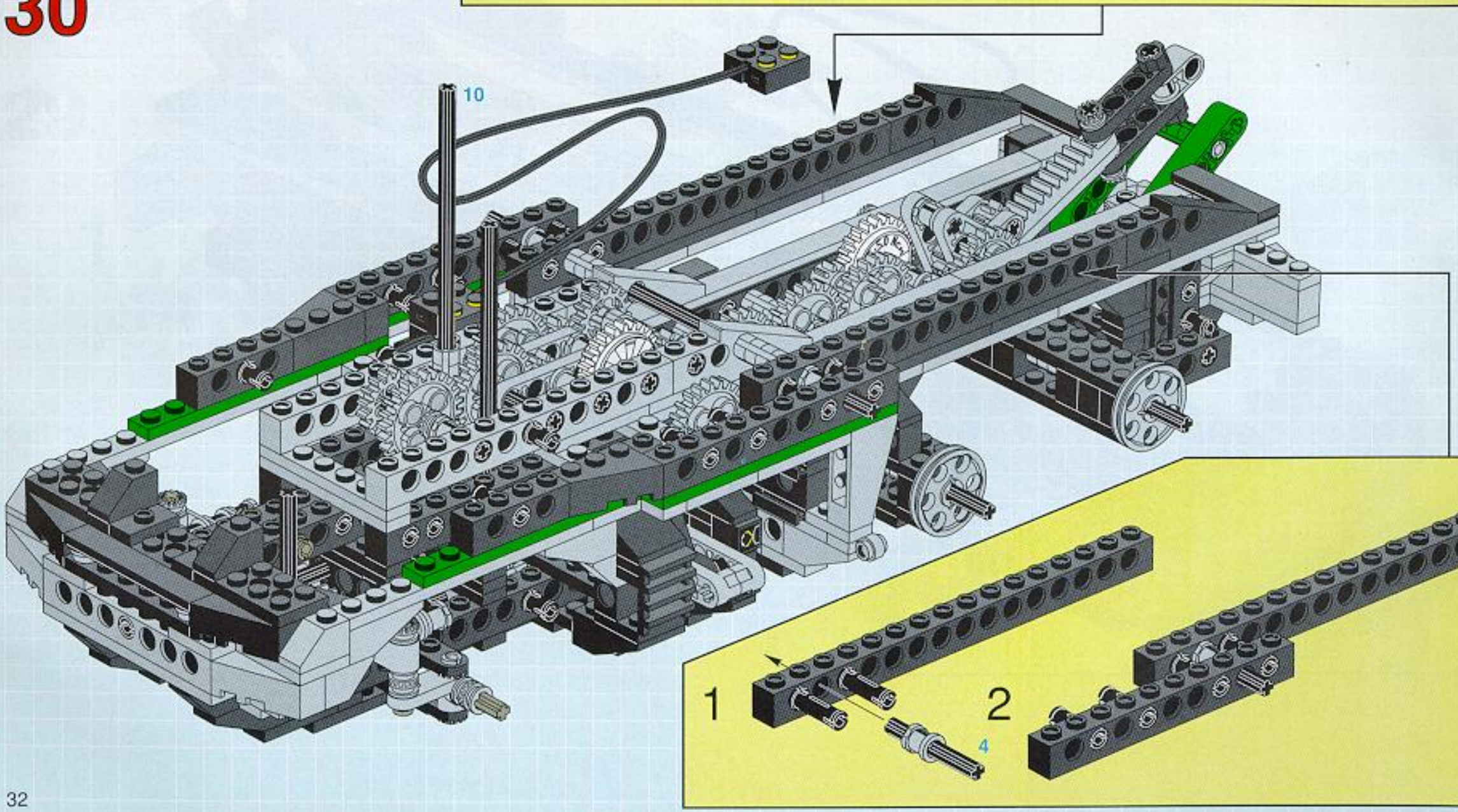

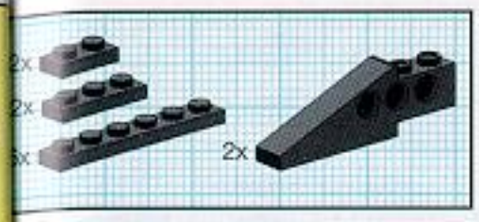

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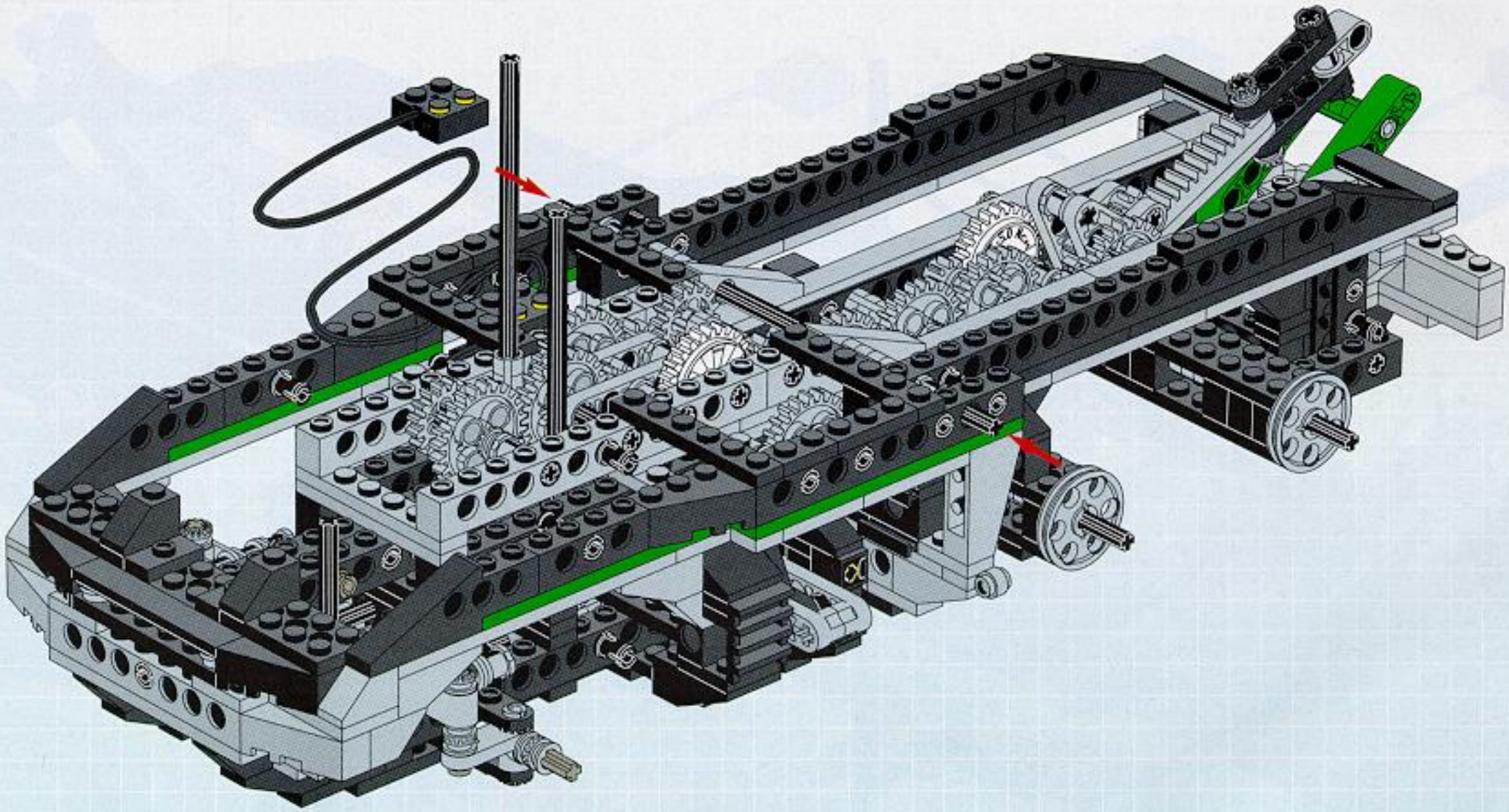

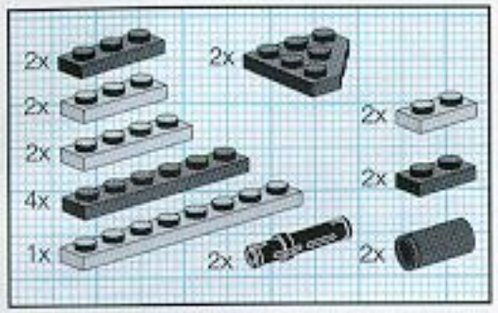

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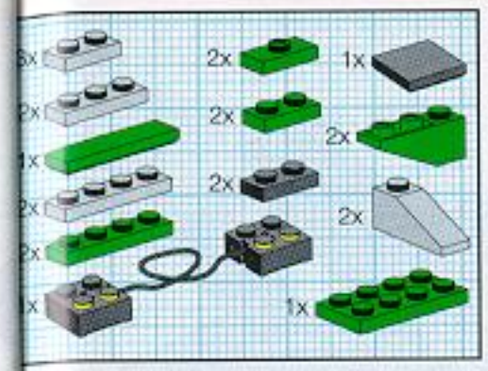

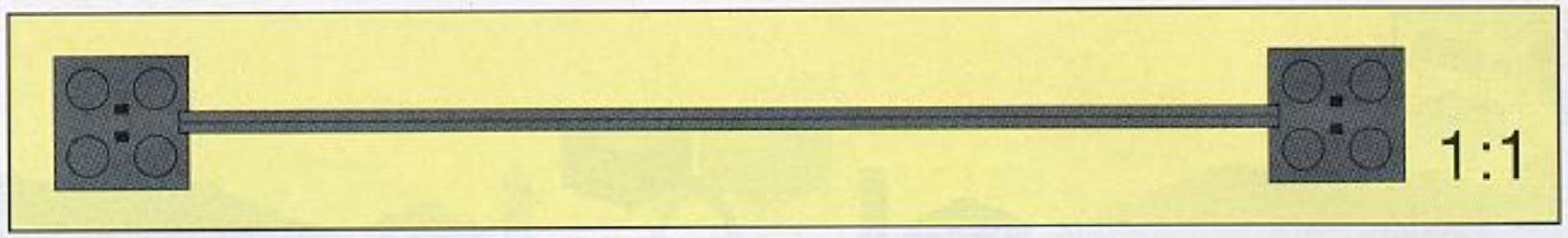

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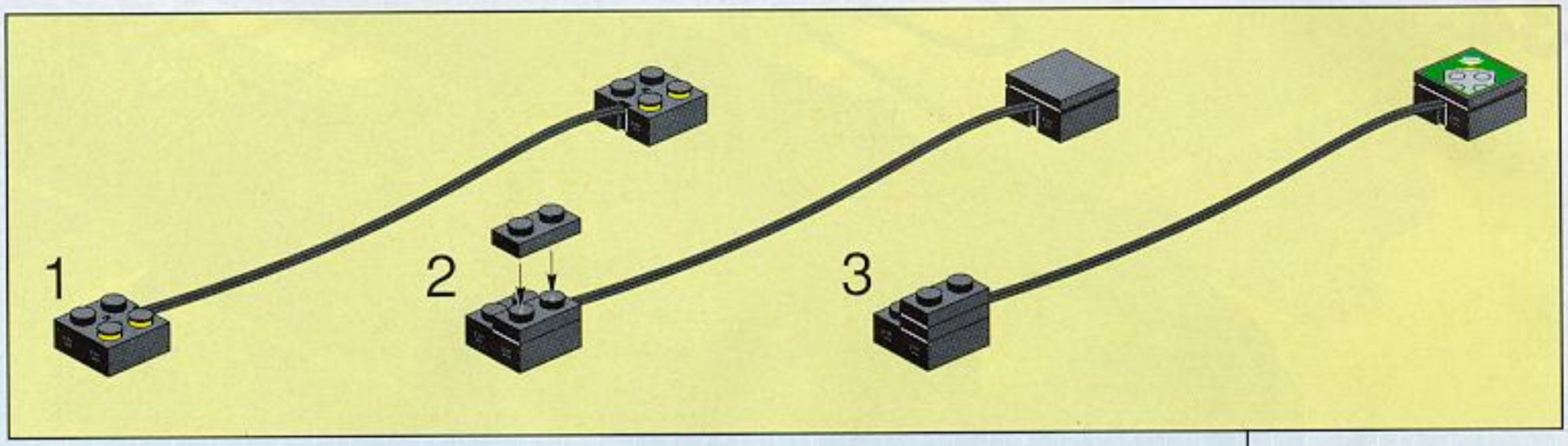

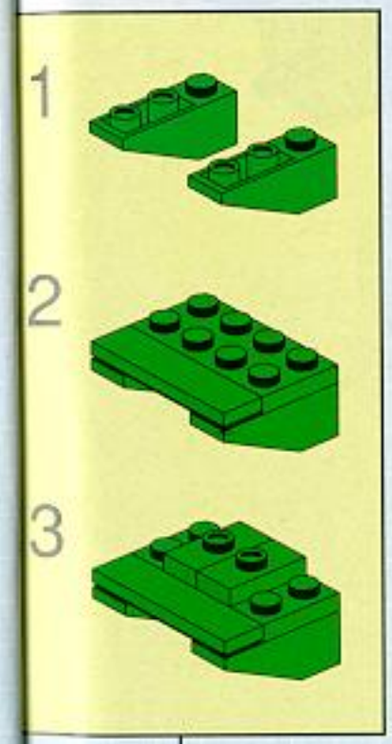

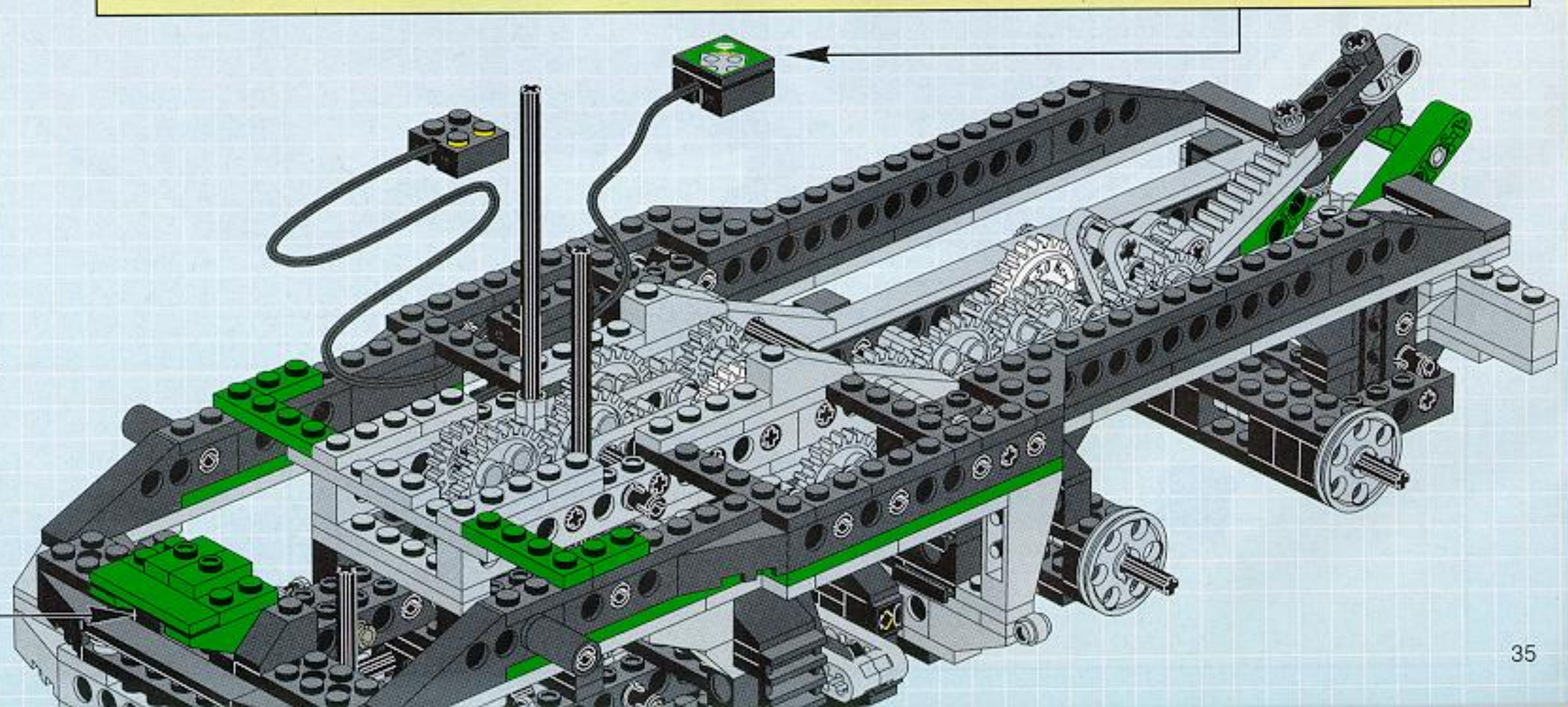

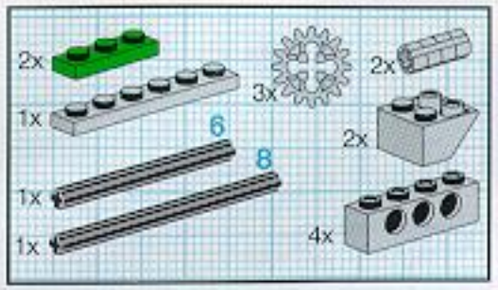

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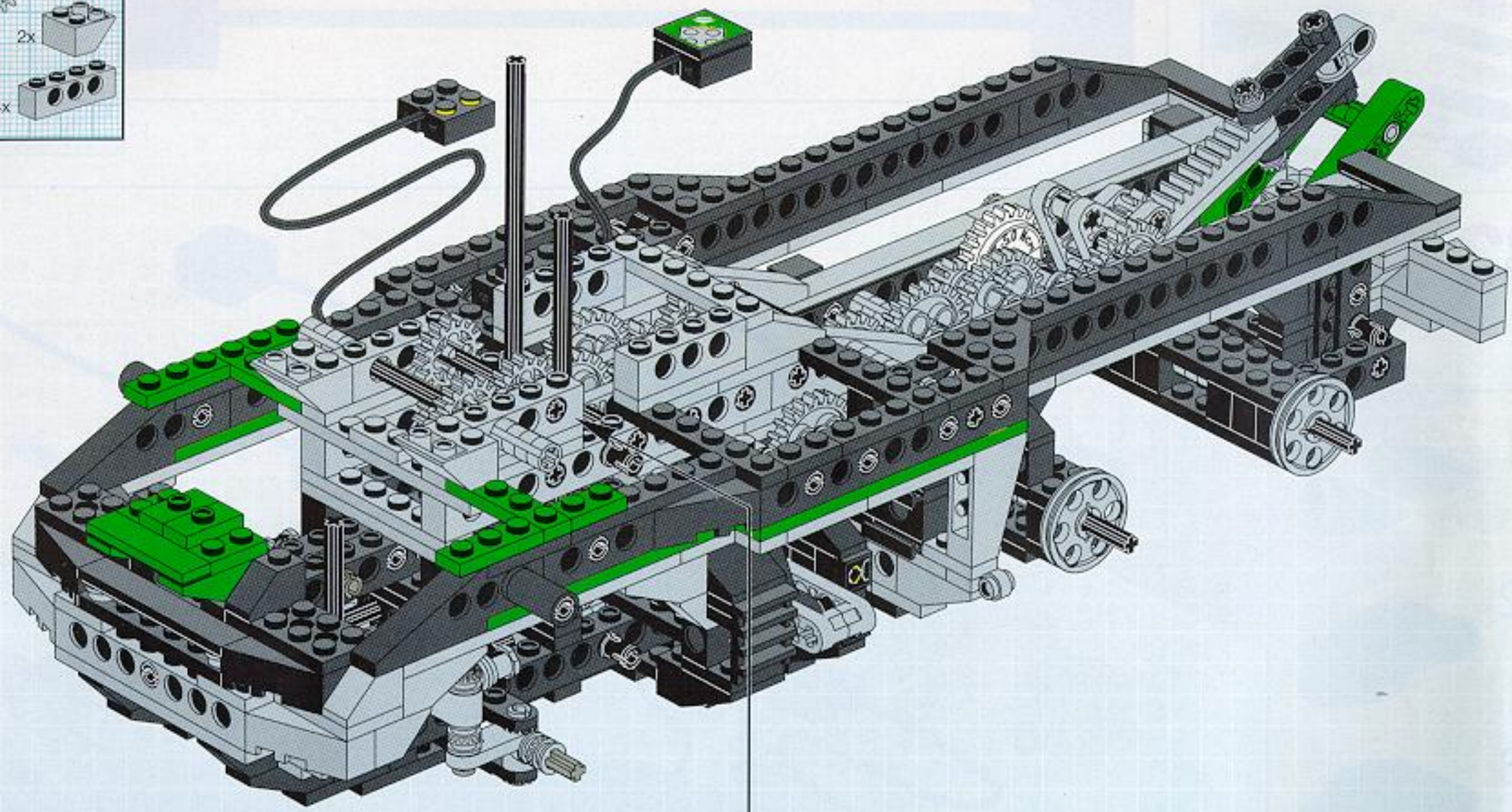

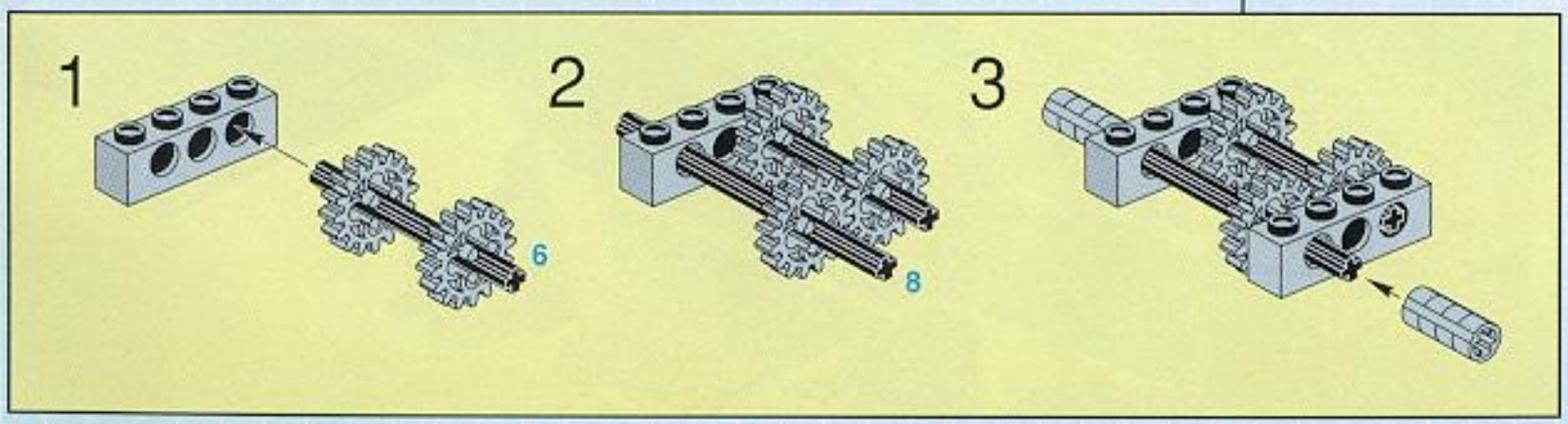

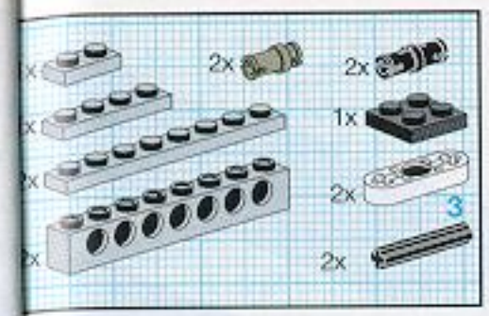

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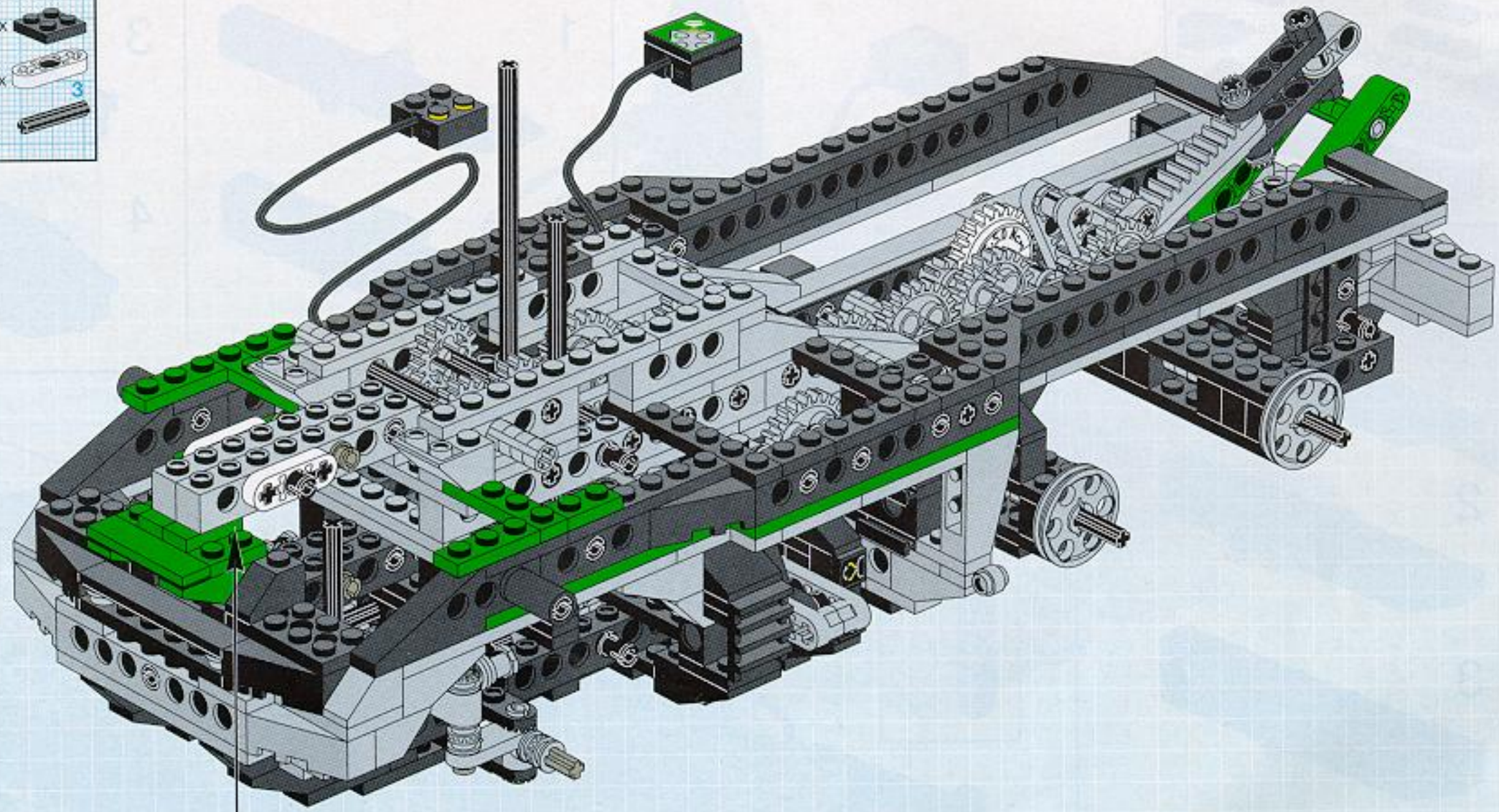

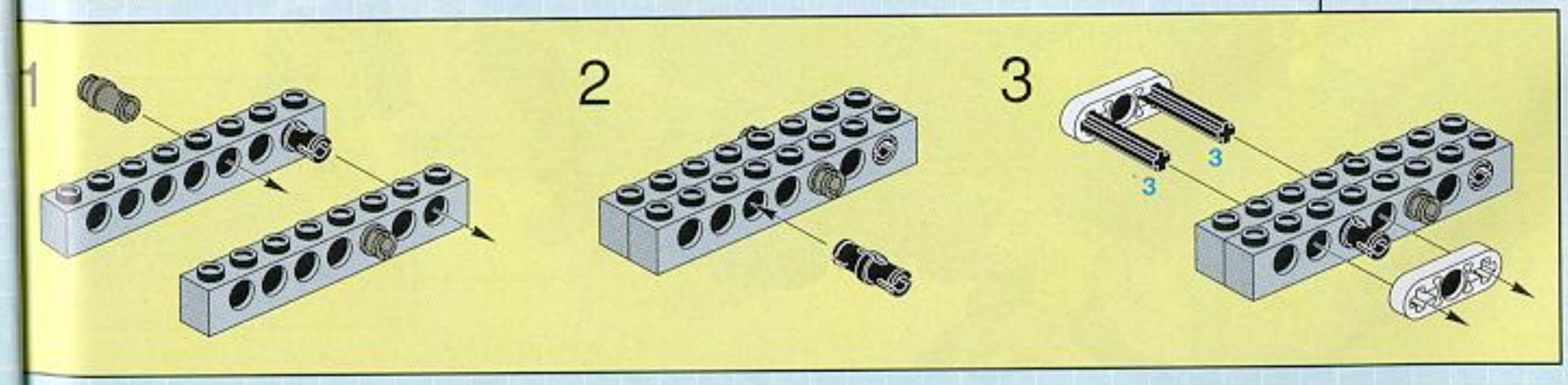

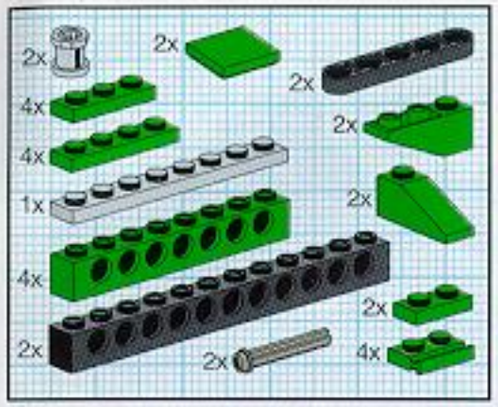

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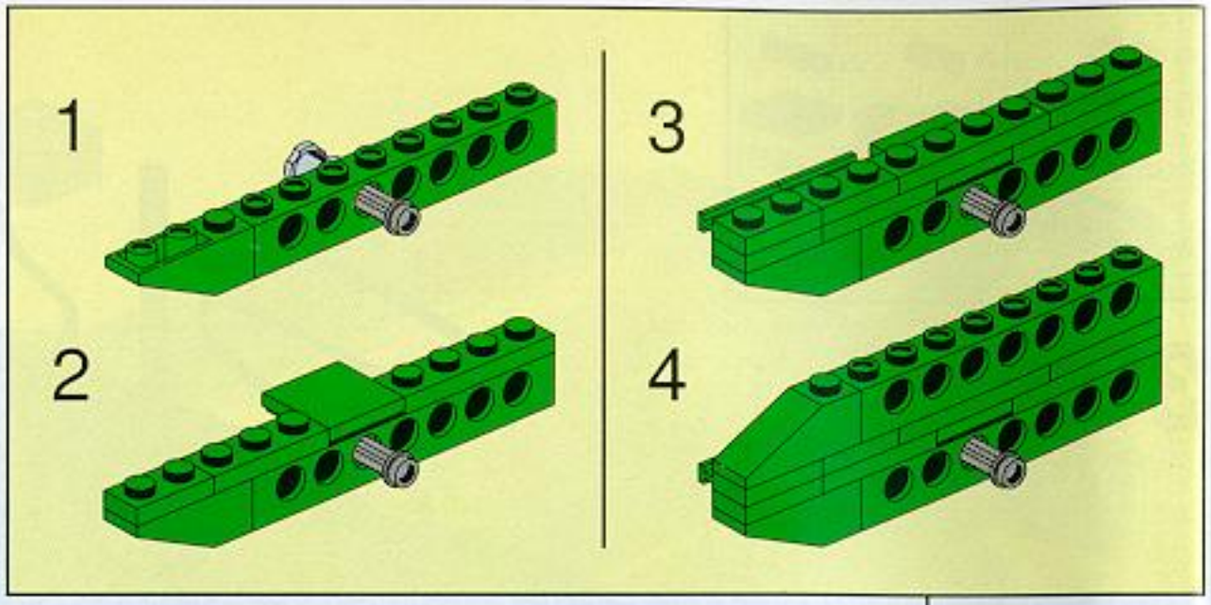

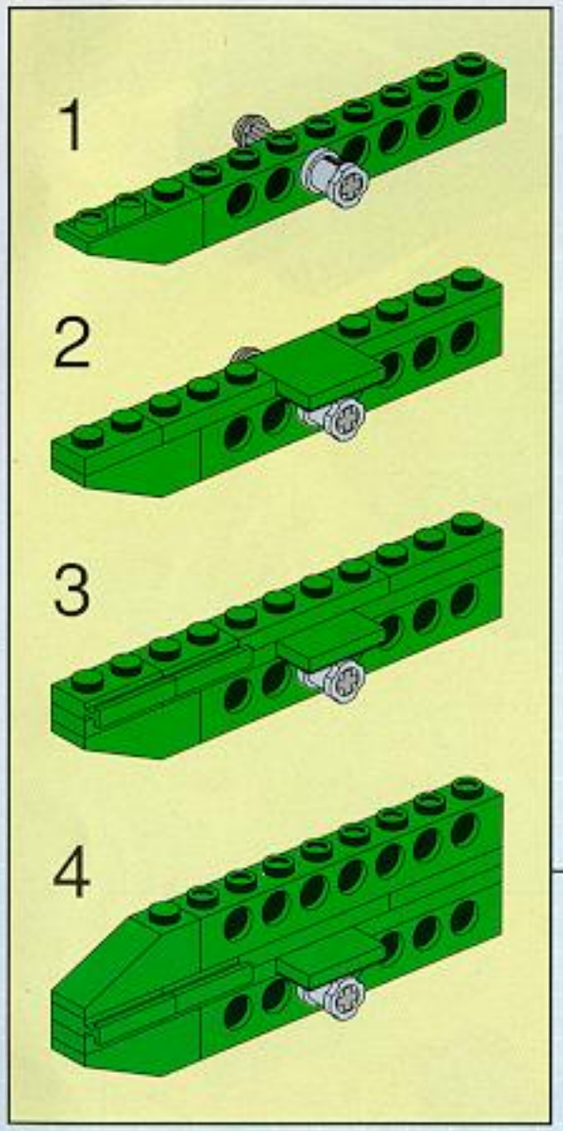

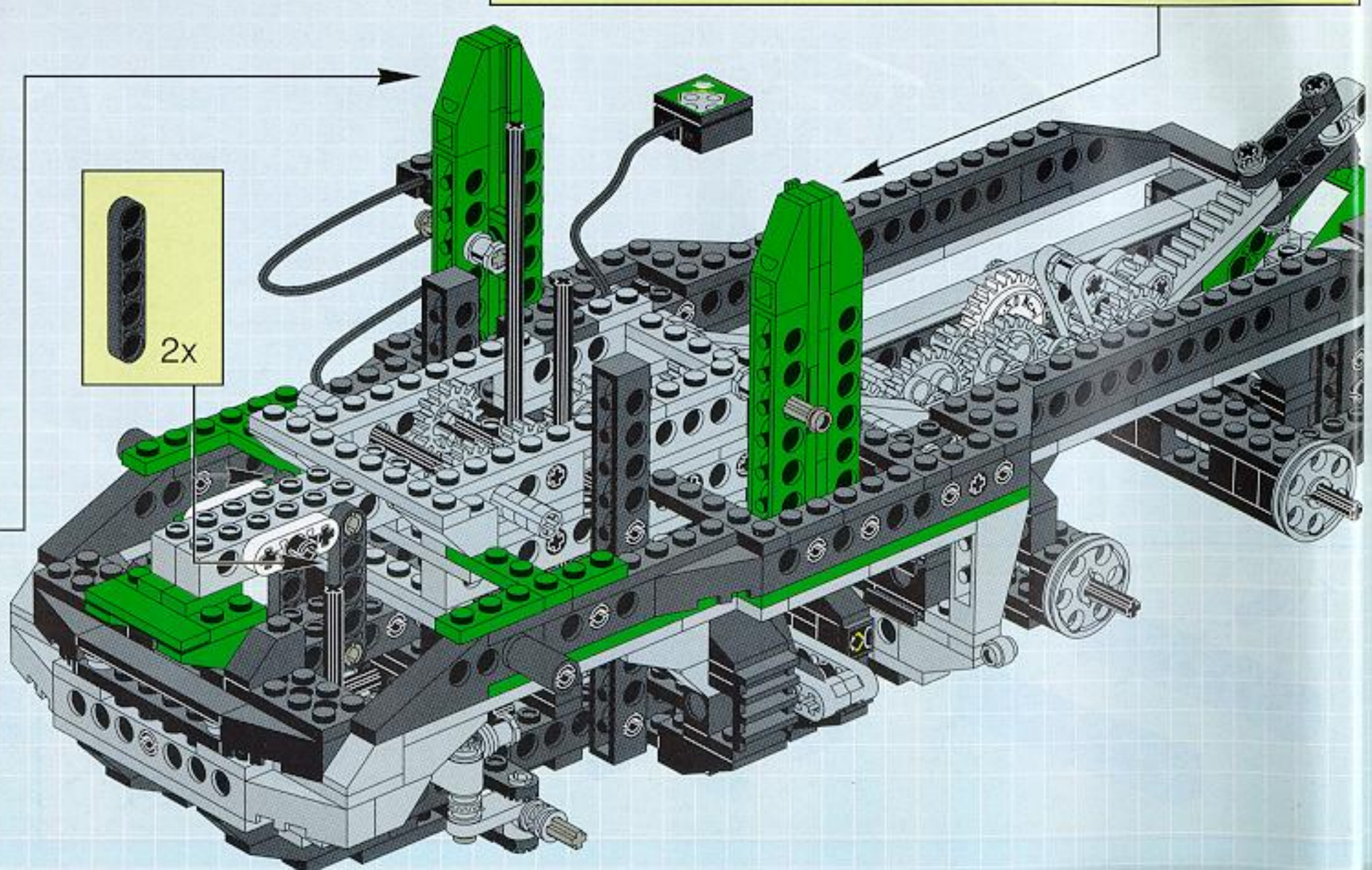

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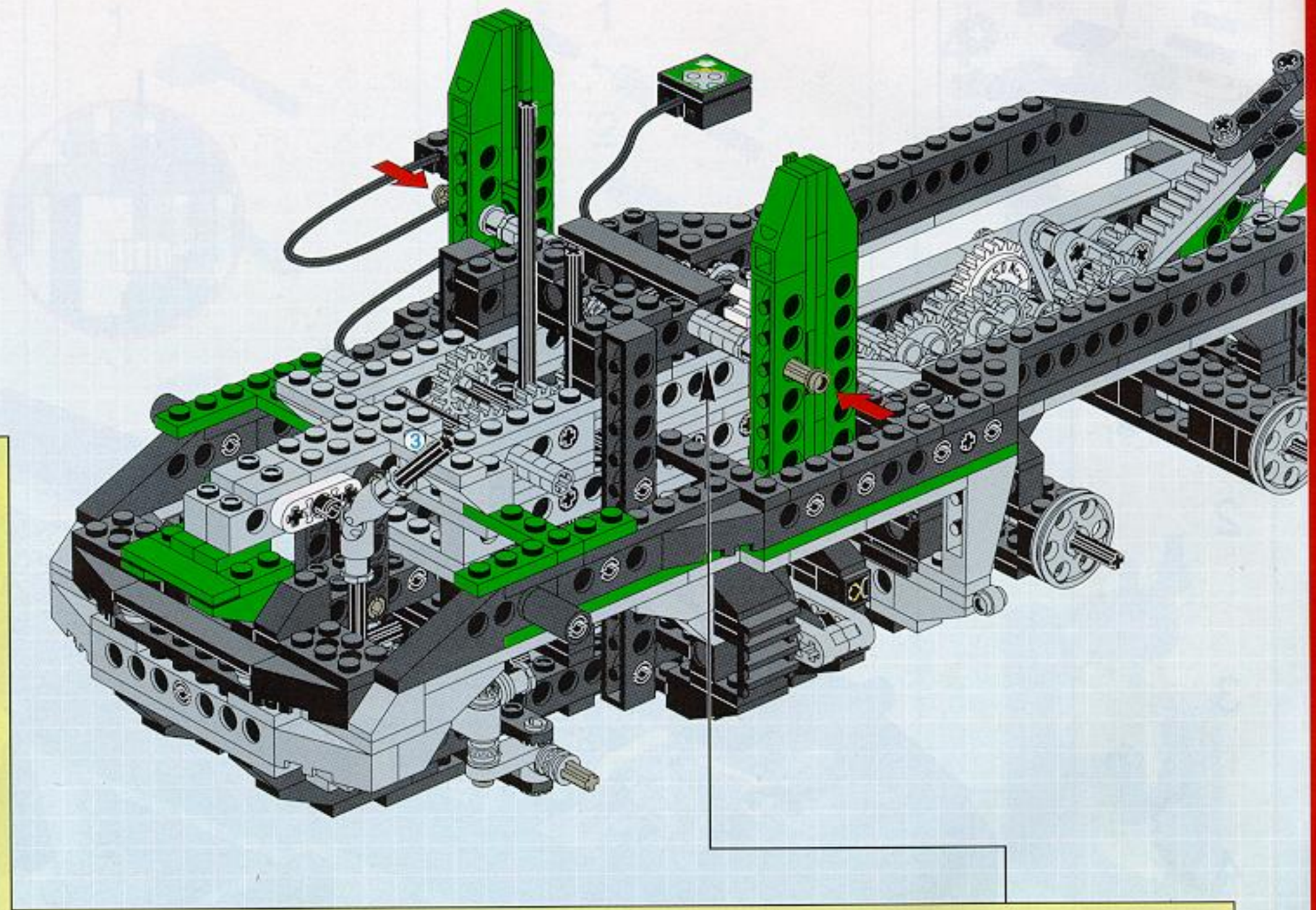

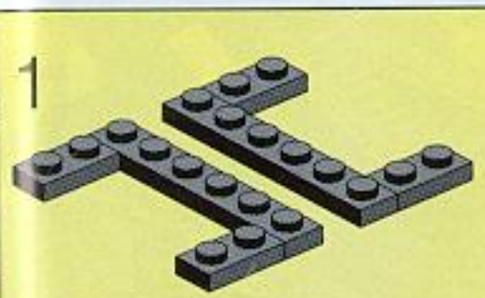

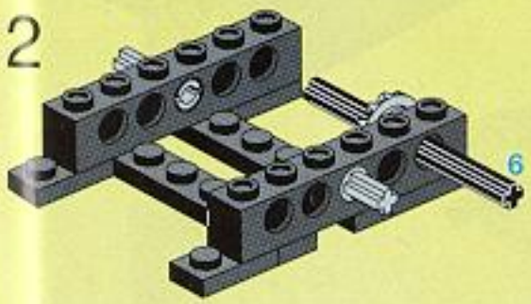

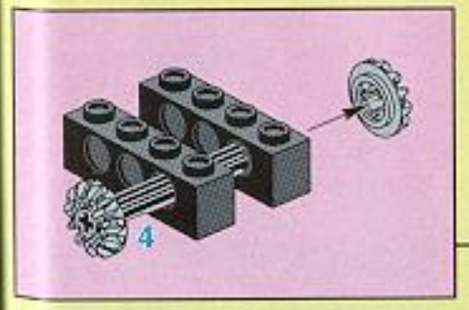

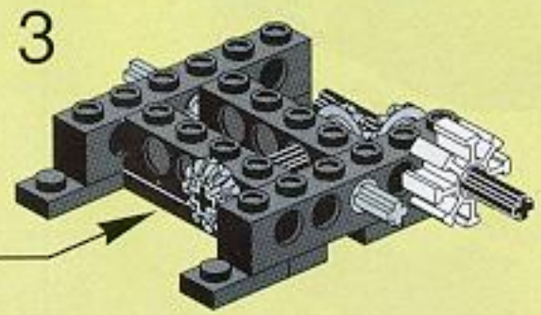

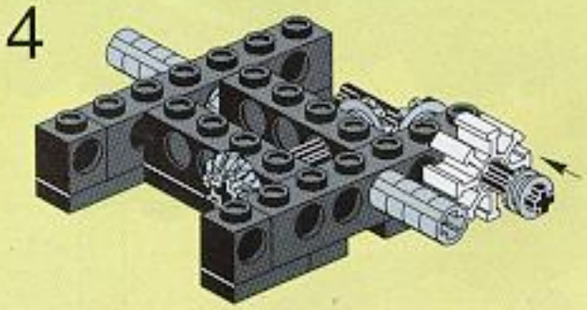

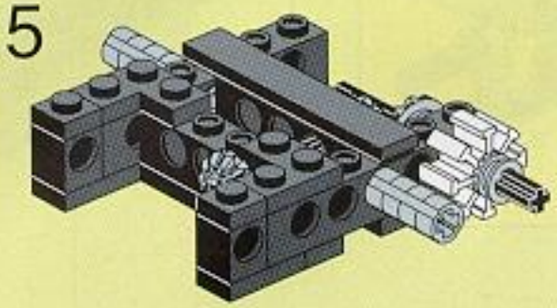

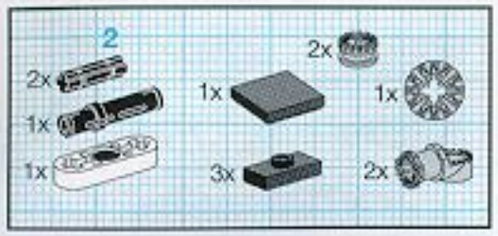

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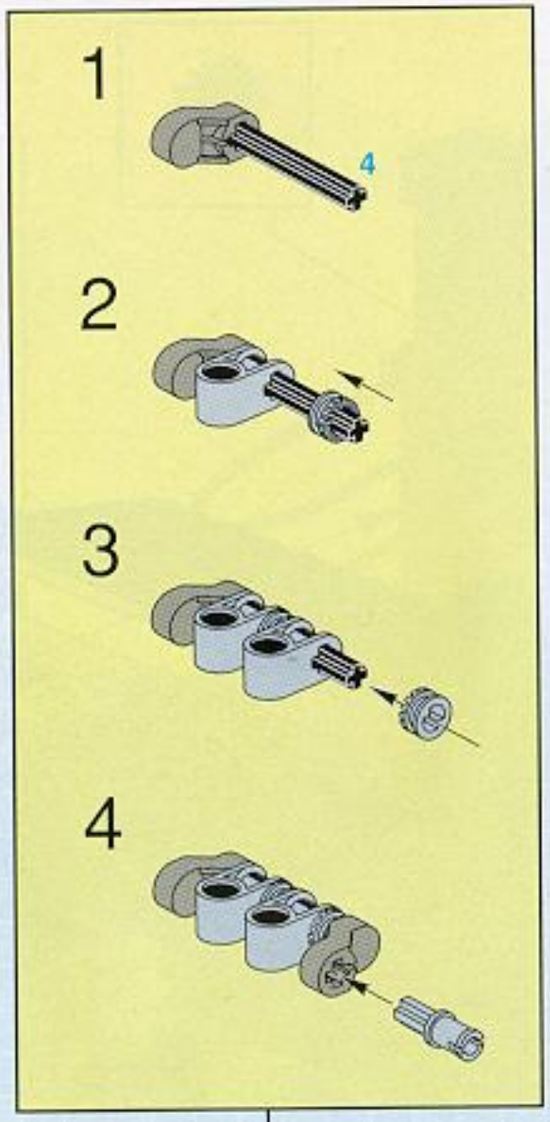
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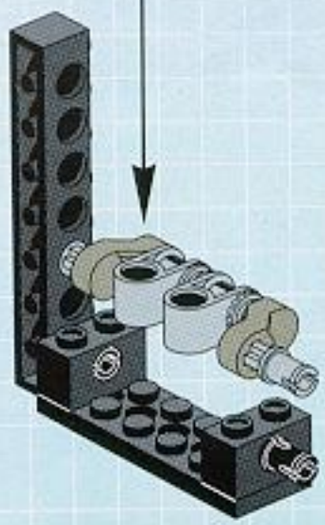

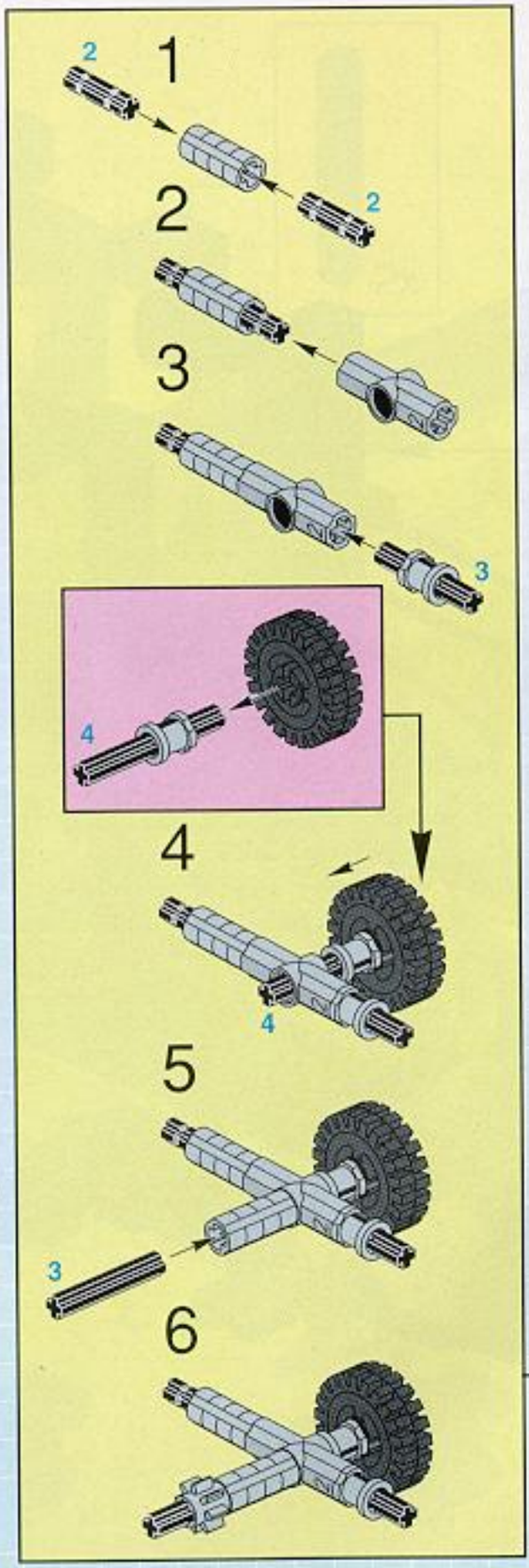
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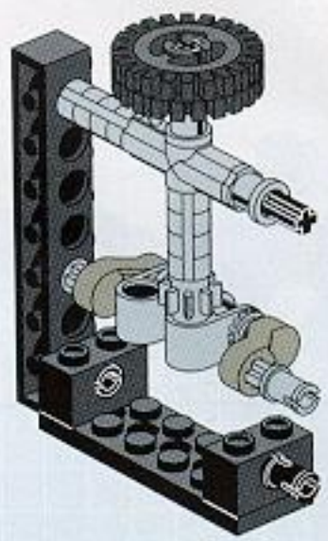

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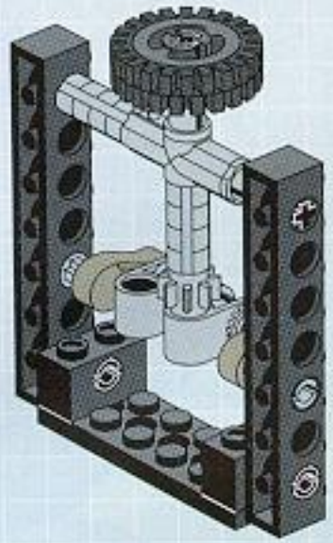

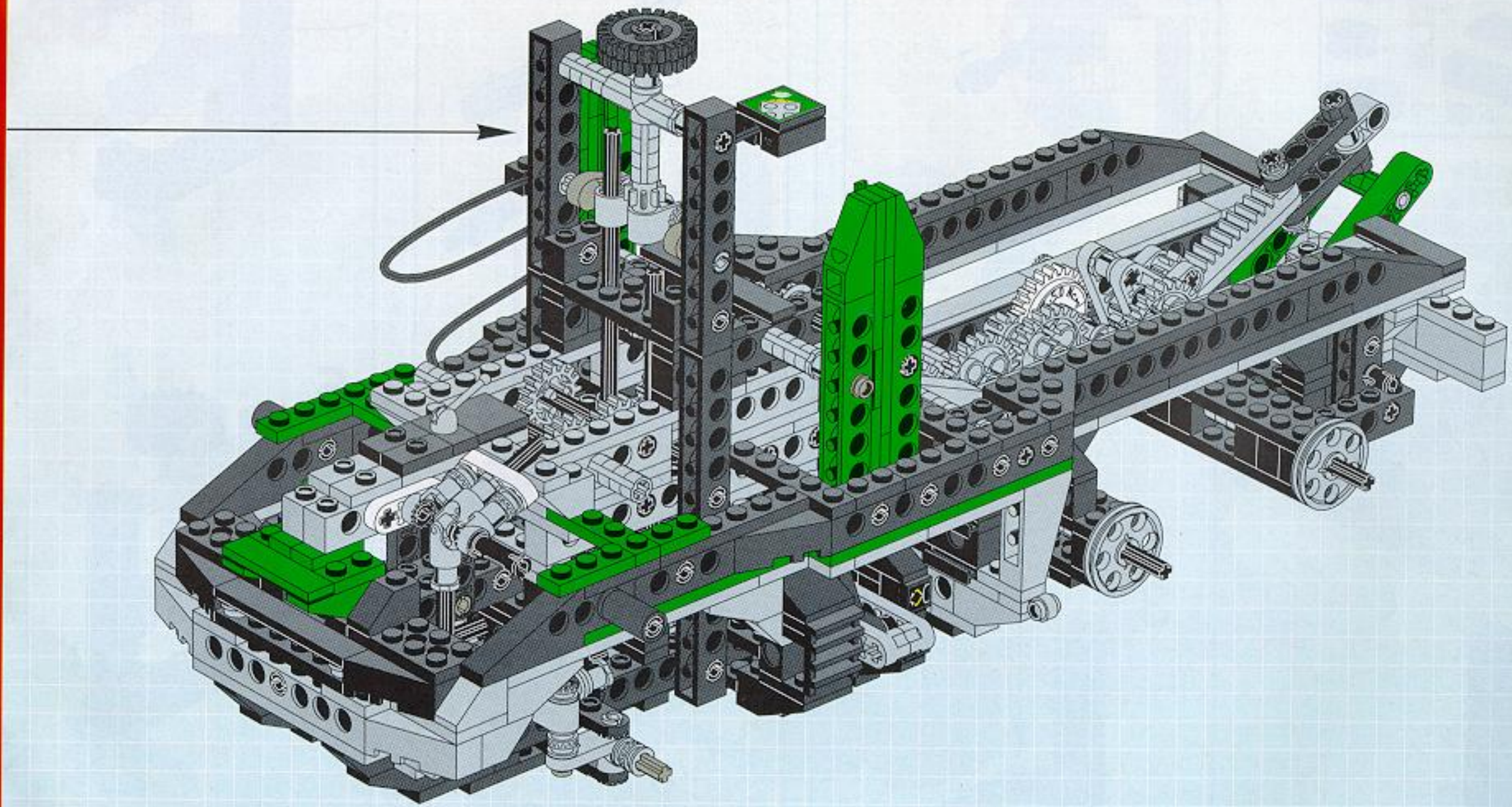

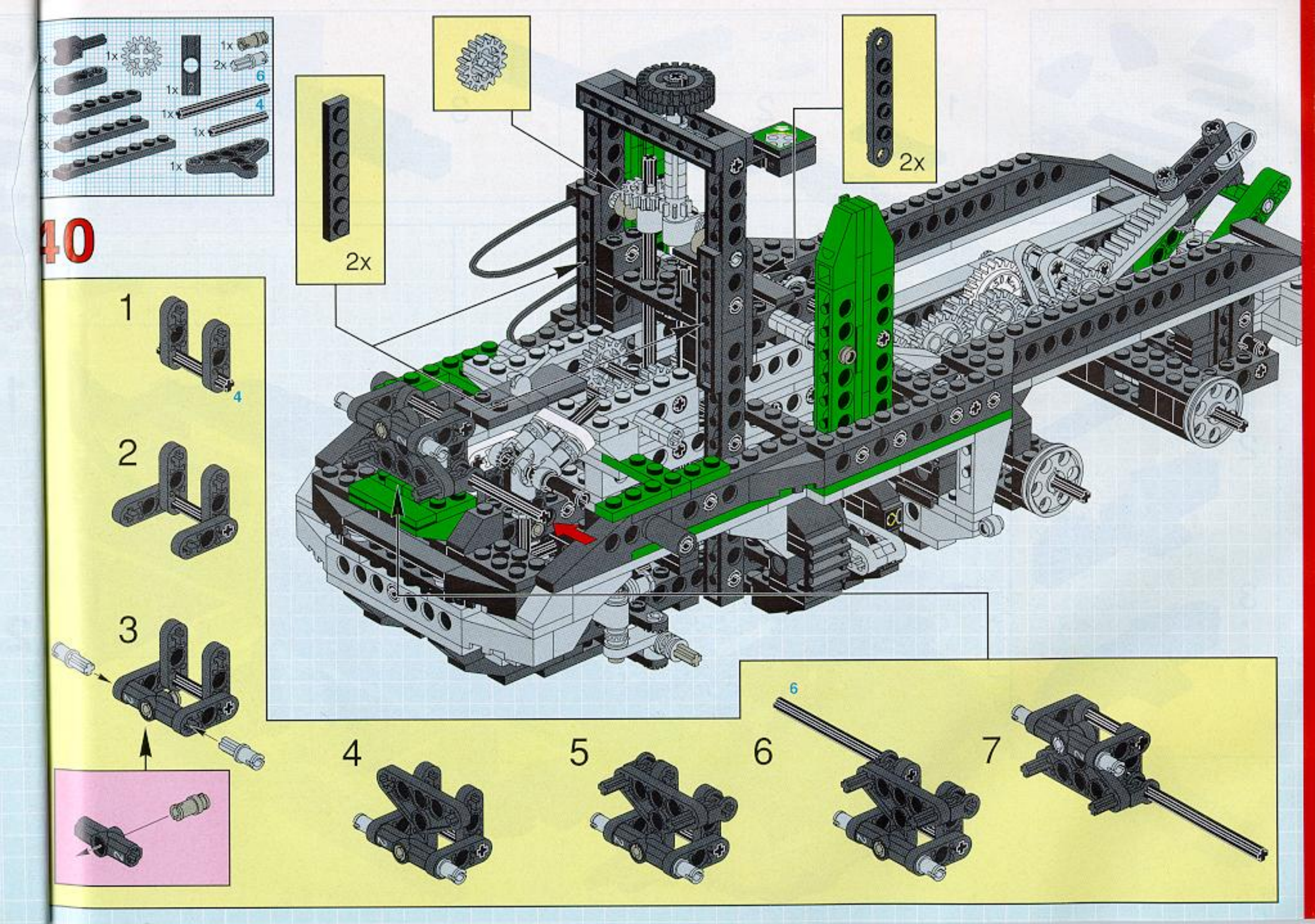
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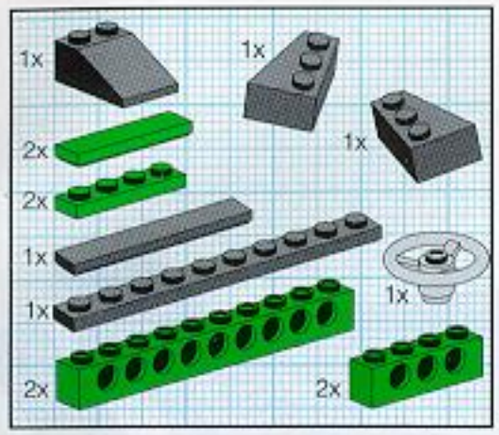

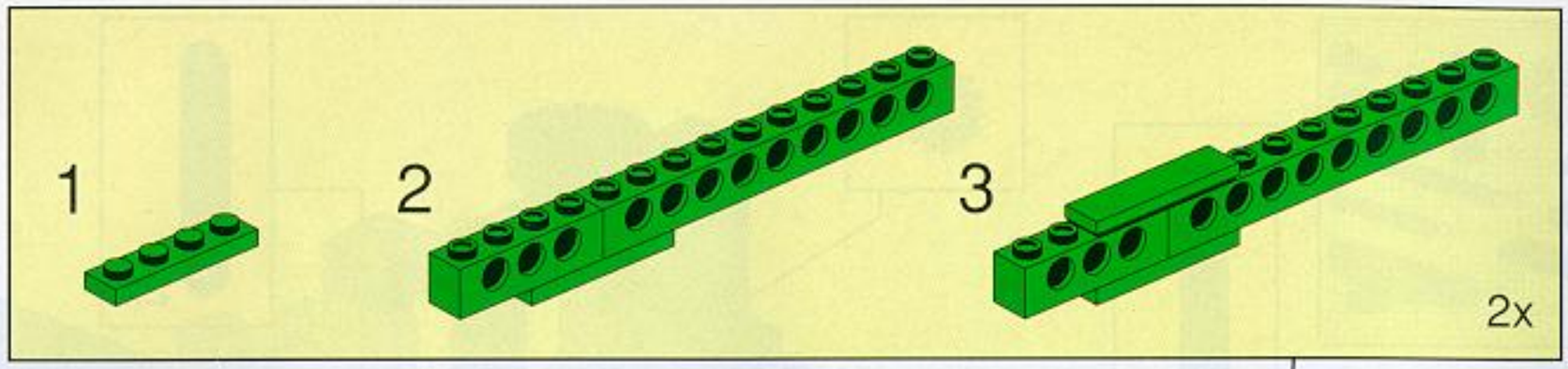

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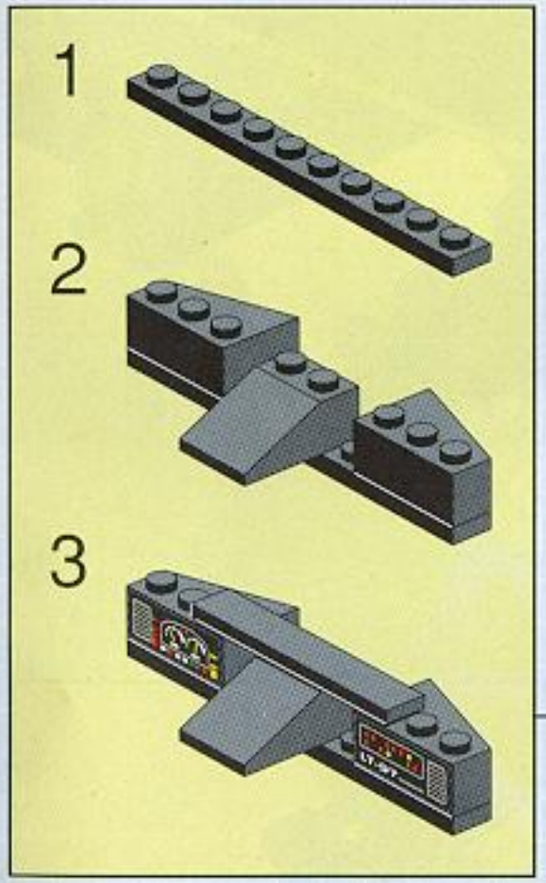

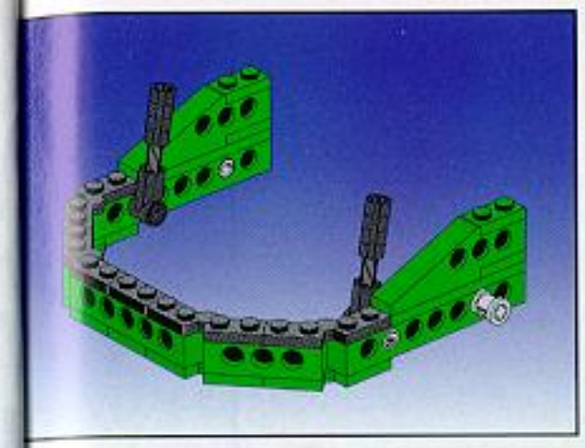

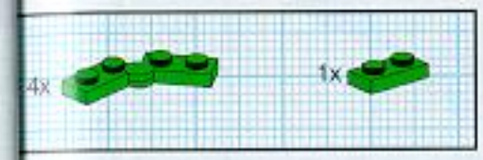

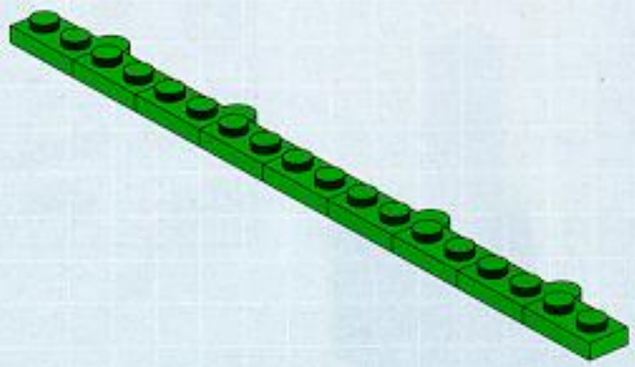

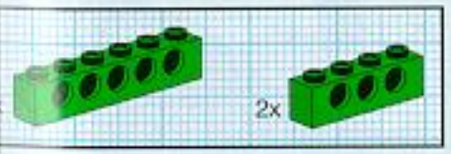

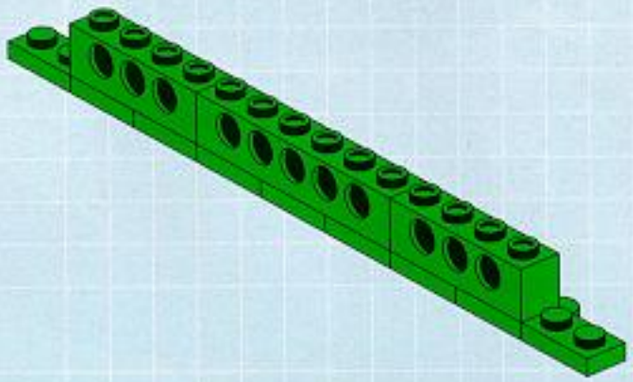

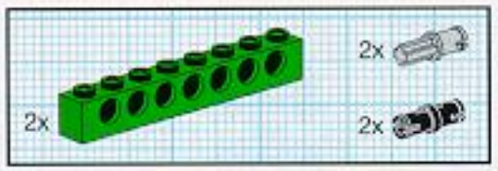

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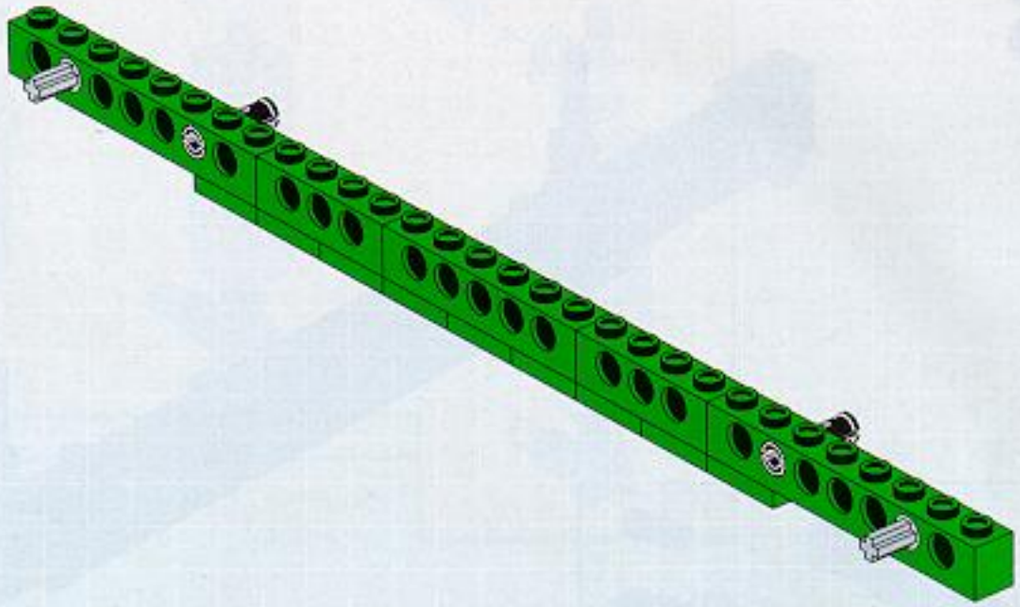

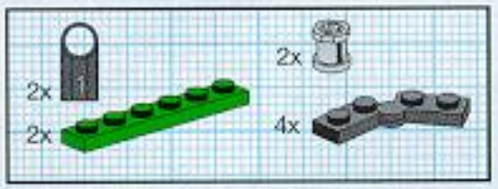

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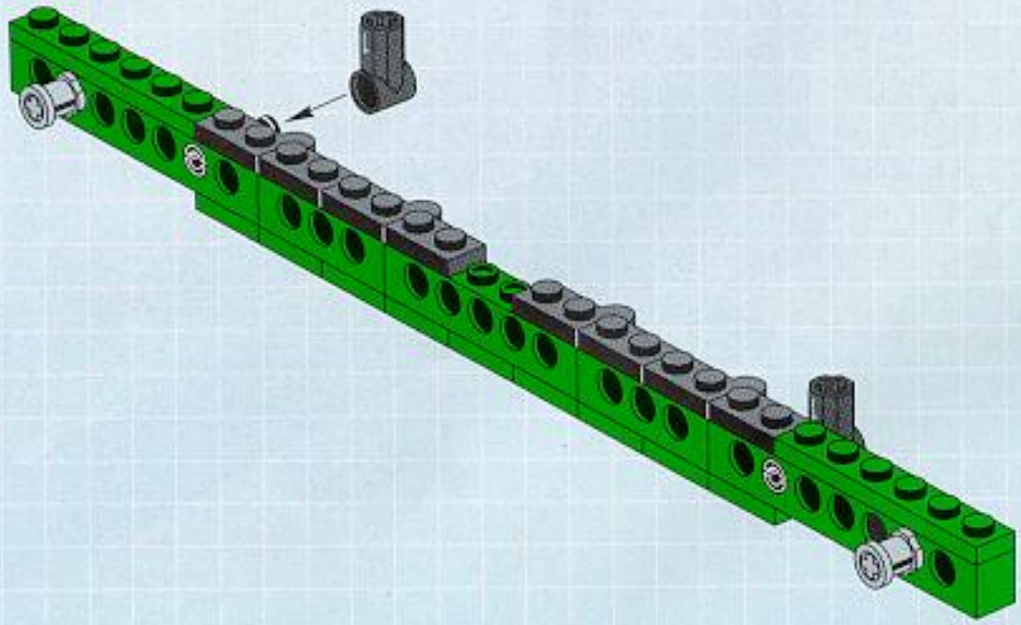

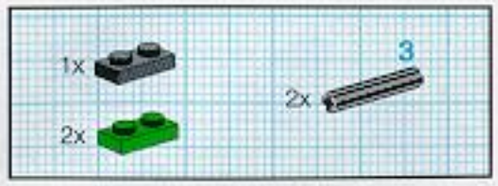

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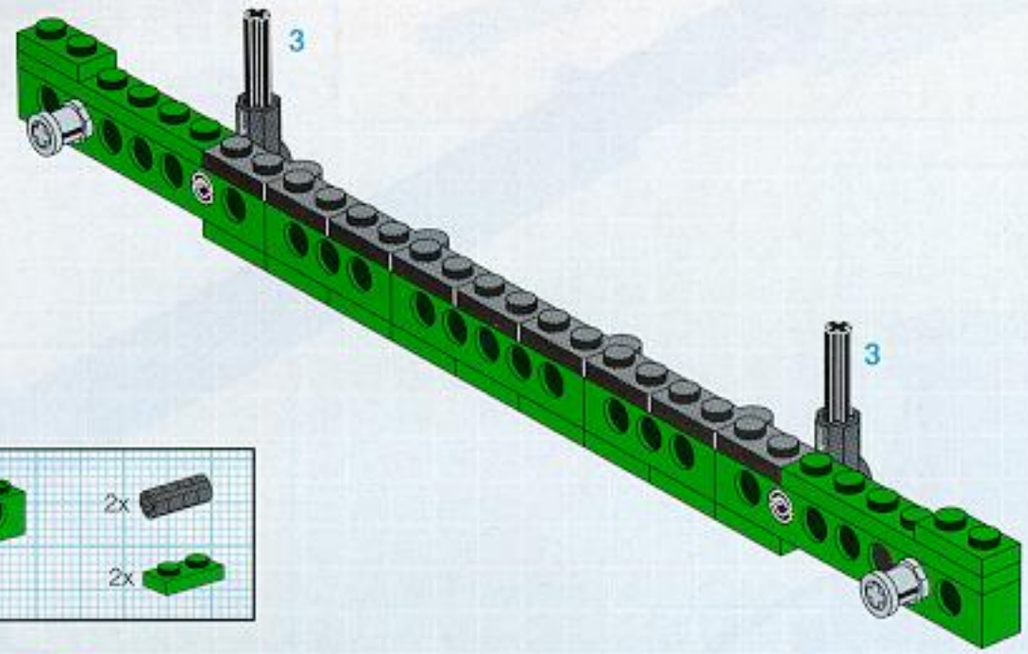

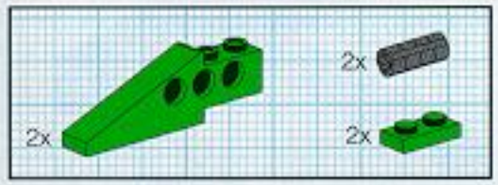

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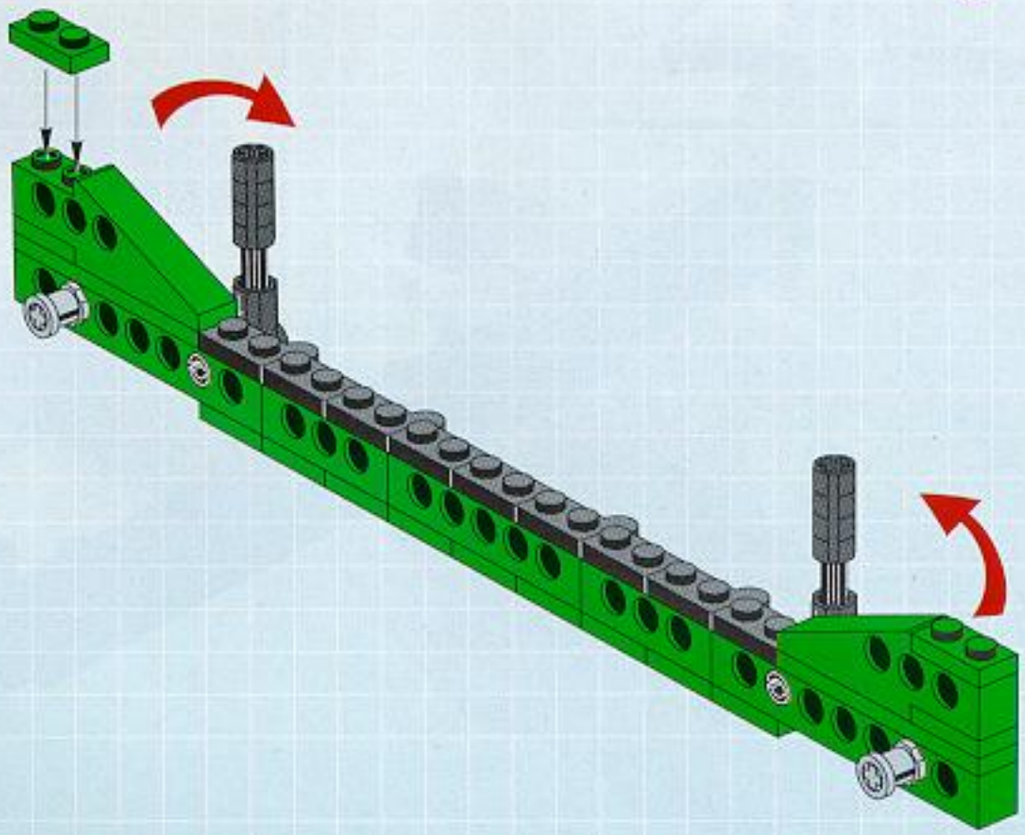

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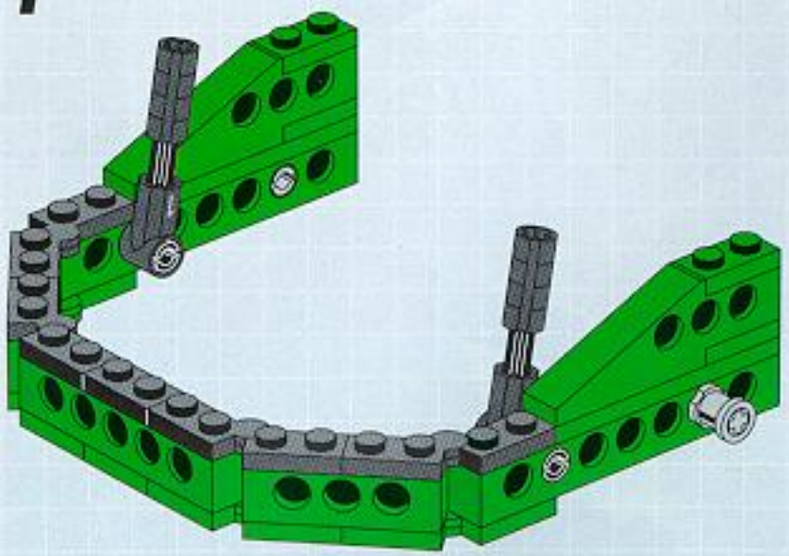

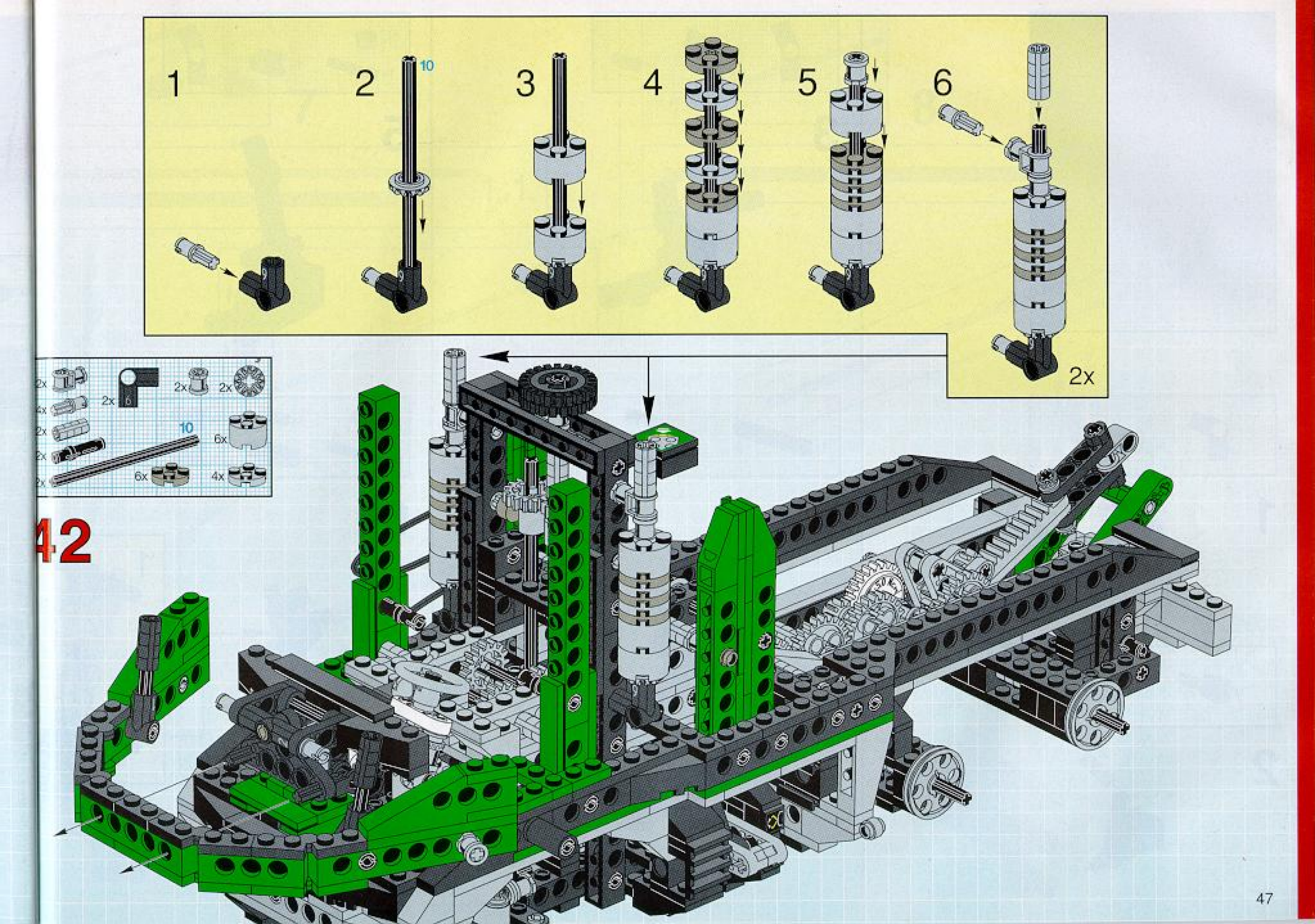
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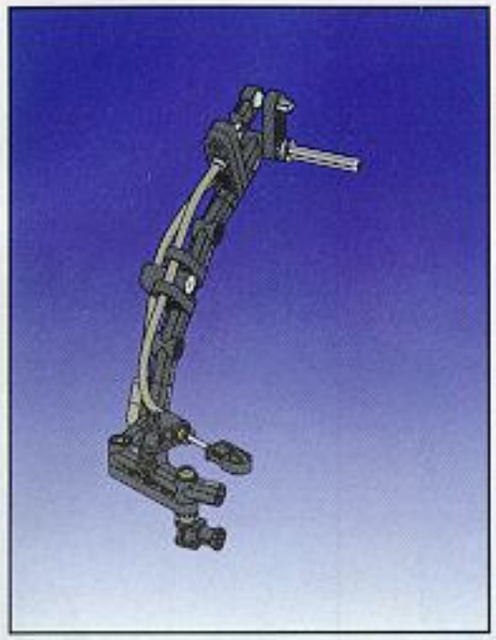

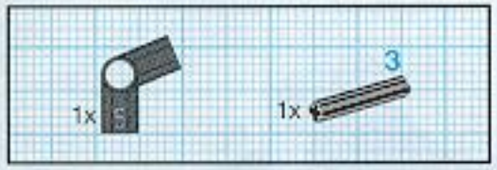
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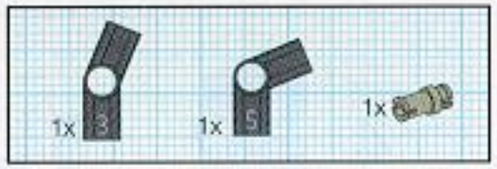
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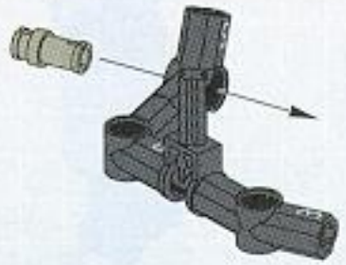

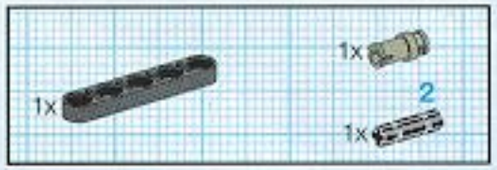
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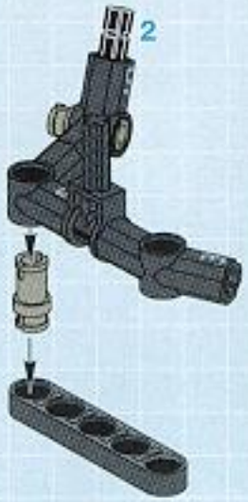
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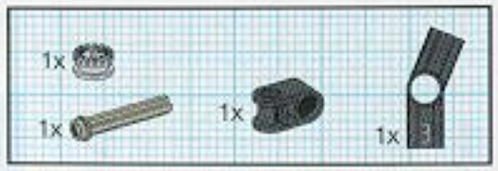
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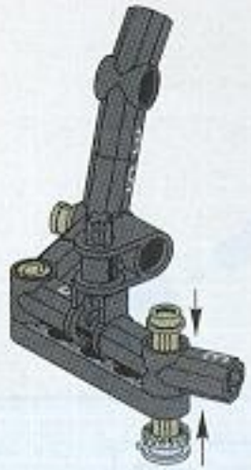

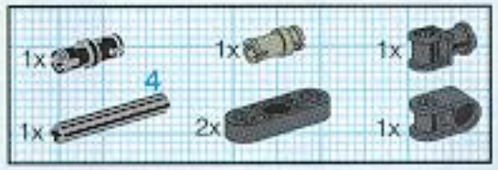
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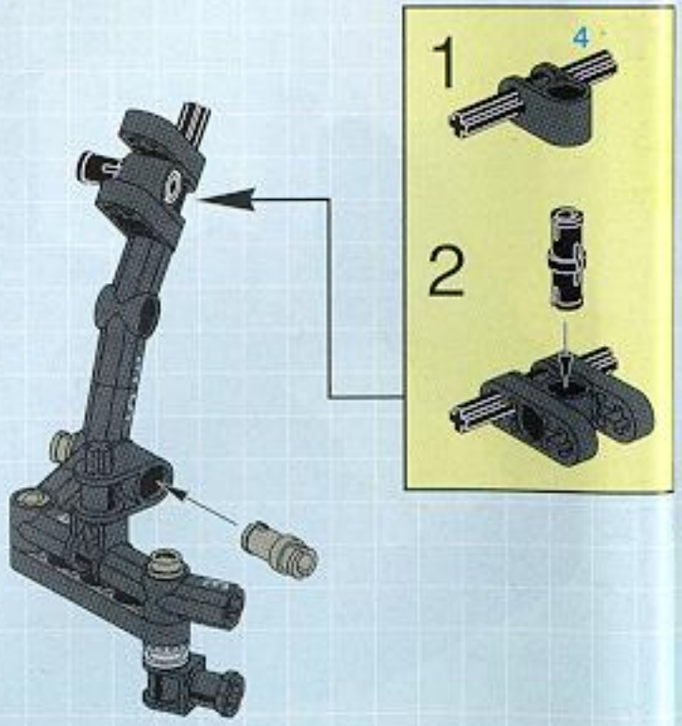
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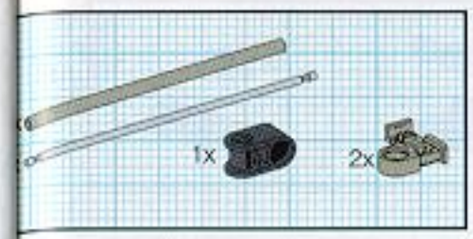

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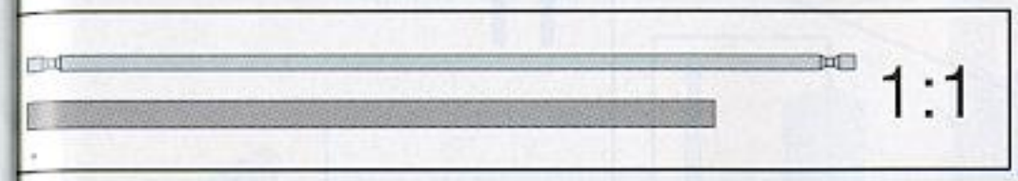

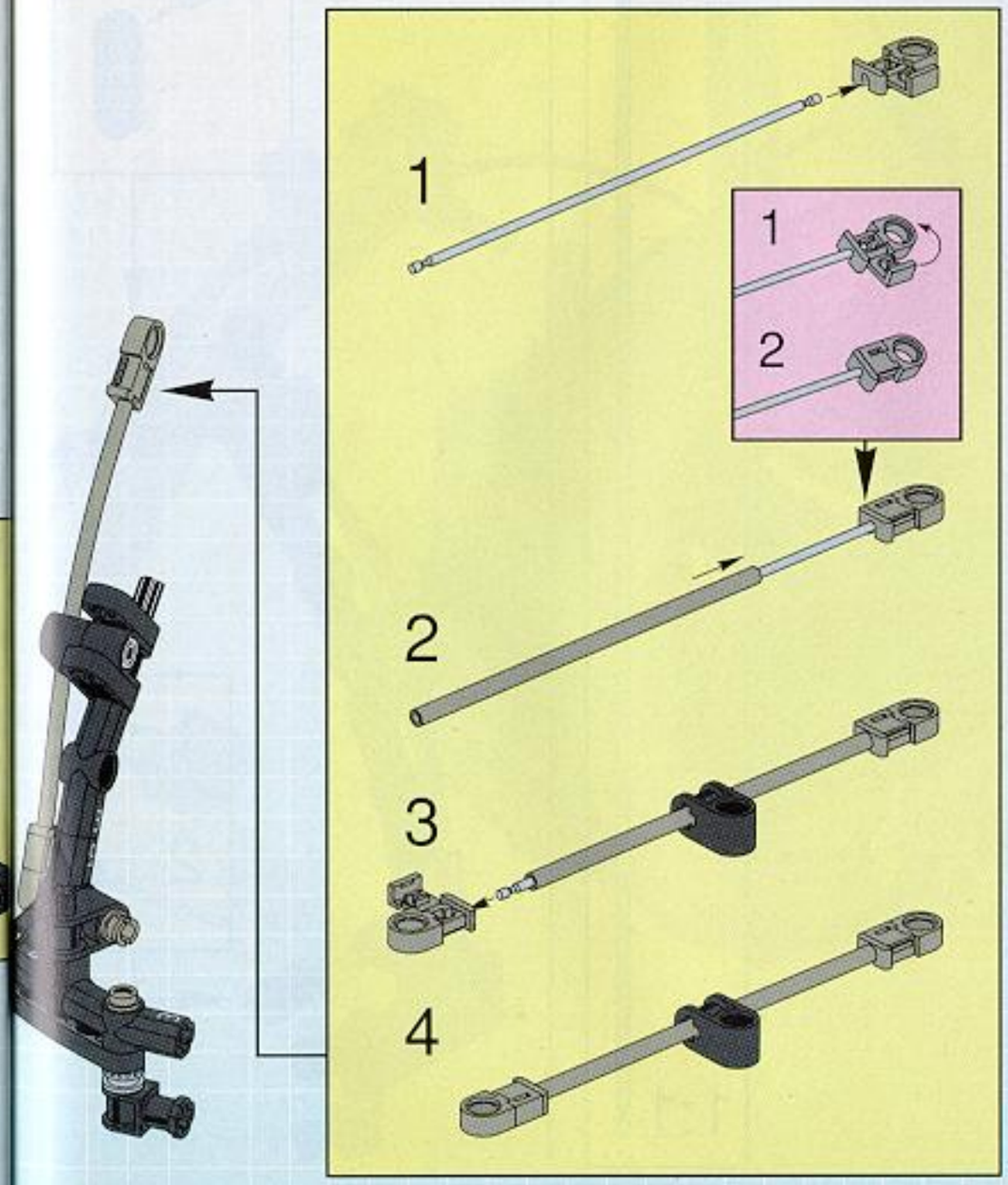

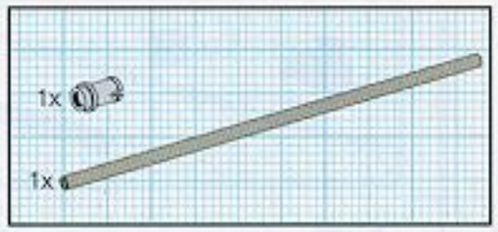

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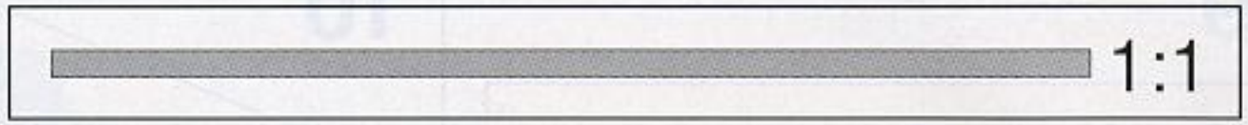

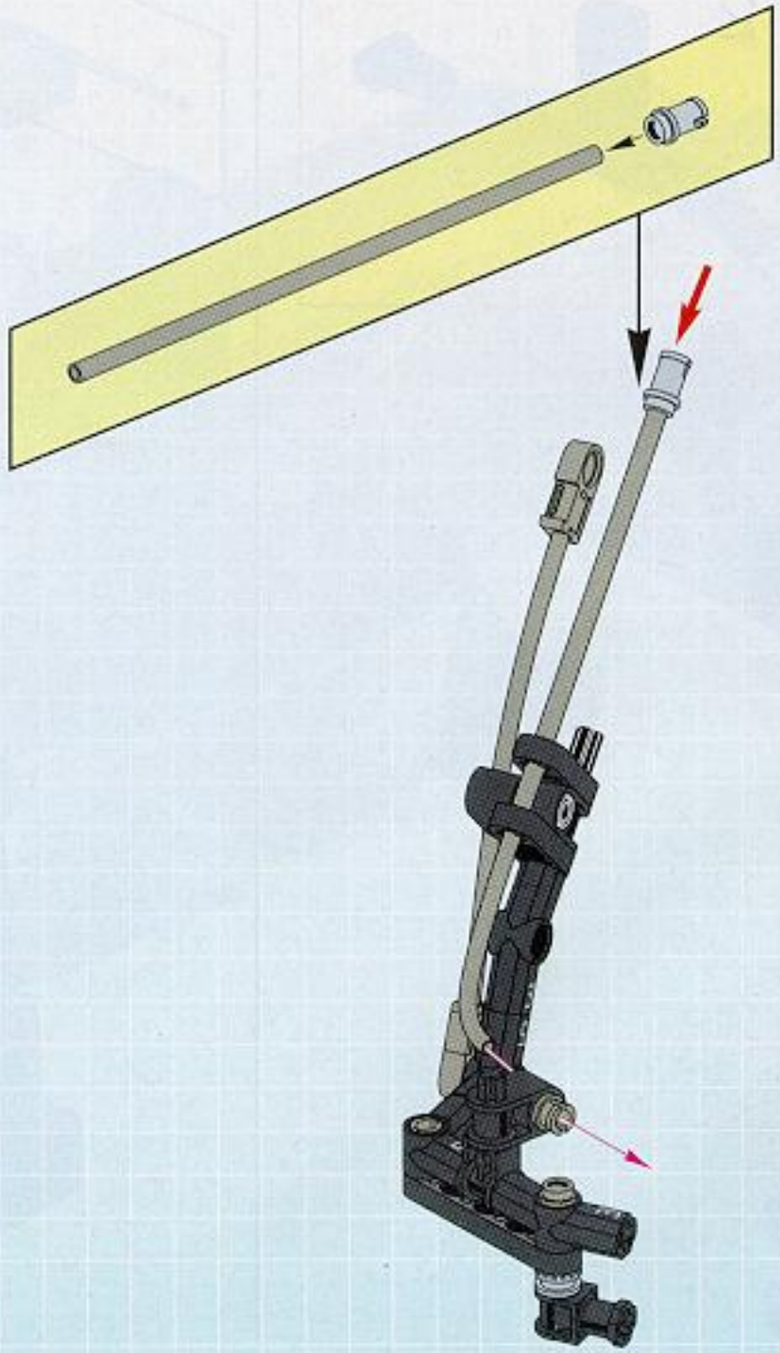

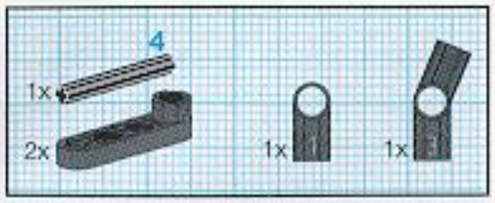

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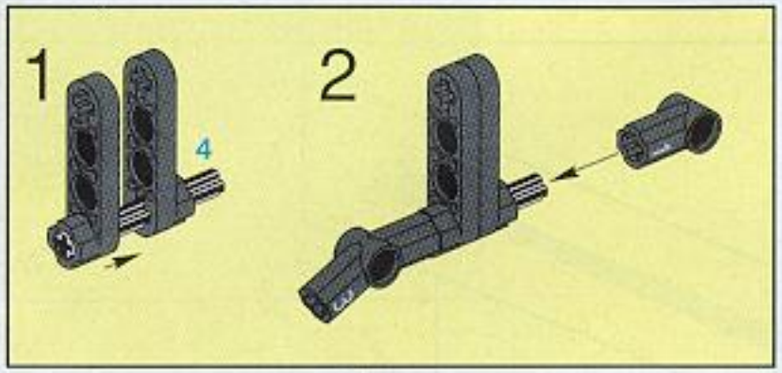

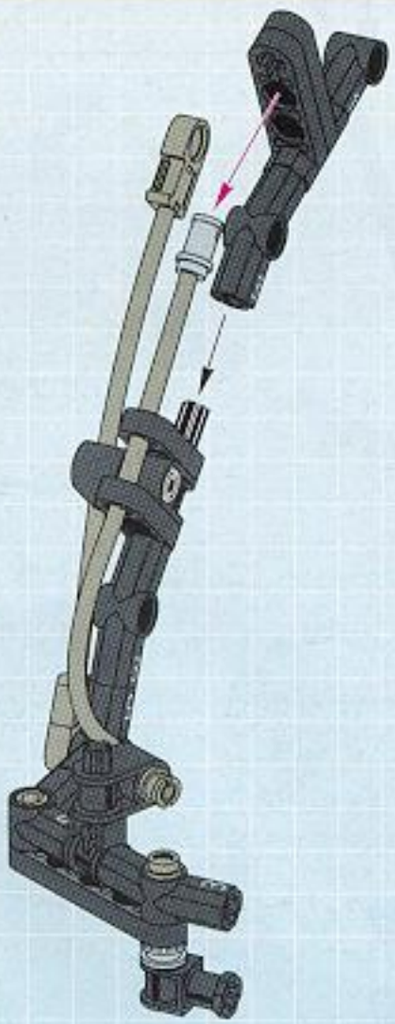

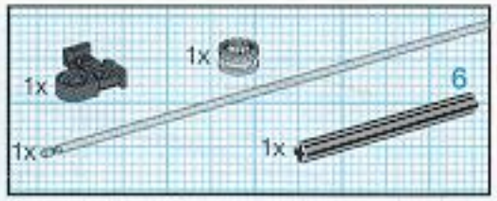

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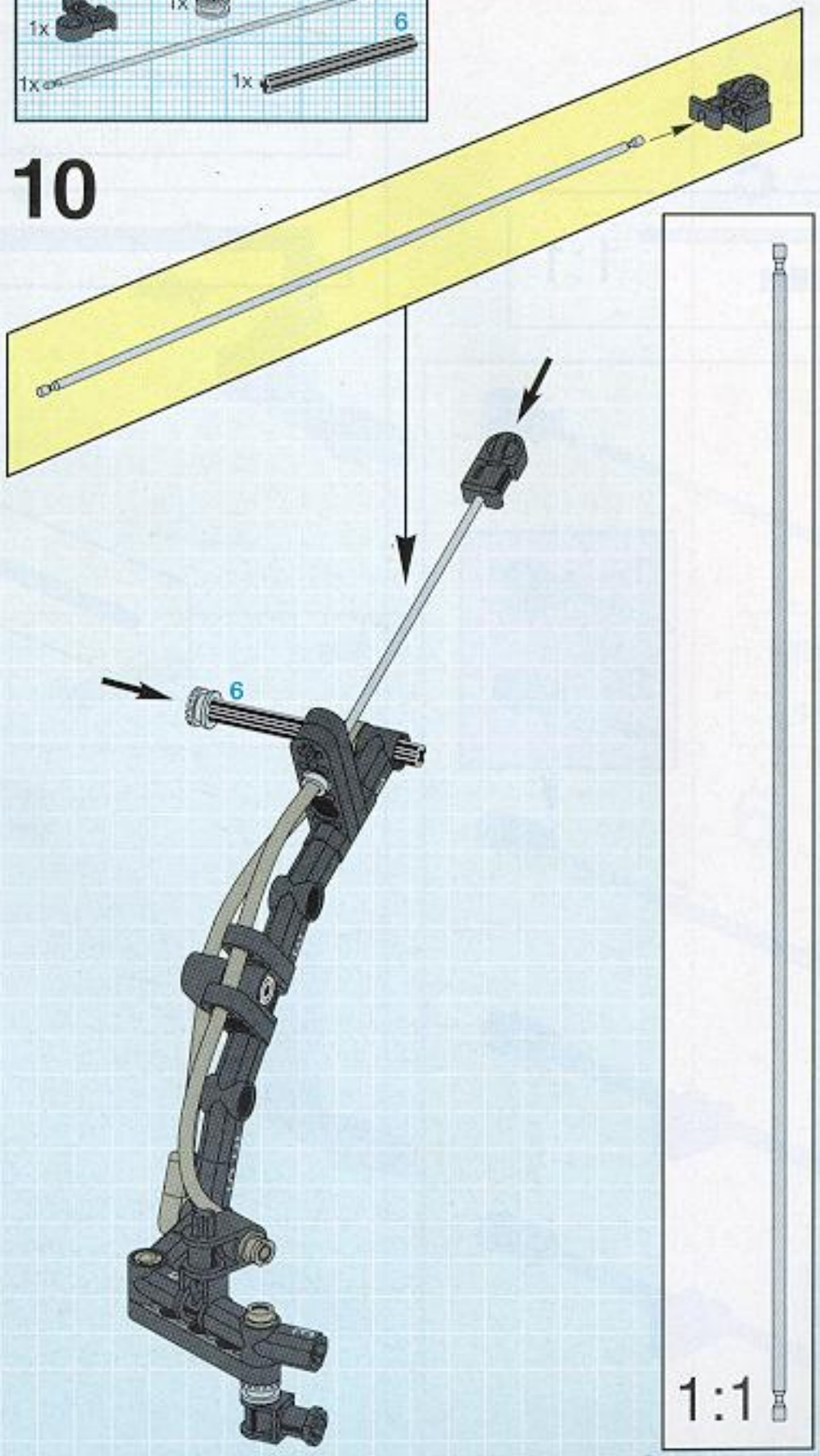

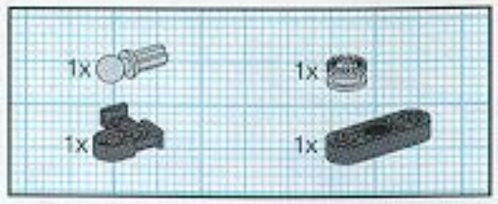

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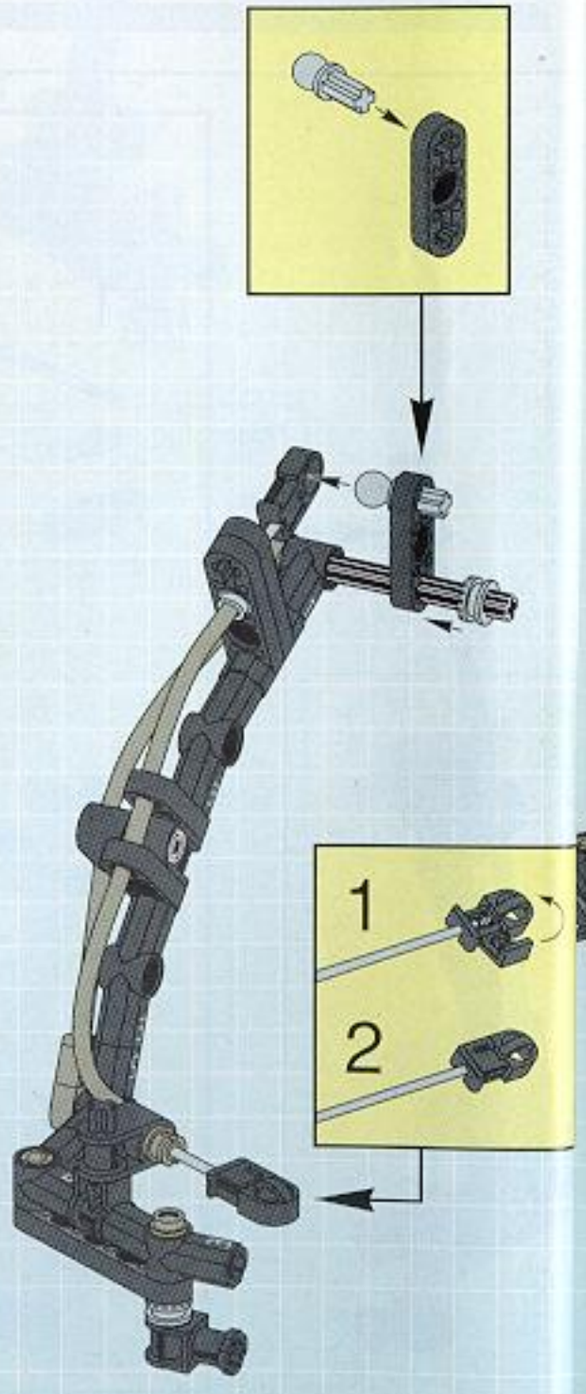

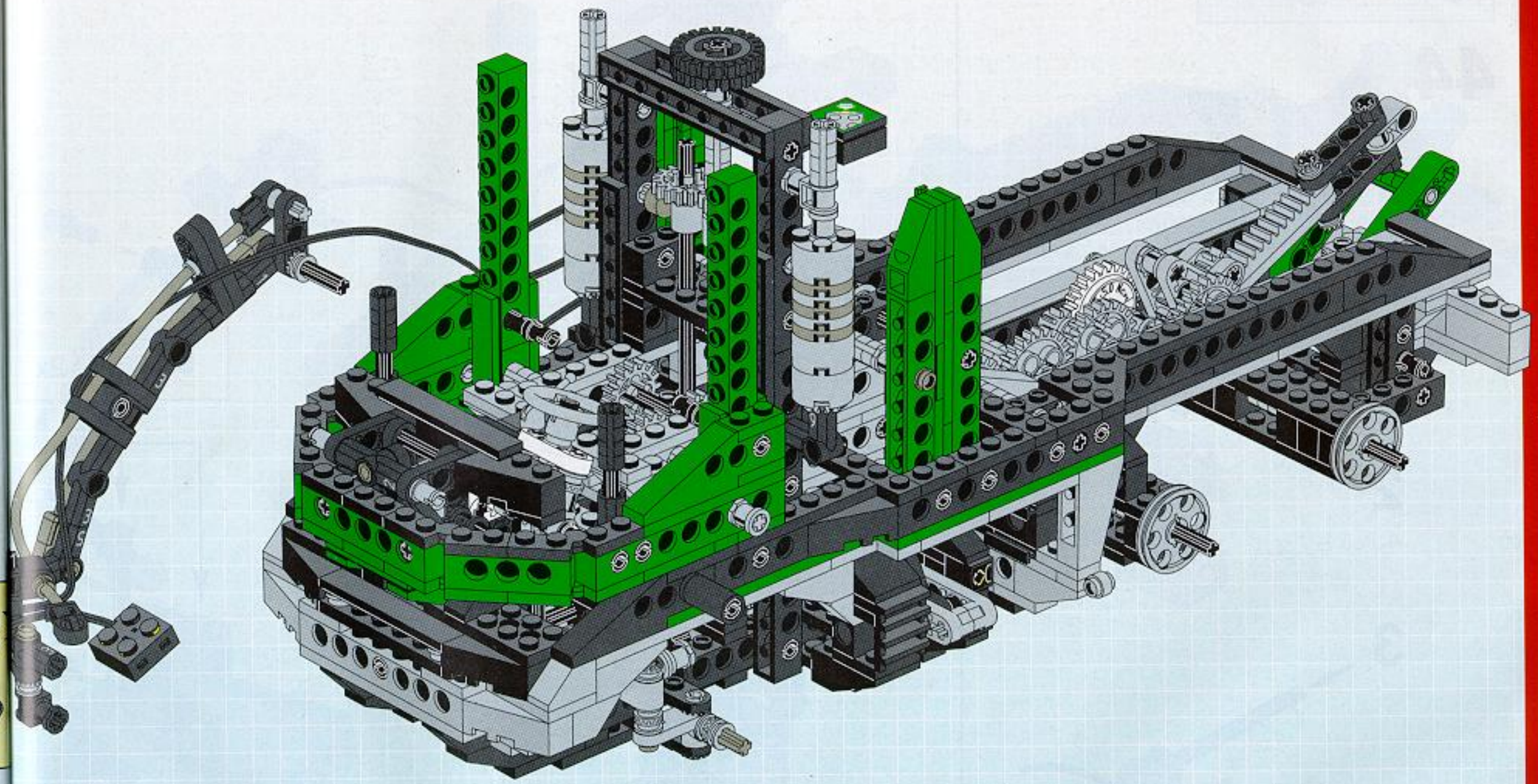

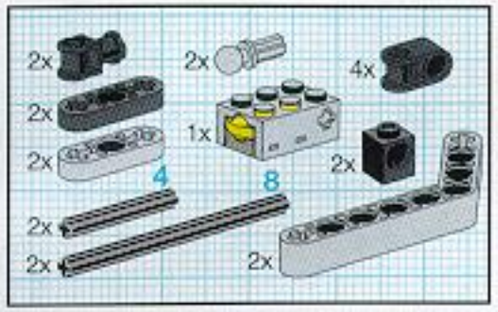

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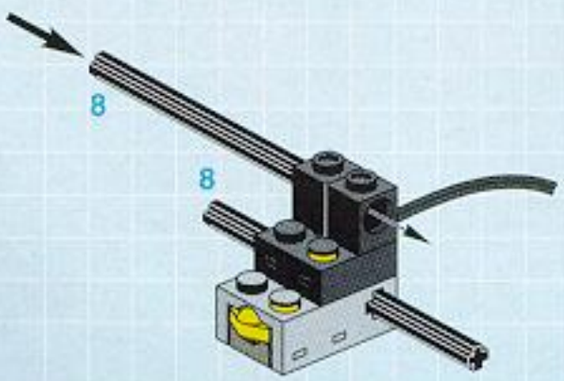

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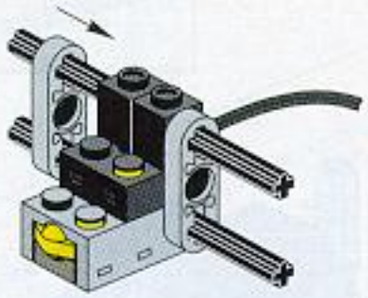

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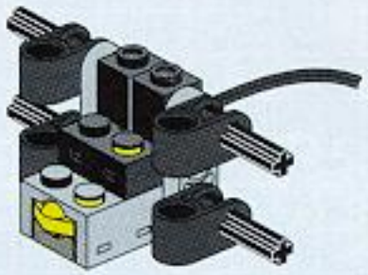

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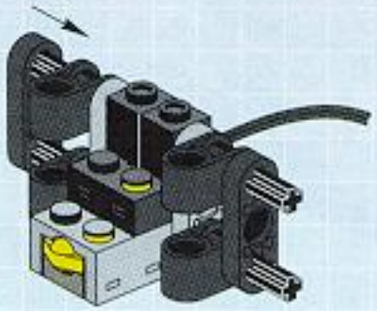

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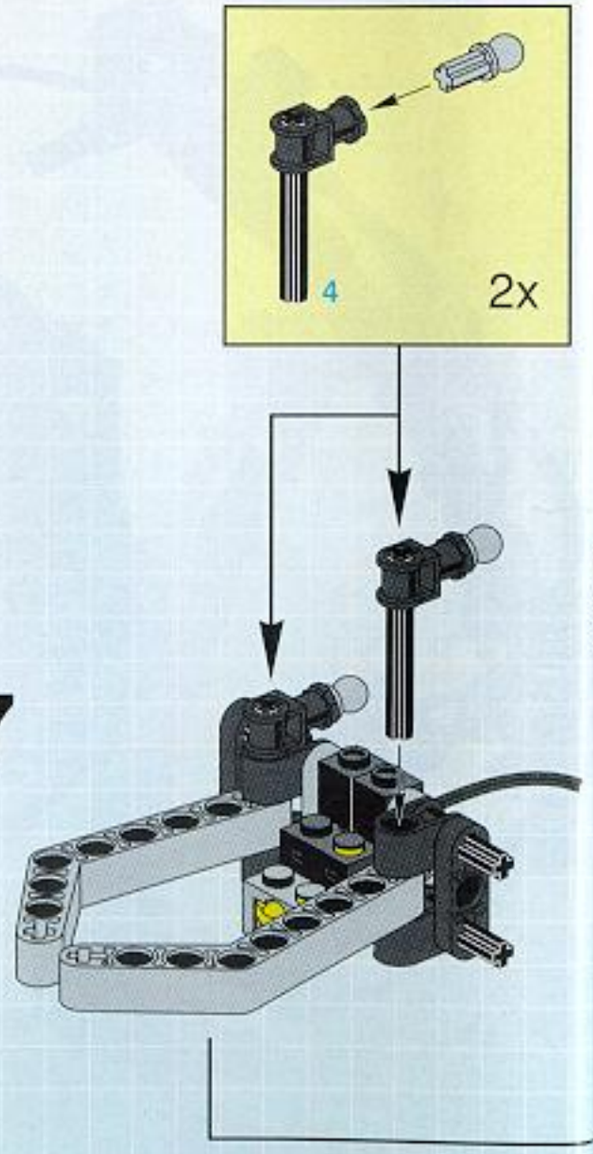

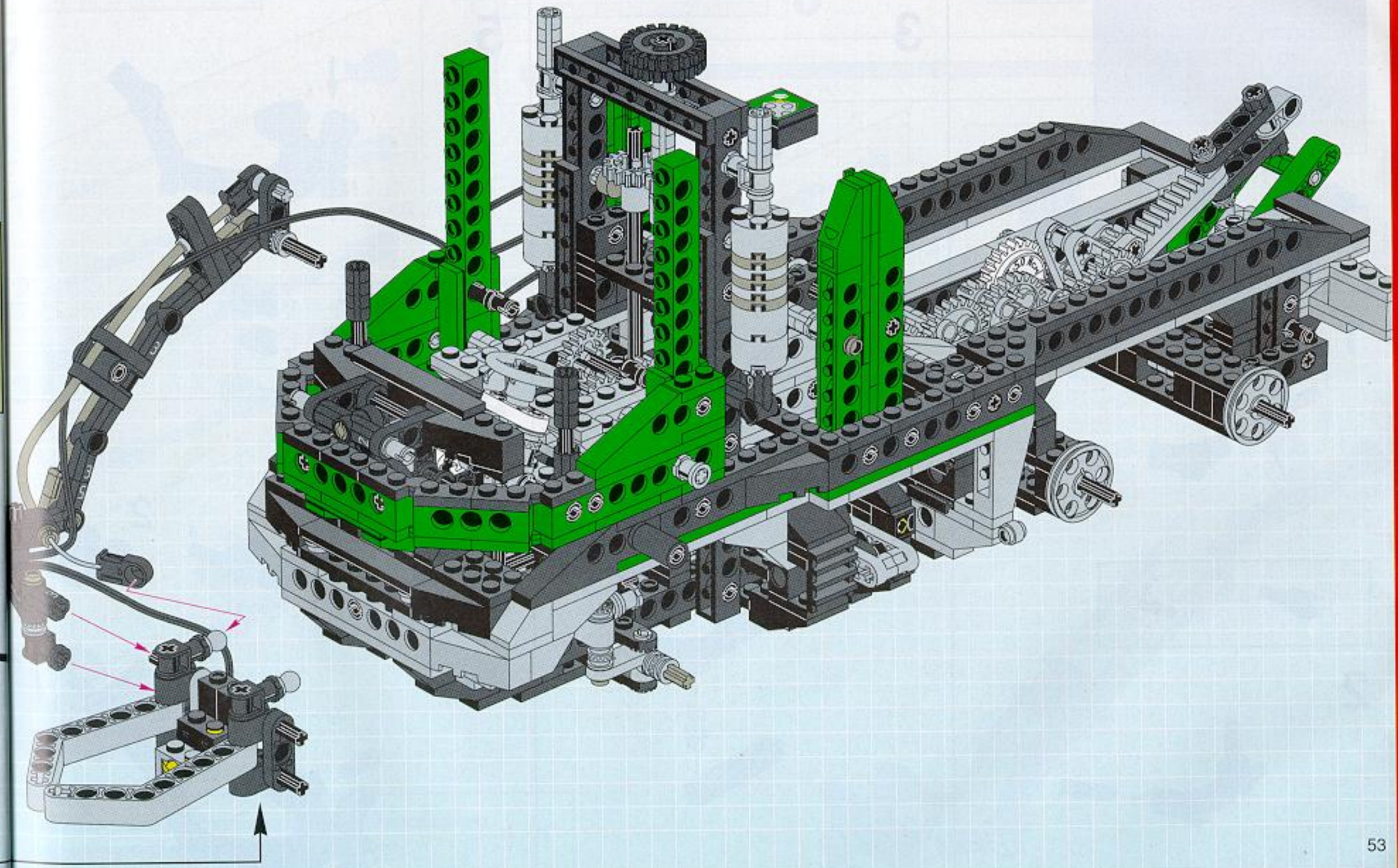

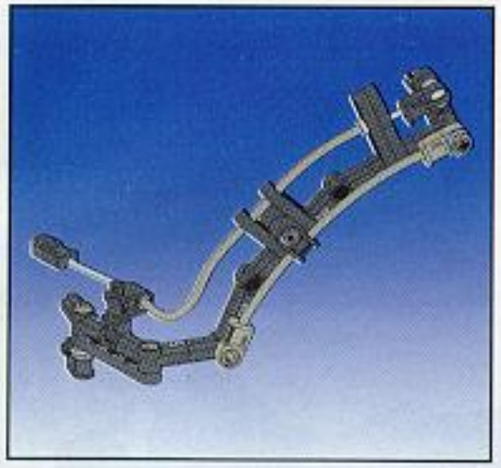

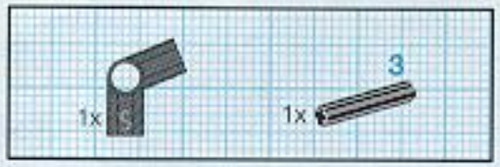
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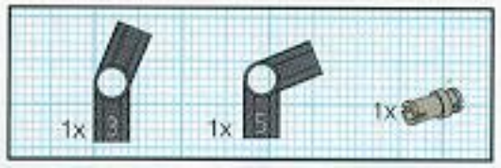
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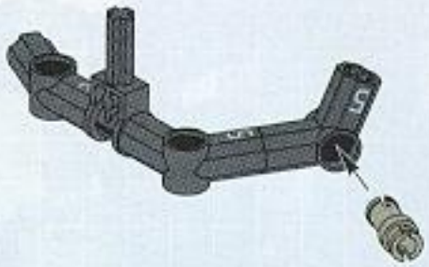

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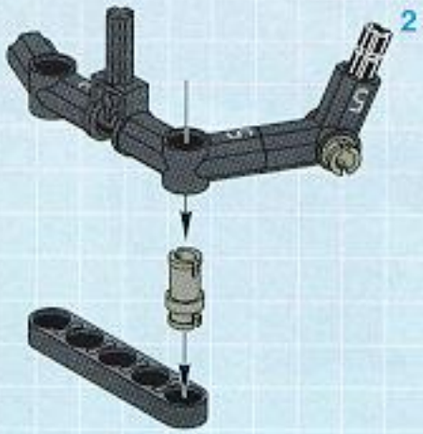
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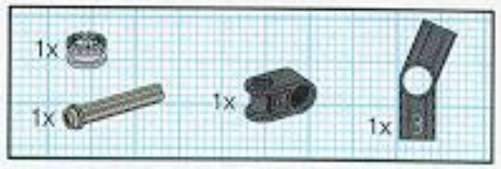
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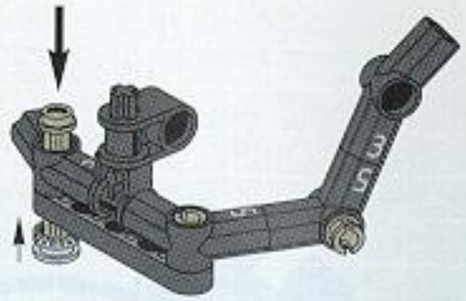

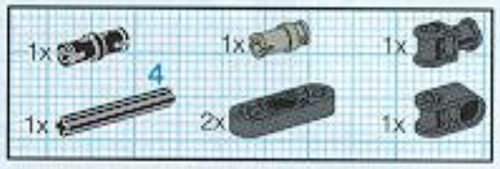
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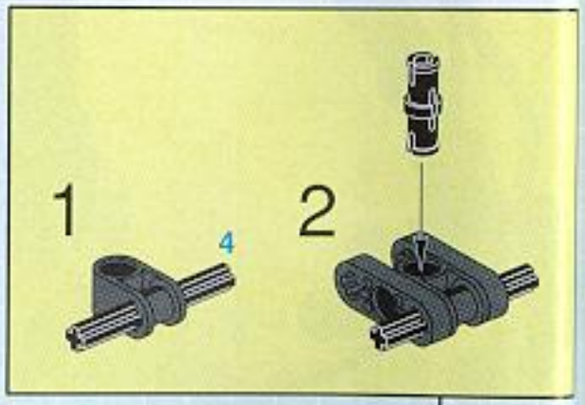
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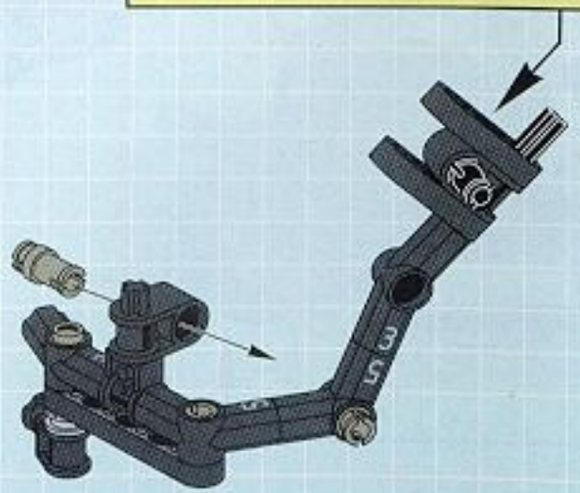

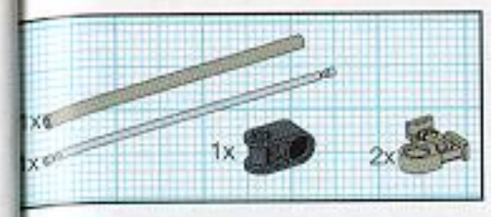

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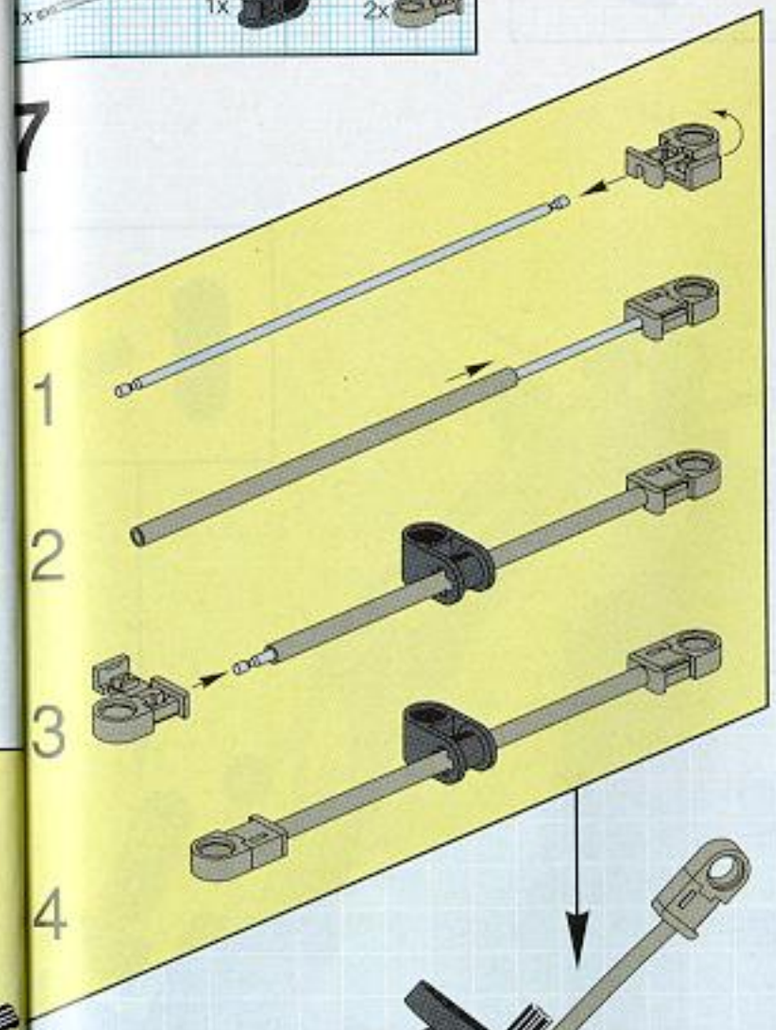

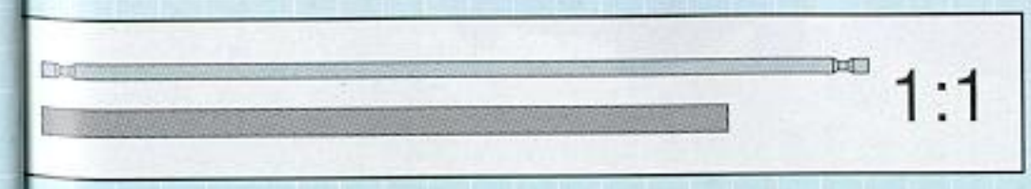

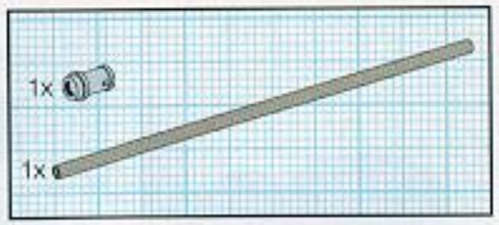

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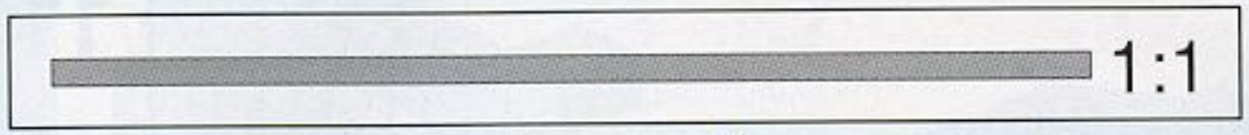

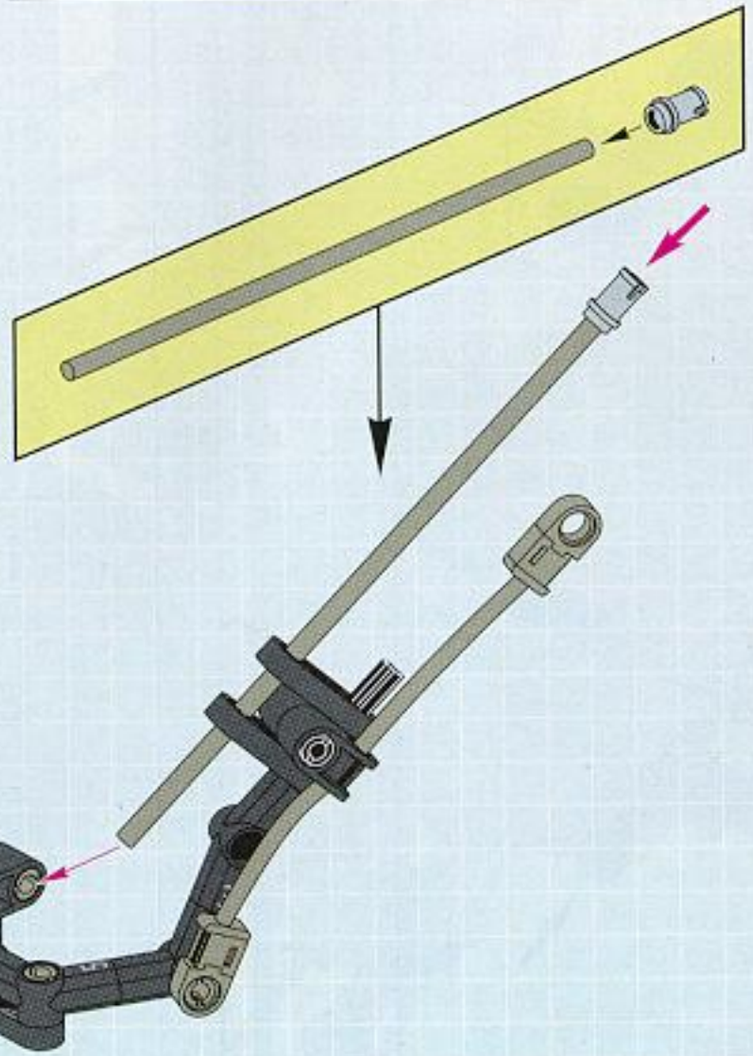

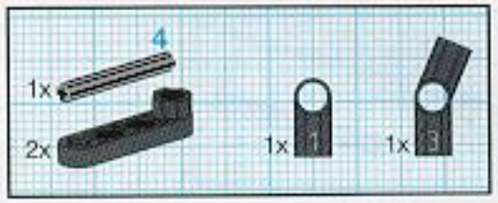

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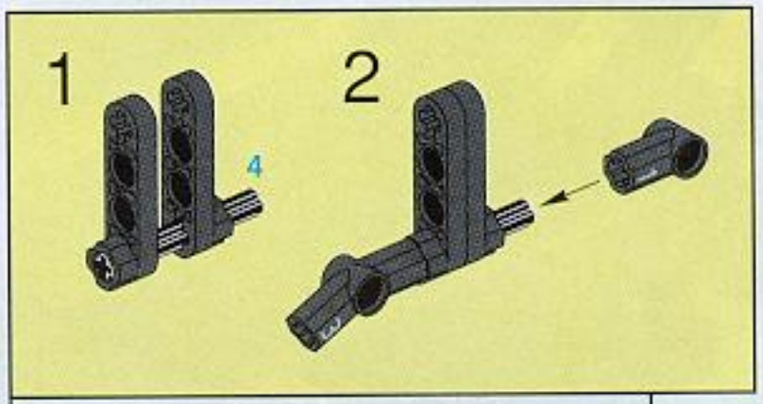

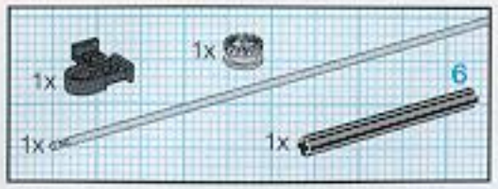

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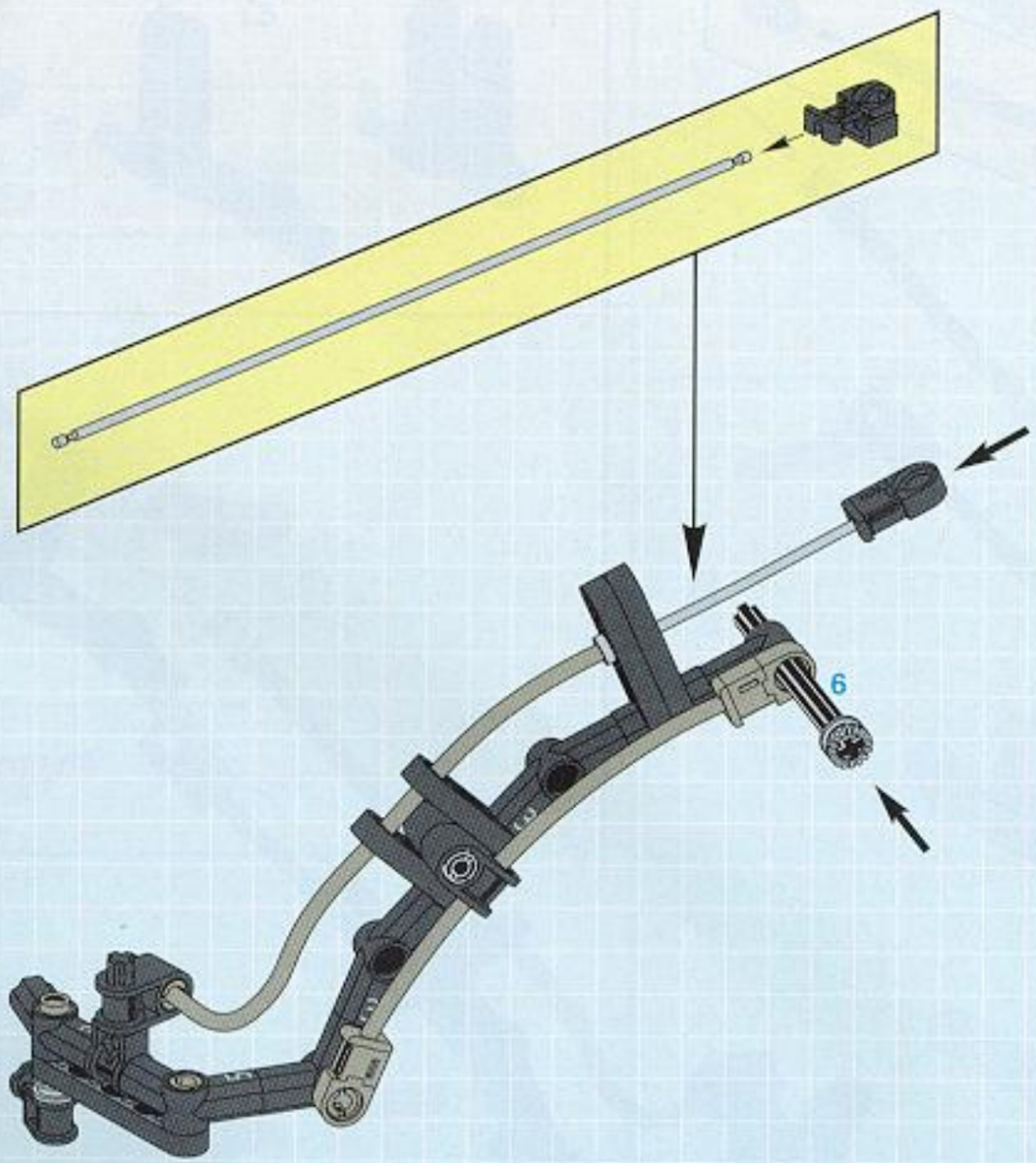

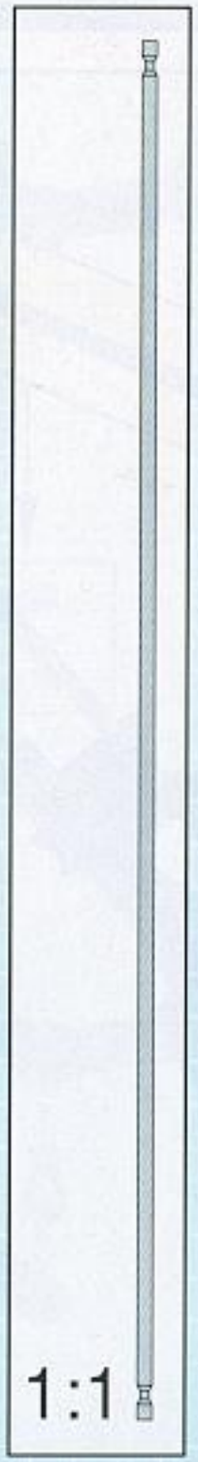

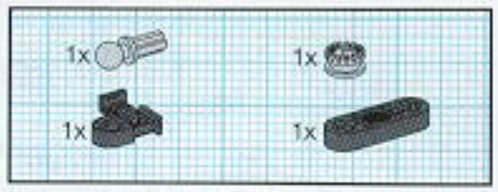

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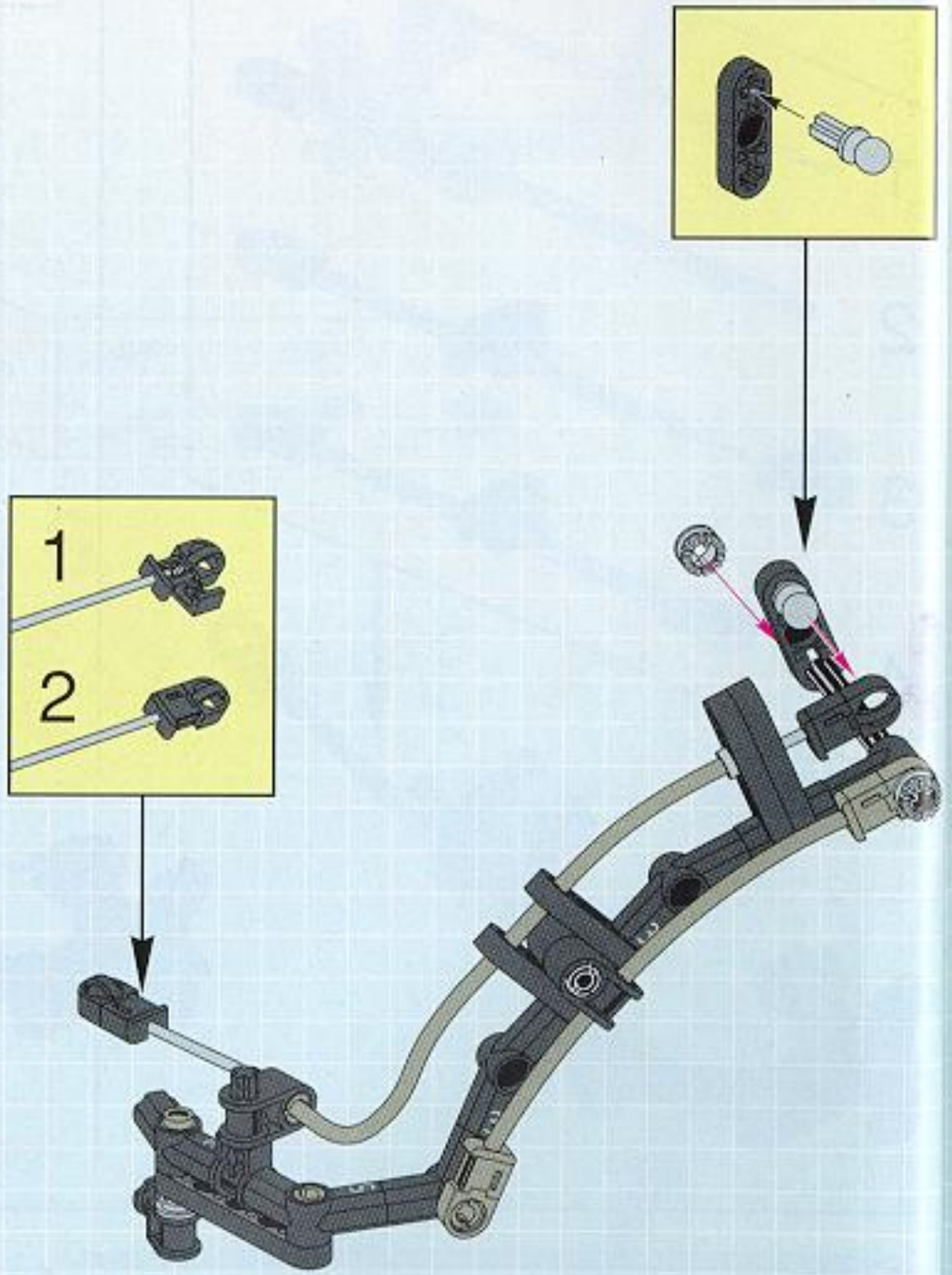

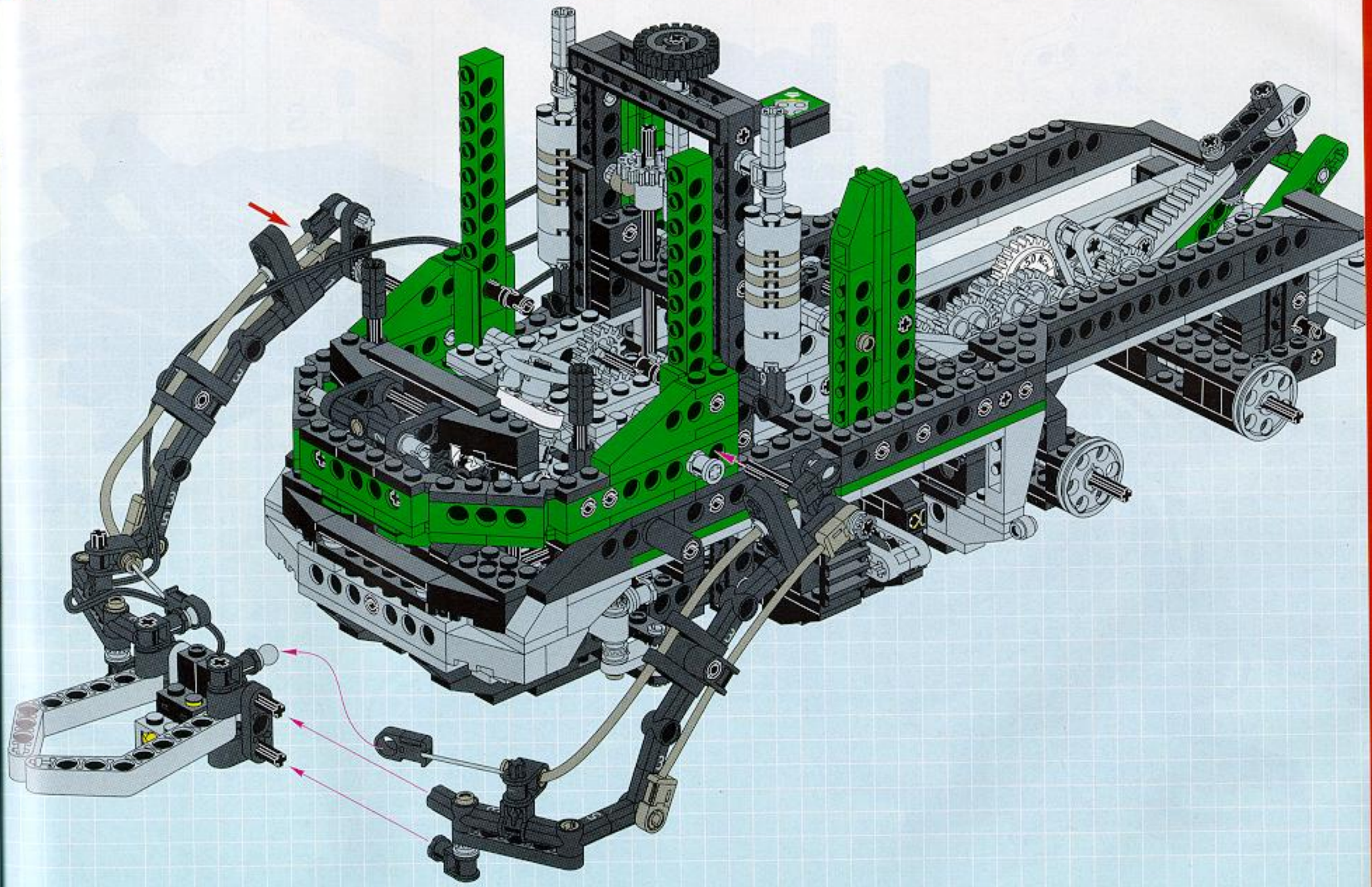

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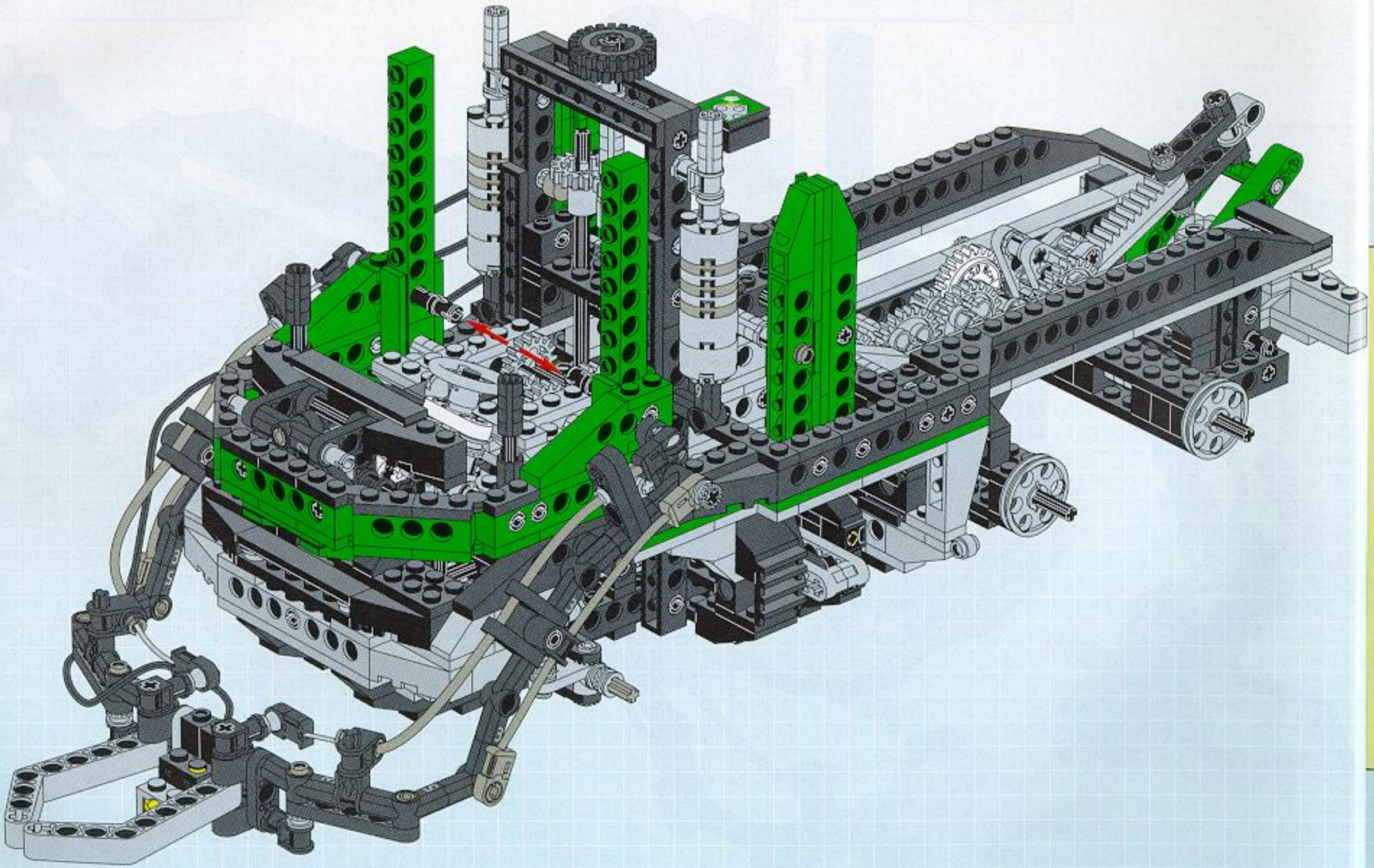

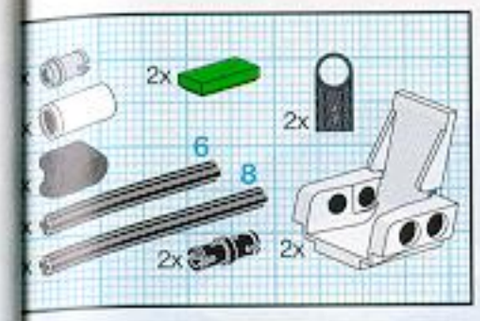

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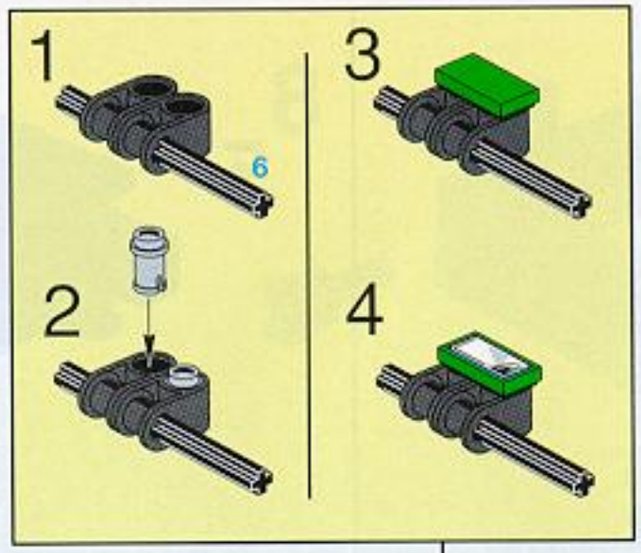

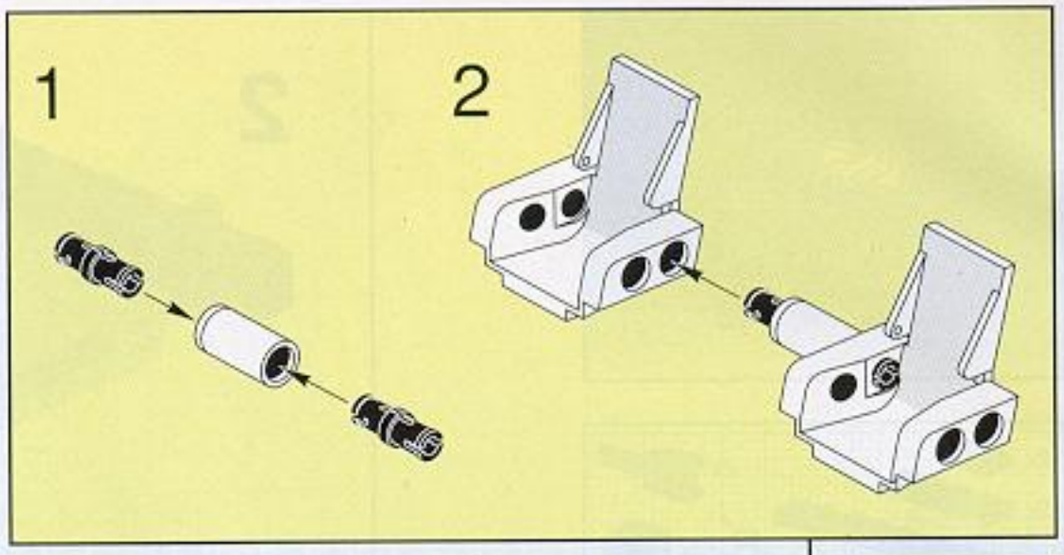

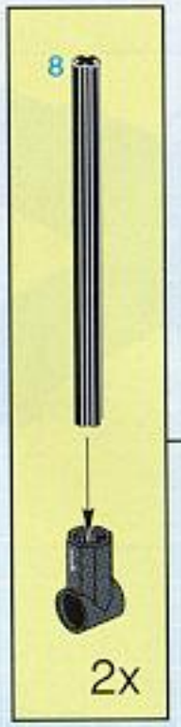

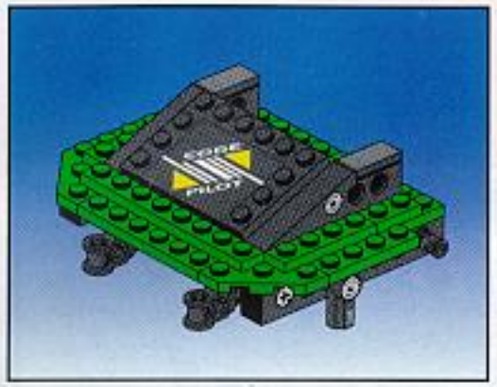

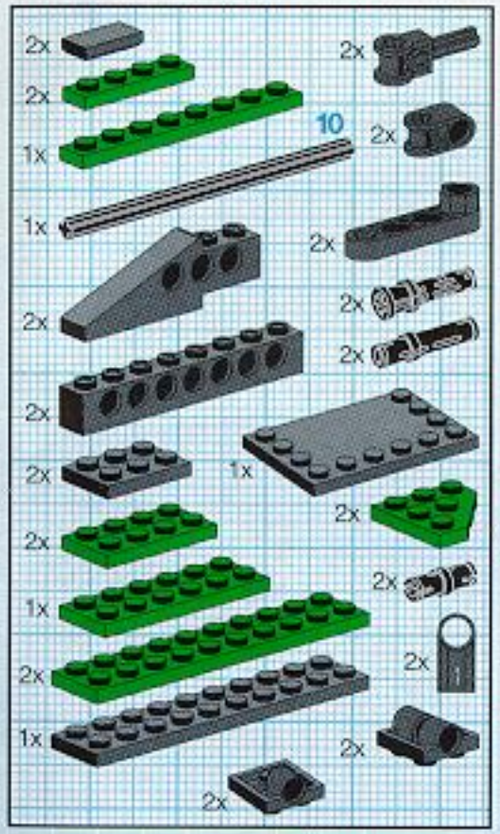

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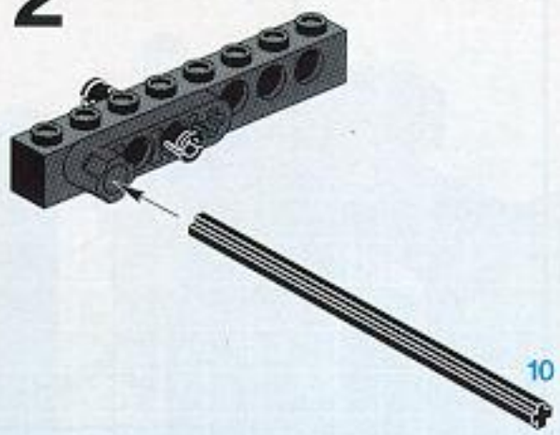

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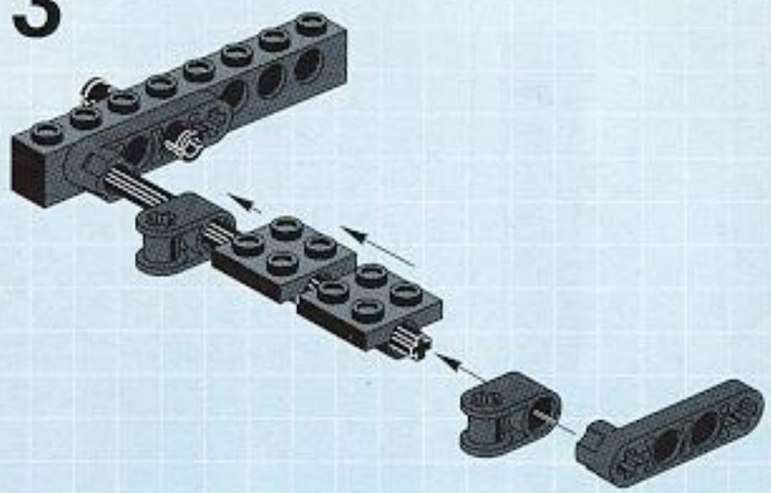

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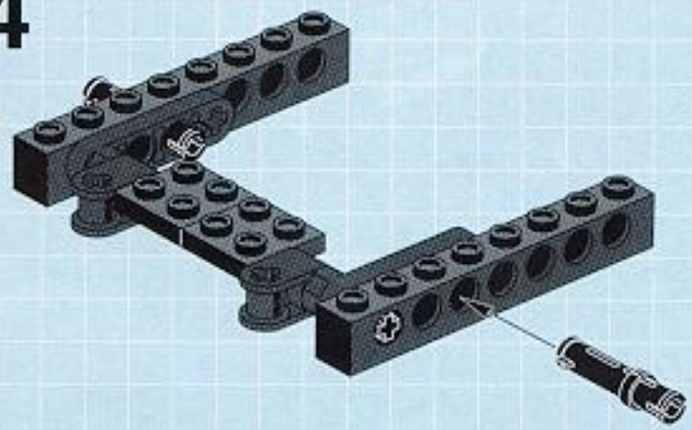

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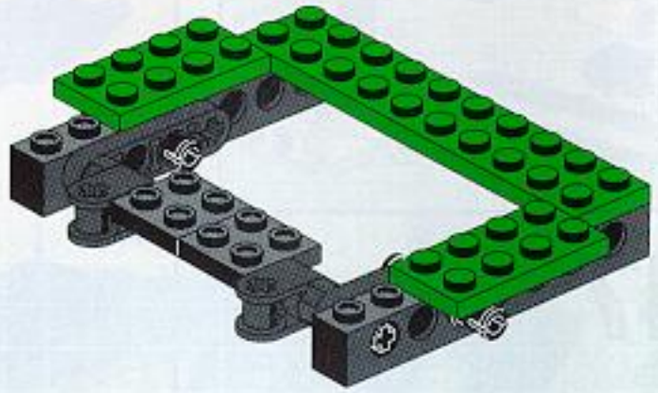

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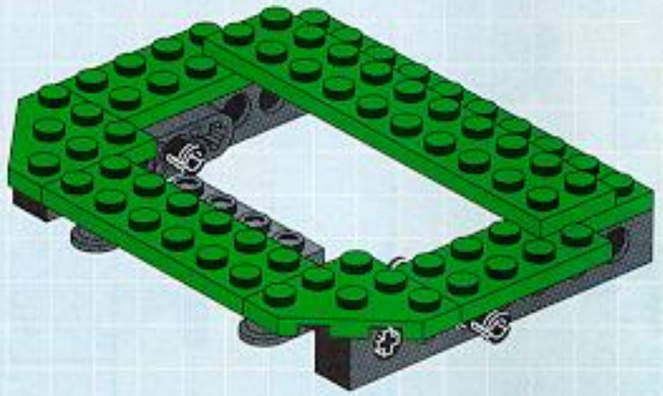

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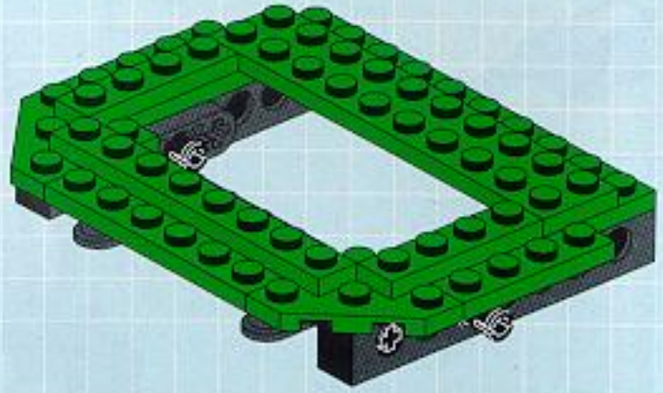

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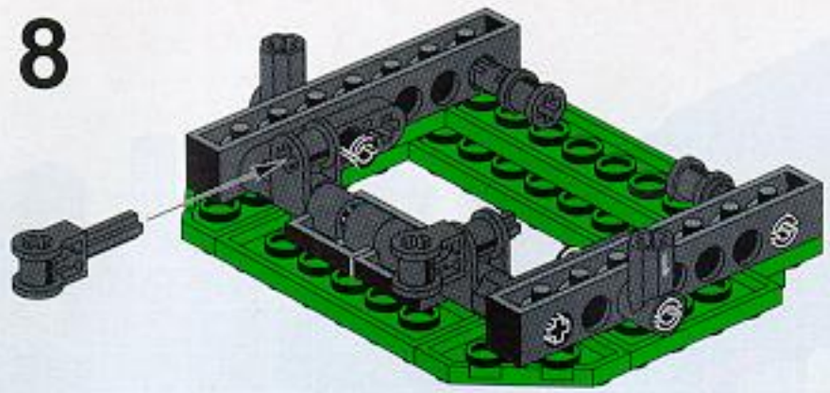

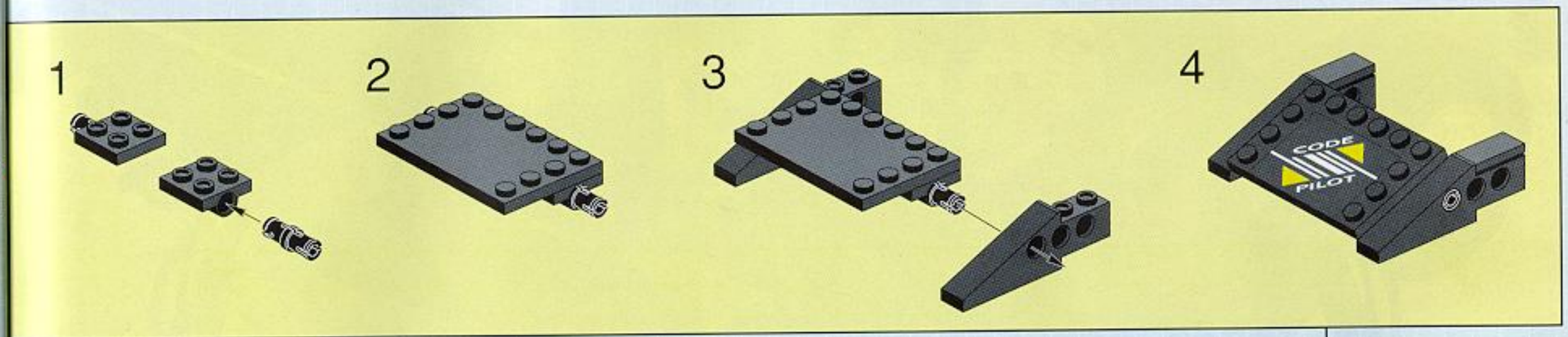

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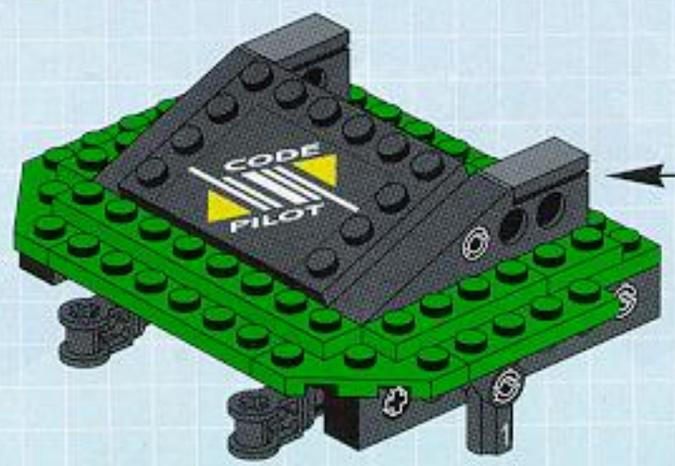

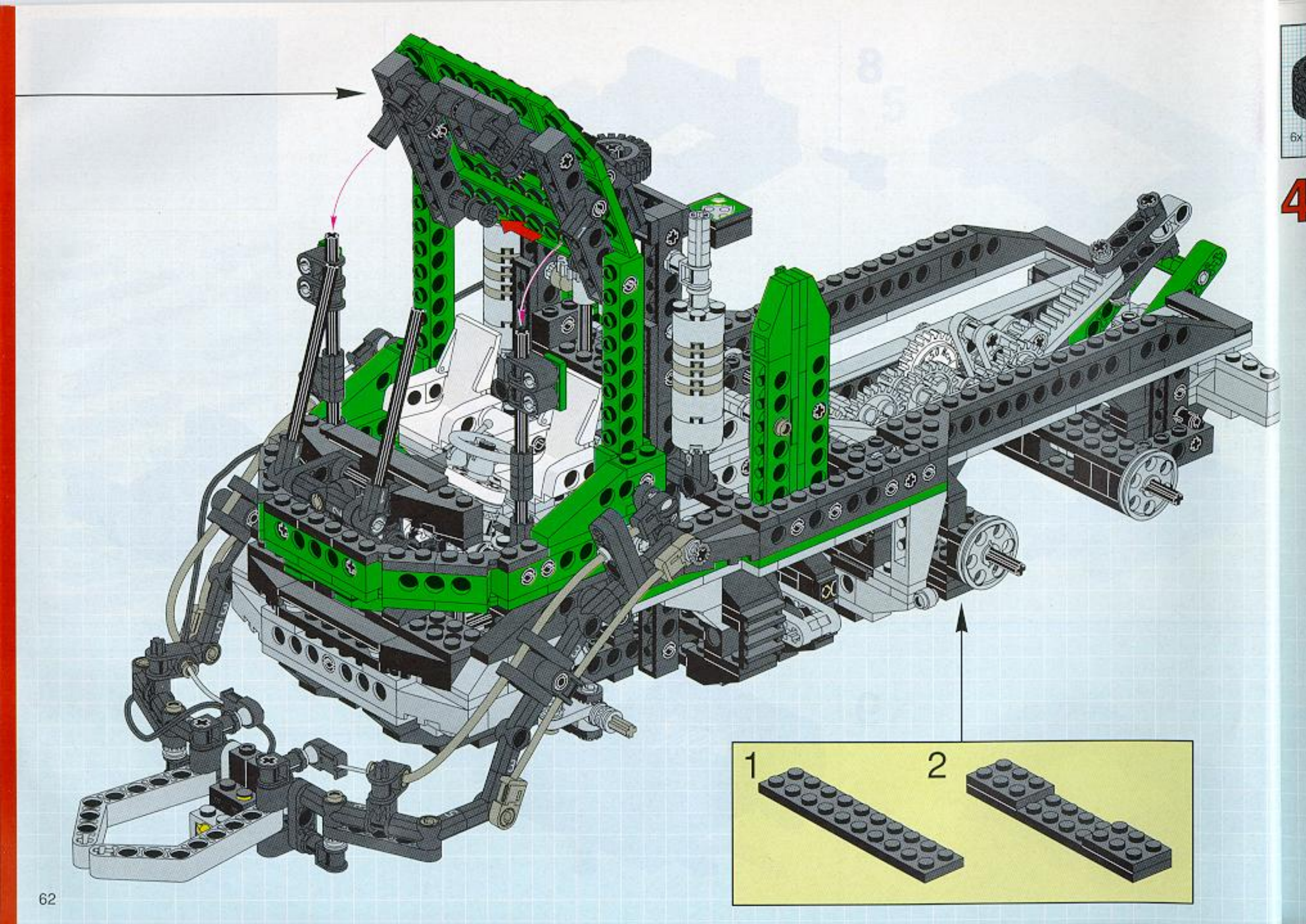
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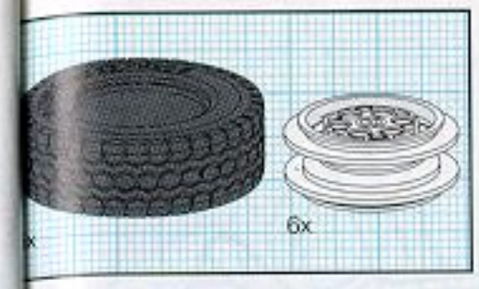

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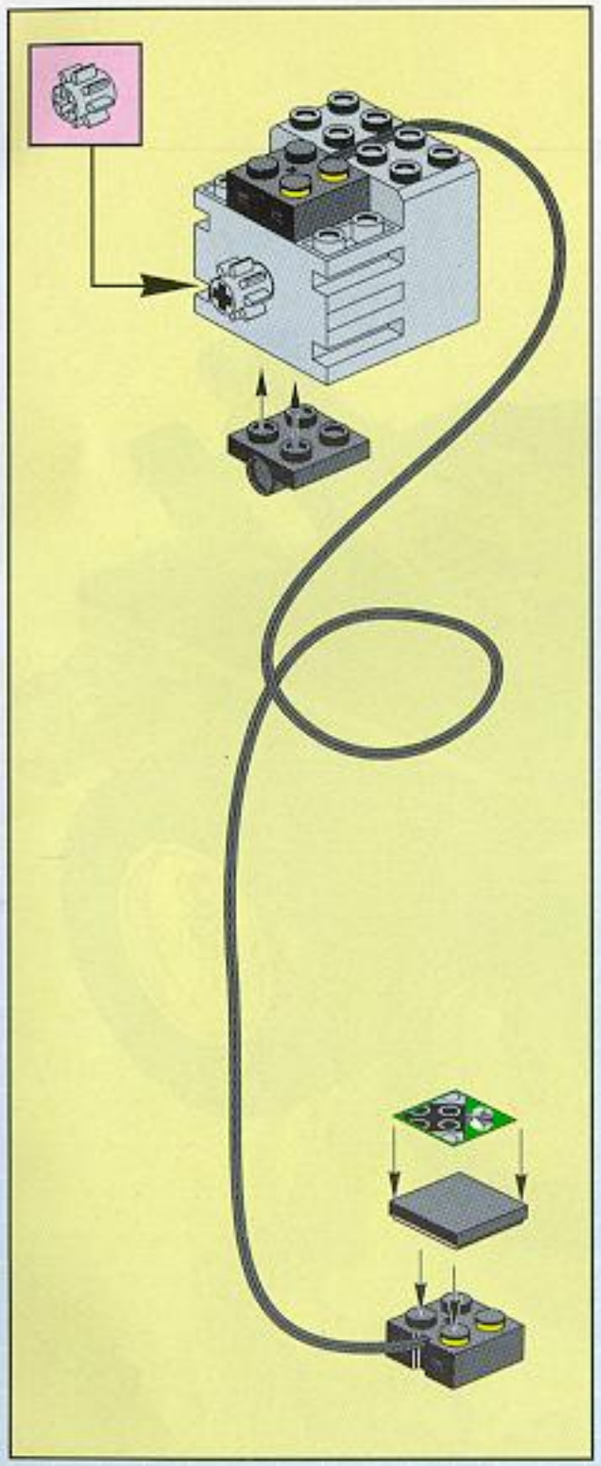

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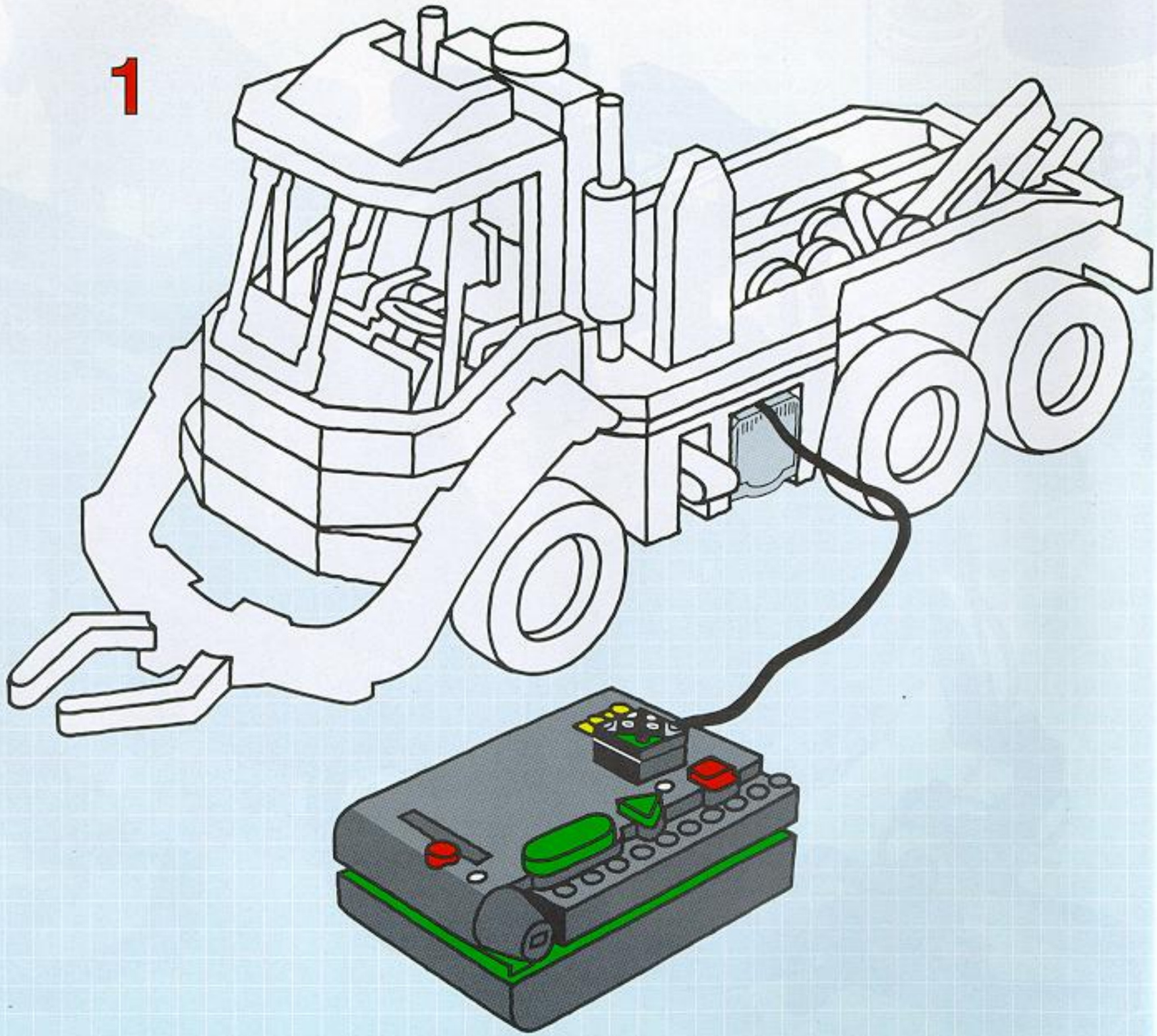

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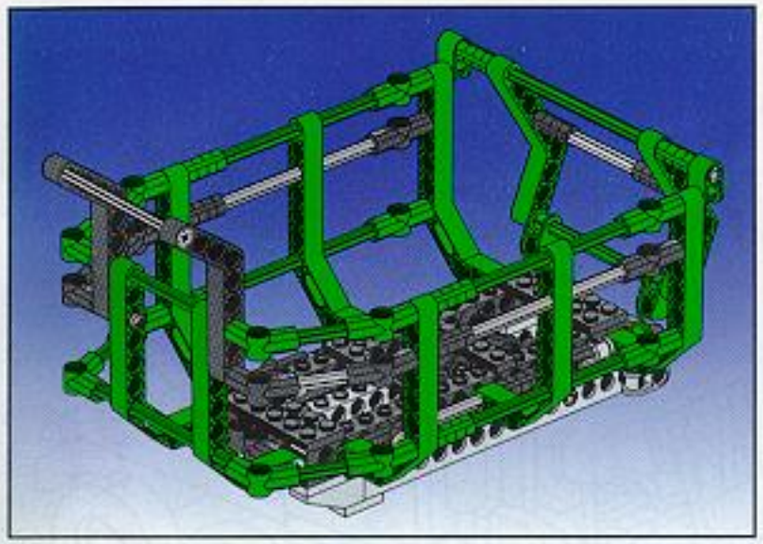

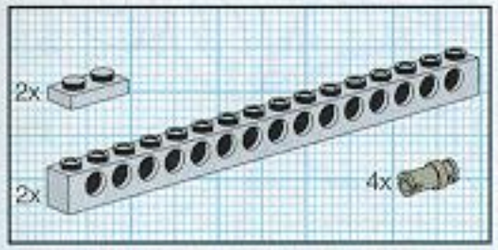

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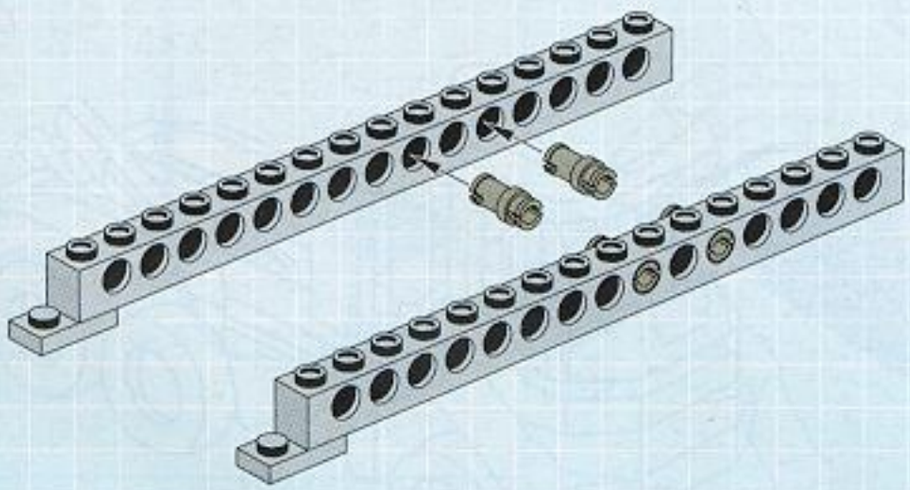

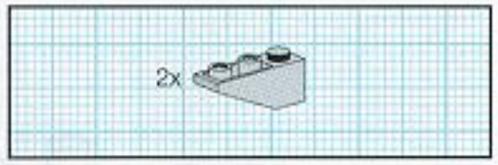

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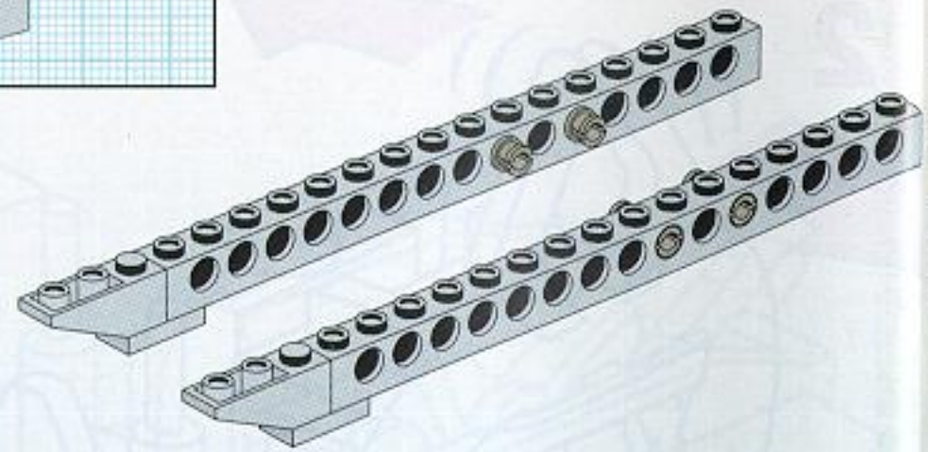

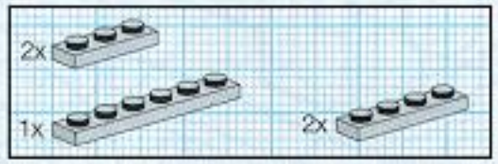

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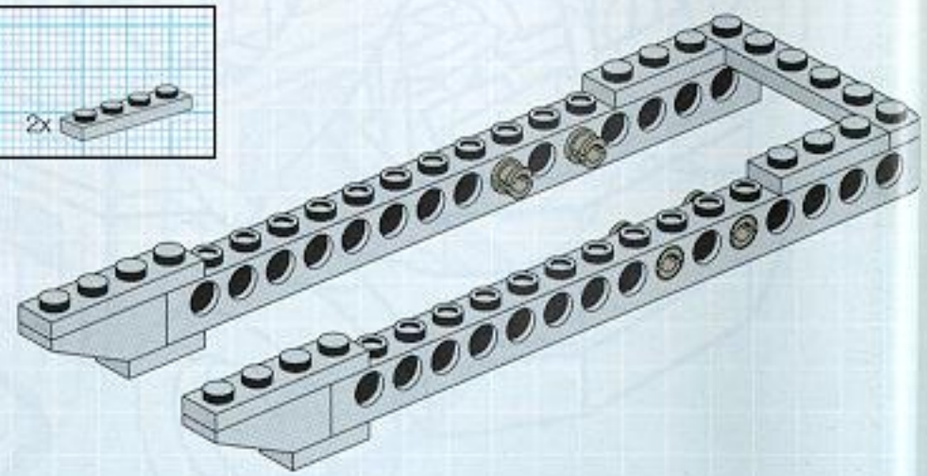

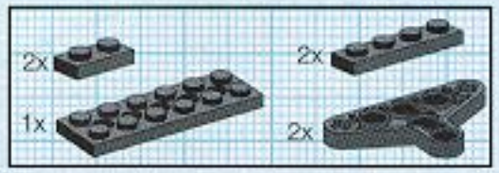

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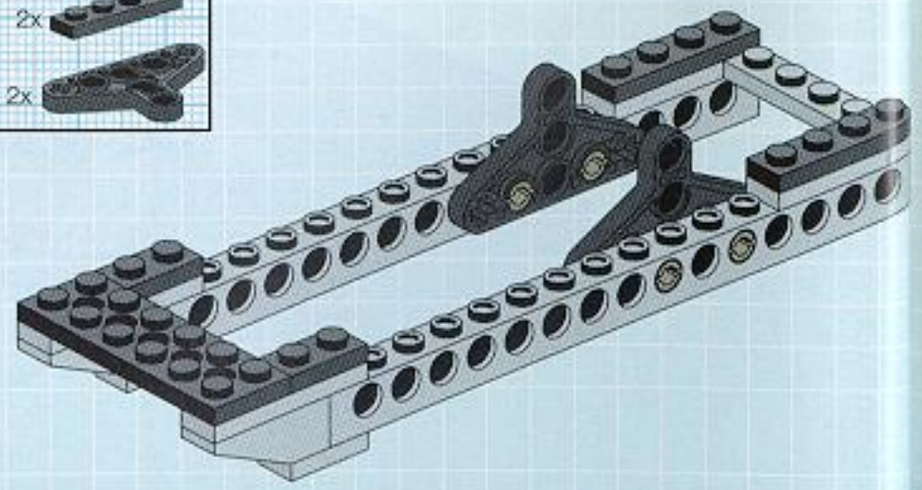

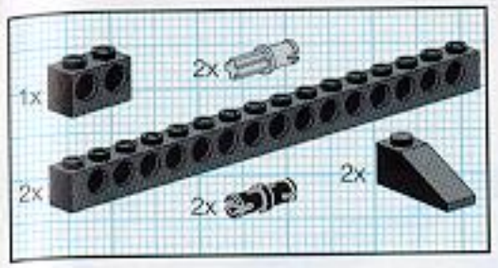

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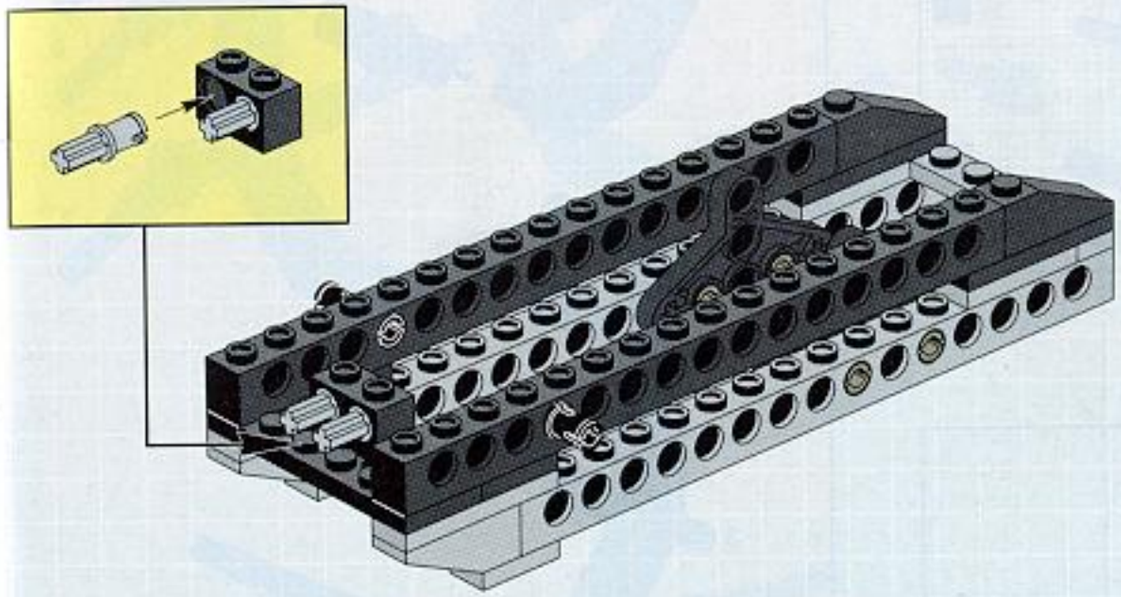

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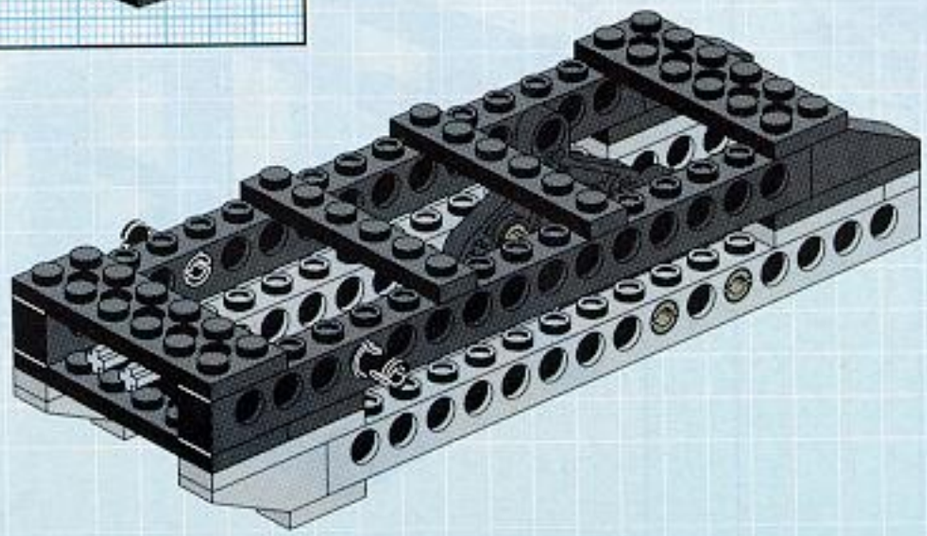

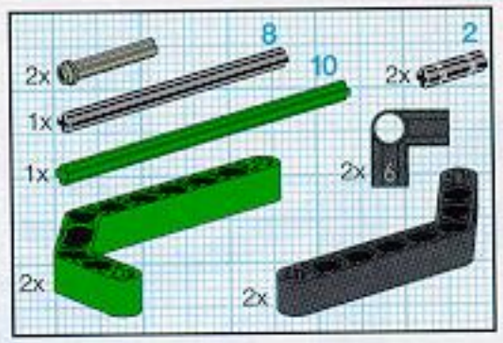

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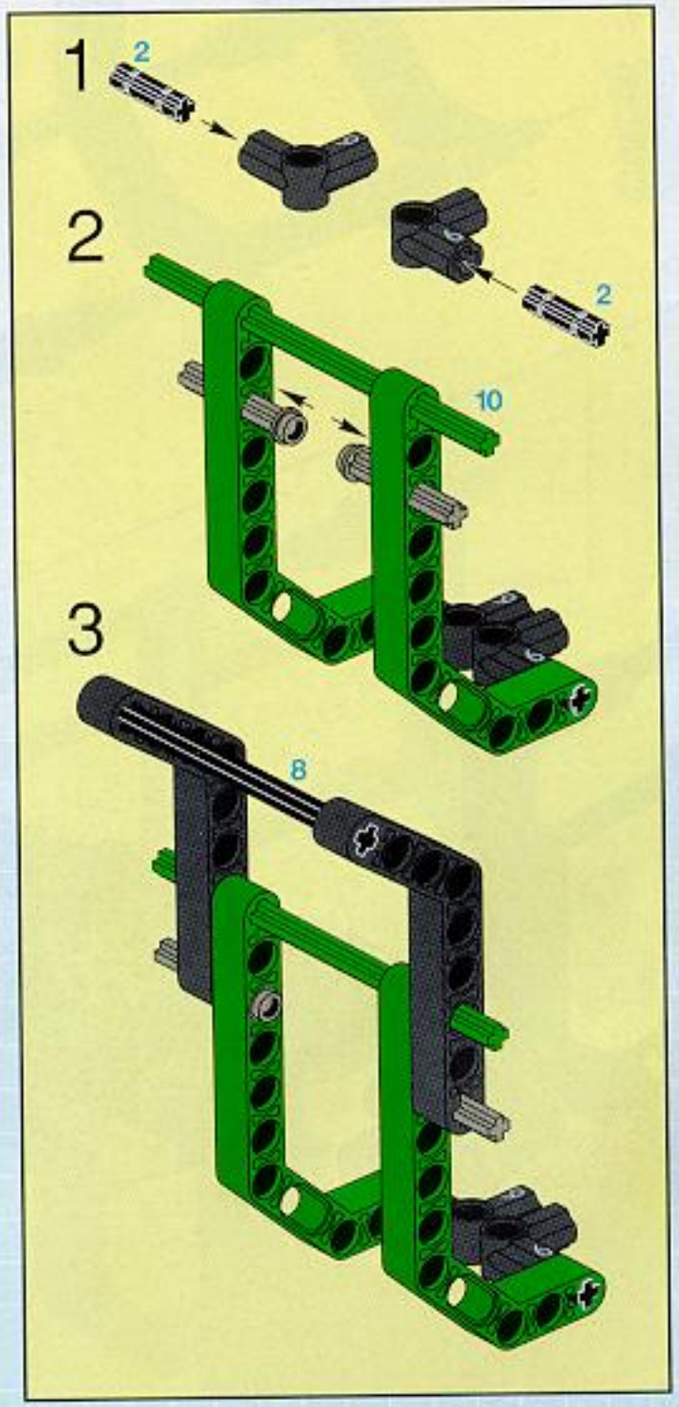

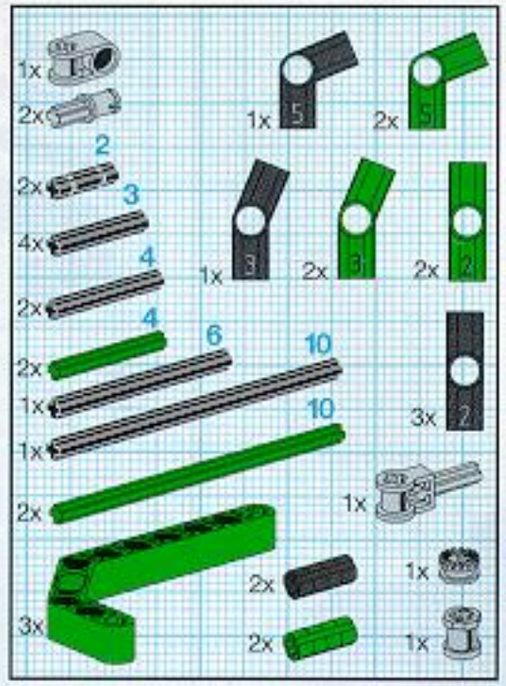
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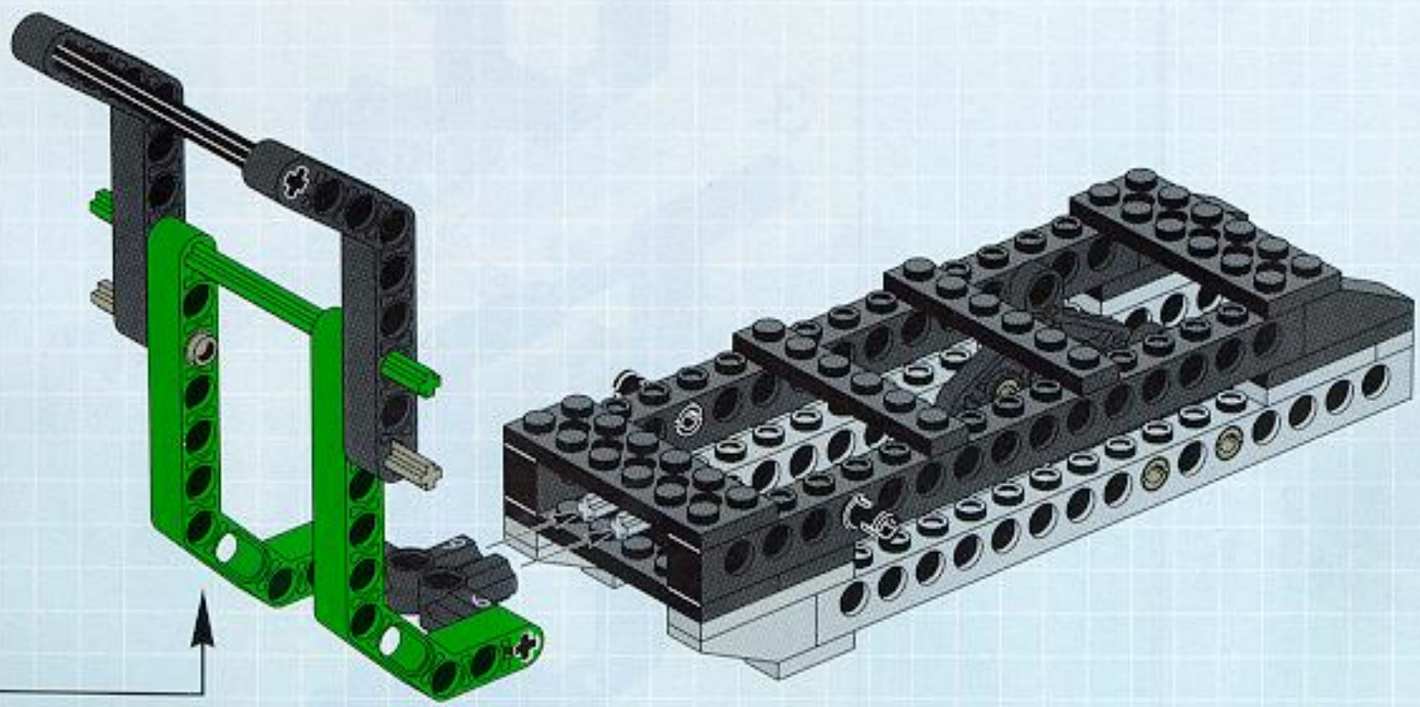

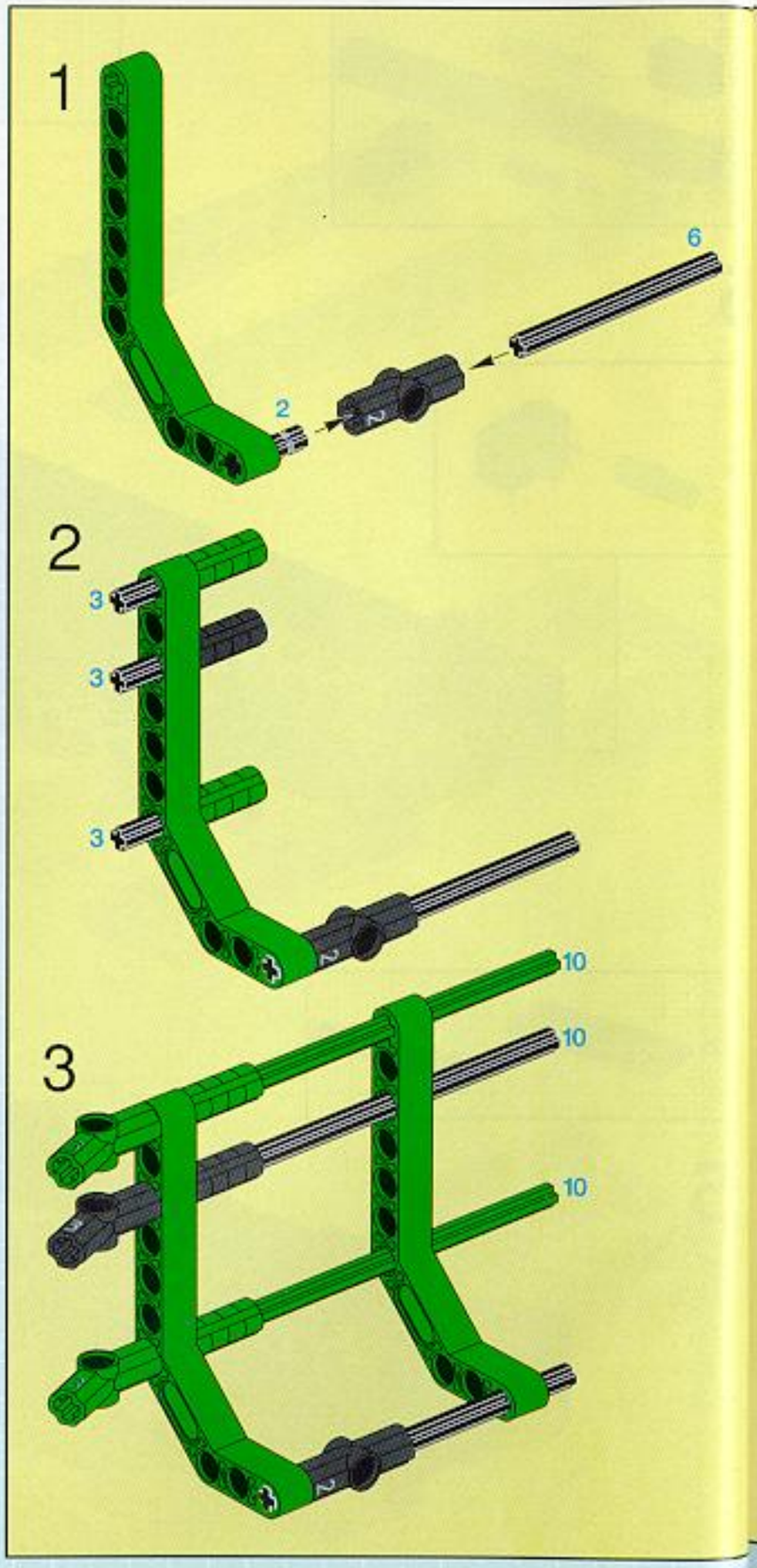
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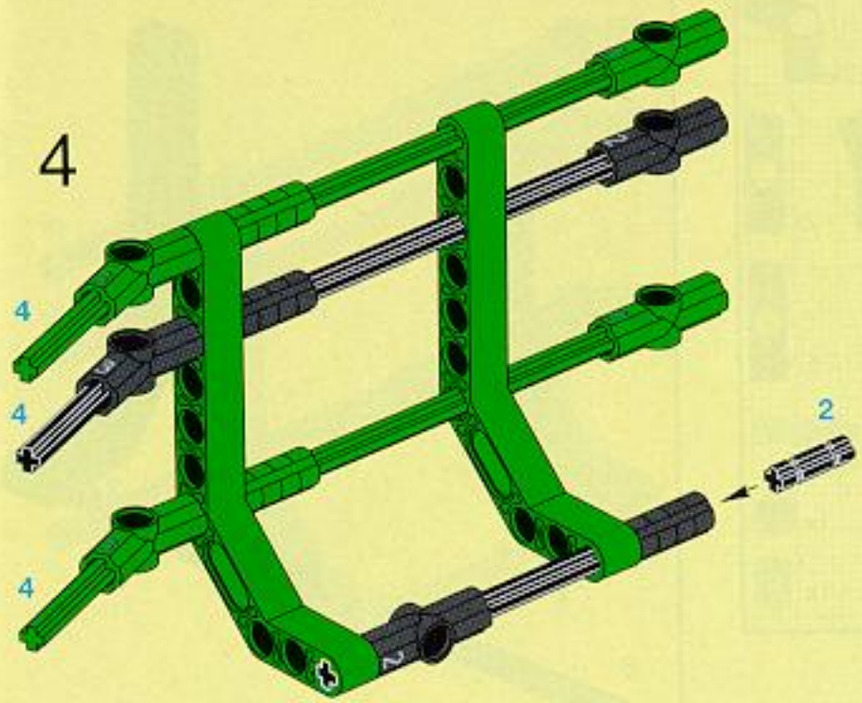

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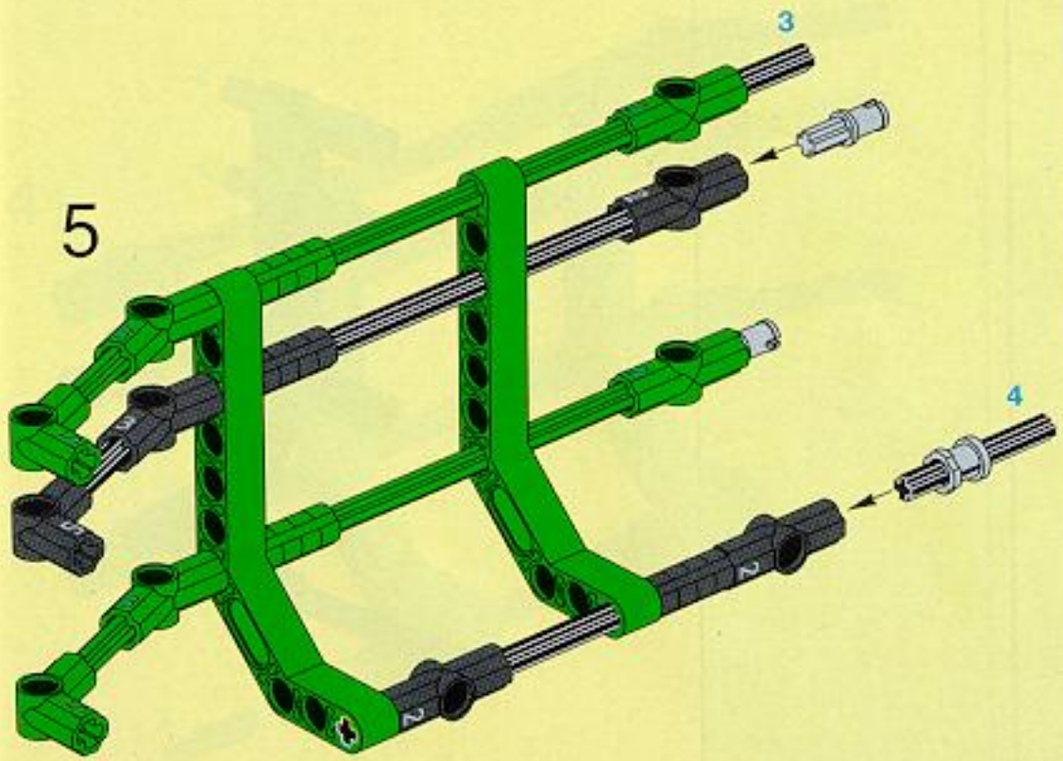

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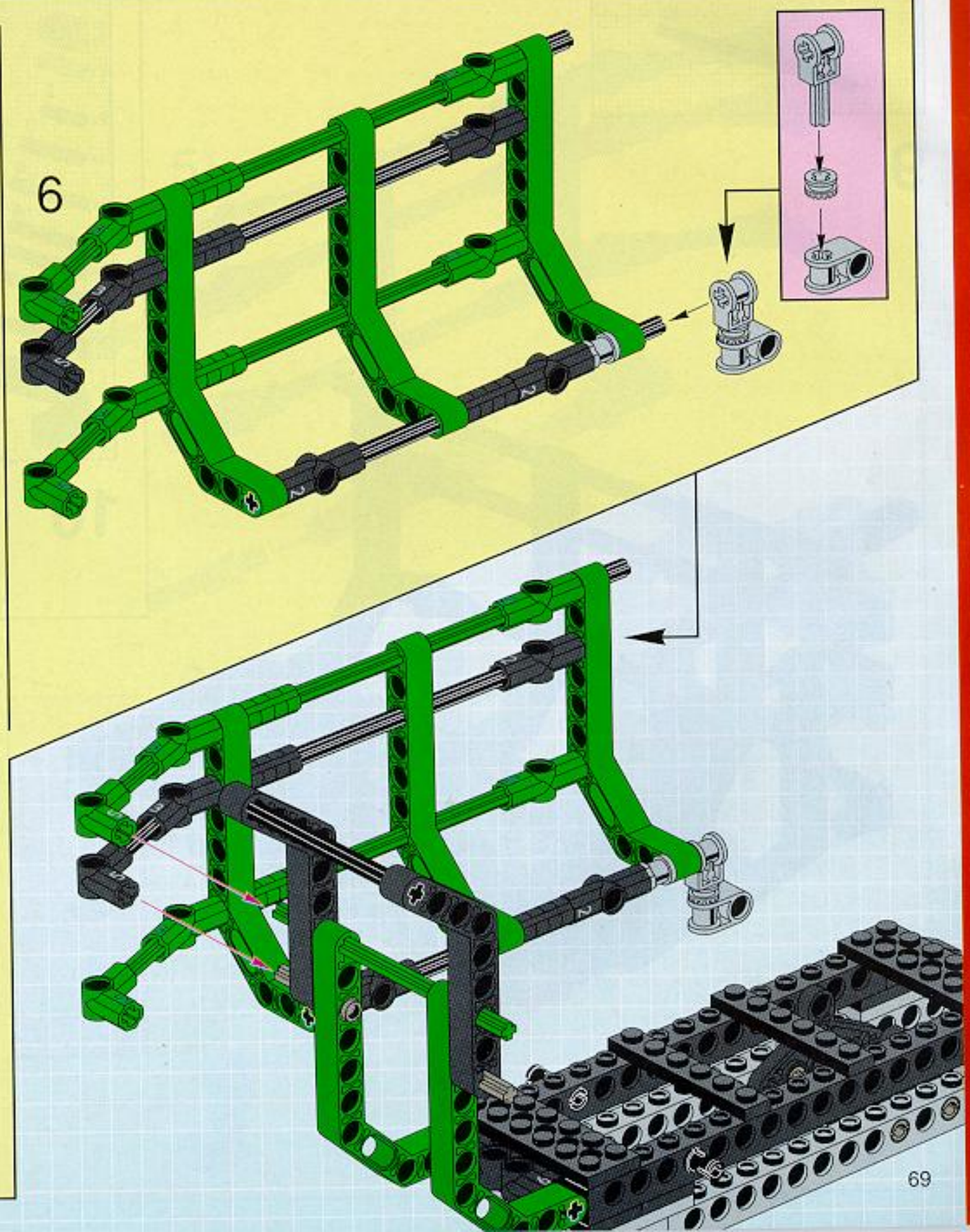

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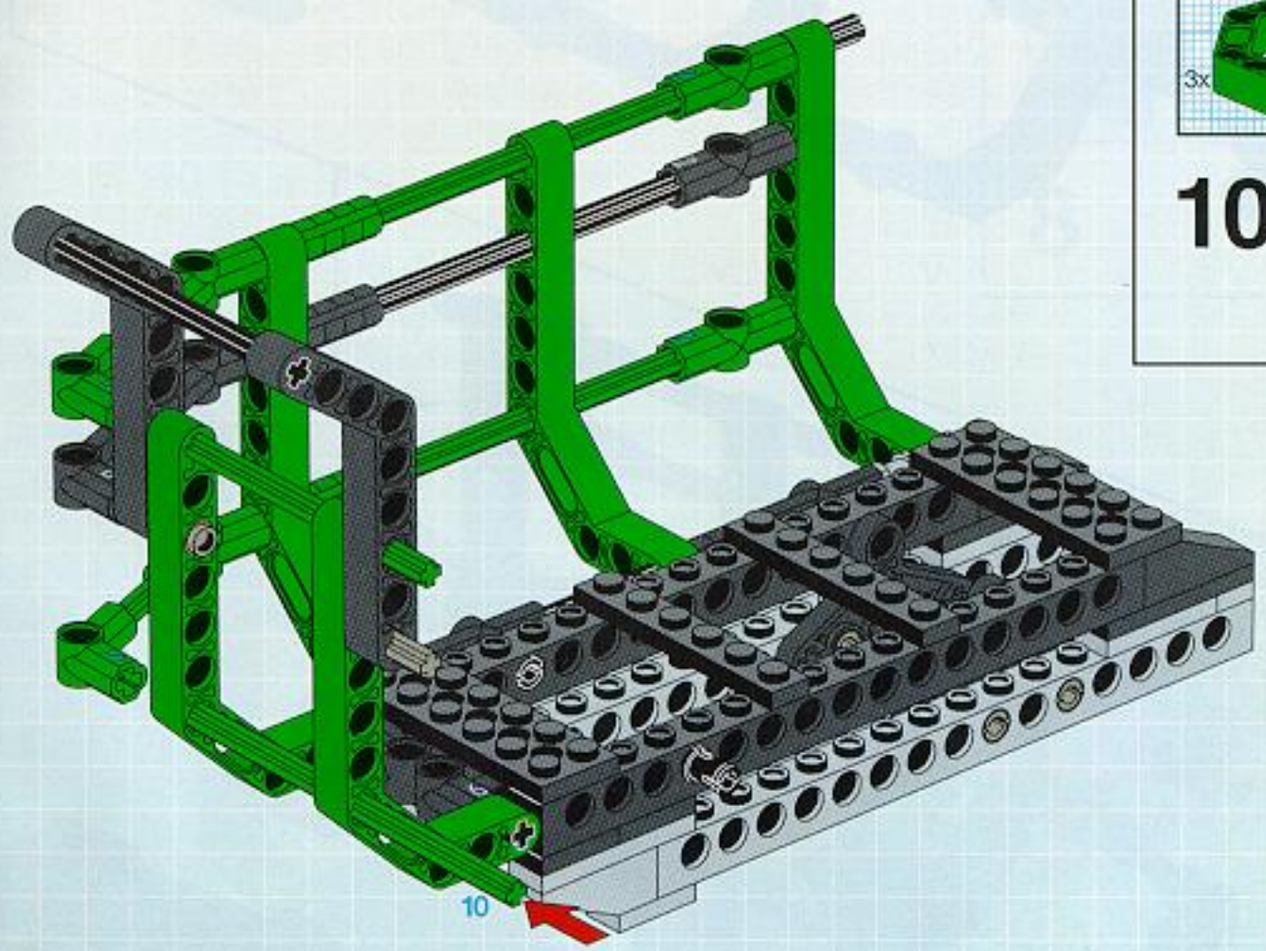
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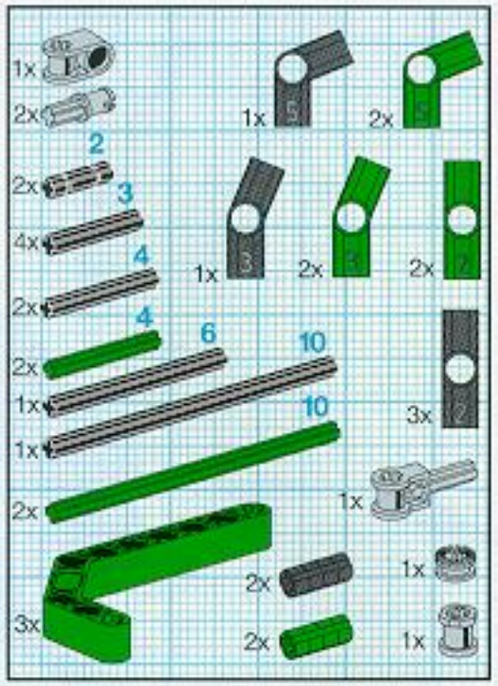
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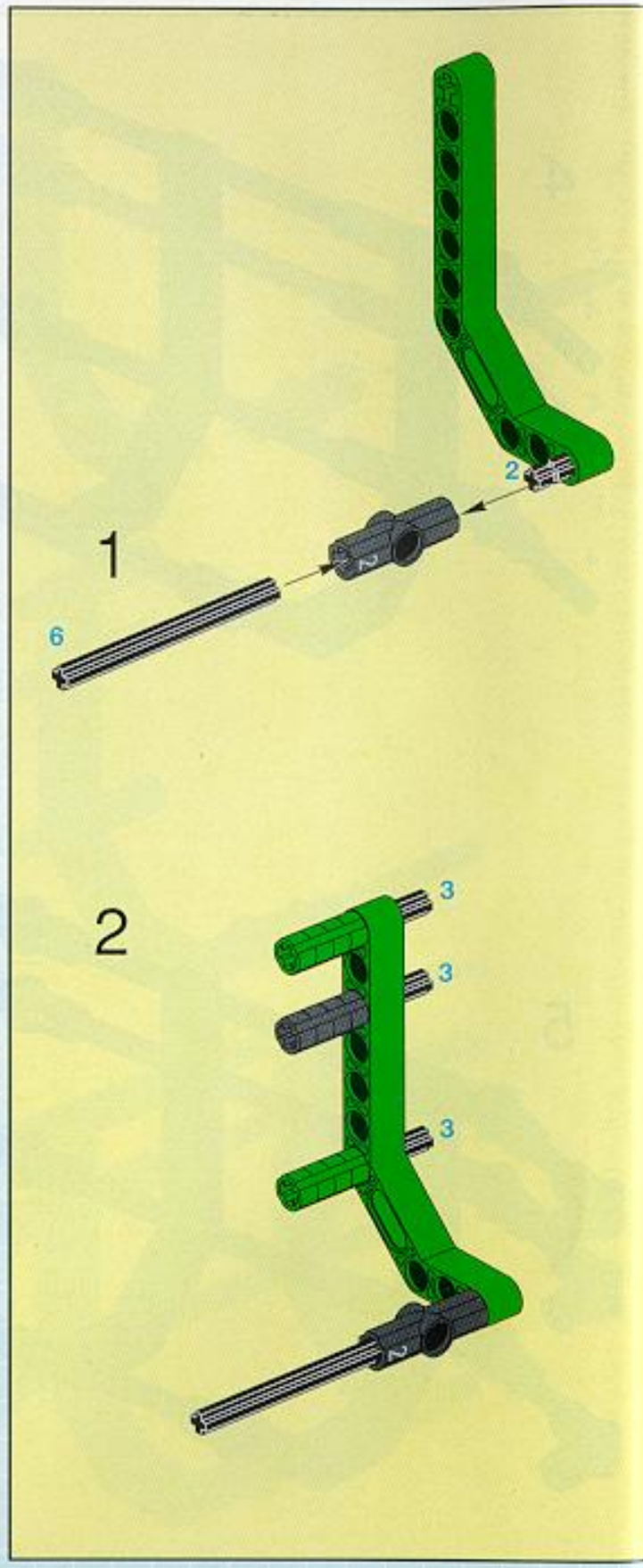
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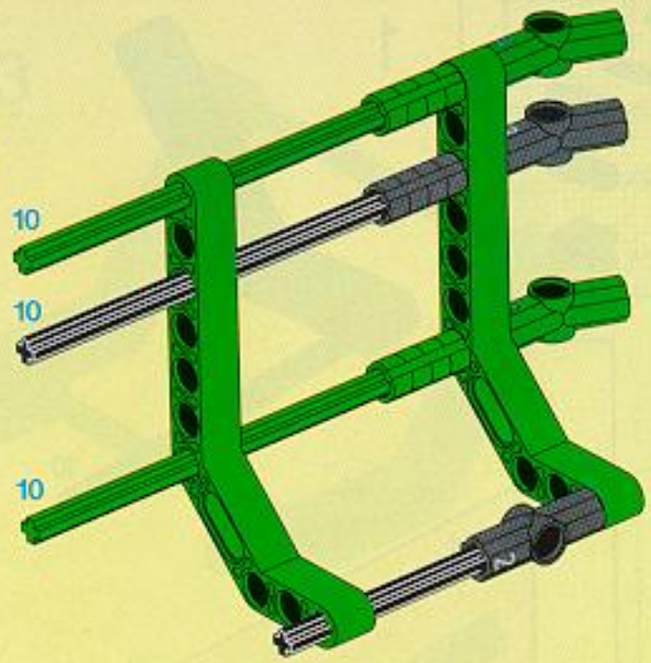

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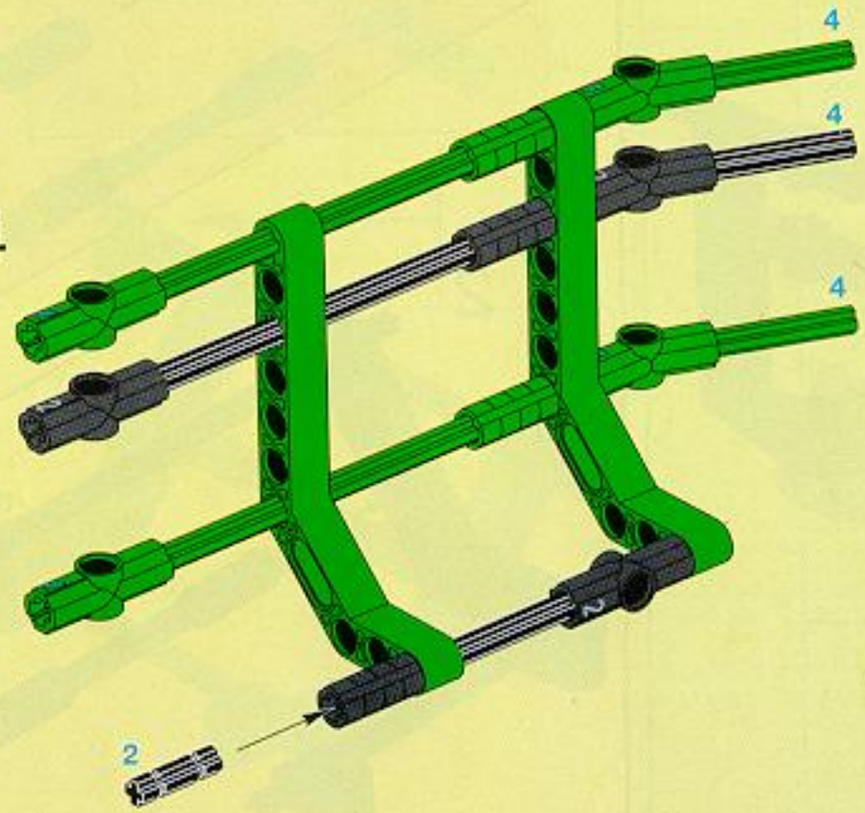

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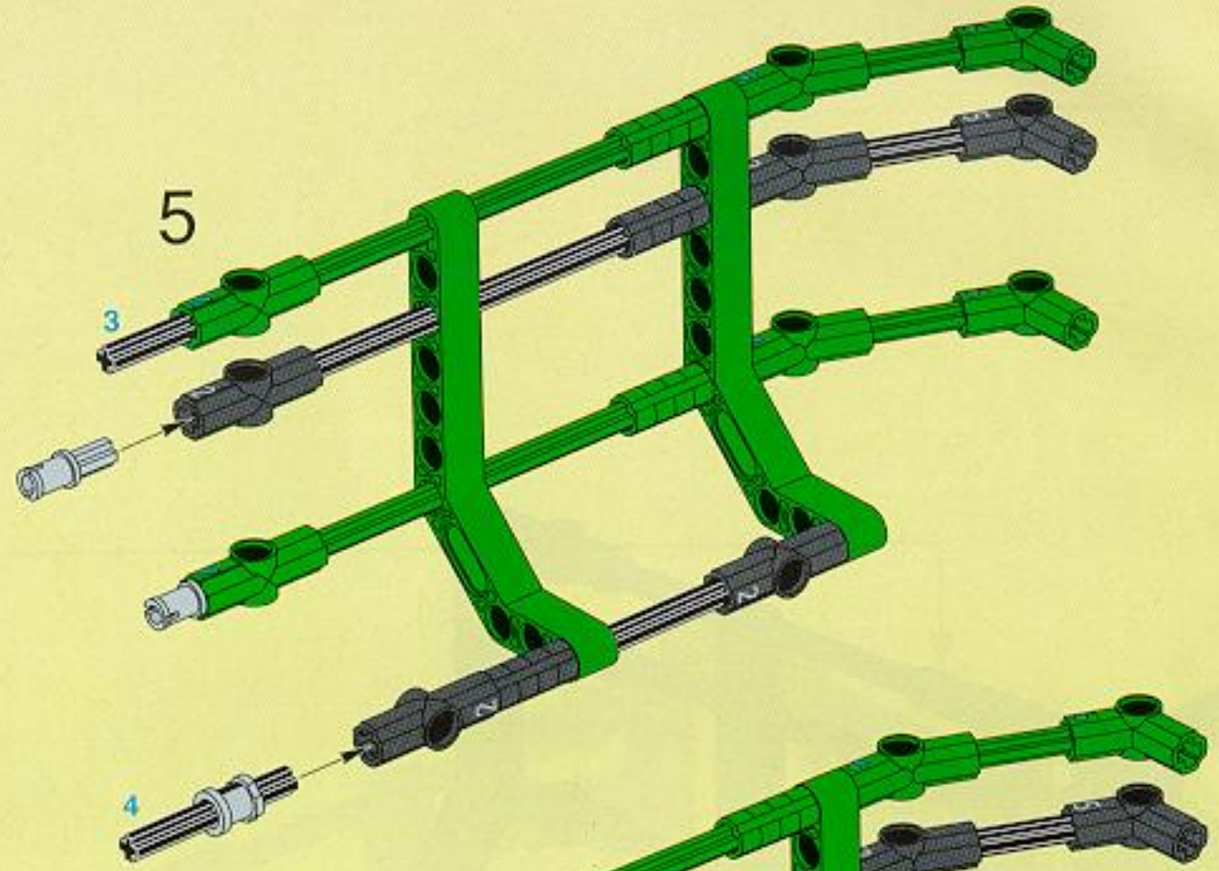

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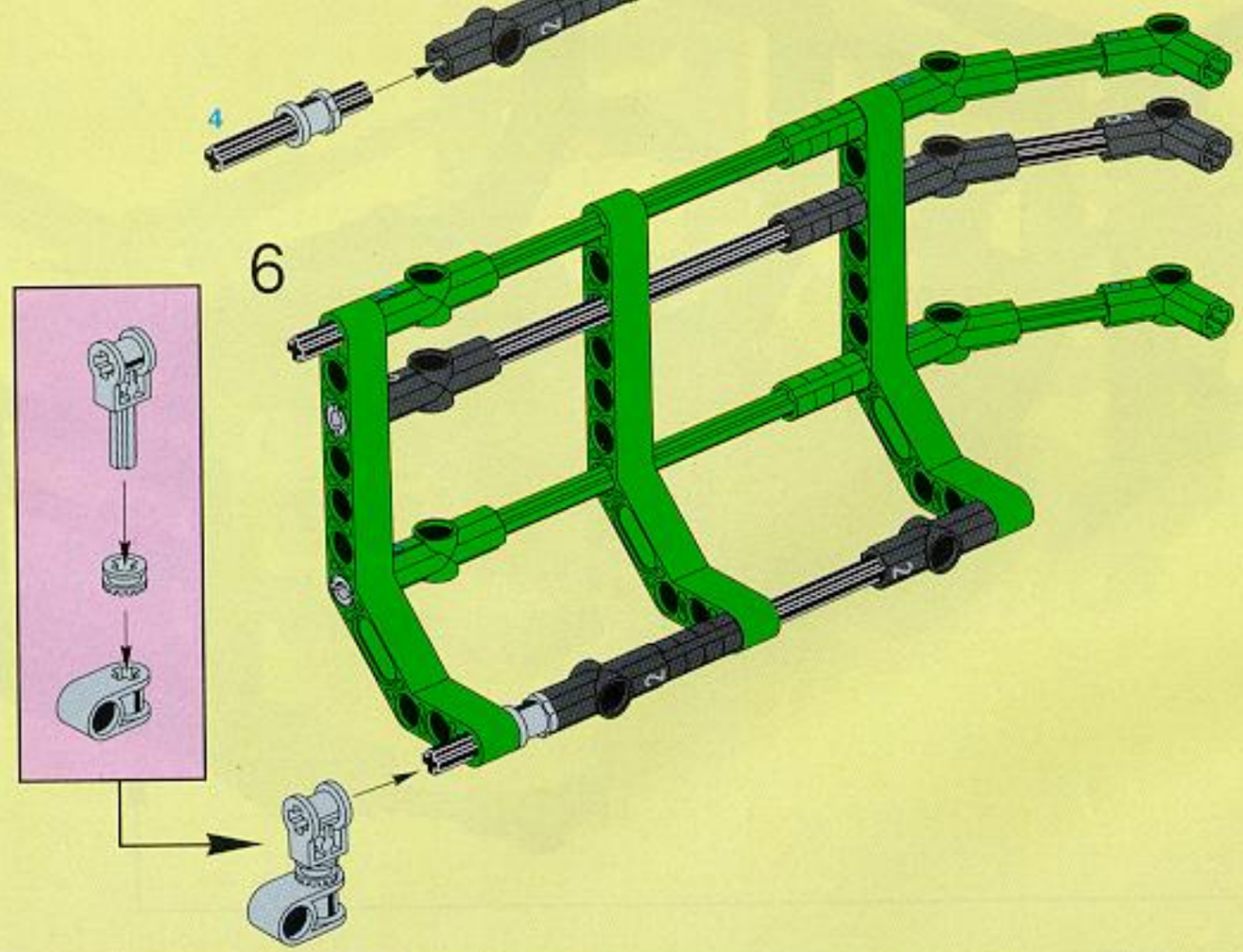

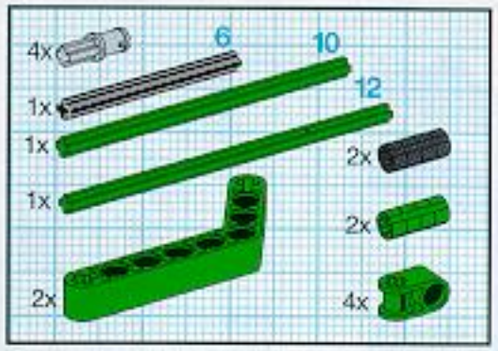

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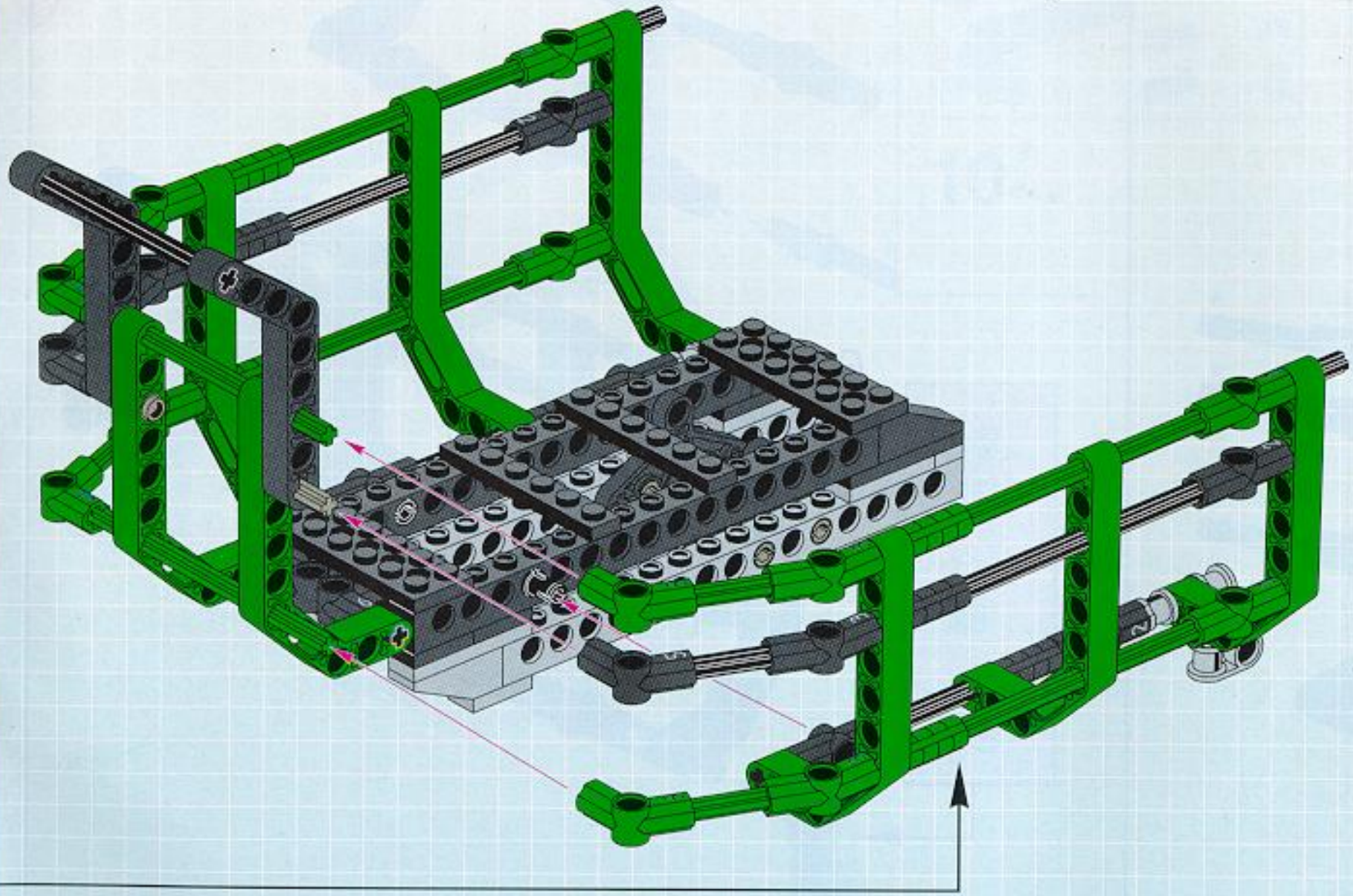

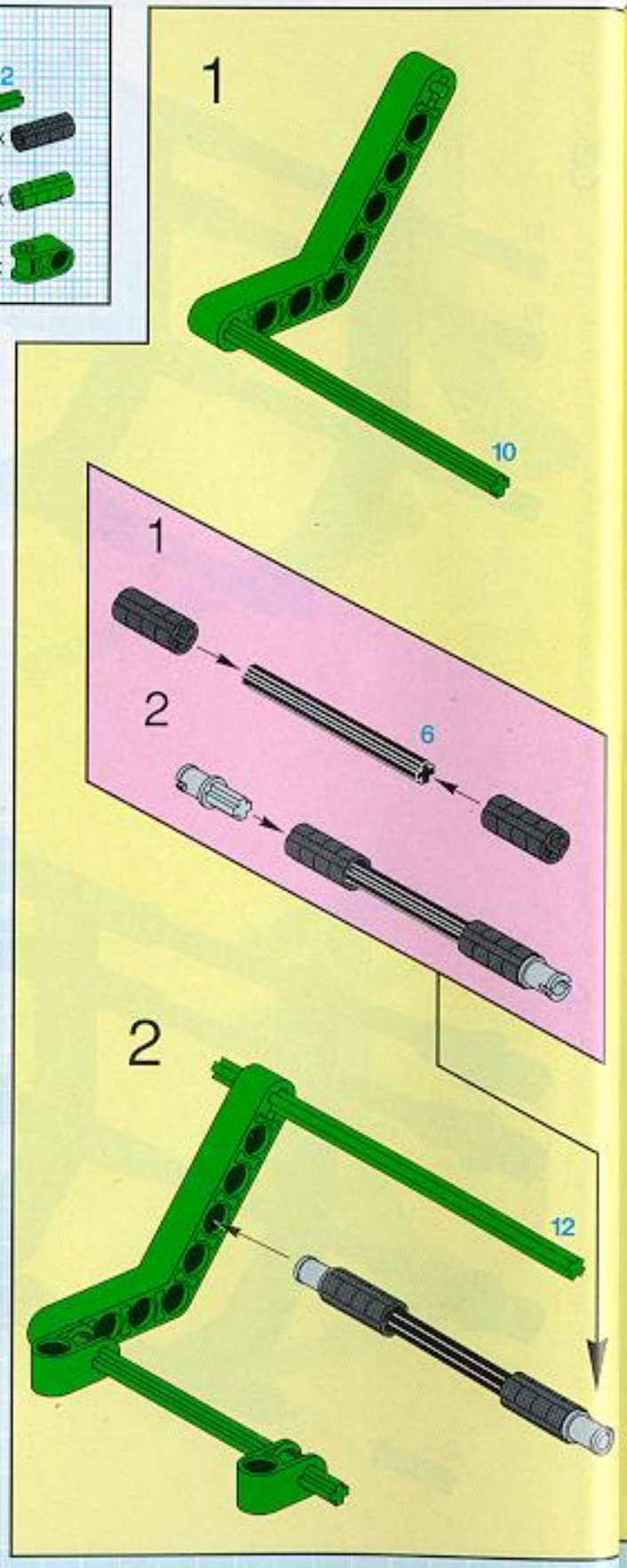

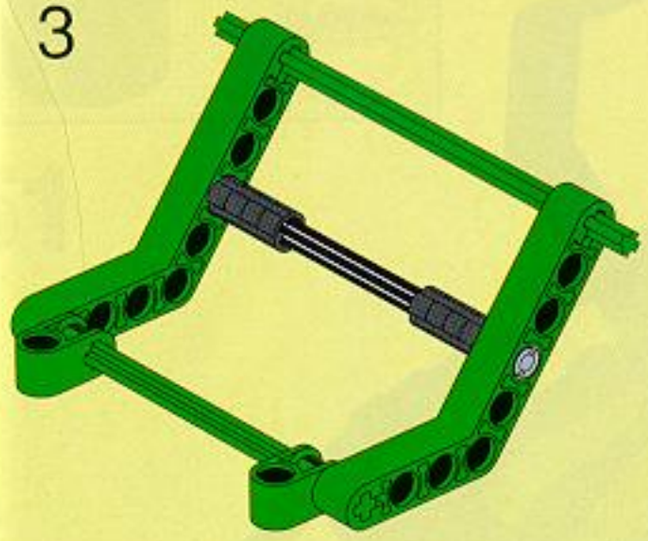
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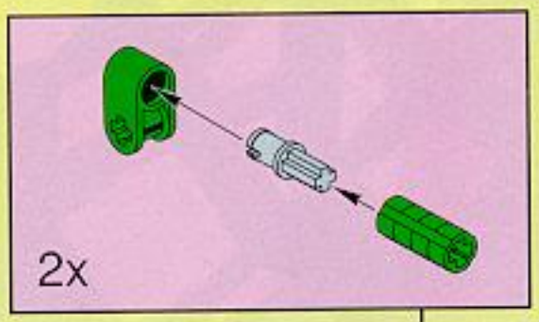
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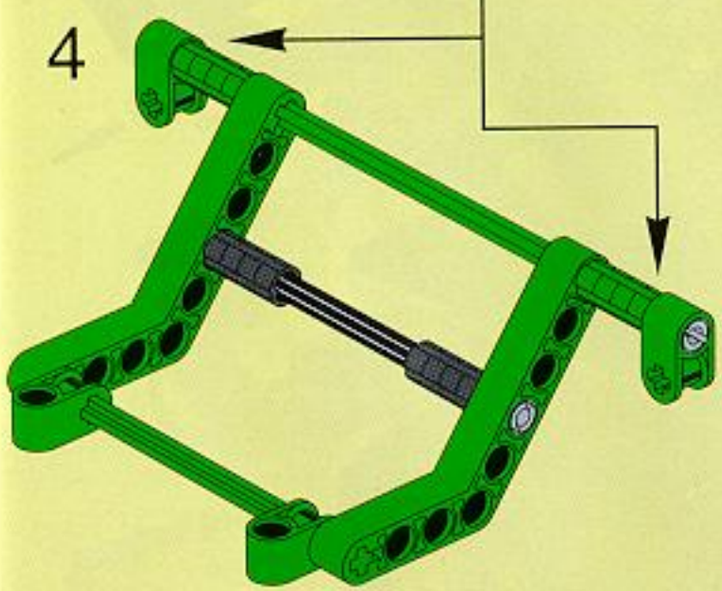
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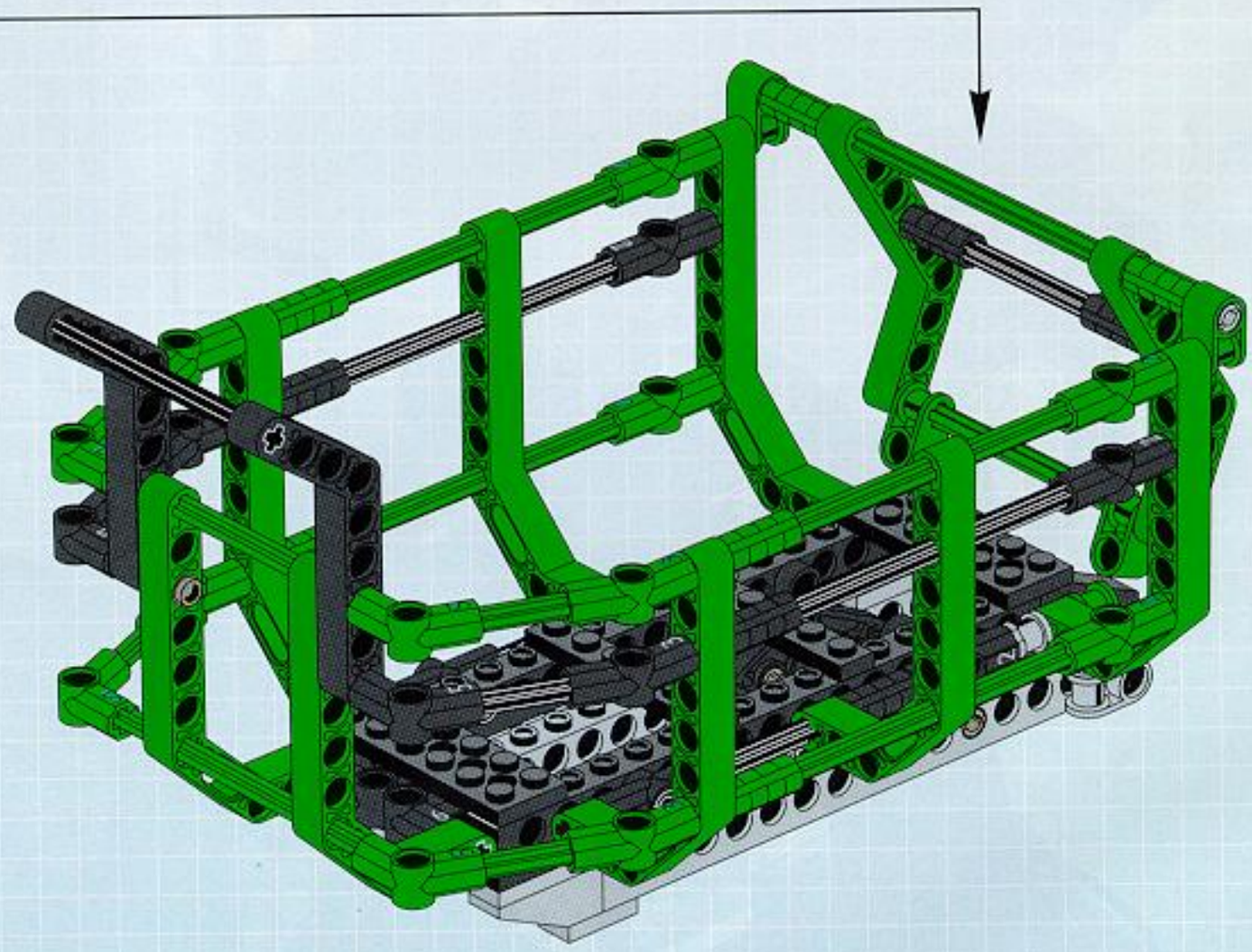

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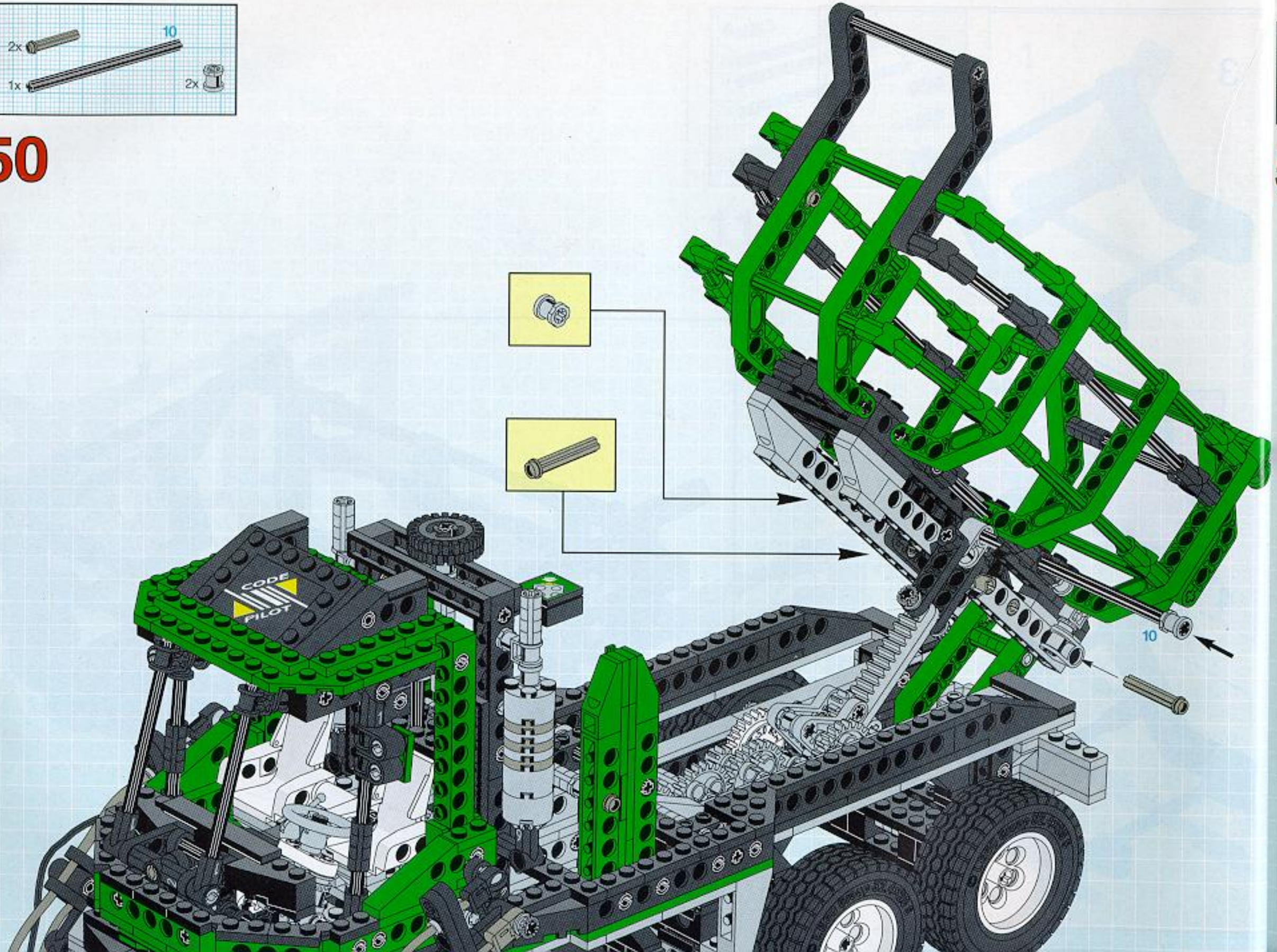

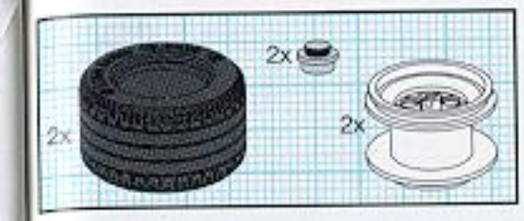

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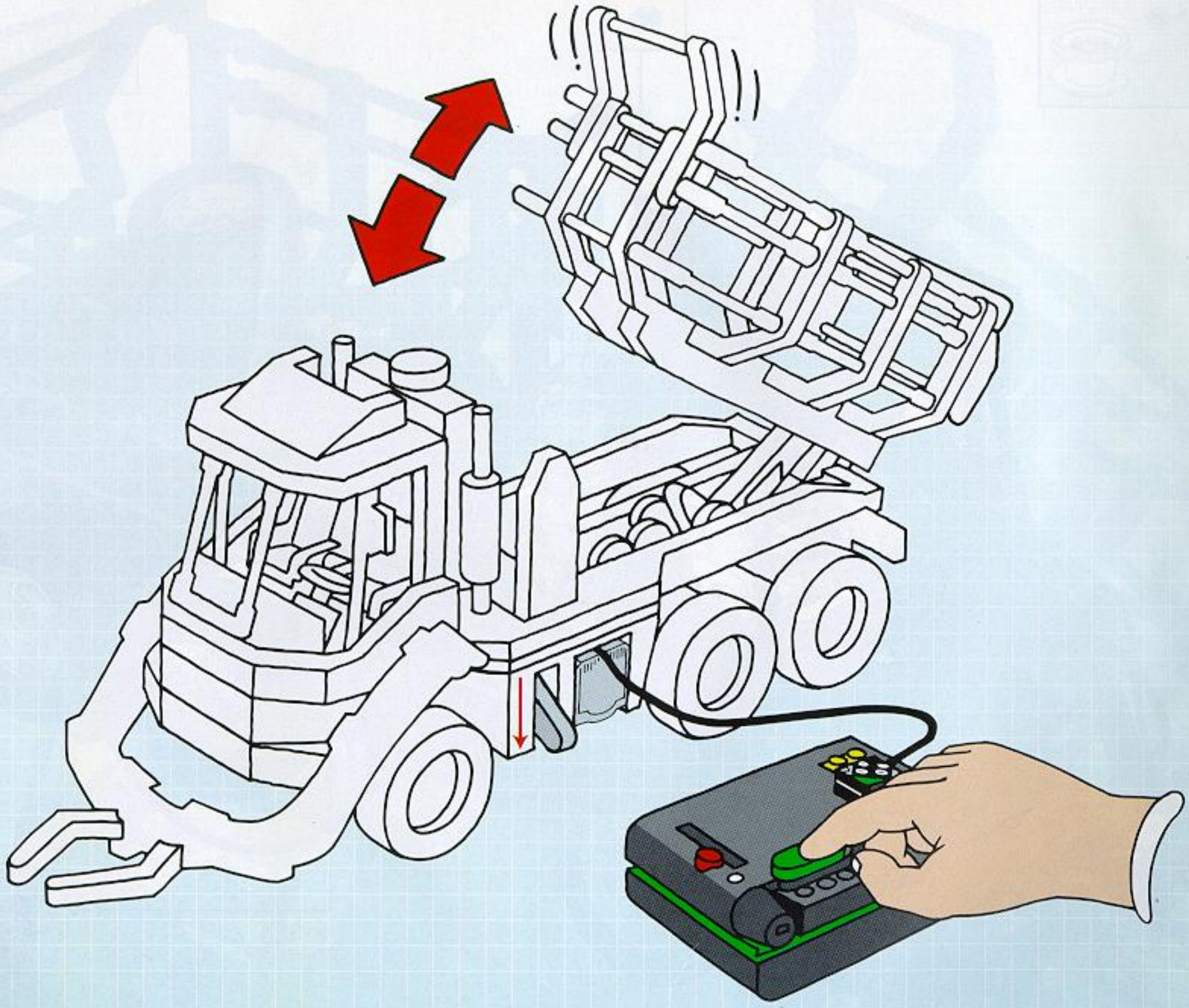

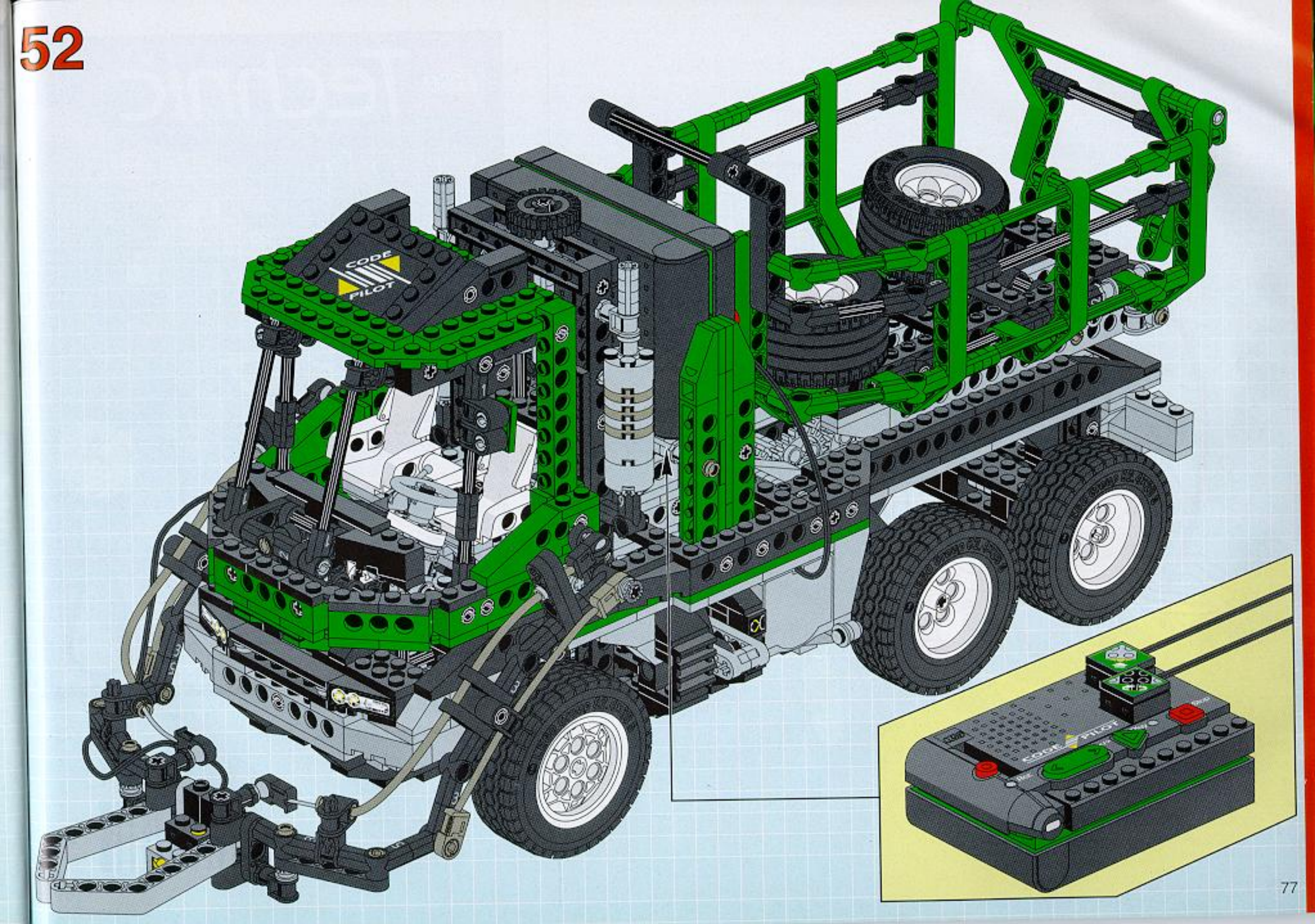
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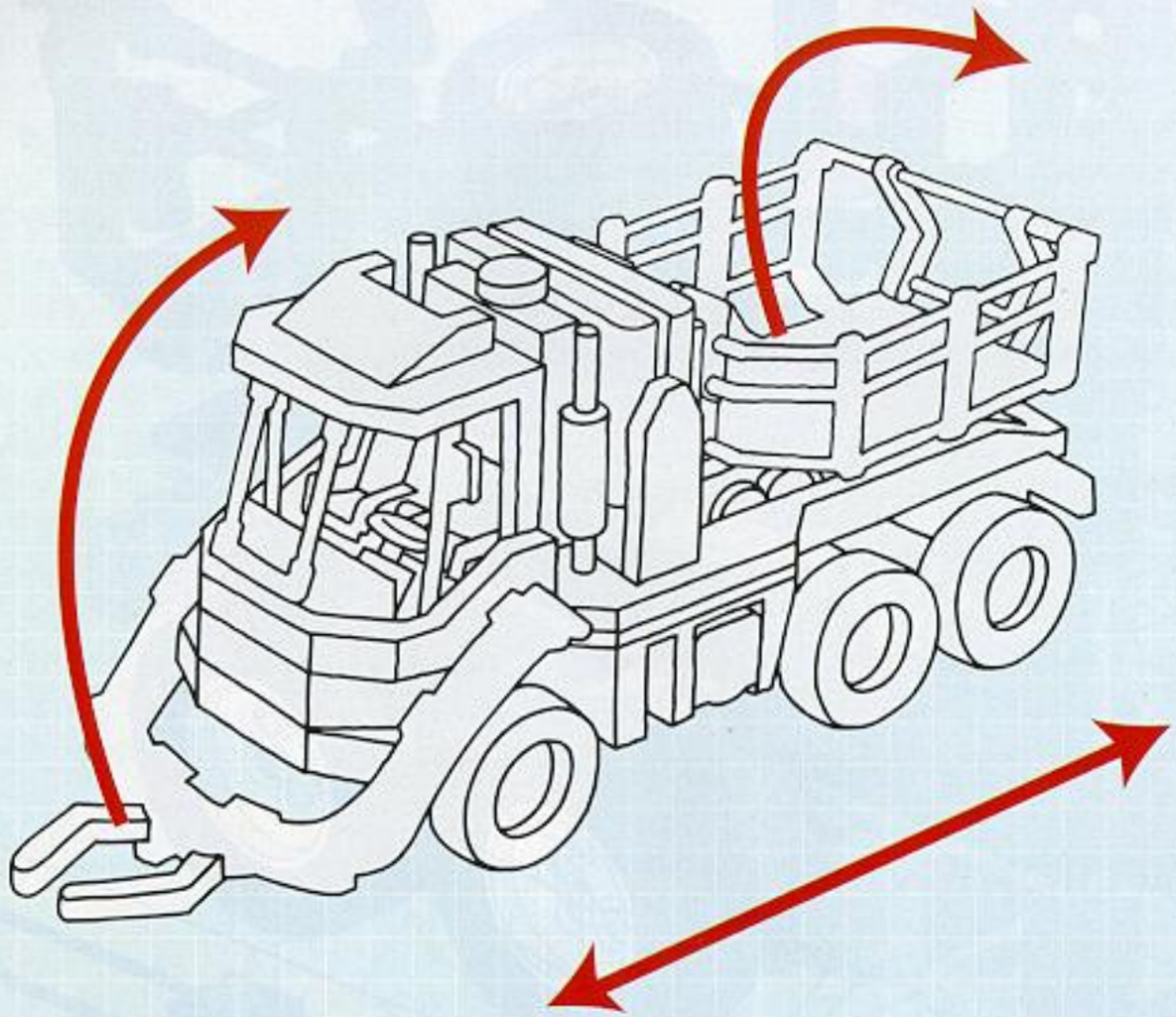

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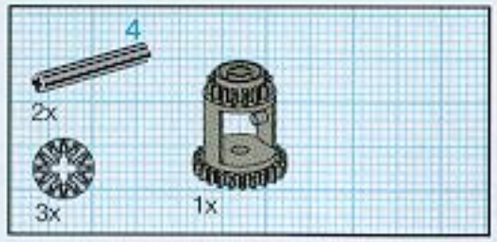

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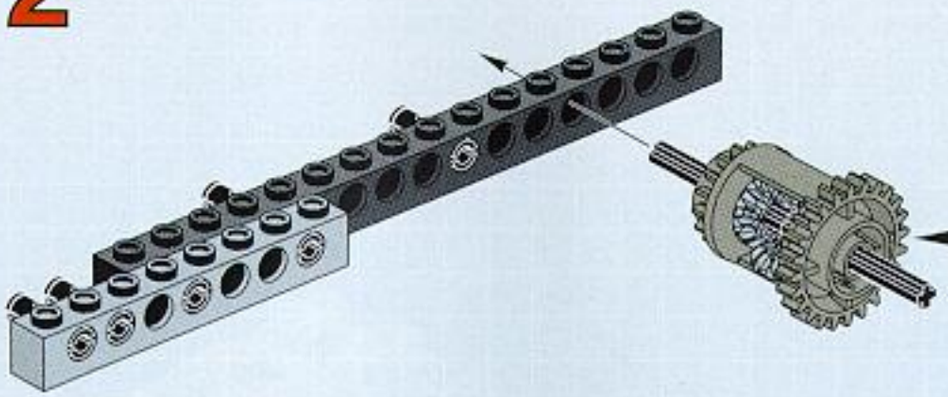

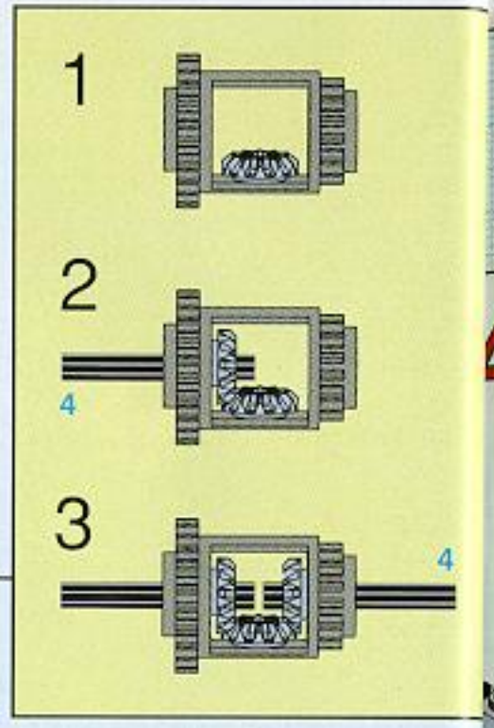

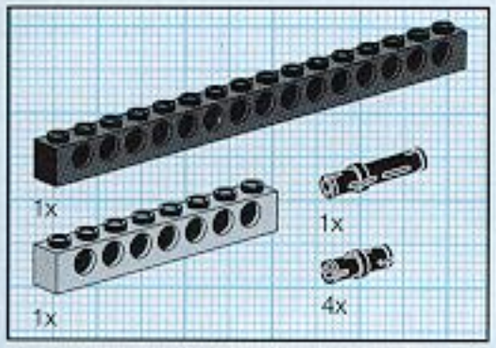

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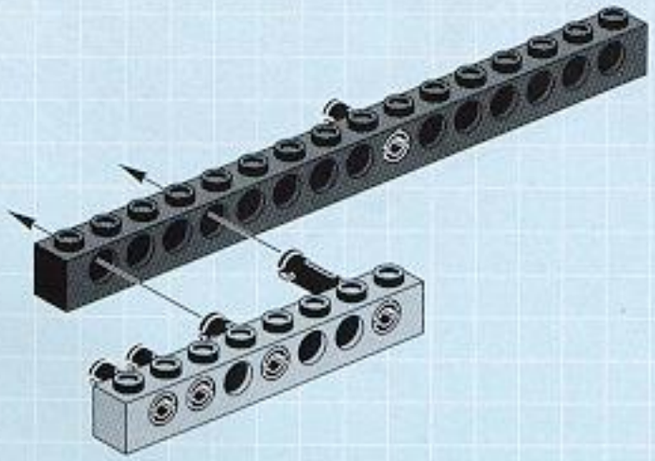

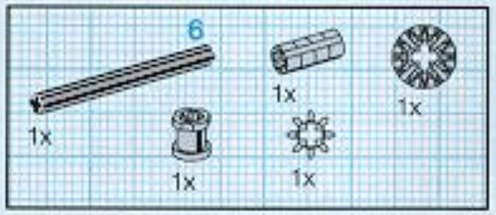

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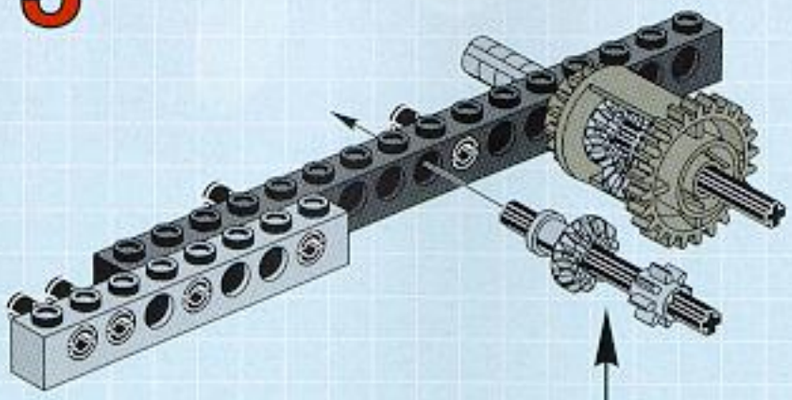

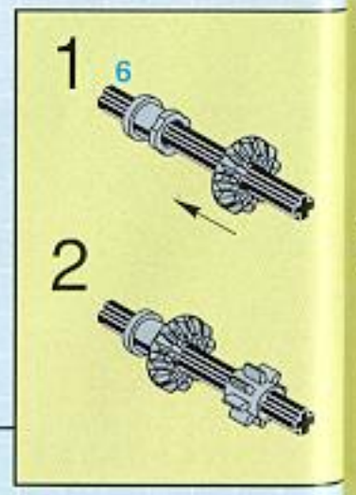

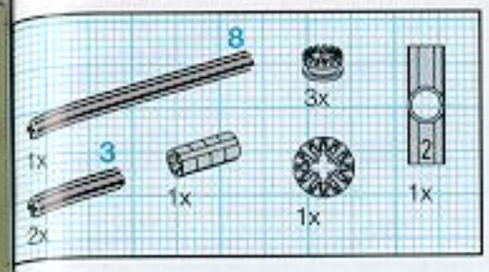

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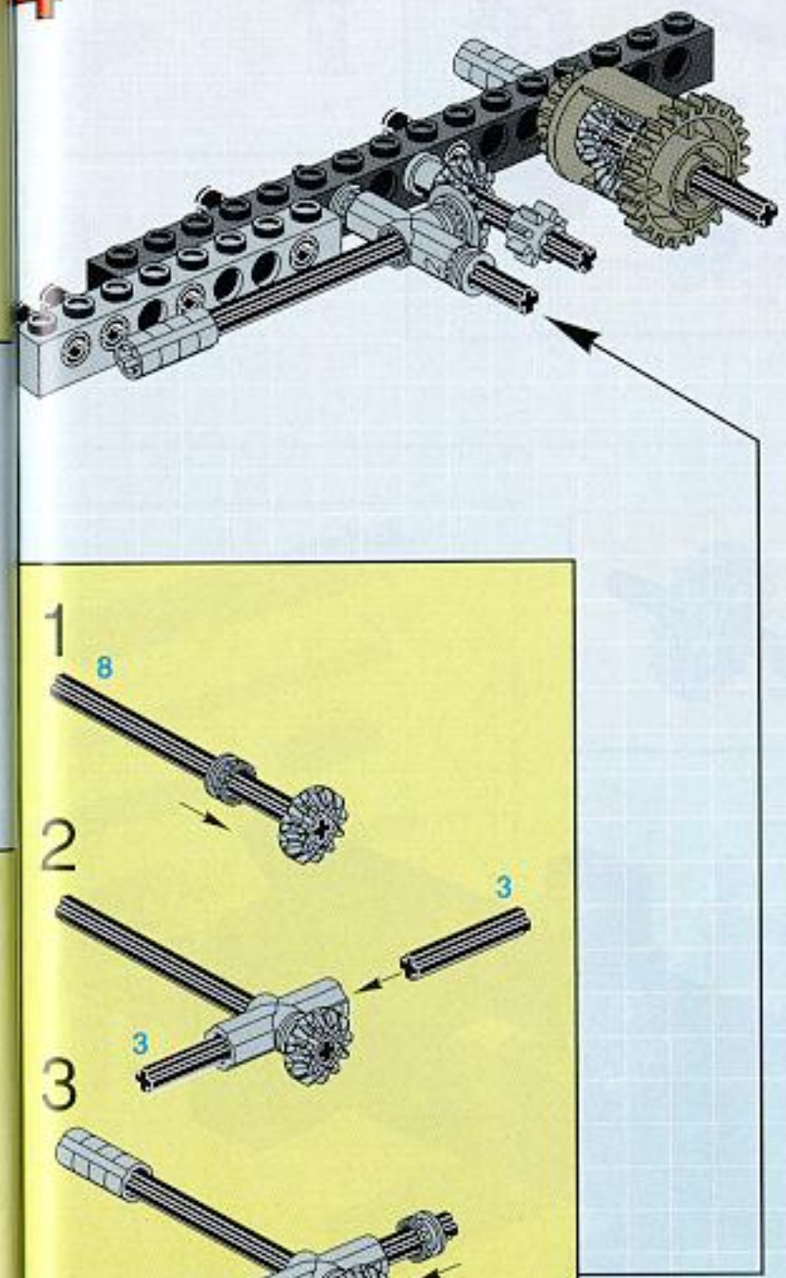

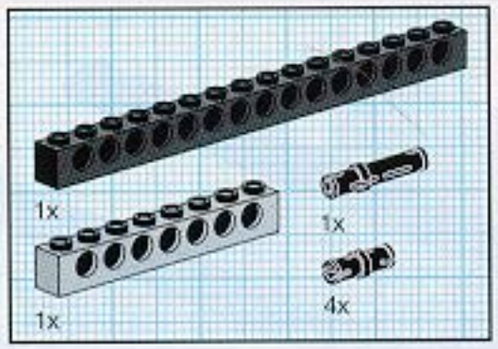

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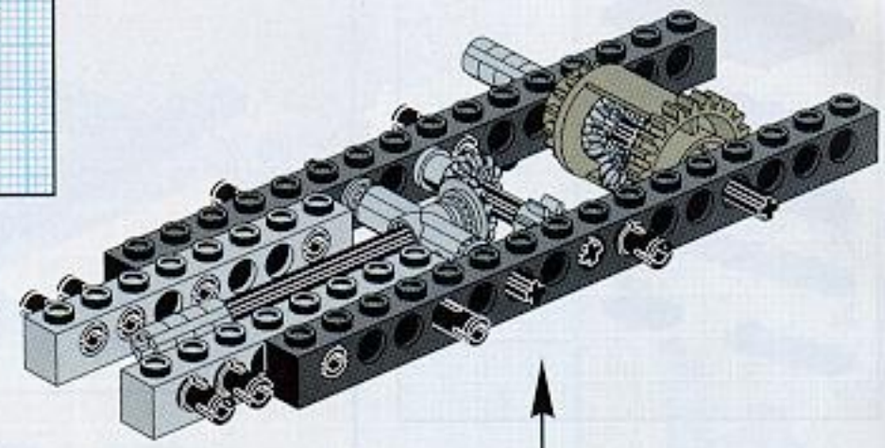

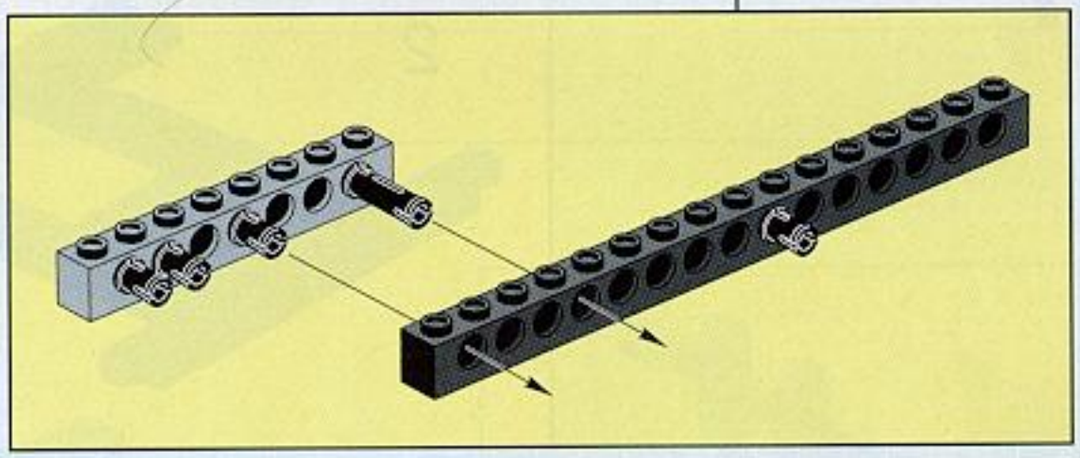

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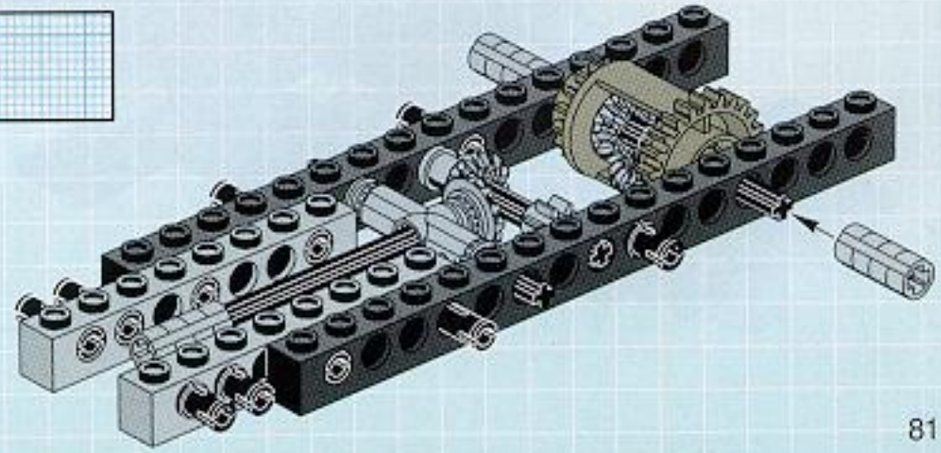

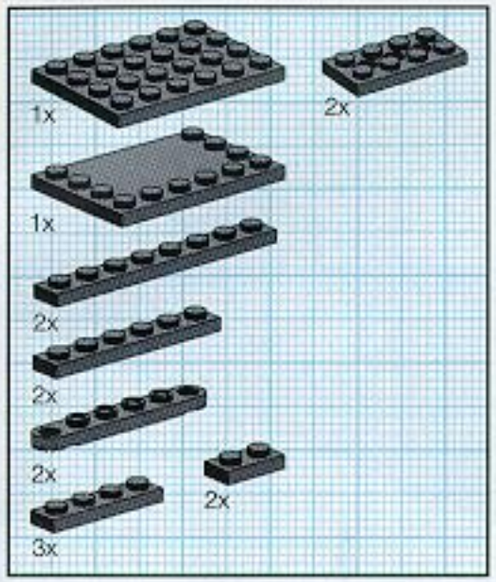

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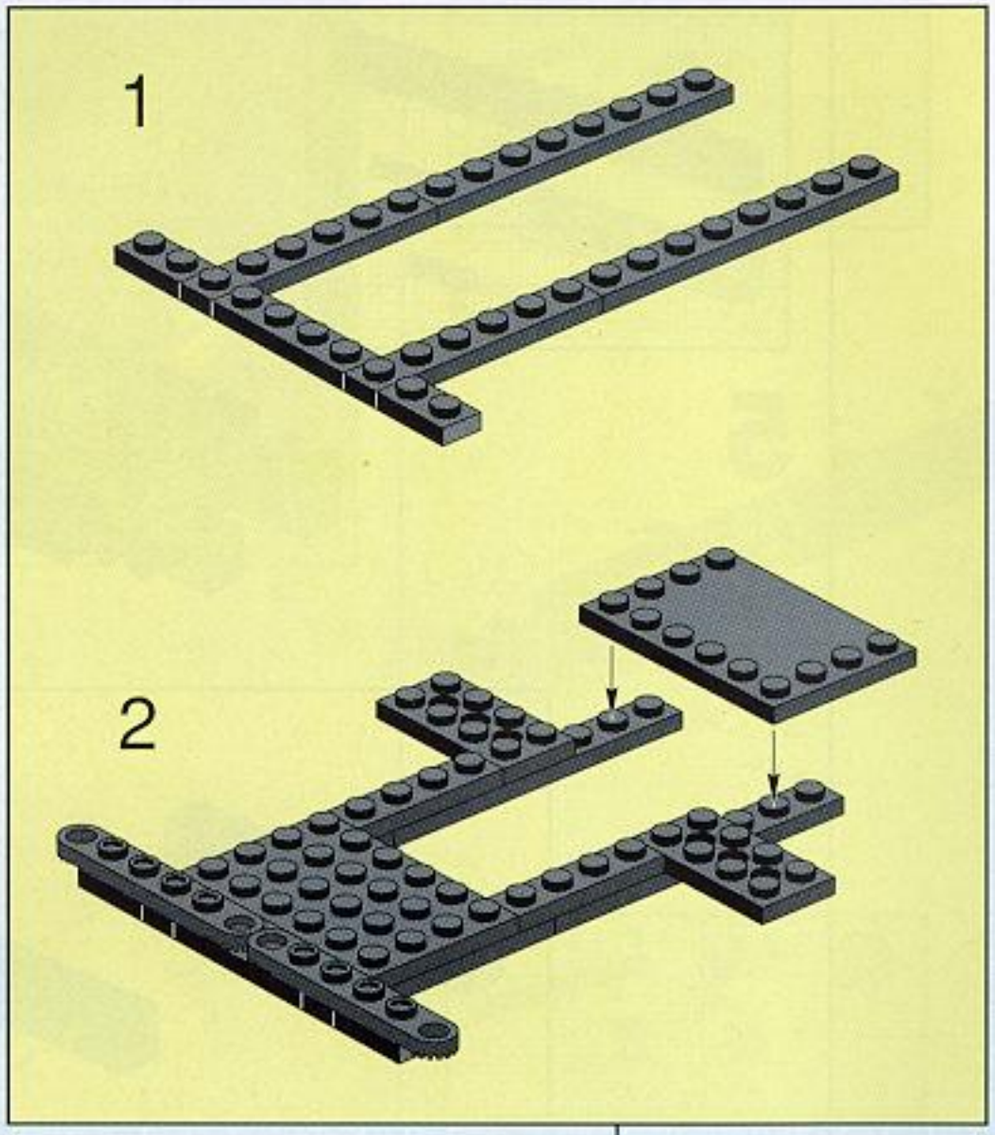

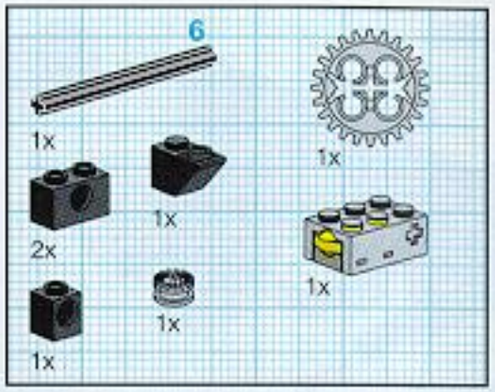

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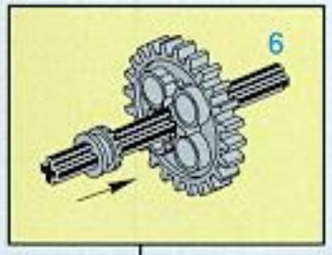

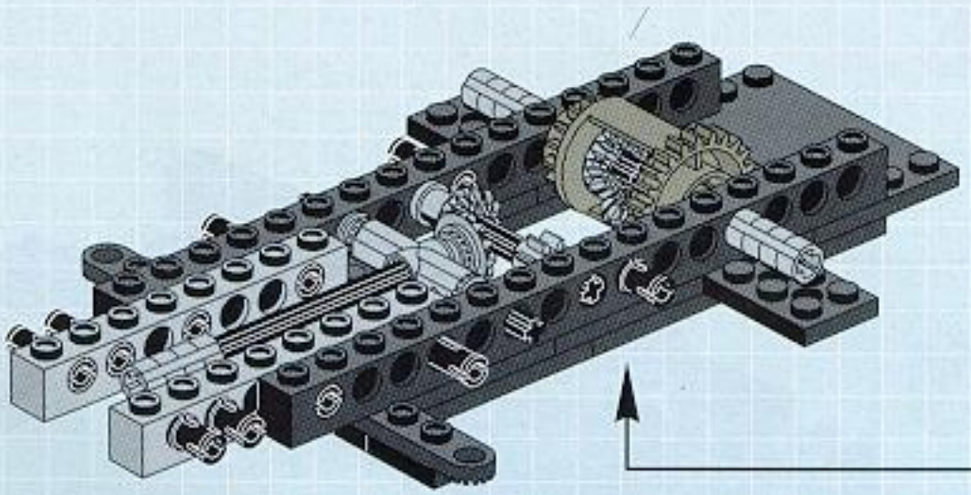

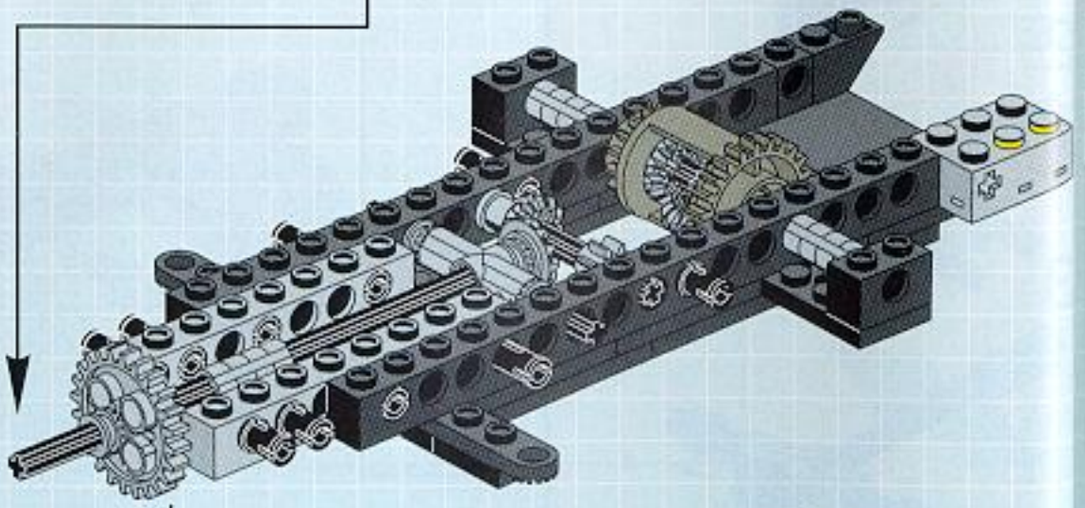

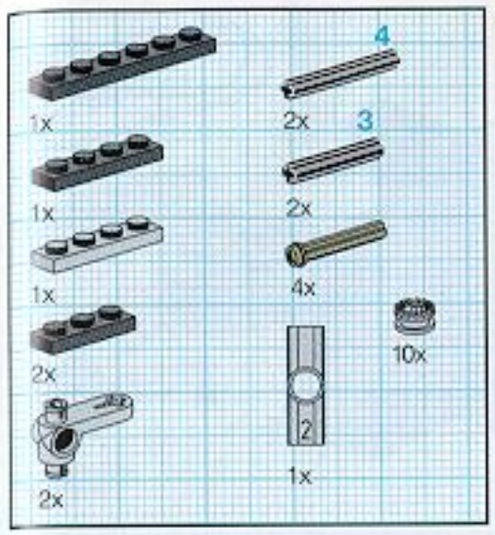
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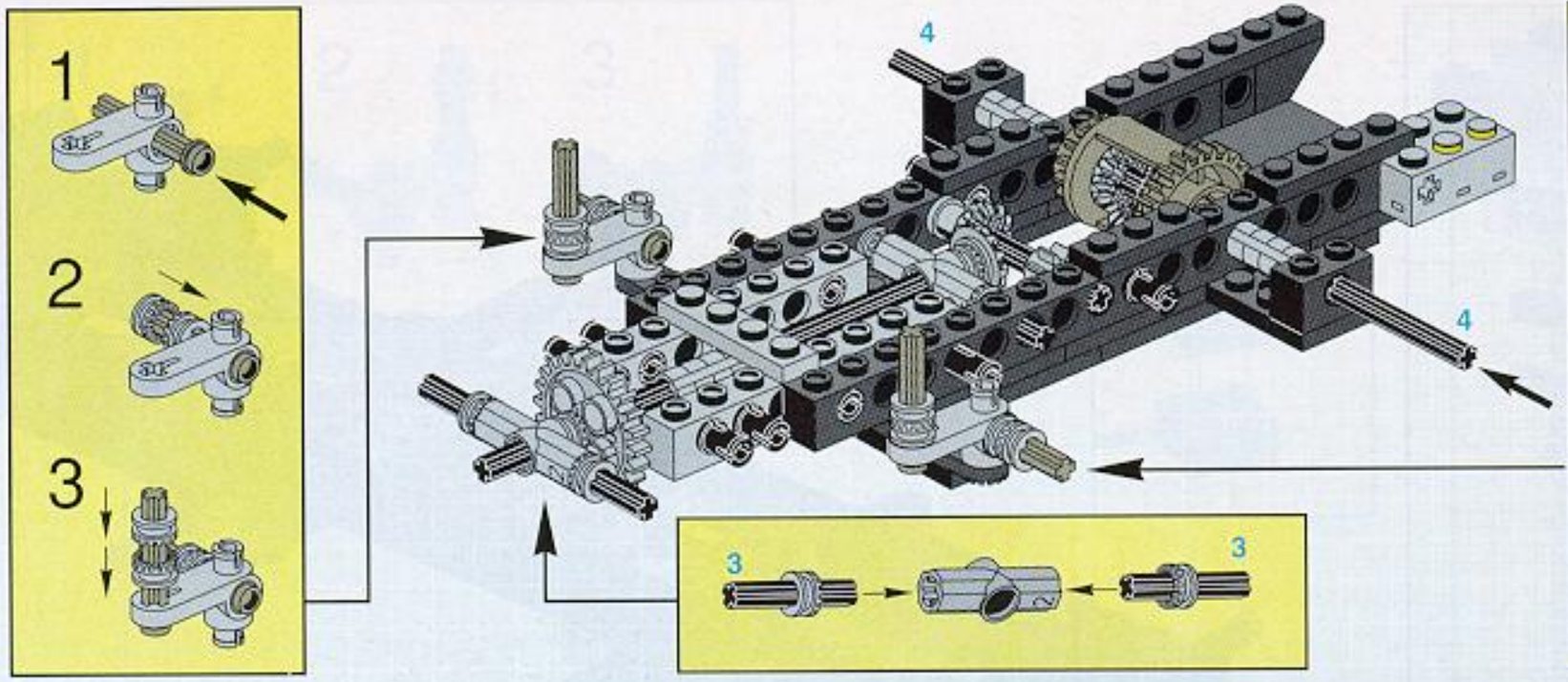
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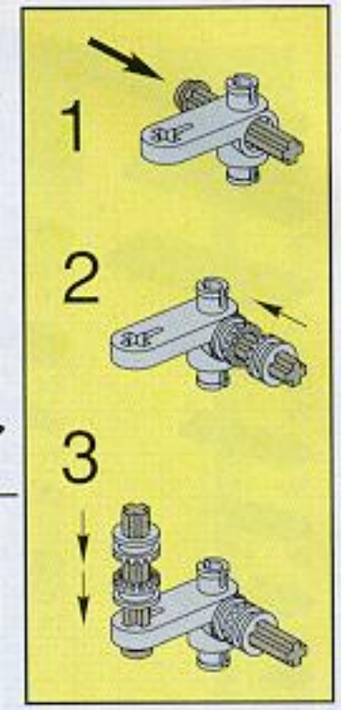
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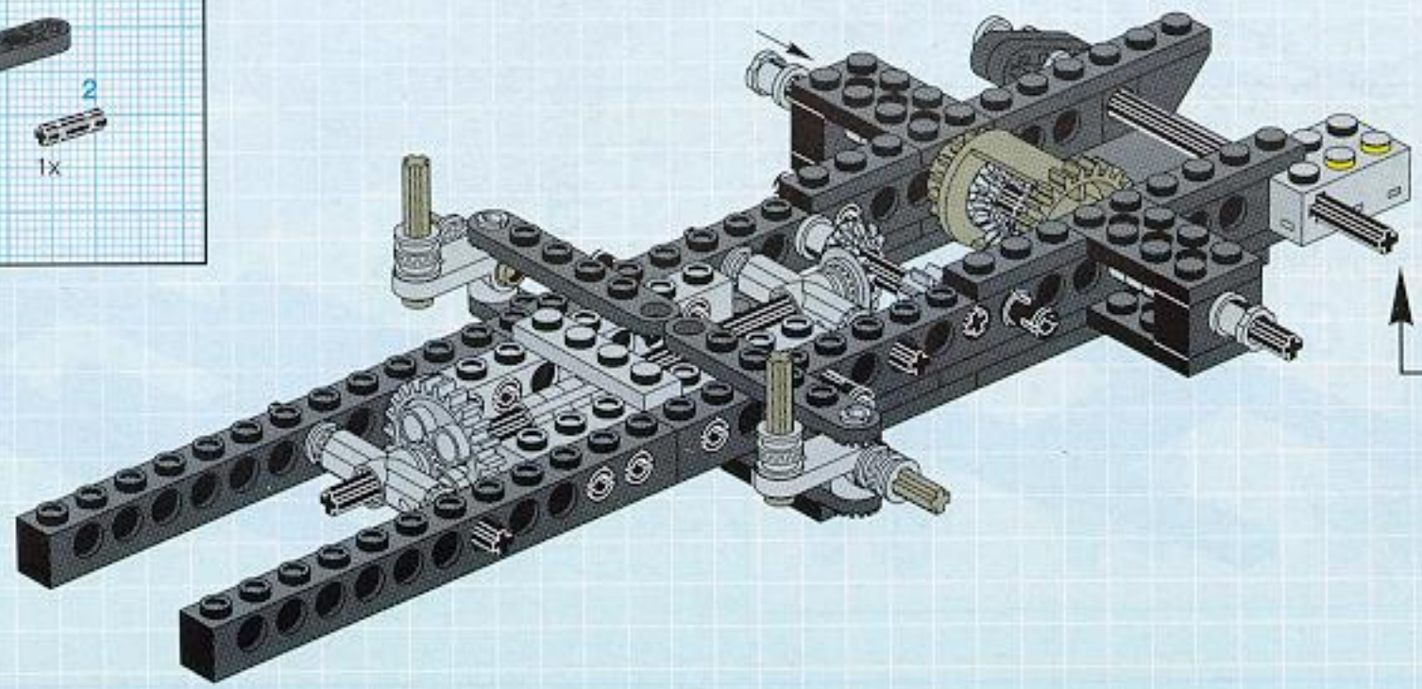

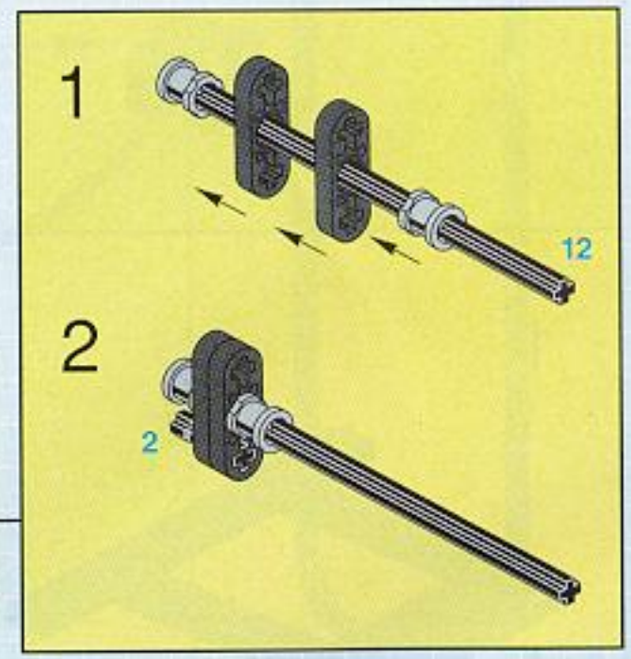
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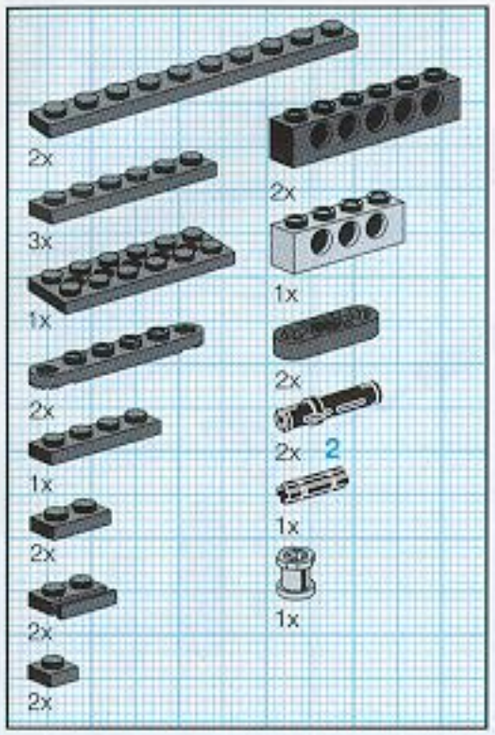

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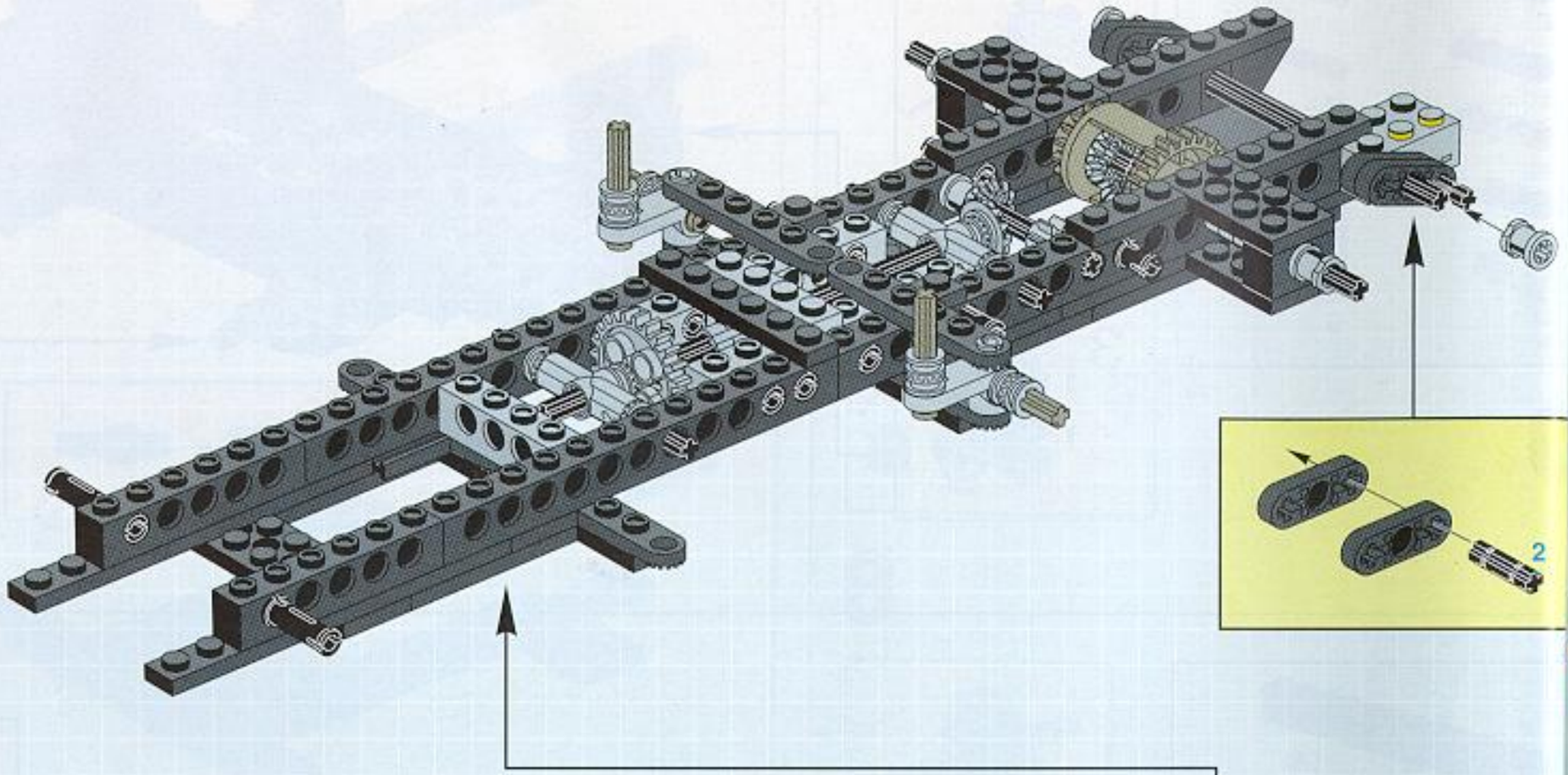

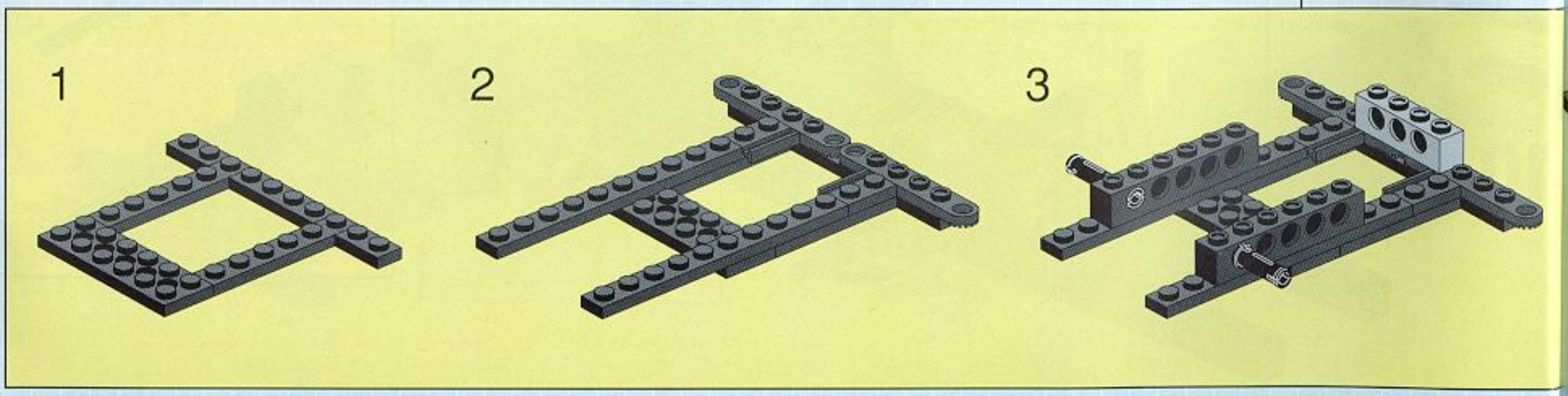

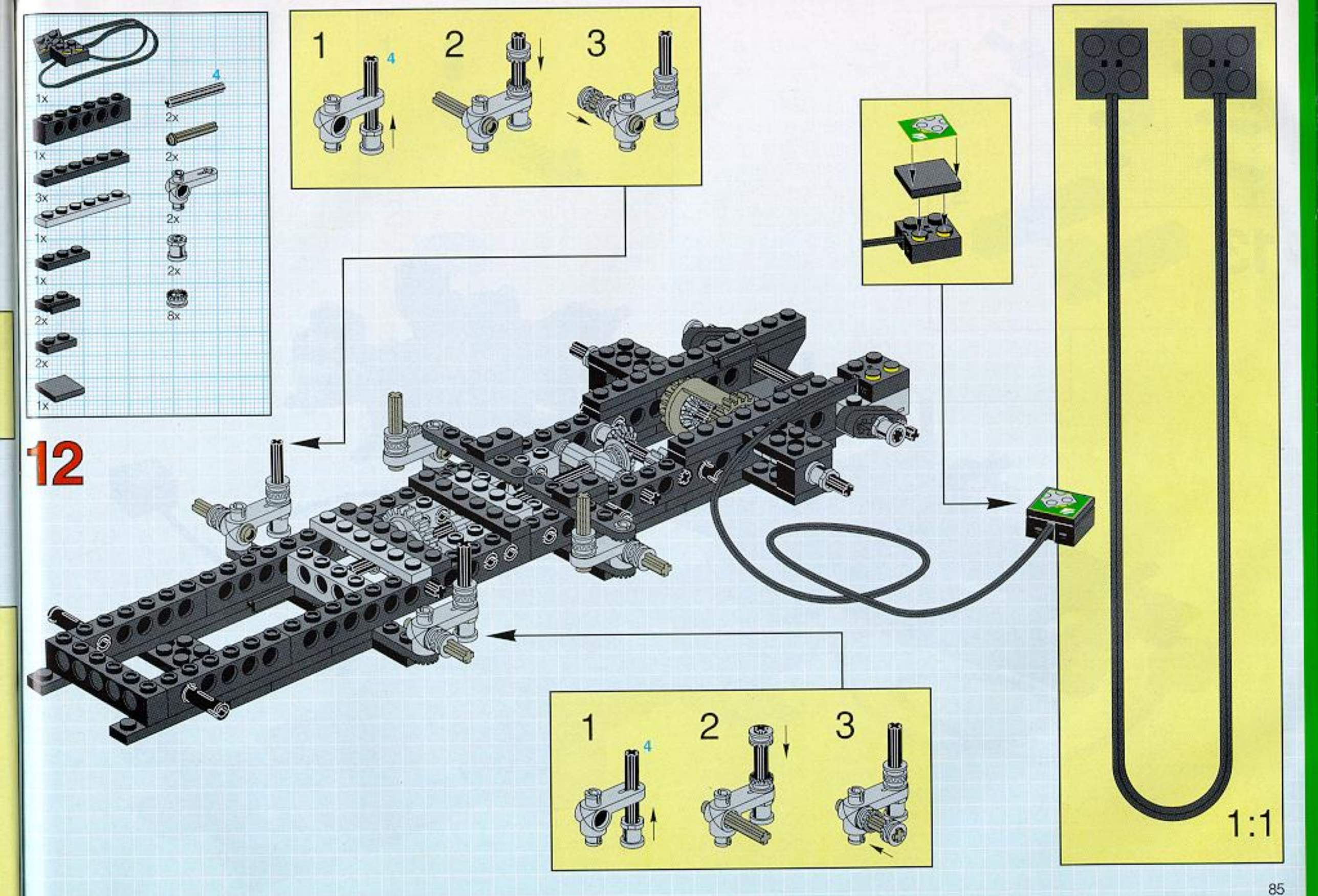
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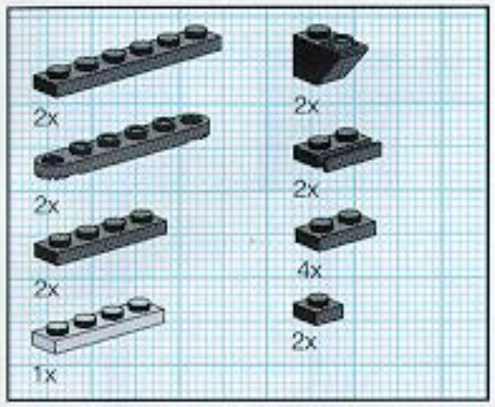

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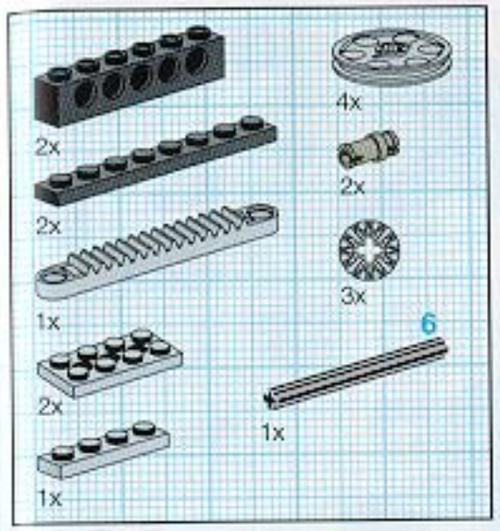

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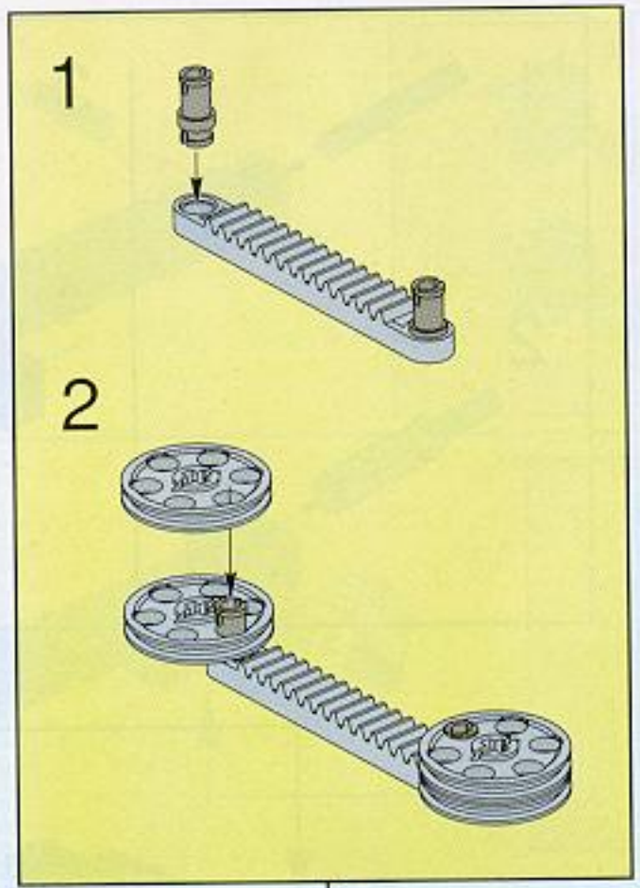

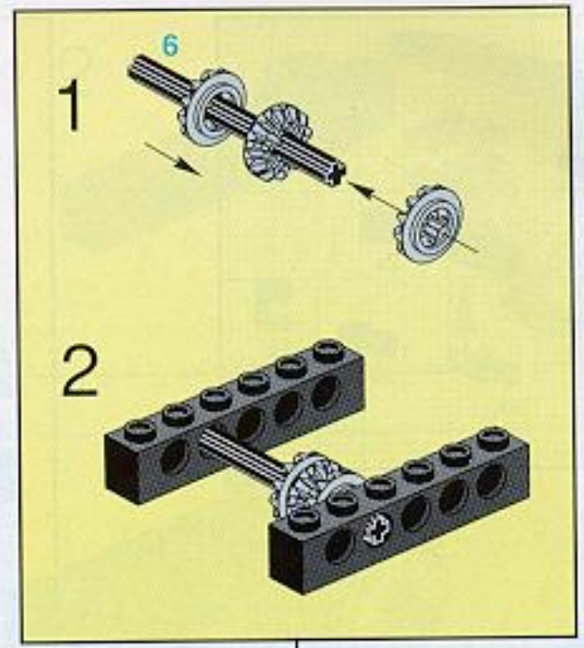

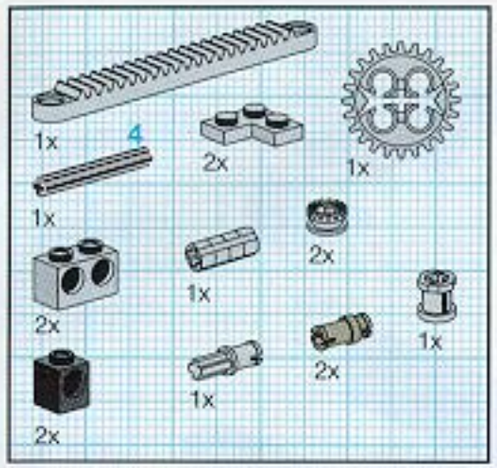

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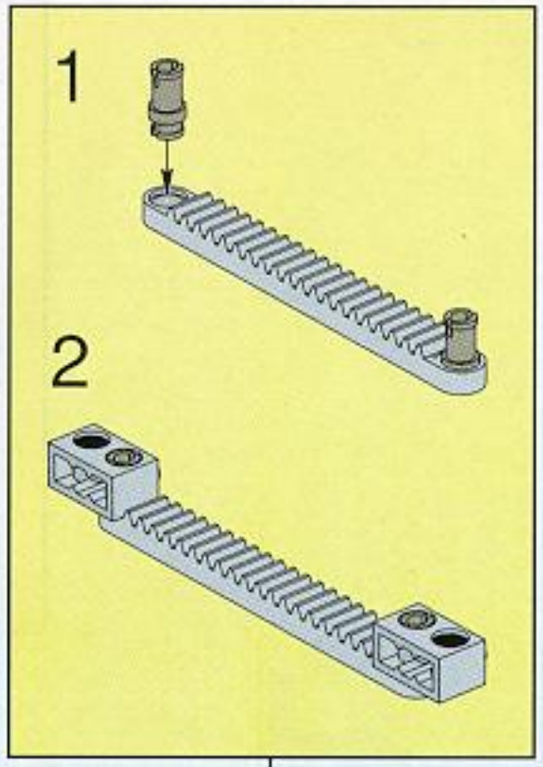

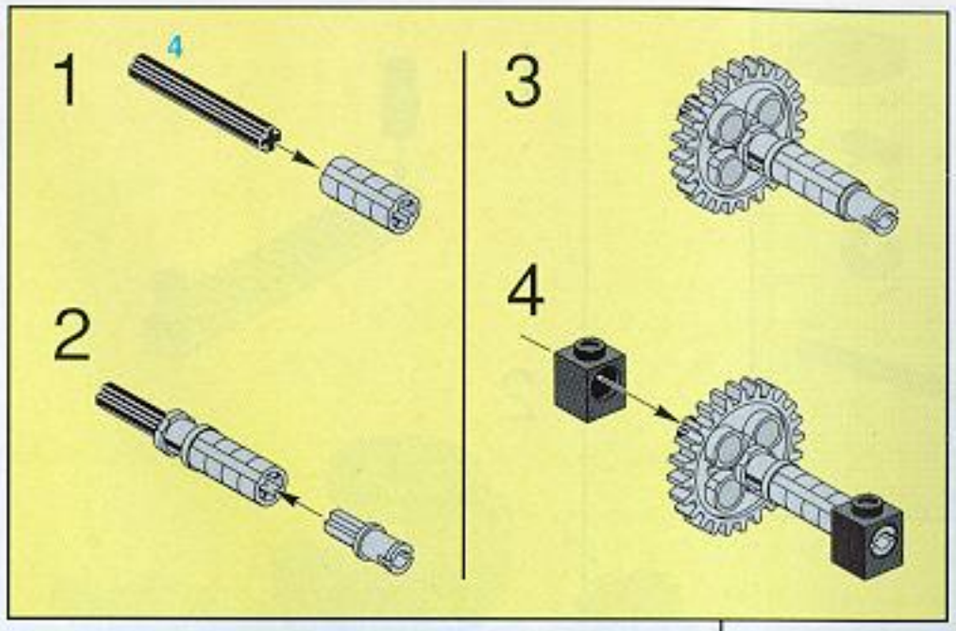

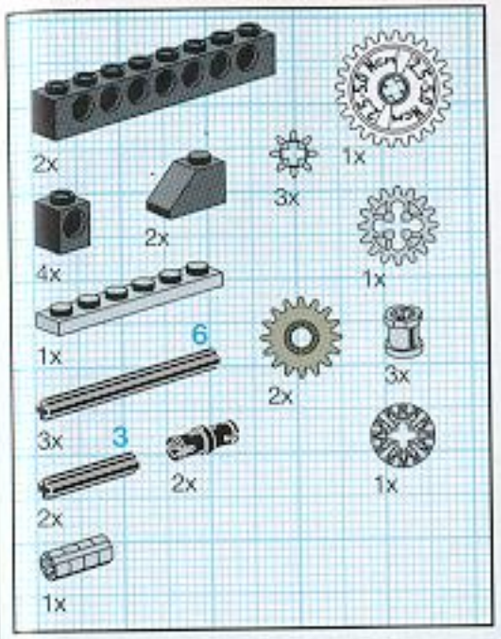

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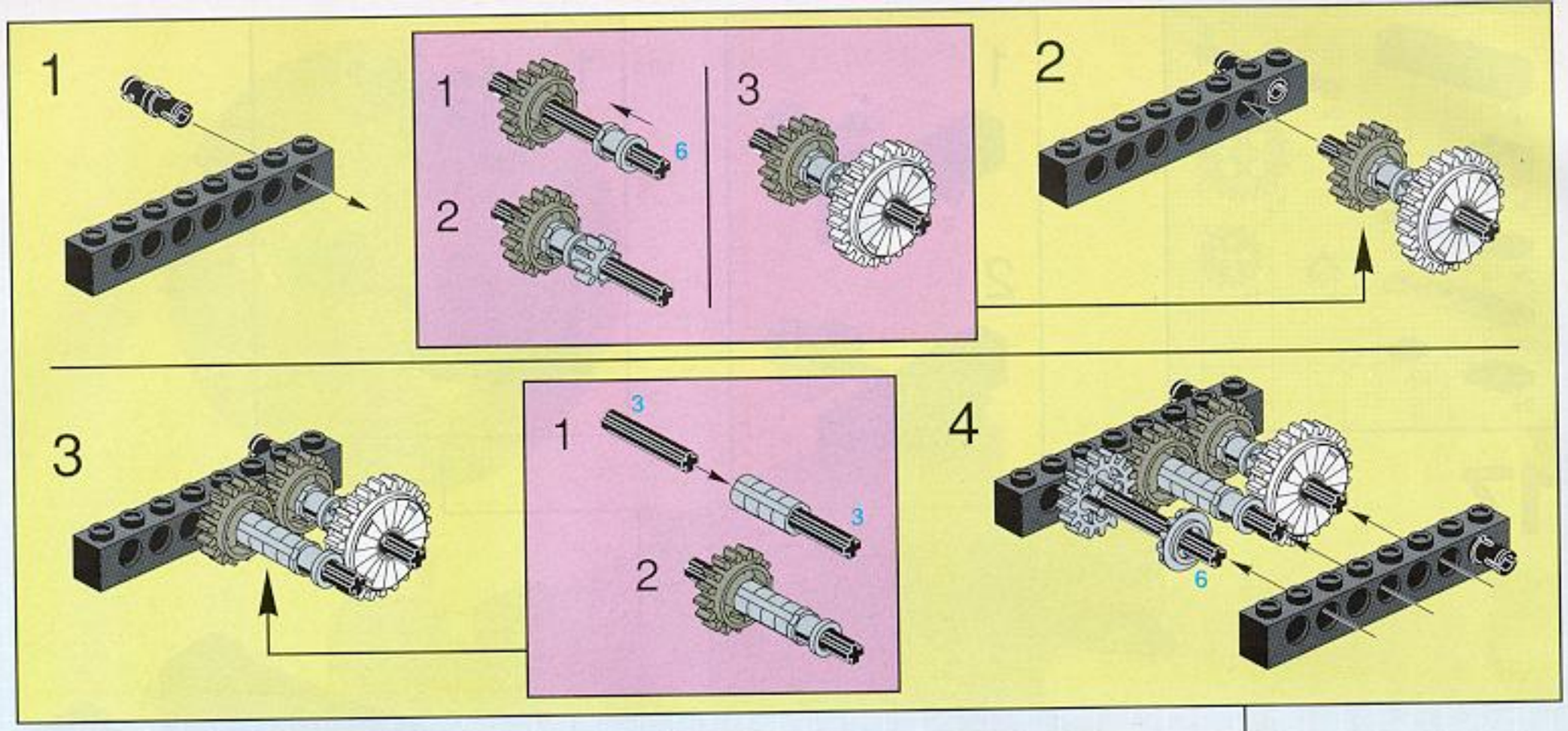

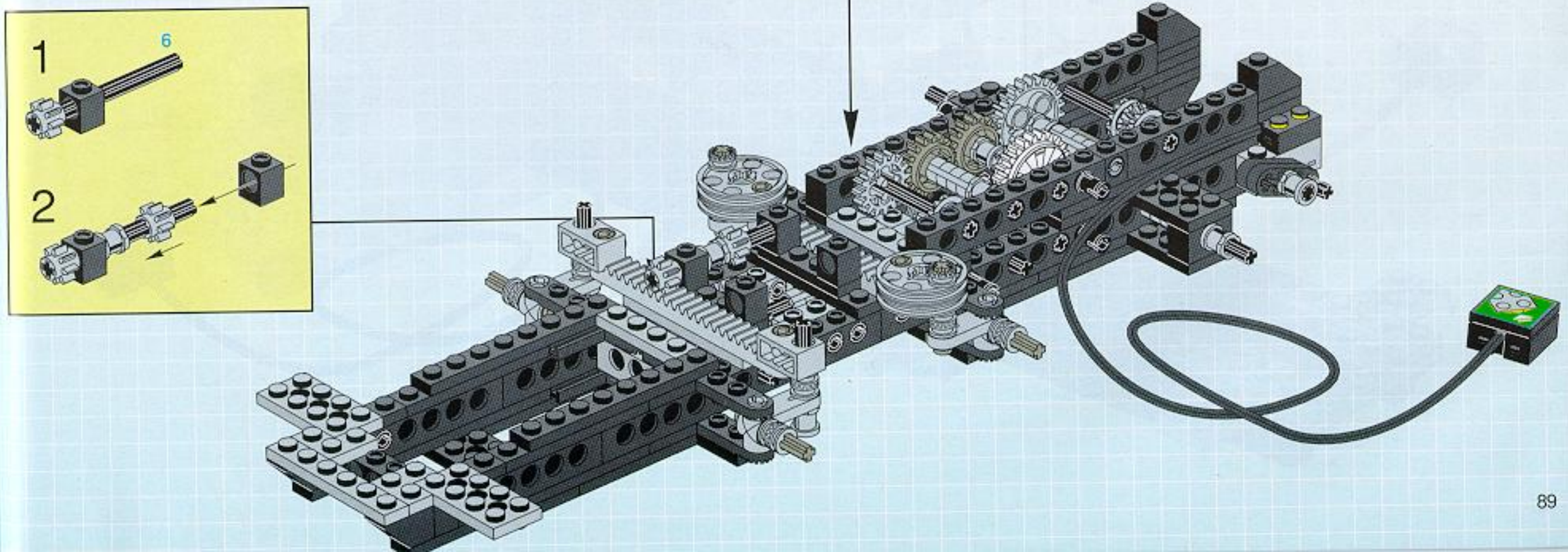

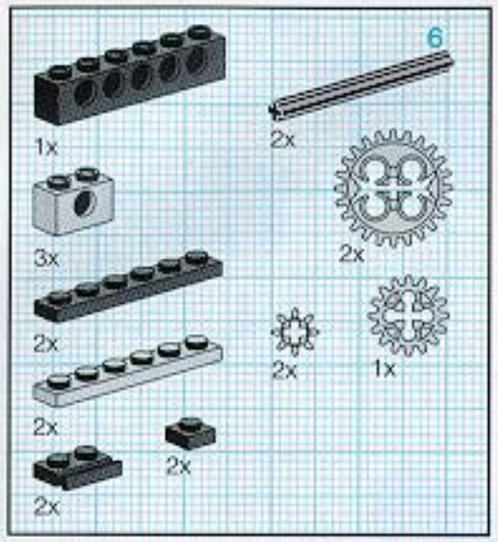

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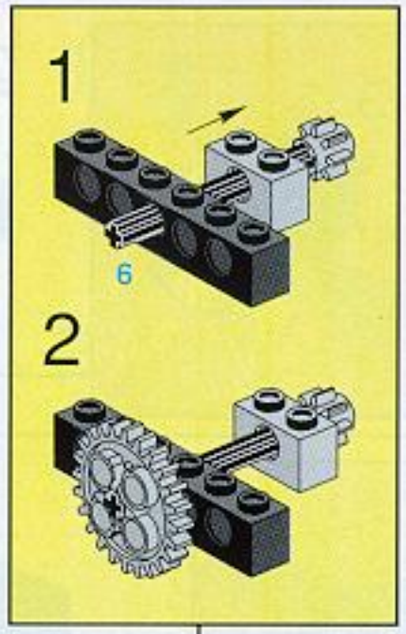

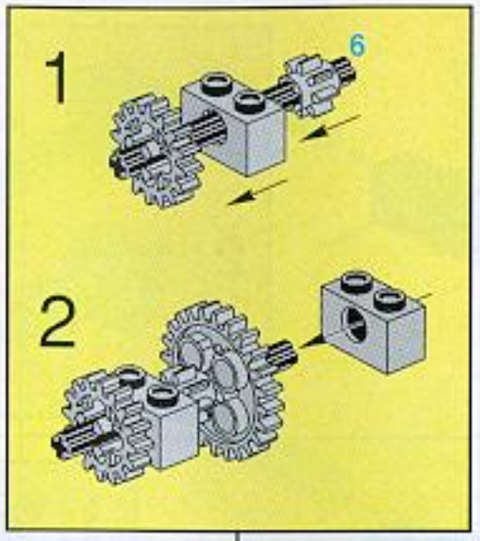

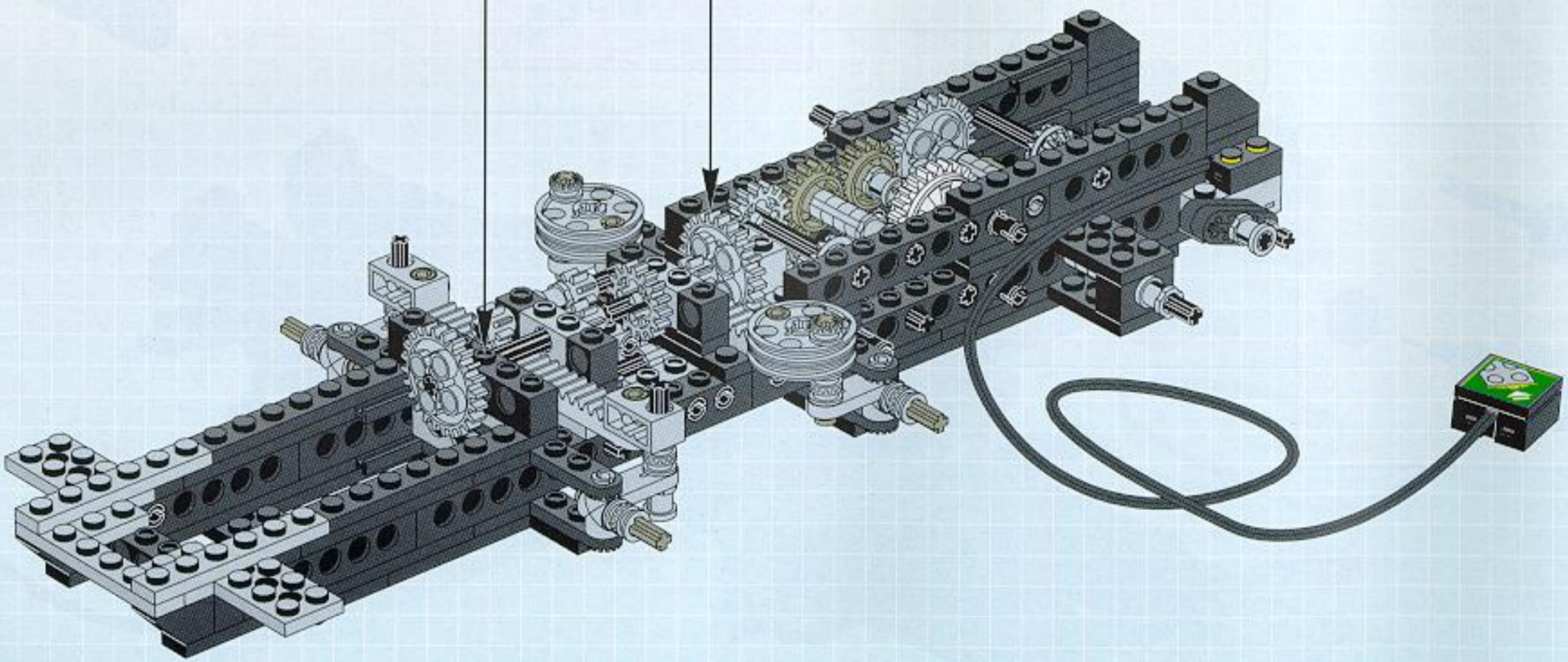

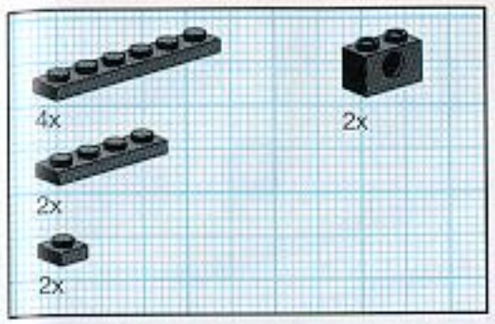

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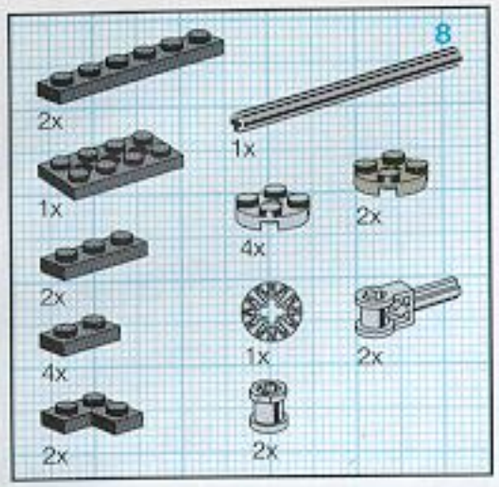

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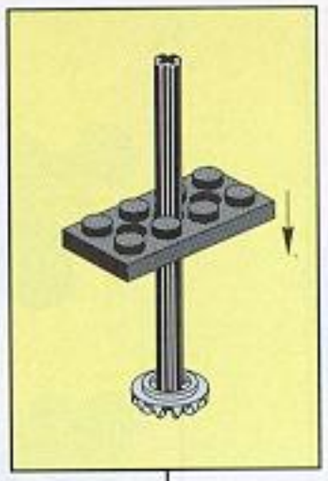

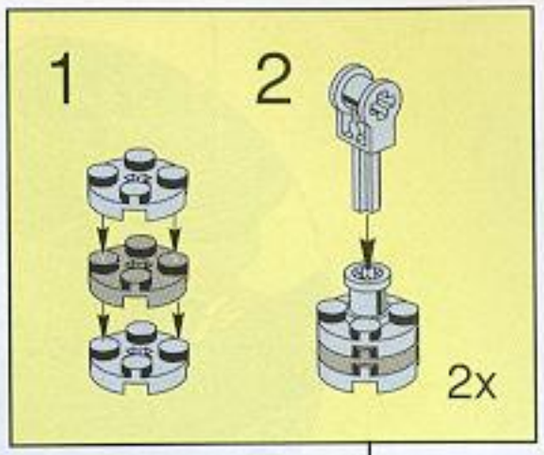

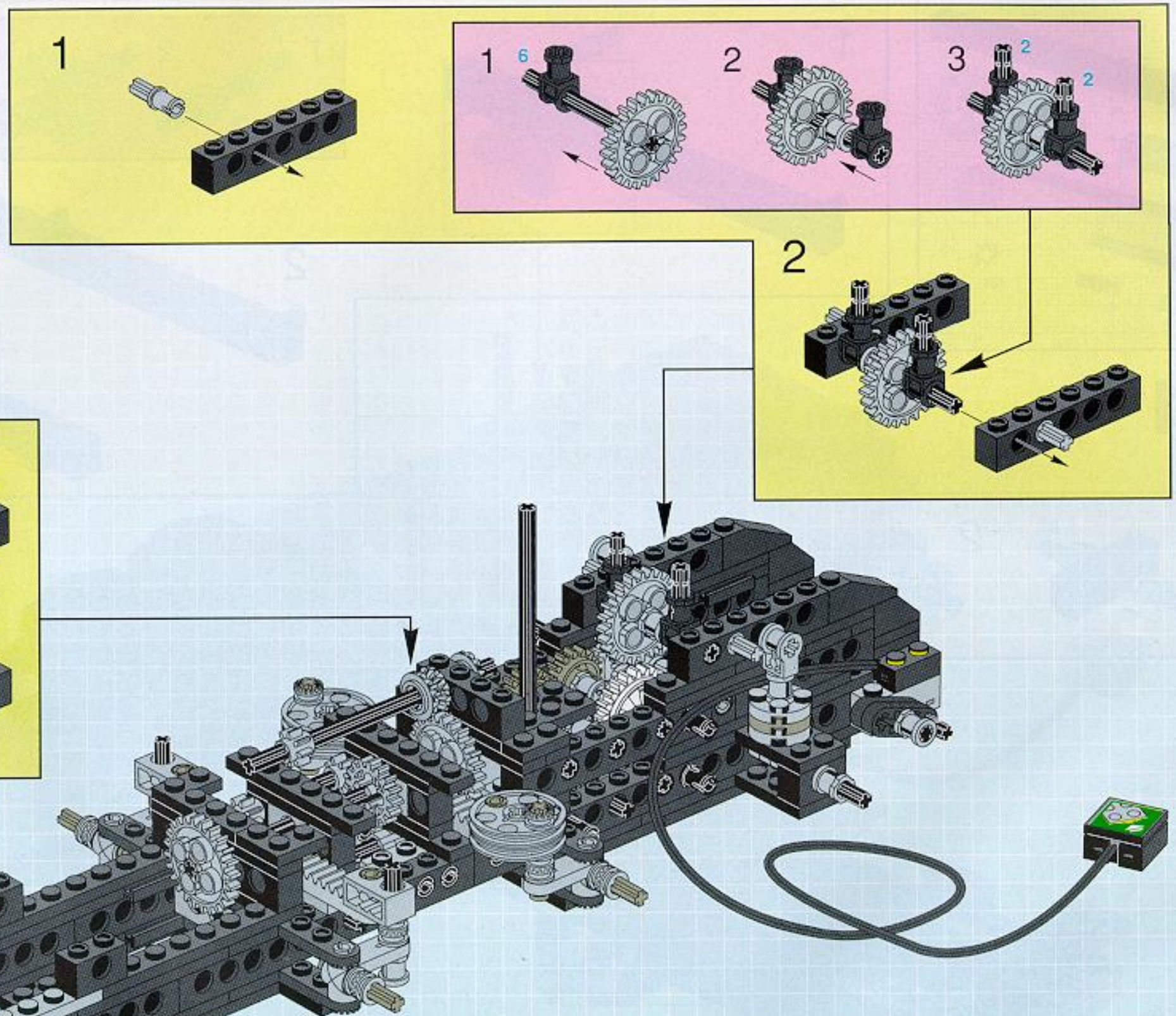

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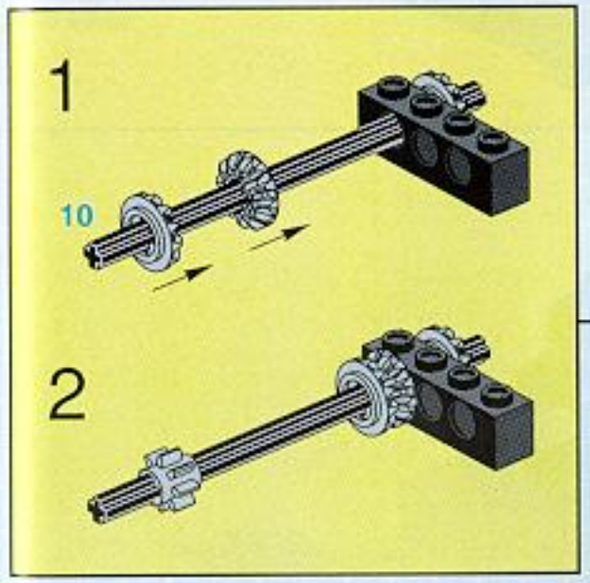

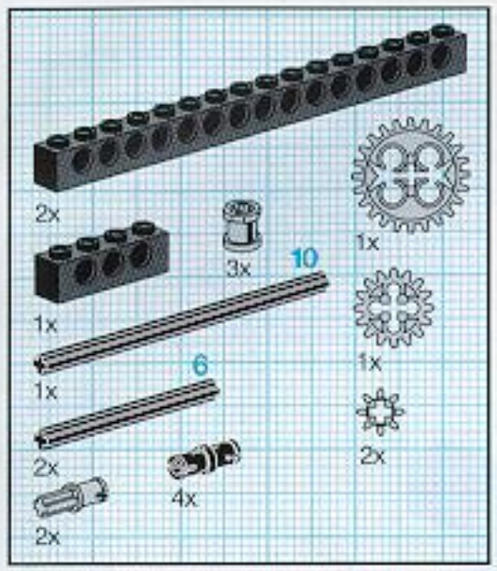

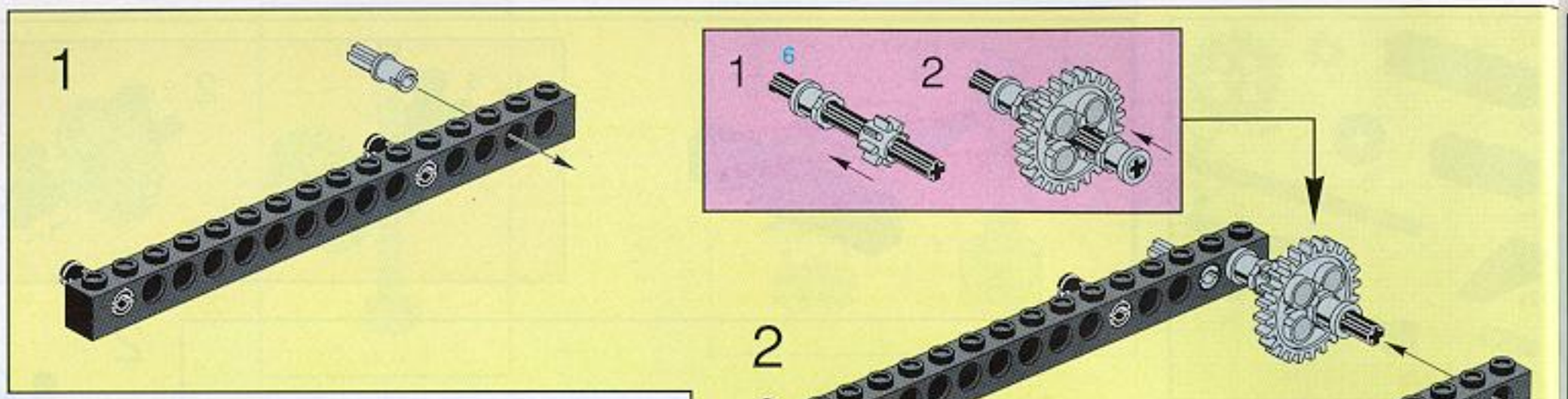

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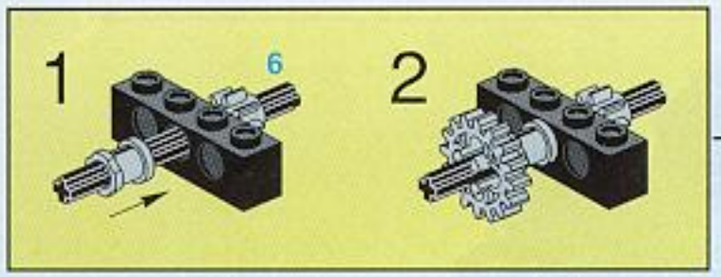

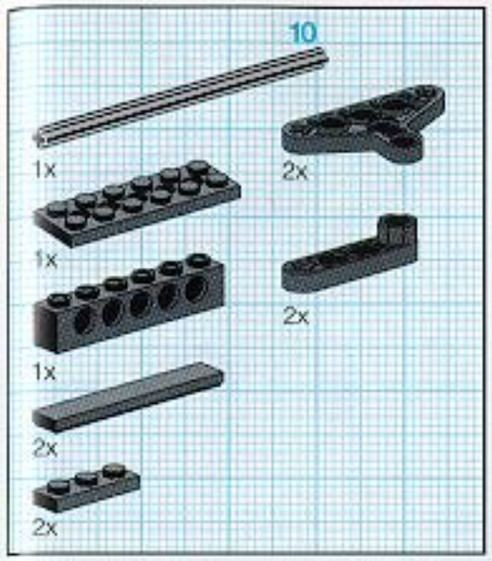

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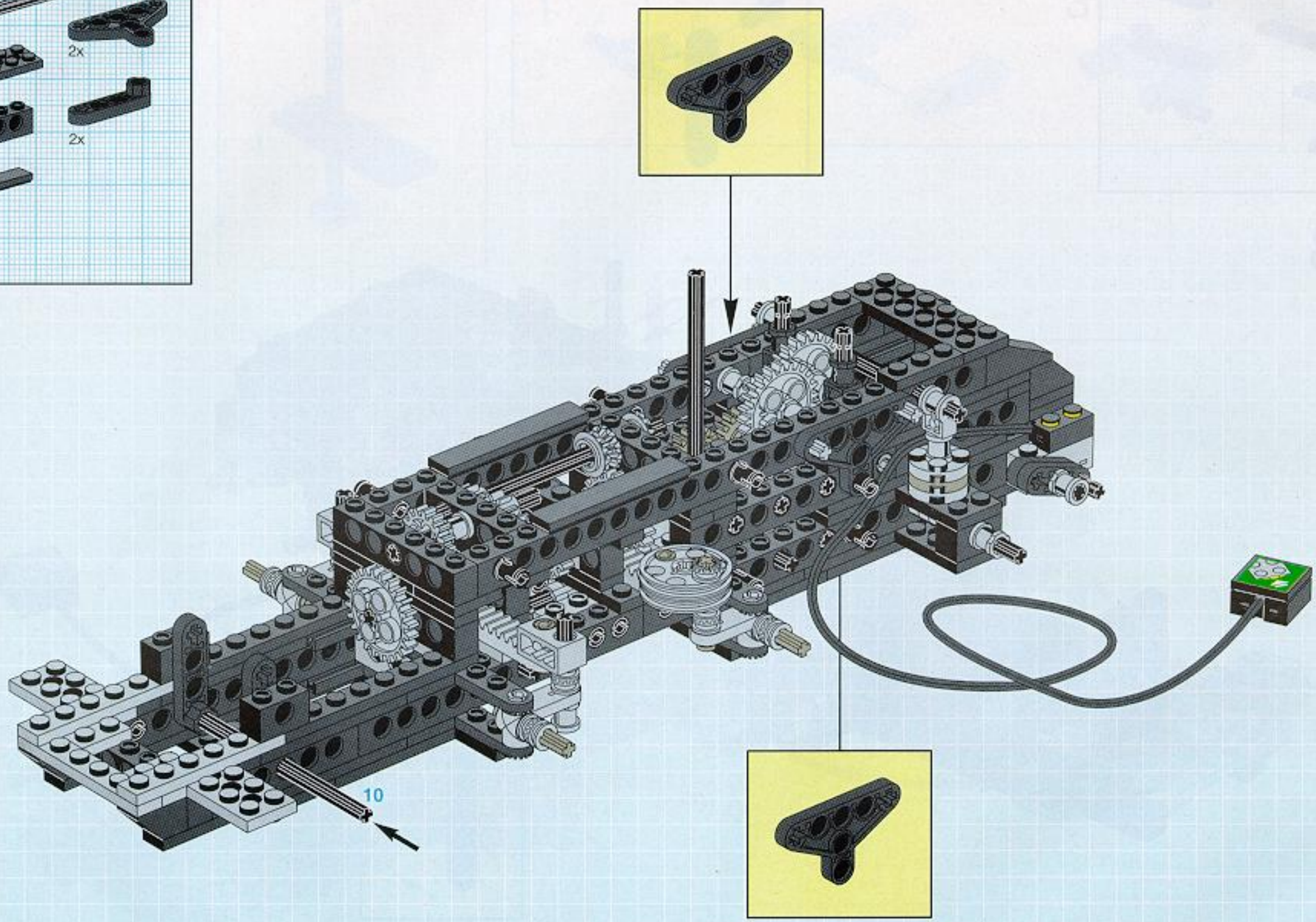

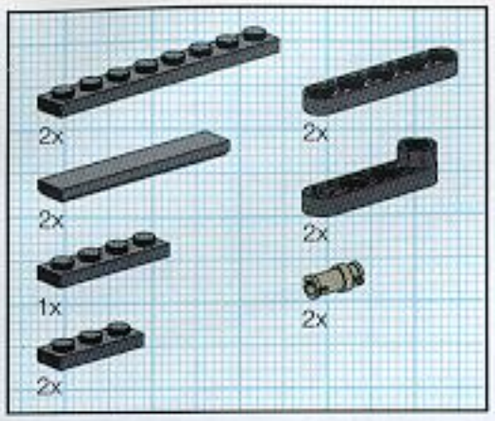

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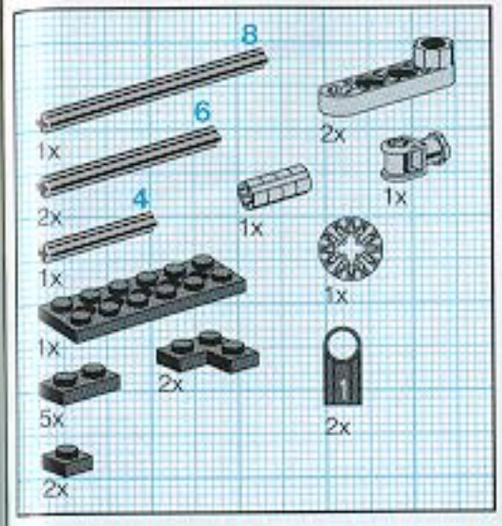

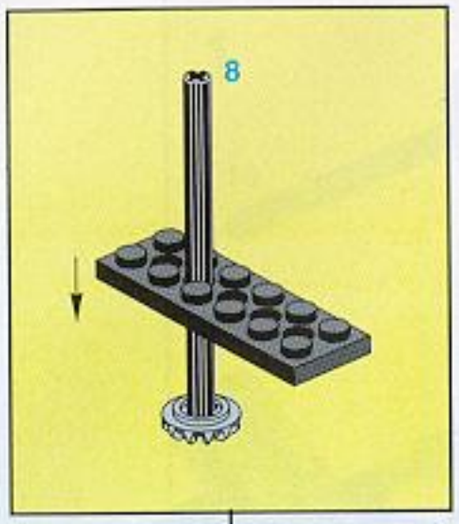

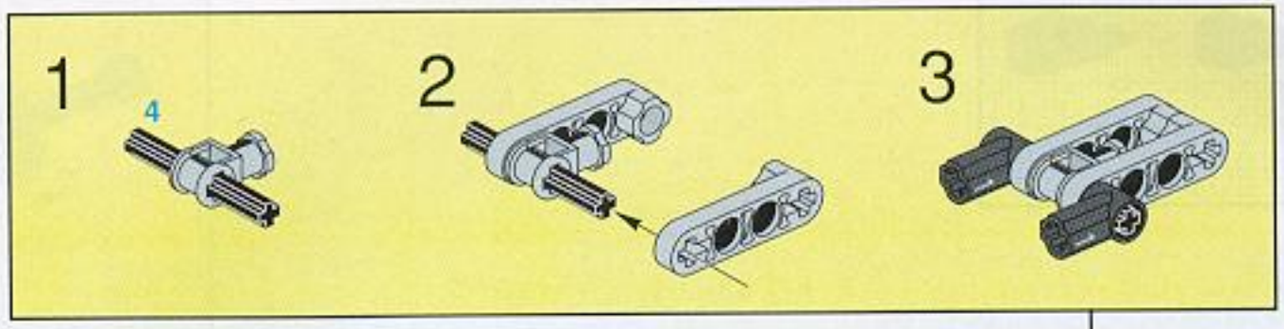

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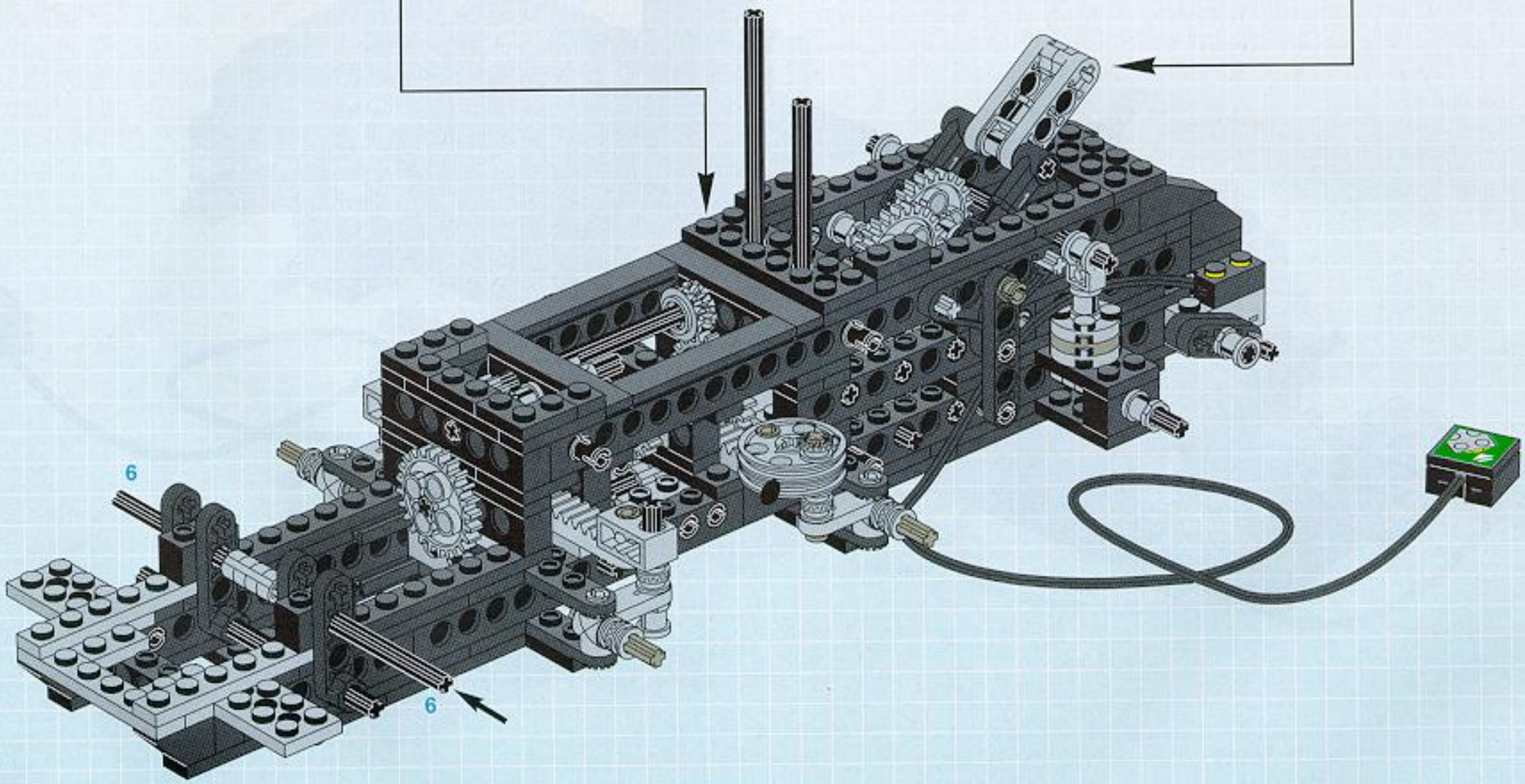

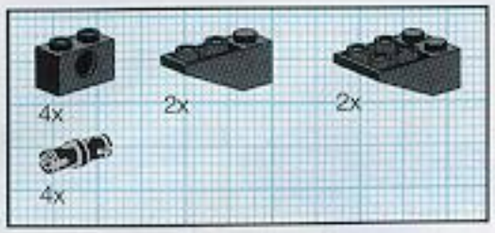

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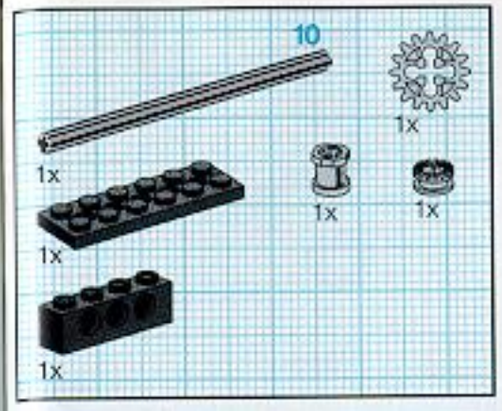

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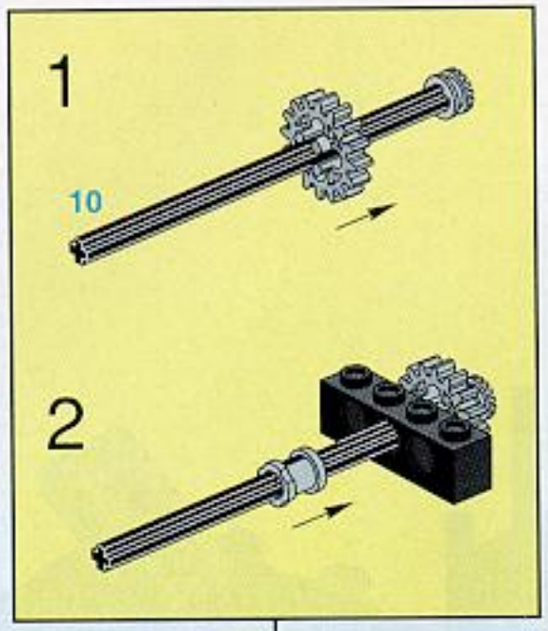

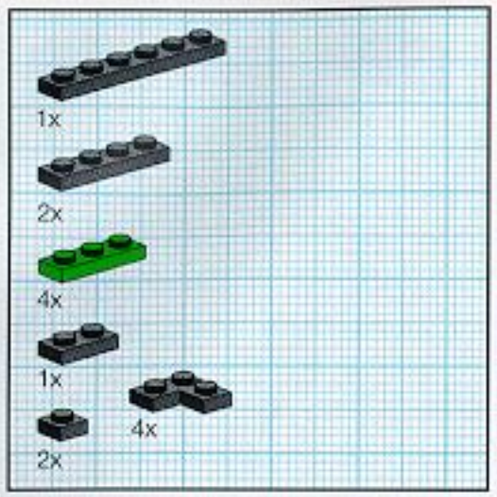

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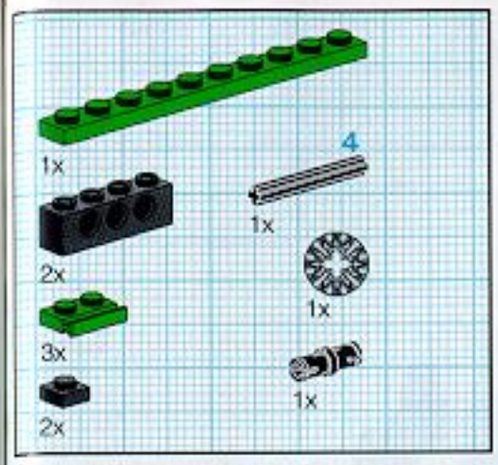

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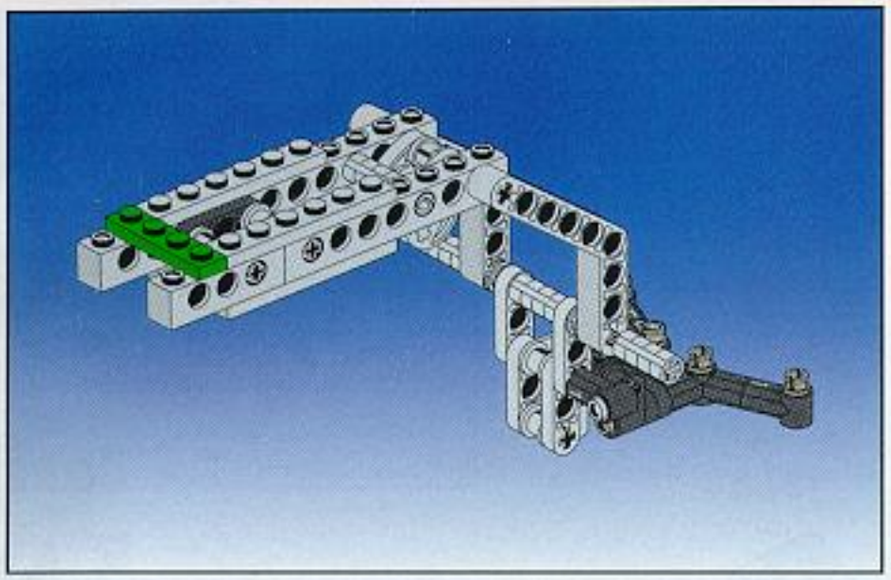

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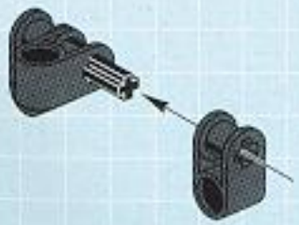

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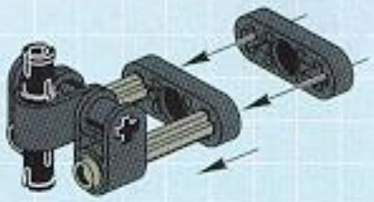

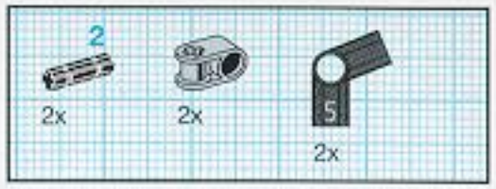
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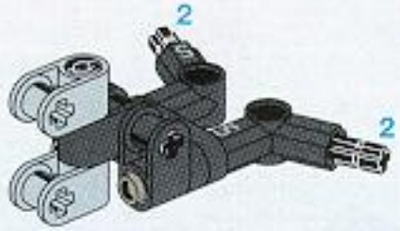
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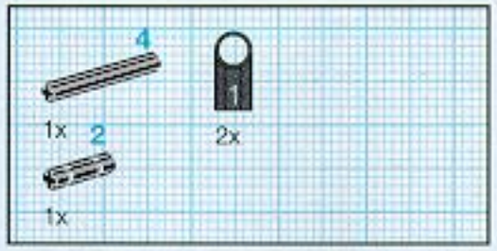
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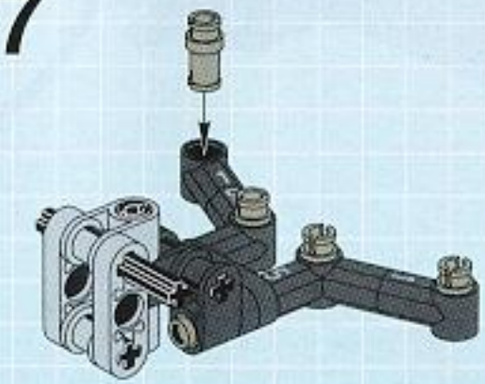

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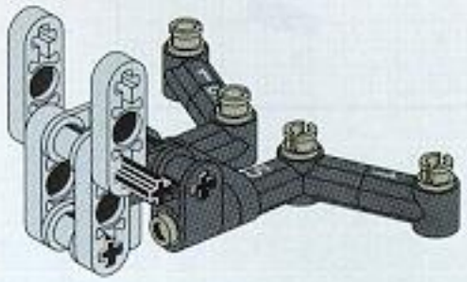

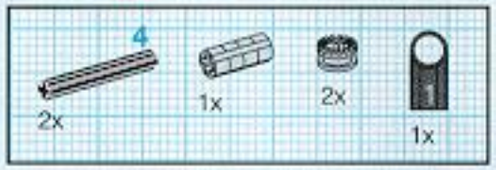
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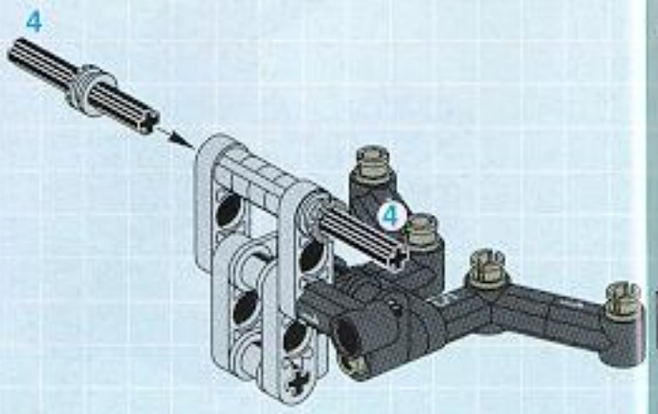
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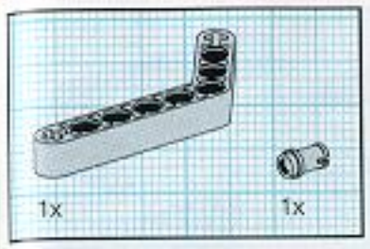

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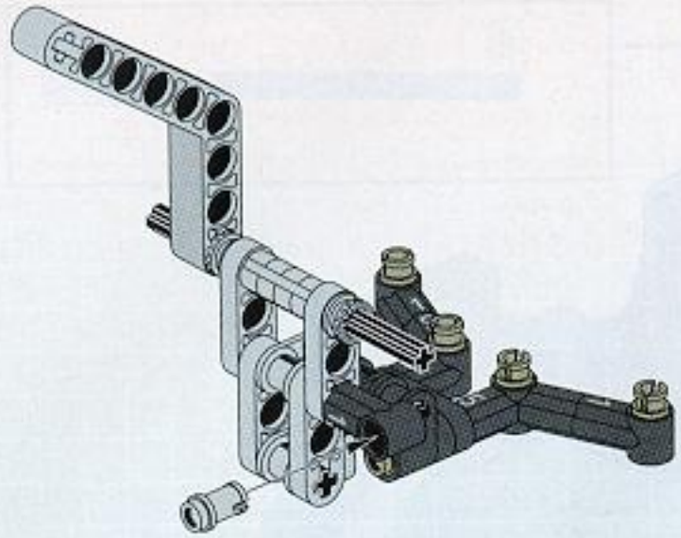

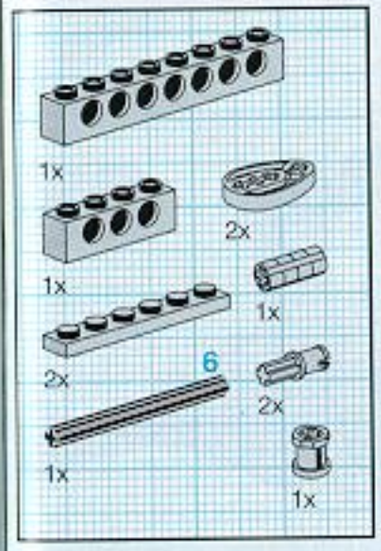

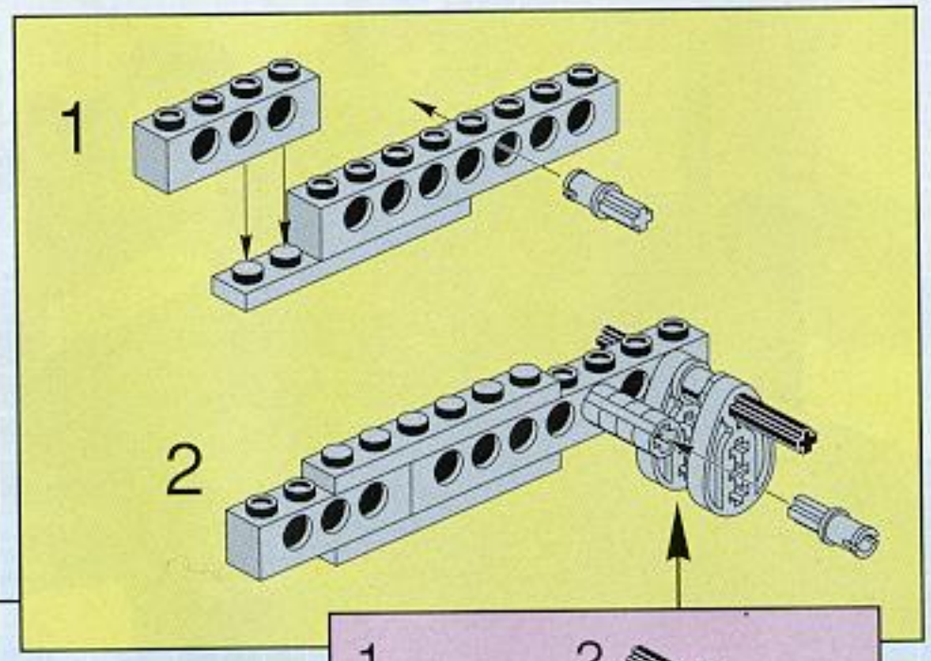

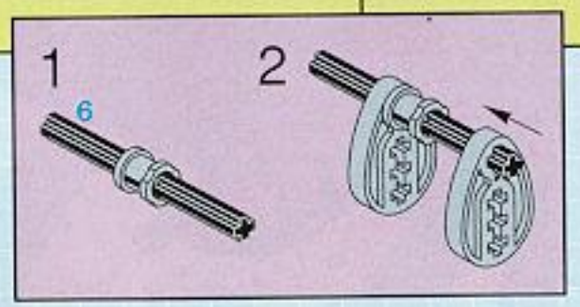

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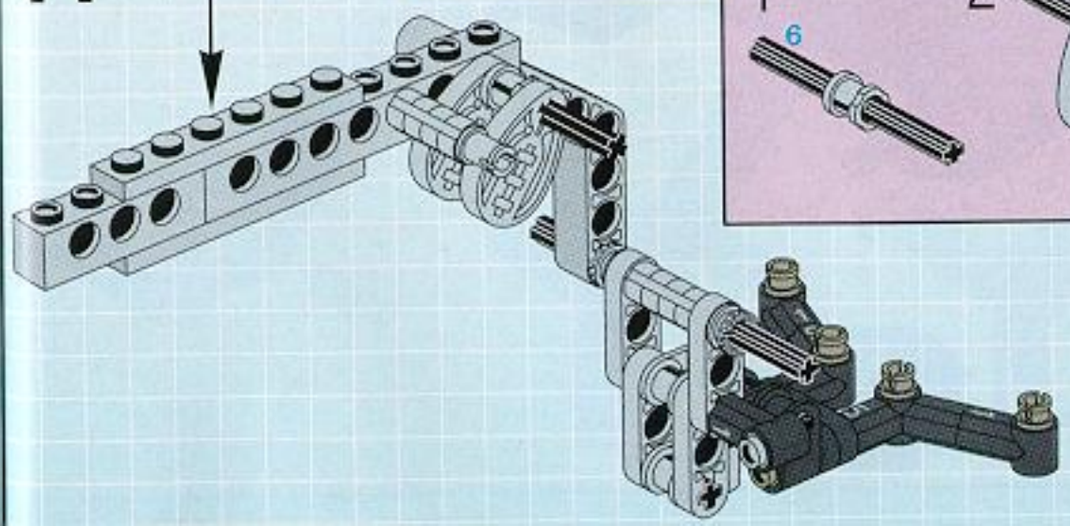

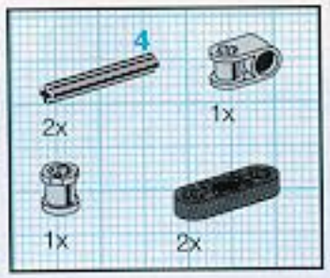

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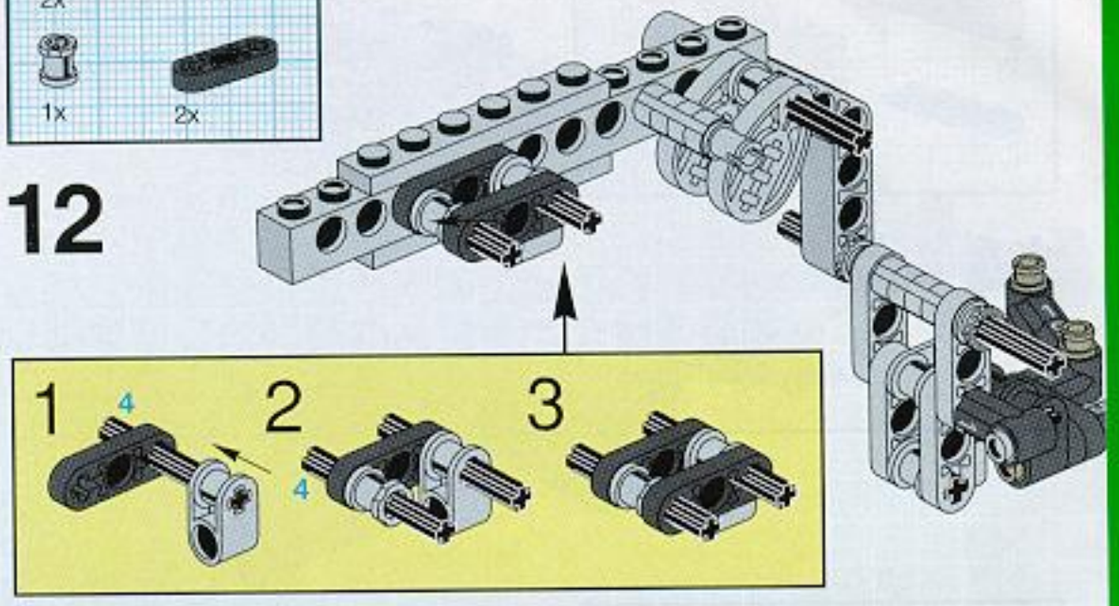

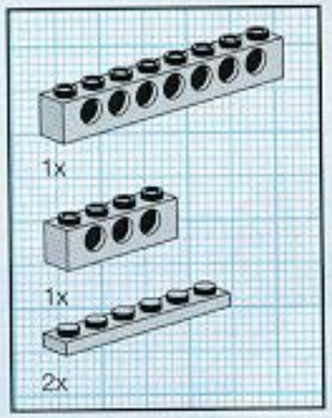

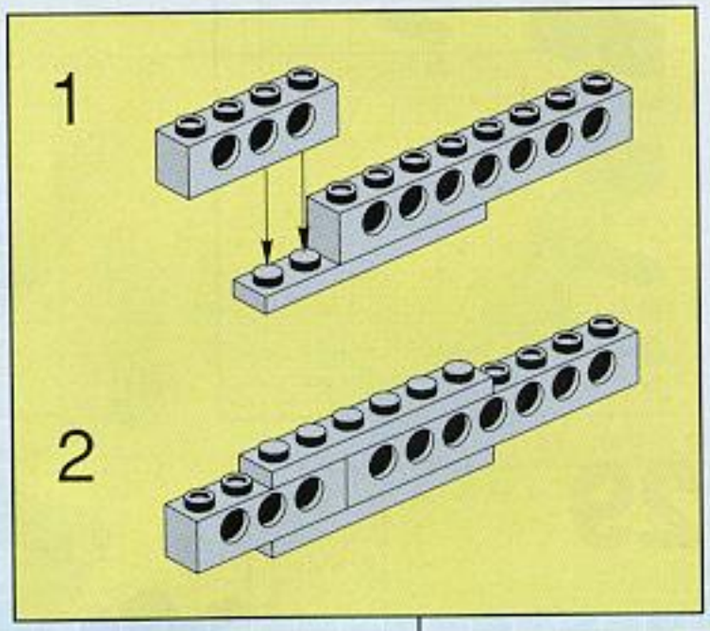

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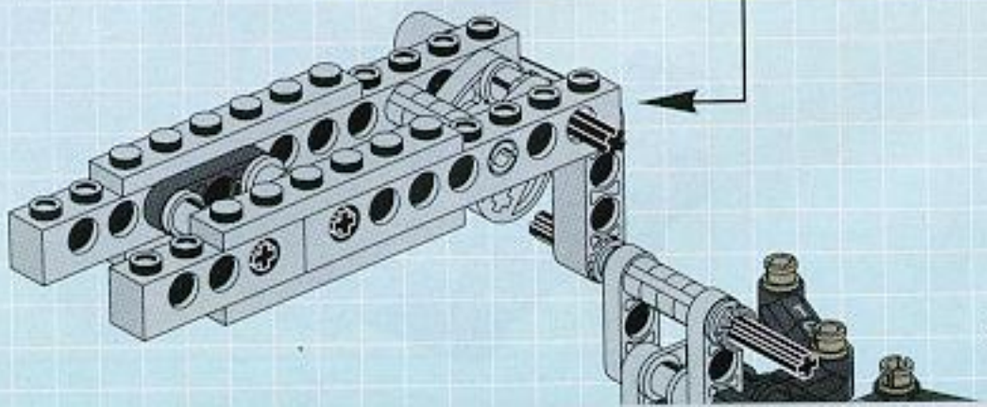

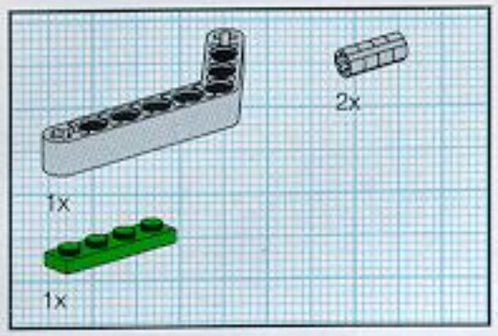

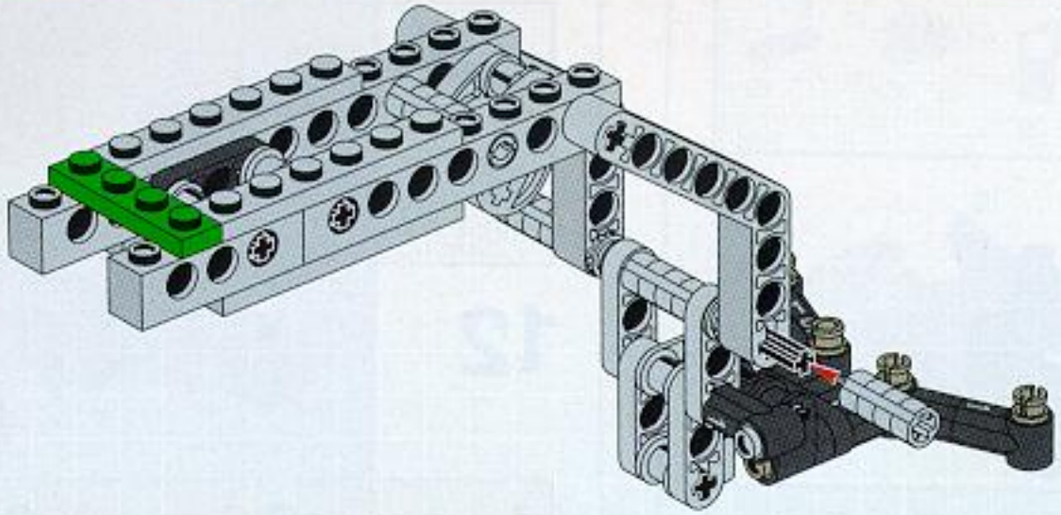

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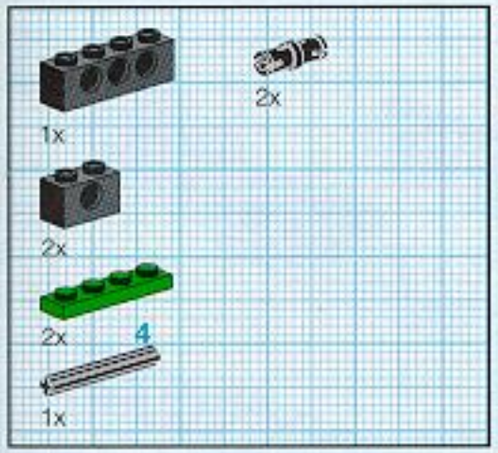

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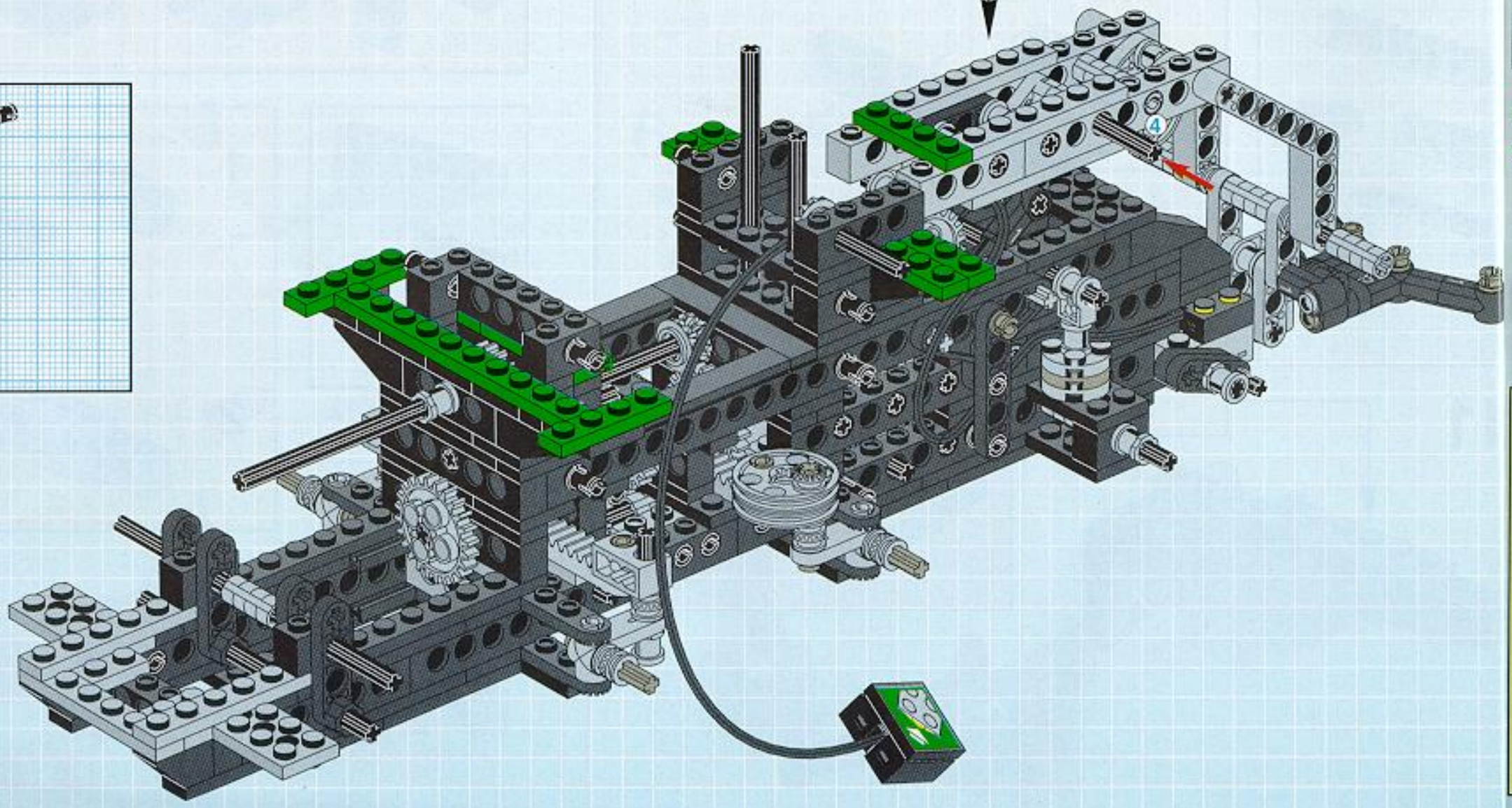

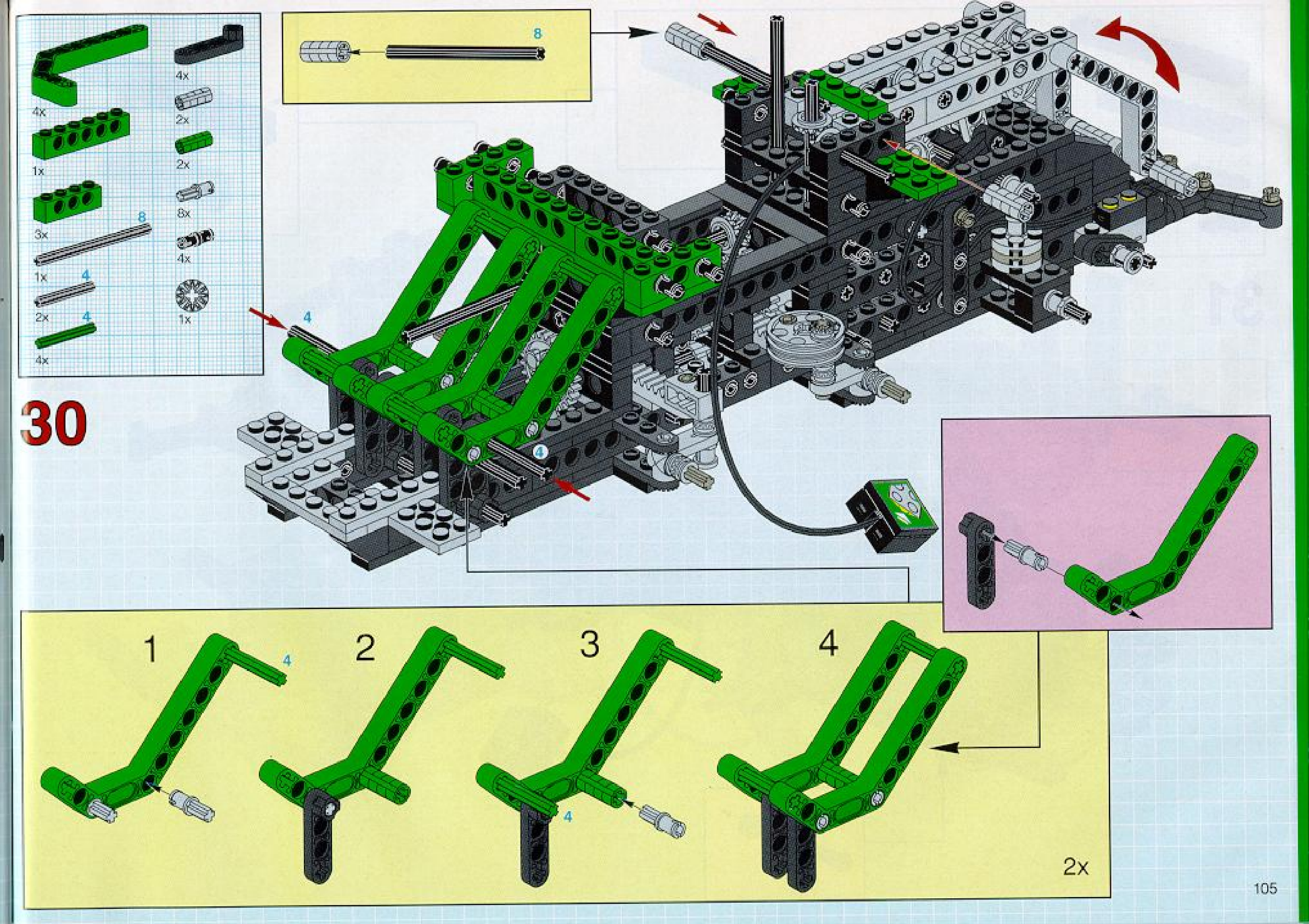
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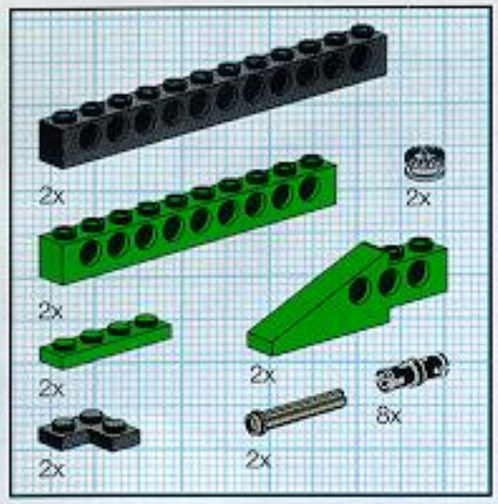

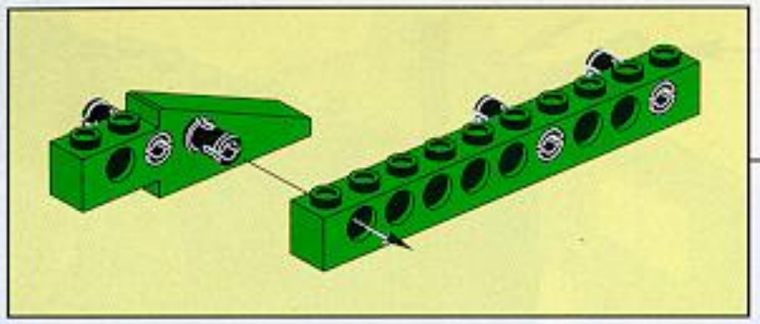

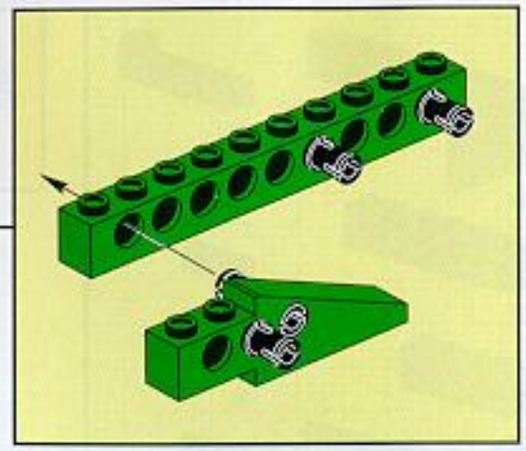

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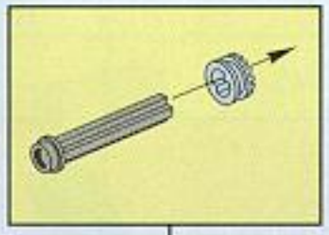

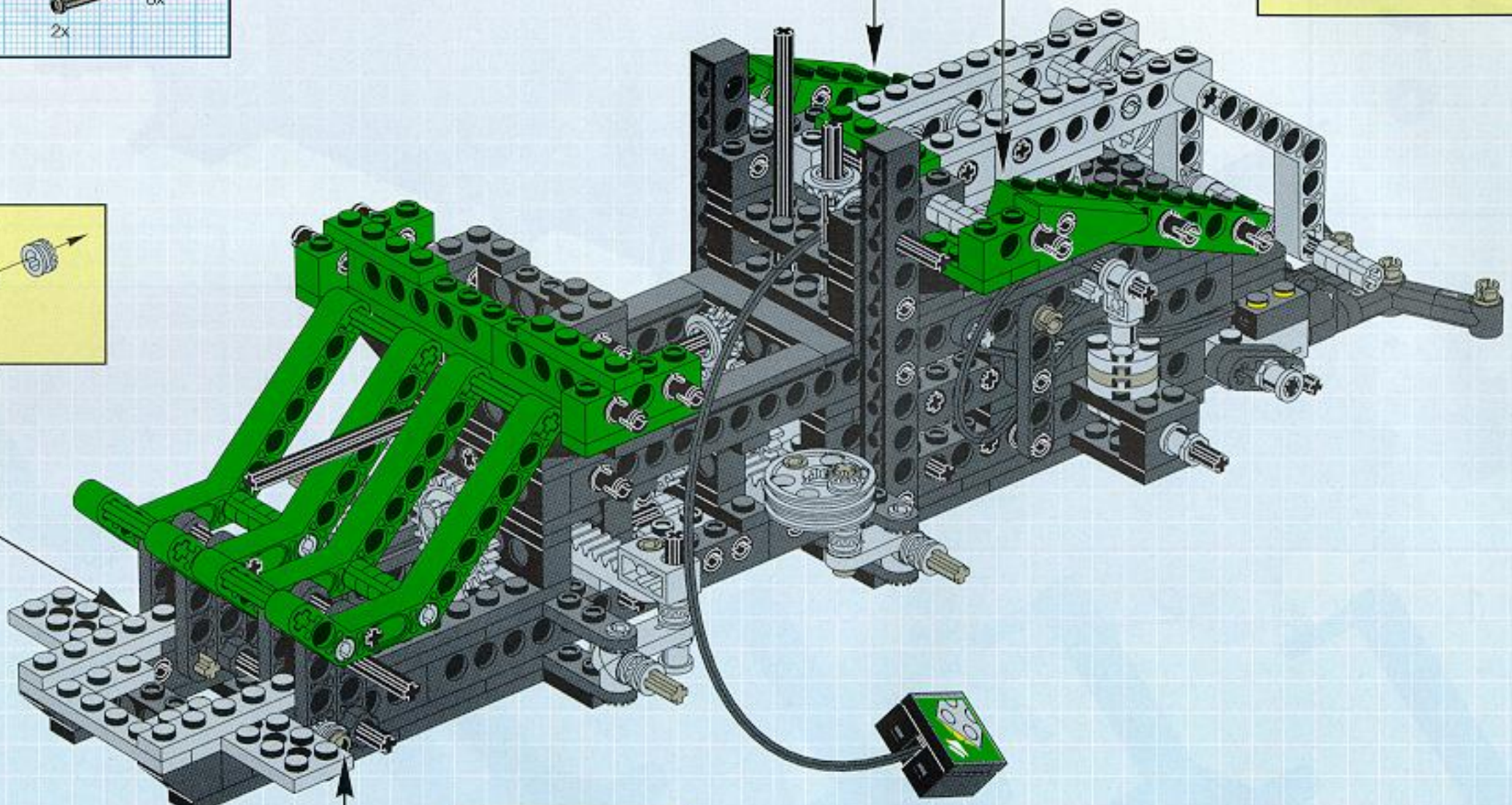

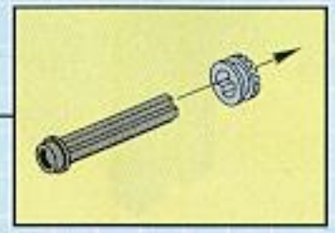

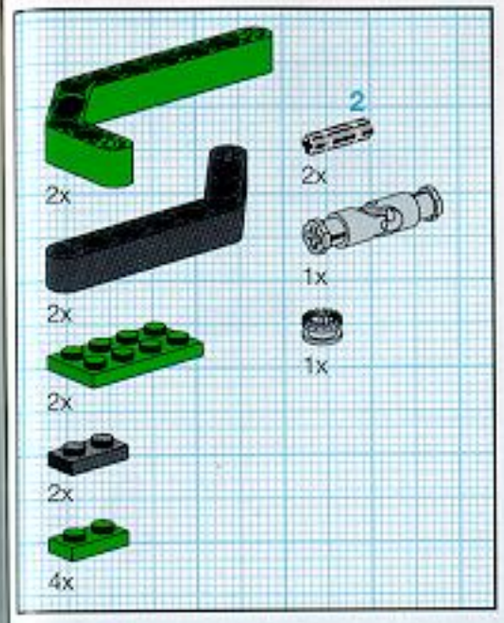

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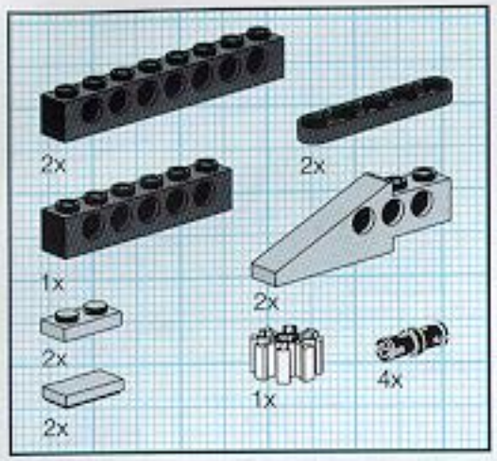

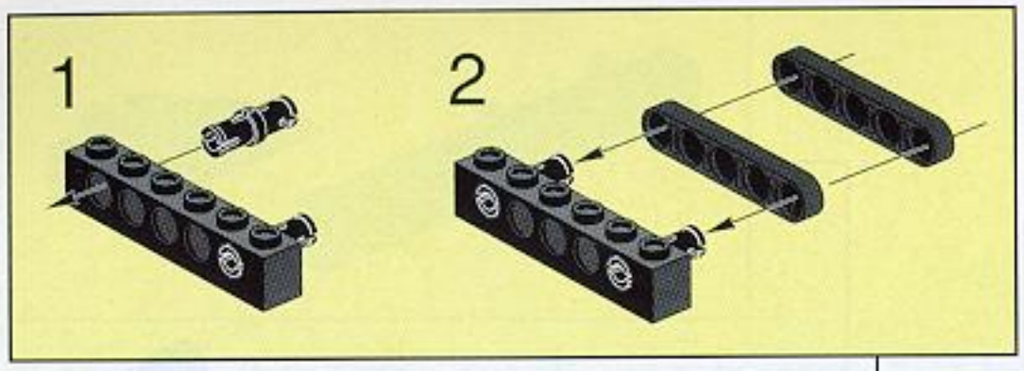

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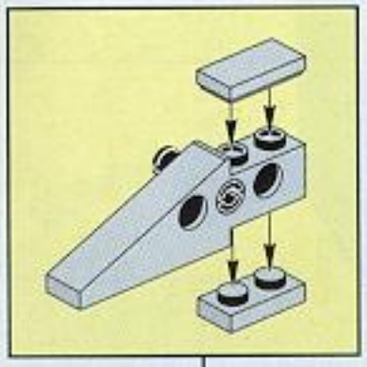

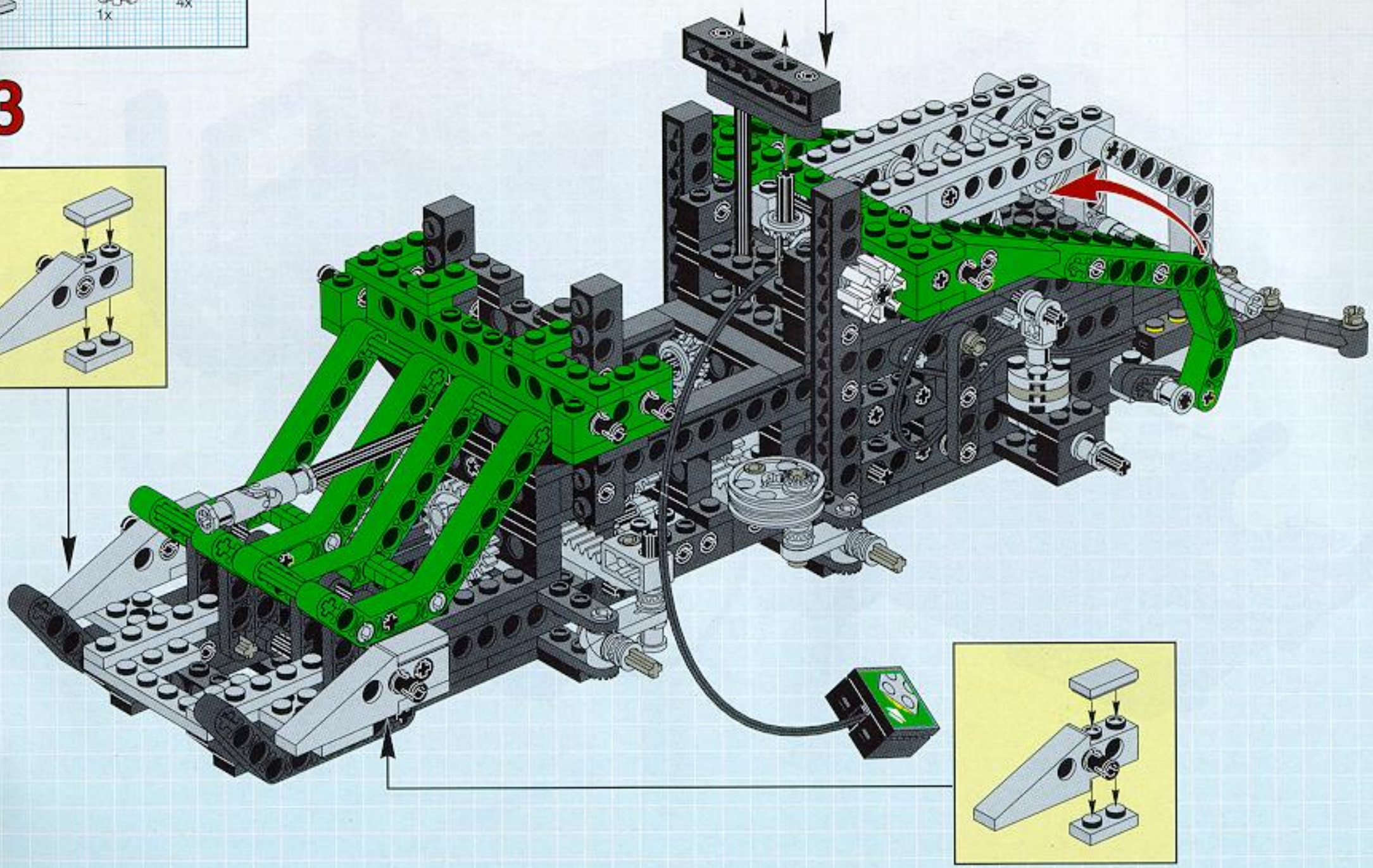

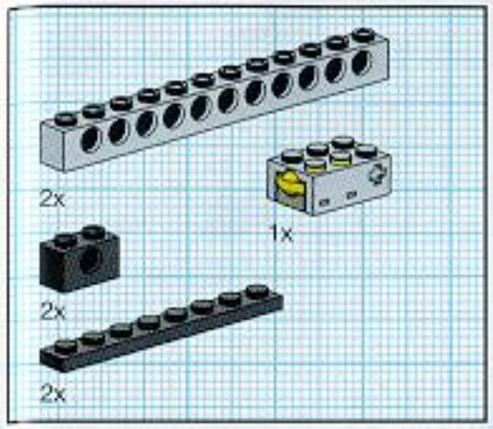

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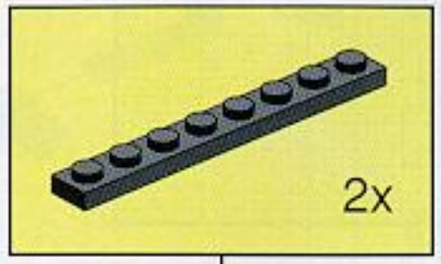

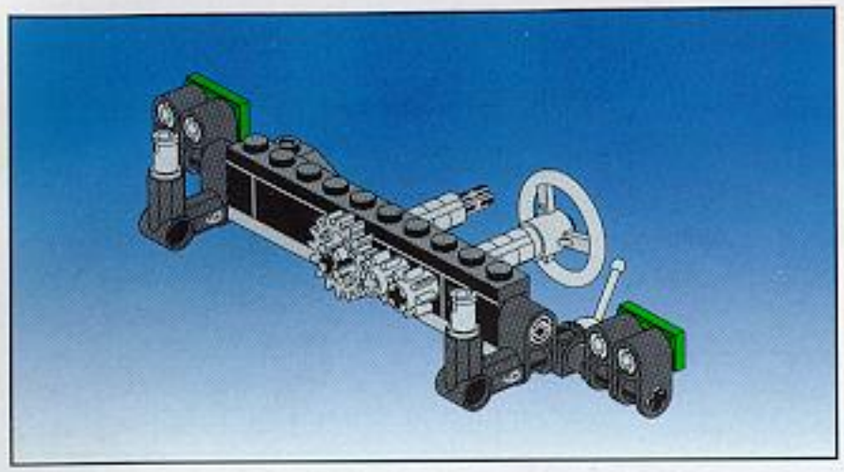

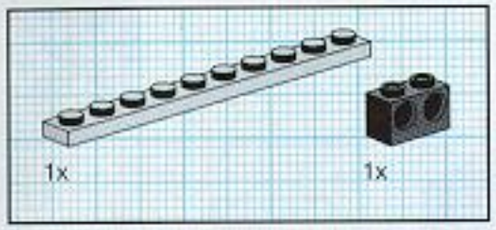
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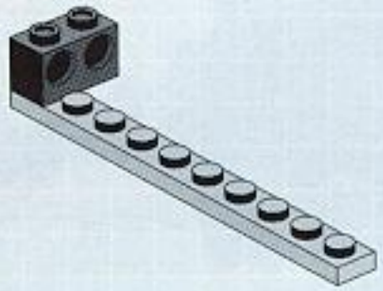

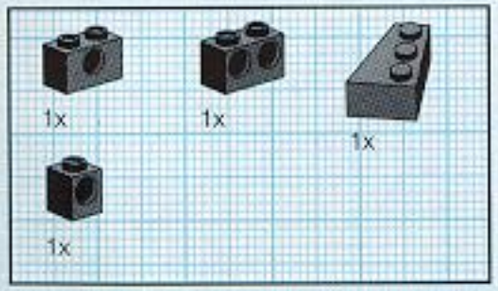
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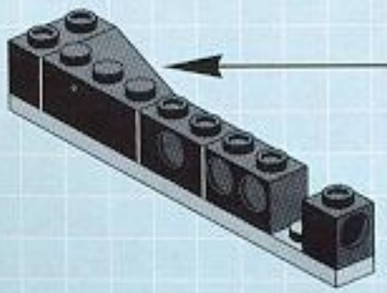

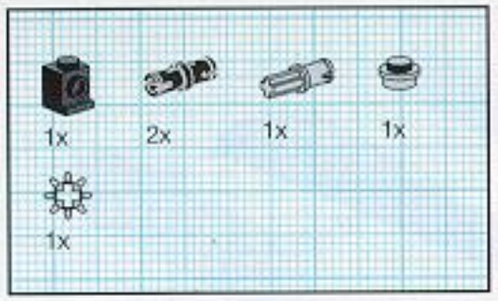
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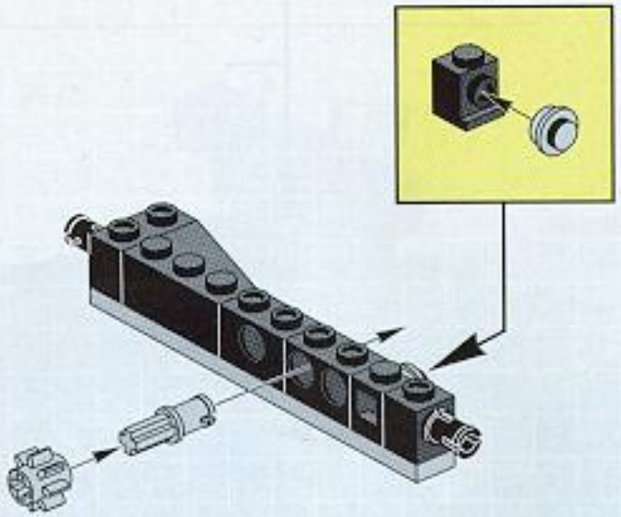

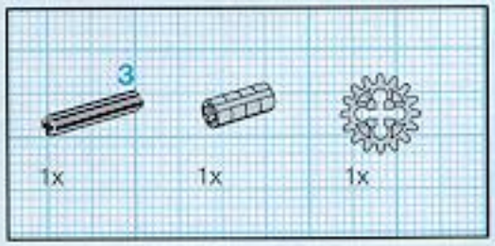
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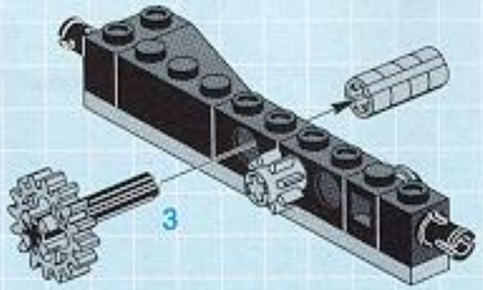
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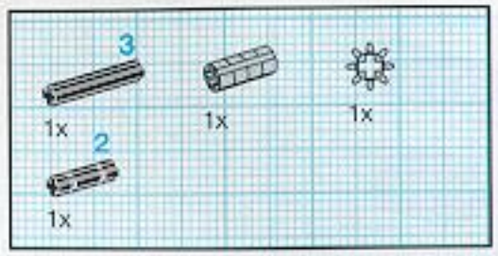
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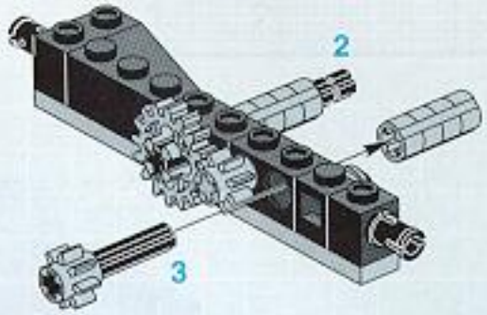
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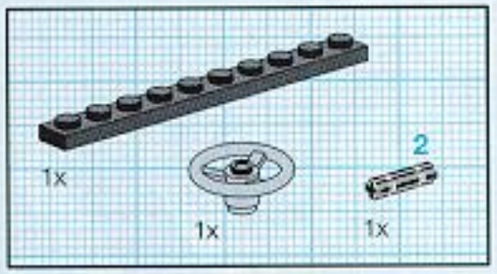
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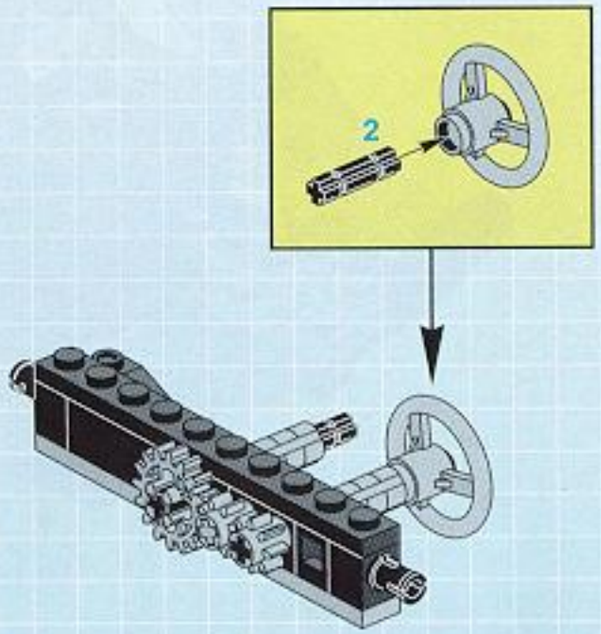
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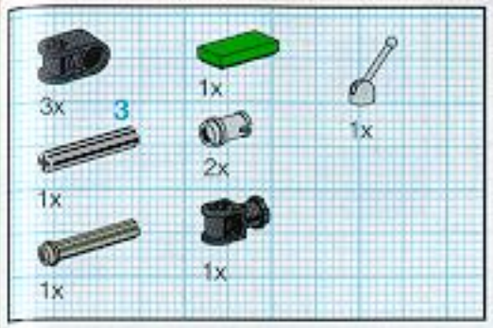

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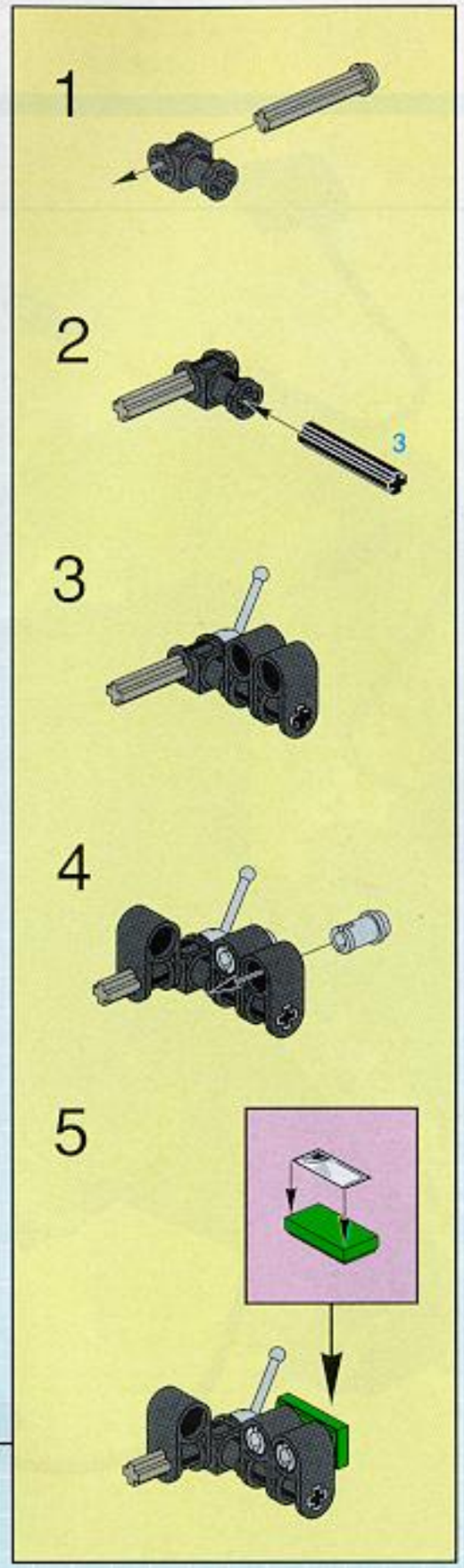

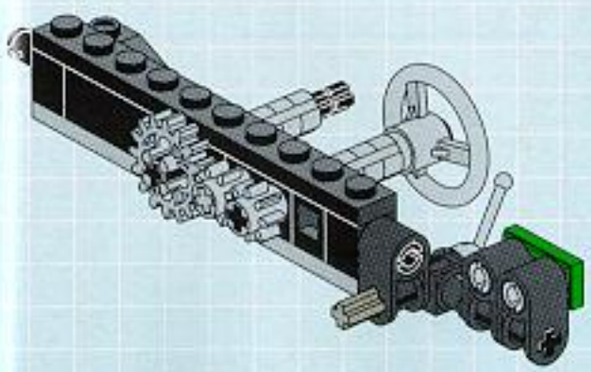

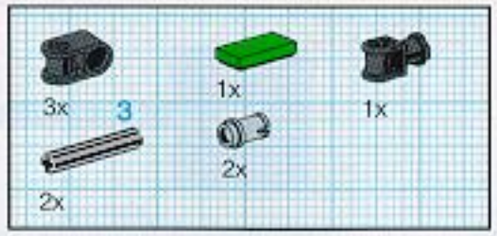

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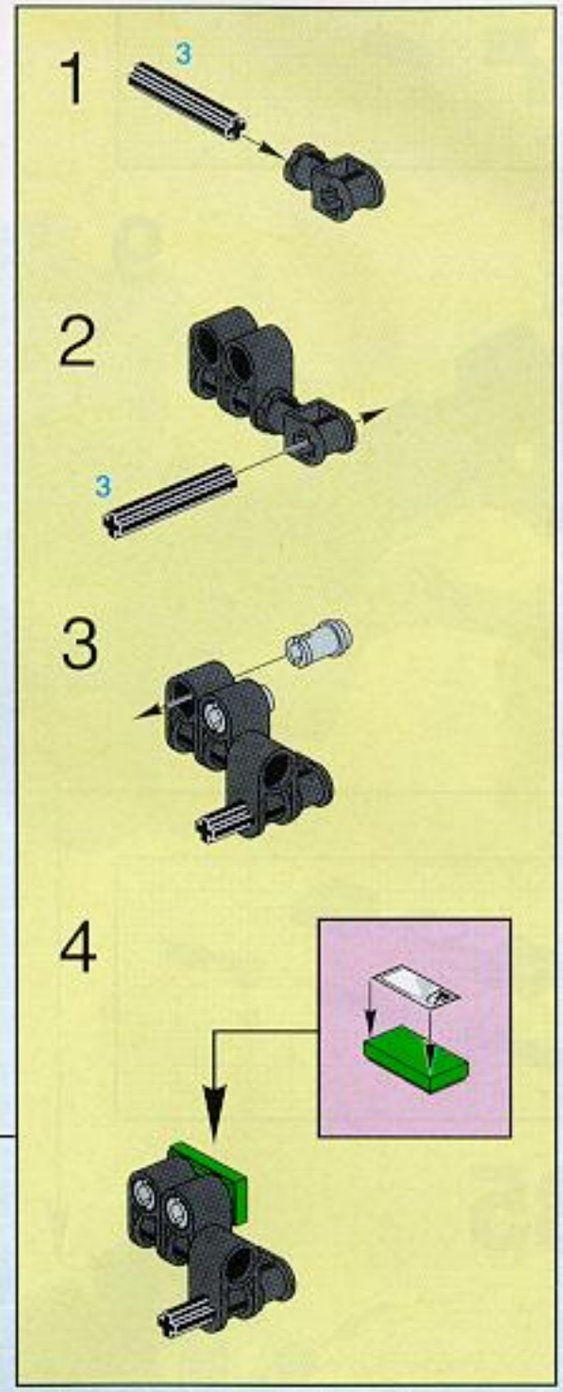

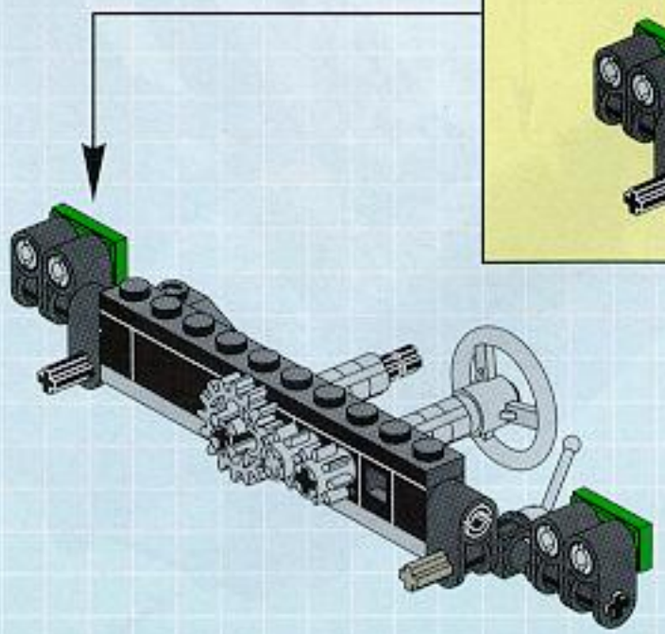

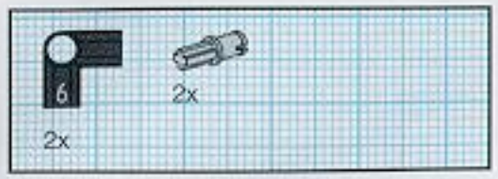

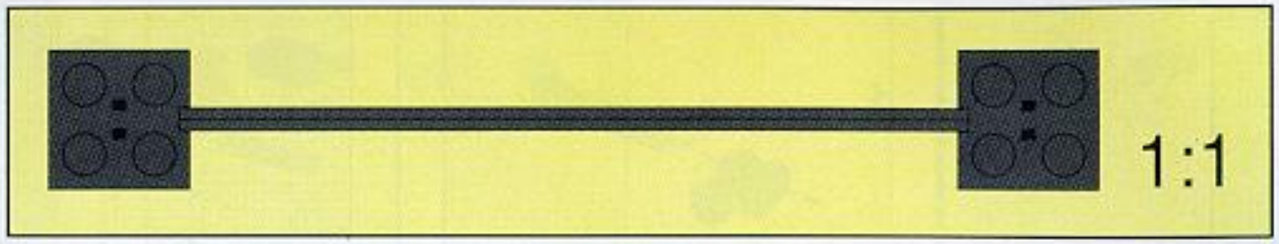

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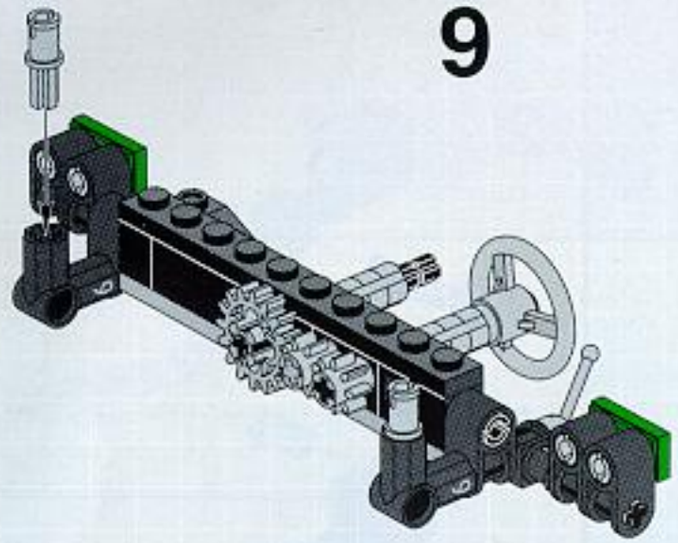

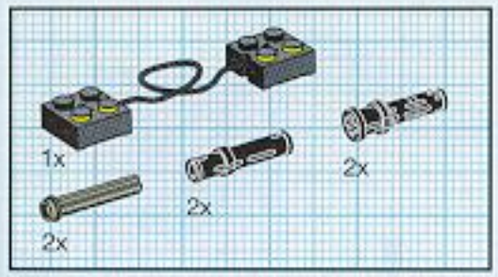

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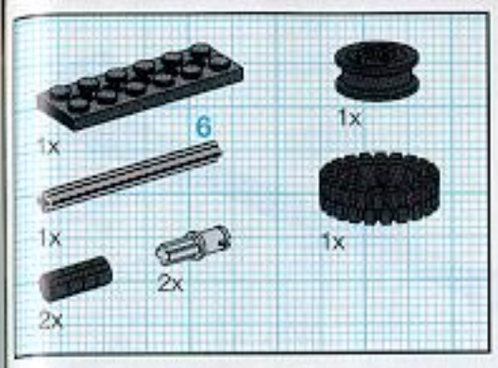

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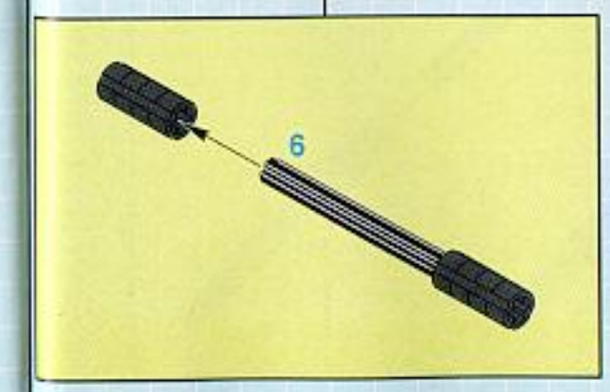

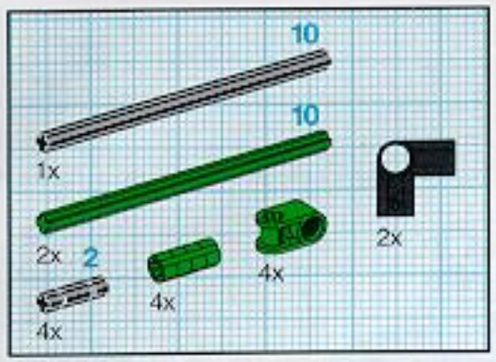

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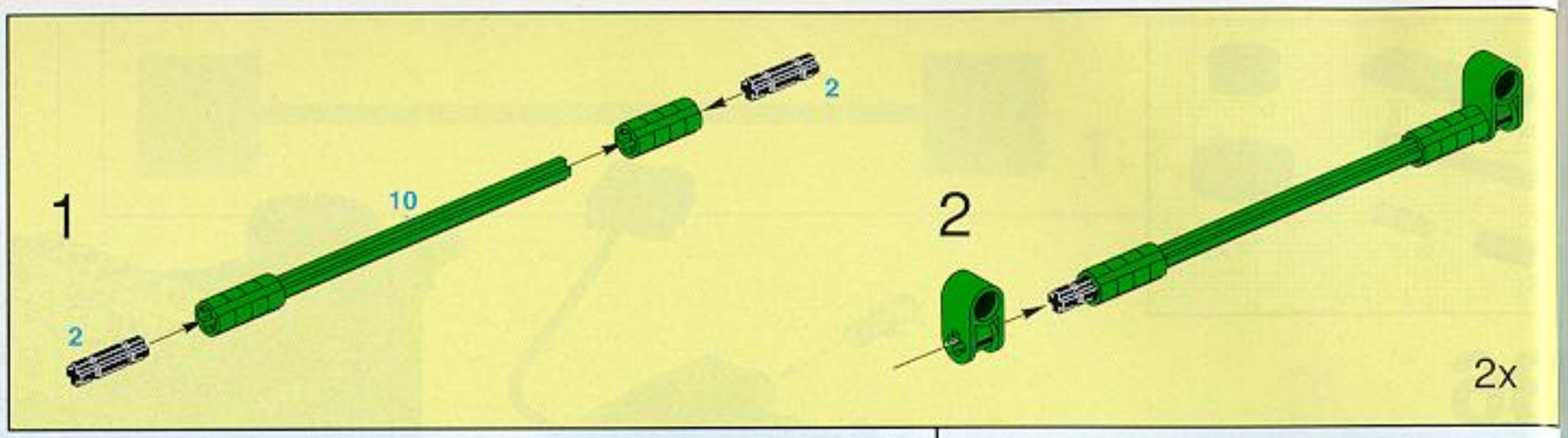

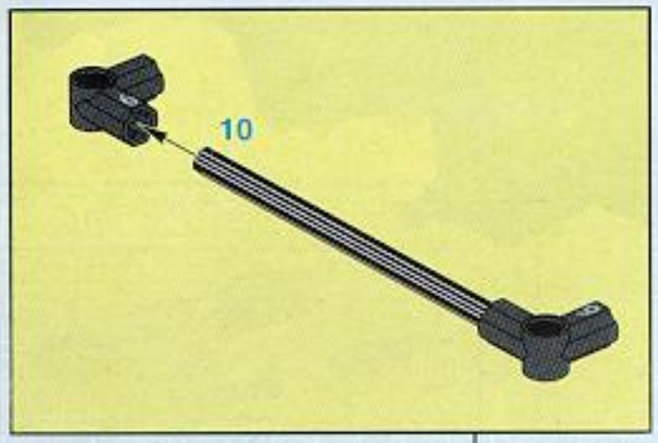

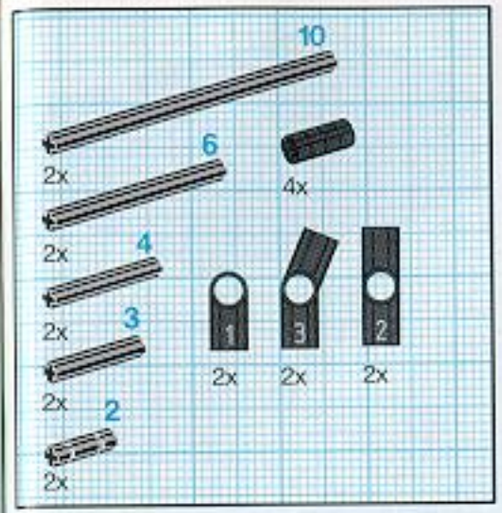

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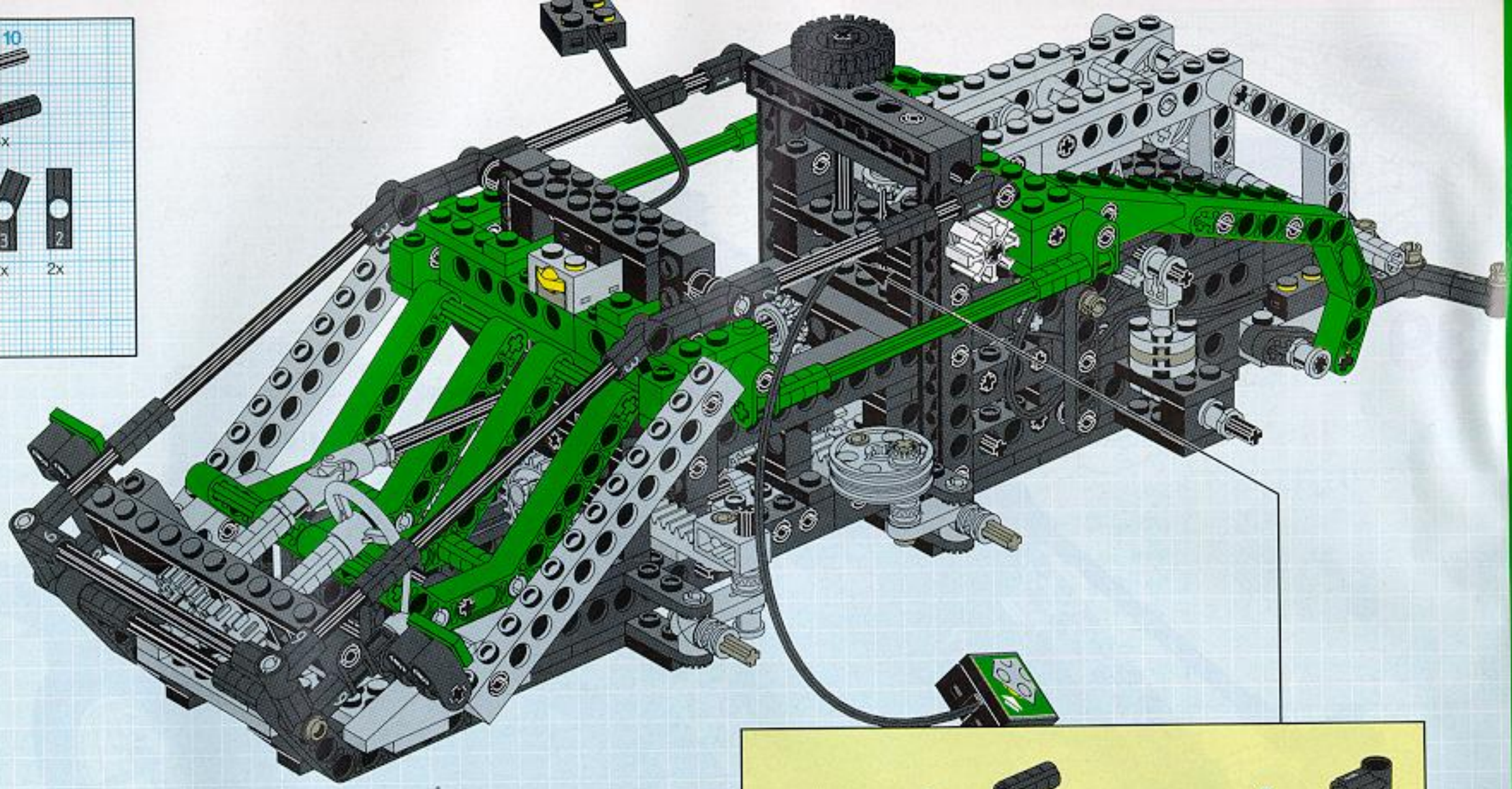

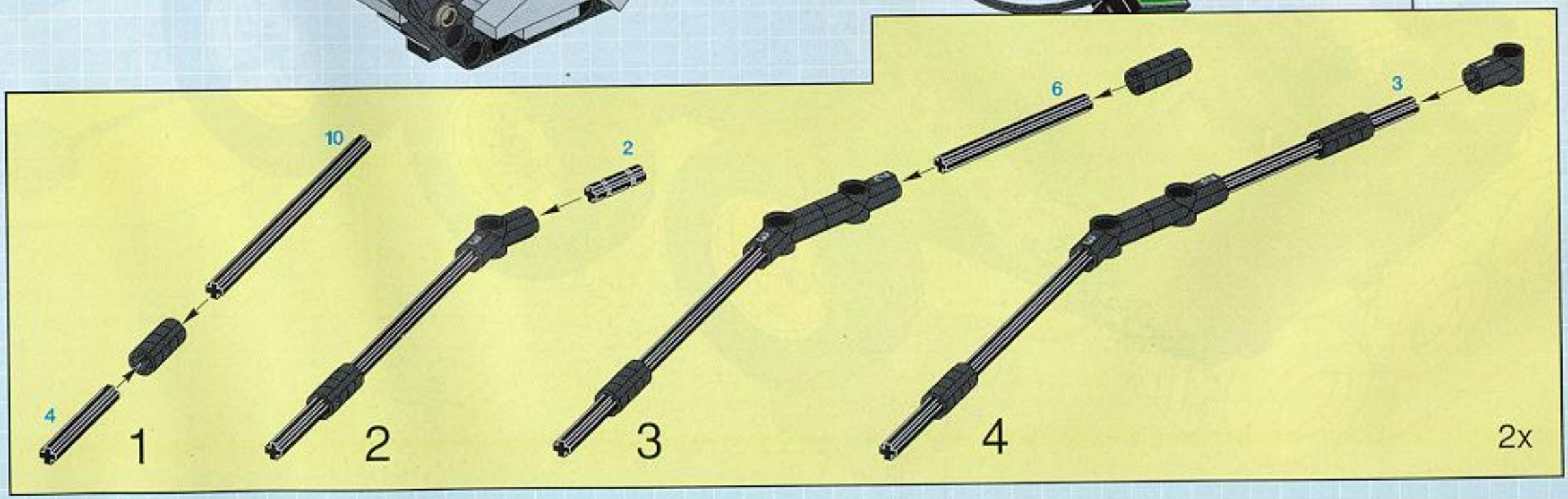

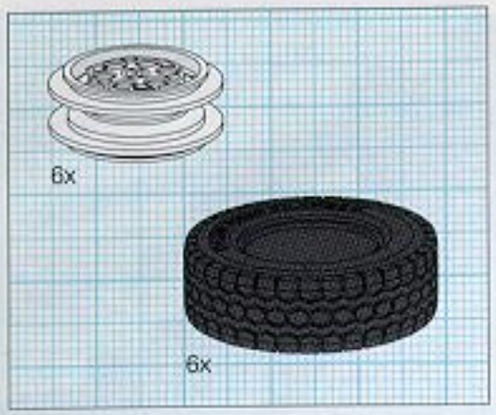

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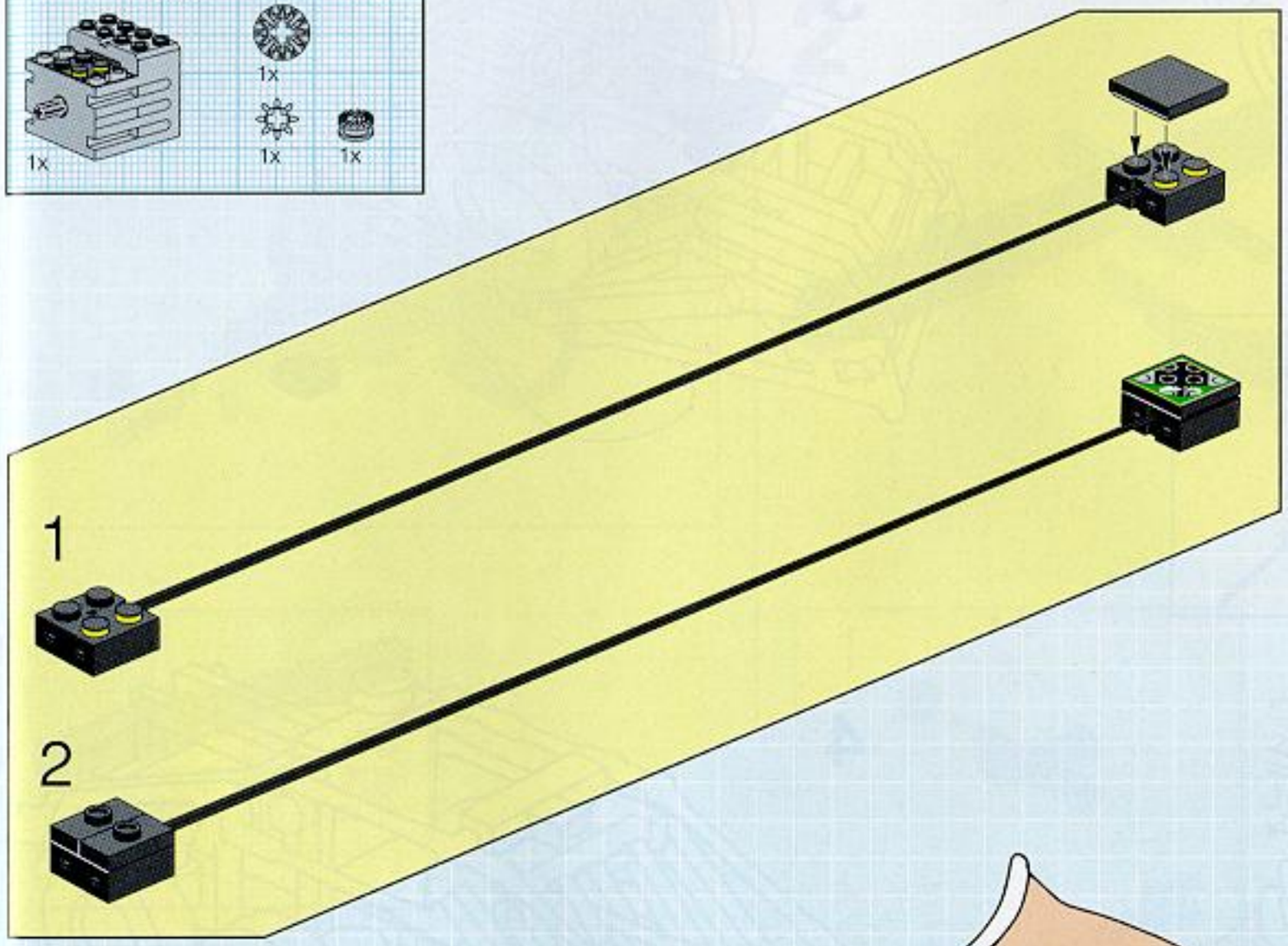
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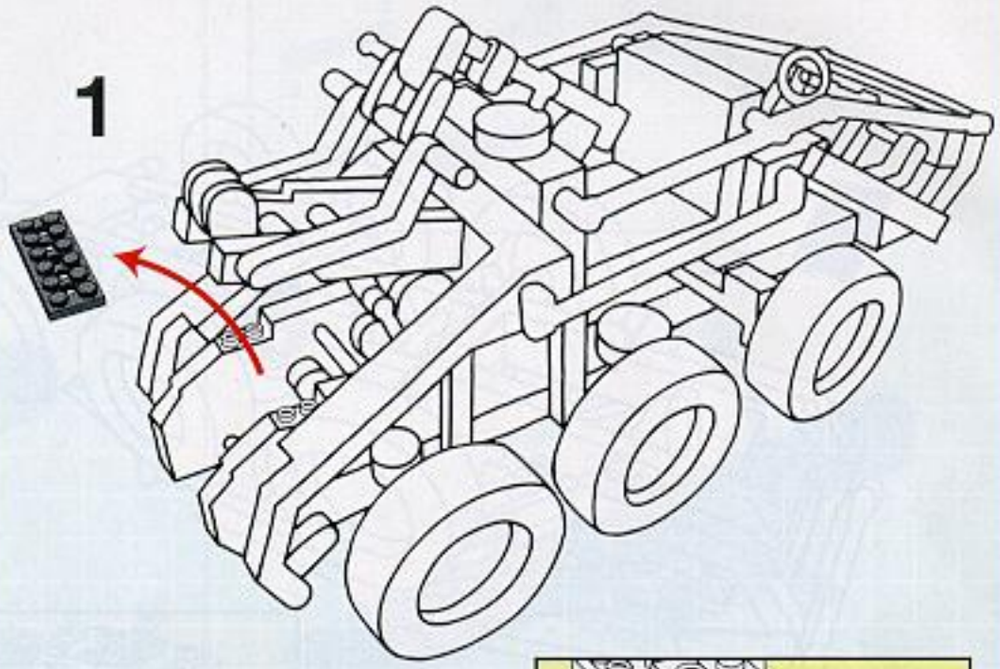
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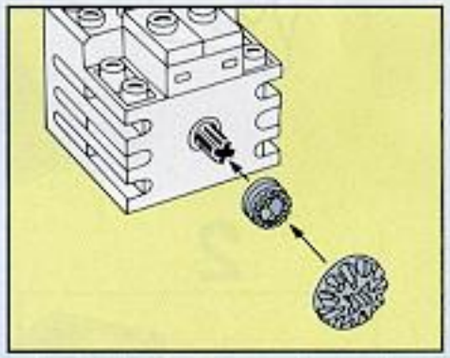

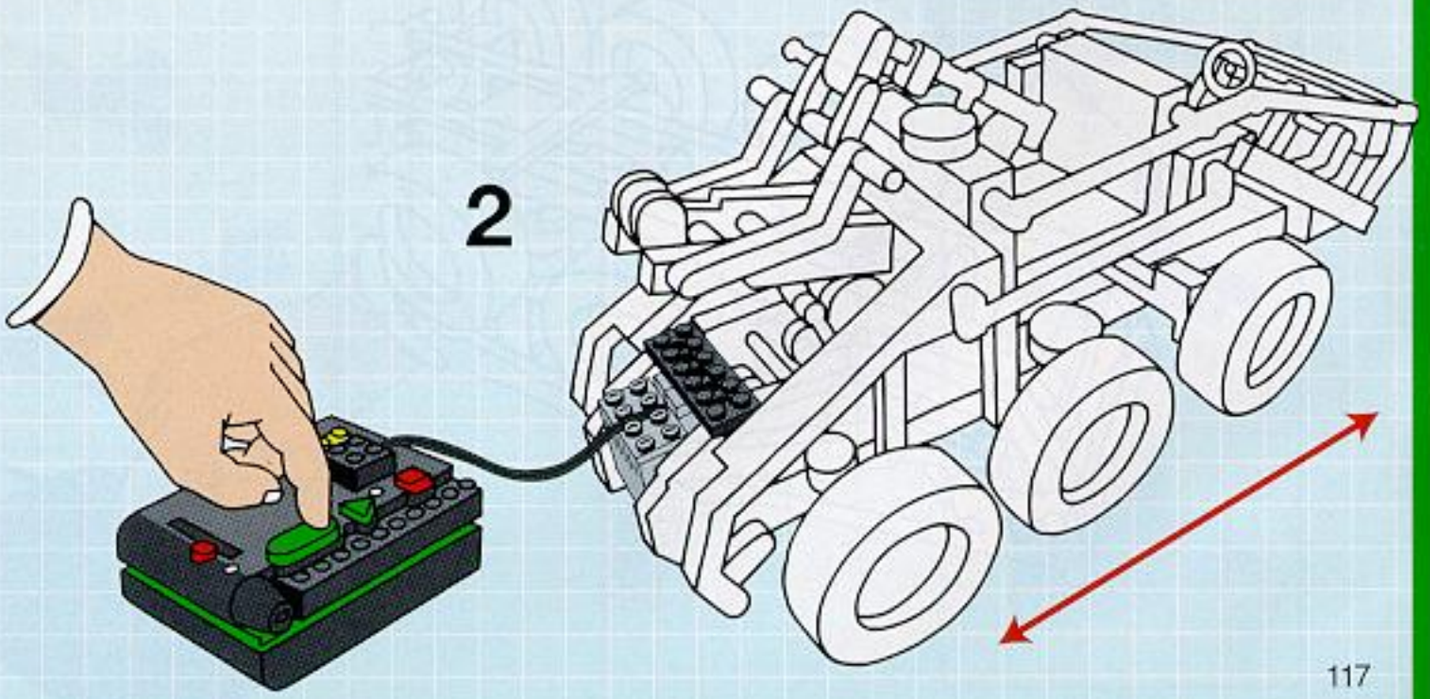
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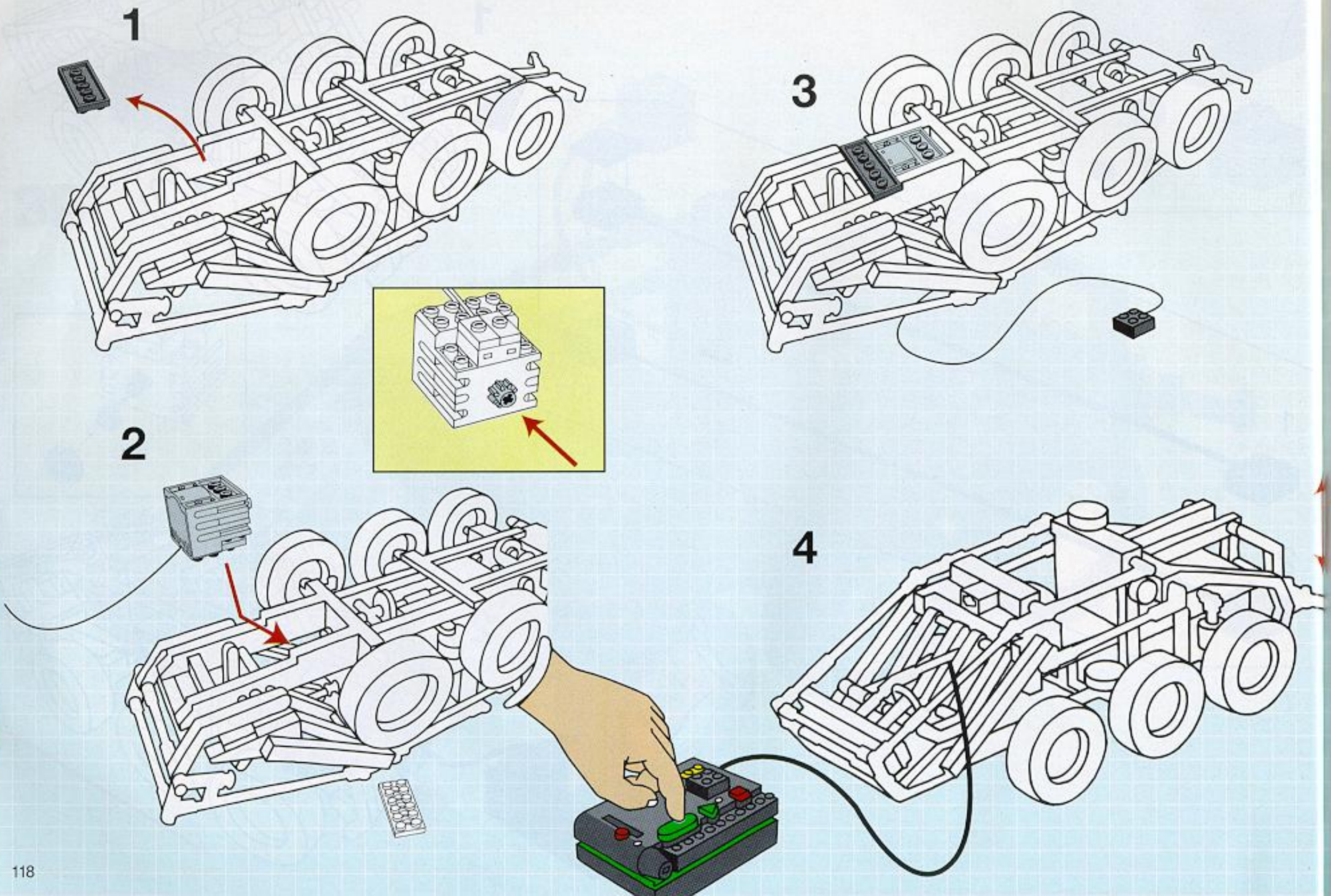
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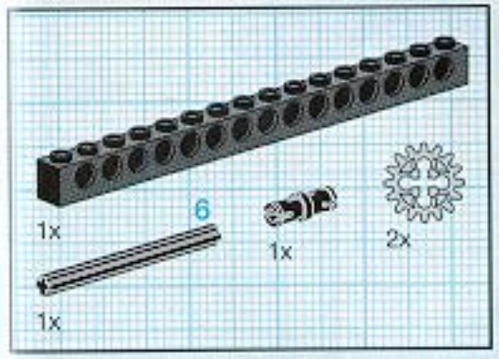

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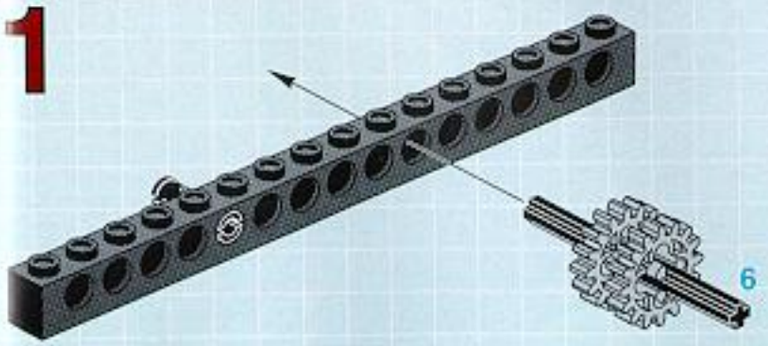

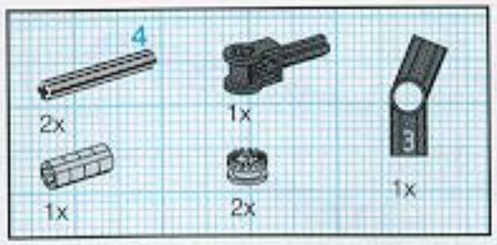

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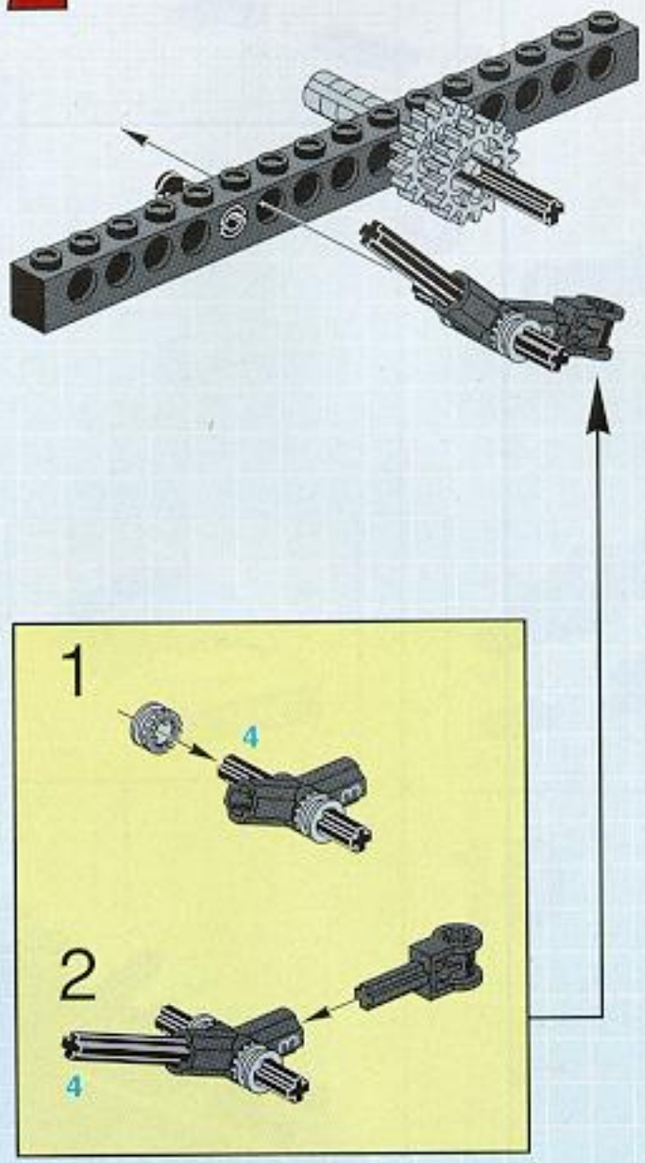

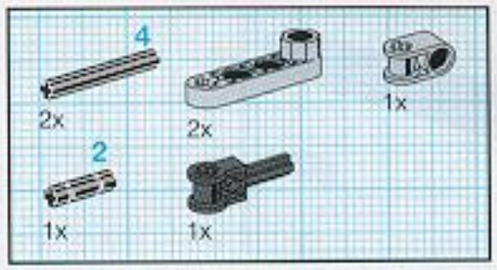

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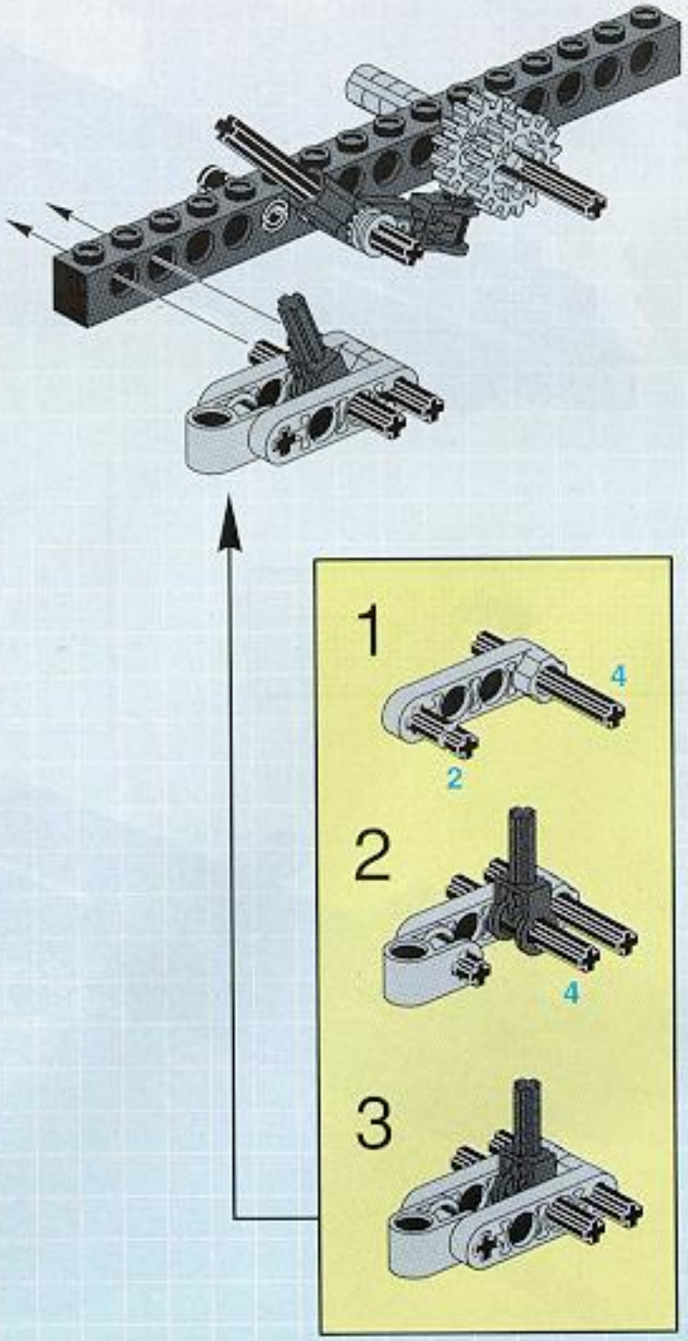

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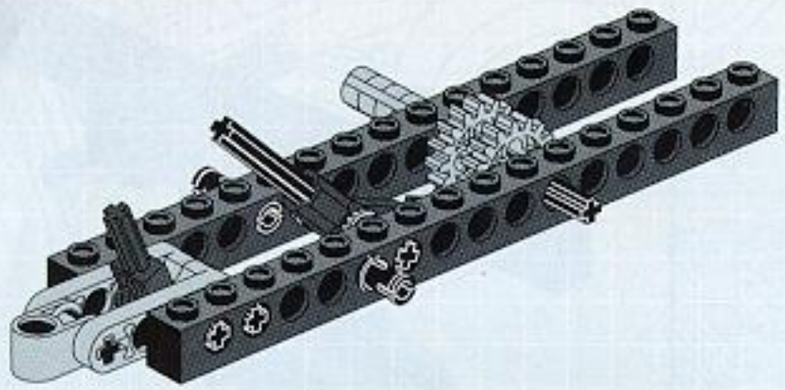

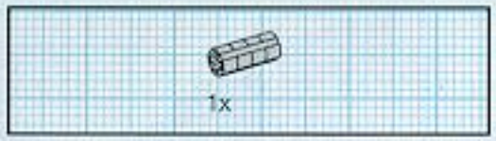

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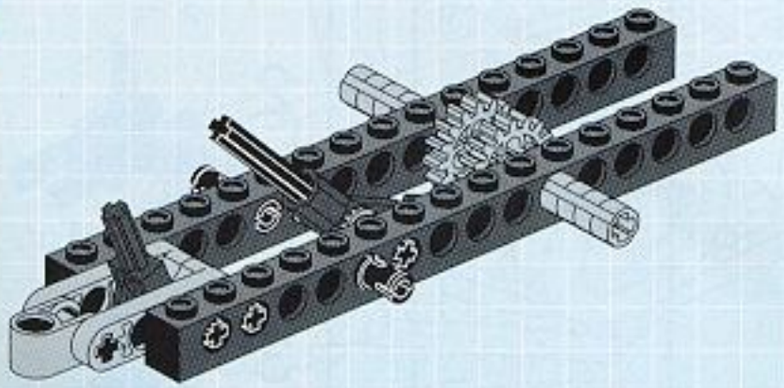

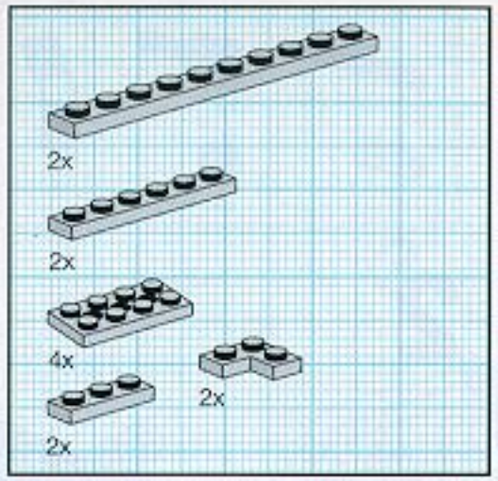

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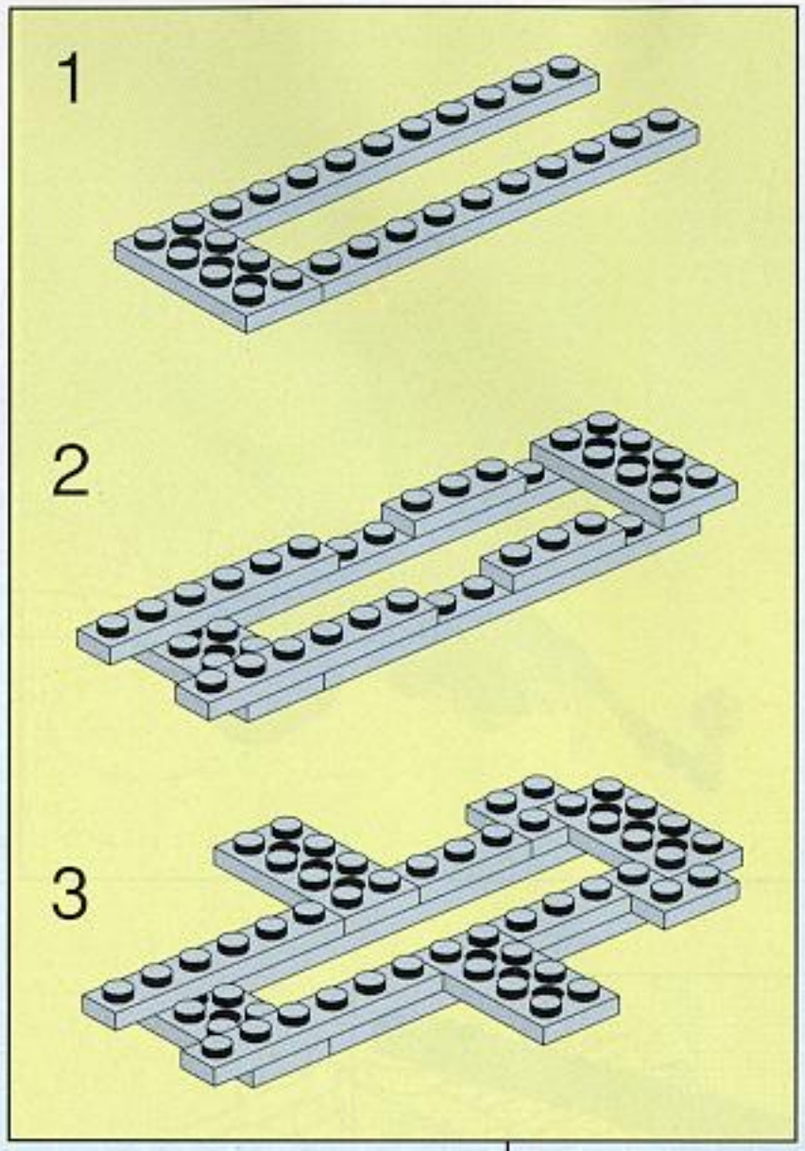

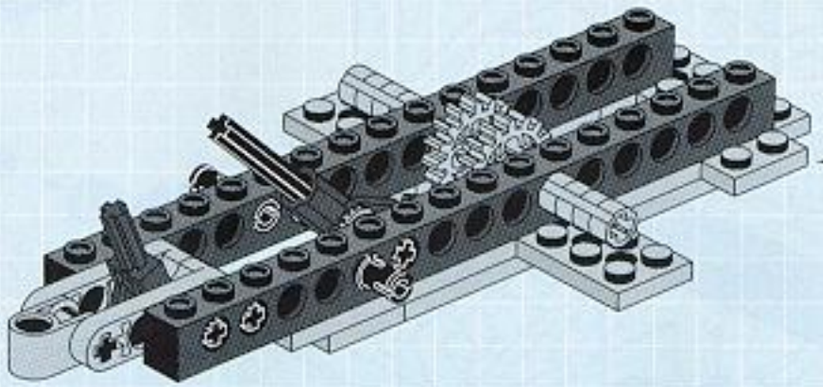

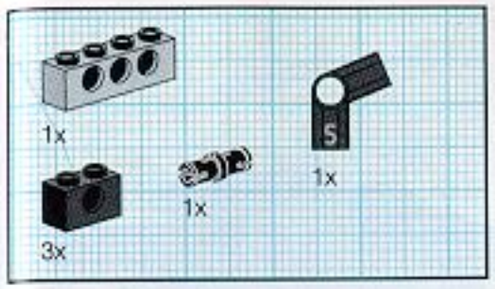

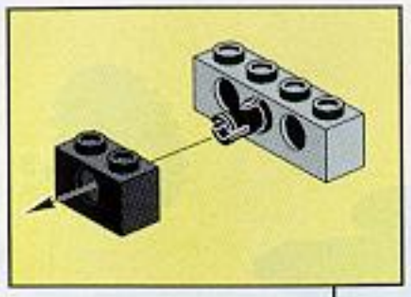

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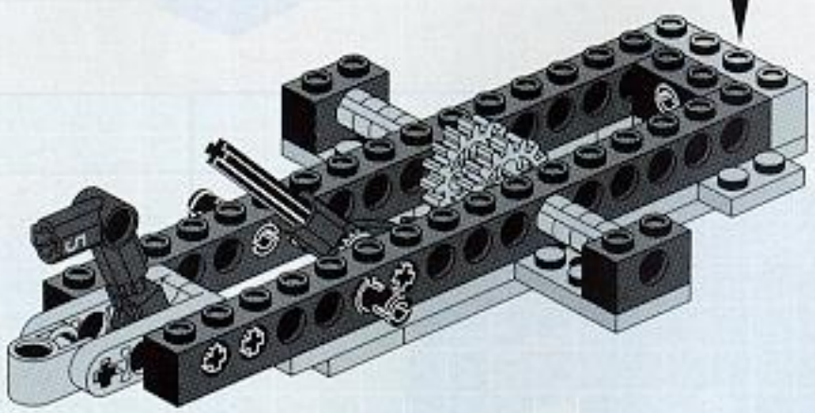

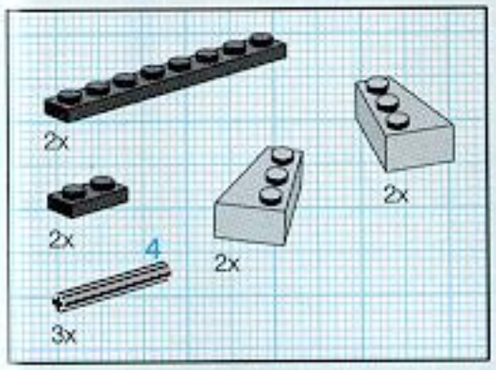

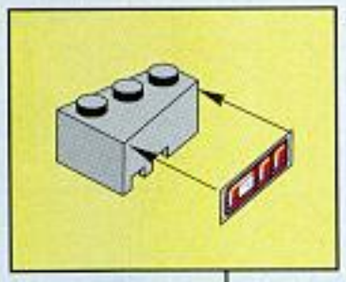

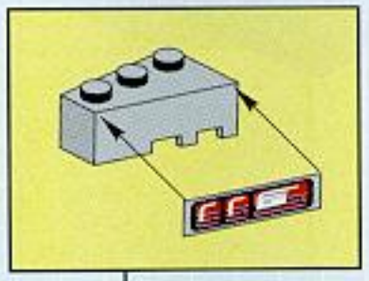

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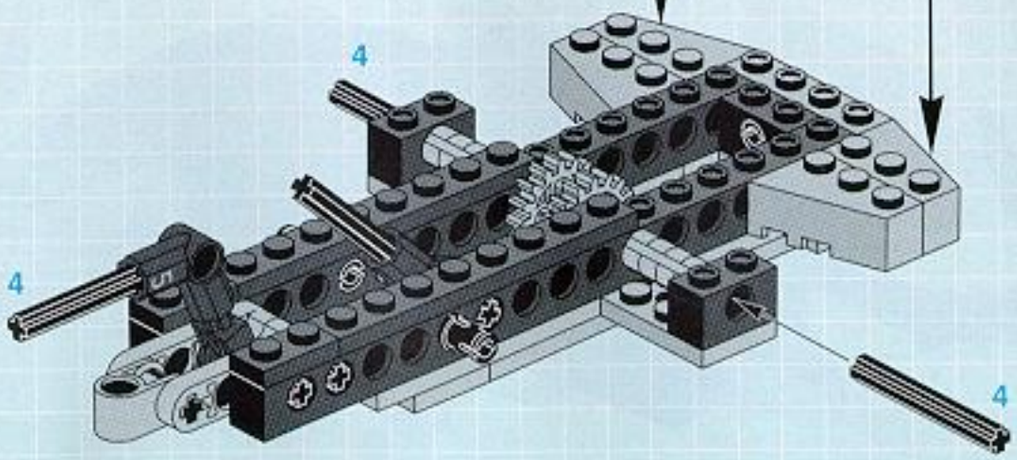

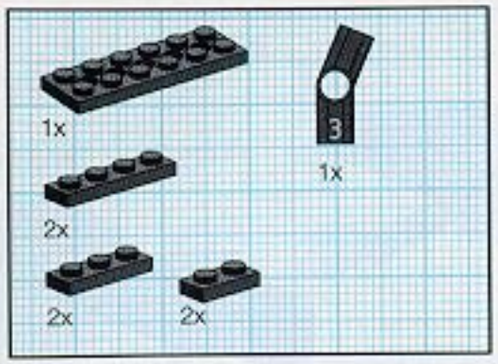

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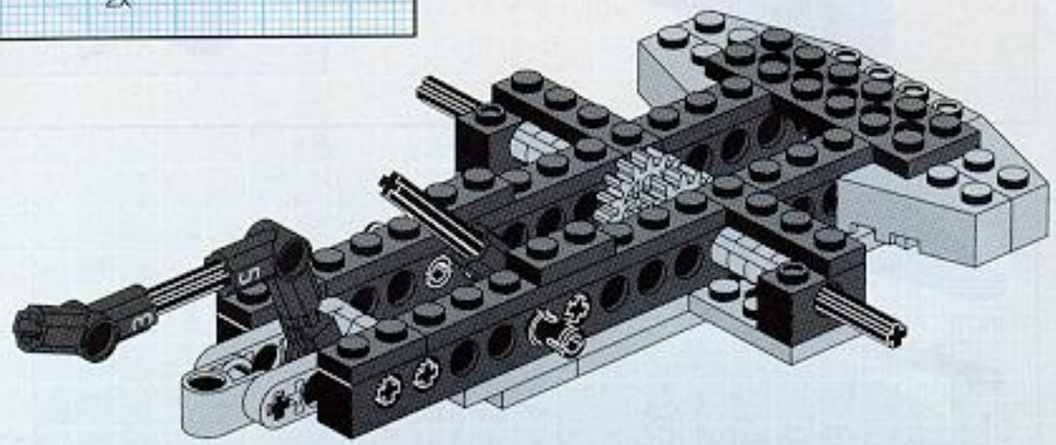

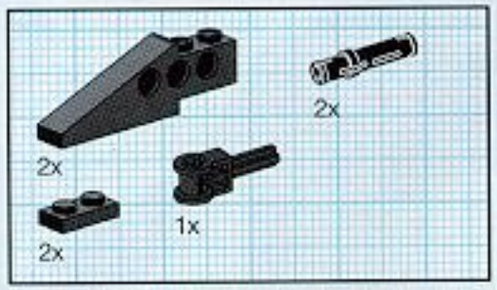

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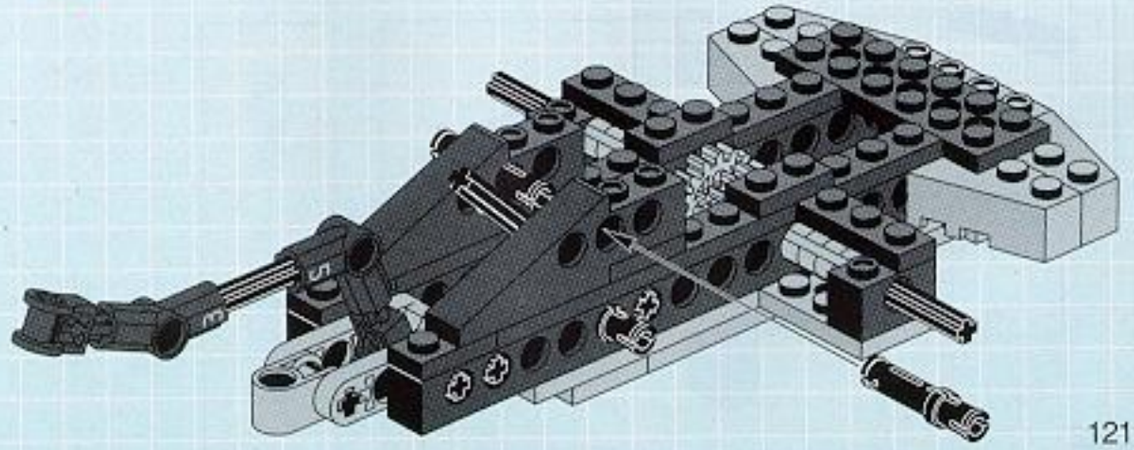

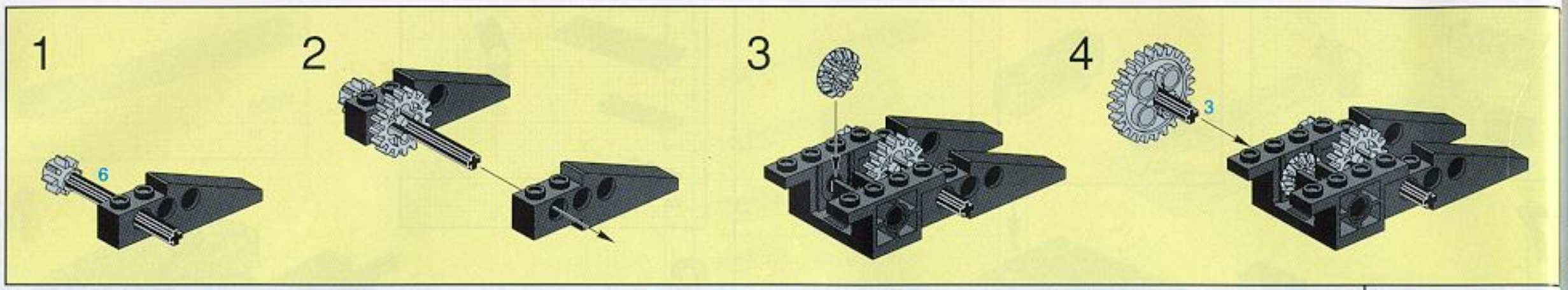

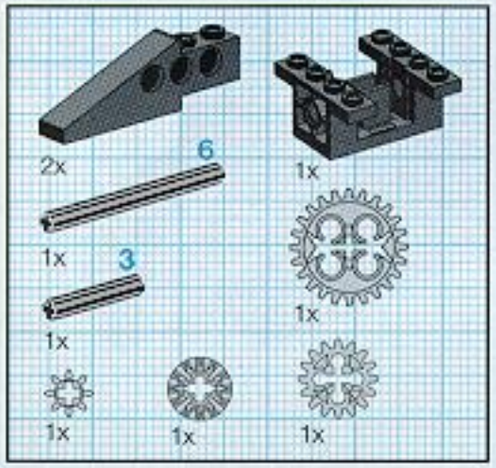

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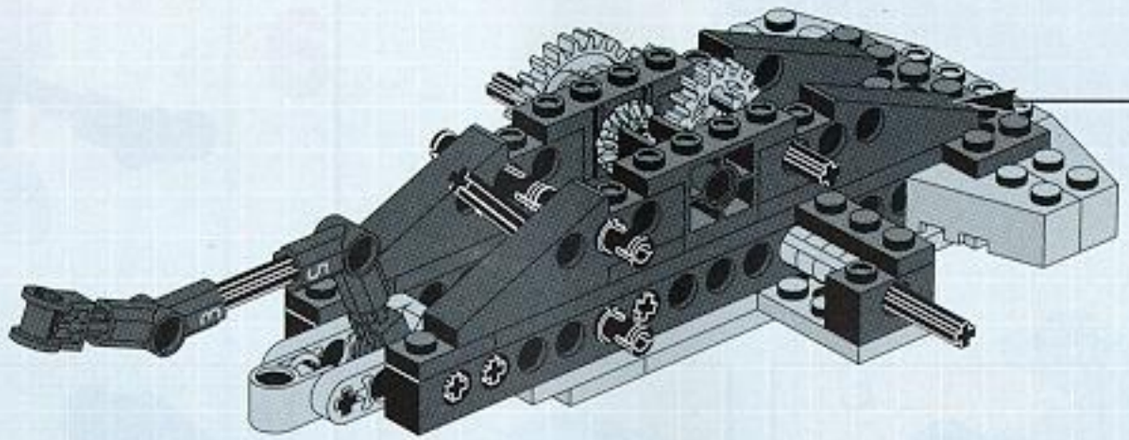

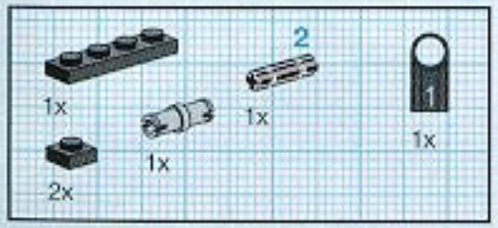

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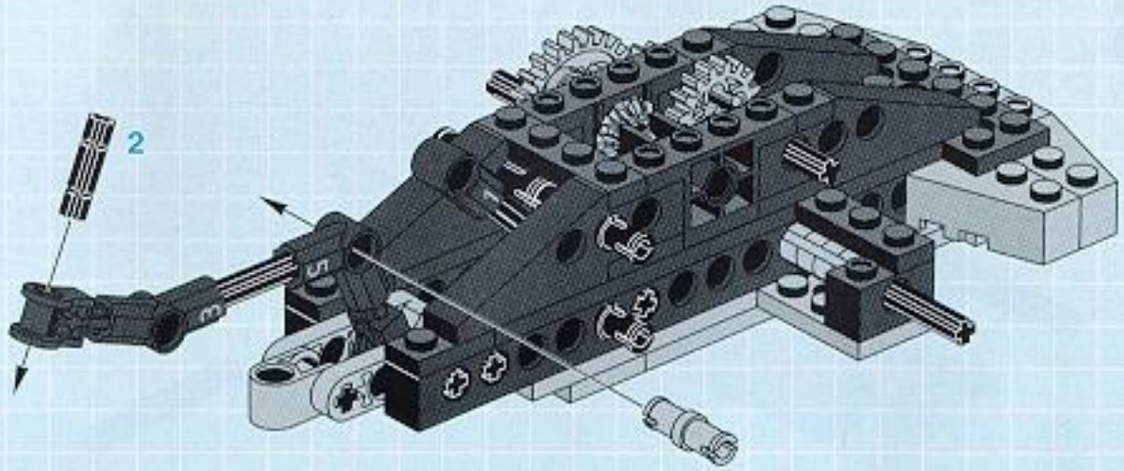

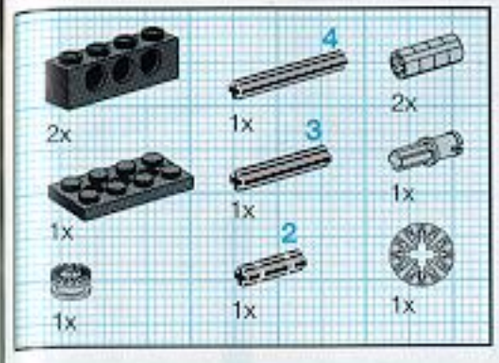

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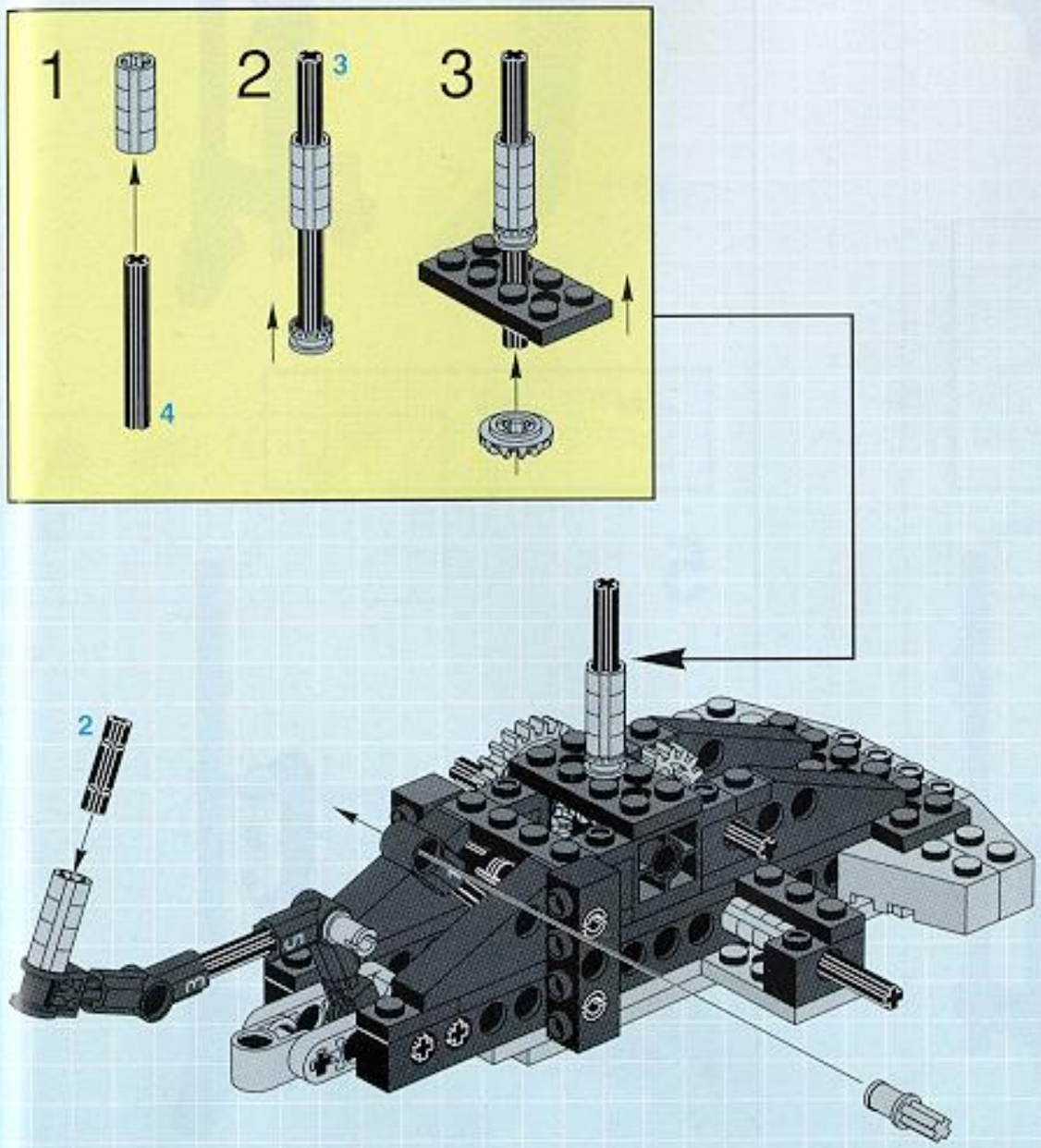

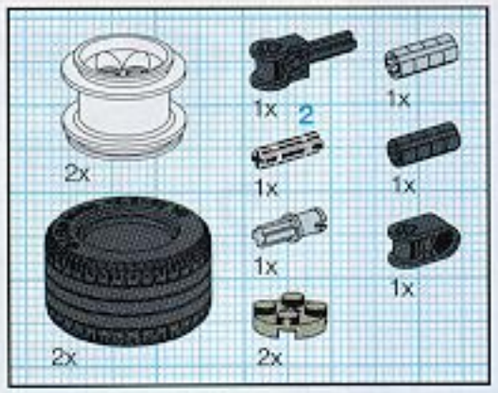

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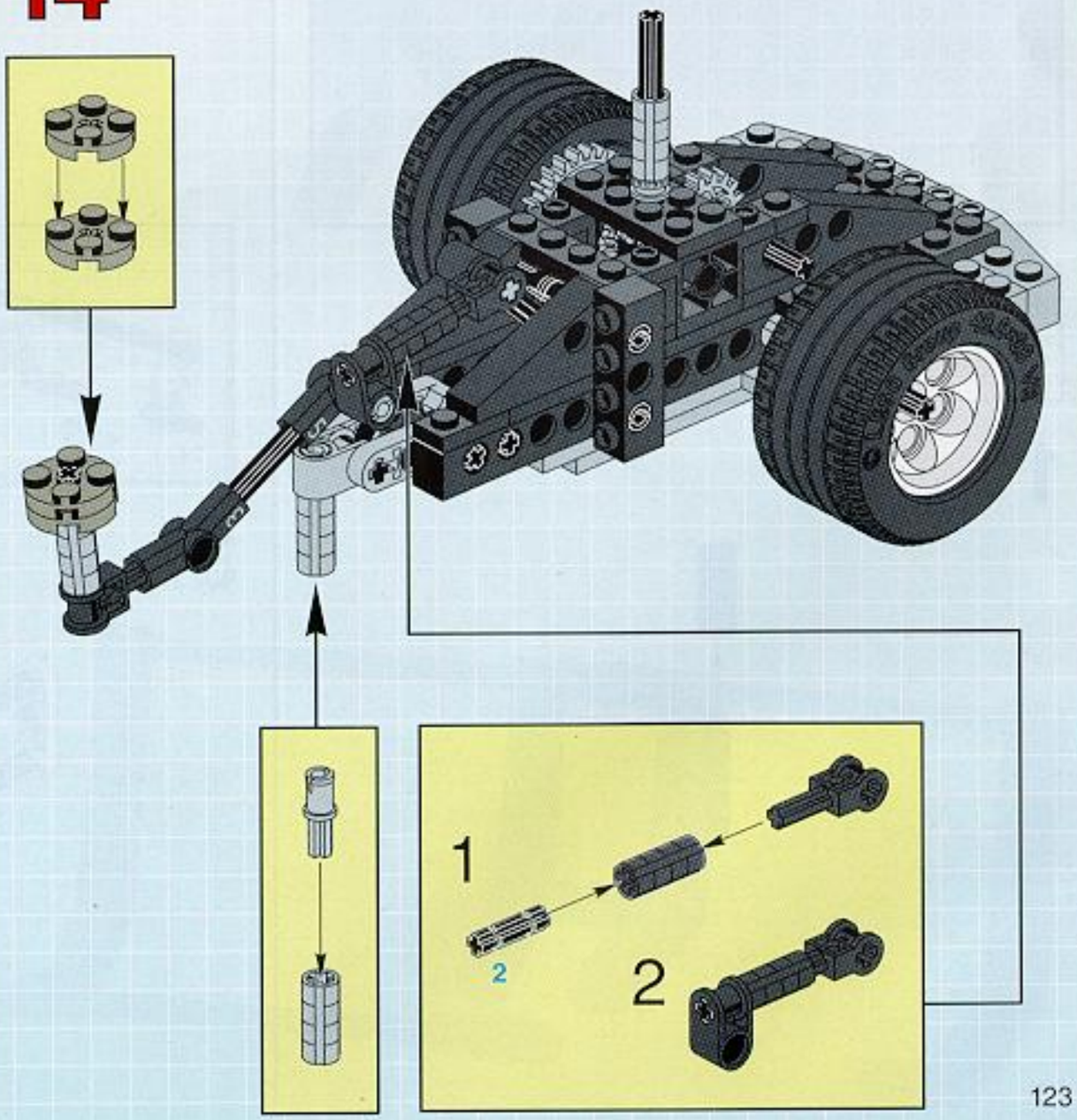

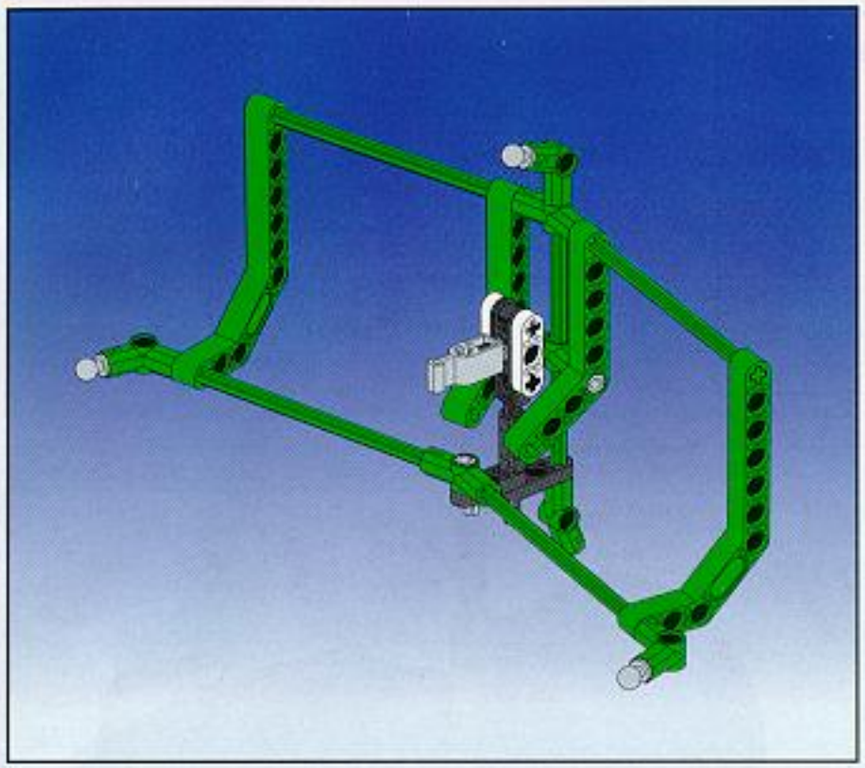

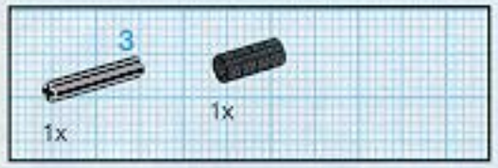

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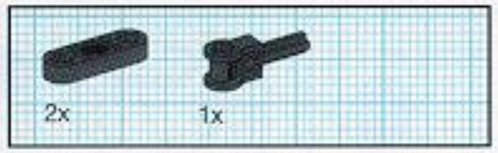

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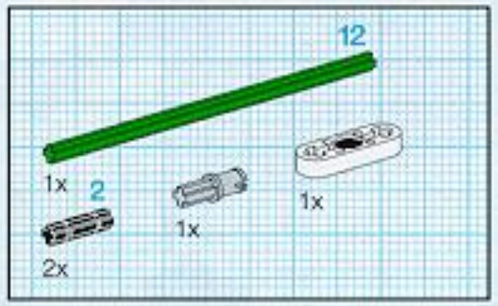

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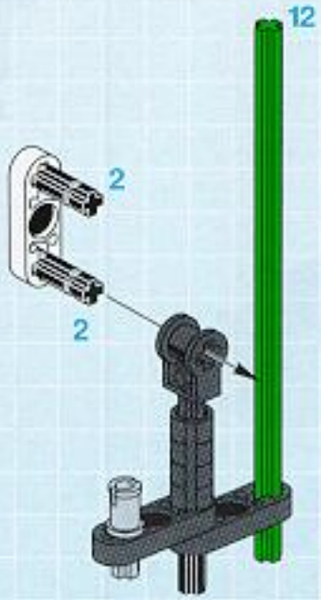

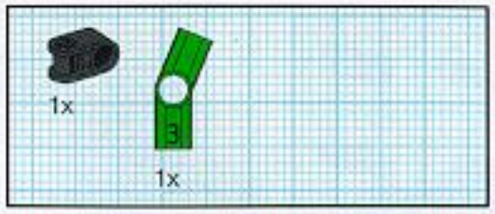

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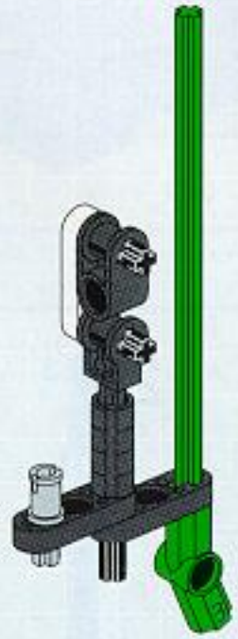

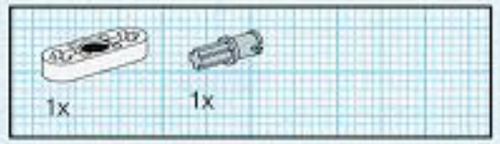

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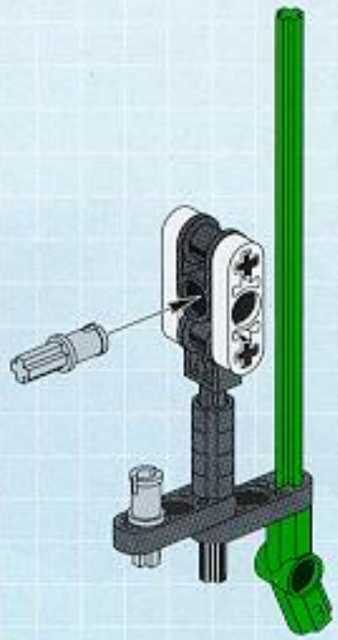

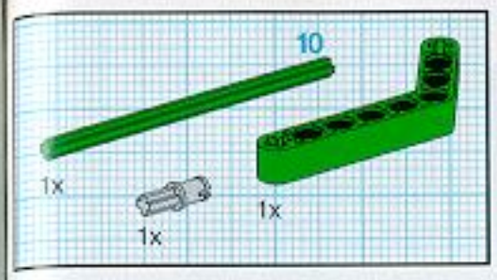

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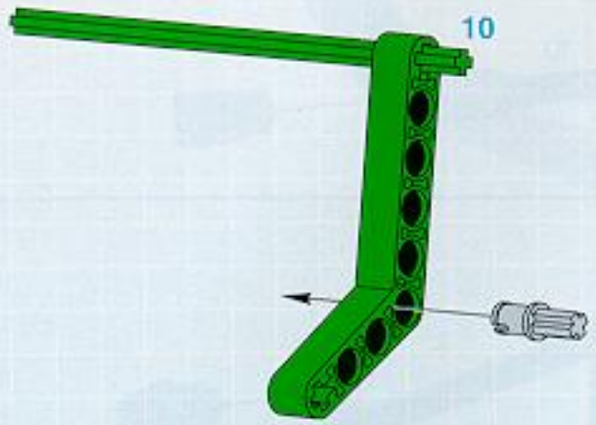

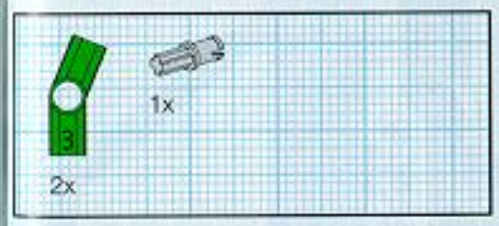

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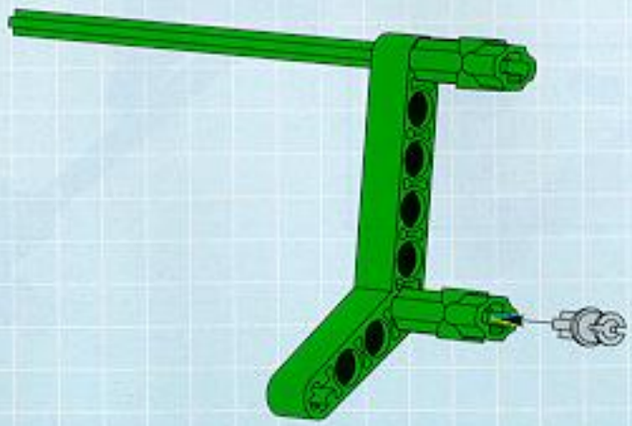

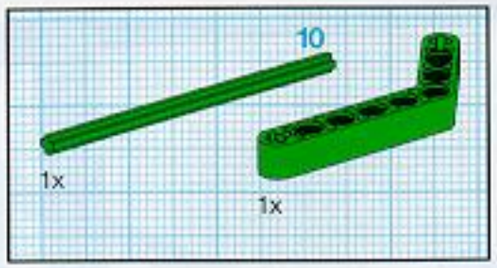

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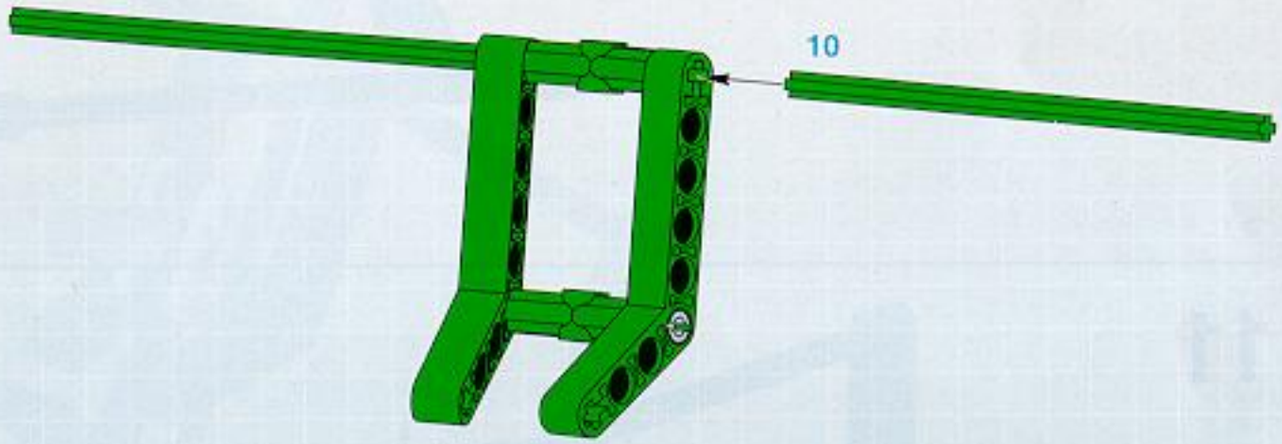

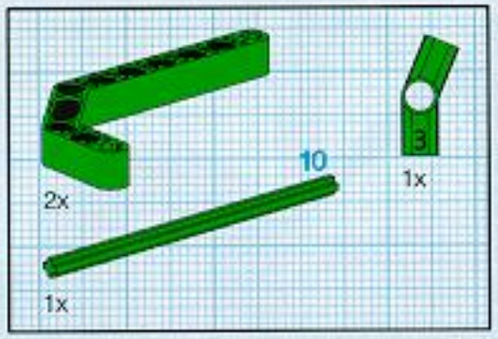

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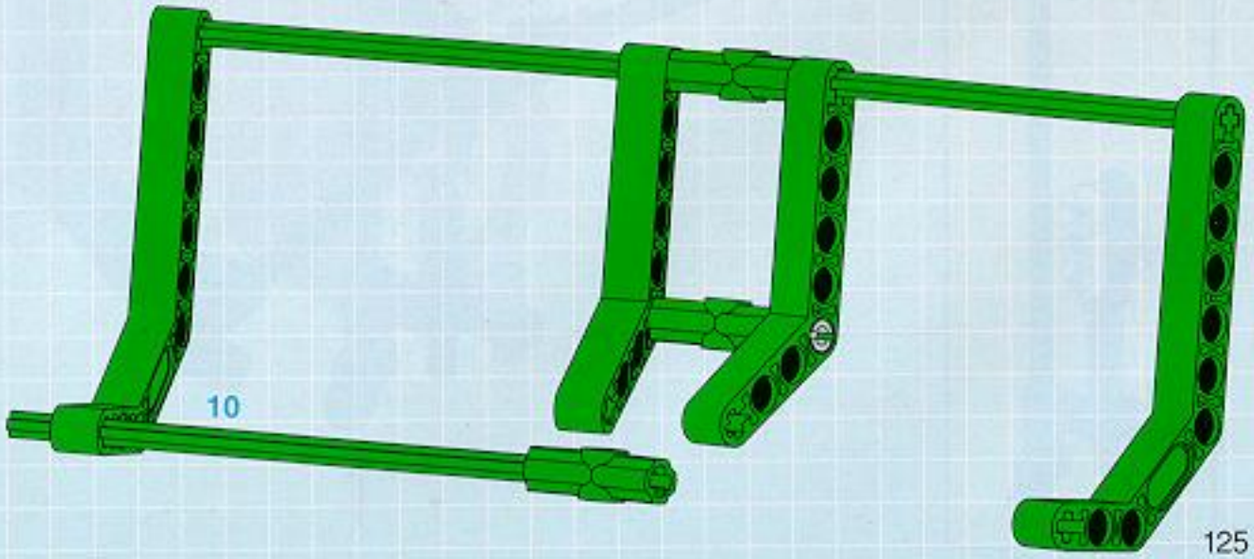

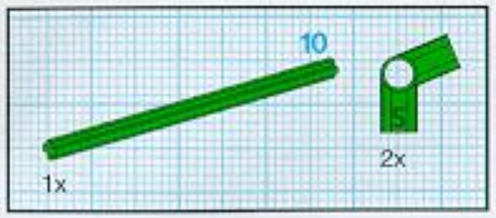

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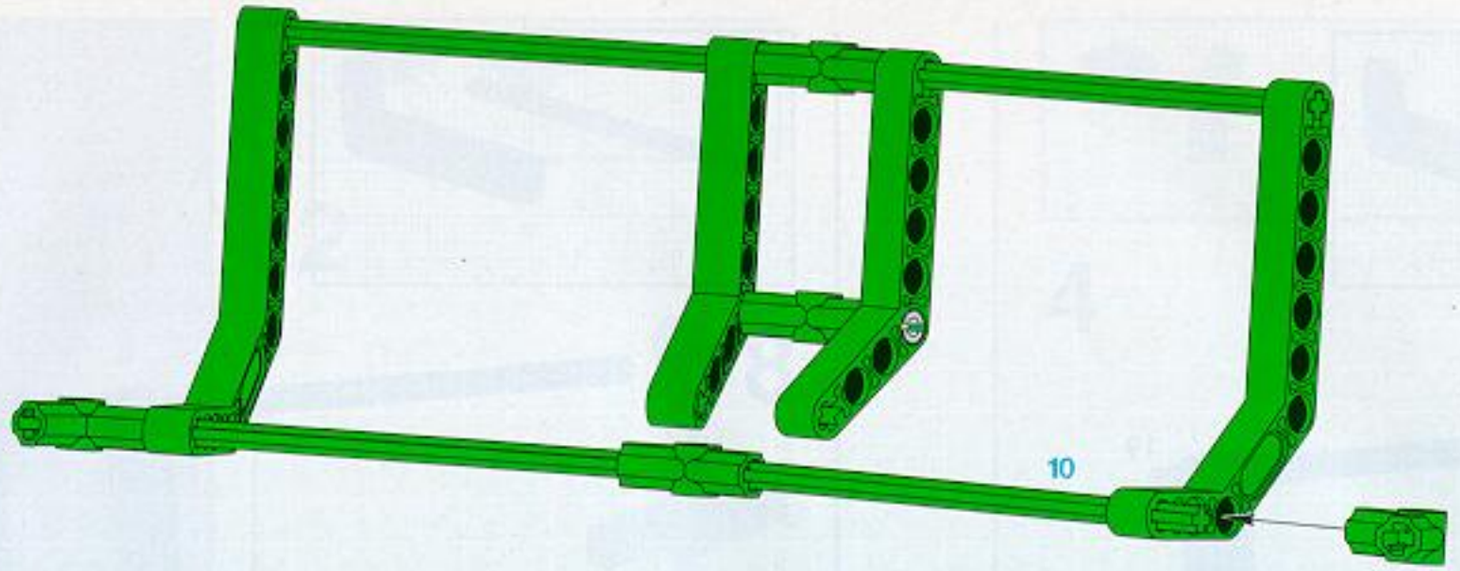

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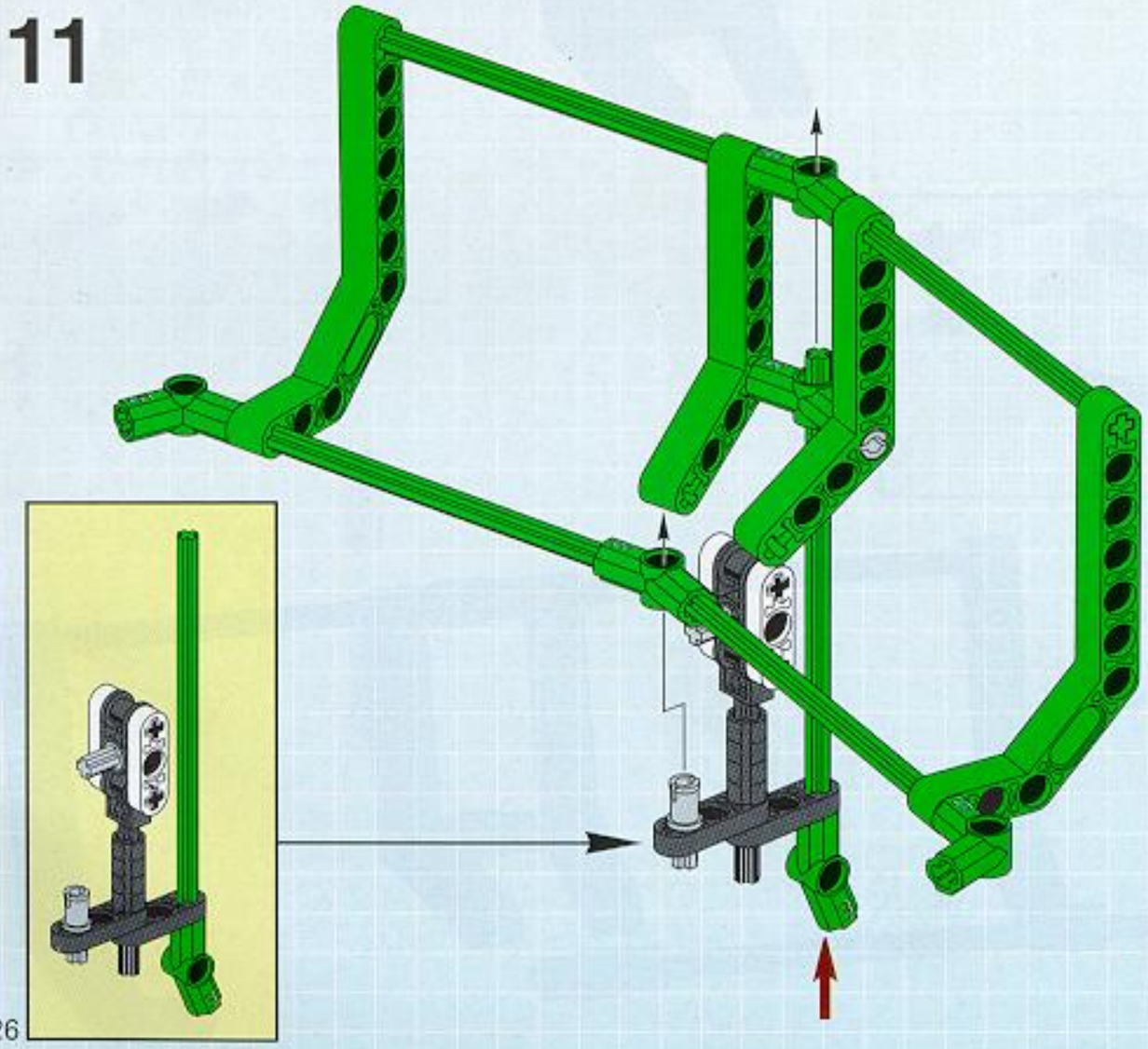

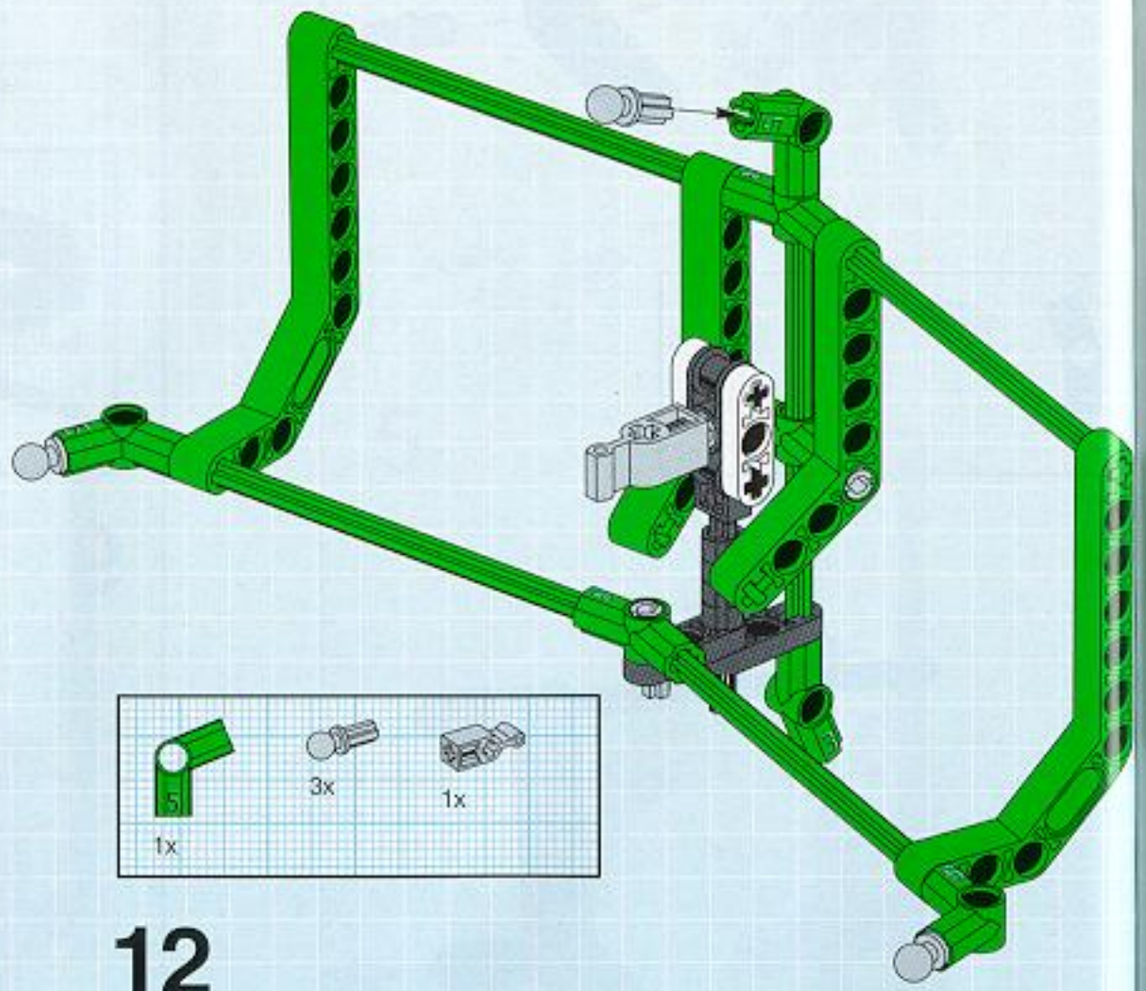

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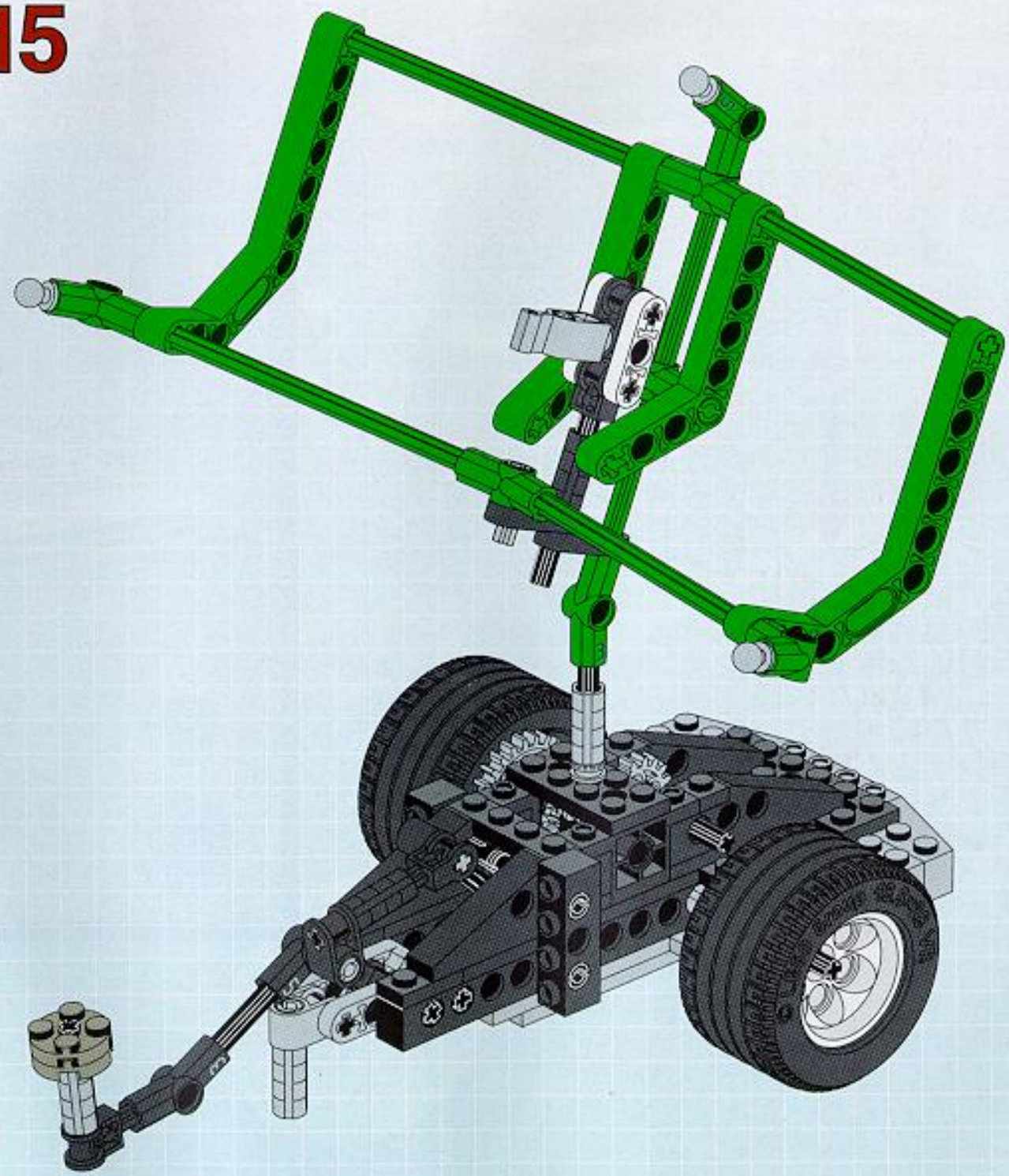

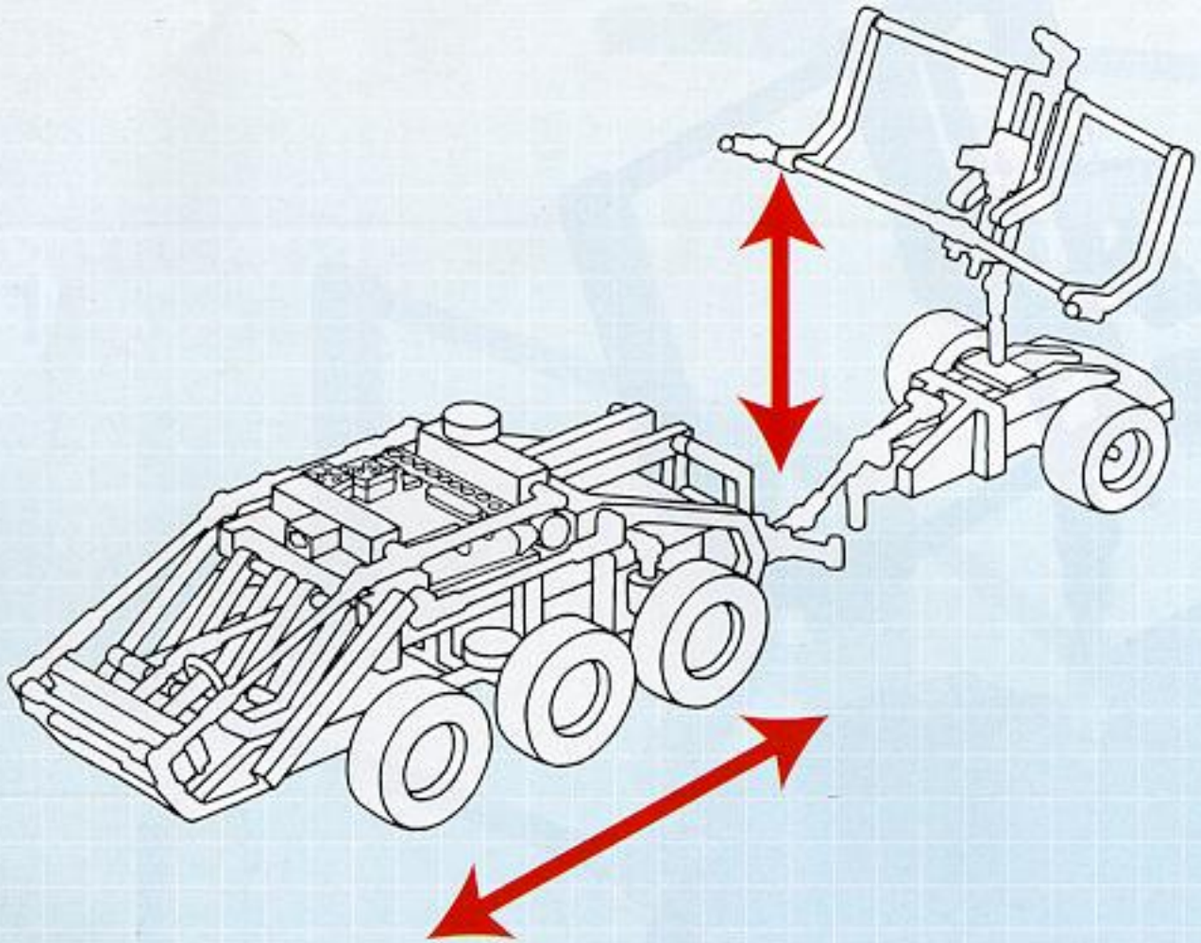

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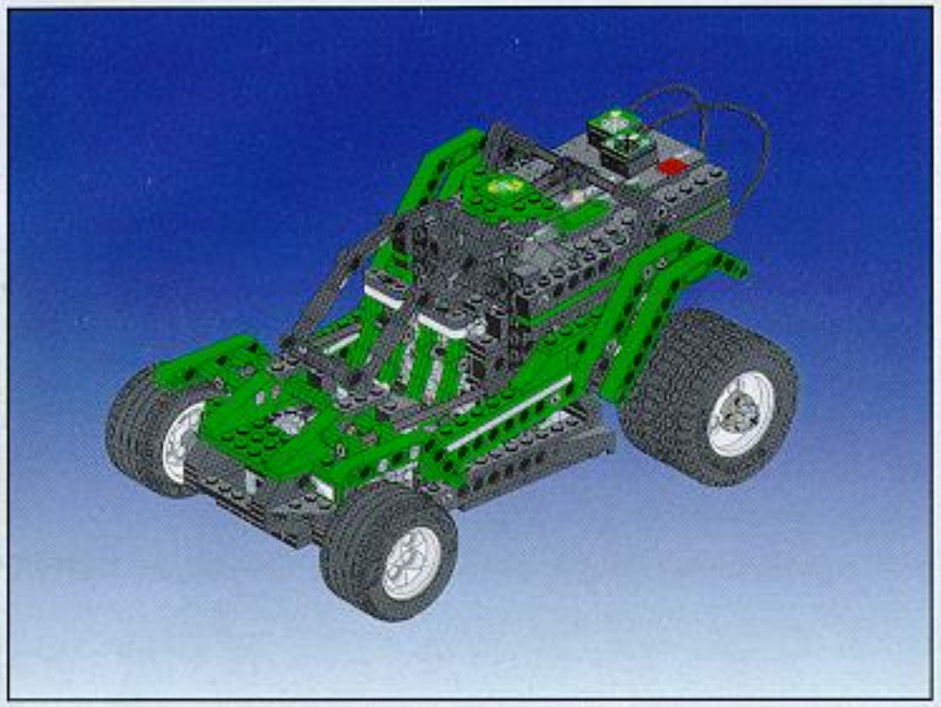

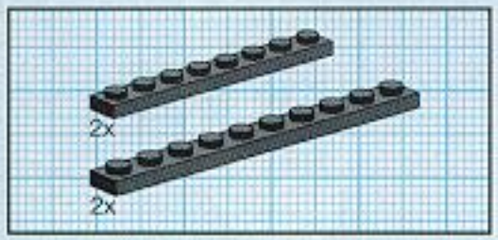

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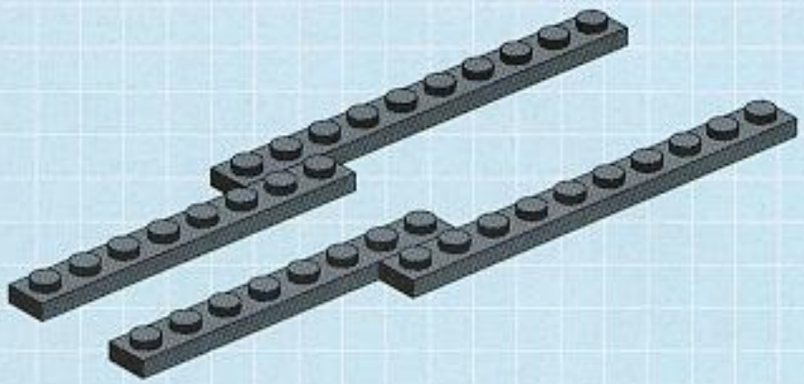

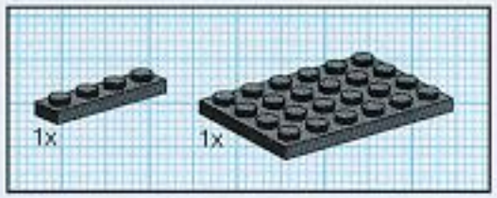

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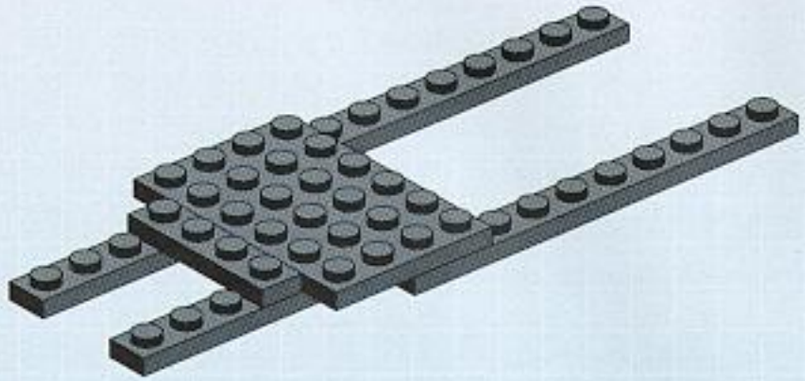

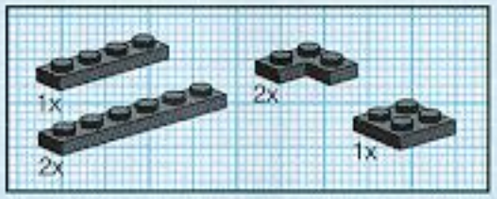

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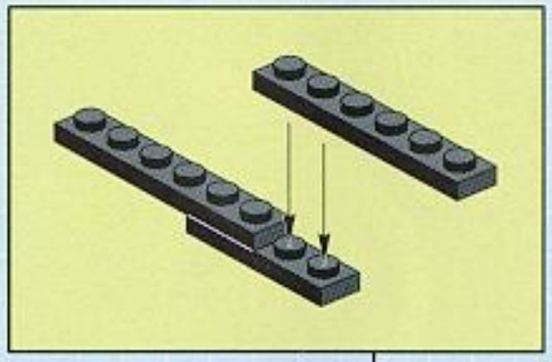

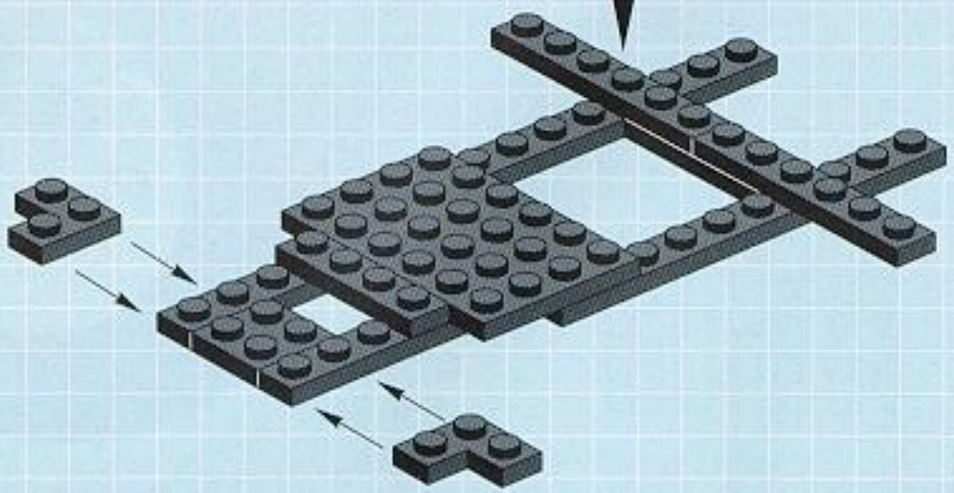

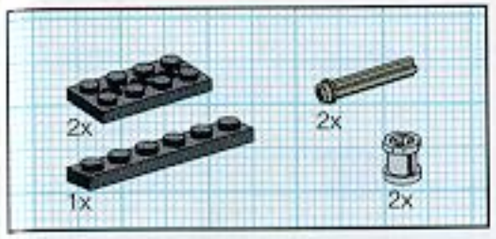

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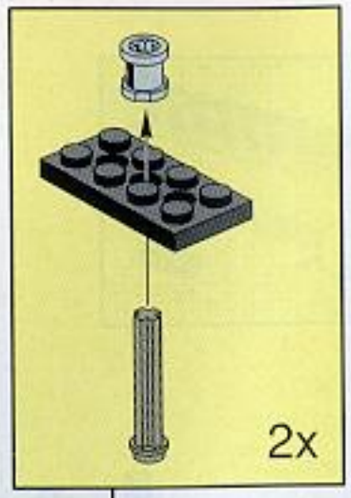

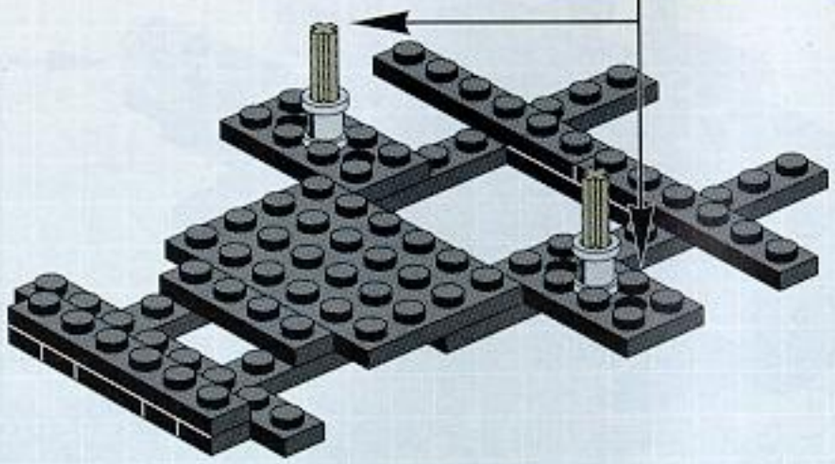

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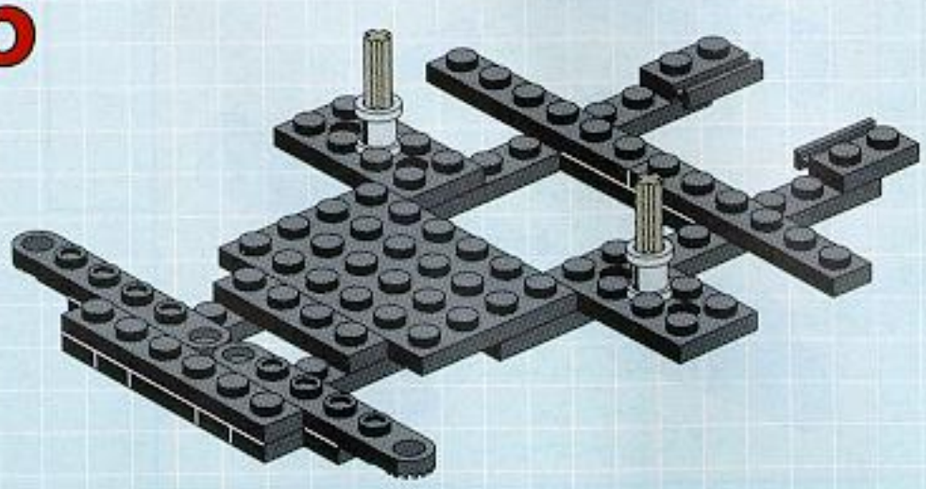

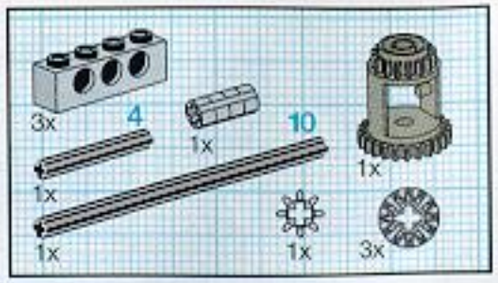

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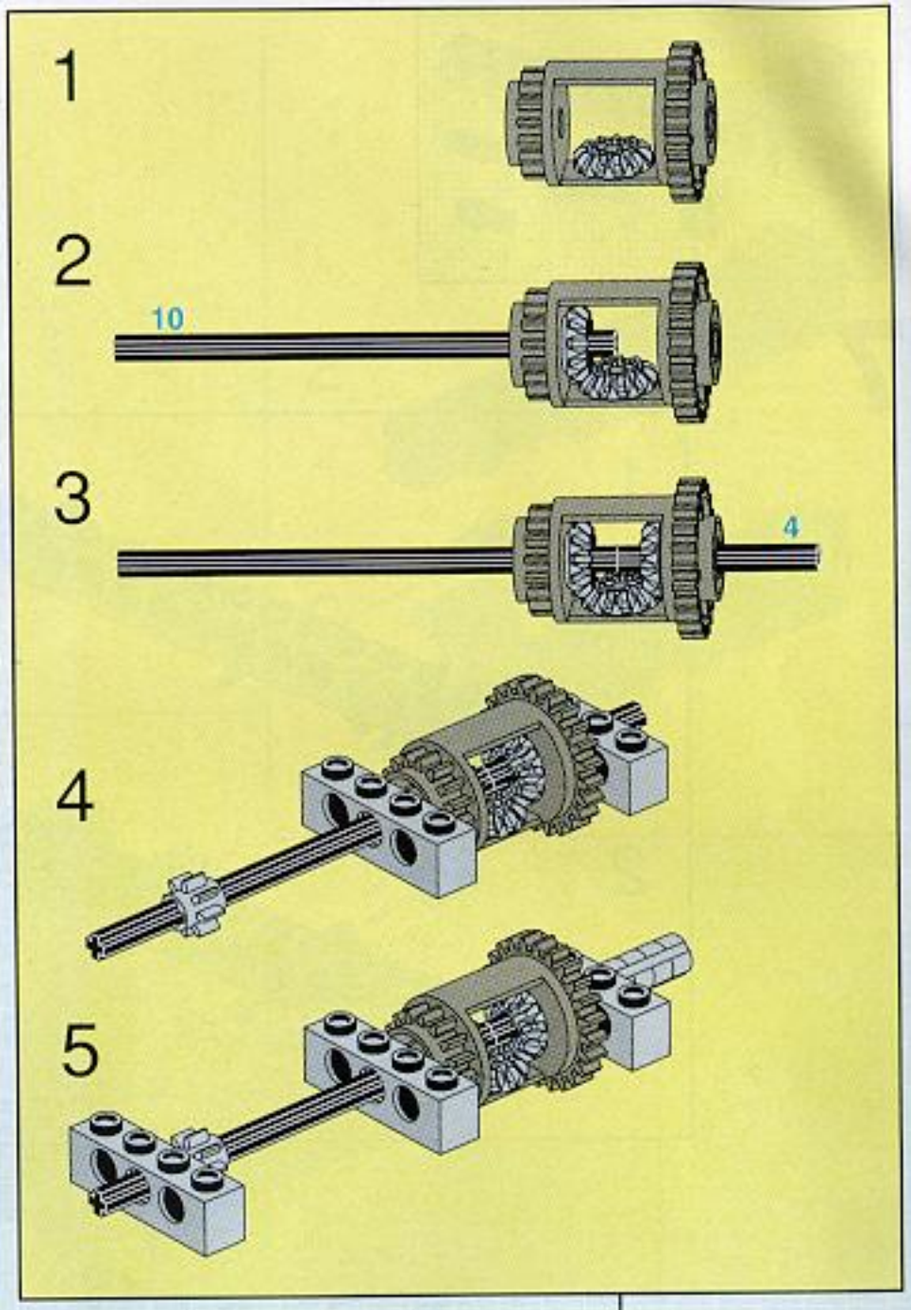

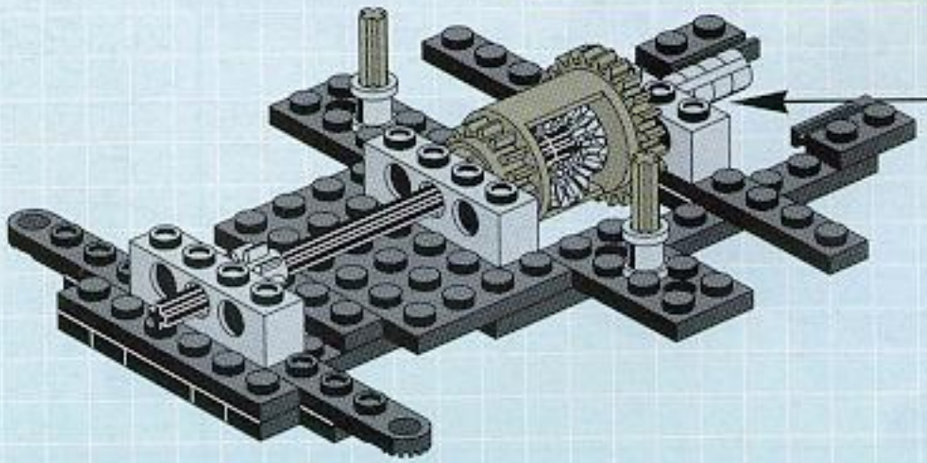

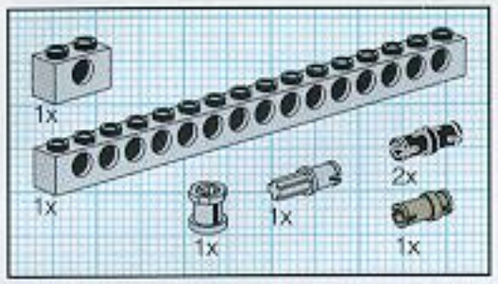

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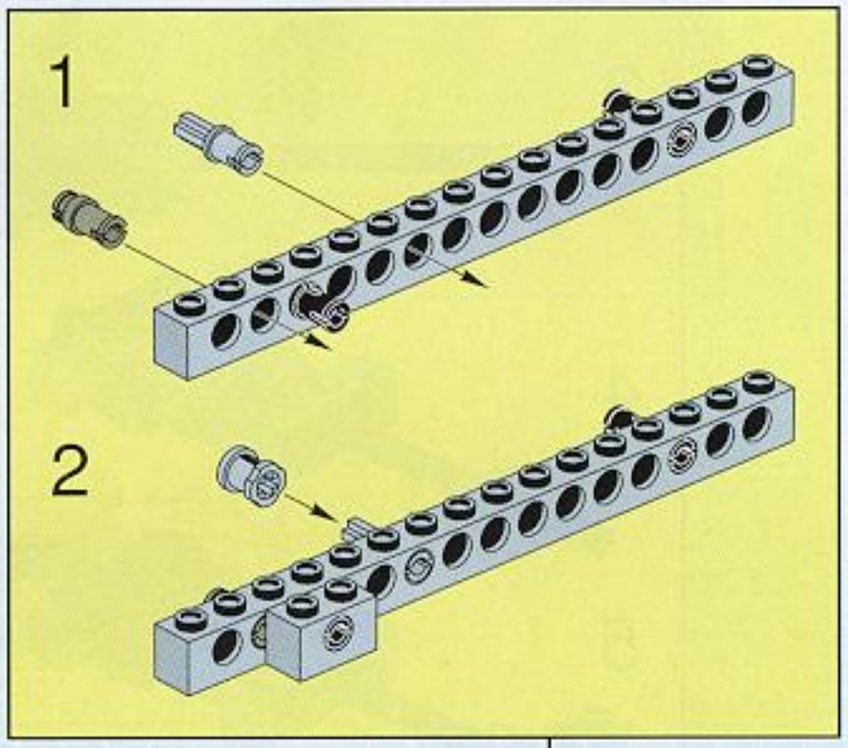

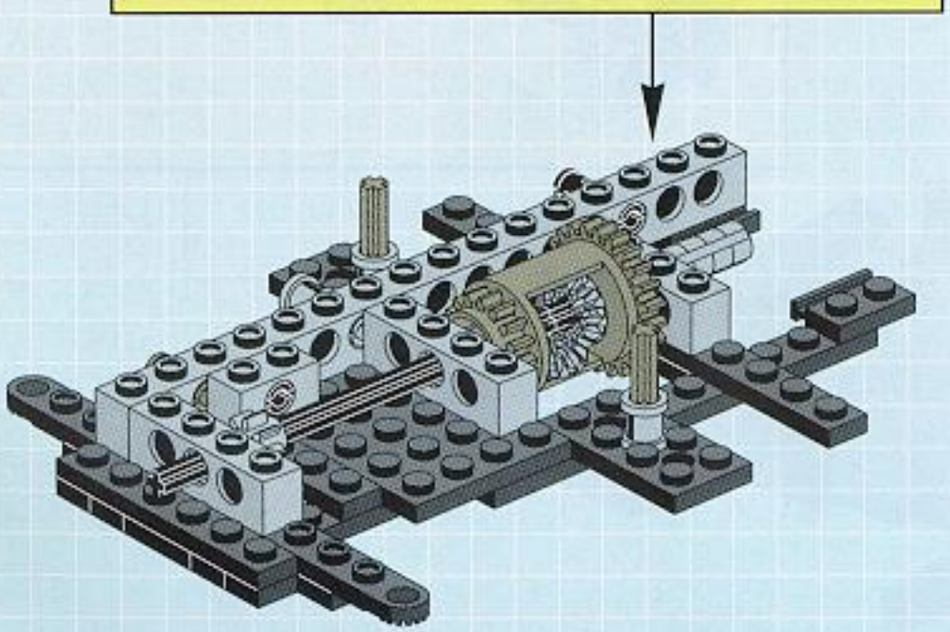

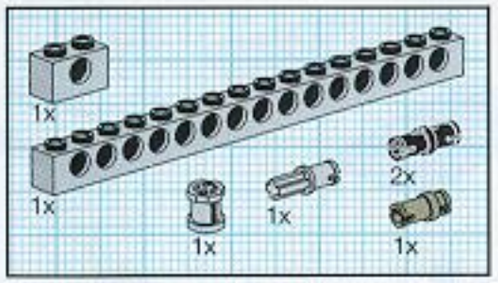

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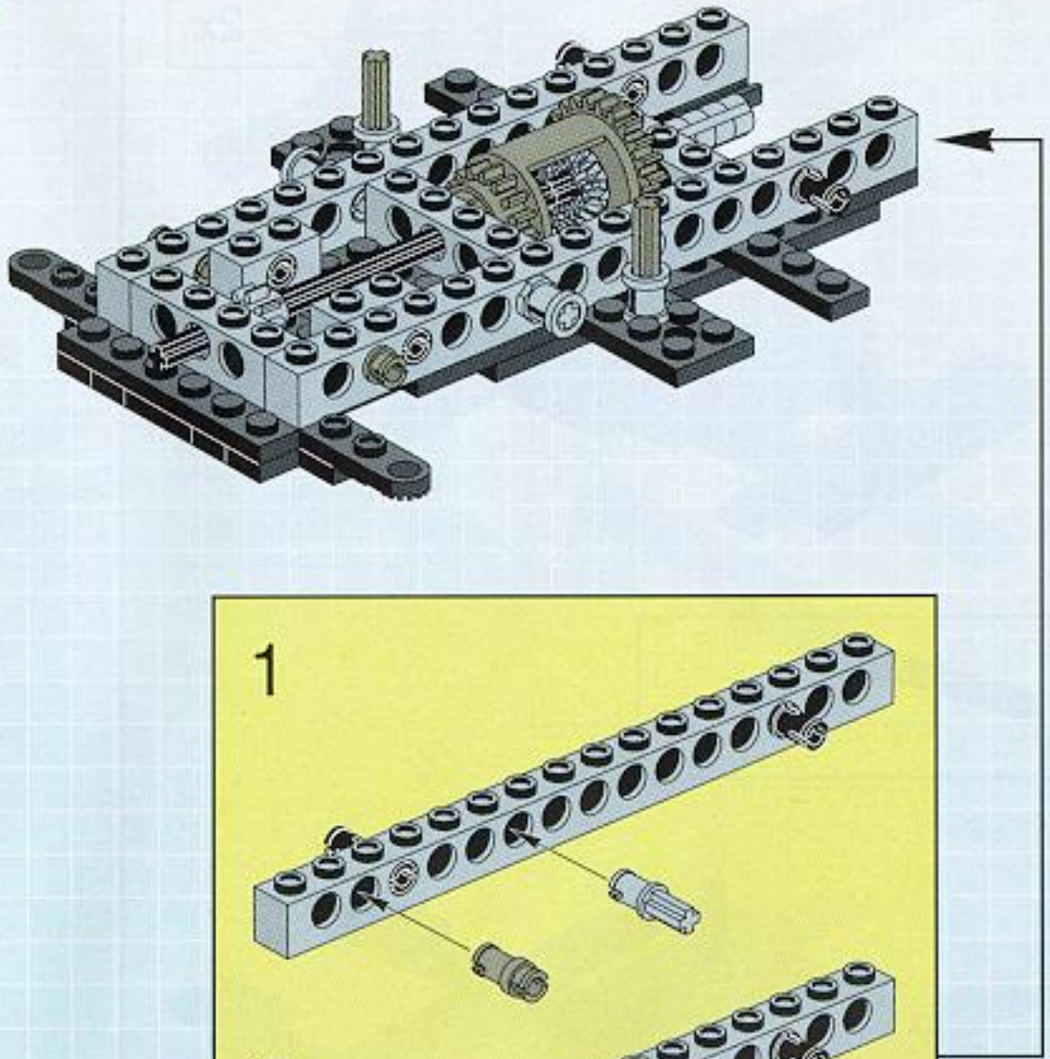

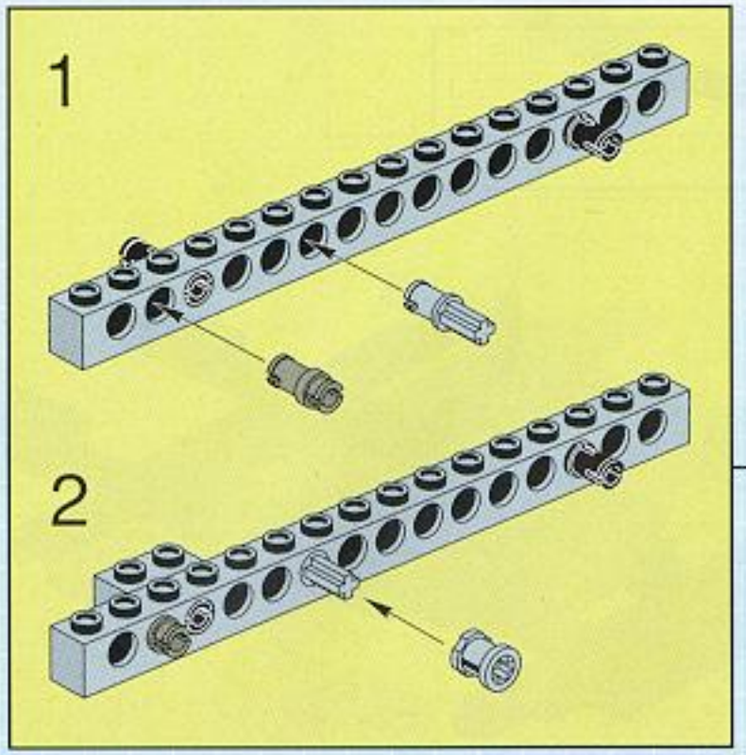

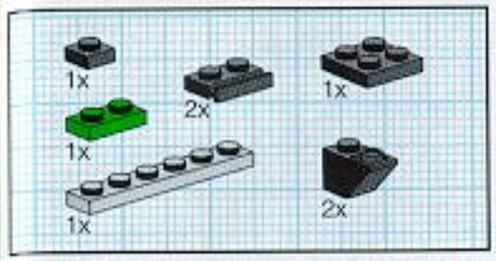

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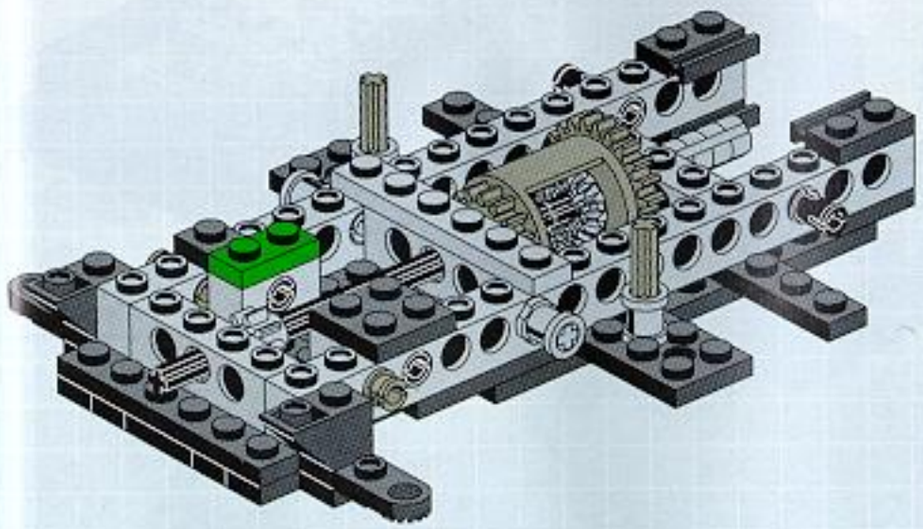

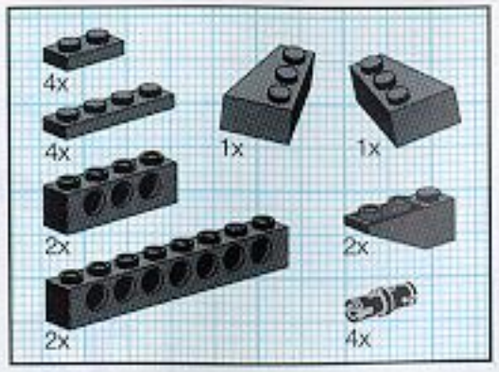

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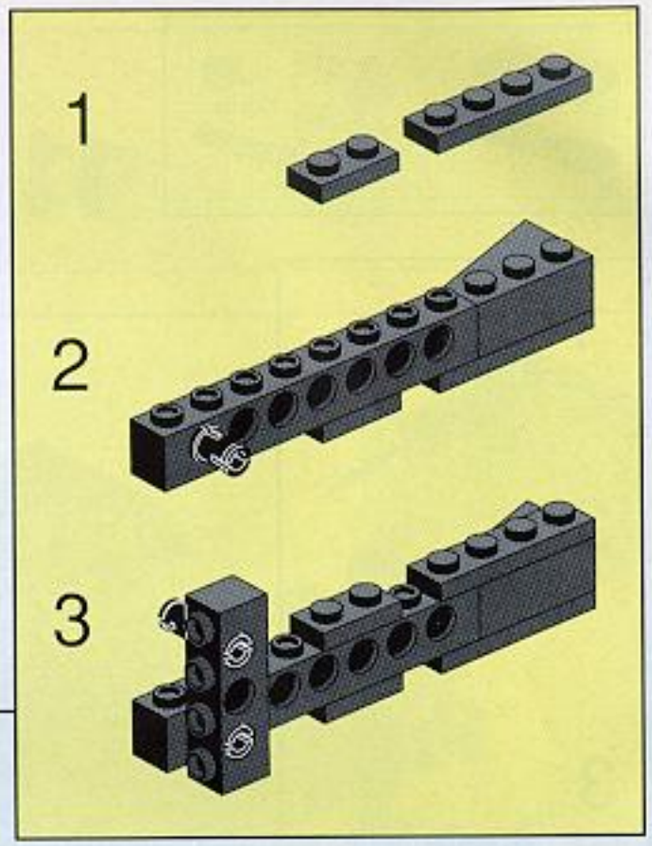

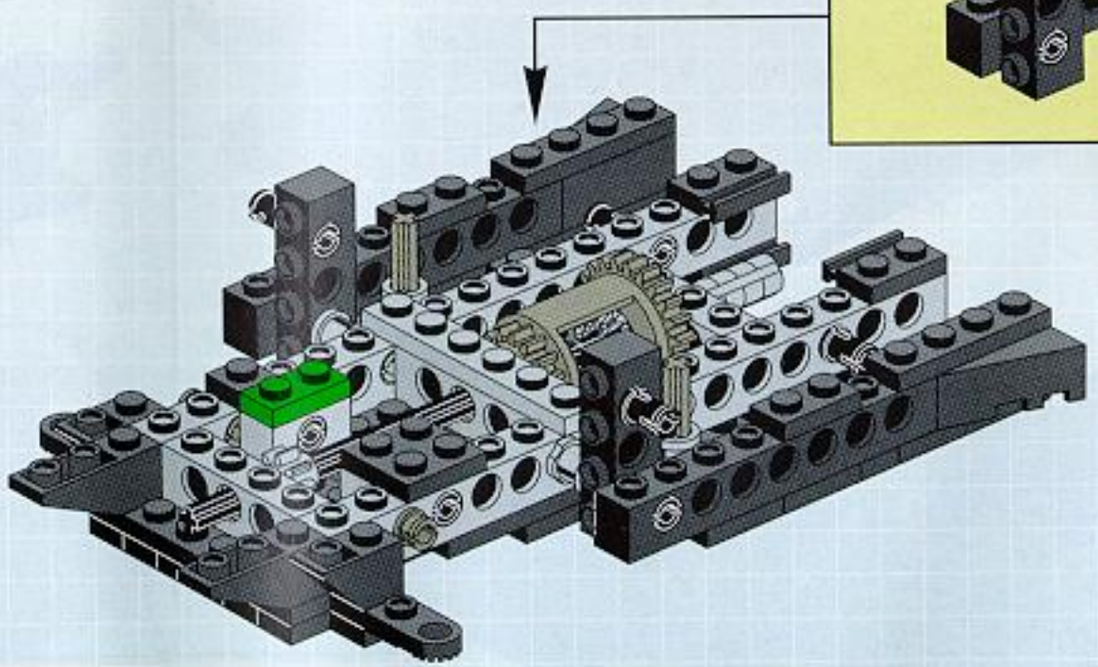

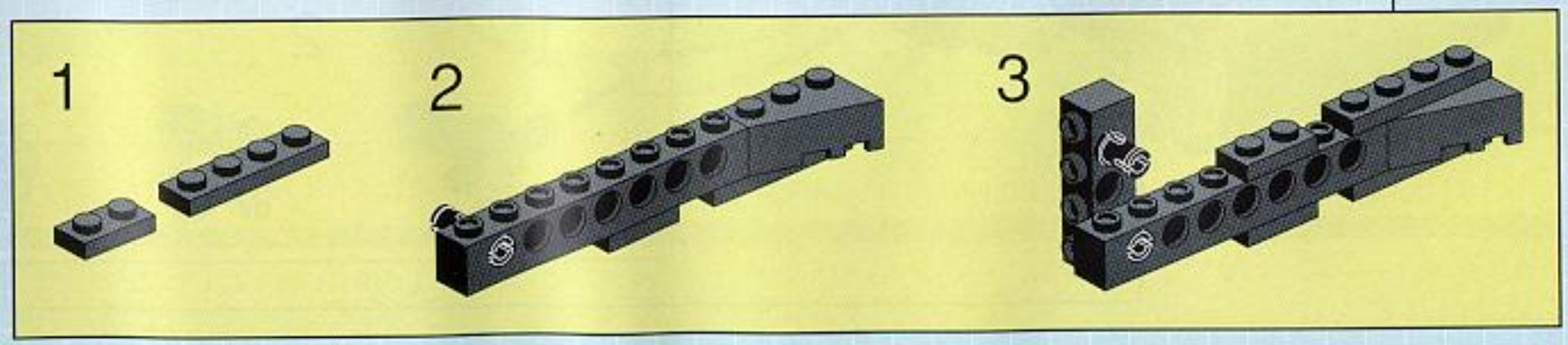

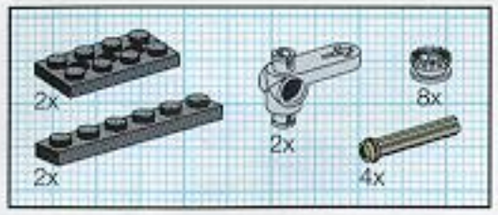

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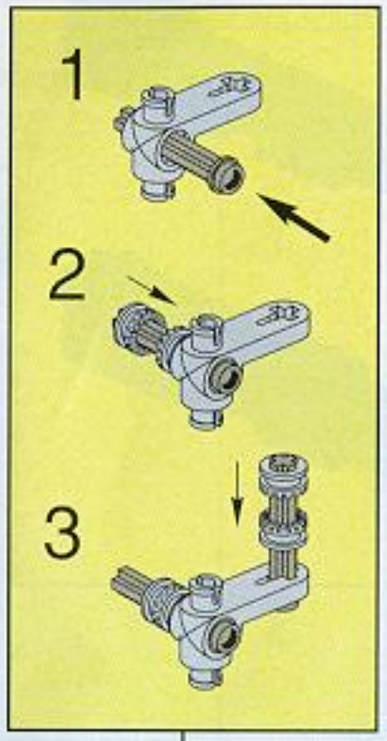

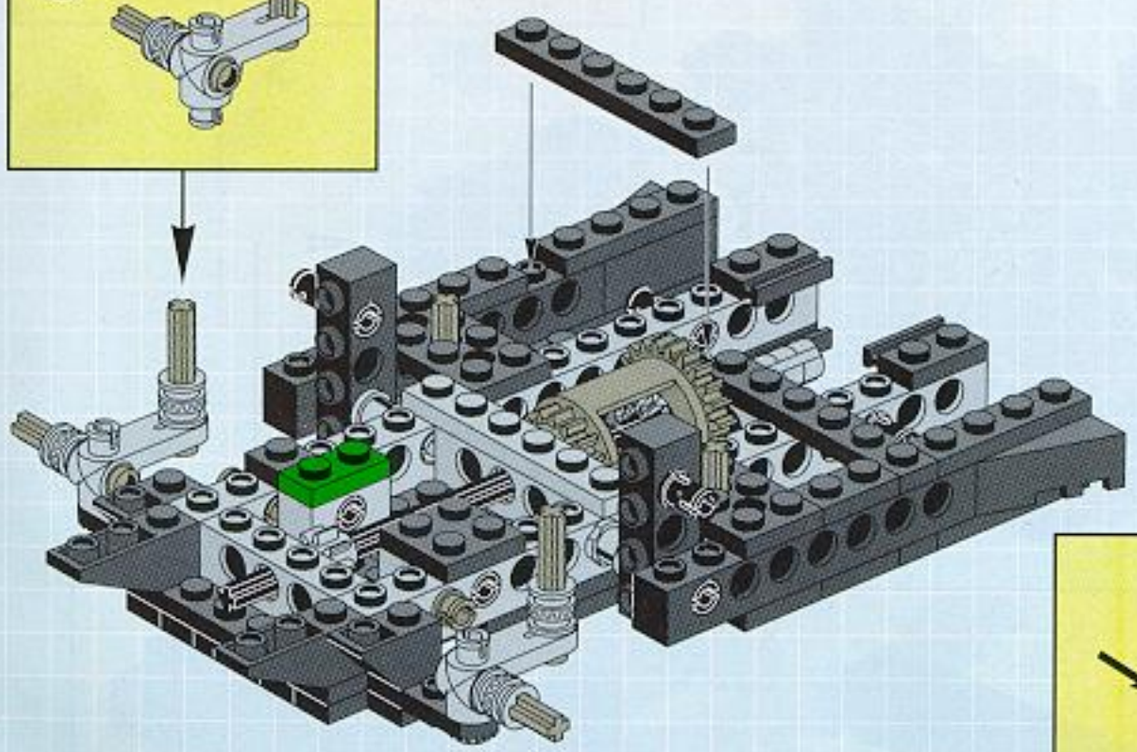

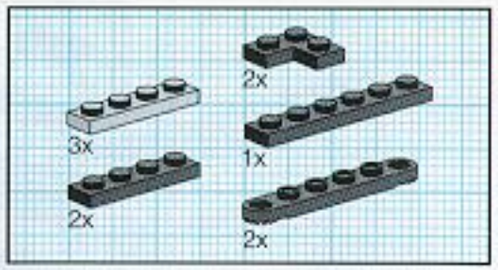

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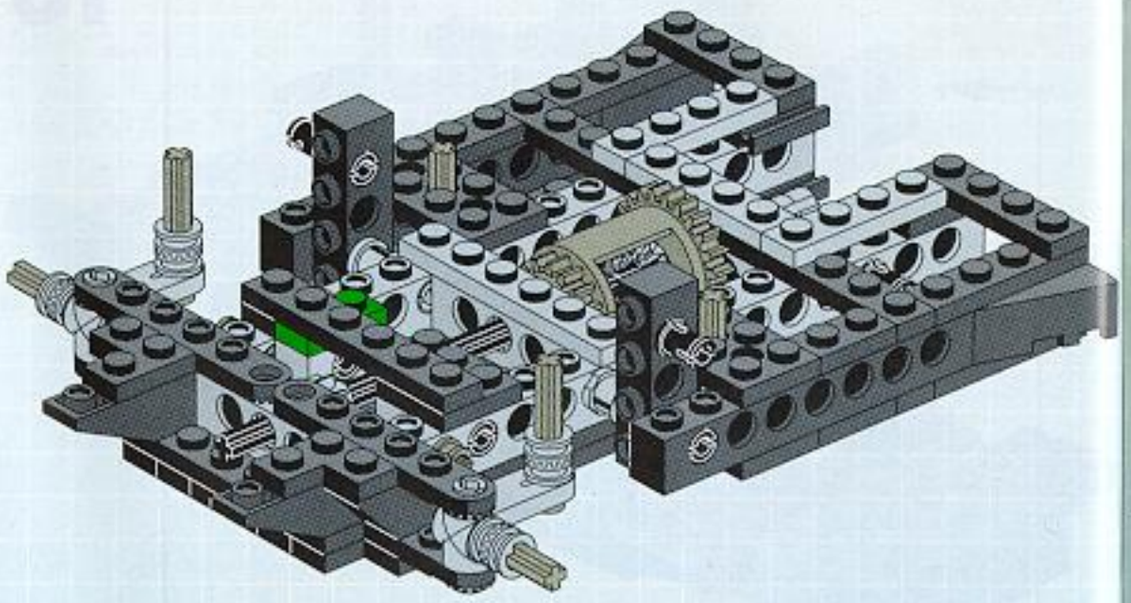

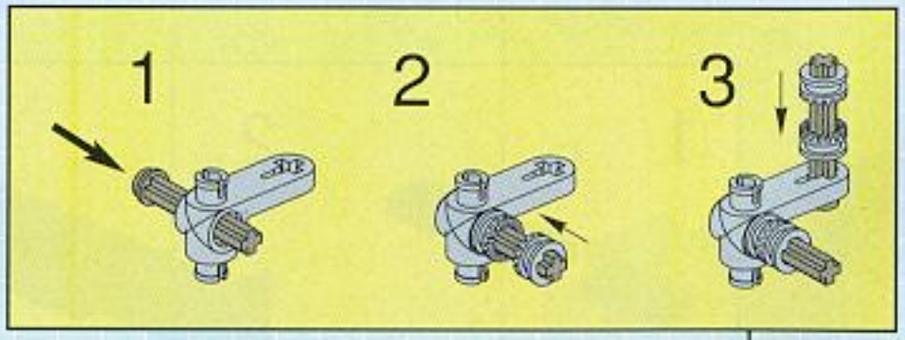

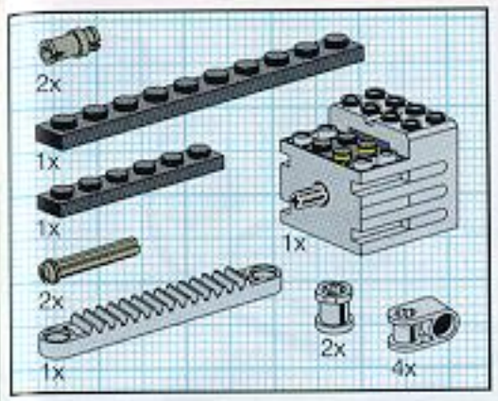

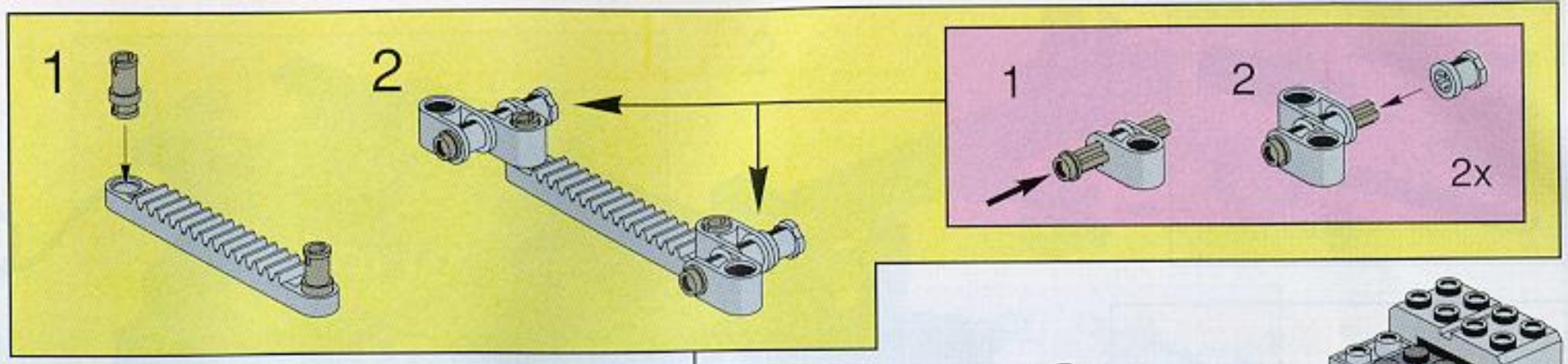

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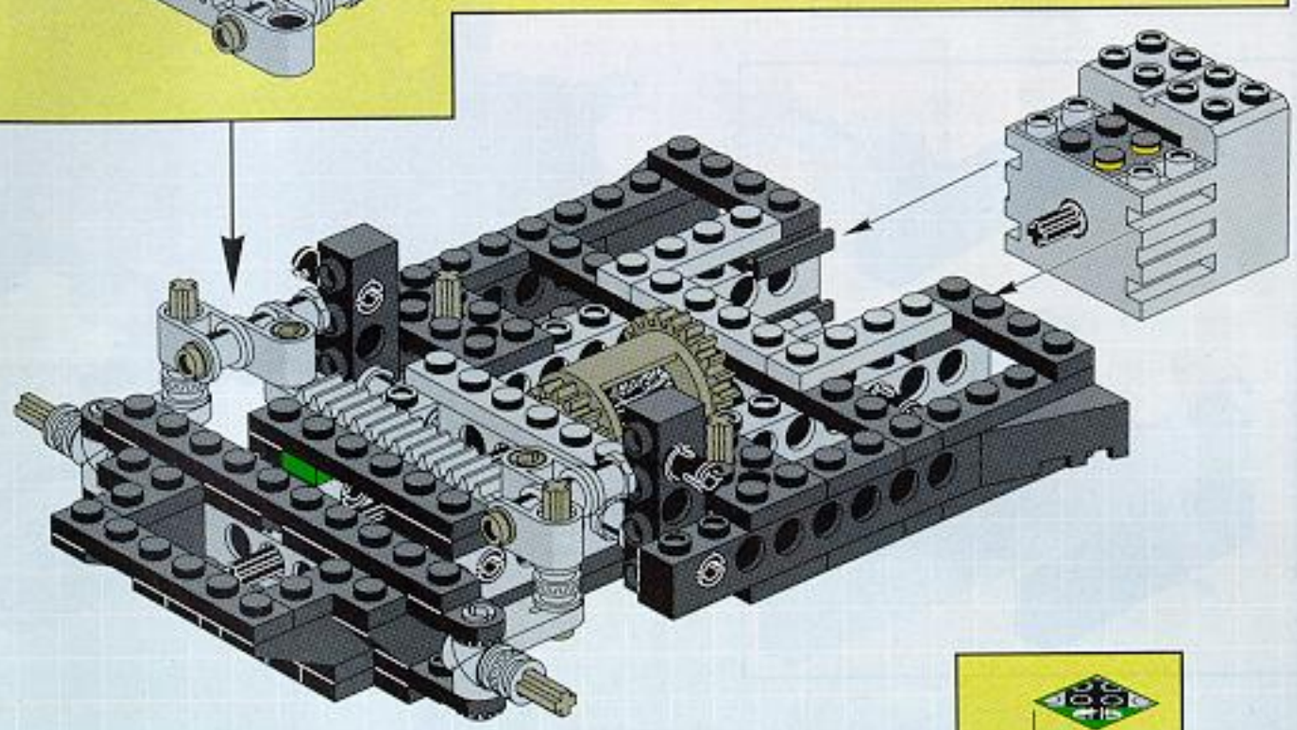

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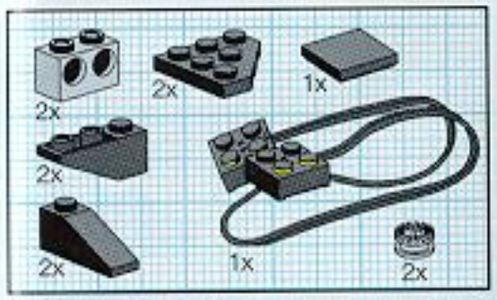

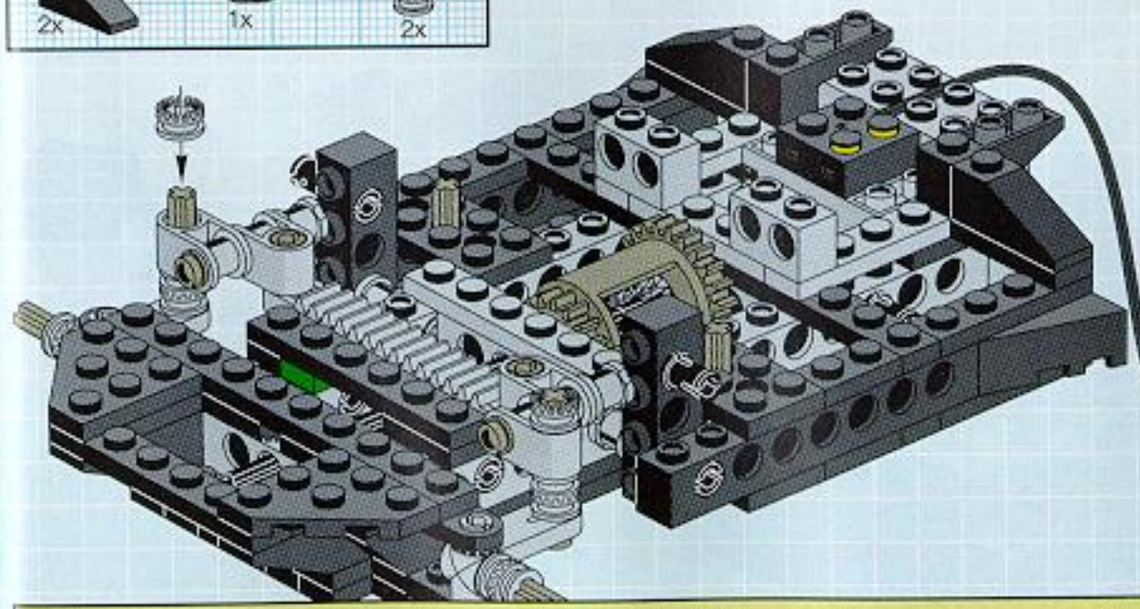

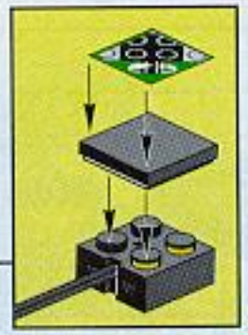

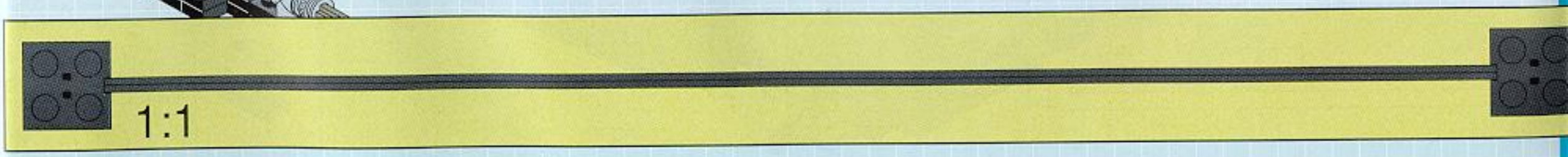

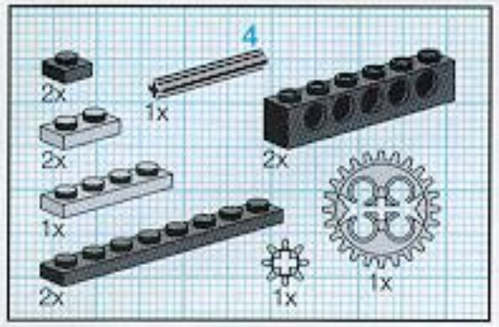

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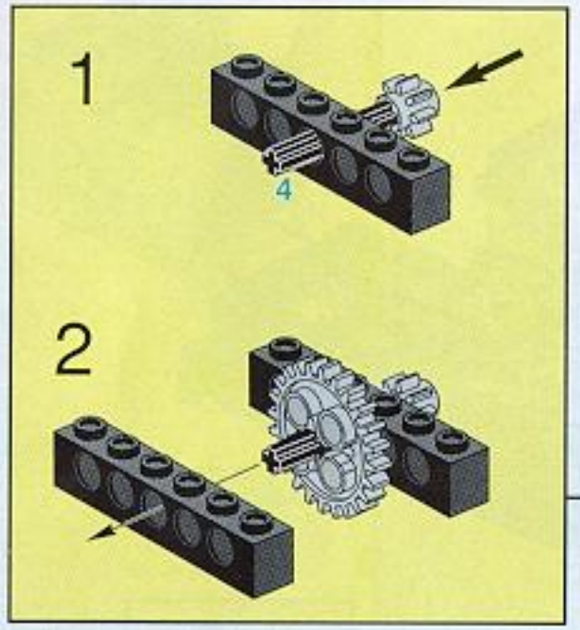

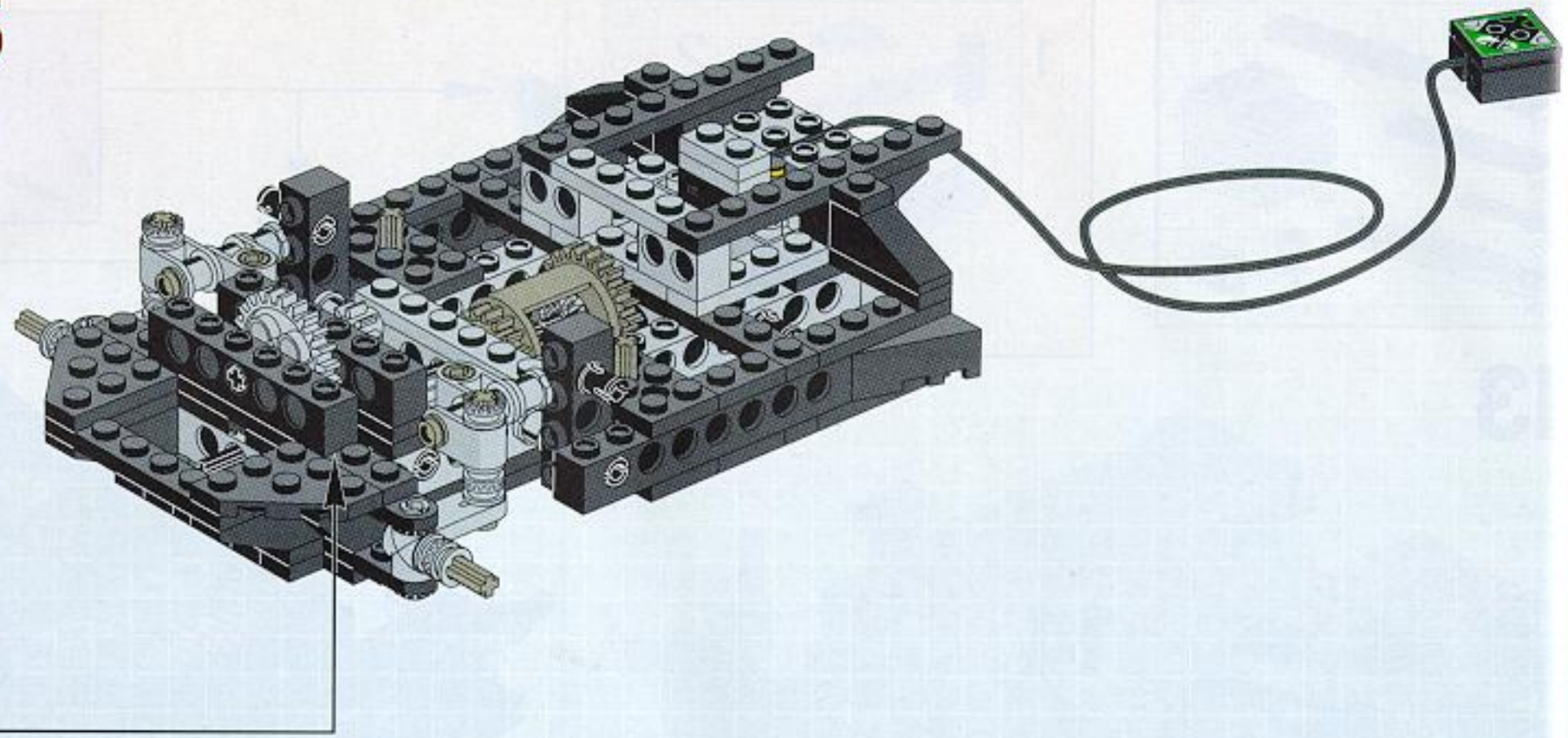

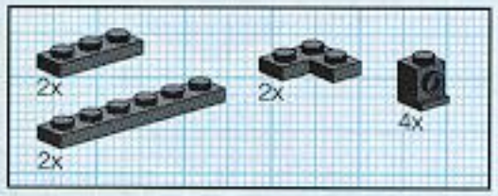

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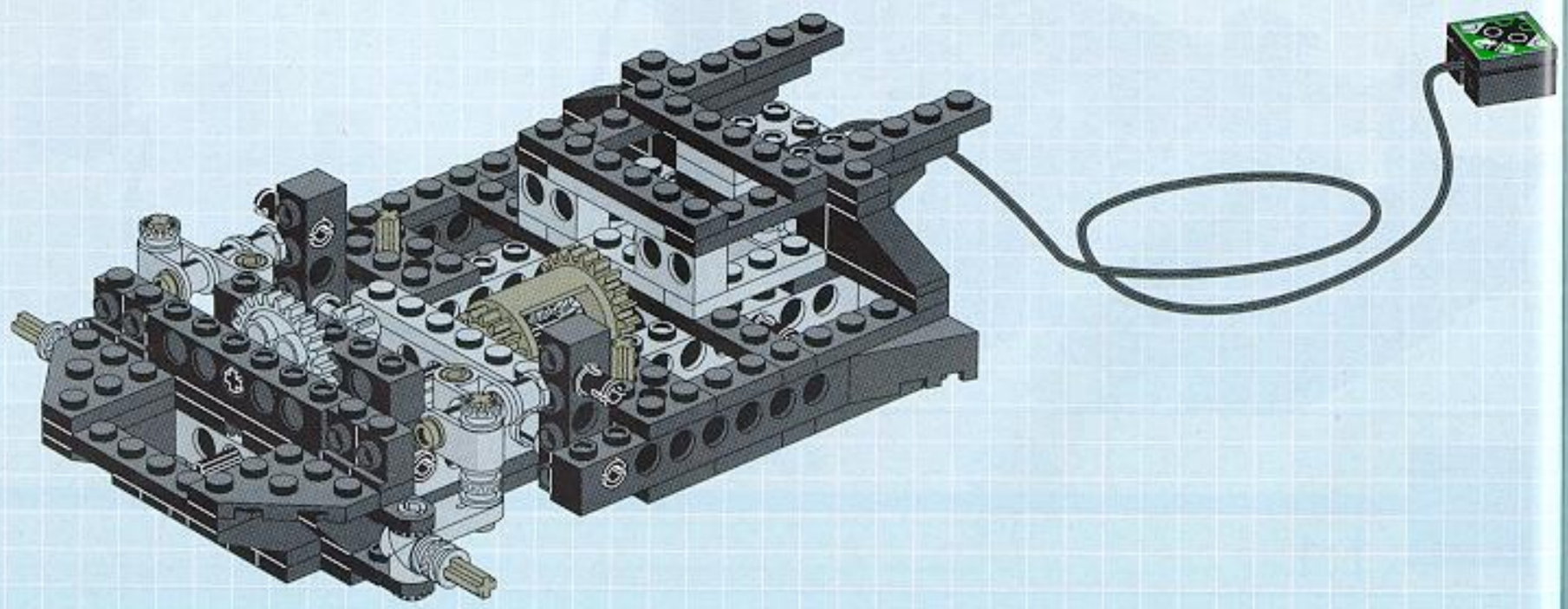

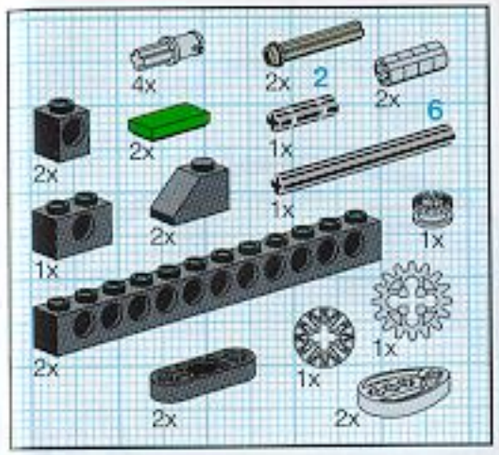

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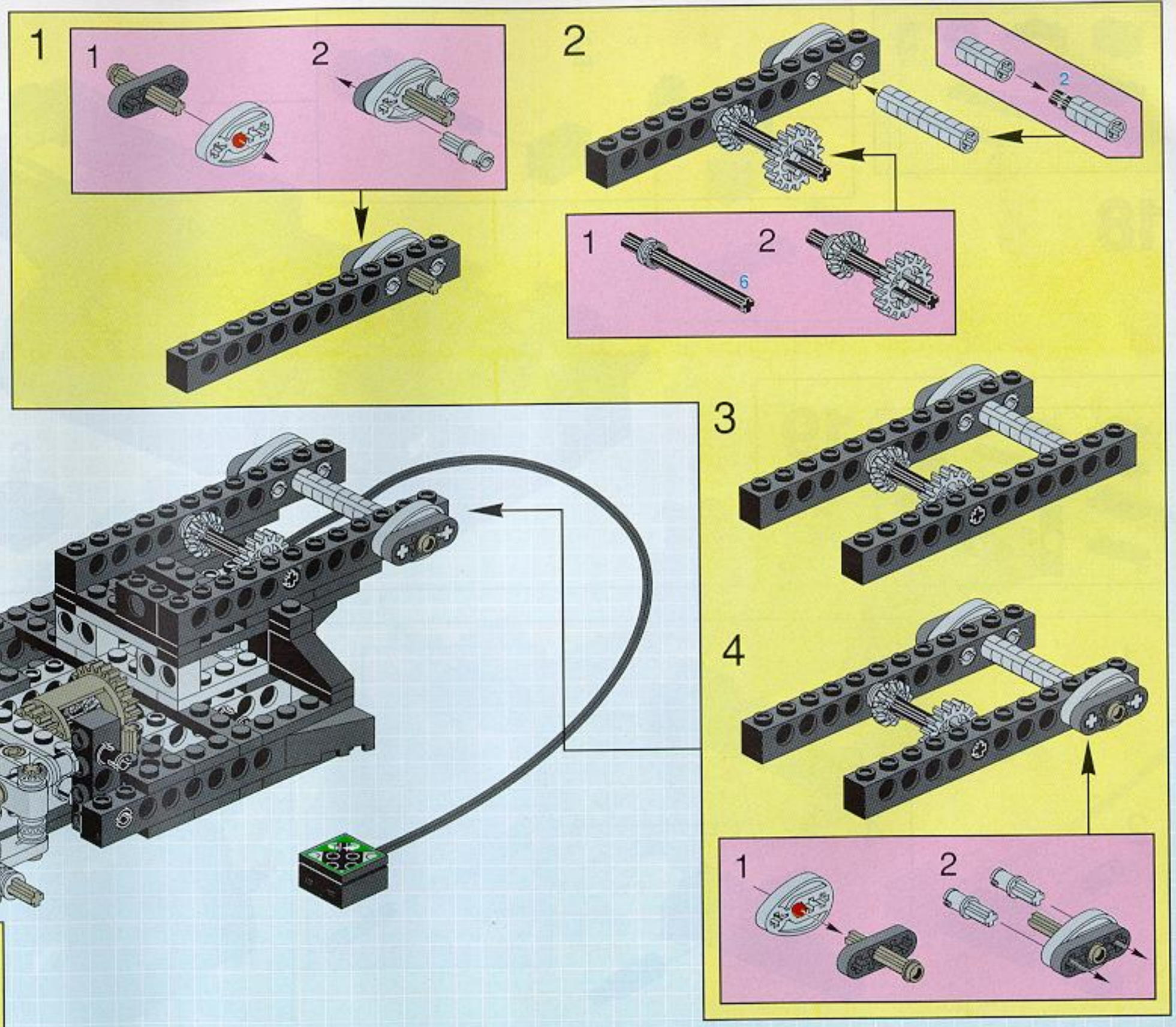

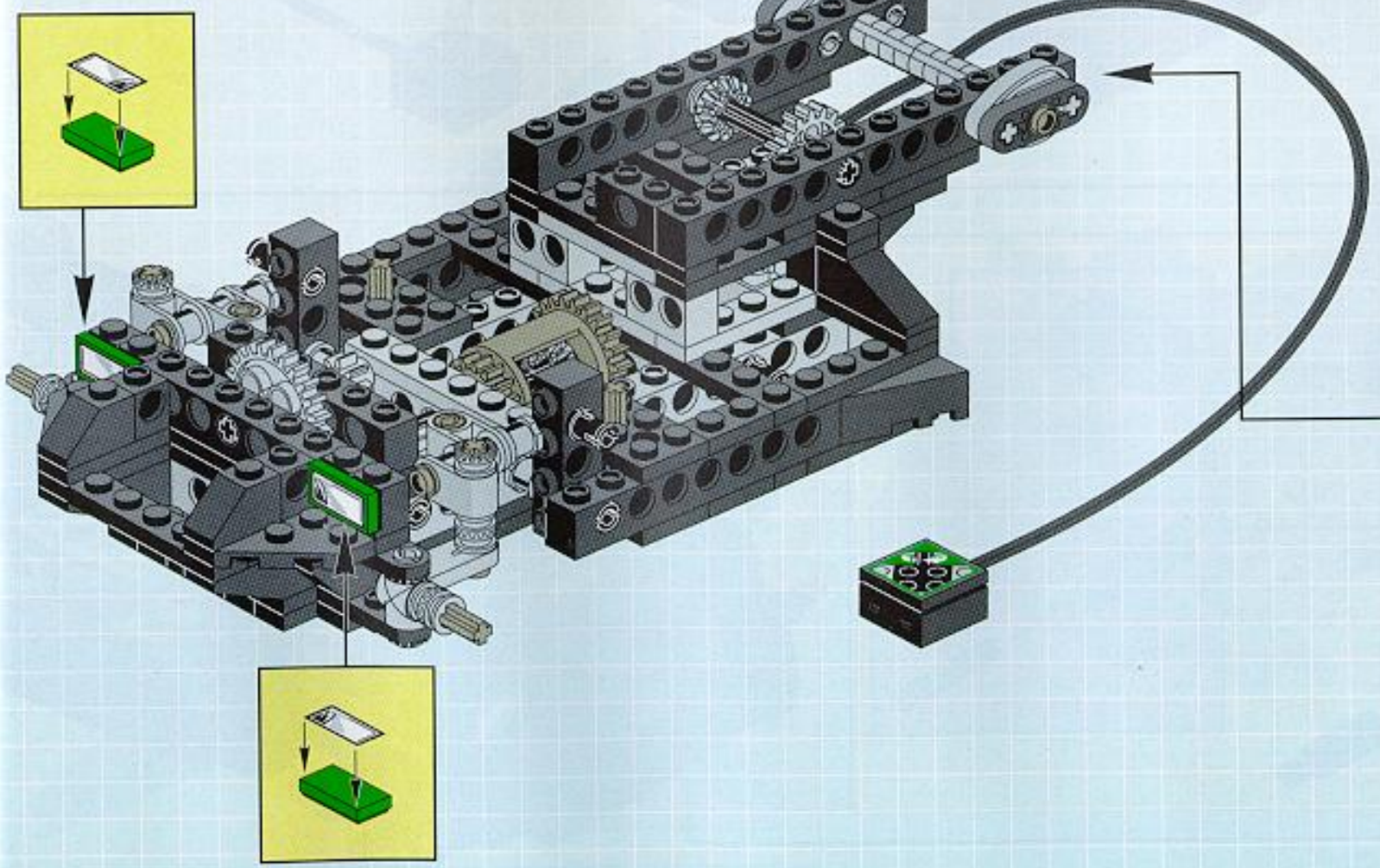

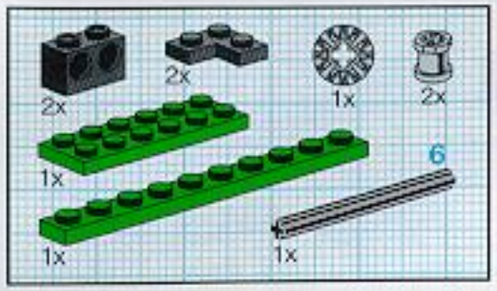

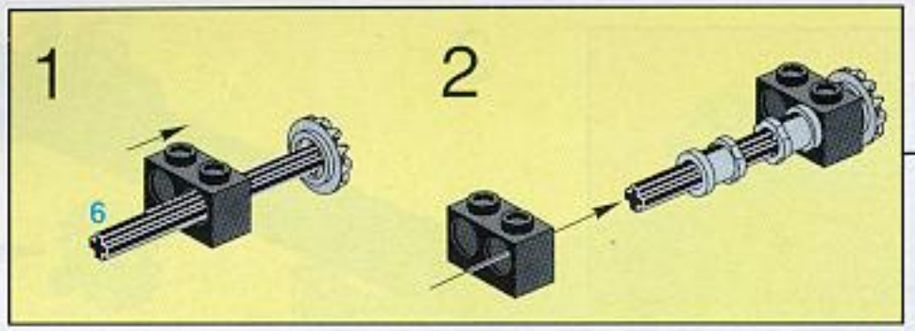

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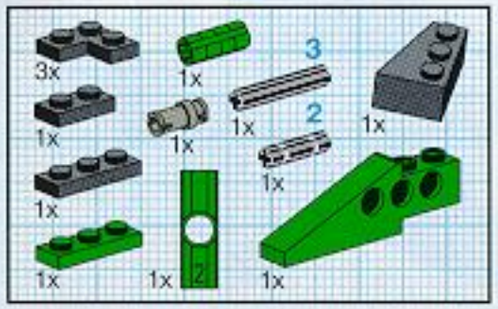

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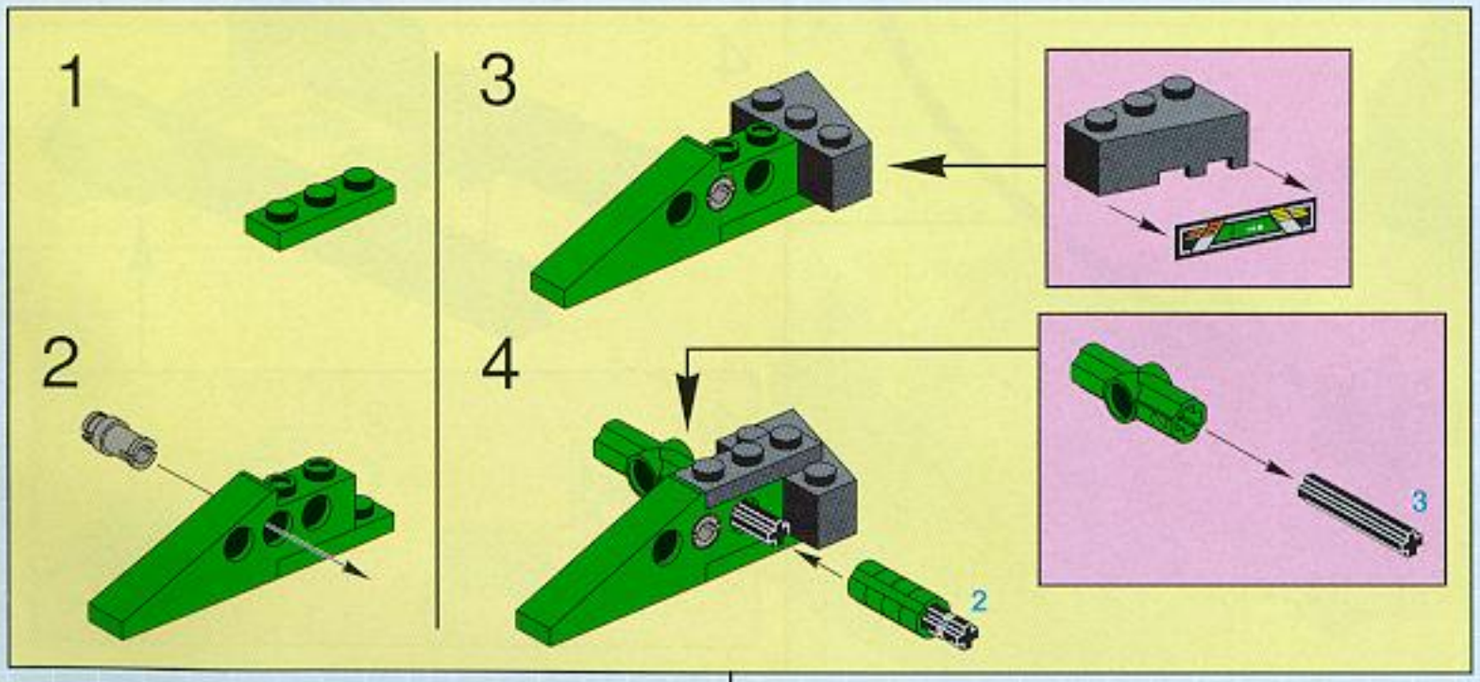

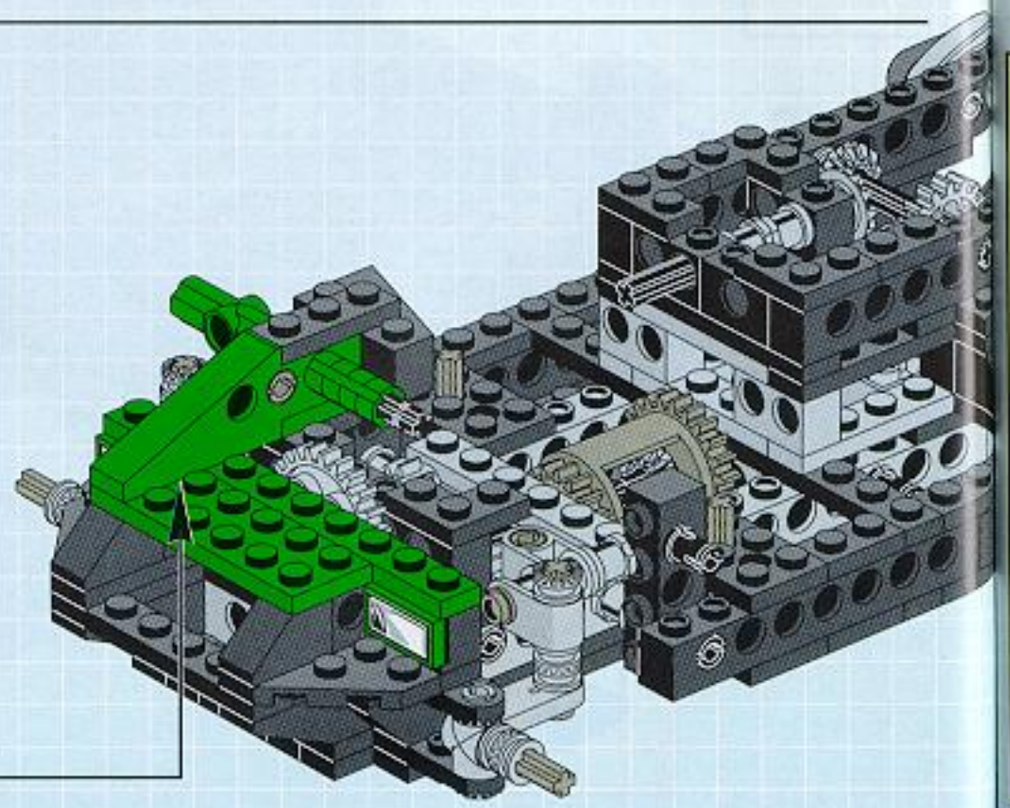

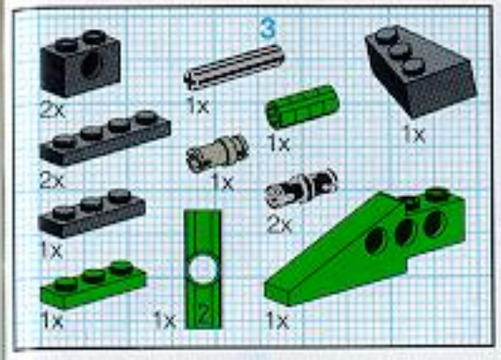

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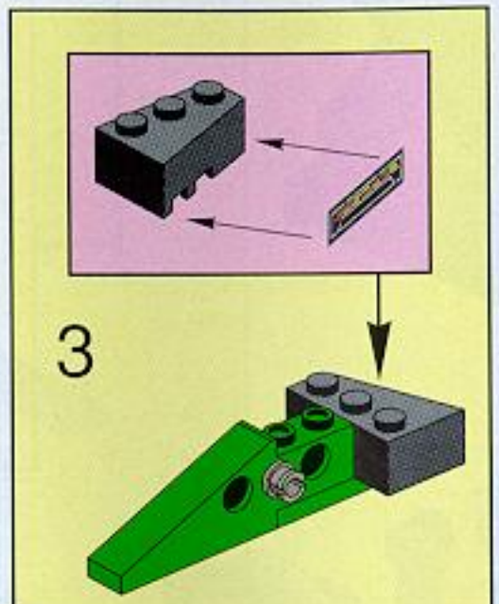

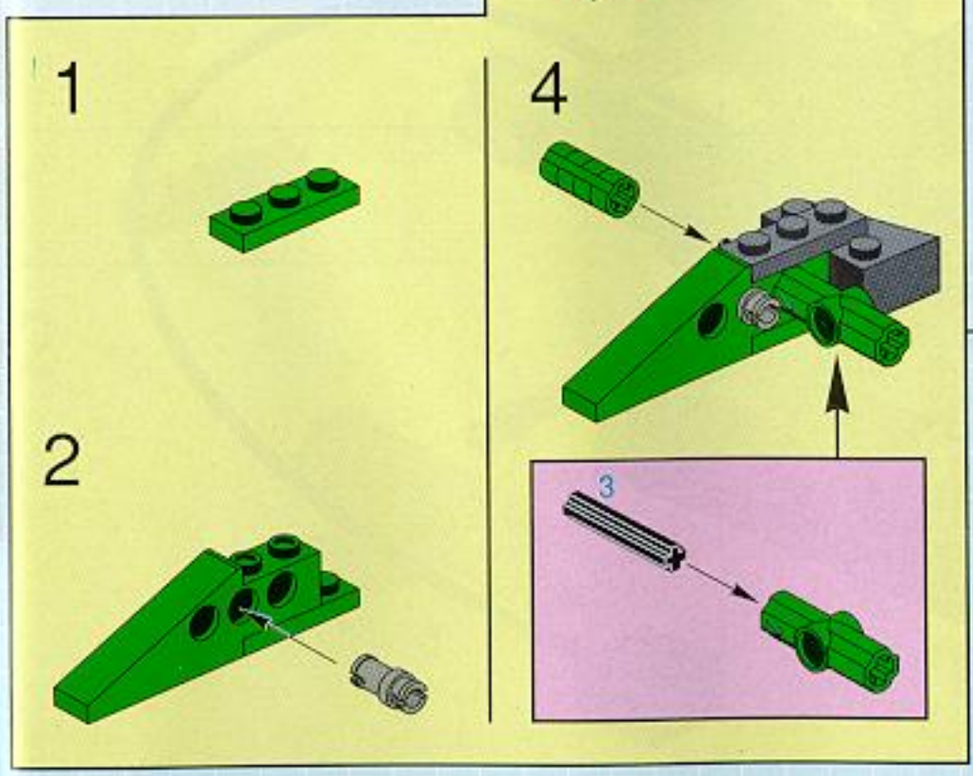

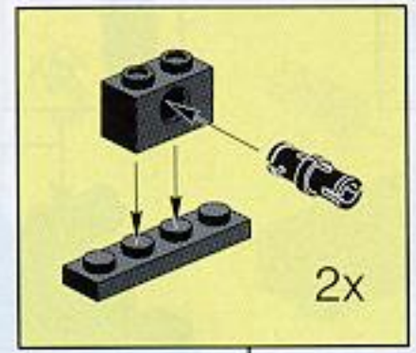

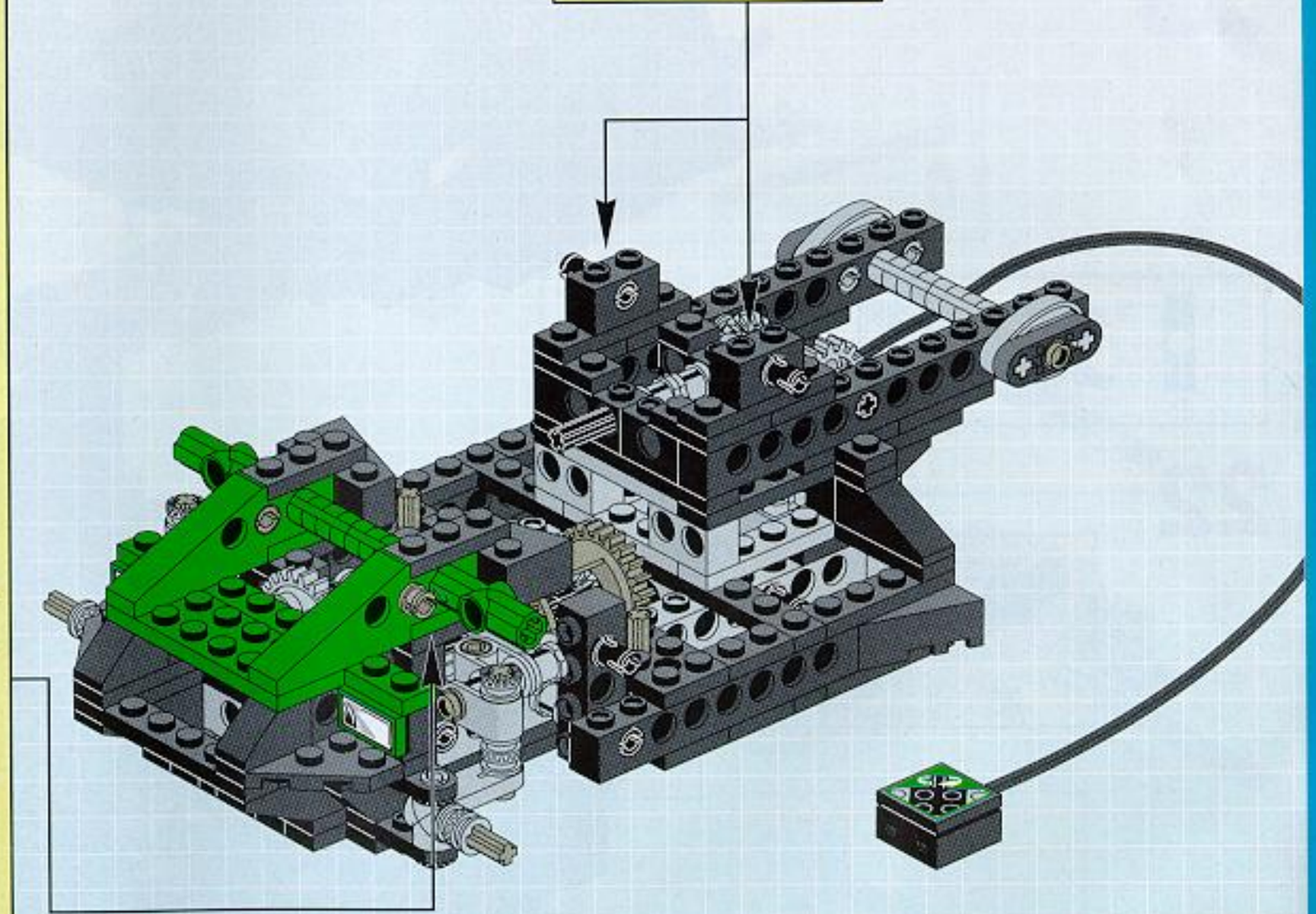

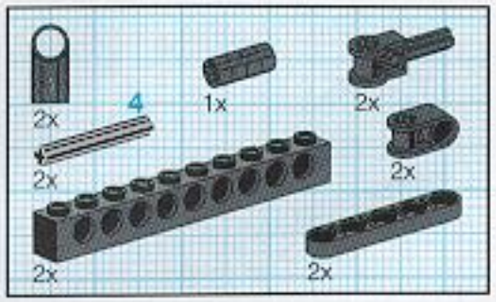

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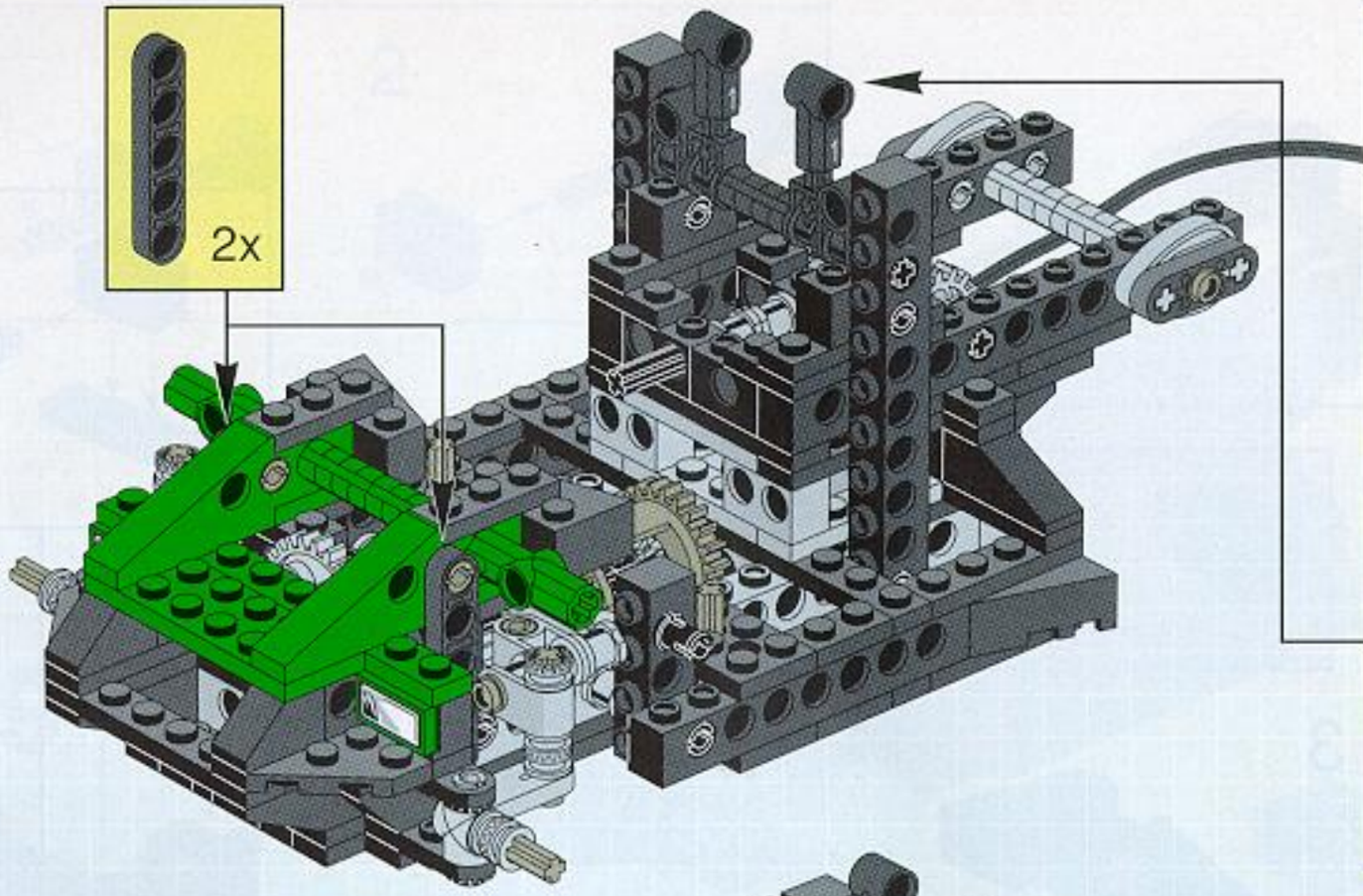

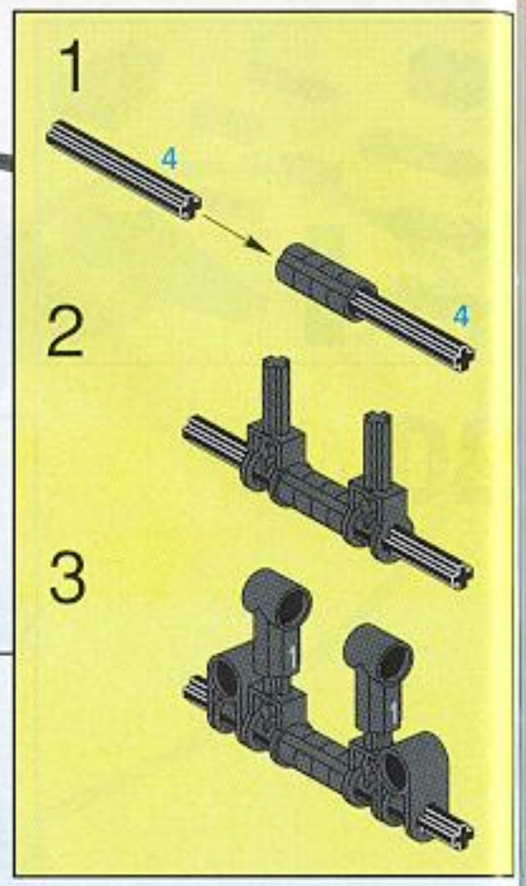

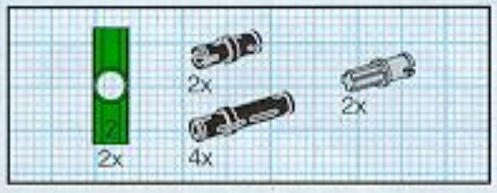

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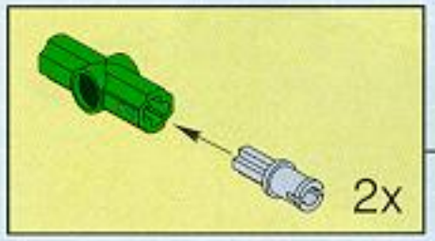

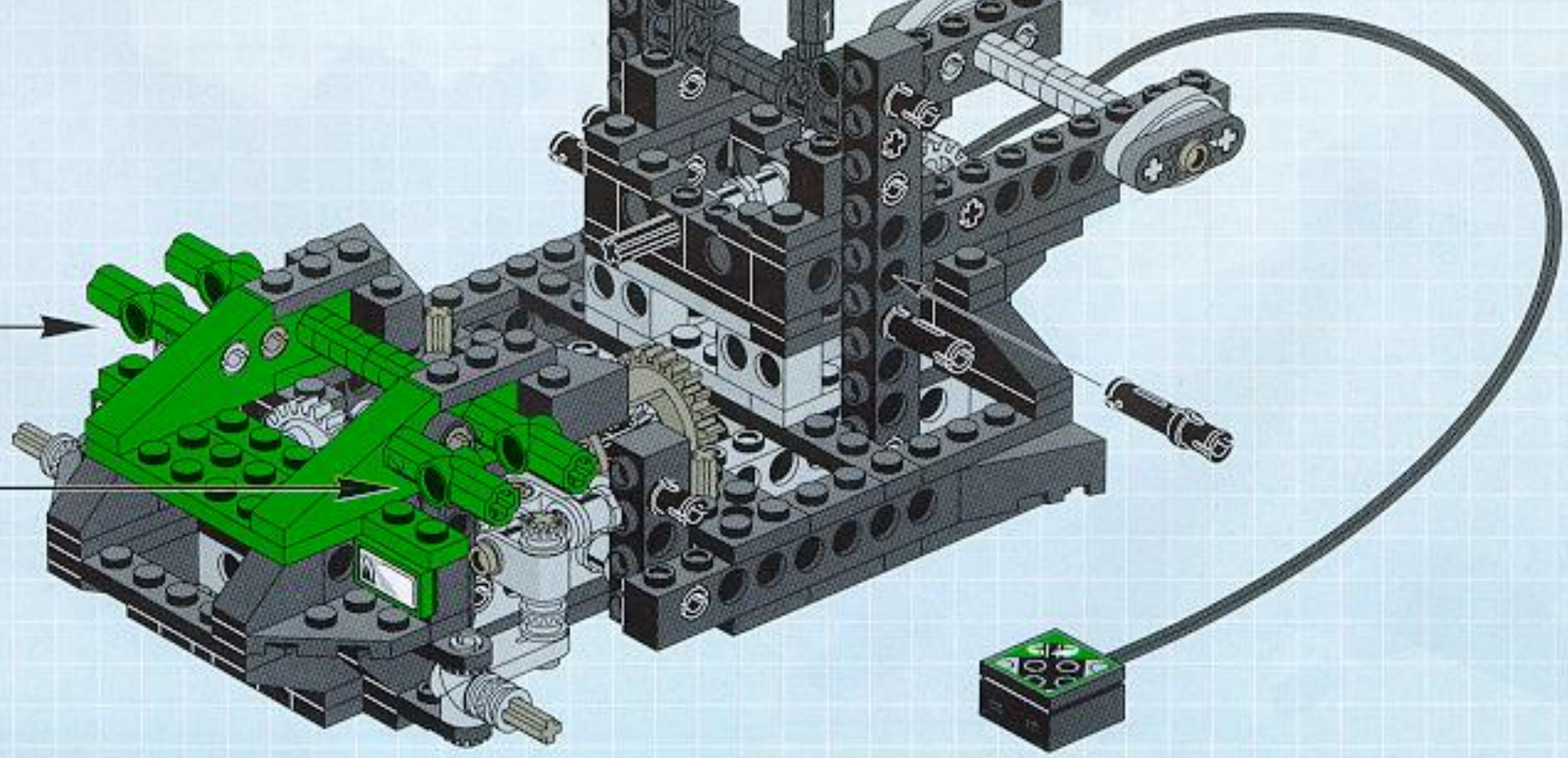

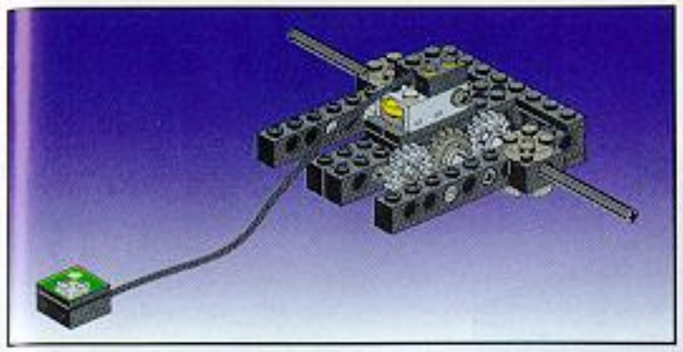

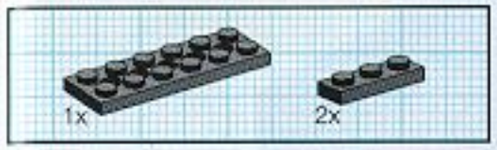

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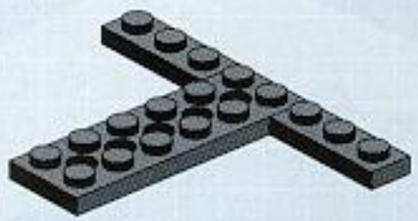

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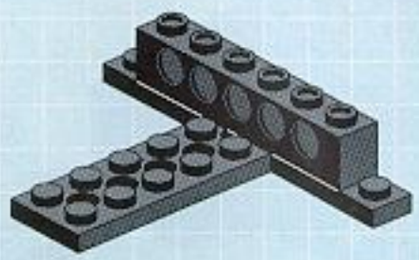

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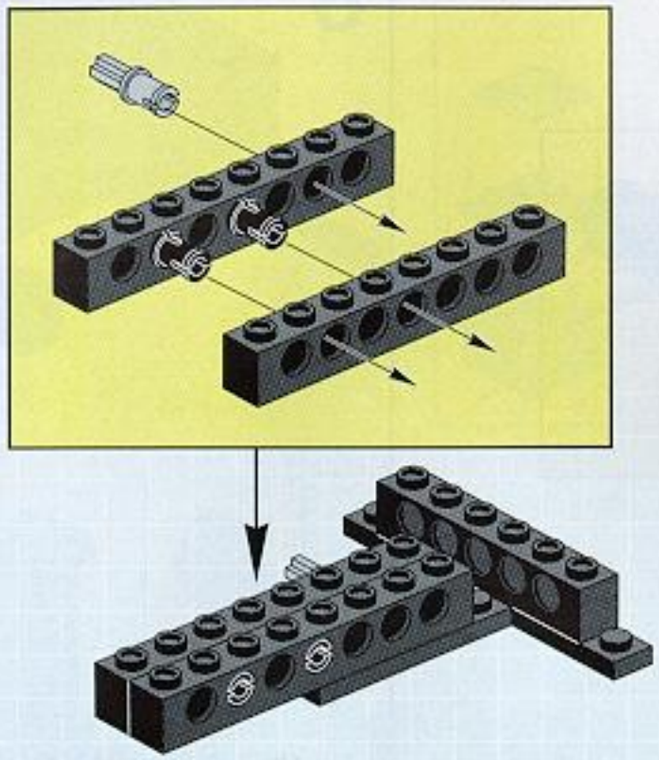

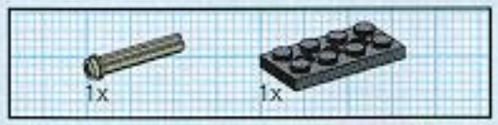

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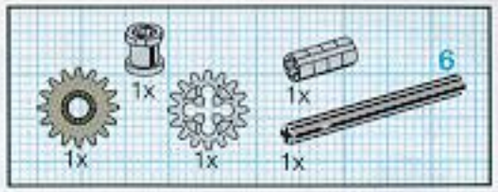

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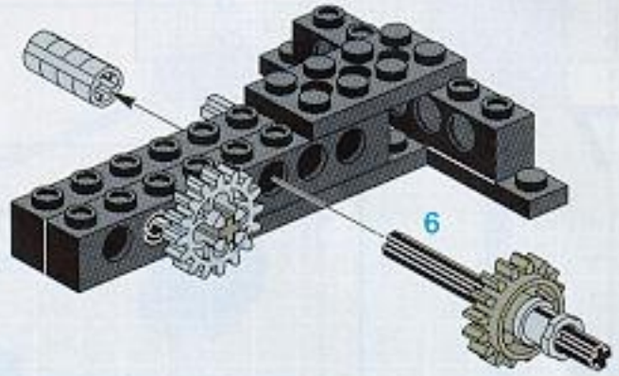

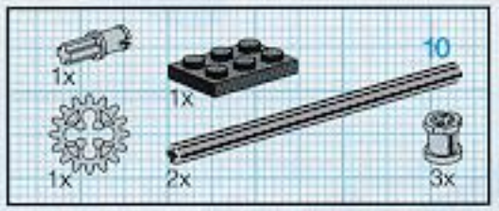

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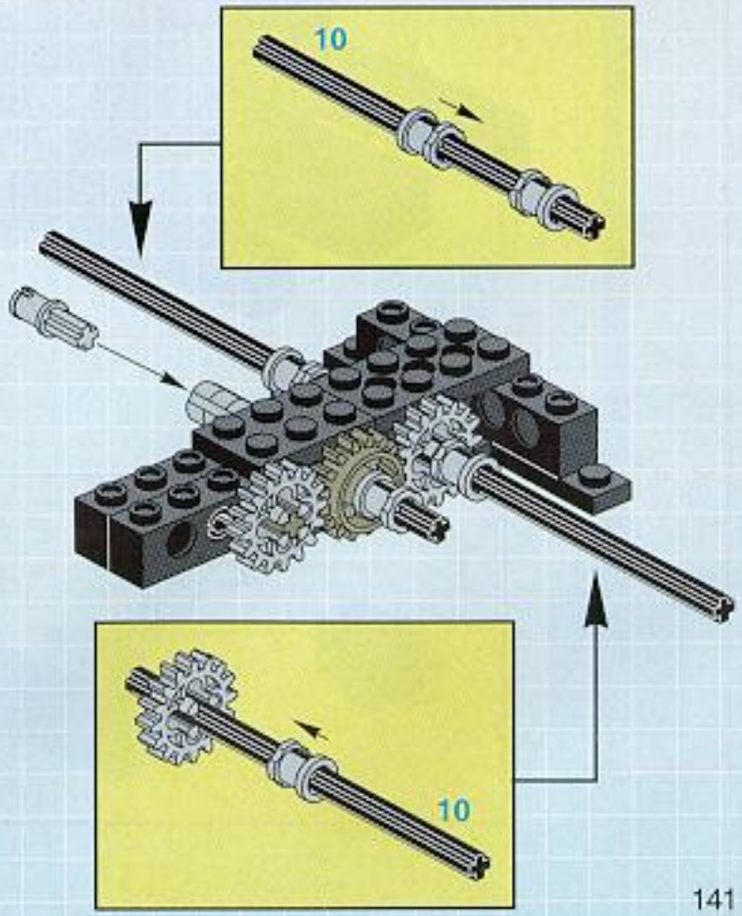

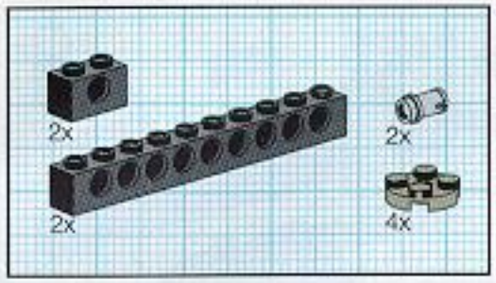

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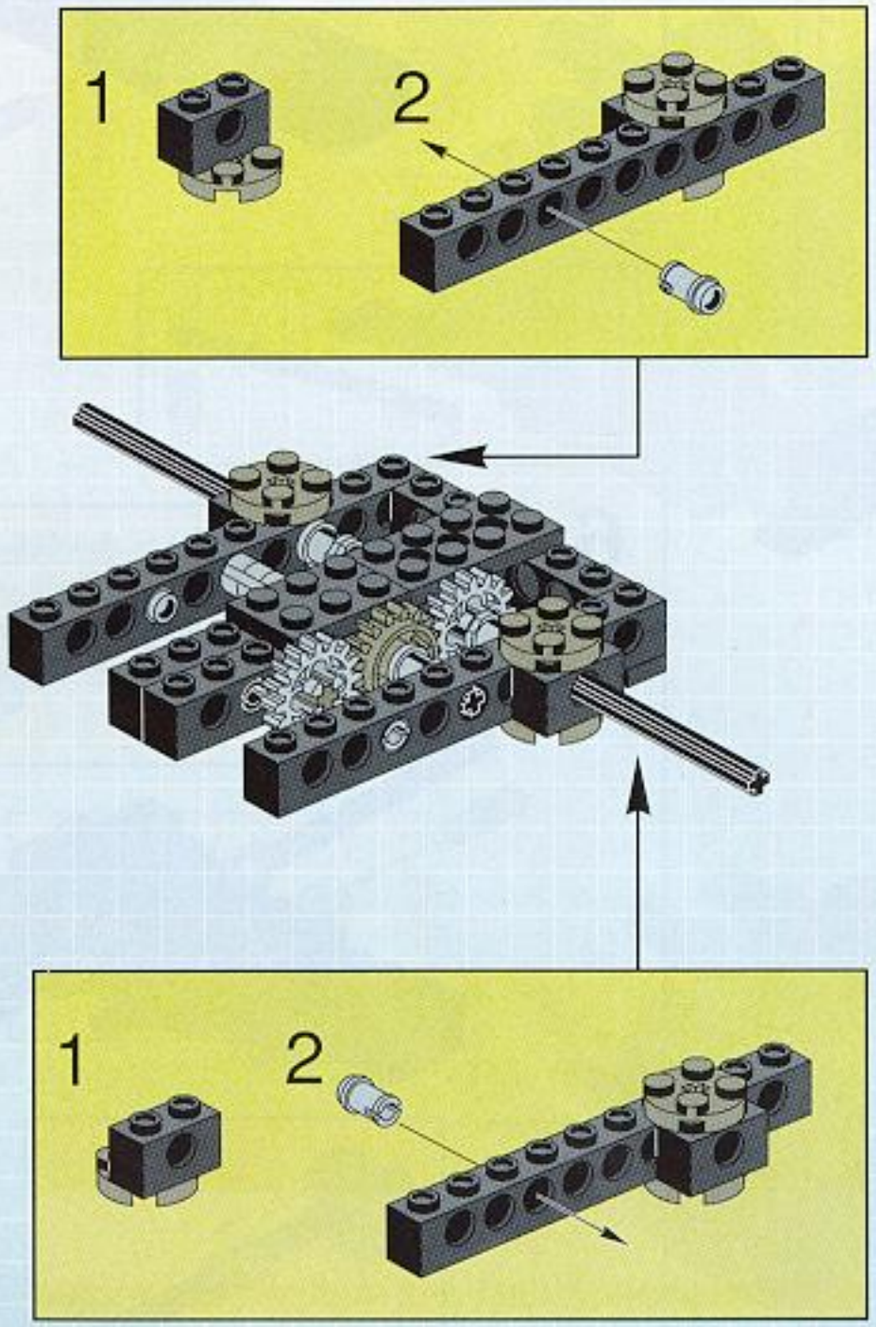

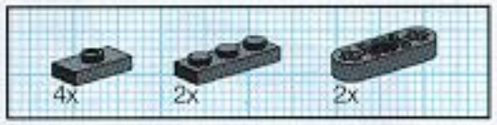

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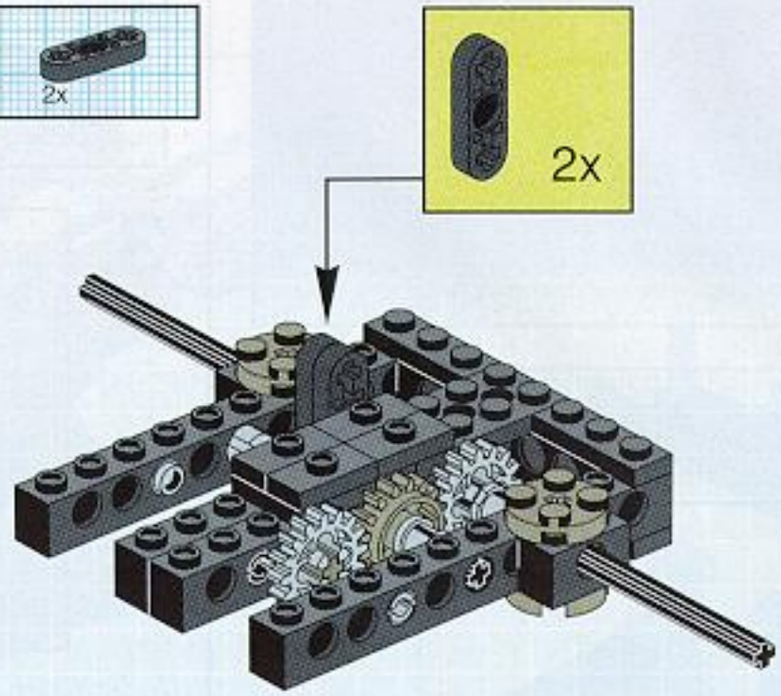

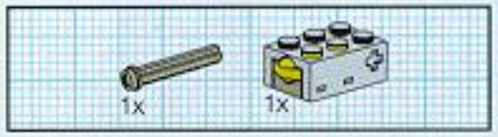

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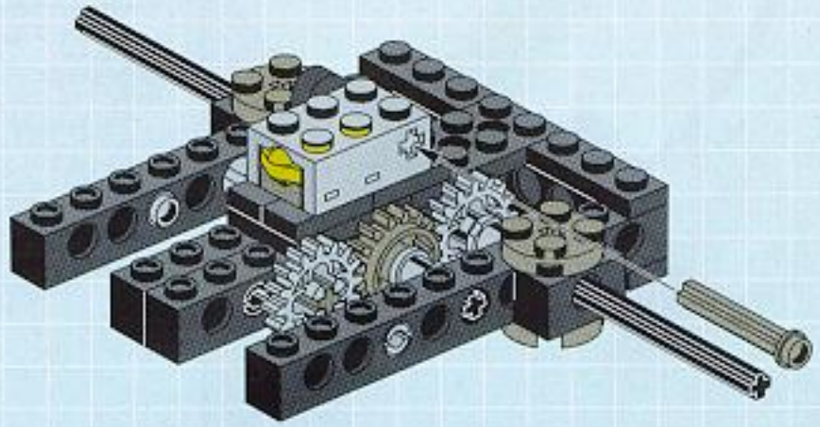

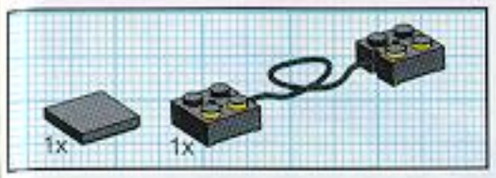

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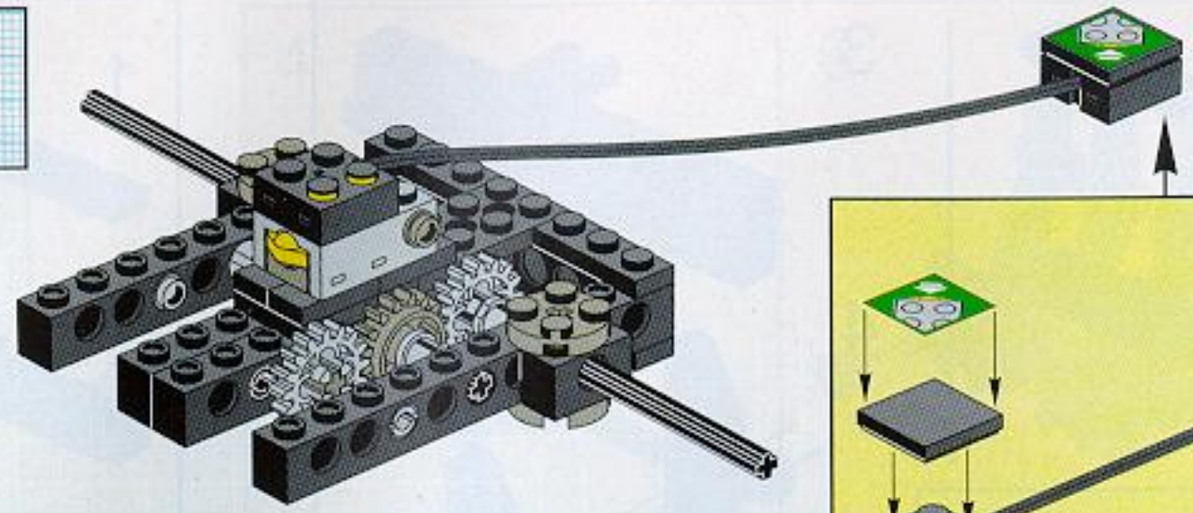

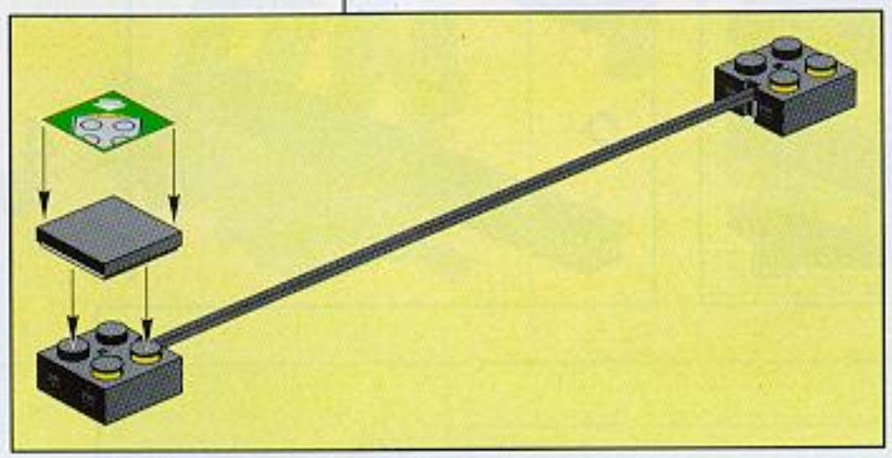

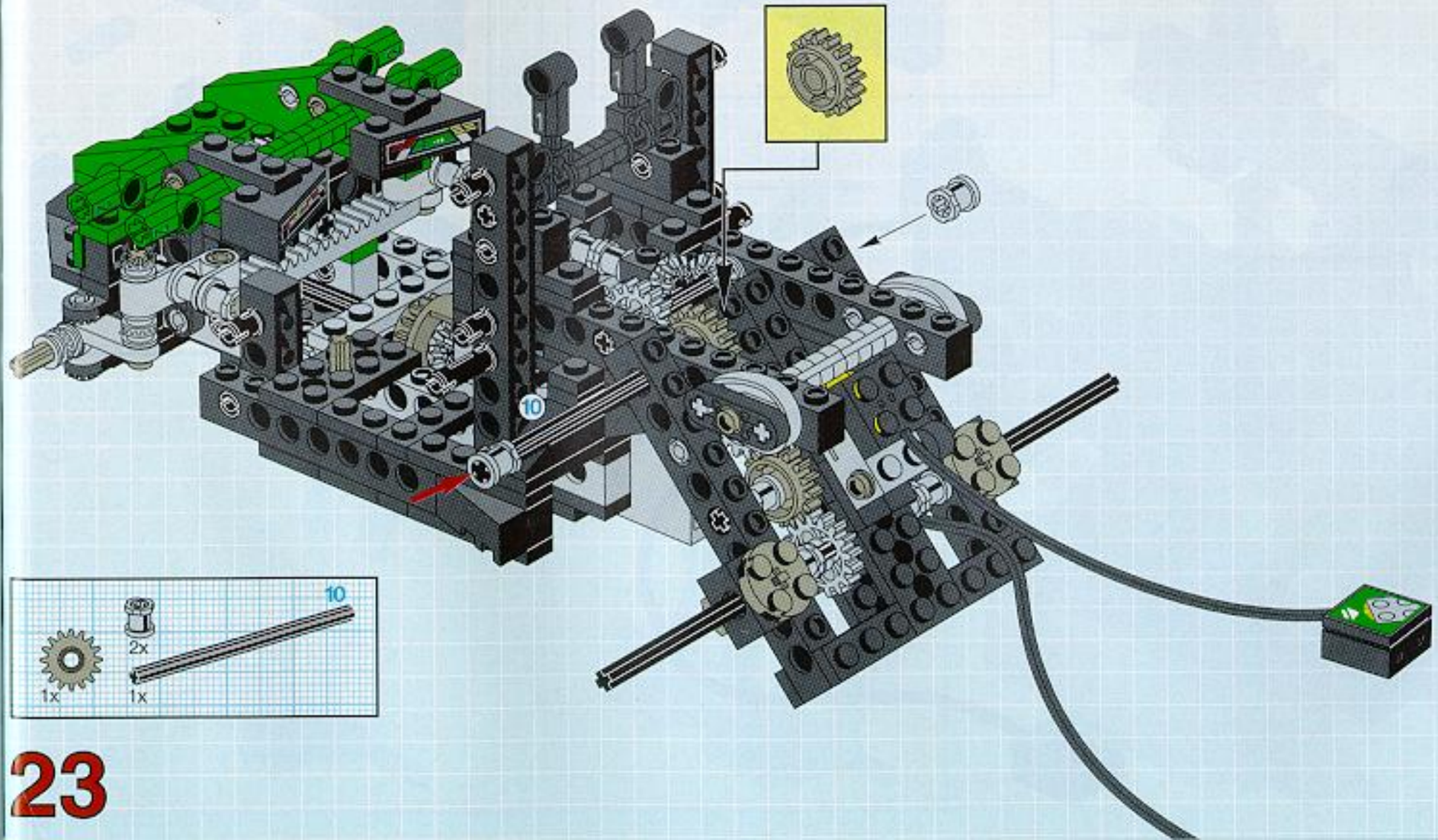

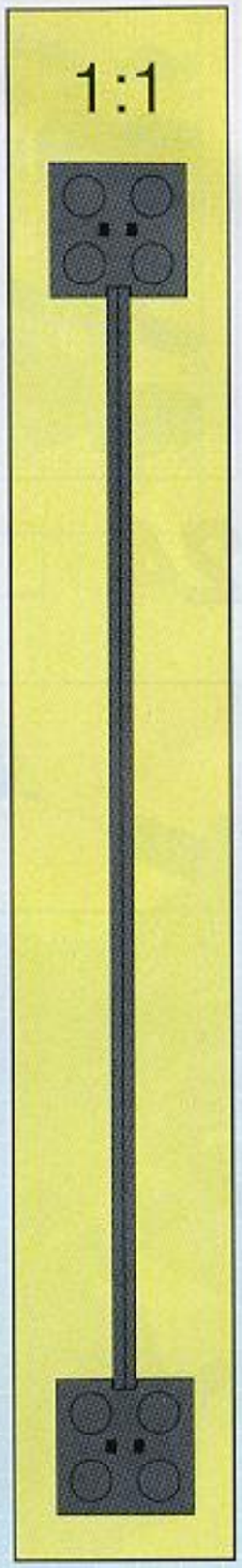

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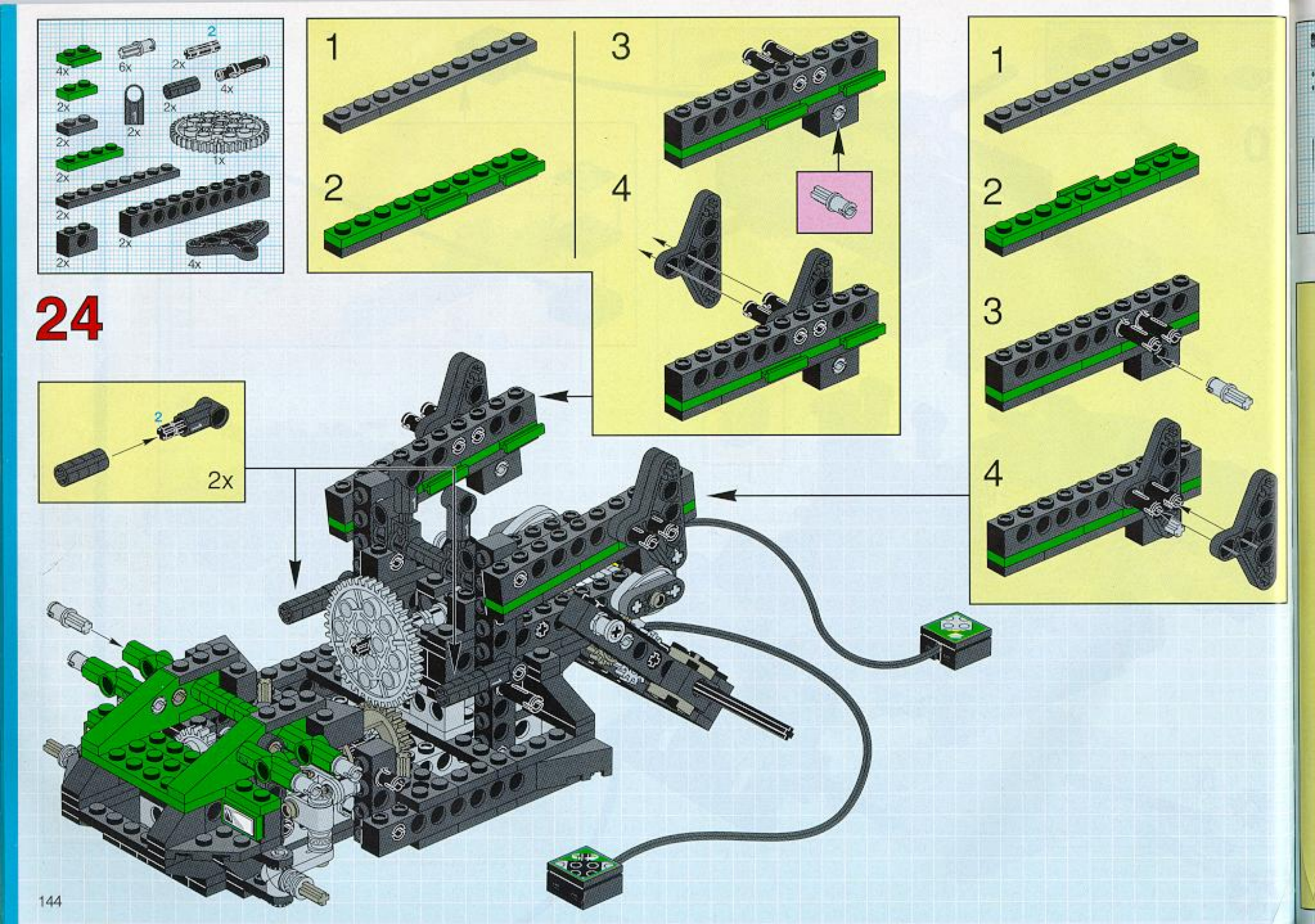
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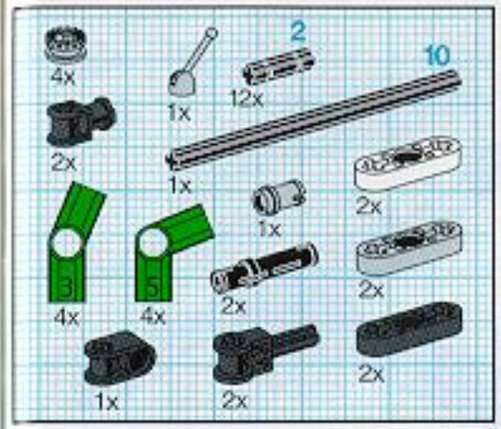

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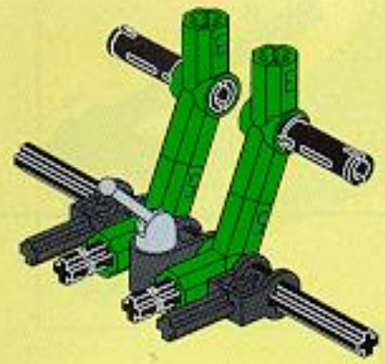

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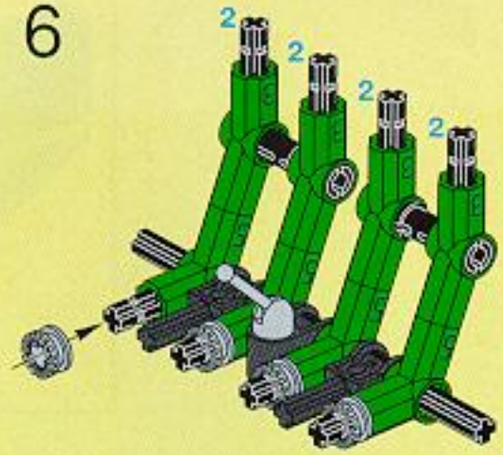

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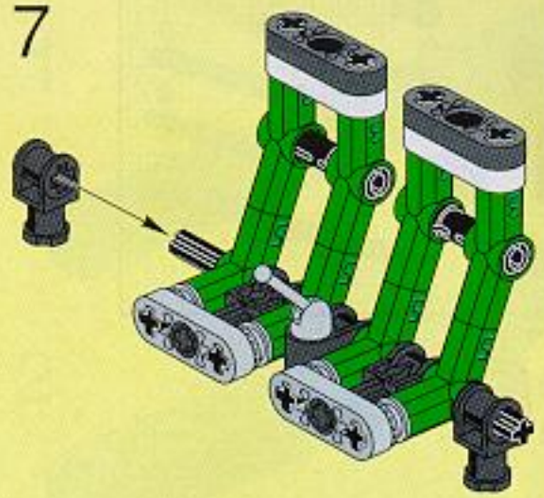

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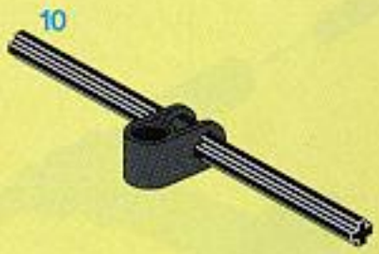

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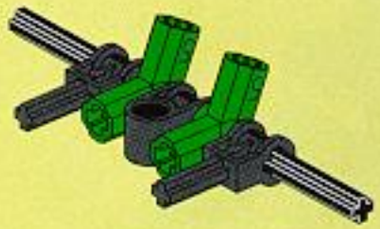

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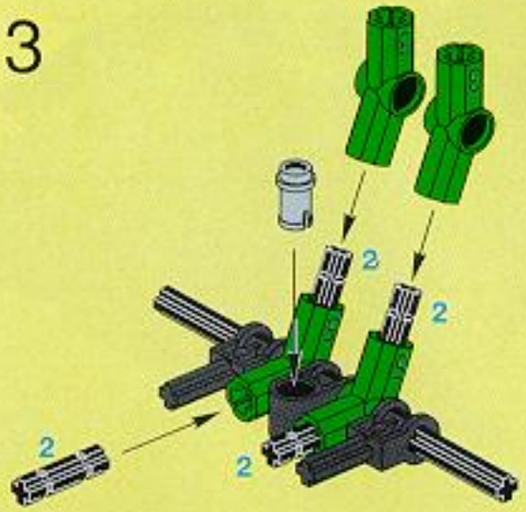

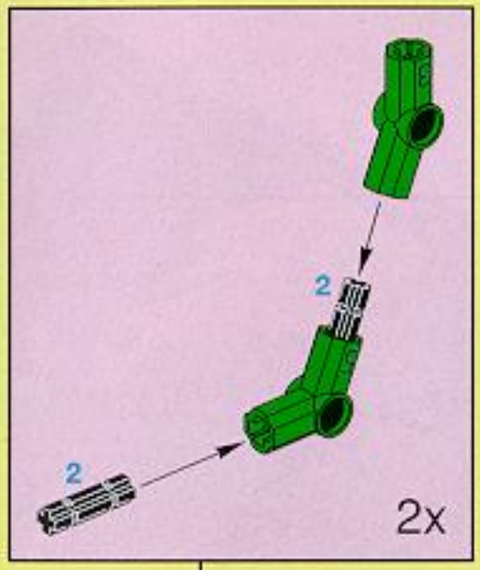

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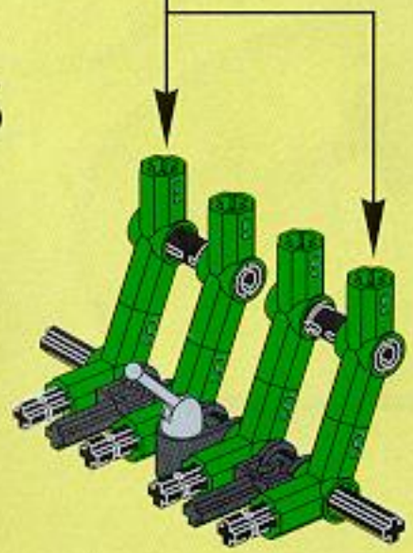

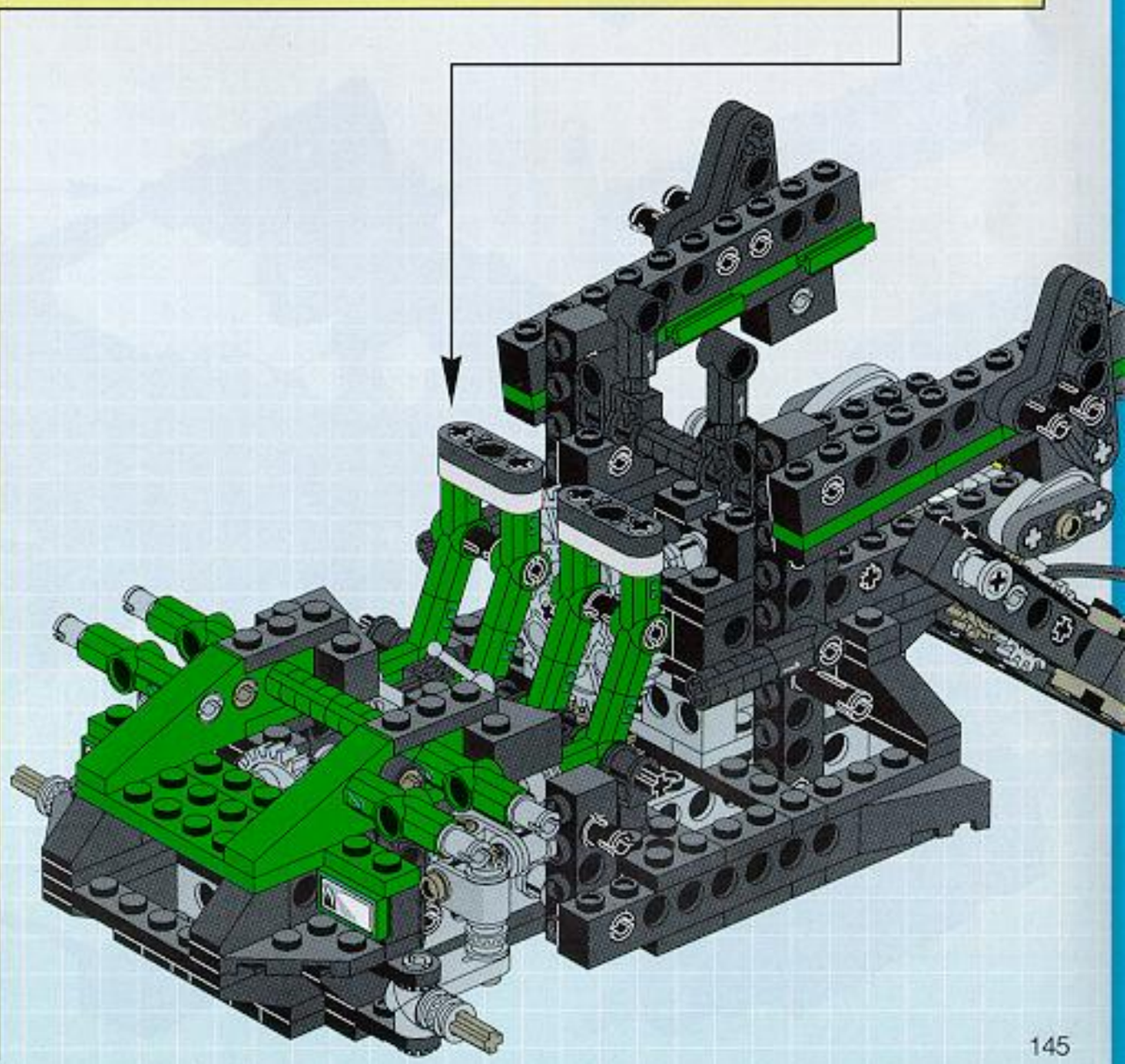

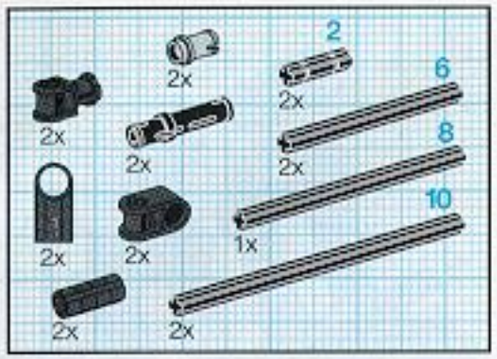

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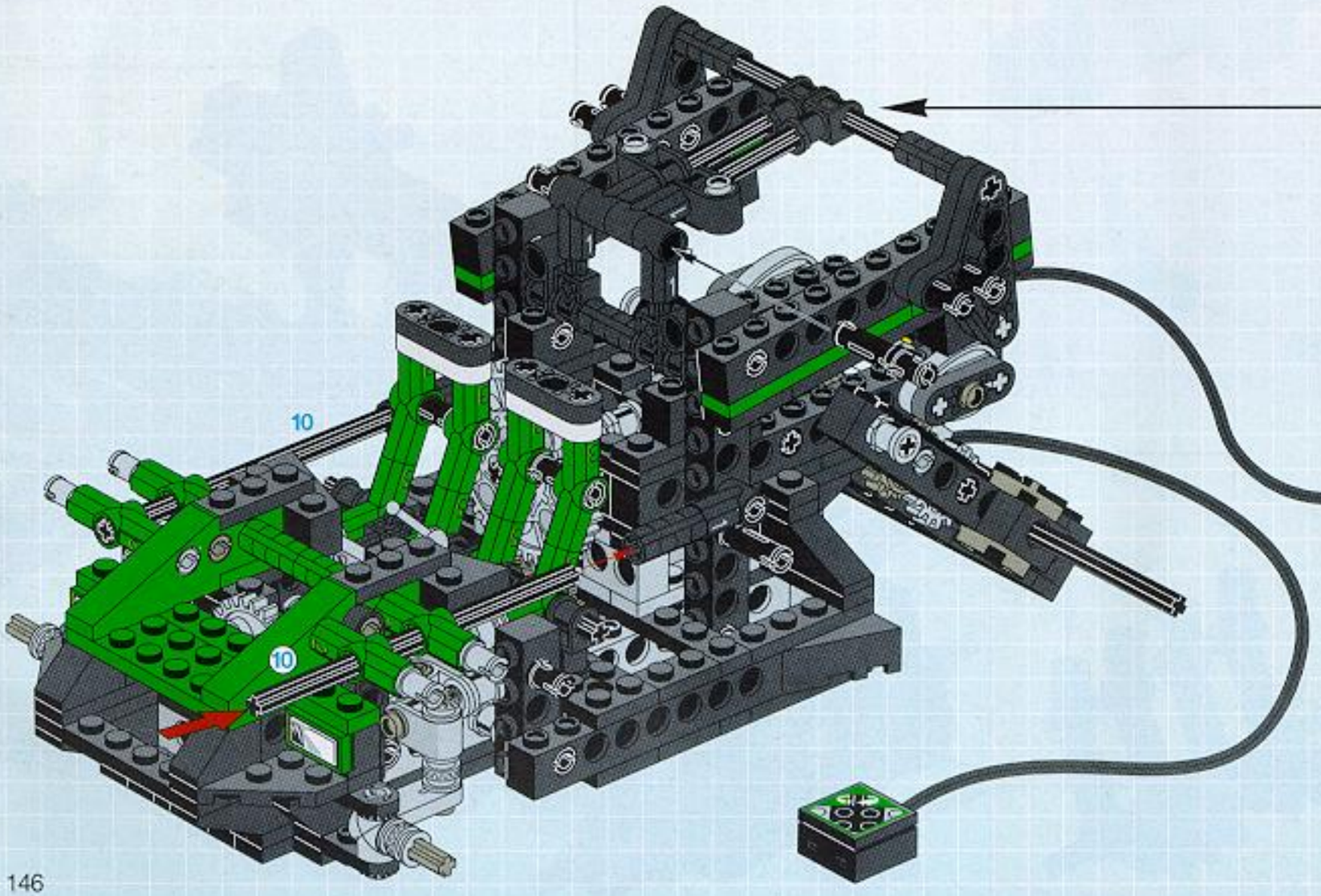

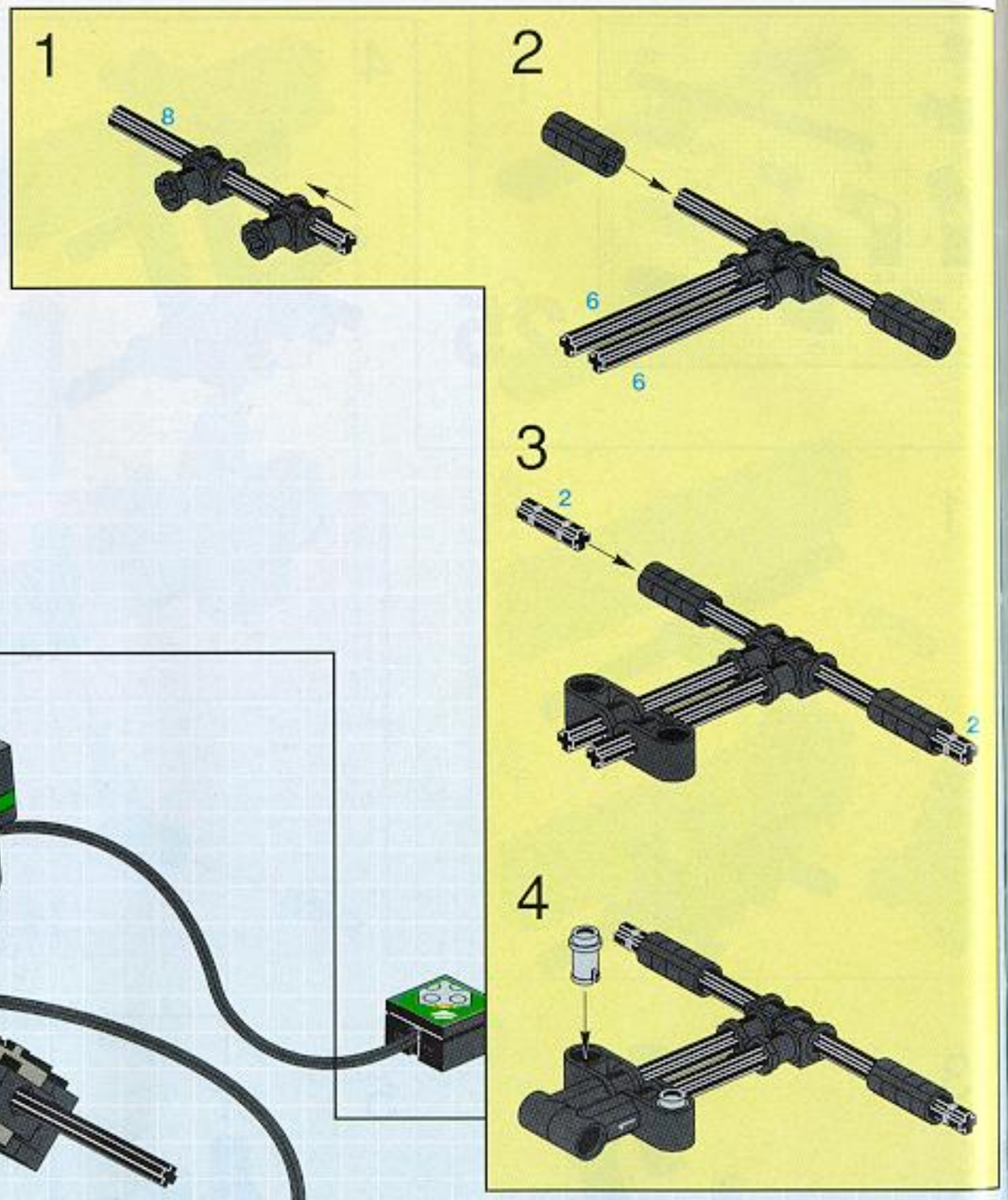

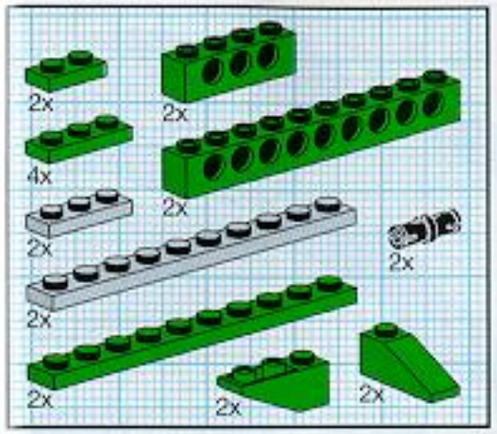

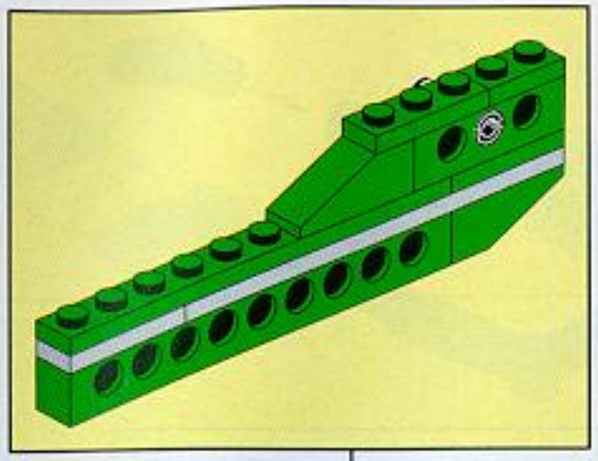

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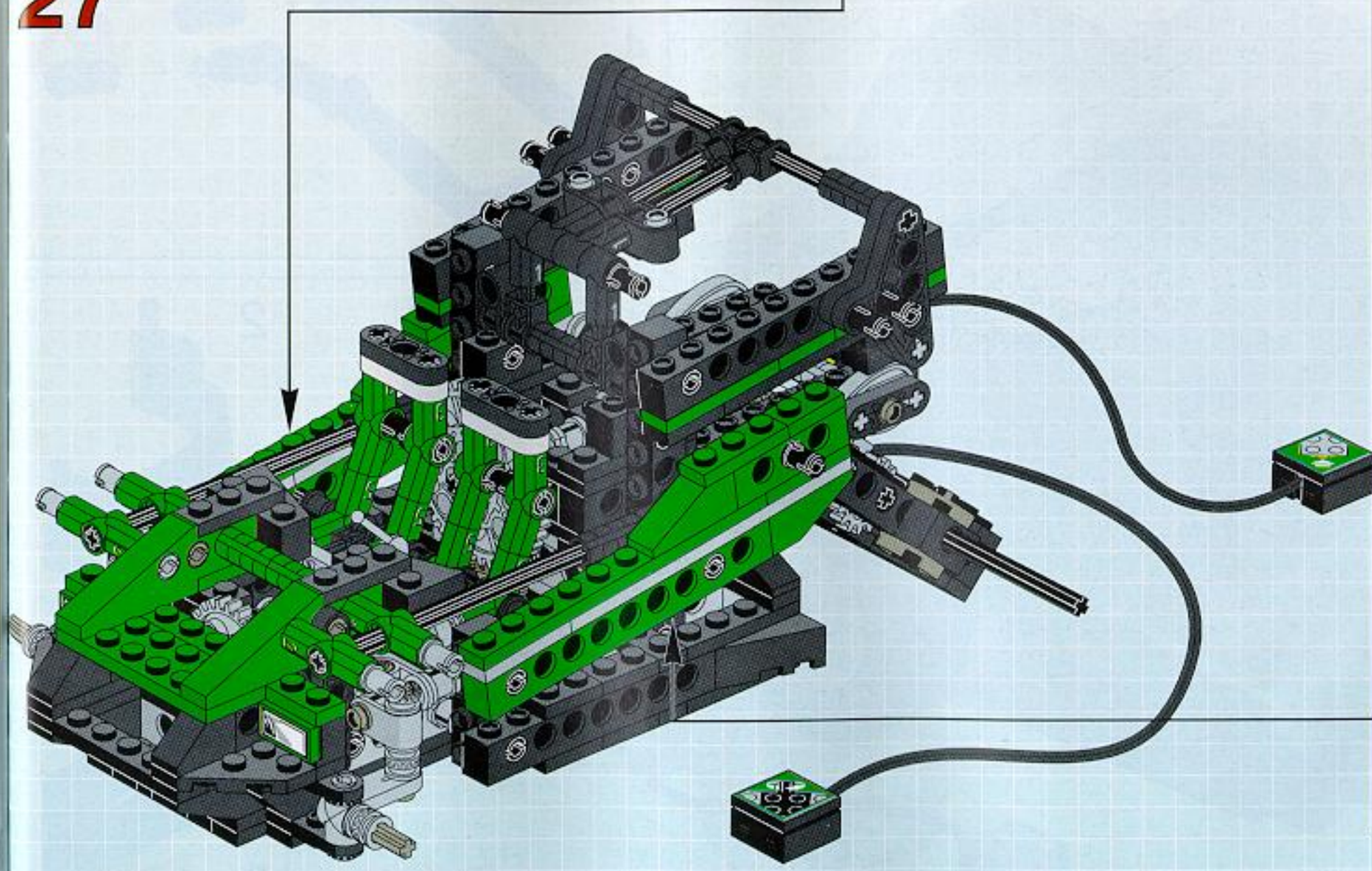

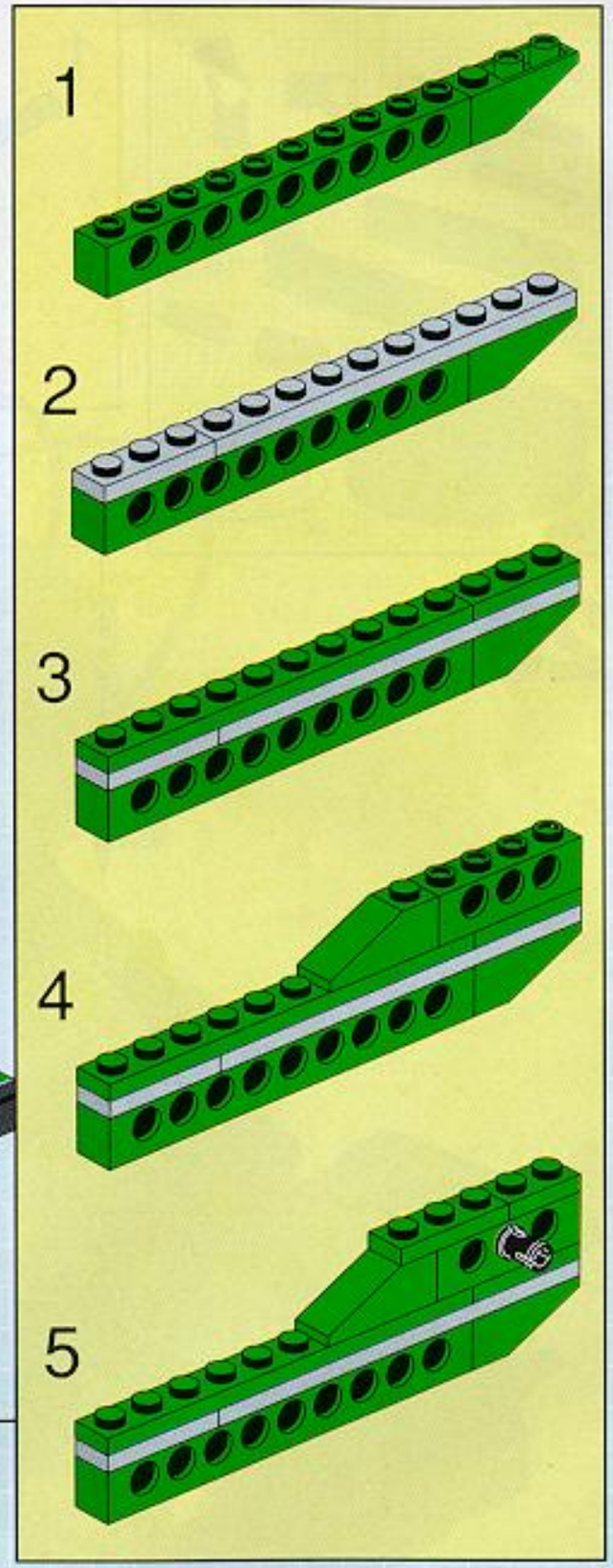

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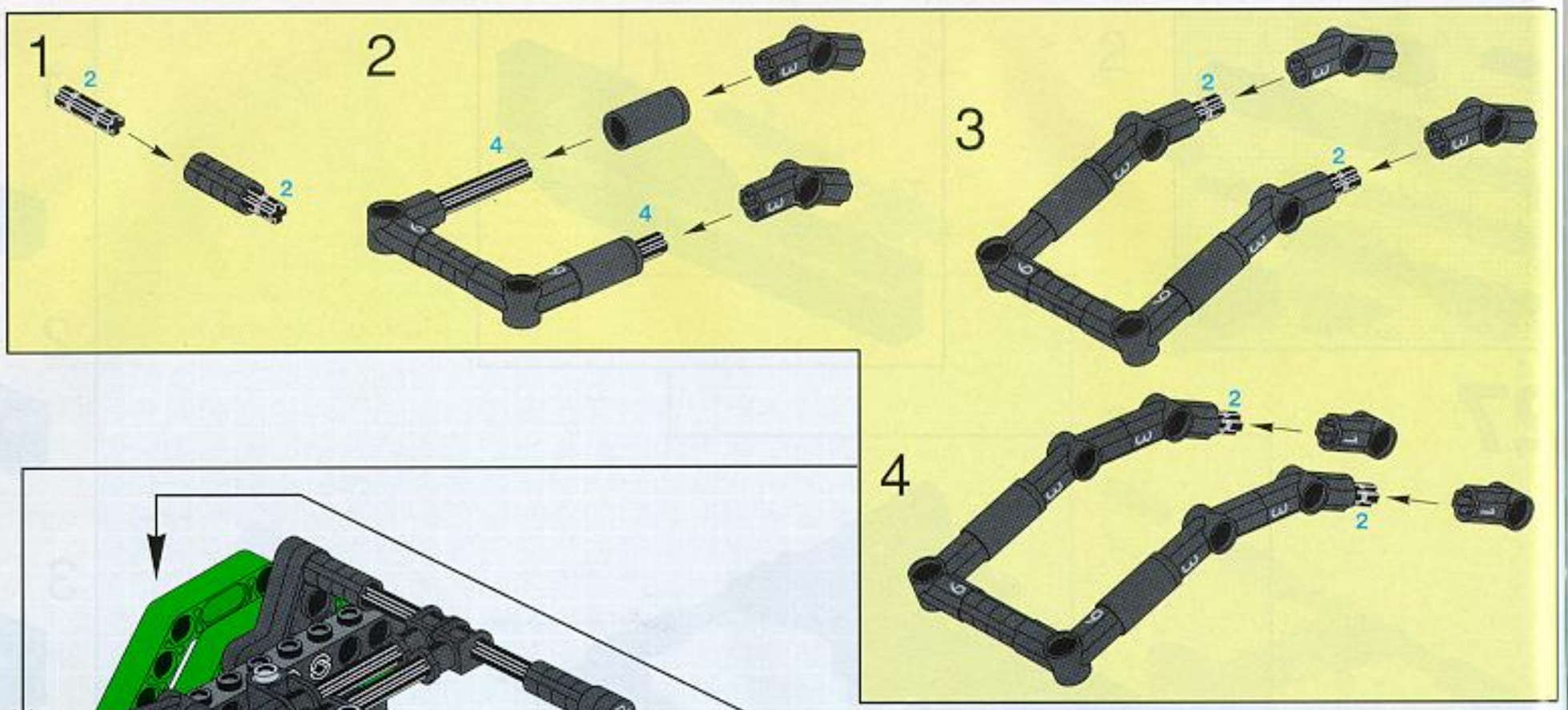
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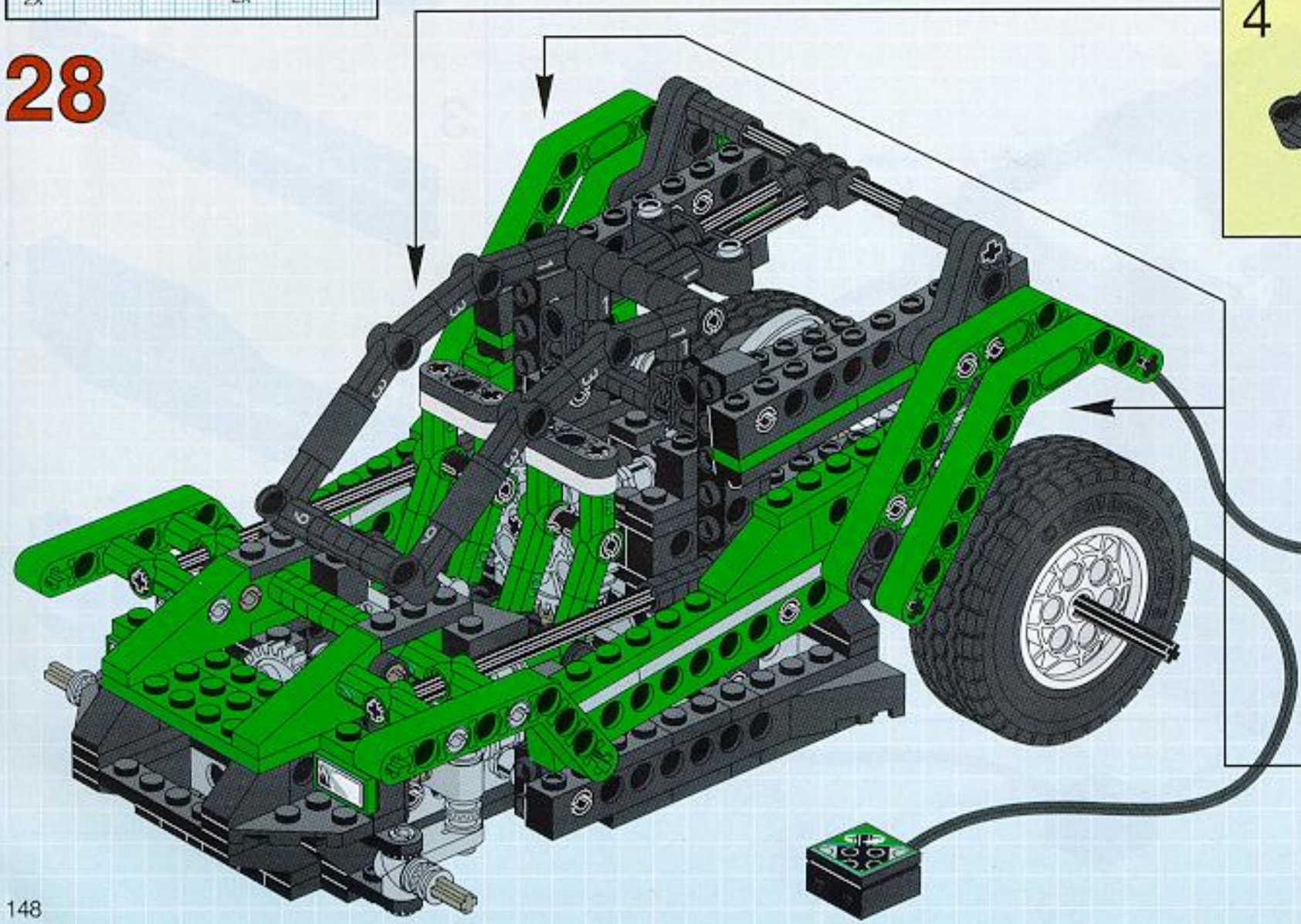

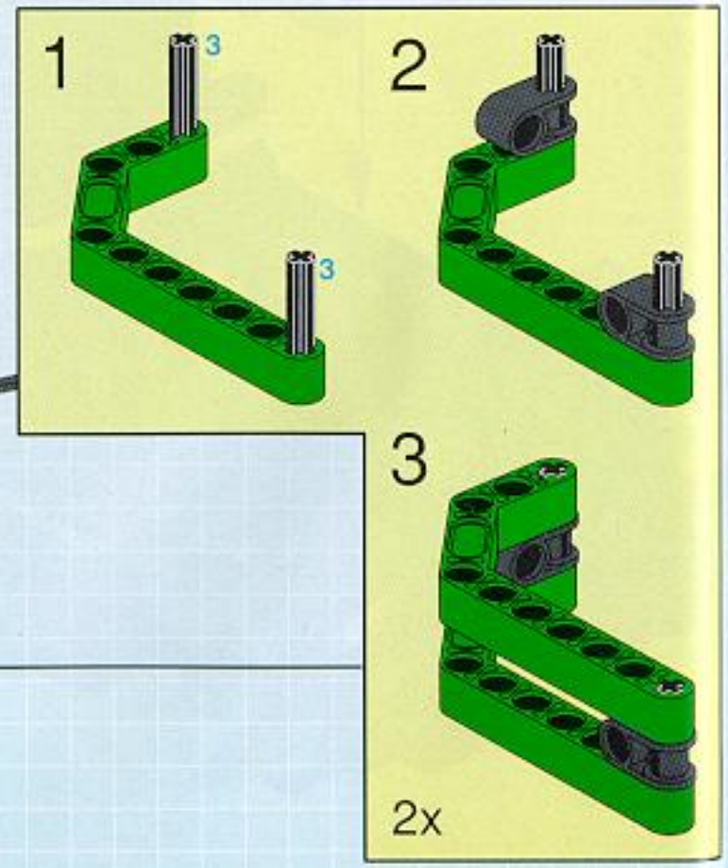
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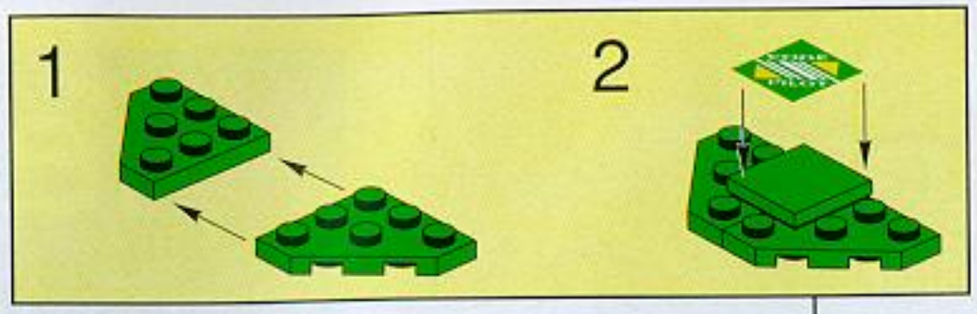

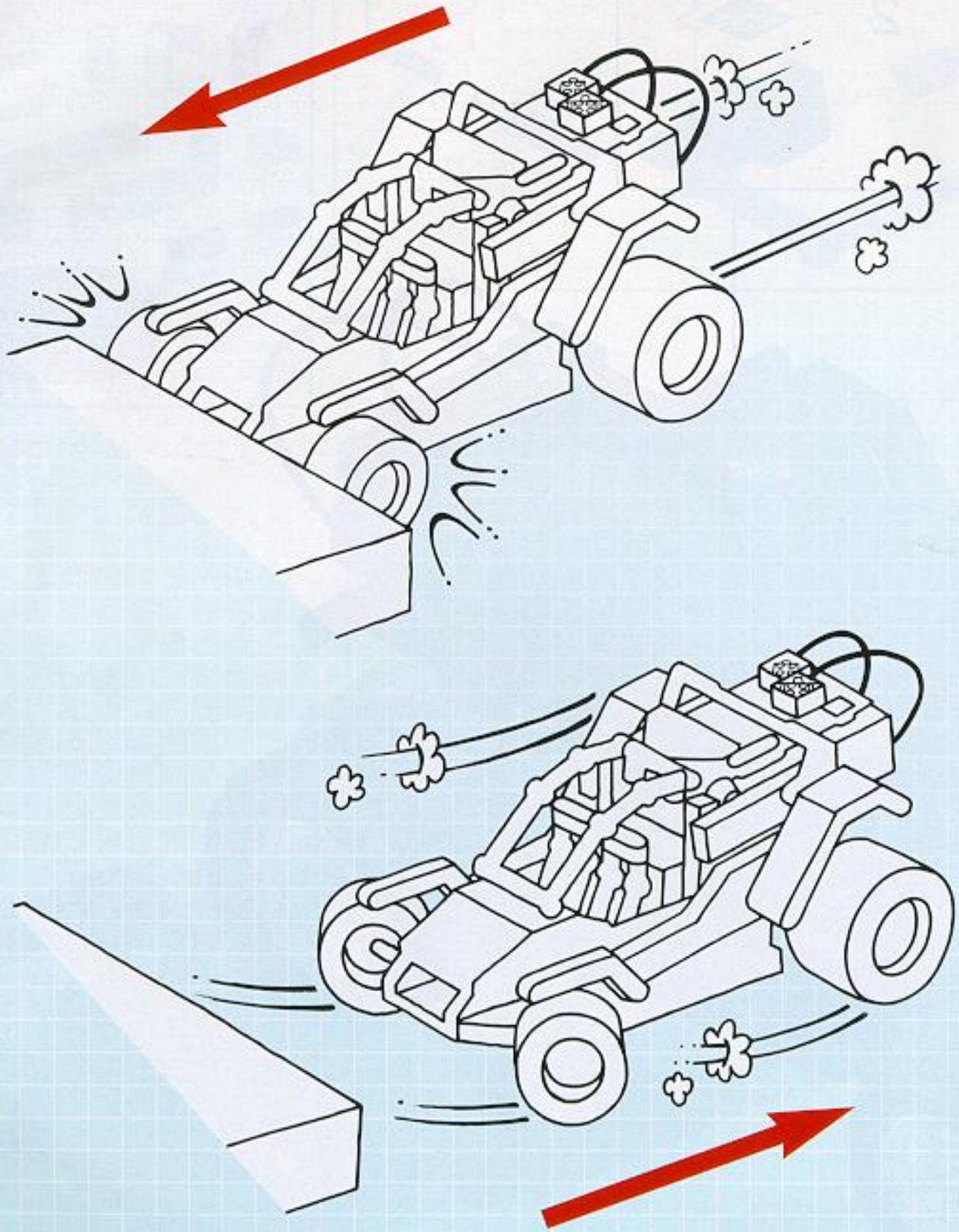

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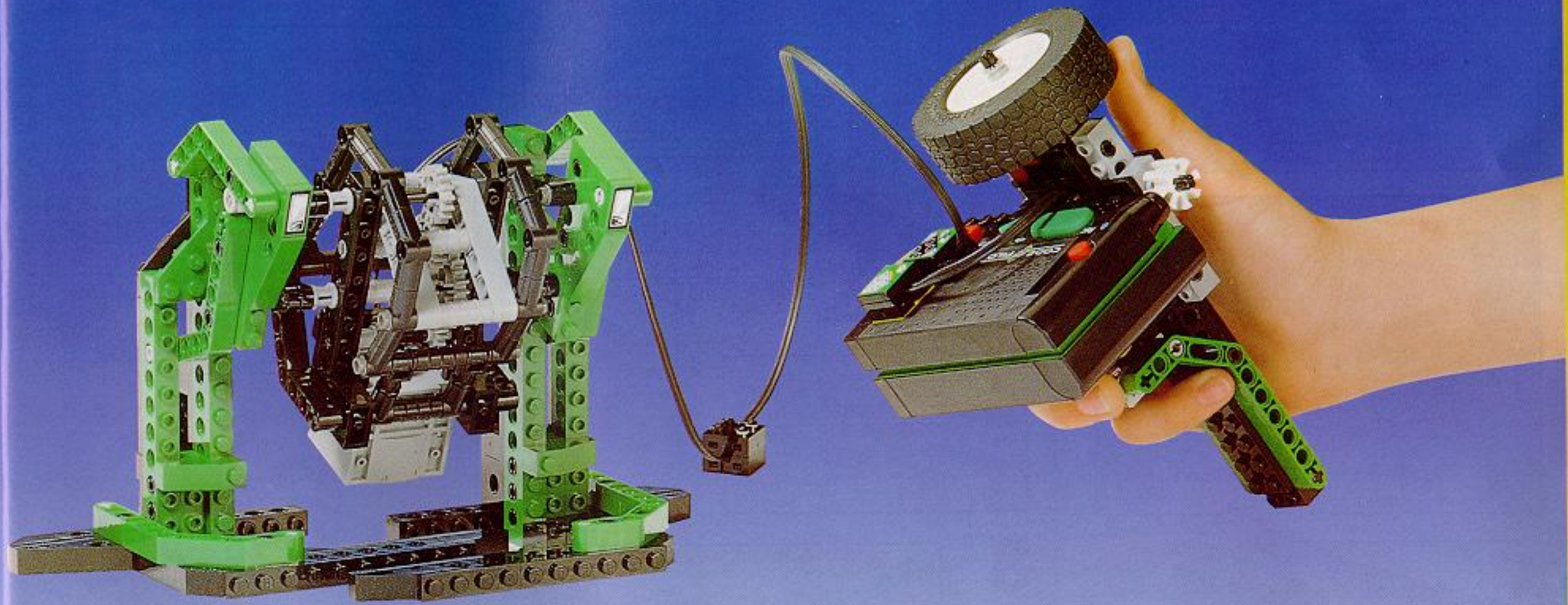

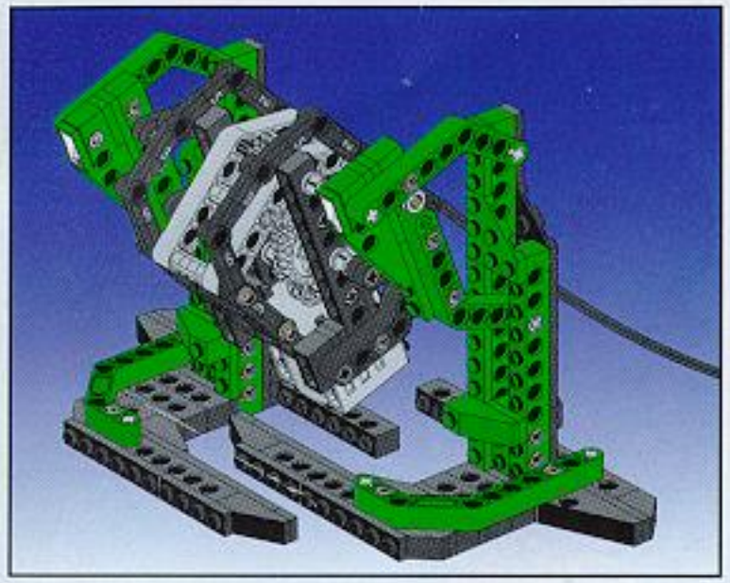

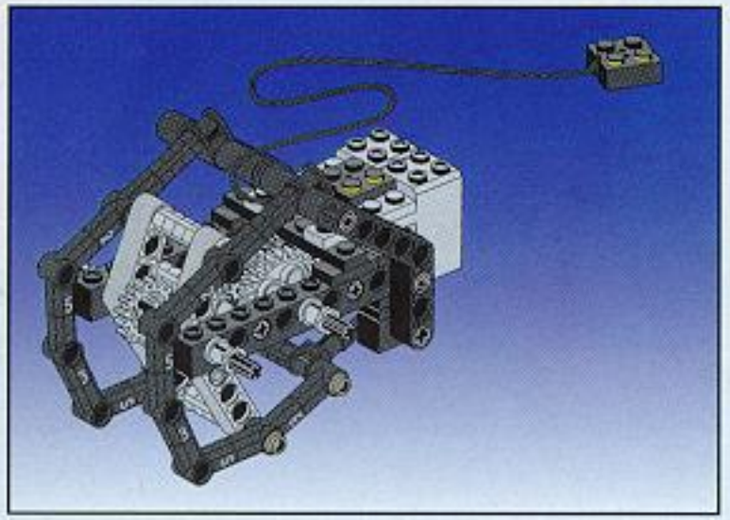

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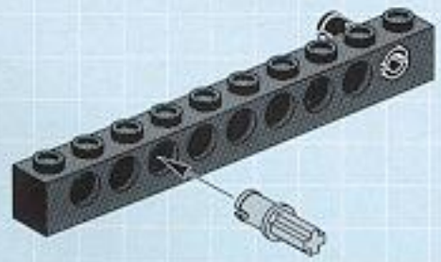

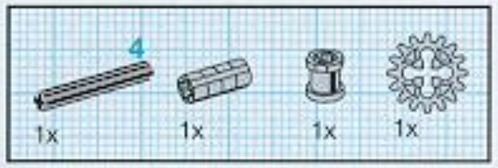

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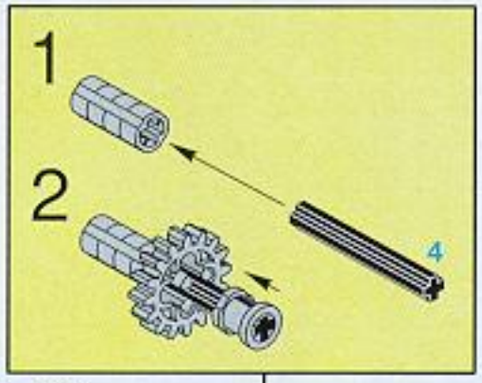

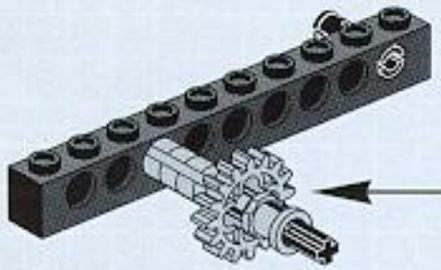

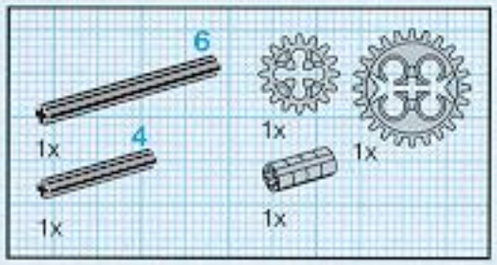

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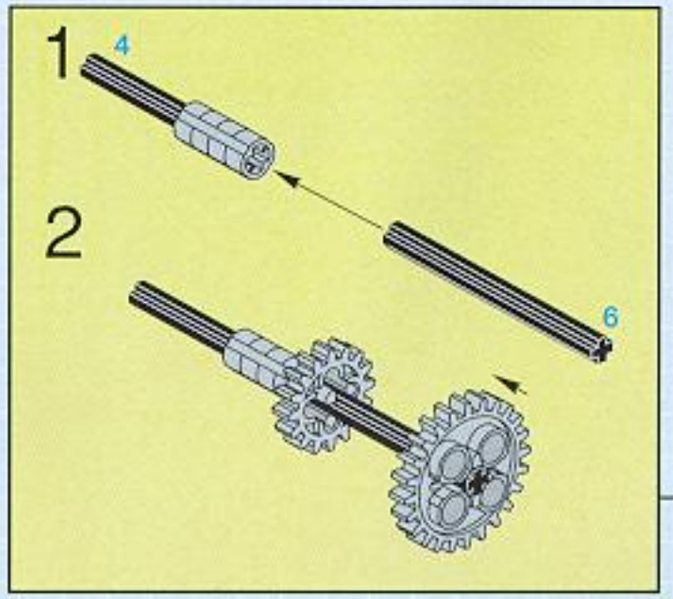

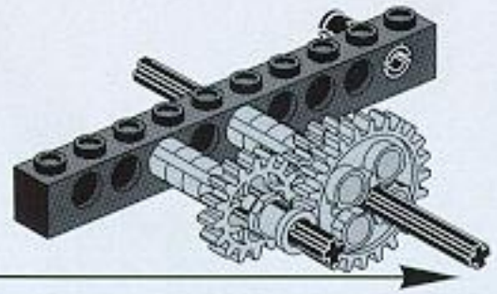

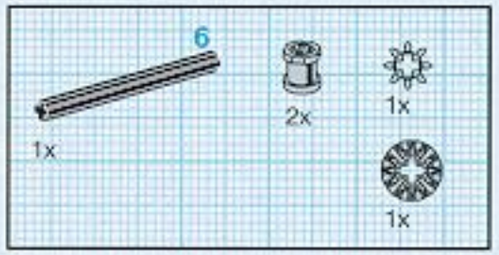

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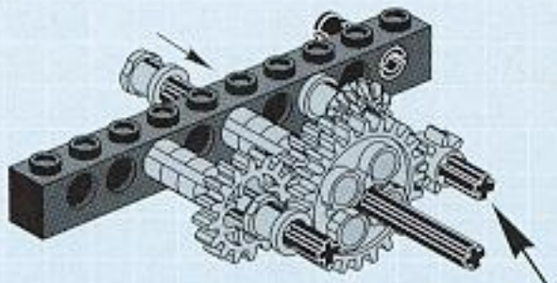

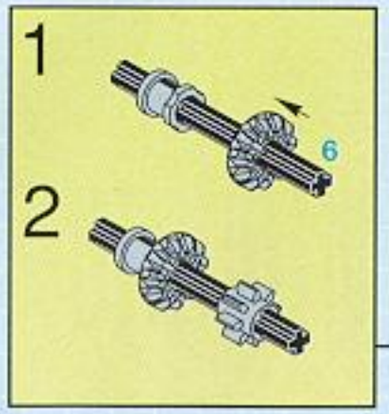

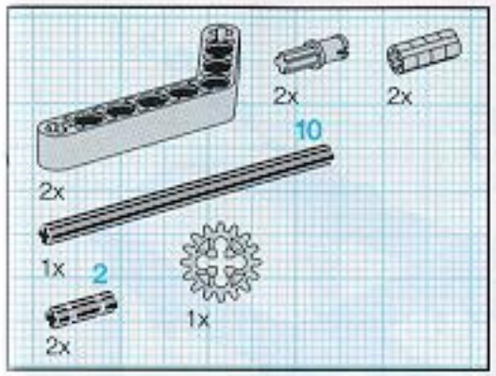

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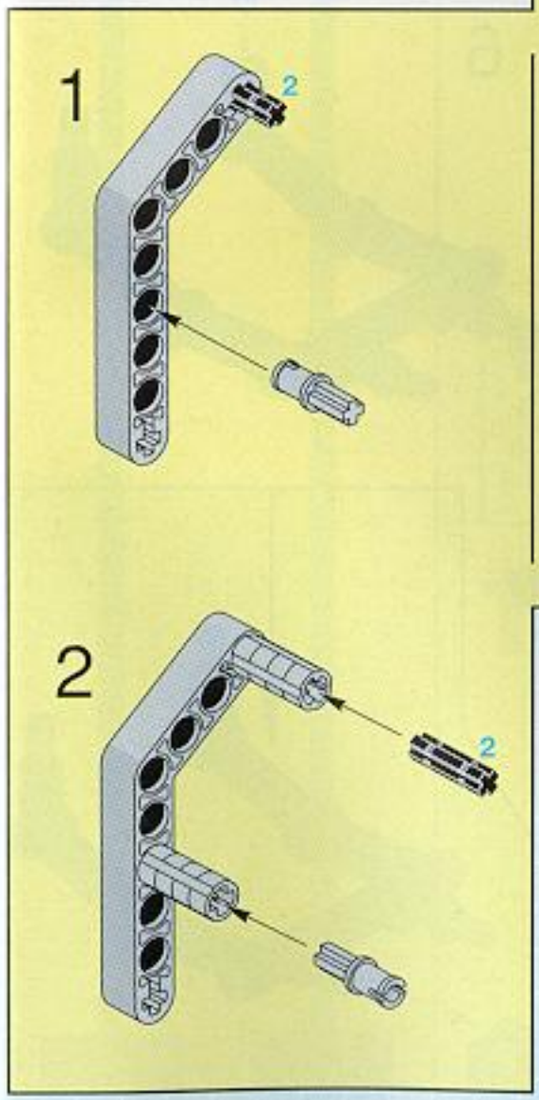

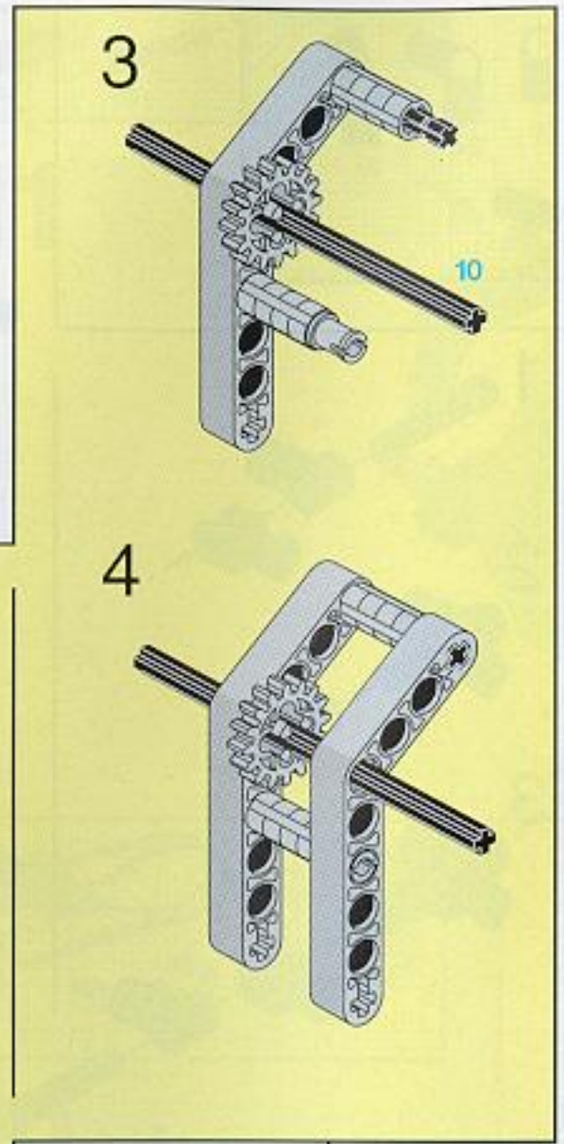

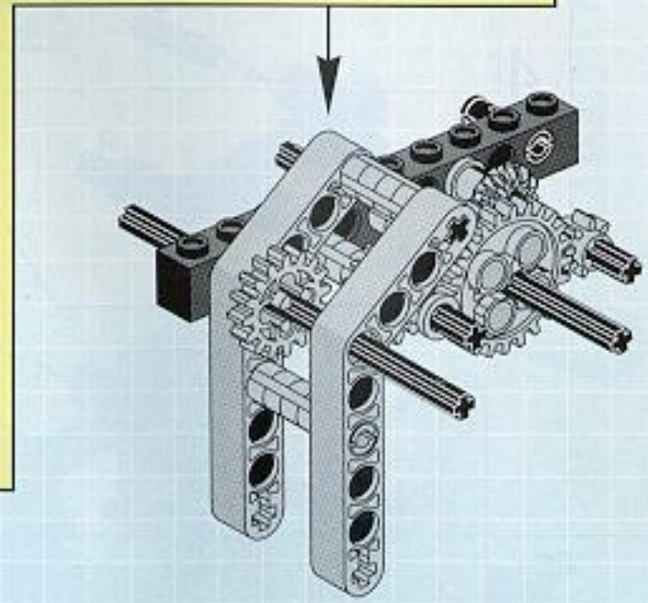

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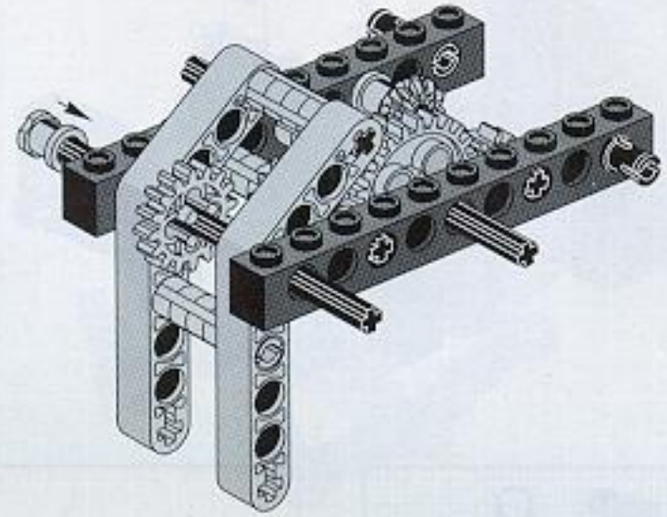

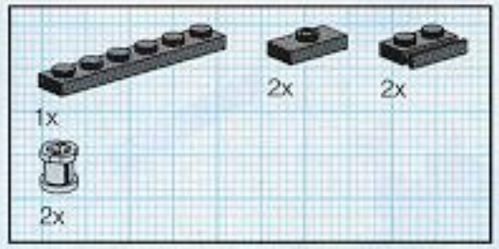

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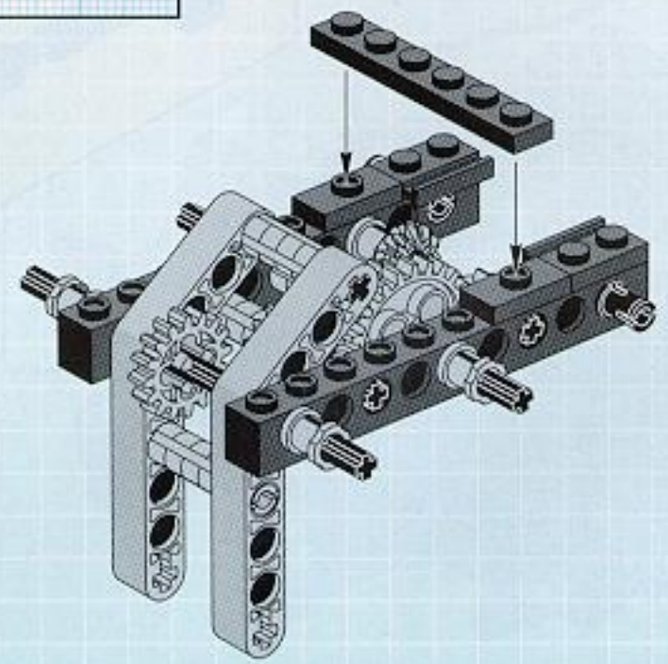

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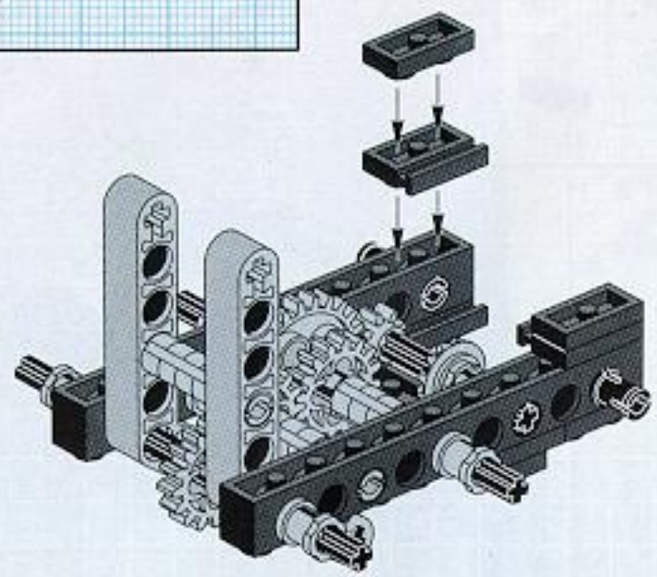

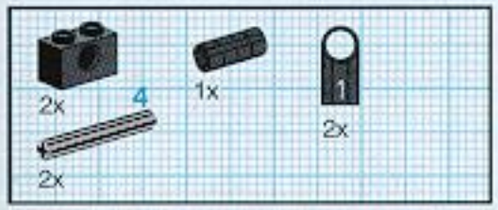

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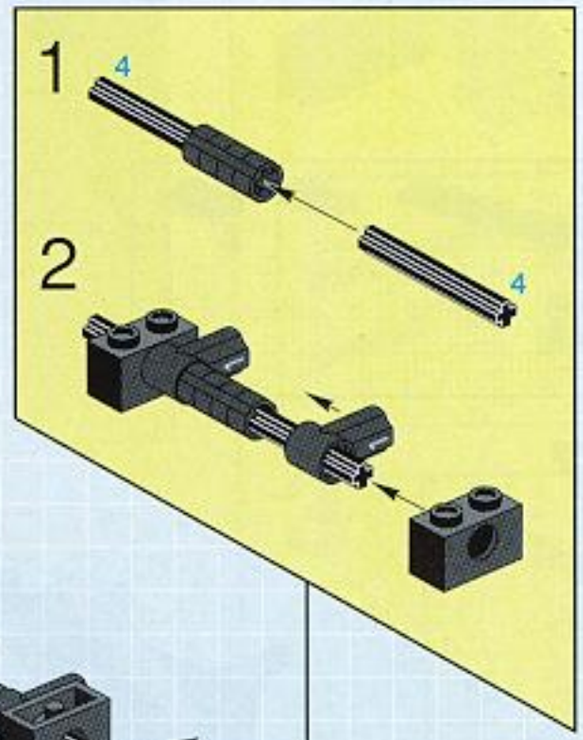

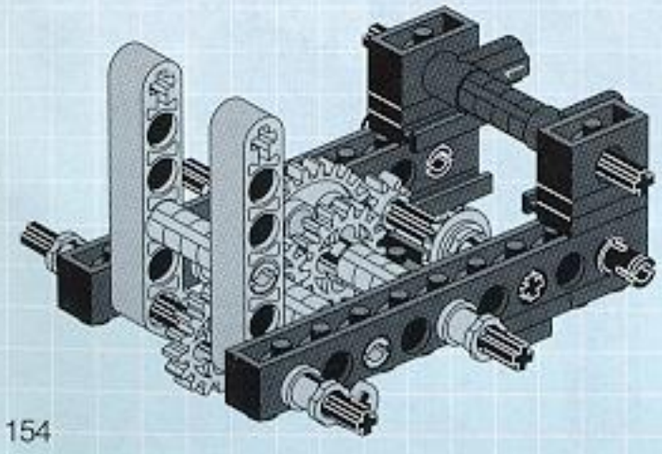

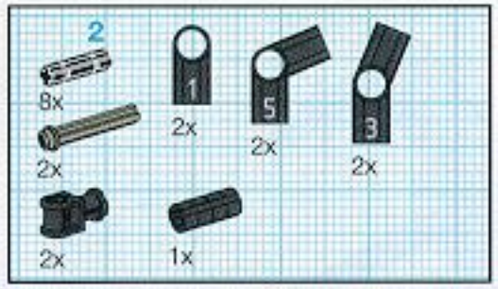

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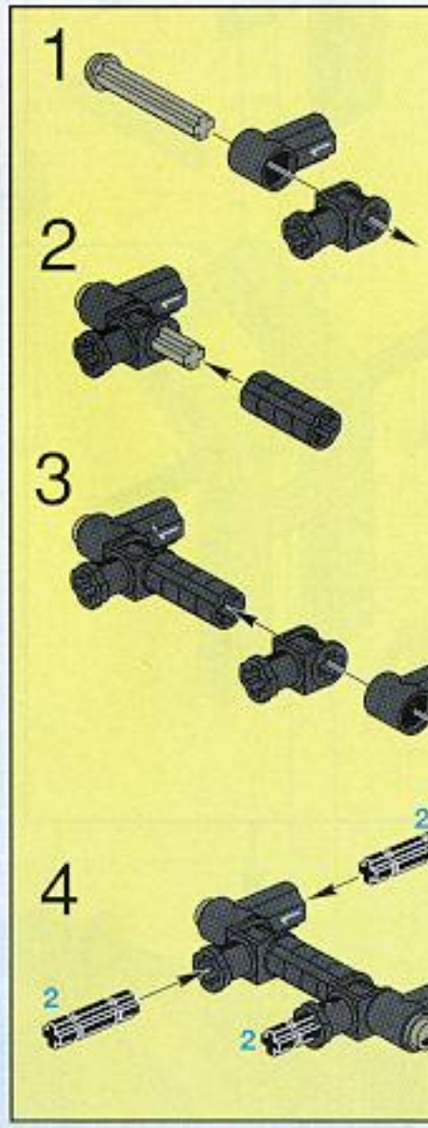

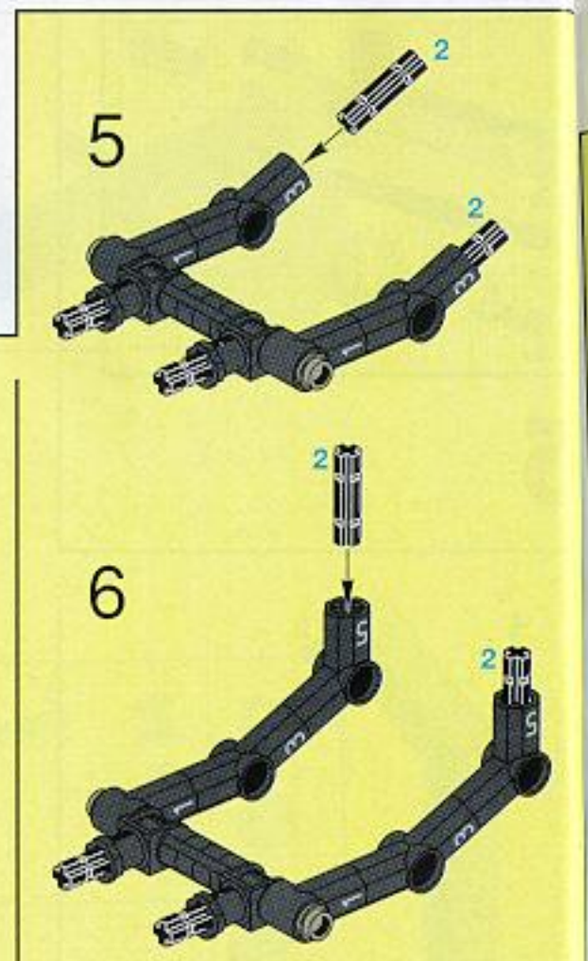

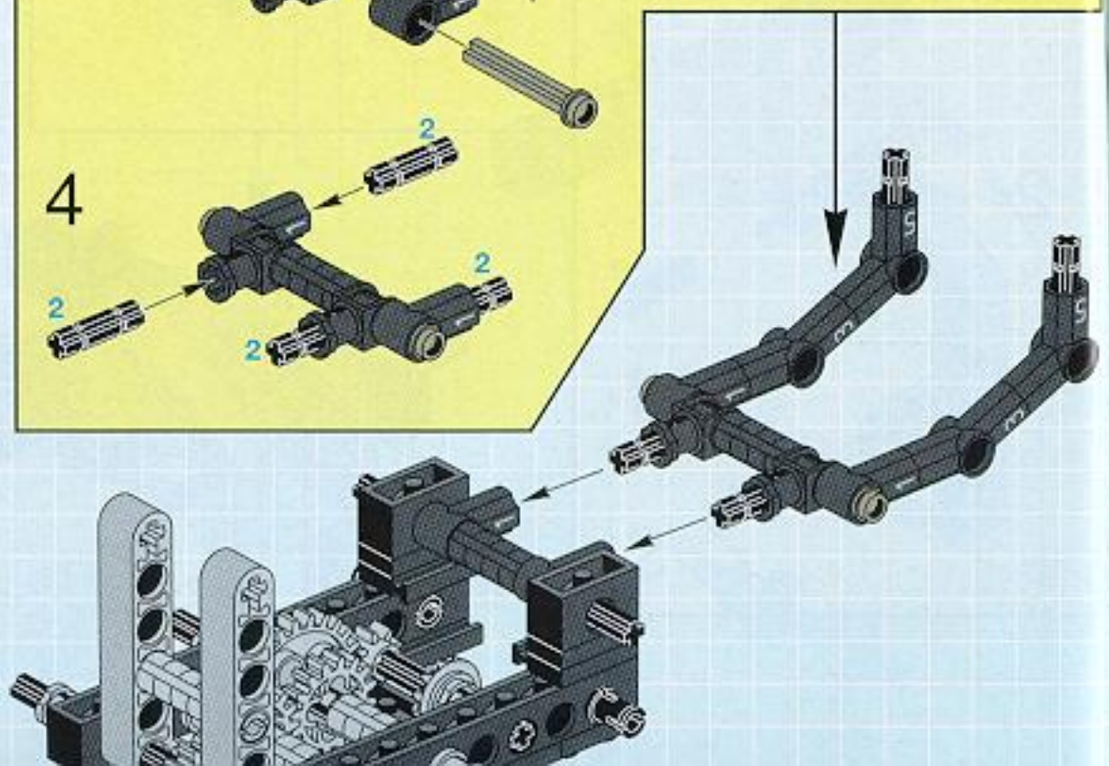

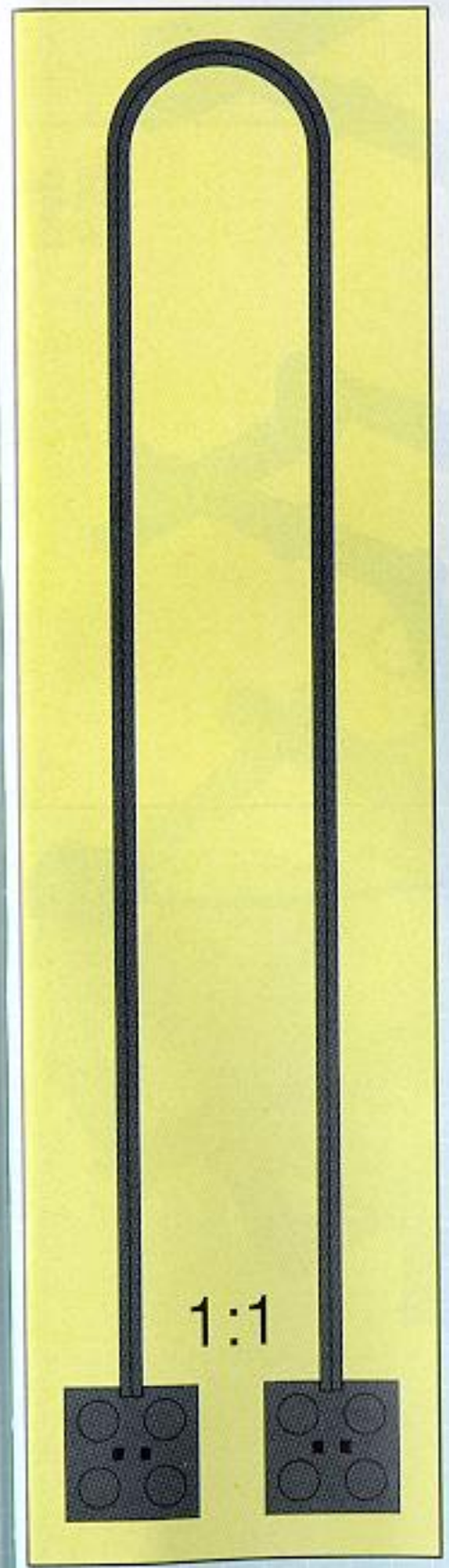

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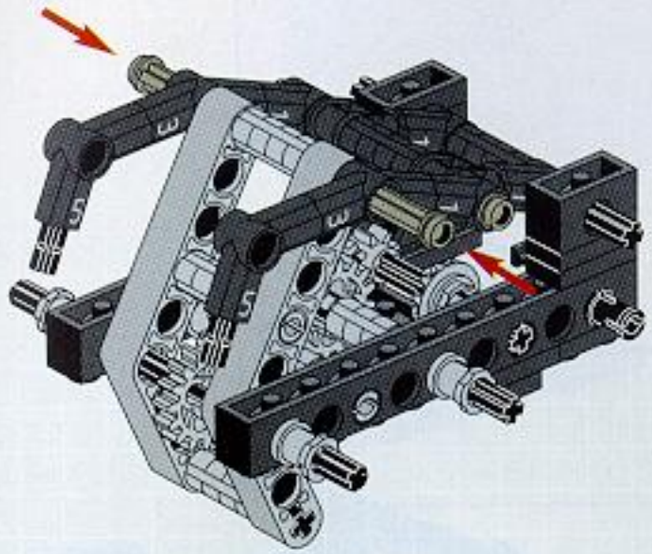

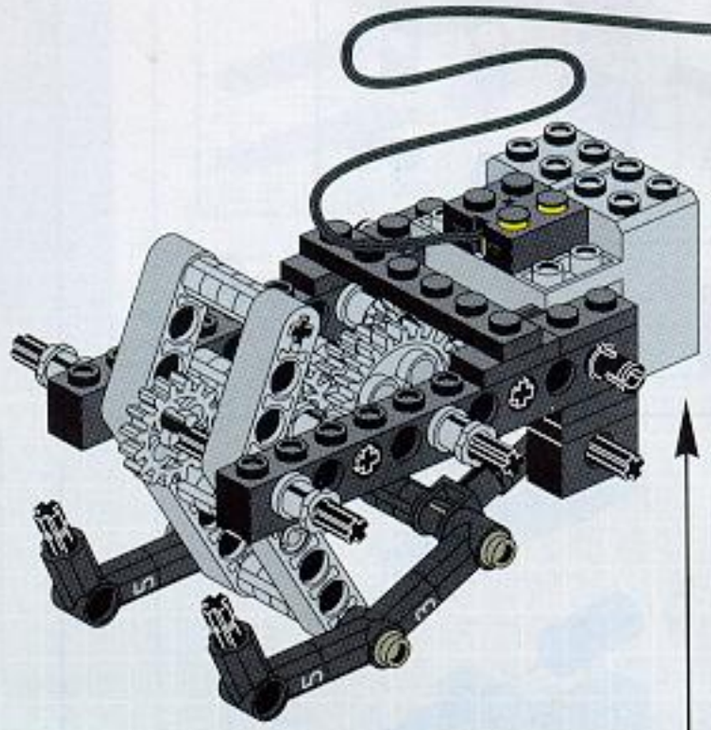

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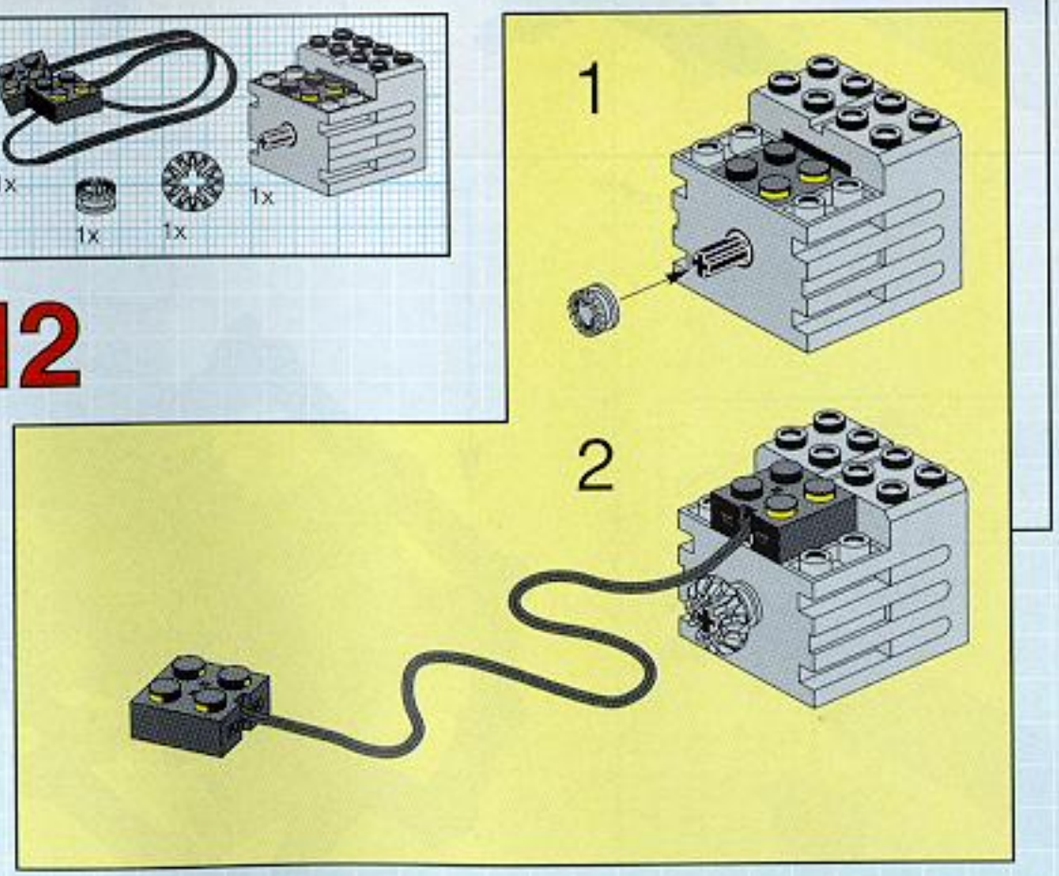

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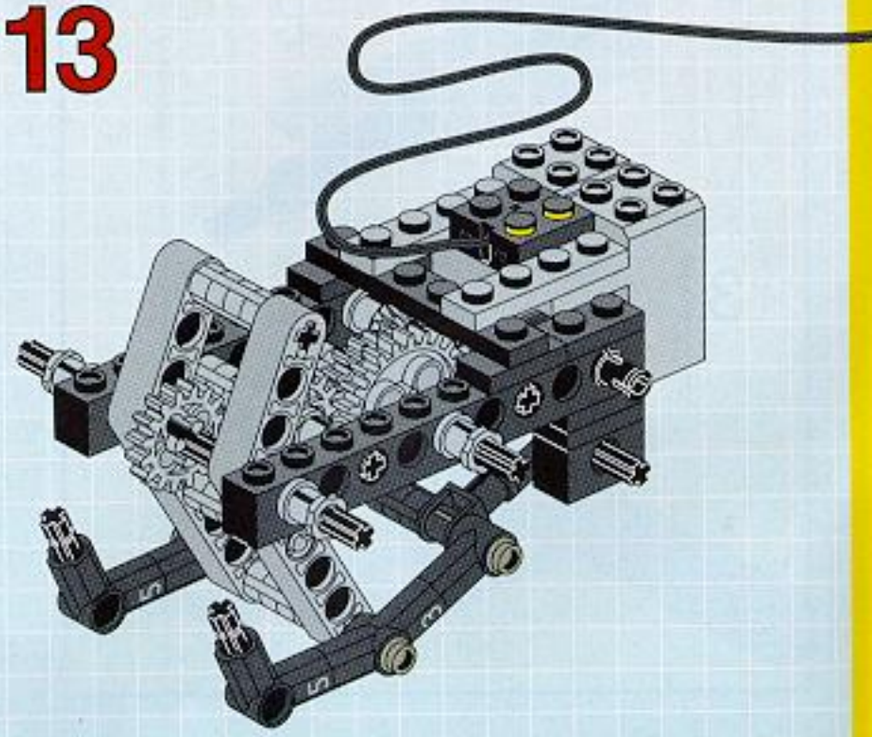

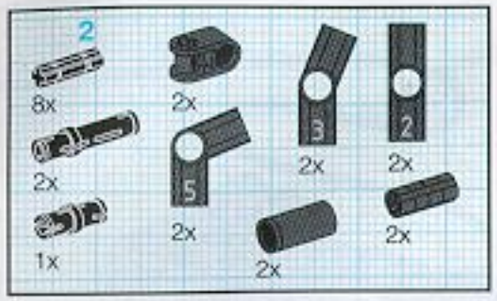

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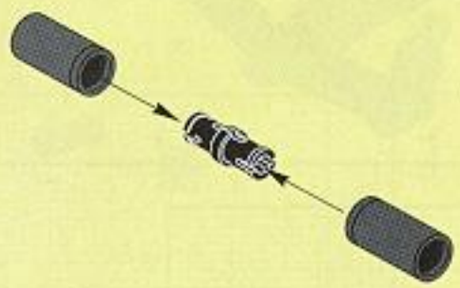

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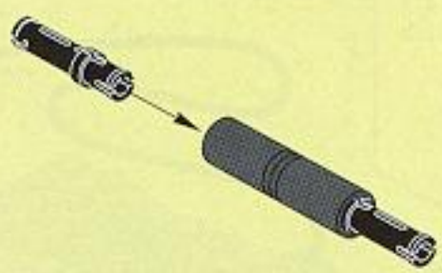

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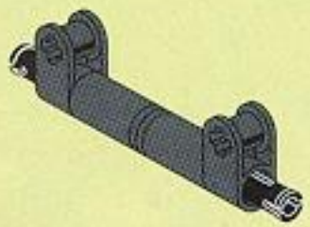

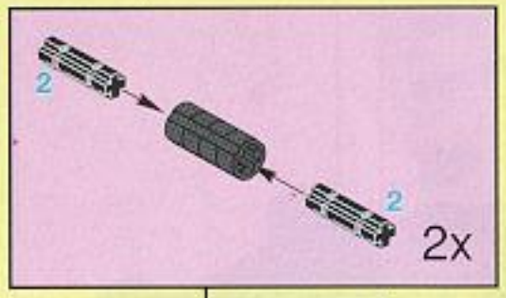

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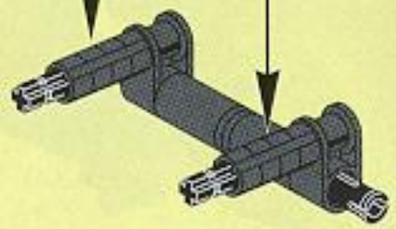

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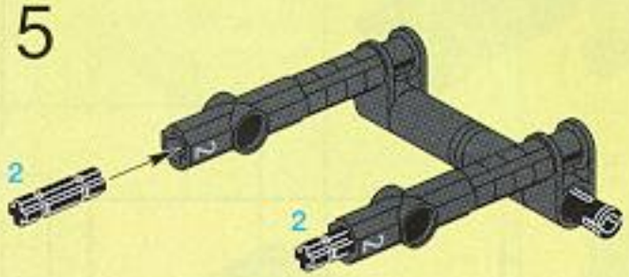

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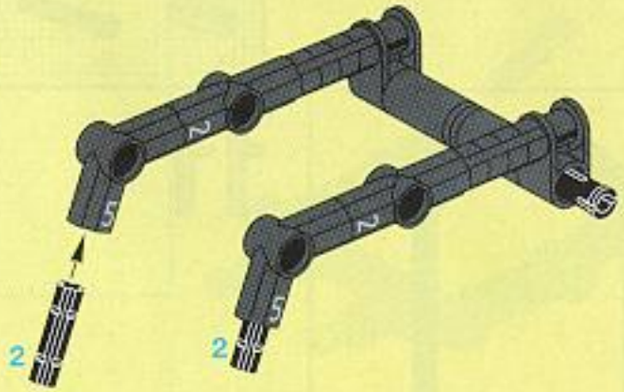

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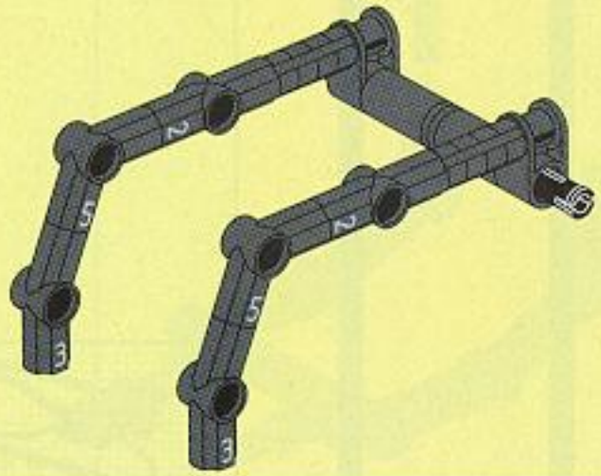

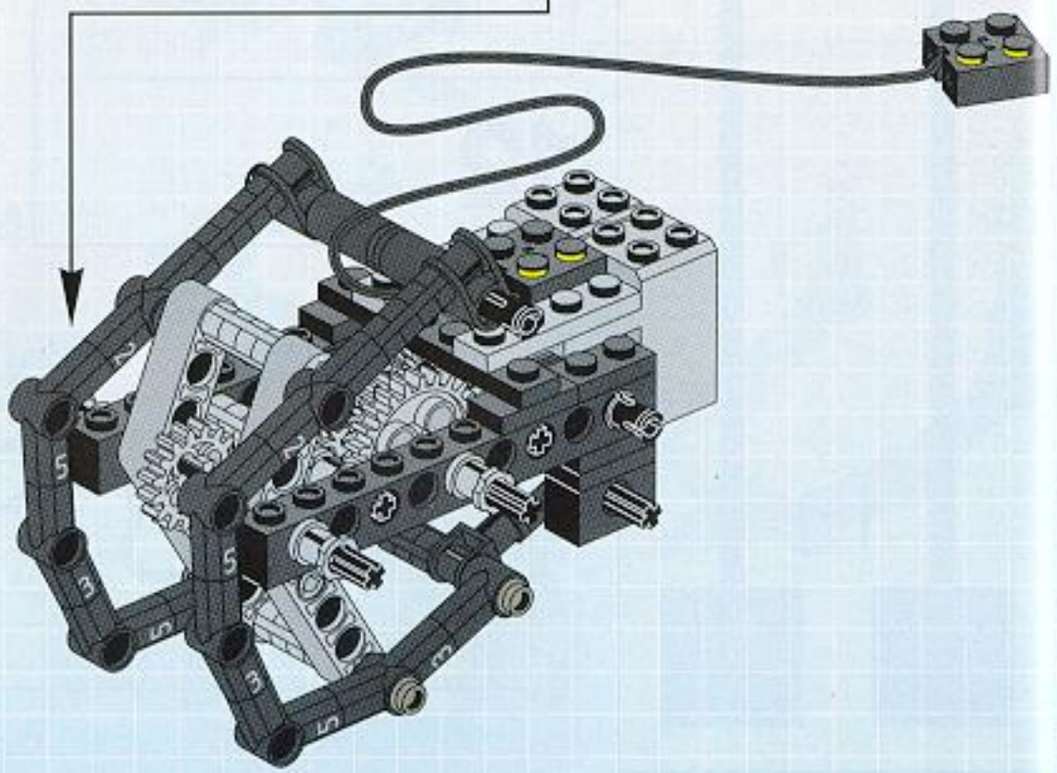

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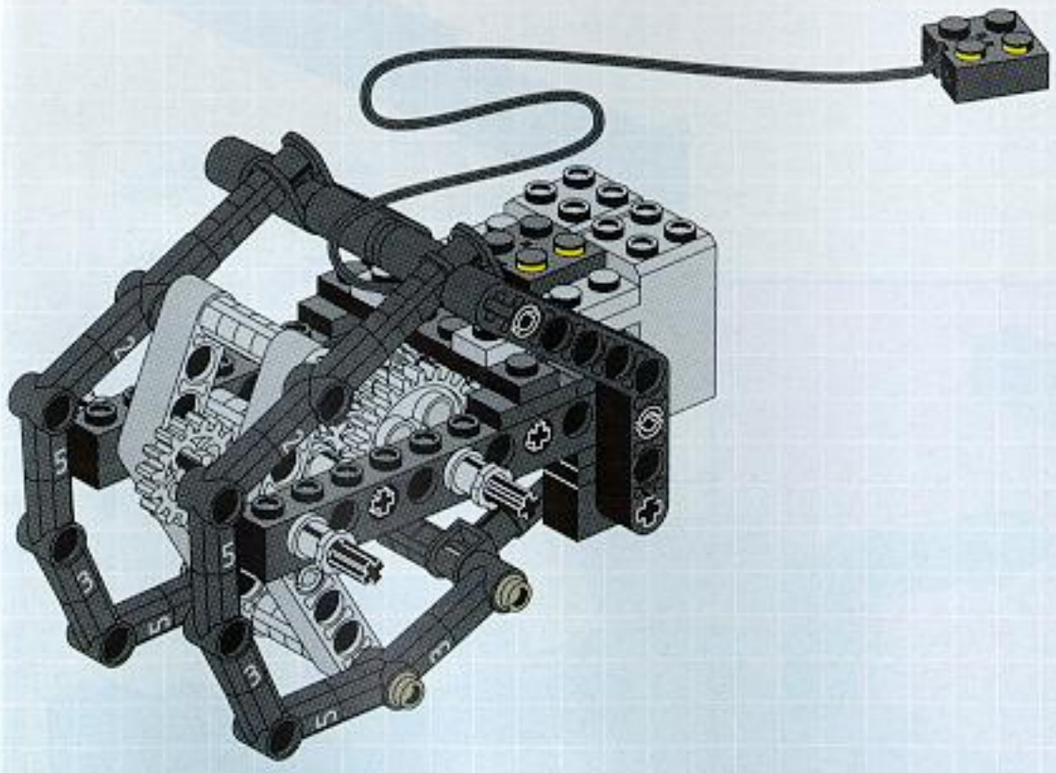

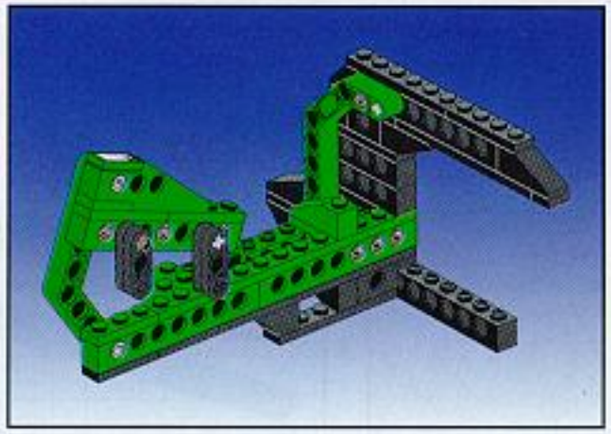

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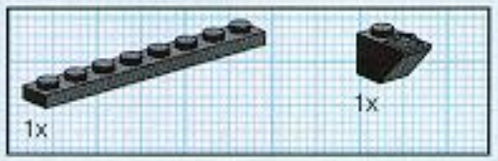

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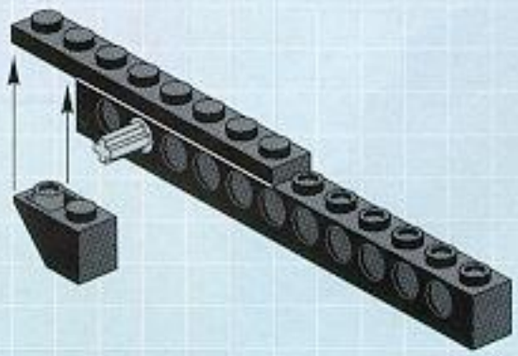

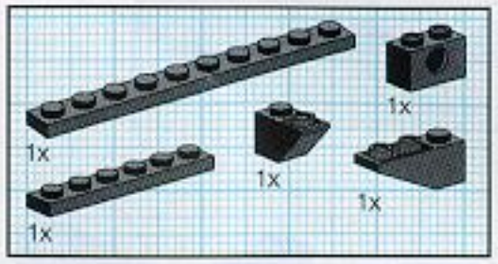

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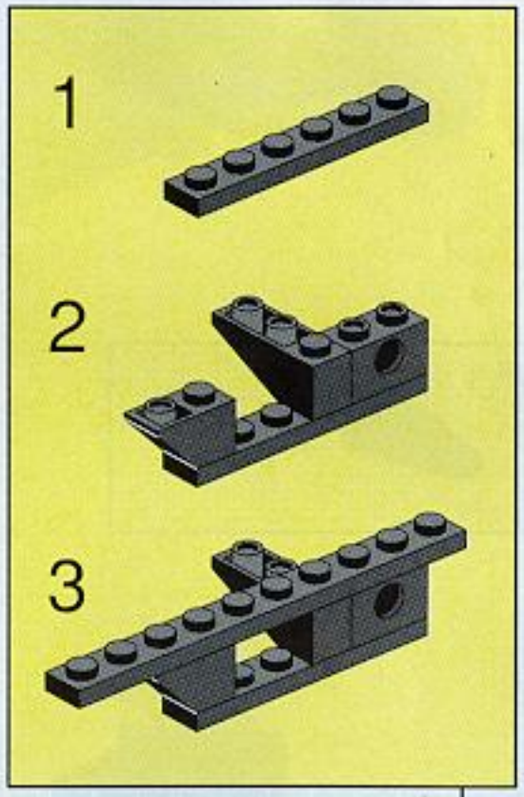

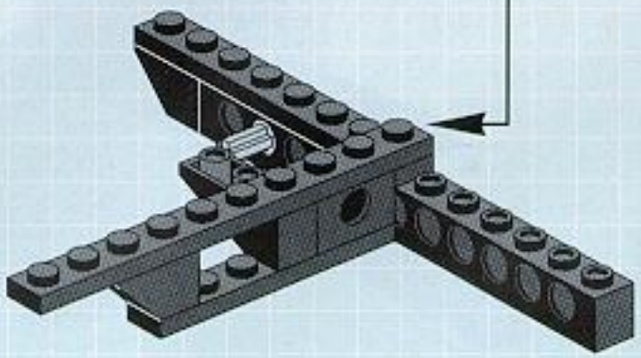

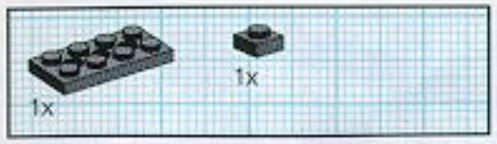

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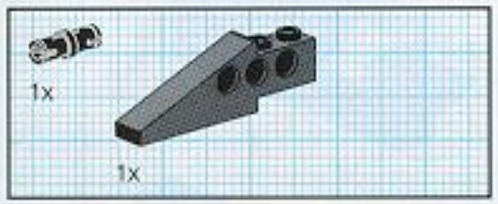

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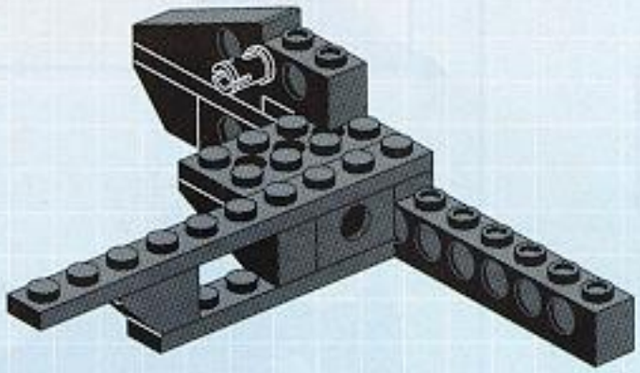

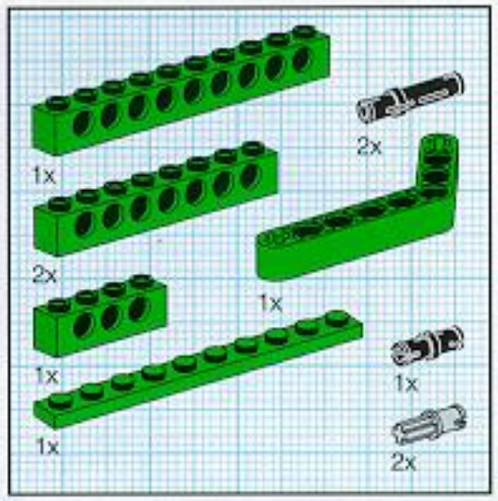

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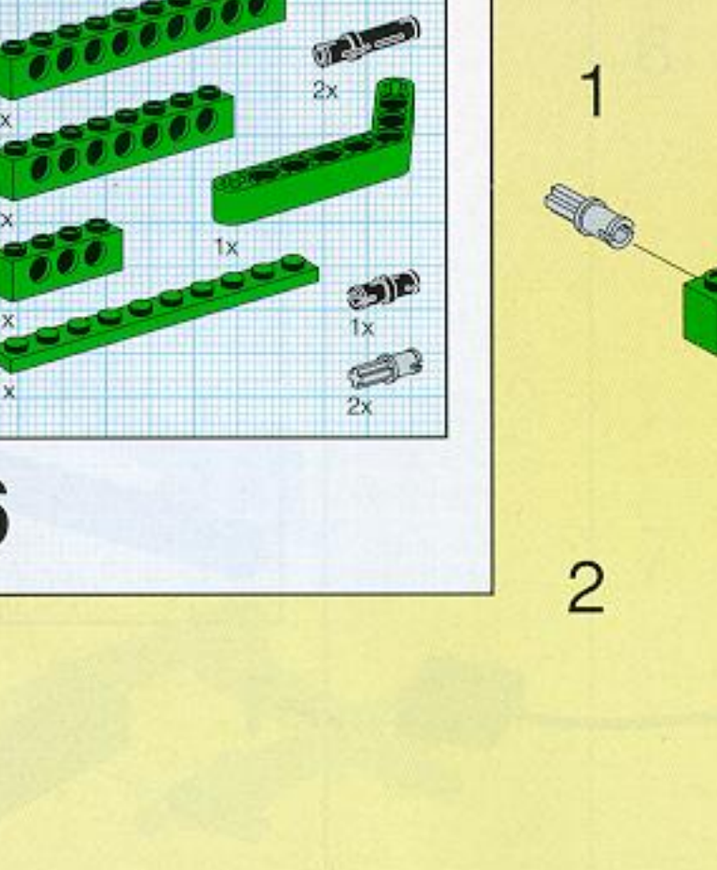

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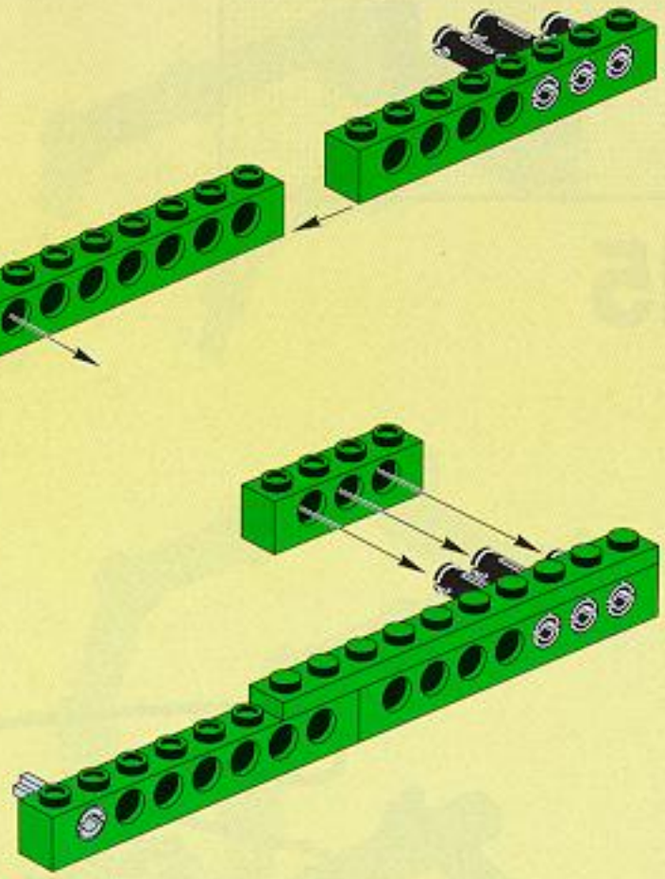

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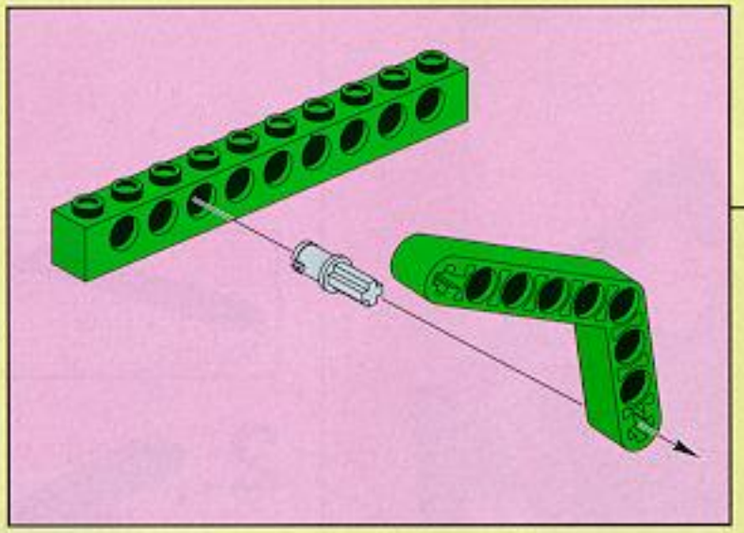

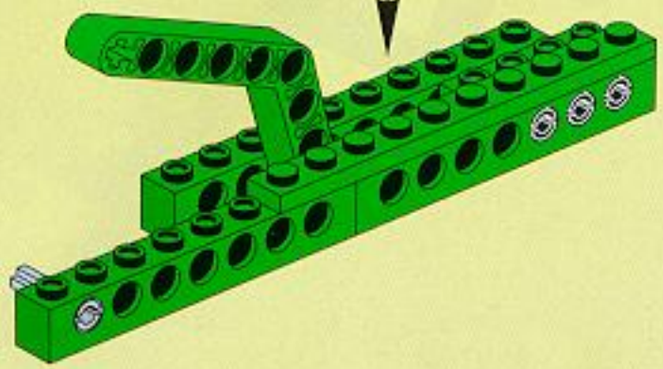

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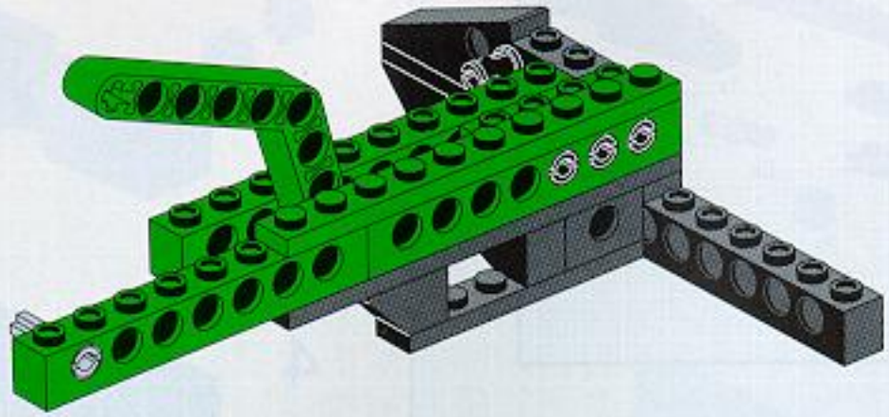

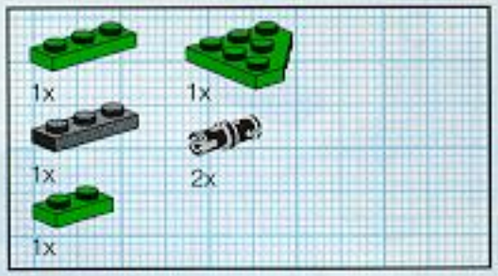

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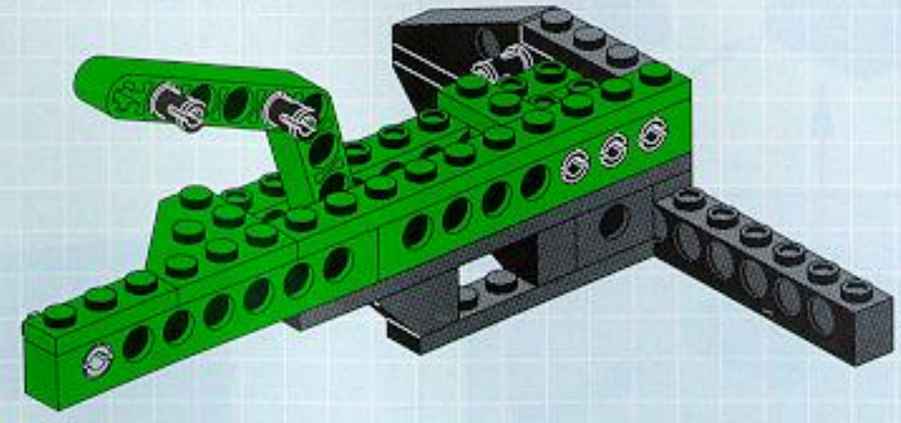

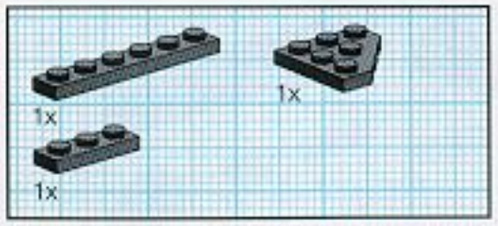

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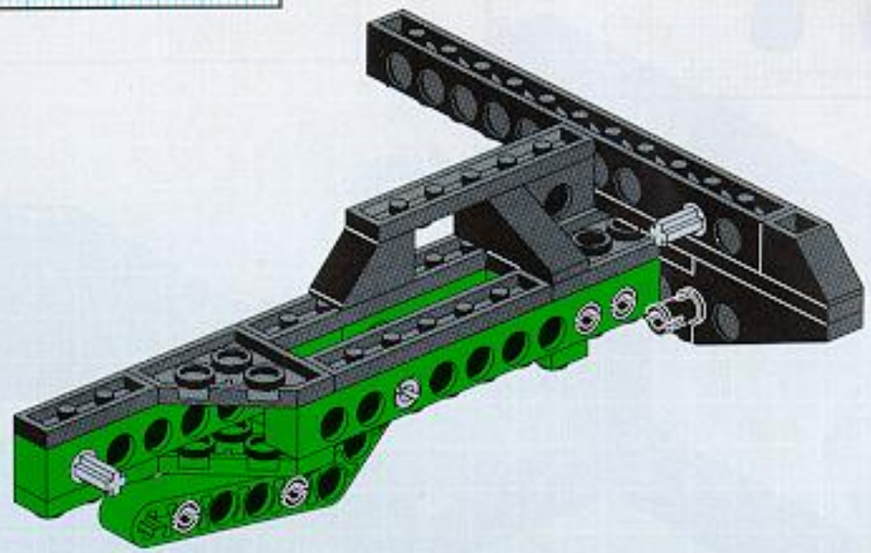

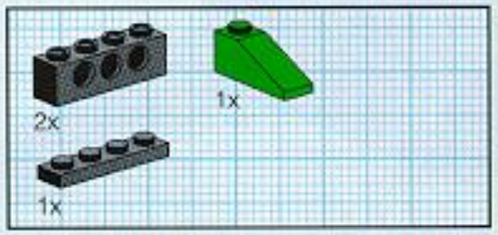

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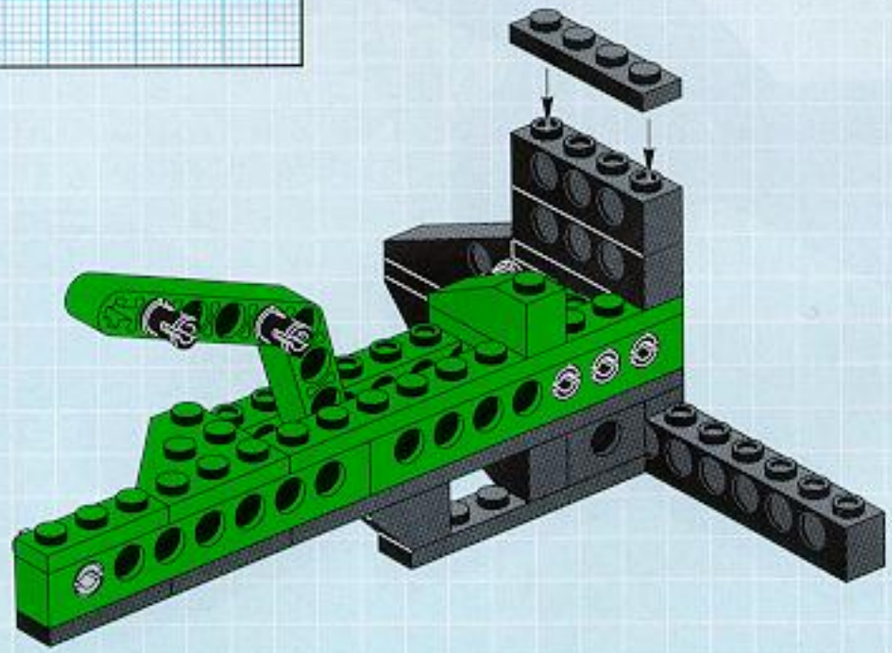

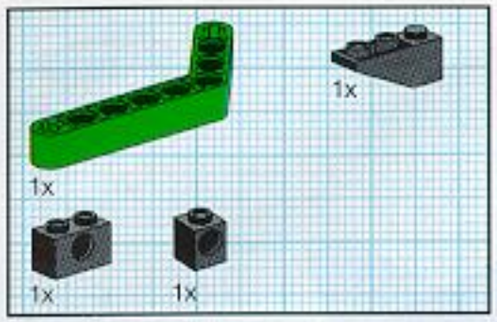

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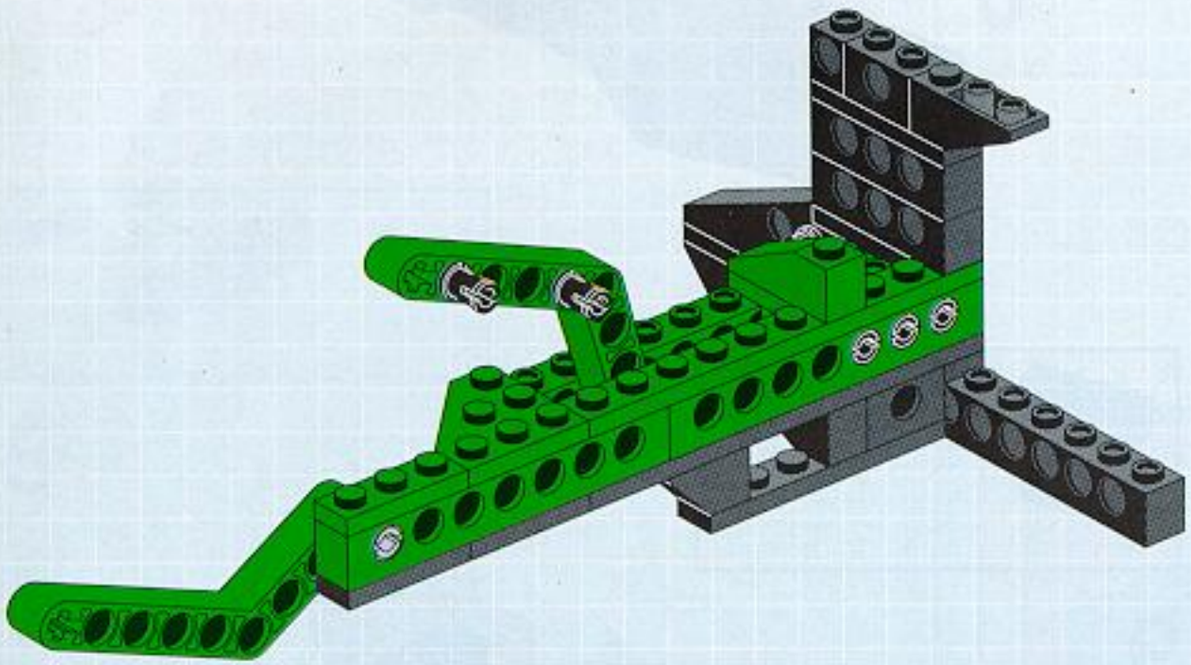

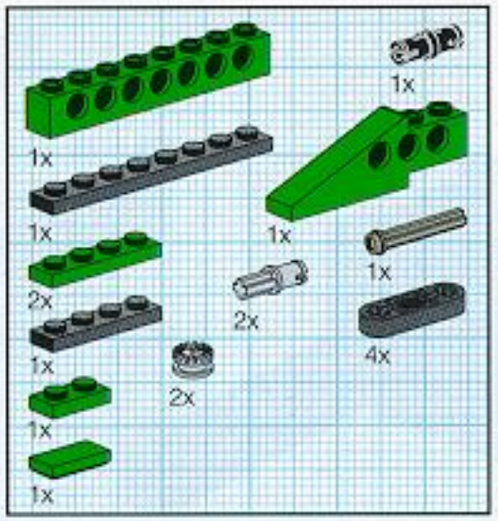

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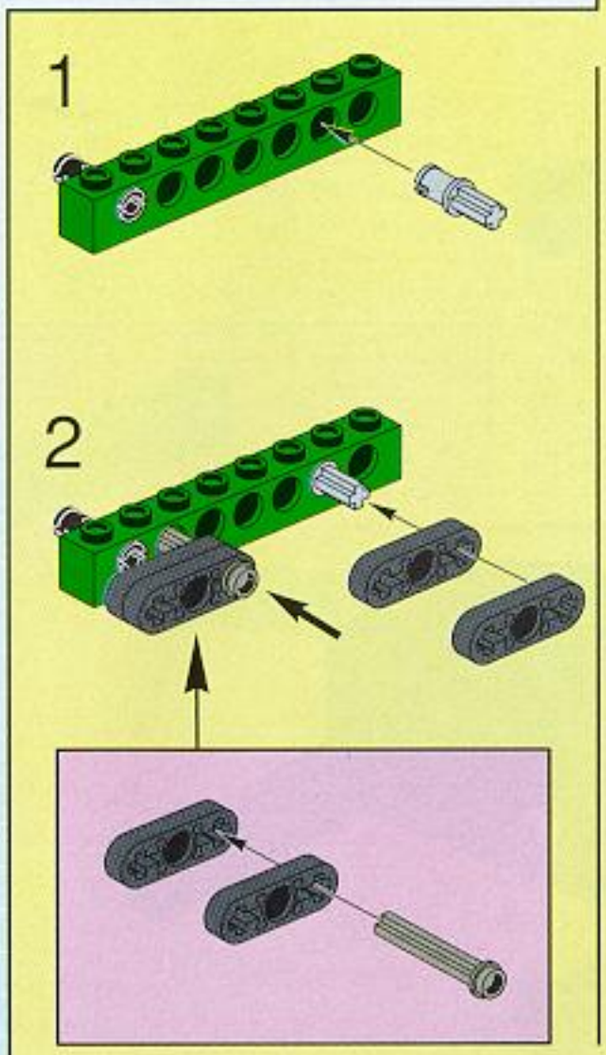

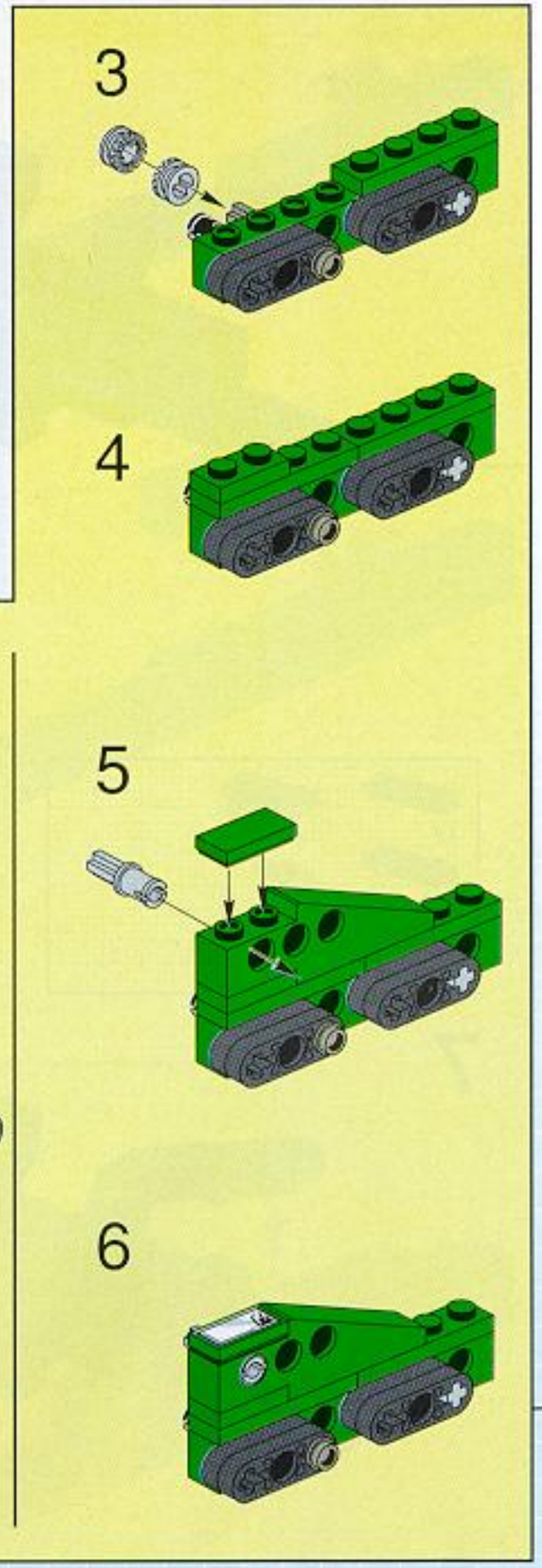

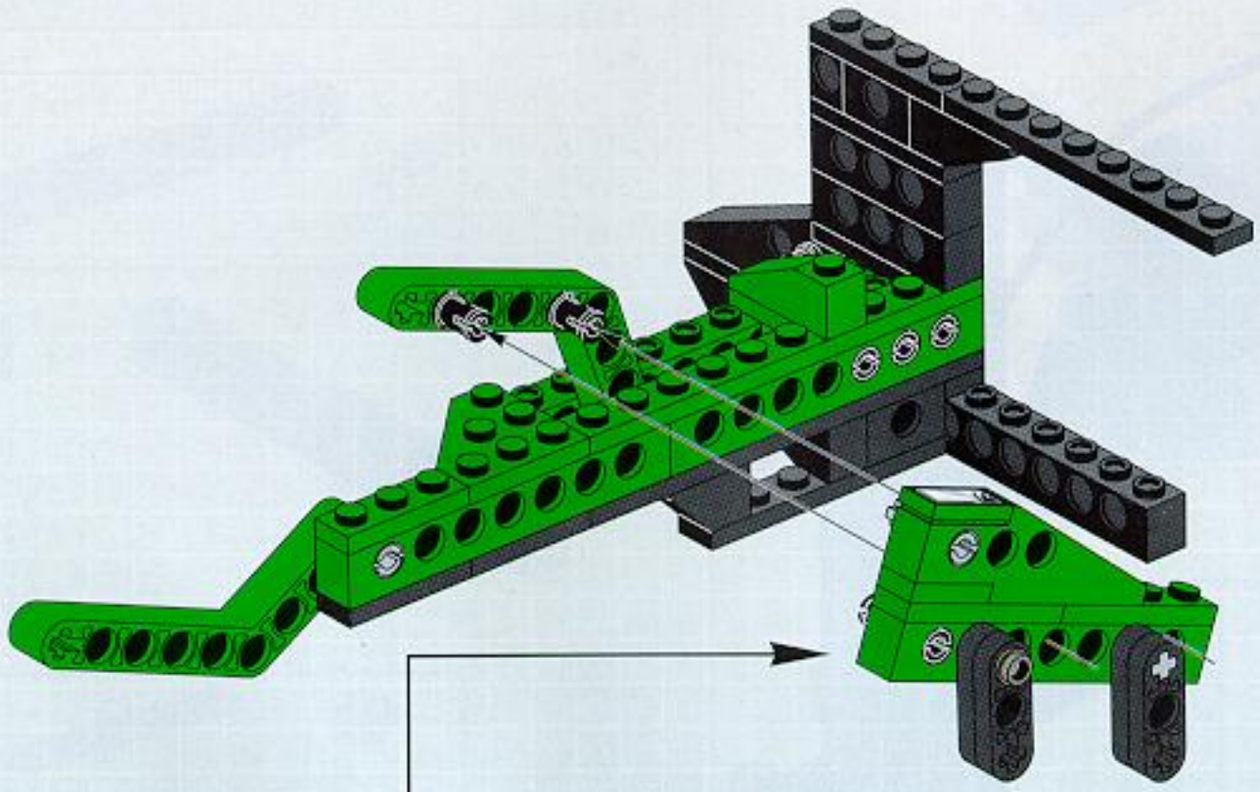

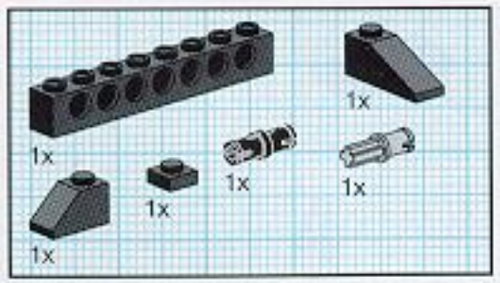

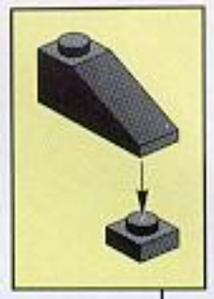

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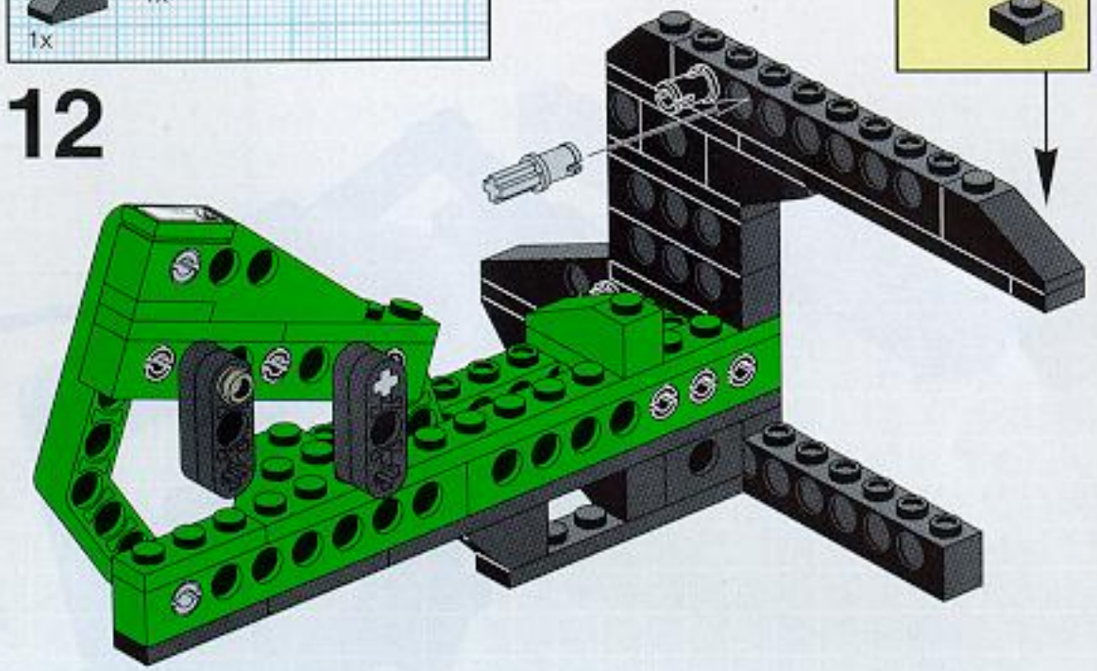

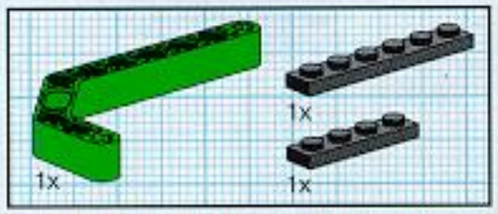

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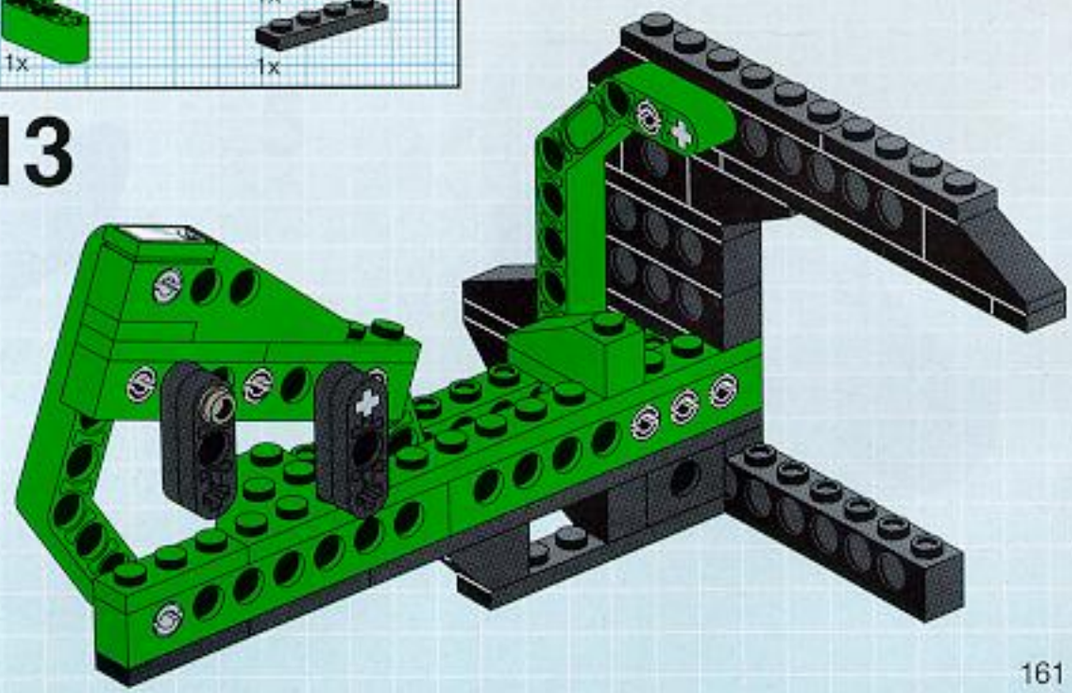

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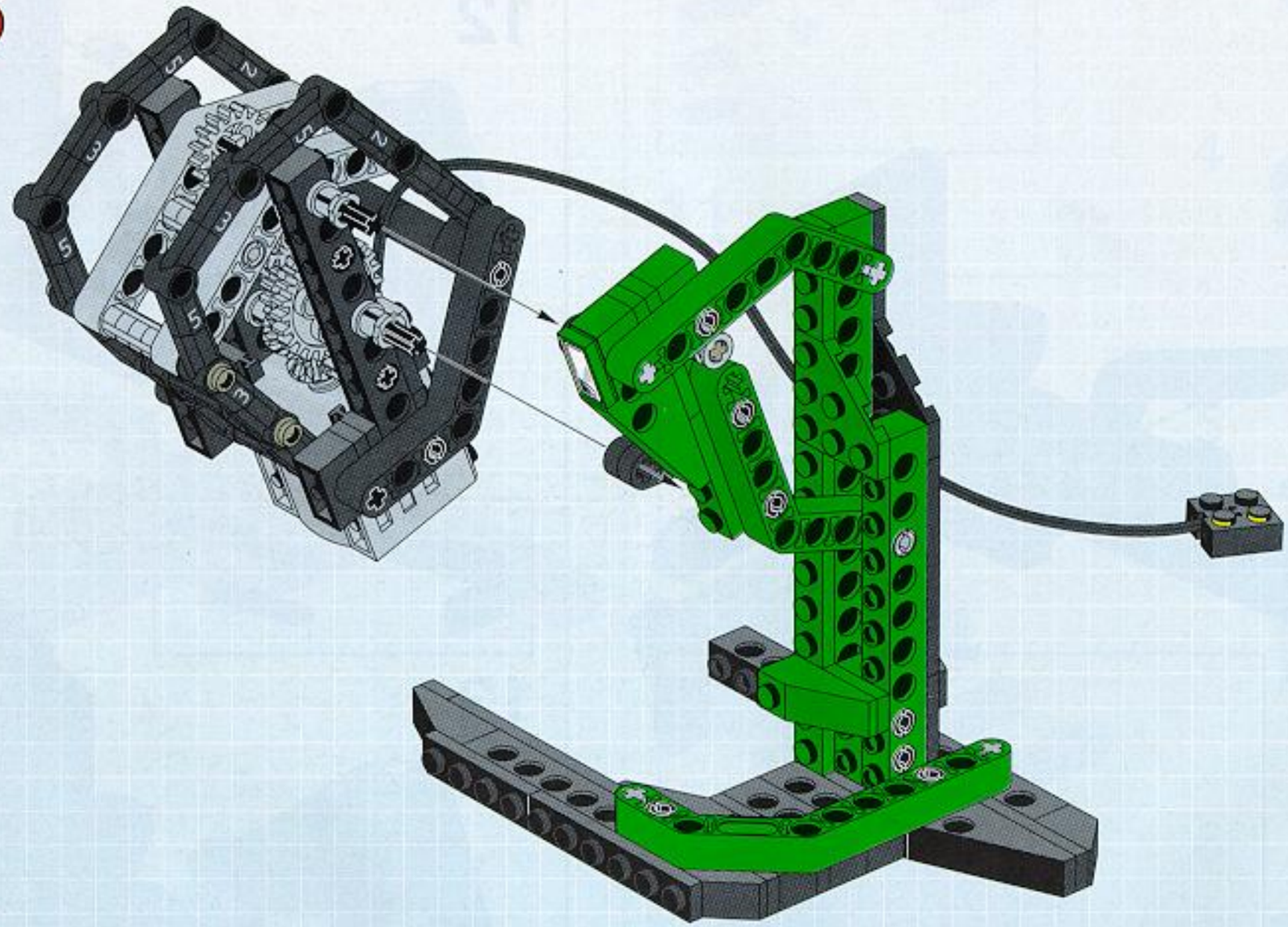

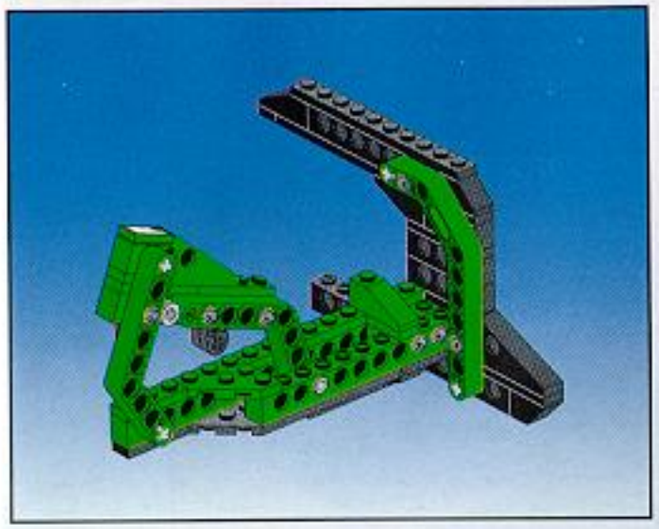

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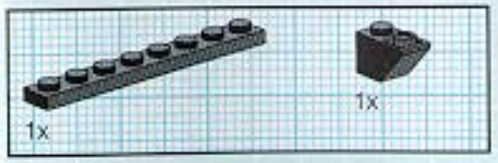

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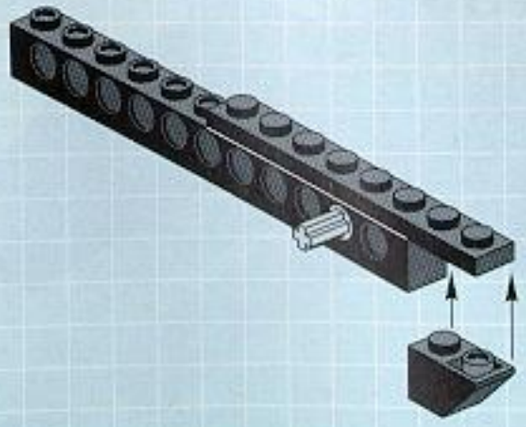

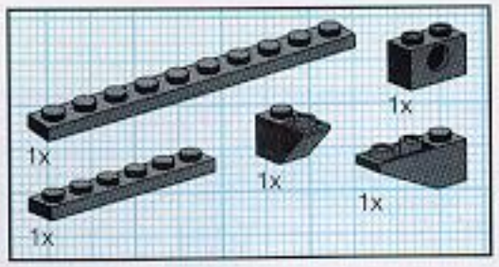

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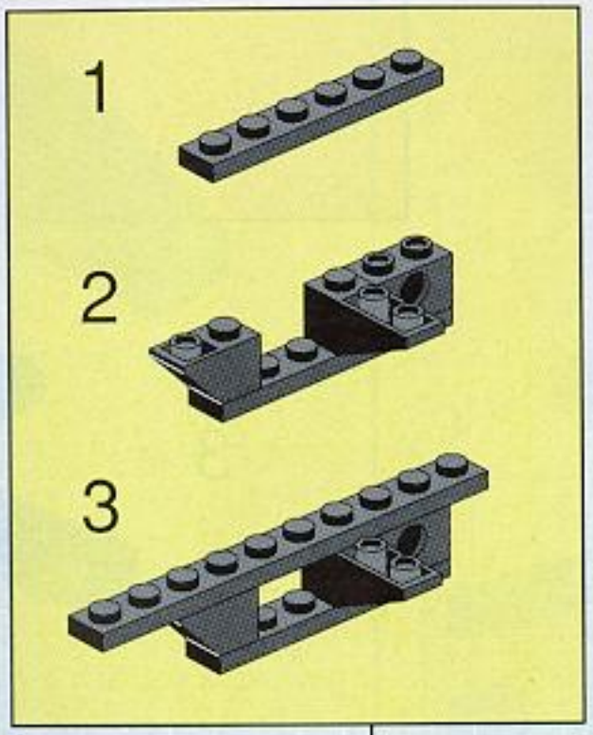

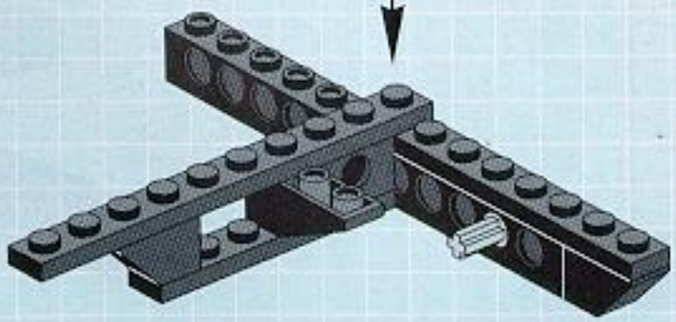

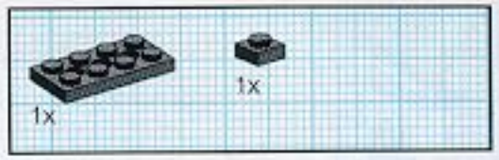

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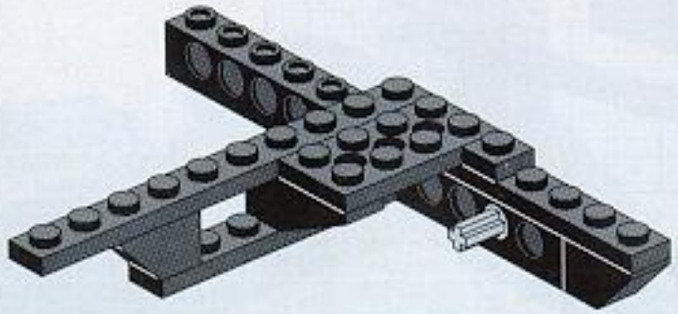

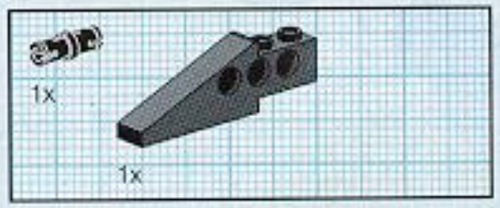

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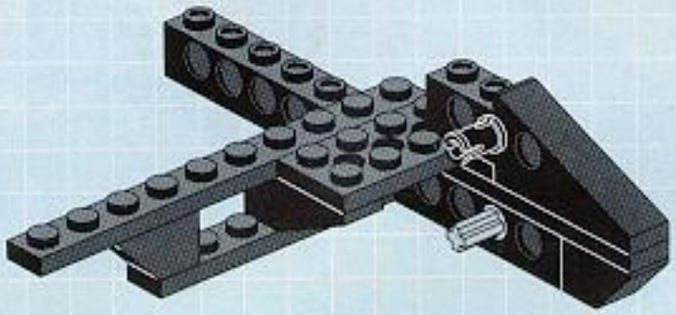

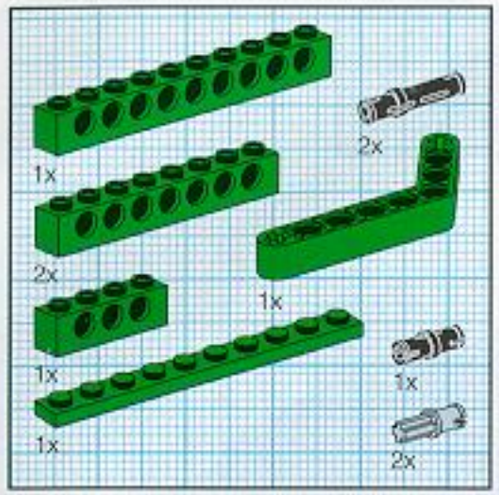

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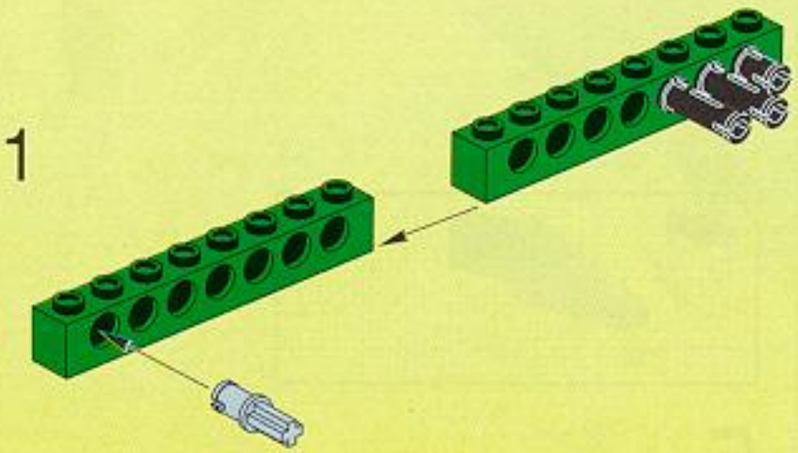

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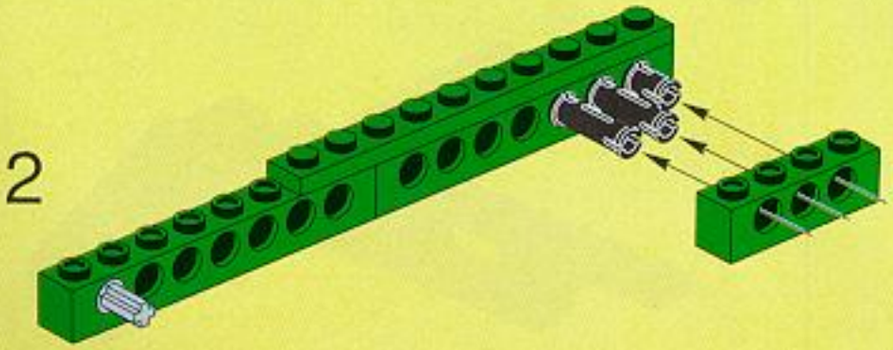

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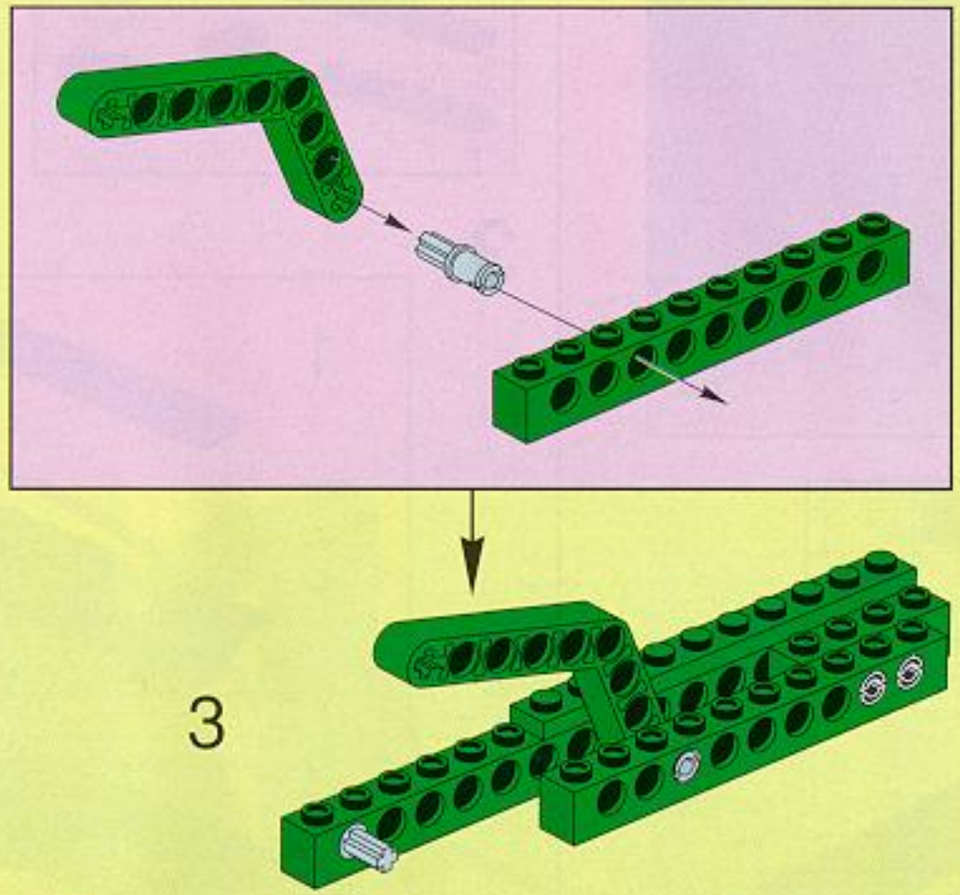

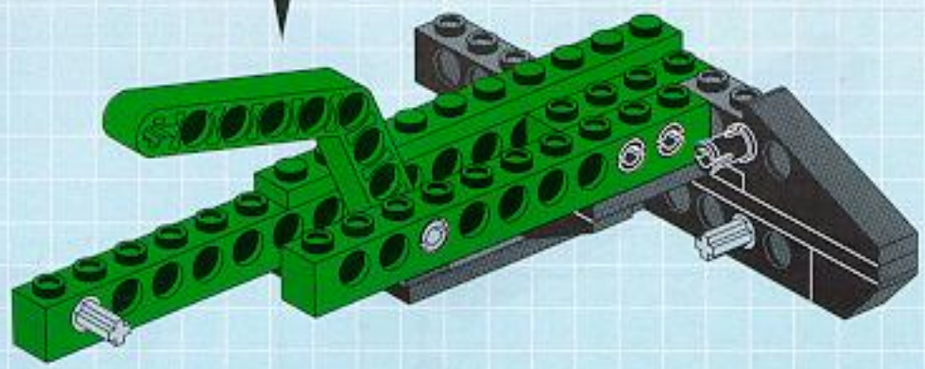

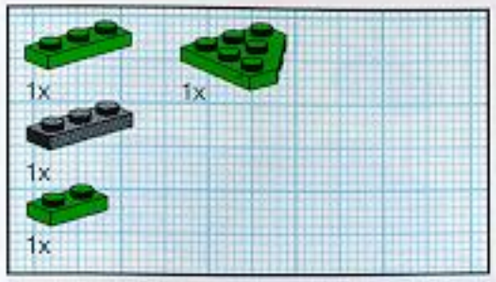

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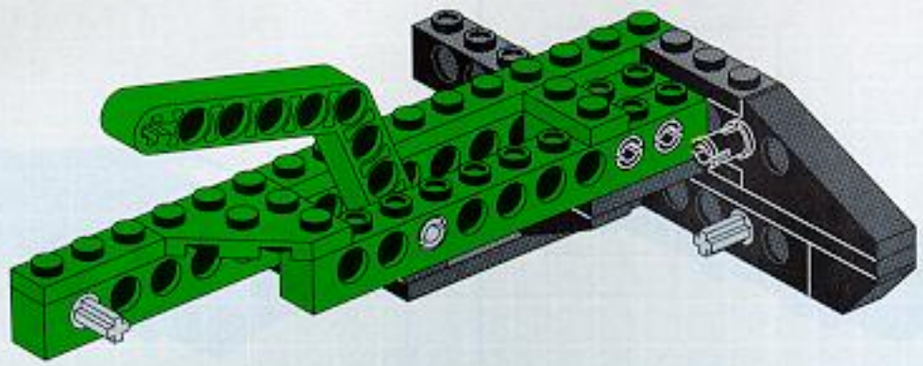

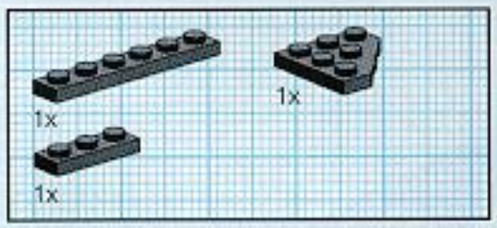

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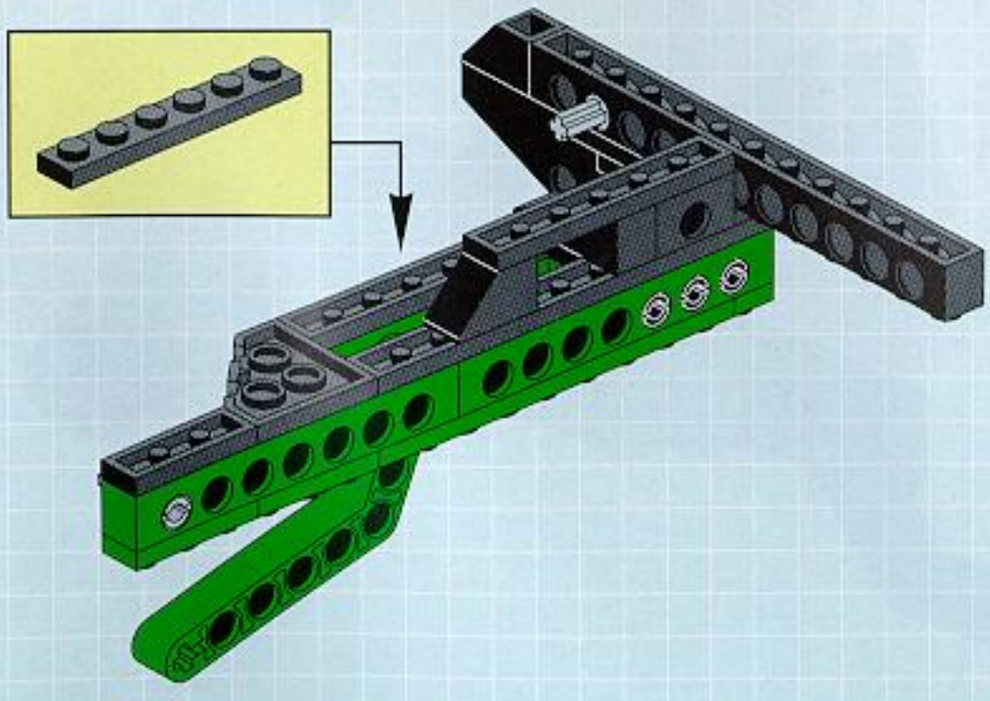

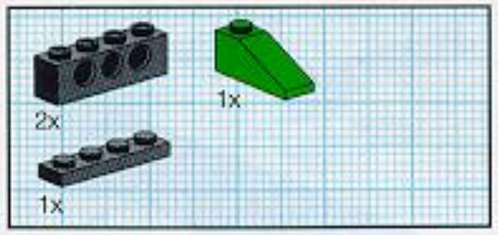

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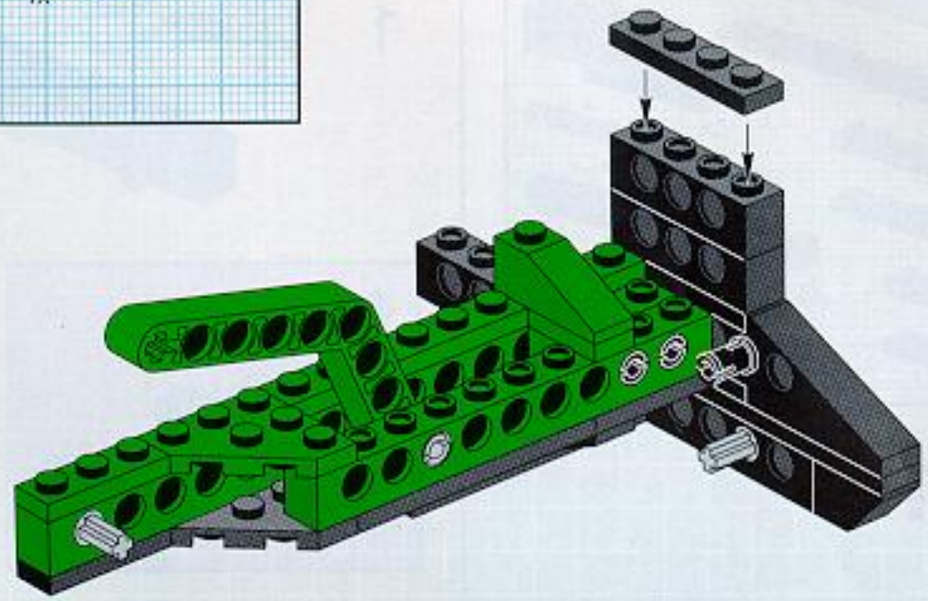

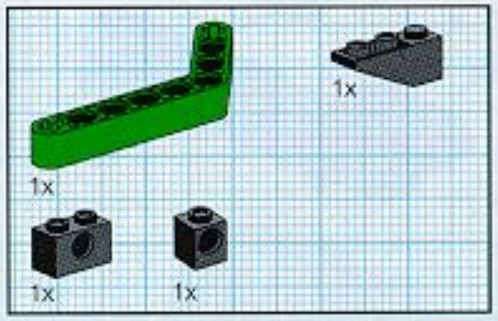

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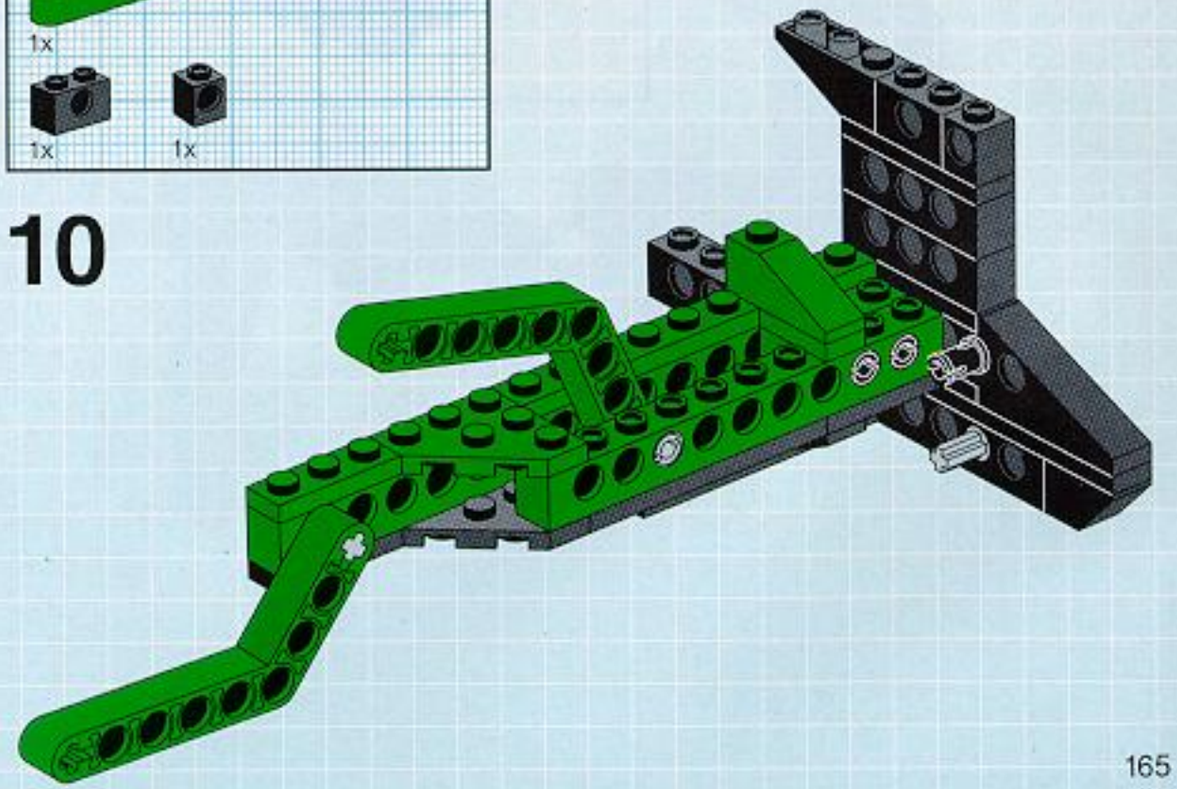

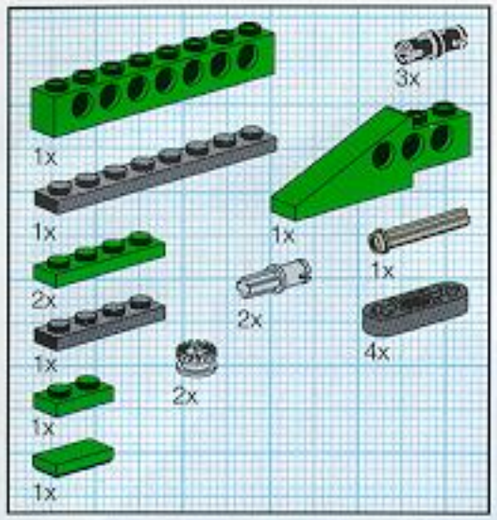

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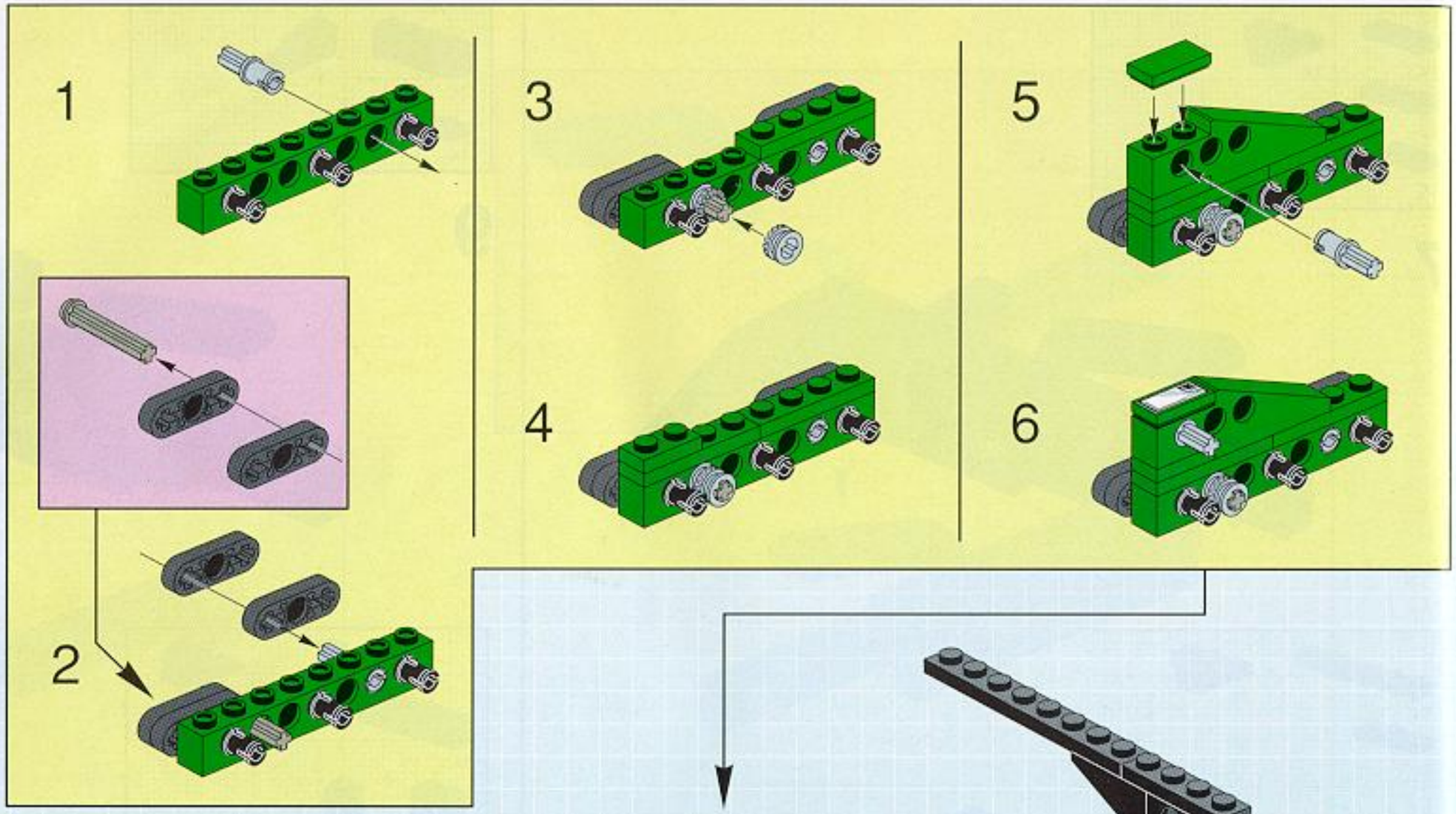

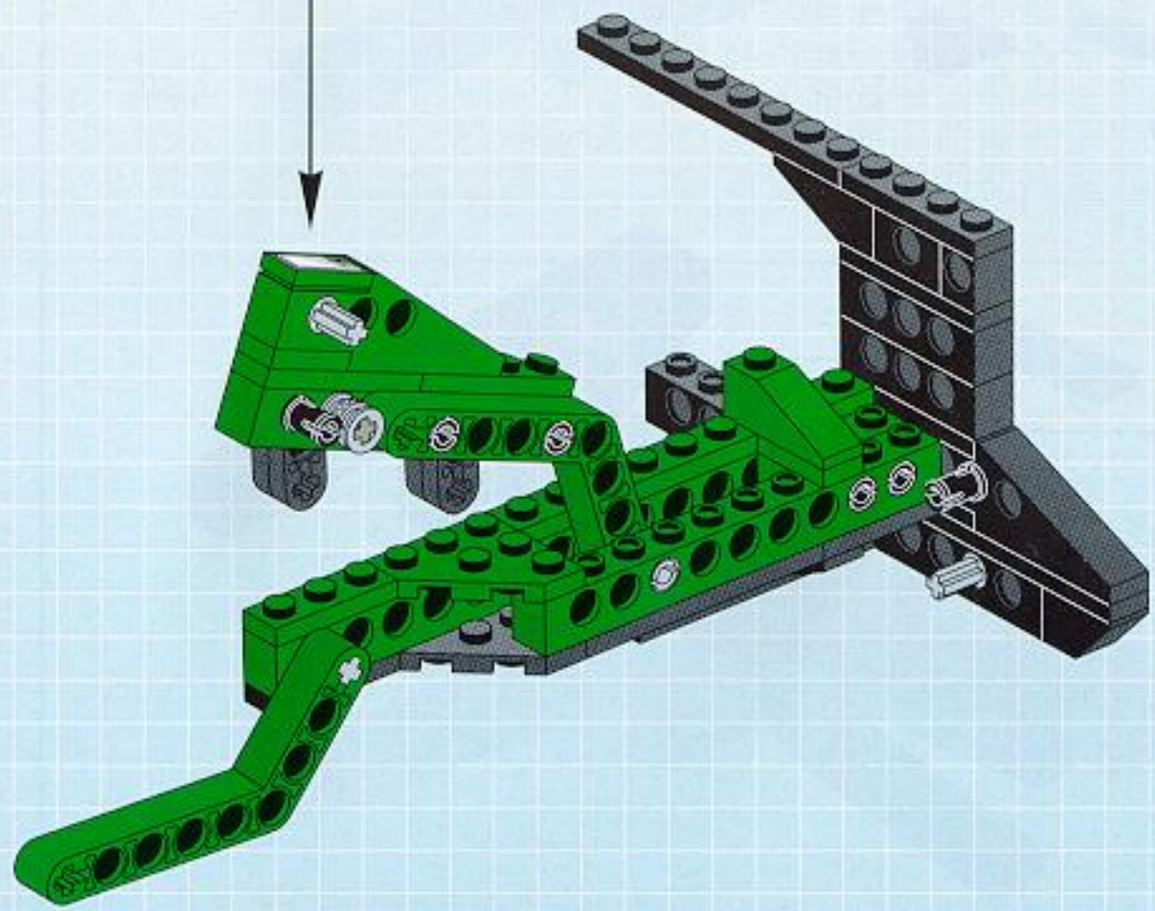

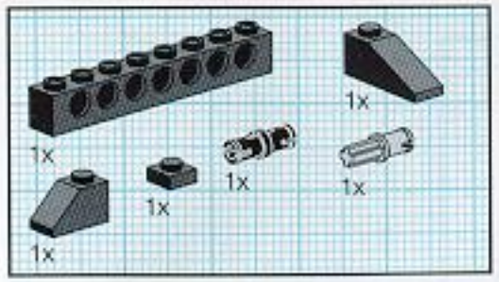

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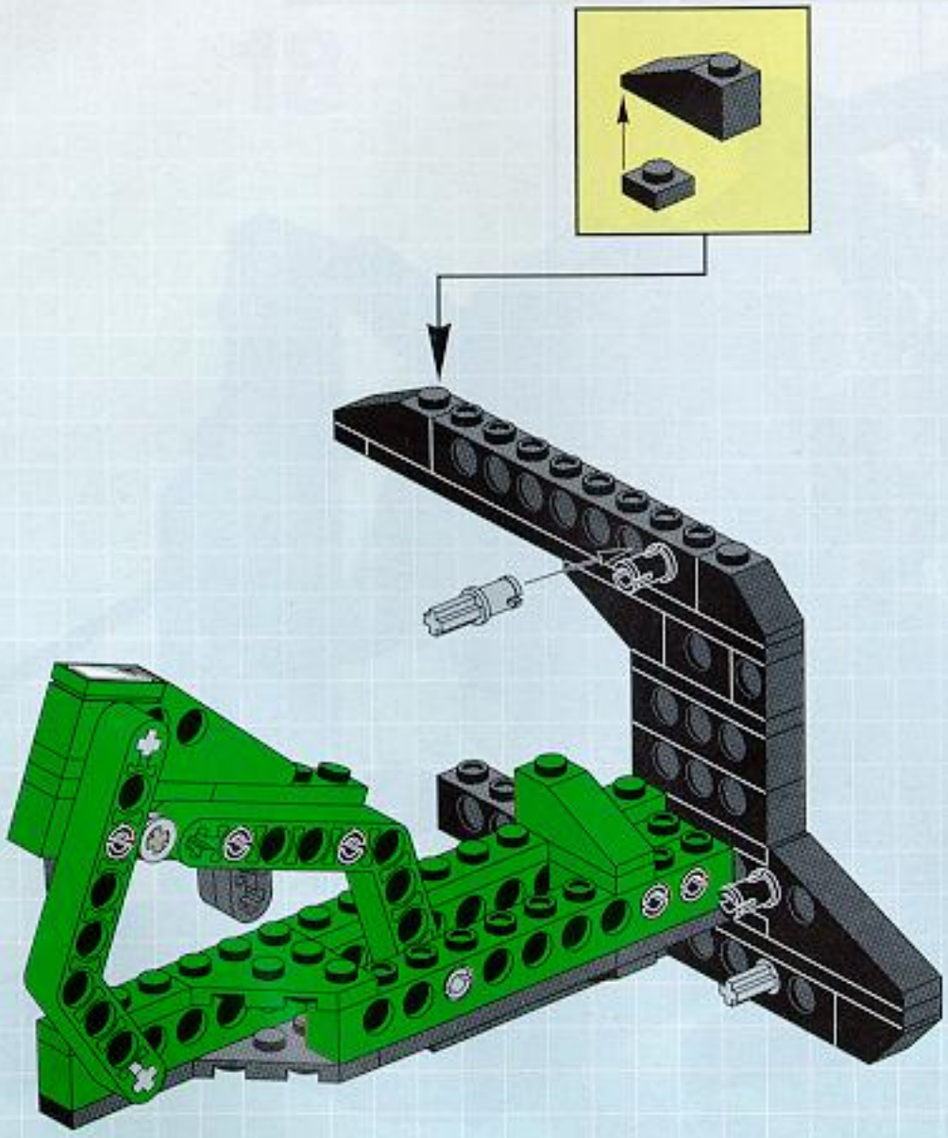

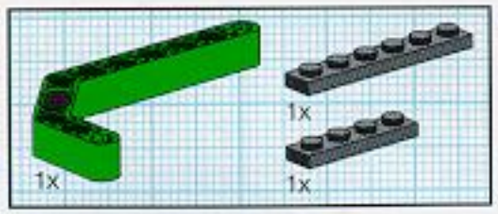

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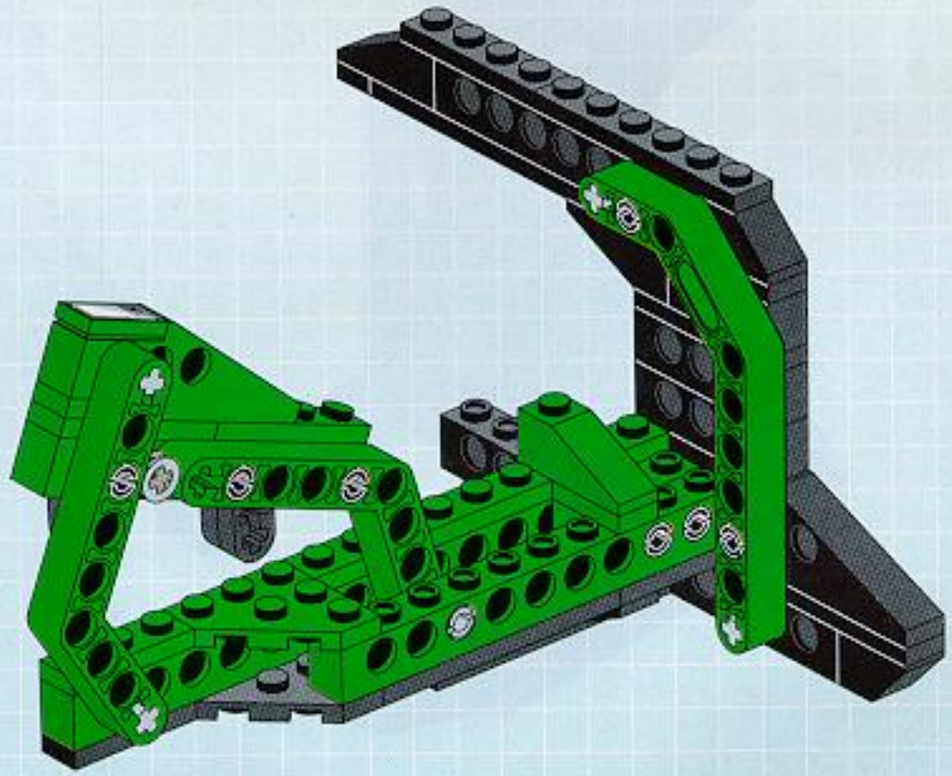

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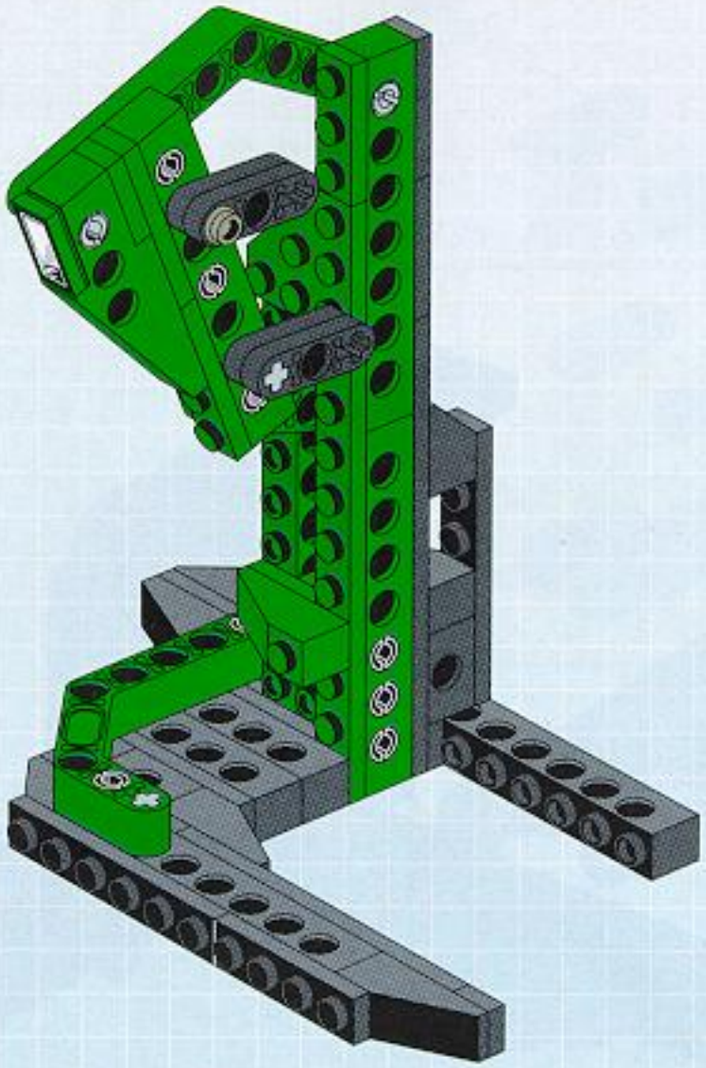

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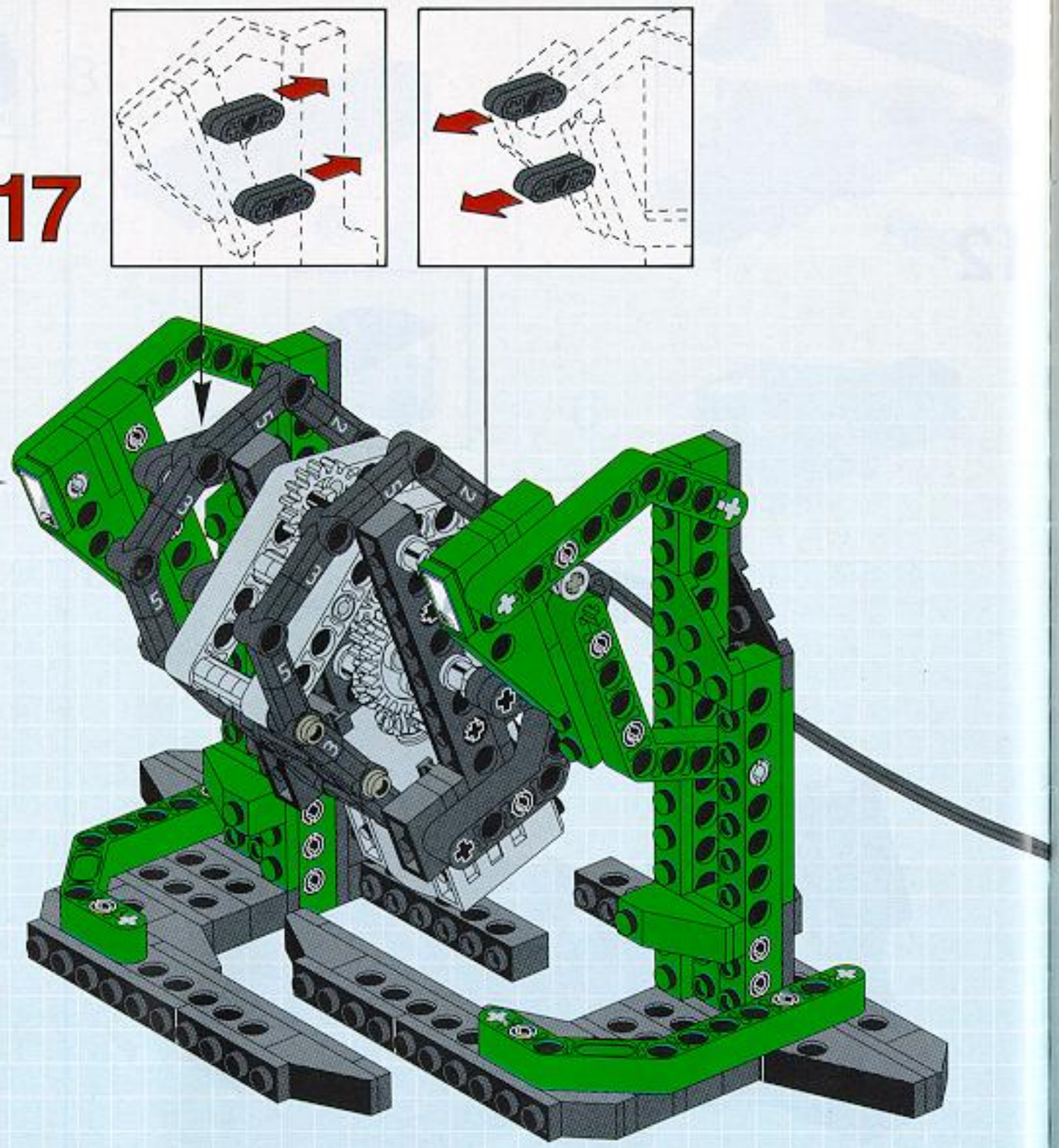

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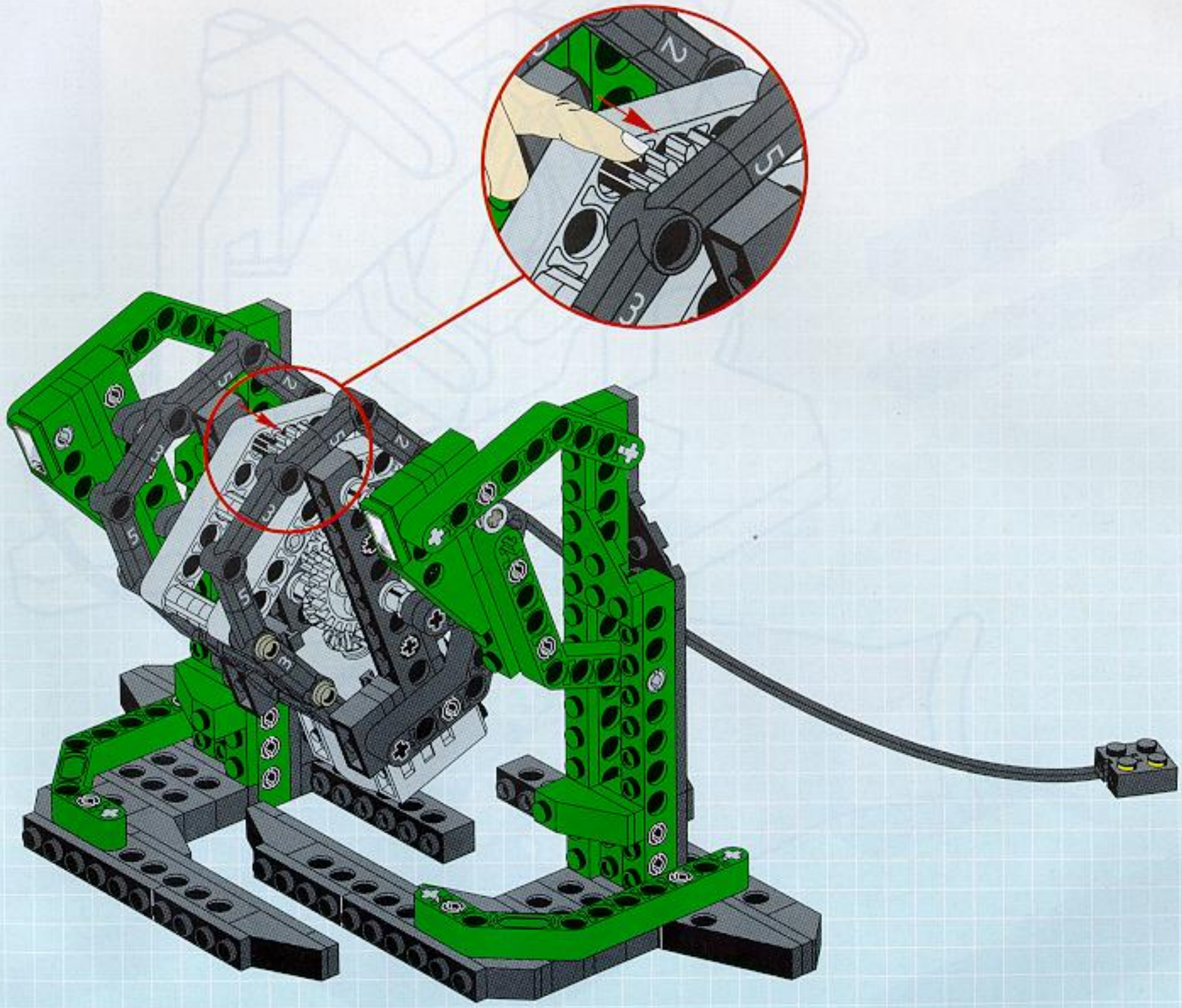

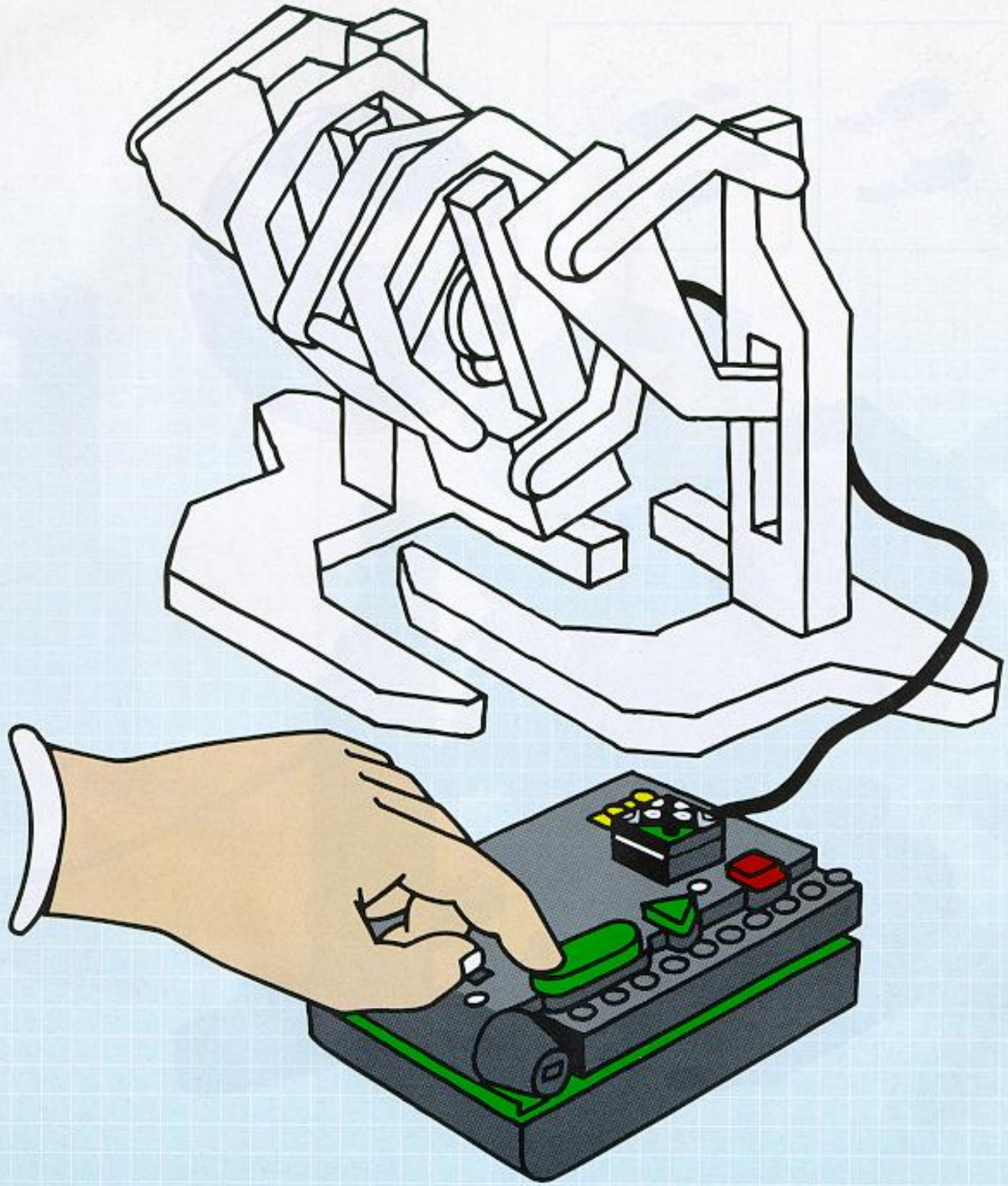

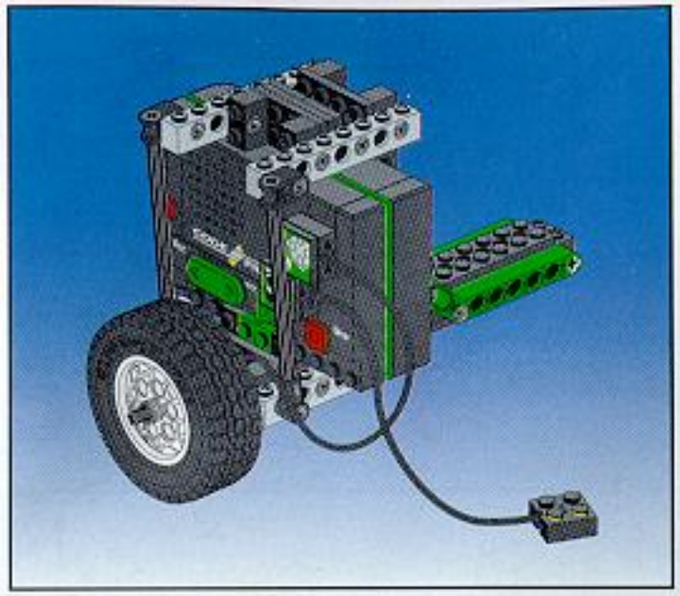

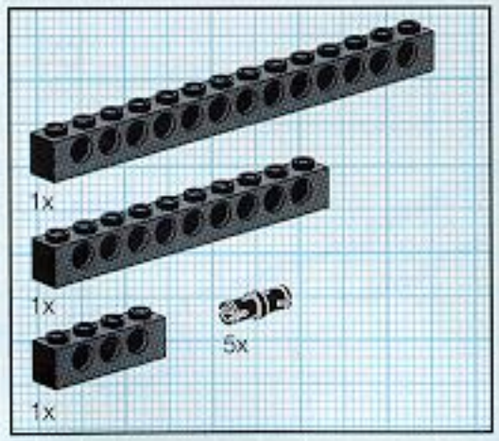

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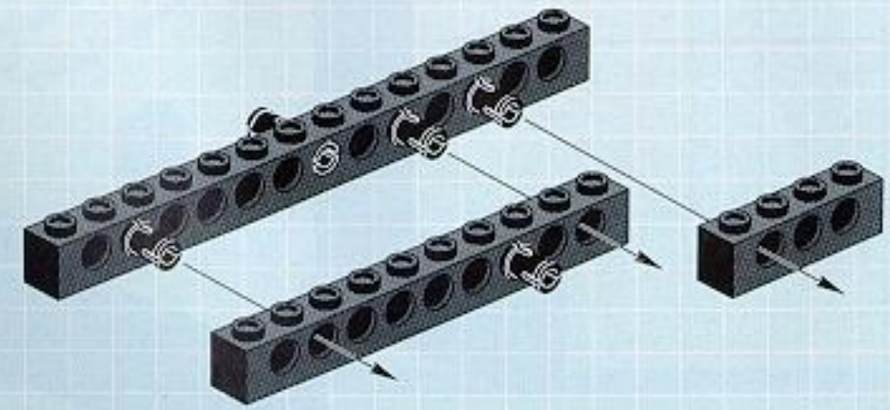

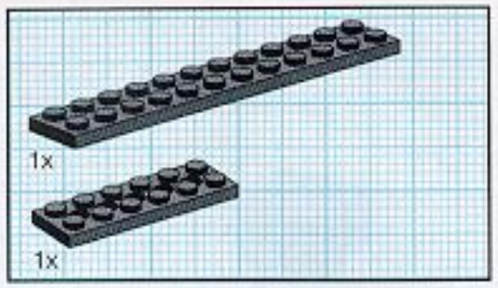

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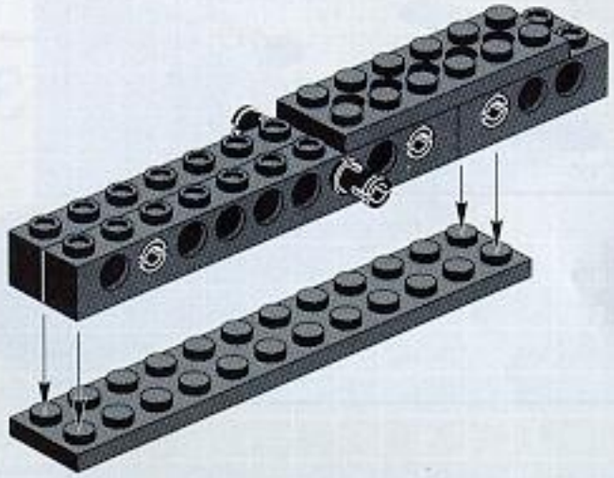

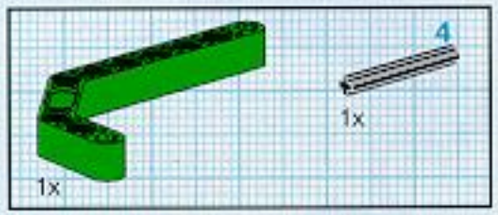

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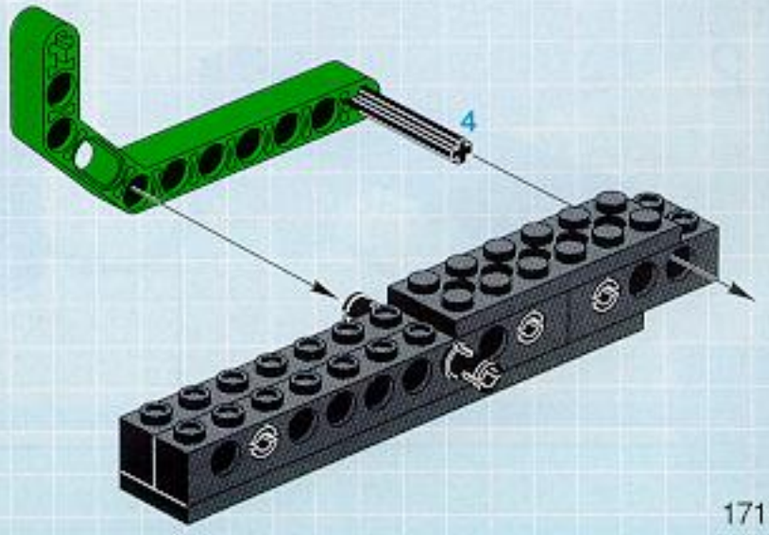

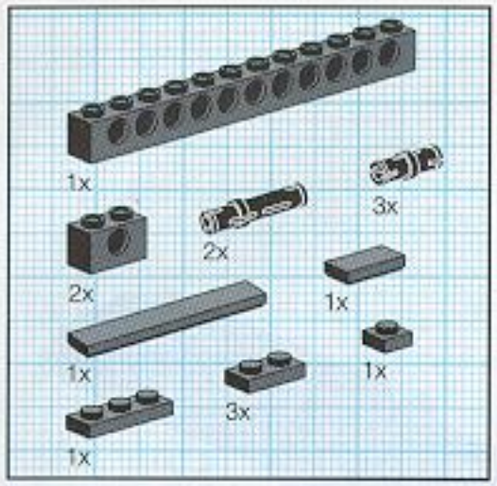

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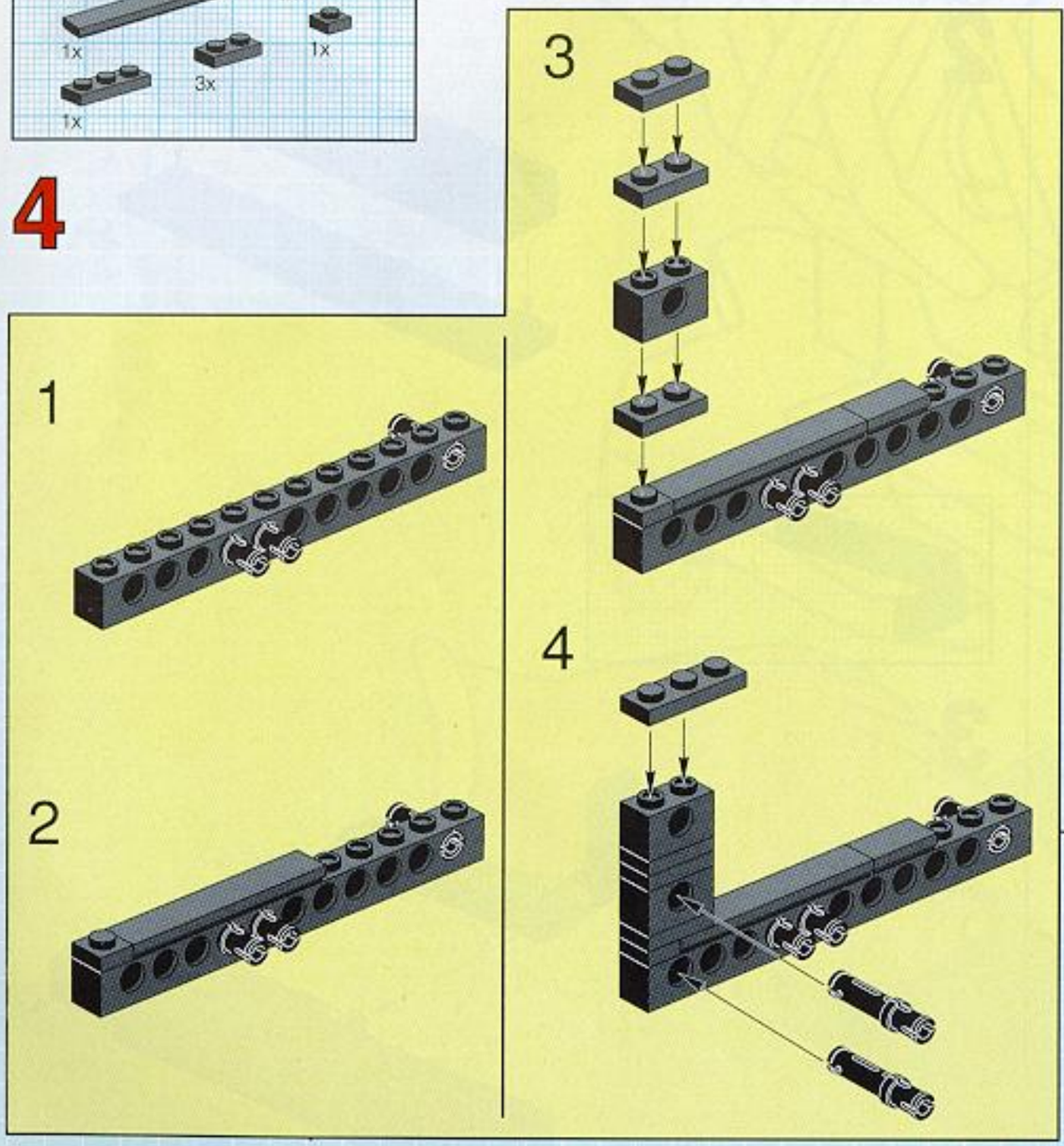

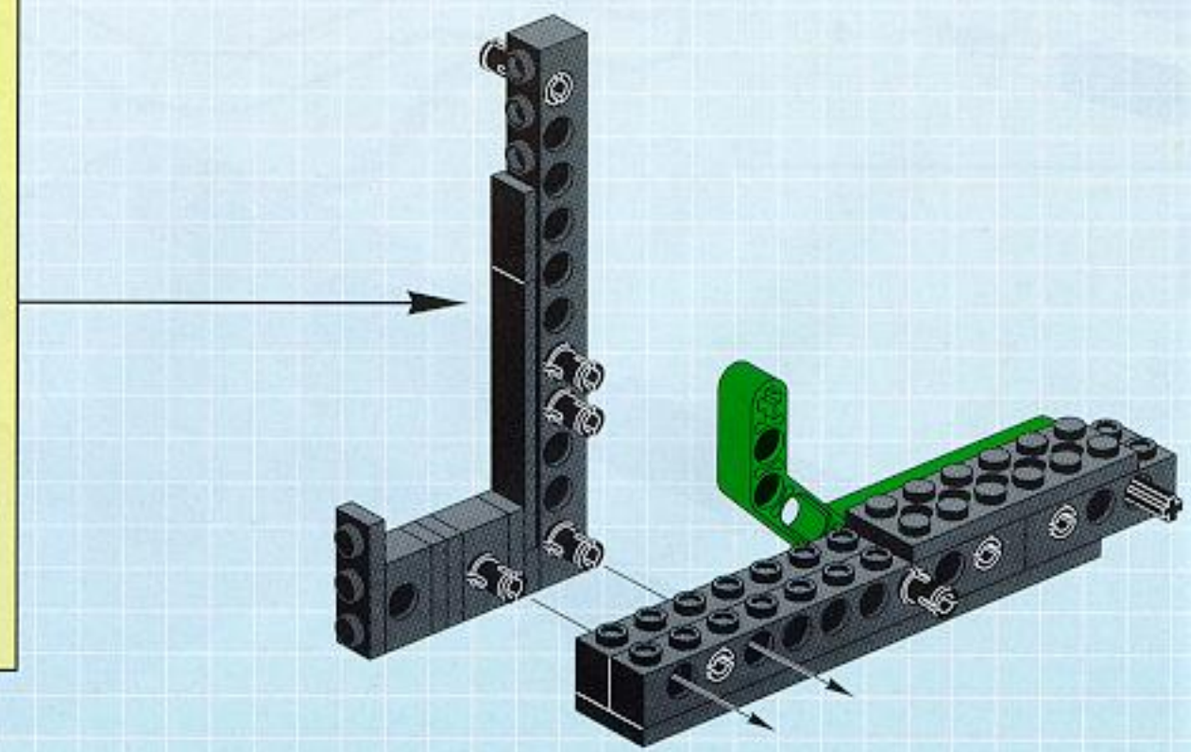

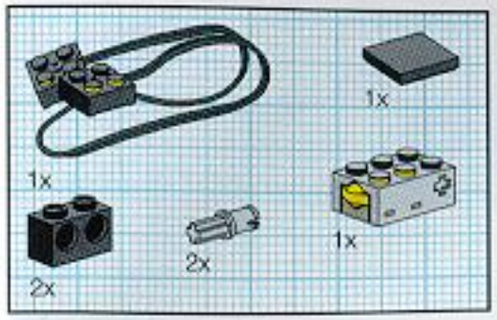

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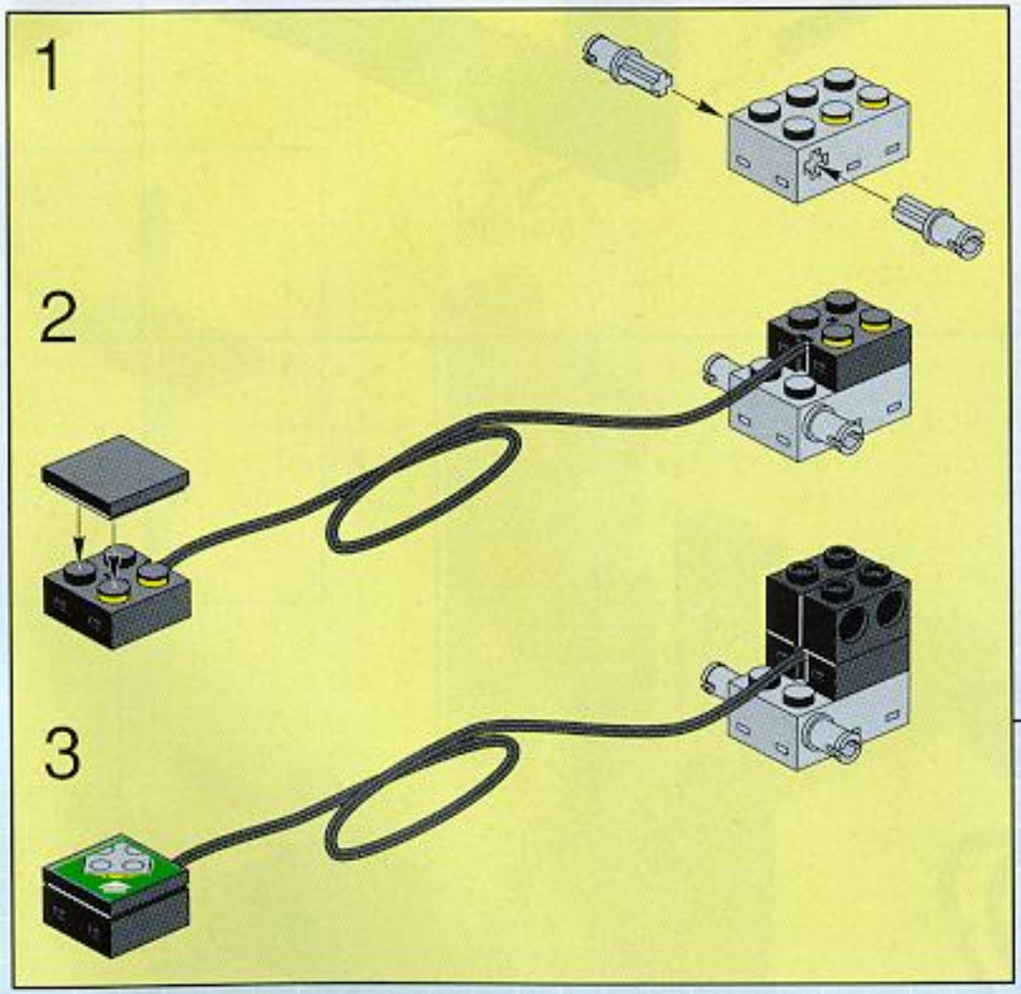

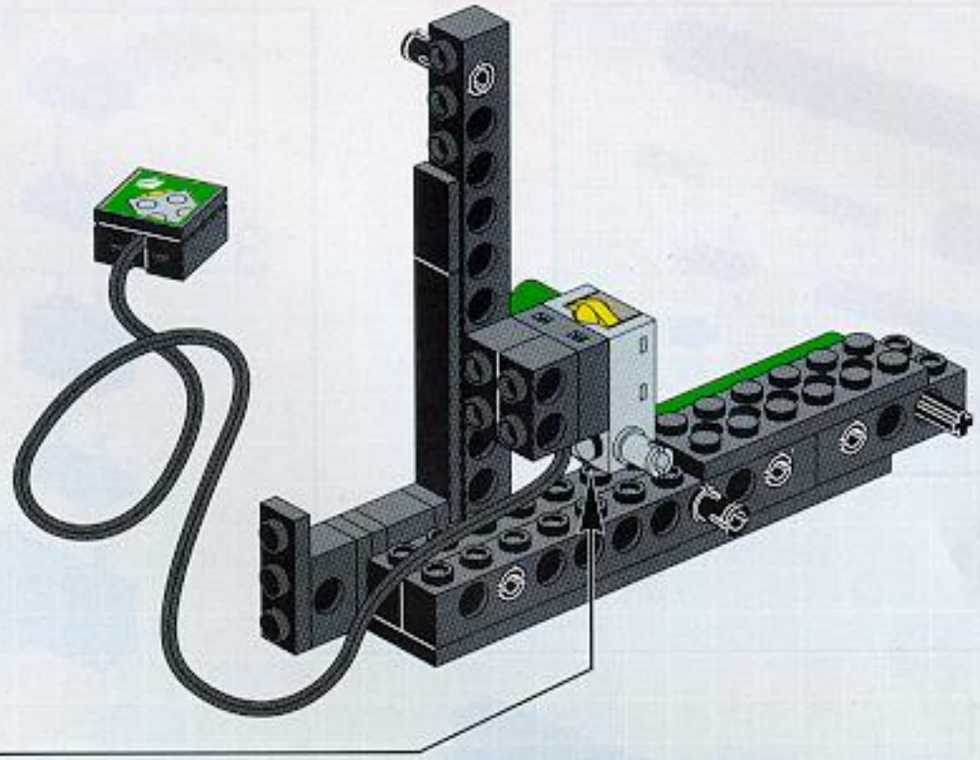

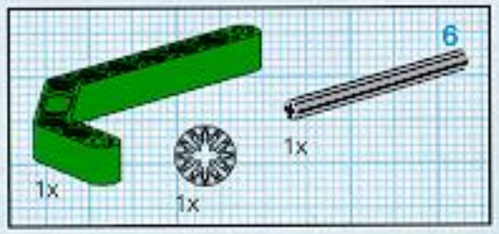

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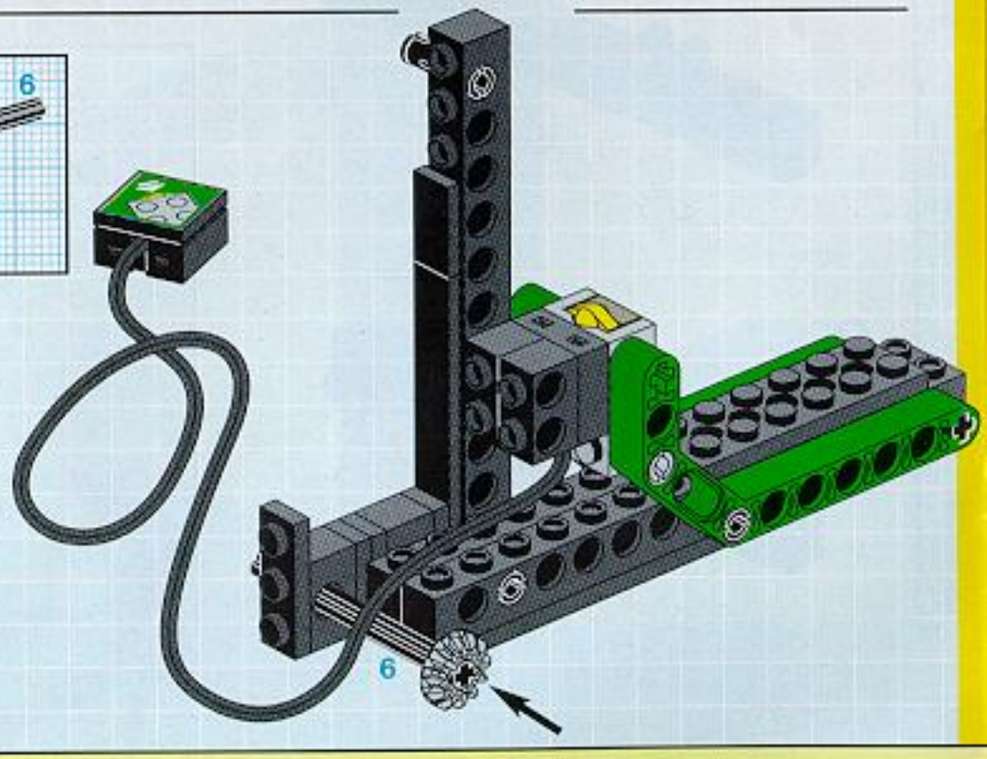

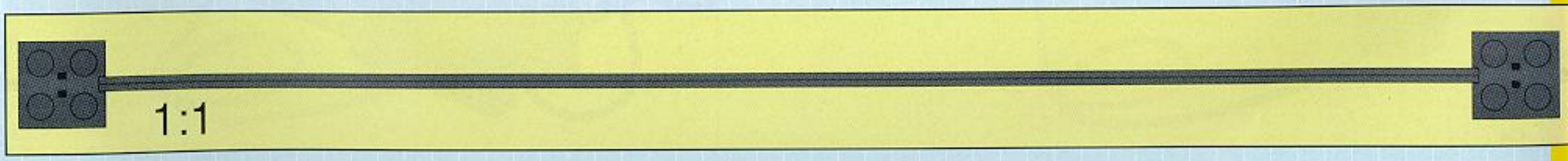

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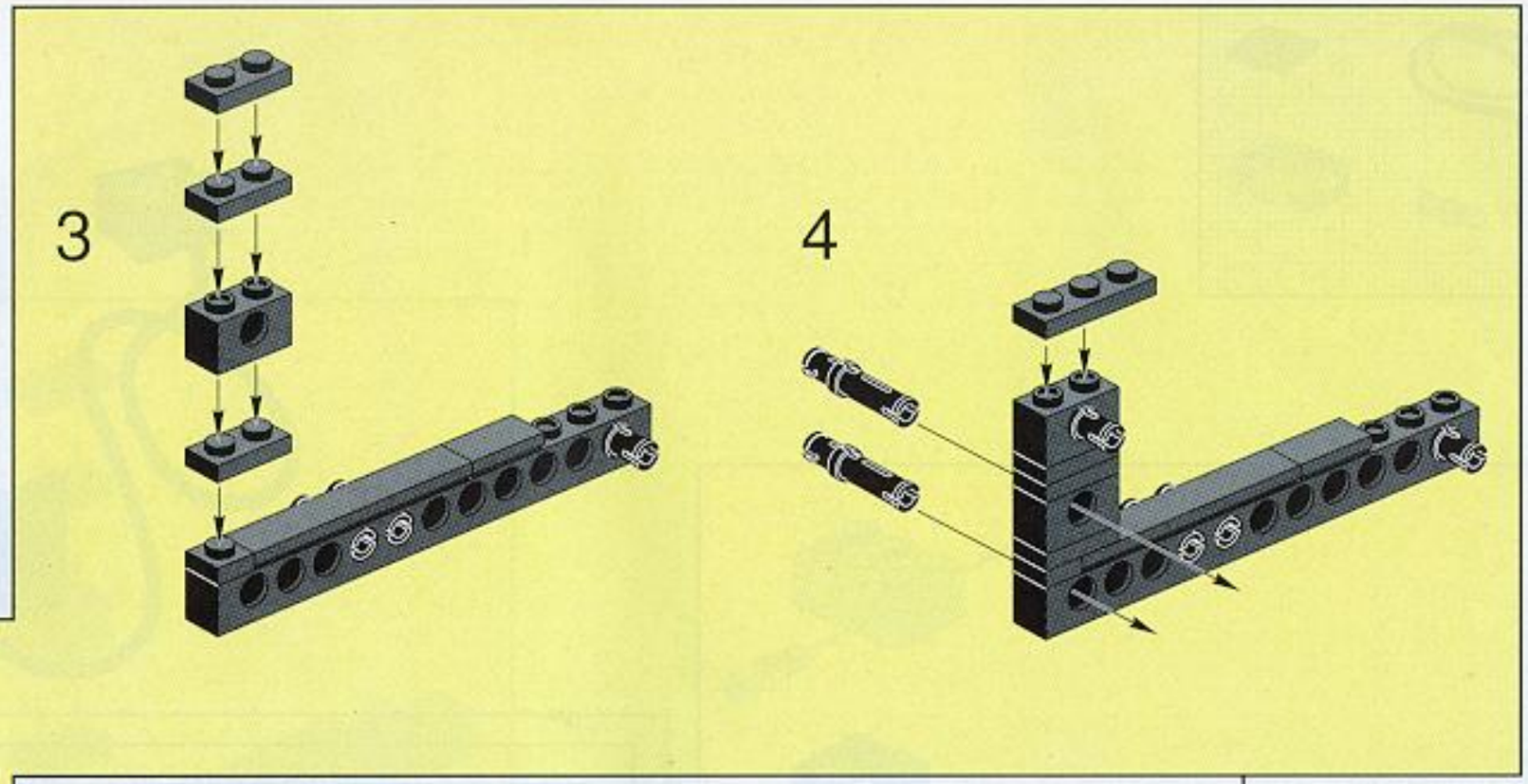

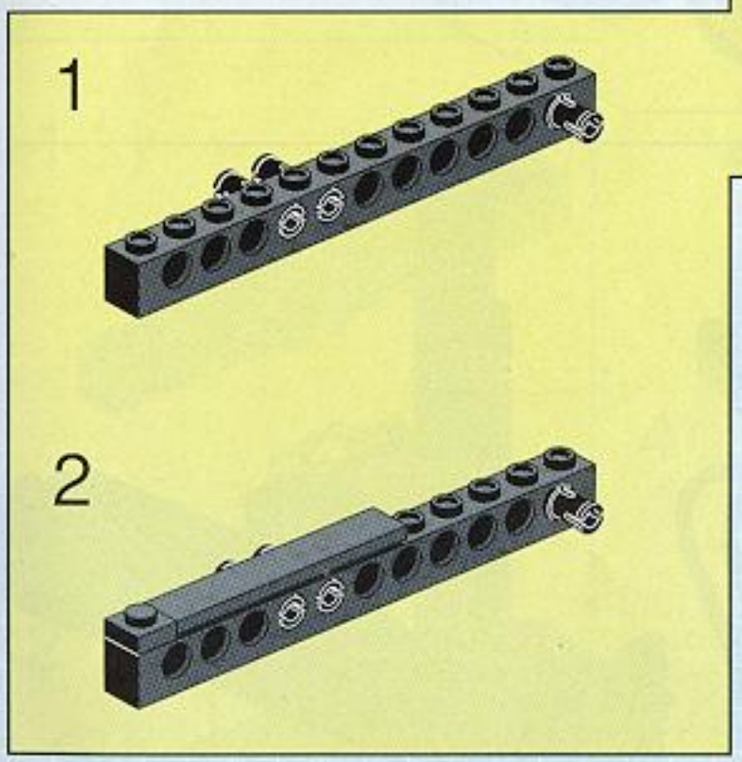

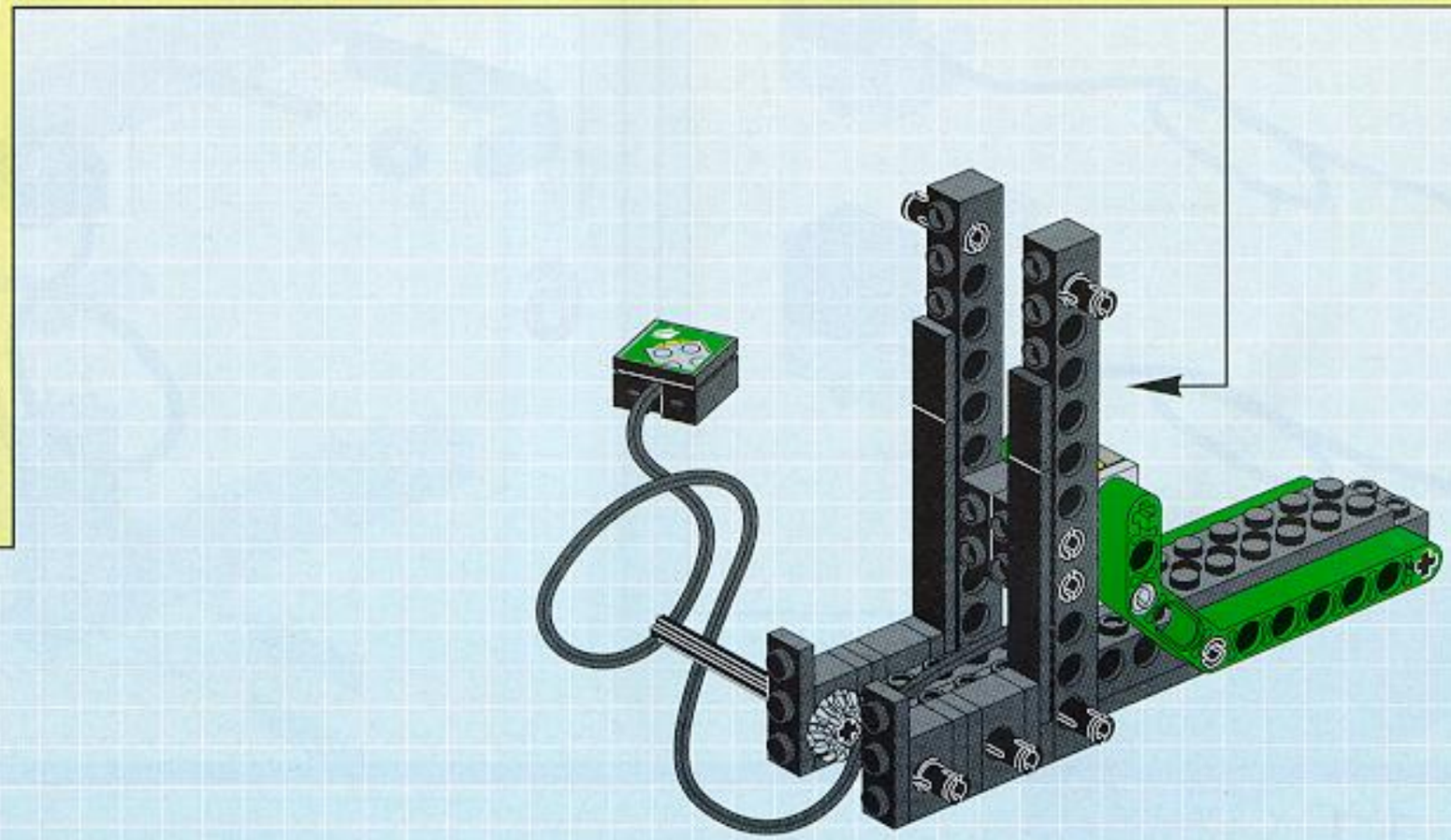

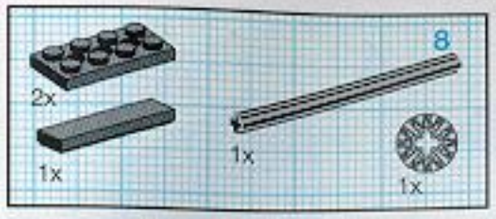

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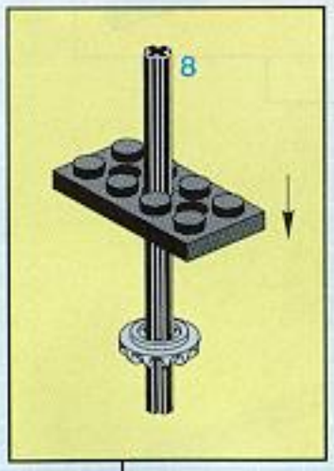

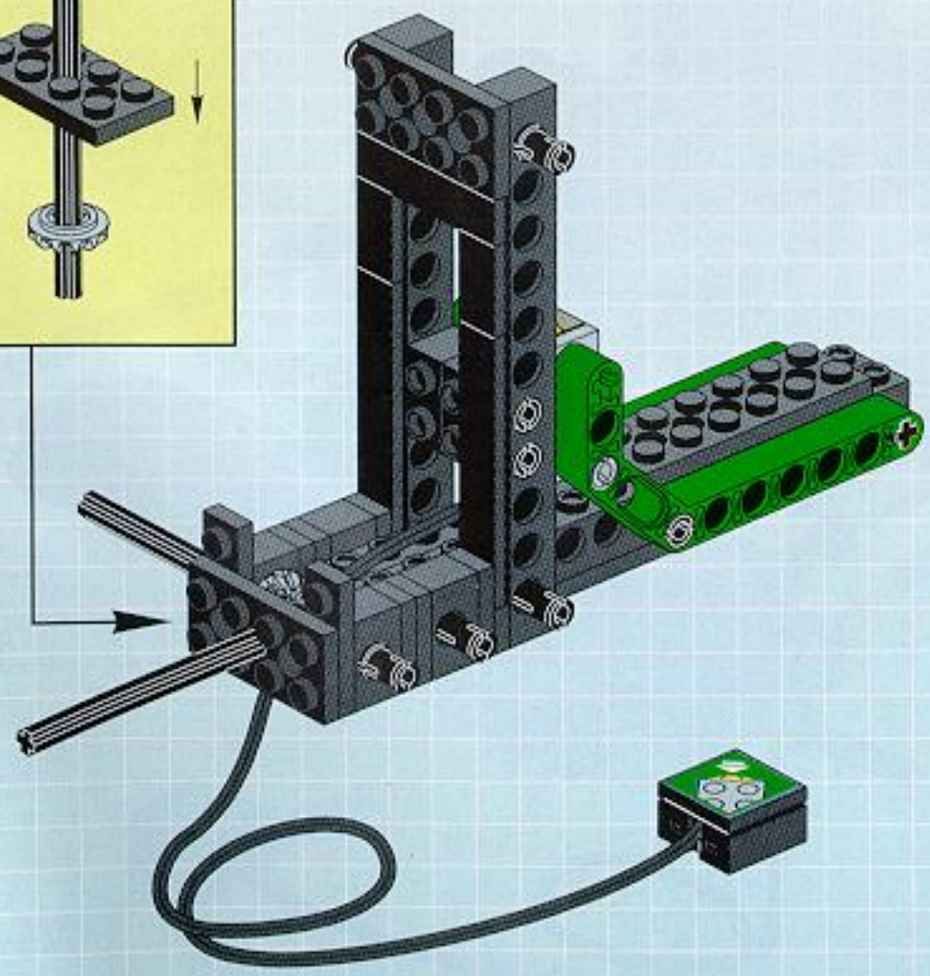

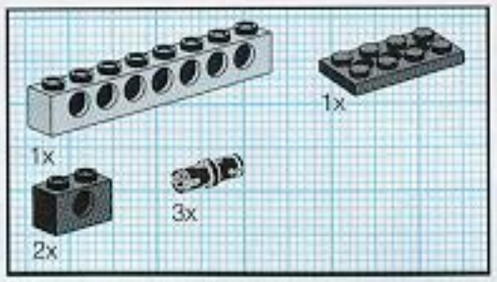

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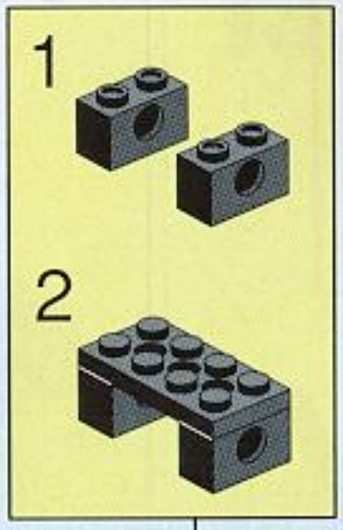

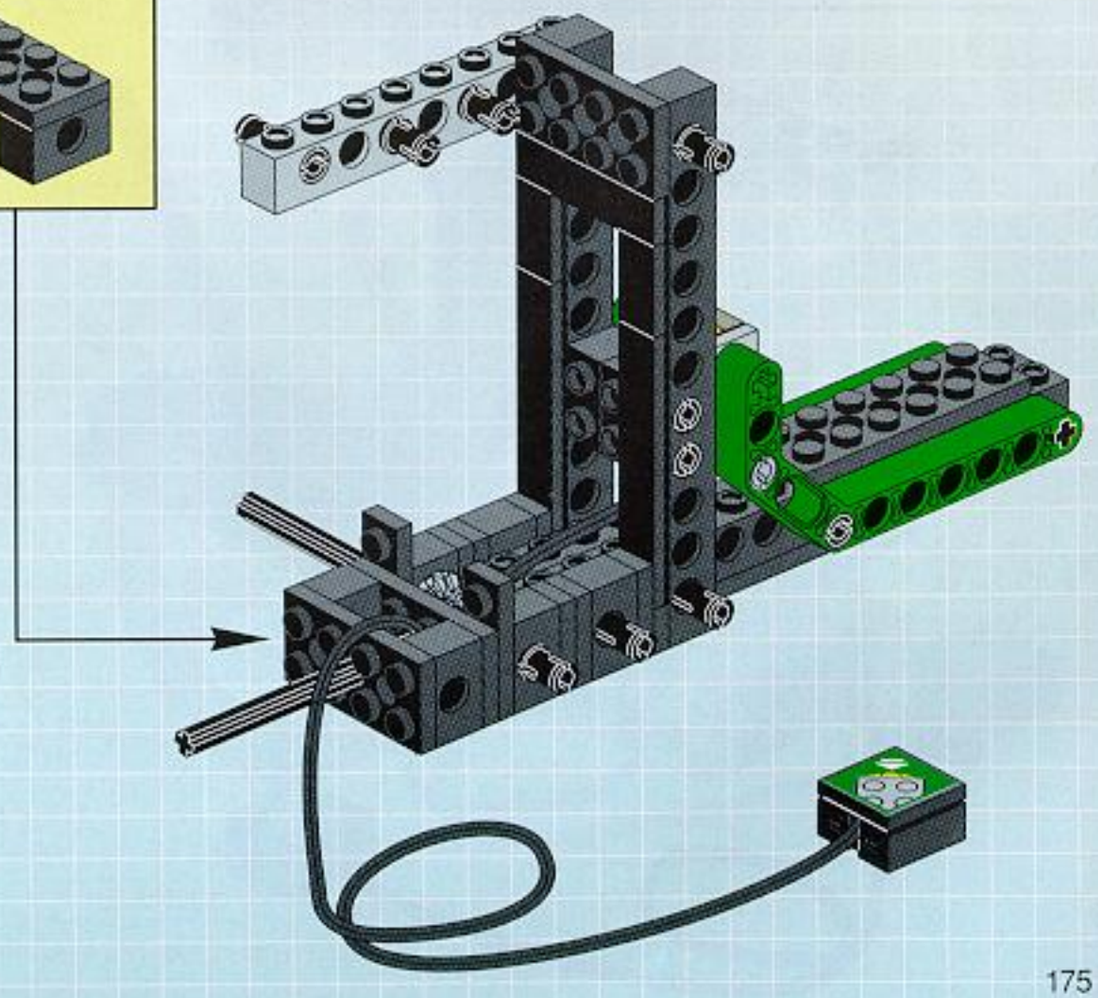

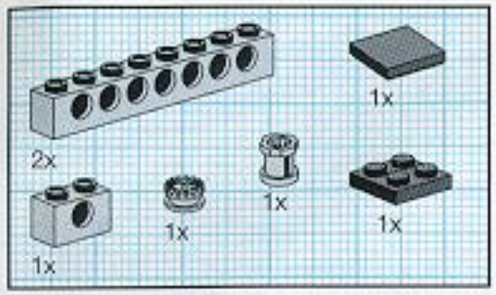

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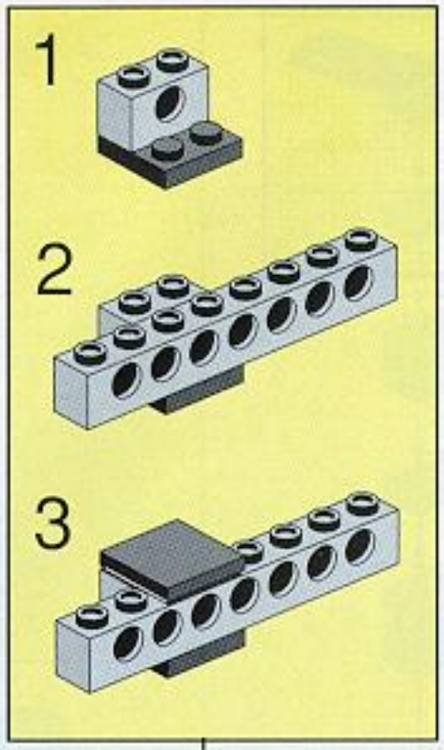

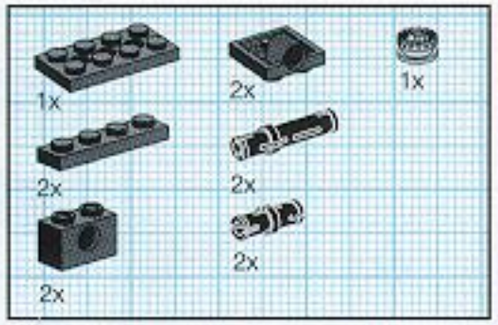

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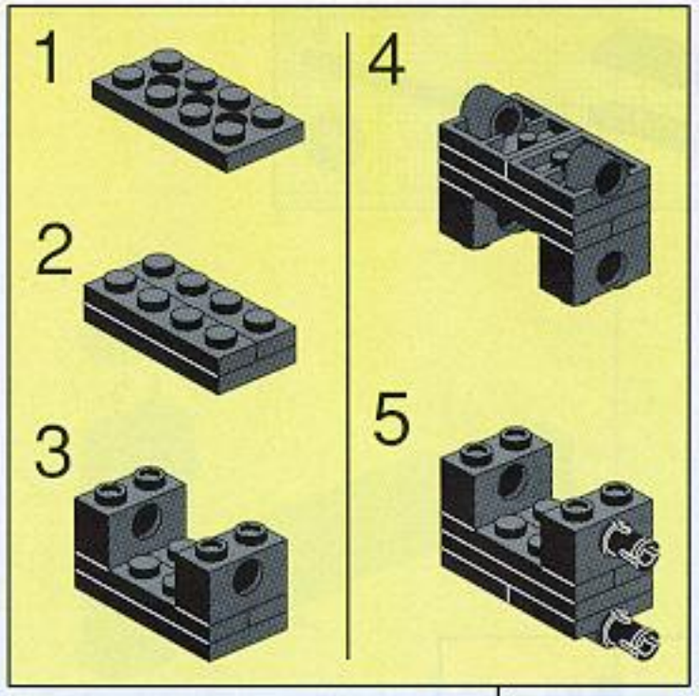

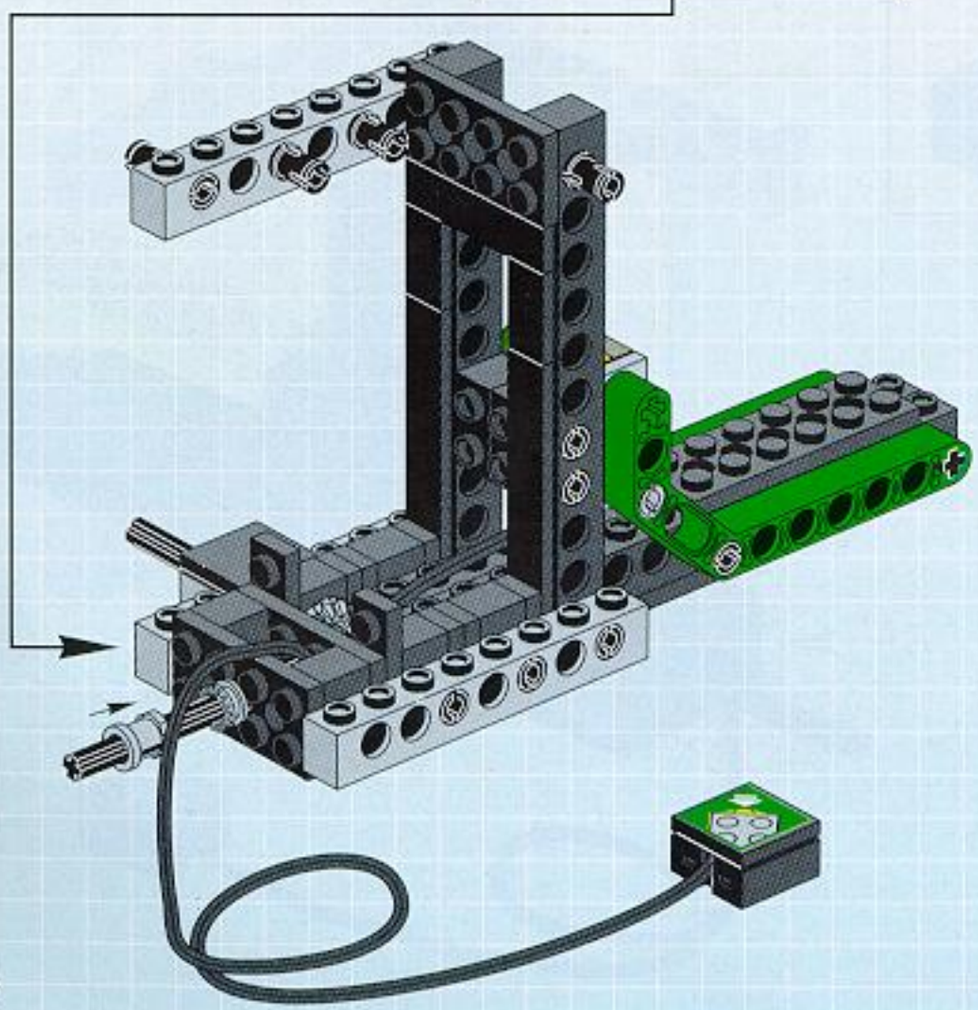

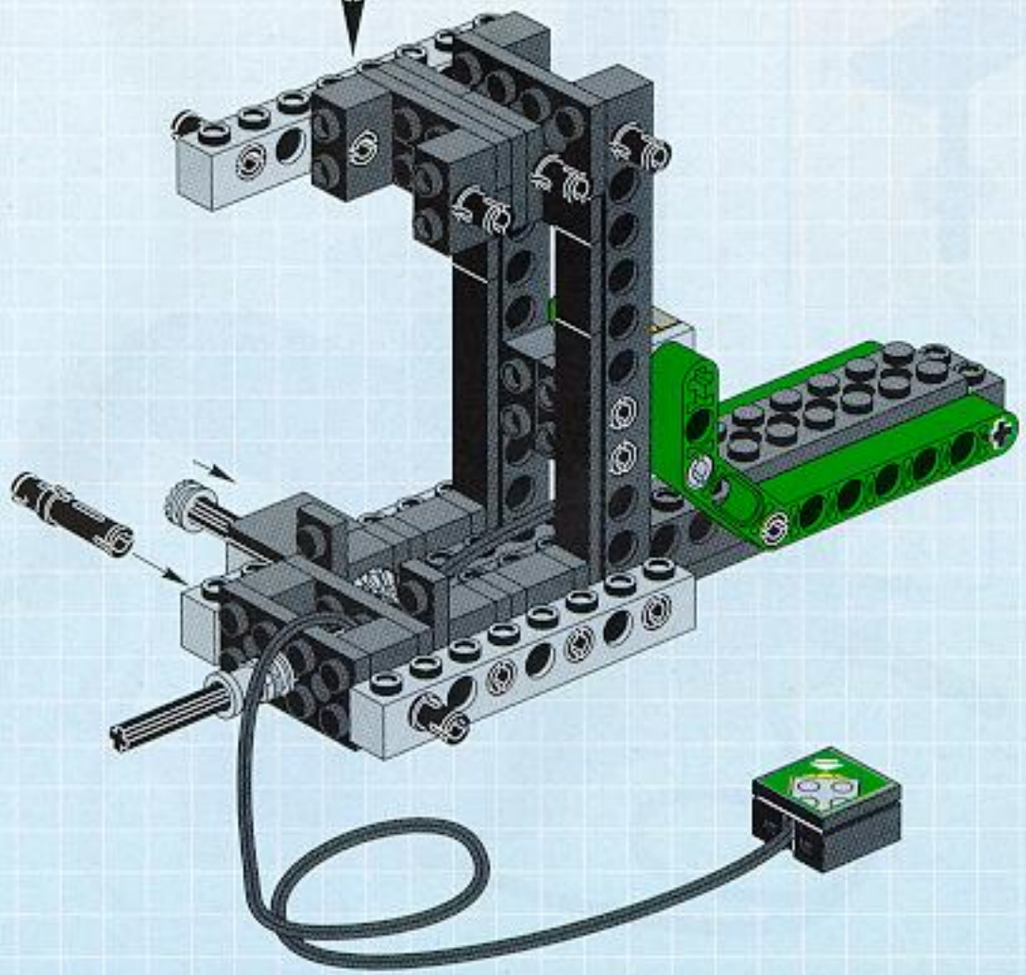

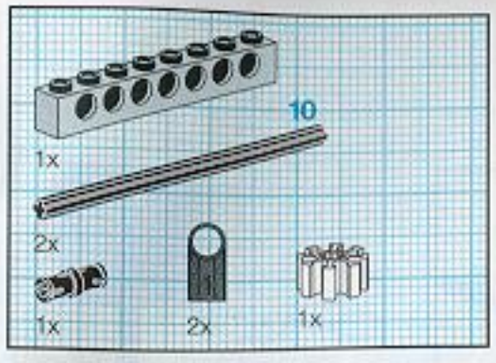

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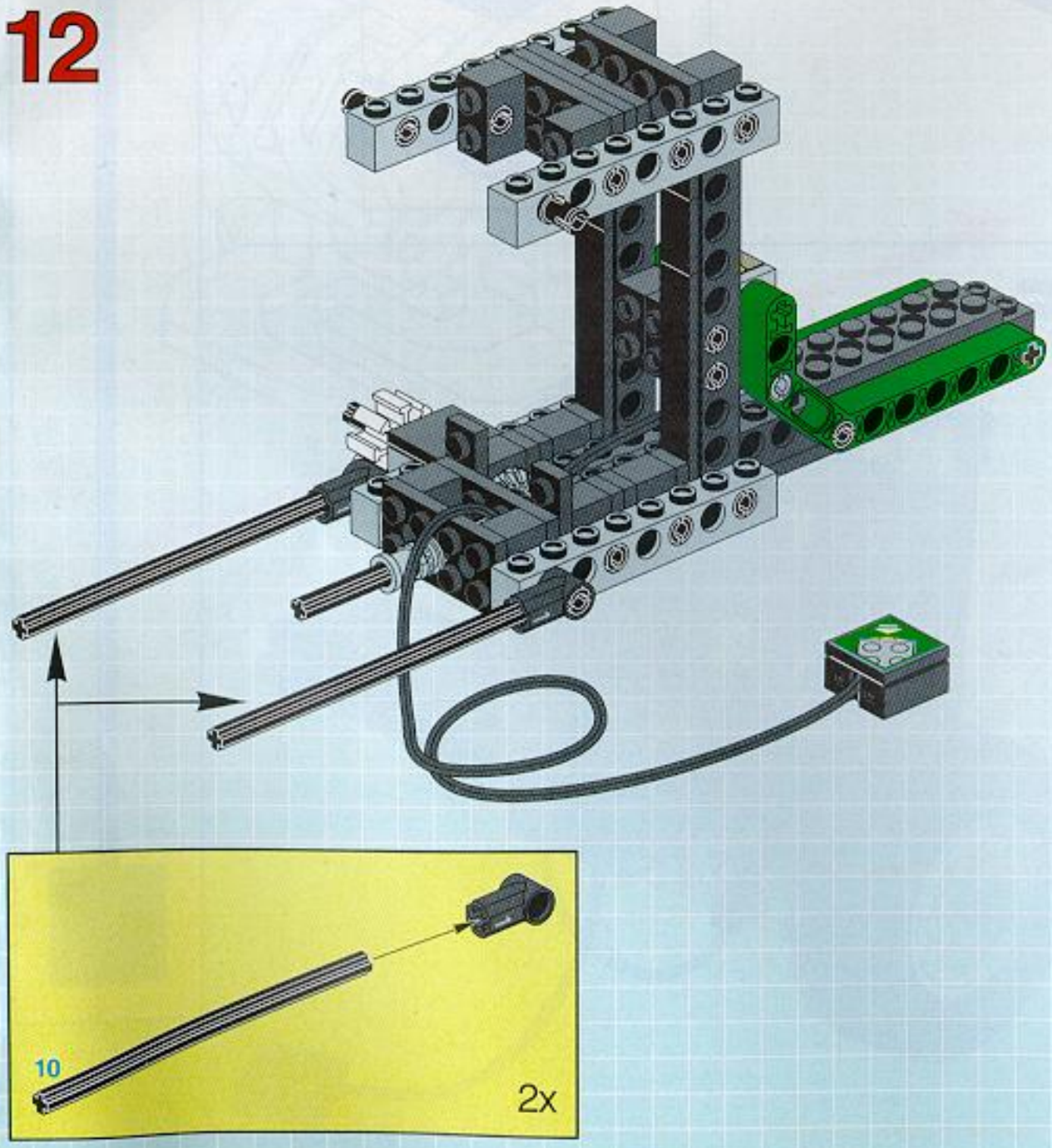

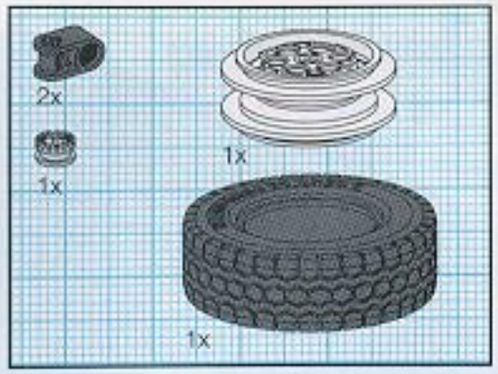

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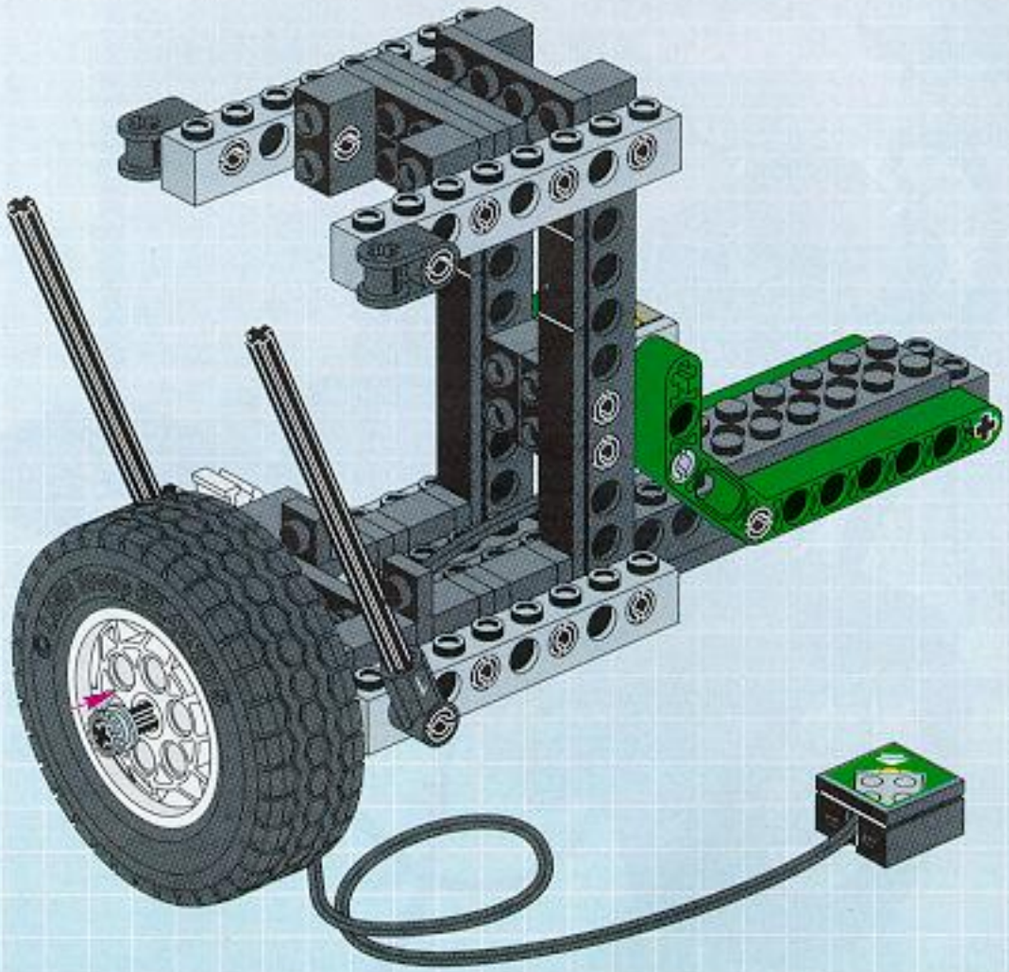

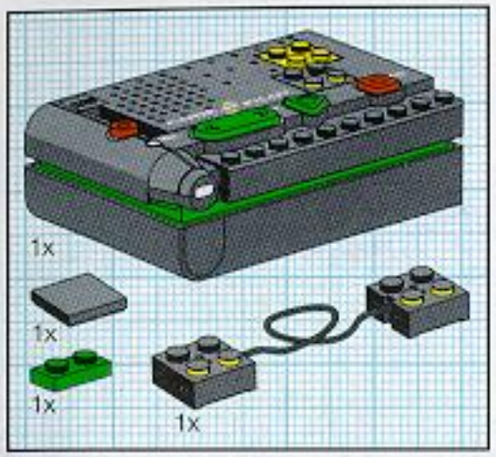

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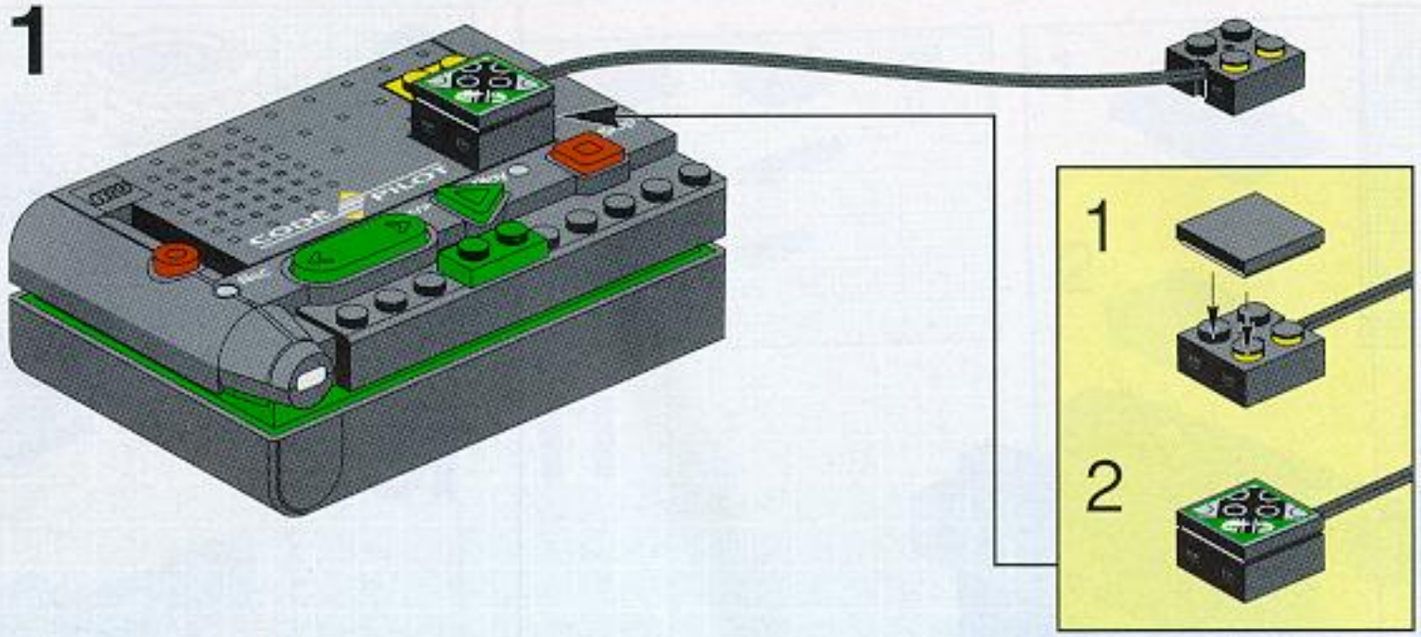

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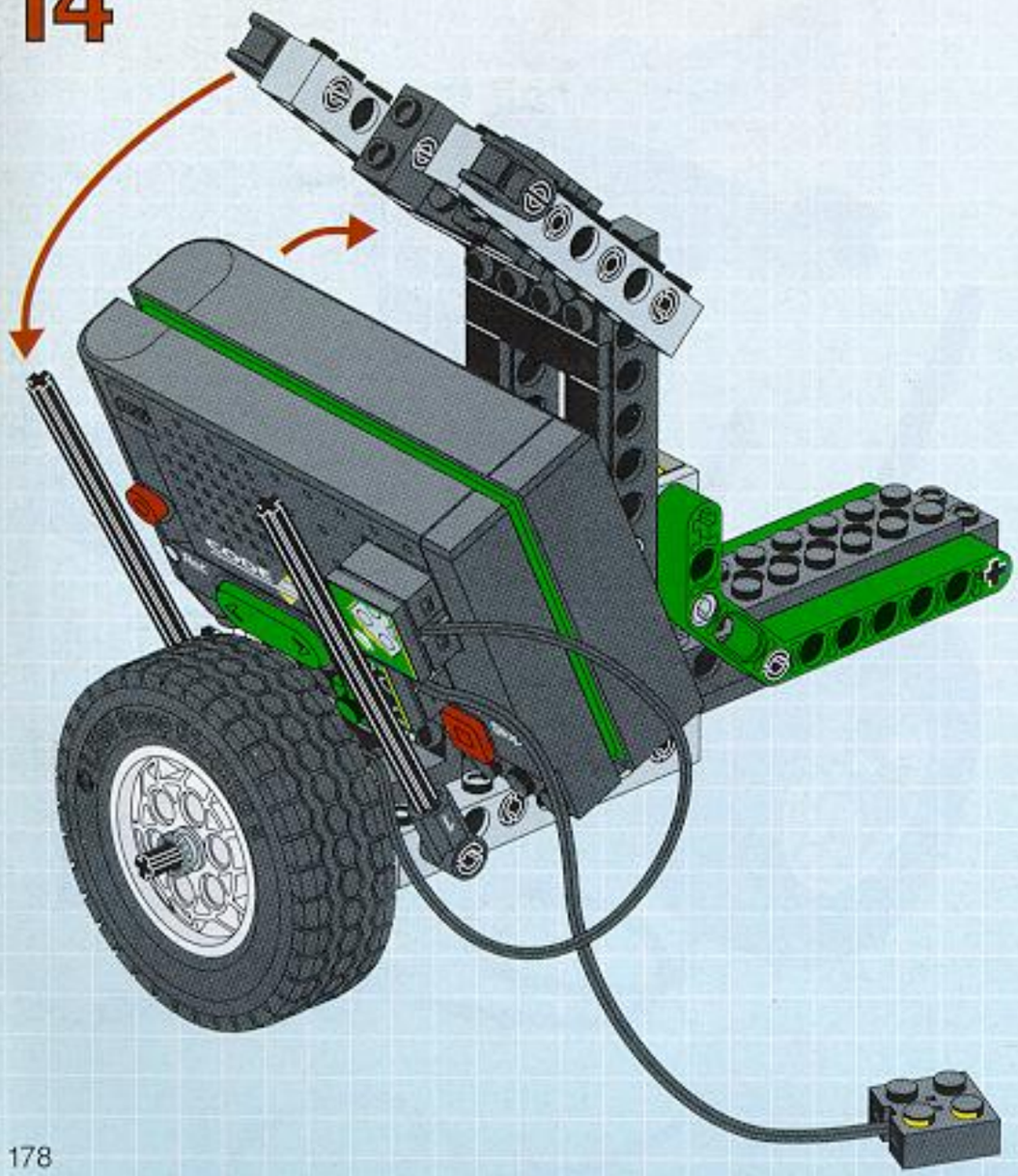

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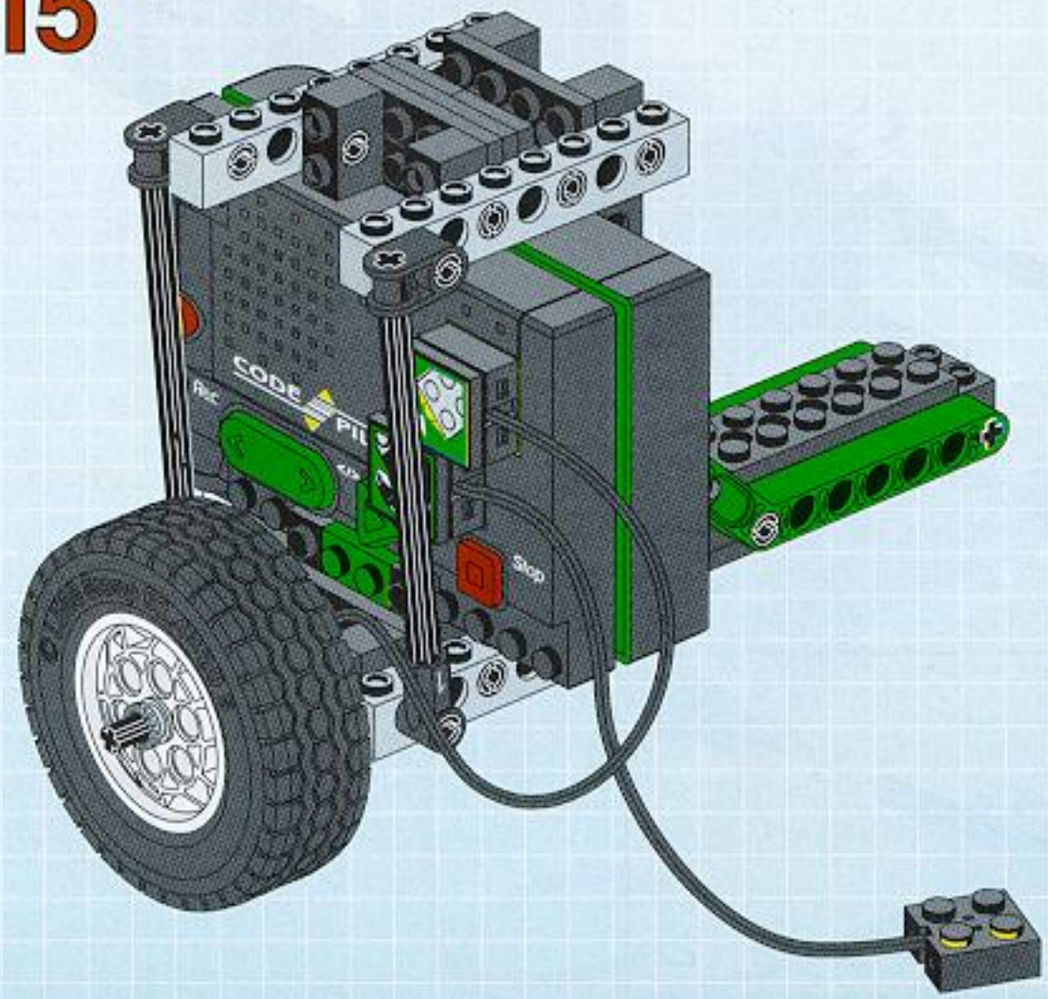

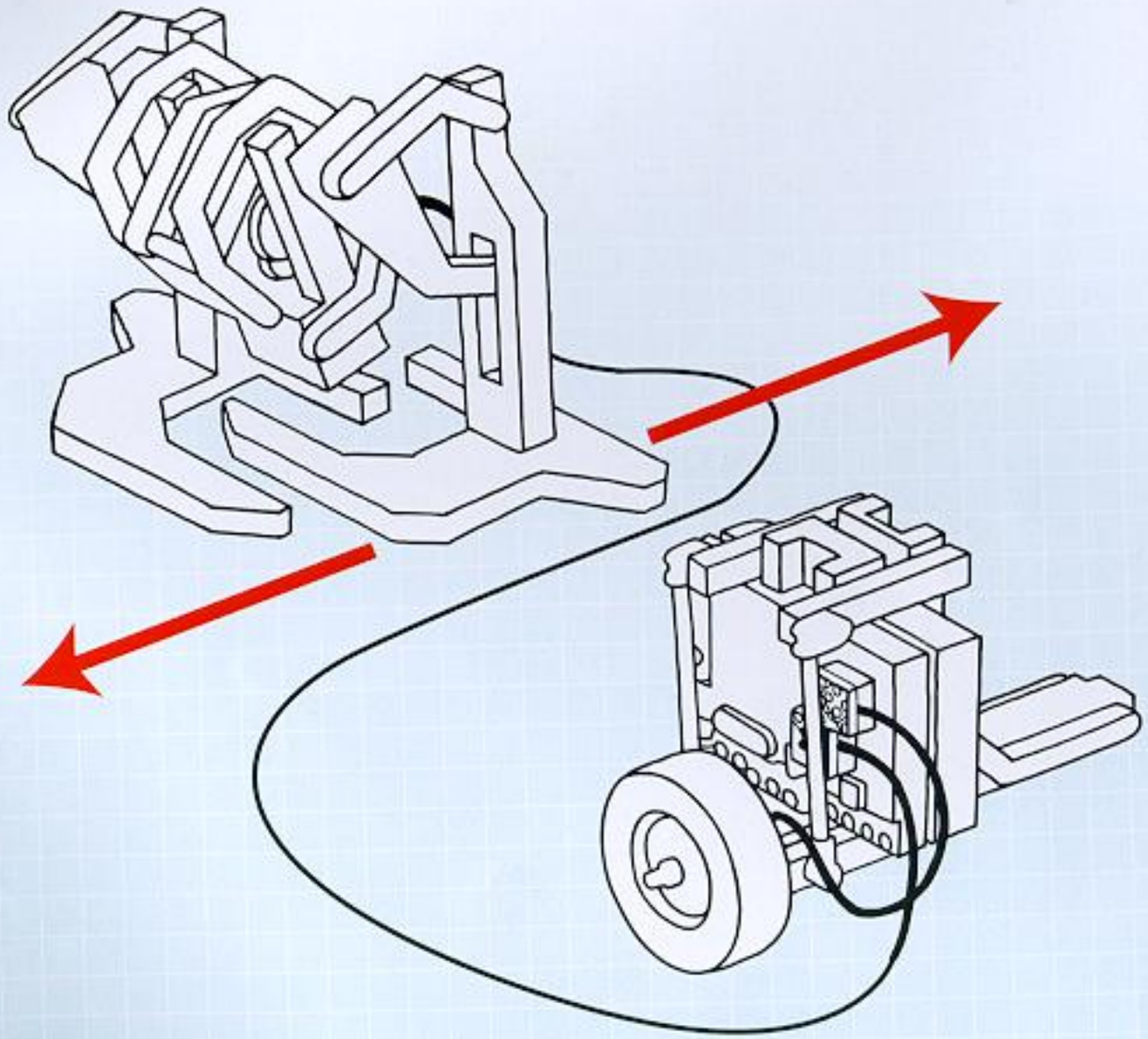

LEGO Technic
CODE PILOT
SEC
SPEED

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CODE PILOT

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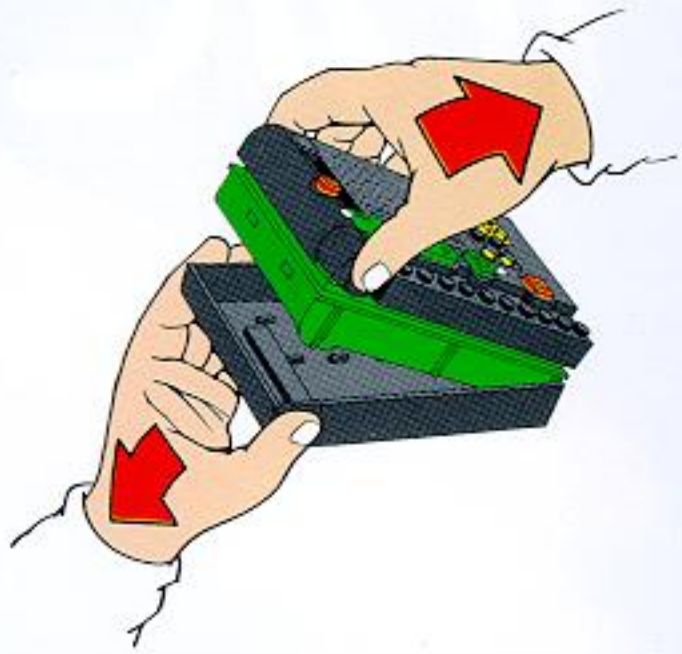
1



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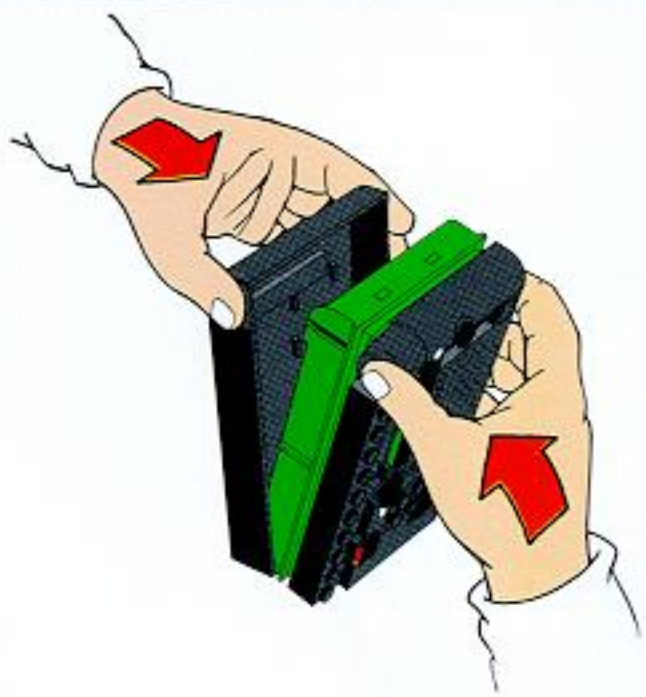

4-5

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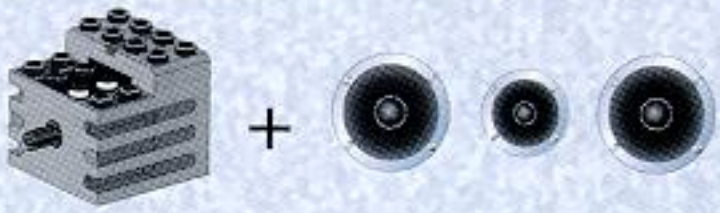
10-13



14-17

18-21

22-25

26-29

30-33

34-37

D

Wie ein Barcode gelesen wird

Auf der einen Seite der BARCODE-TAFEL befinden sich 13 Barcodes, die wie Noten auf einem Klavier angeordnet sind. Nachfolgend erhältst du eine Erklärung darüber, wie du diese in deinen CODE-PILOT einspeicherst. Wenn du das gemeistert hast, wirst du keinerlei Schwierigkeiten mehr mit den anderen Barcodes auf der BARCODE-TAFEL haben.

1. Drücke die runde rote Taste (*Rec*-Taste) an deinem CODE-PILOT (die schwarze Box), und das rote „*Rec*"-Licht leuchtet auf. Jetzt bist du bereit zum Einspeichern deiner Barcodes.
2. Scanne den Barcode, indem du den CODE-PILOT über den Buchstaben „C" hältst und dann quer über den Barcode fährst. Das „Leseauge" muß am Startpunkt aufgesetzt werden und der CODE-PILOT muß die BARCODE-TAFEL während der Aufnahme berühren. Wenn du erfolgreich warst, wird der CODE-PILOT ein „C" spielen. Hat es nicht geklappt, wird der CODE-PILOT einen Brummton von sich geben, was soviel bedeutet, daß du es noch einmal versuchen mußt.
3. Drücke die *Stop*-Taste.
4. Drücke die *Play*-Taste. Der CODE-PILOT spielt dann ein „C".
   Das Licht neben der *Play*-Taste leuchtet grün auf, wenn der CODE-PILOT das Programm abspielt.
   Das C bleibt im CODE-PILOT gespeichert, bis du neue Barcodes einspeicherst.

Übrigens: Die Barcodes können auch von hinten nach vorne gelesen werden.

F

Pour vous exercer lors de la première utilisation du jeu

Dessin 1
Appuyez sur le bouton rond rouge marqué Rec de votre boîtier-pilote. La lumière rouge Rec doit s'allumer, indiquant que l'œil de lecture situé sous le boîtier est prêt à enregistrer des codes-barres.

Dessin 2

- Prenez votre carte à codes (CODE CARD) du côté où se trouve le clavier. Chaque code-barres correspond à une note de musique : C = do, D = ré, E = mi…
- Passer l'œil de lecture du boîtier-pilote sur toute la largeur du code-barres C. Attention, le boîtier-pilote doit être déplacé bien à plat sur la carte à codes. Si le code C a été bien enregistré, le boîtier-pilote émet la note de musique do.
  Si l'enregistrement n'est pas bon, le boîtier-pilote émet un son grave : il faut recommencer. Procédez de même en passant l'œil de lecture sur le code D pour enregistrer la note ré, puis sur le code E pour enregistrer la note mi.

Dessin 3
Votre premier enregistrement de programme est terminé : appuyez sur le bouton Stop.

Dessin 4
Maintenant, vous pouvez écouter votre programme : appuyez sur le bouton Play. La lumière verte située à côté du bouton s'allume pendant que le boîtier-pilote émet le programme de musique que vous avez enregistré : do, ré, mi. Votre programme musical sera conservé dans la mémoire du boîtier-pilote jusqu'à l'enregistrement d'un nouveau programme avec de nouveaux codes.

Remarque : les codes-barres peuvent être lus aussi bien de droite à gauche que de gauche à droite.

Maintenant, vous pouvez tourner votre carte à codes et créer des programmes de sons, d'actions du moteur, etc. (voir pages suivantes).
Et vous pourrez toujours vous servir des codes du clavier pour ajouter de la musique à vos programmes.

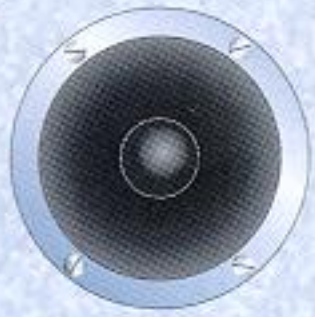
NL

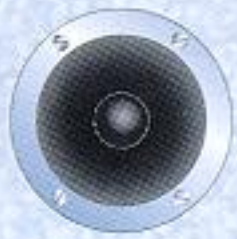
Hoe lees je een barcode?

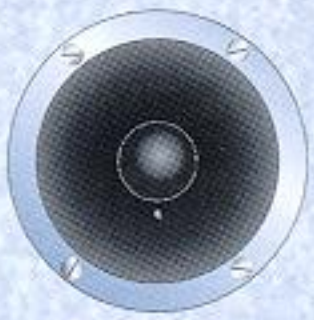
Op de ene kant van de codekaart, vind je 13 barcodes in de vorm van pianotoetsen, deze barcodes komen overeen met akkoorden op een keyboard. Hierna volgt een uitleg over hoe je deze barcodes in je codeerunit kunt inlezen. Als dit gelukt is, zul je geen enkel probleem hebben met de andere barcodes op de codekaart.

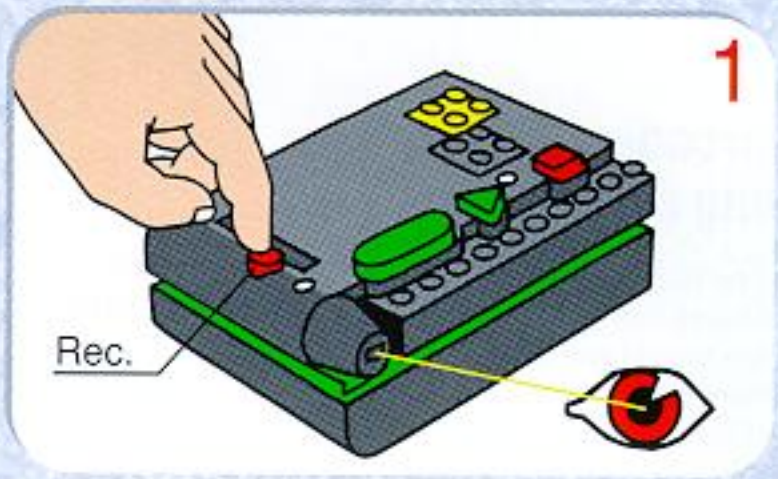
1. Druk op de ronde, rode knop (rec knop) op je codeerunit (het zwarte doosje), het rode lichtje 'Rec' gaat nu branden. Je kunt nu de barcodes inlezen.
2. Scan de barcode door de codeerunit boven de letter 'C' te houden en over de barcode te halen. Het 'leesoog' moet in aanraking komen met het beginpunt van de barcode. Denk erom dat de codeerunit het blad moet aanraken terwijl je inleest. Is alles O.K. dan zal de codeerunit een 'c' spelen. Heb je het niet goed gedaan, dan hoor je een 'buzzer-geluid'. Dit betekent dat je het opnieuw moet proberen.
3. Druk op de 'stop' knop.
4. Druk op de 'play' knop. De codeerunit zal de noot 'c' spelen. Het lichtje naast de 'play' knop zal groen licht geven terwijl de codeerunit het programma afspeelt. De 'c' toon zal in het geheugen van de codeerunit blijven totdat je nieuwe barcodes inleest.

Let op: Je kunt de barcodes ook van achteren naar voren inlezen.





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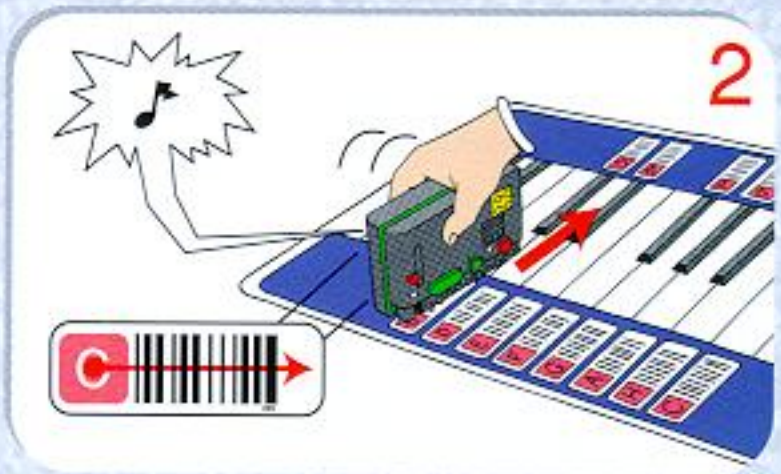
Rec.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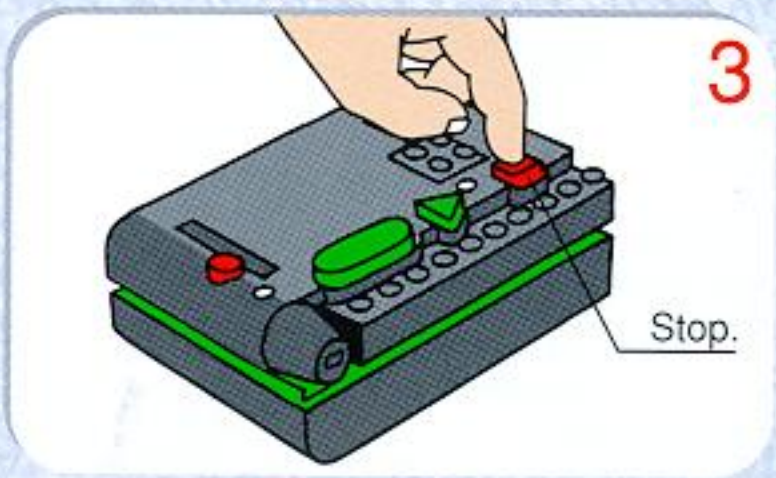
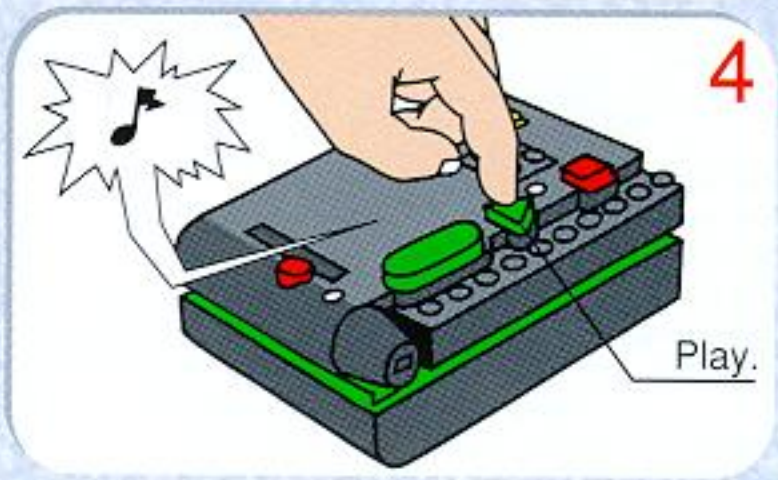
C


3
Stop.


4
Play.

D

Barcodes zur Steuerung des Sounds

Auf der BARCODE-TAFEL befindet sich ein Sound-Bereich mit fünf verschiedenen Sound-Barcodes. Der letzte Barcode im Sound-Bereich beendet die Geräusche. Du kannst diese Geräusche auf eine bestimmte Geschwindigkeit einstellen und auch die Zeit dafür festlegen. Das ist allerdings nicht möglich mit den Barcodes auf der Rückseite der BARCODE-TAFEL („Klavier").

Wenn du dir die einzelnen Geschwindigkeiten auf der BARCODE-TAFEL betrachtest, kannst du dir mit den Zahlen 20, 40 oder 60 aussuchen, wie schnell das Geräusch gespielt werden soll. Über den letzten Barcode in diesem Bereich paßt sich das Geräusch der Geschwindigkeit an, mit der sich das Modell bewegt (siehe Beispiel auf Seite 37).

Im Bereich für die Zeitbegrenzung kannst du bestimmen, wieviele Sekunden lang das Geräusch gespielt werden soll. Du kannst zwischen 0,1 und 99 Sekunden wählen. Willst du das Geräusch 10 Sekunden lang hören, fährst du erst über den Barcode 1 und gleich danach über die 0. Möchtest du eine Dezimalzahl eingeben, mußt du z. B. 4 . 2 einscannen, wenn die Zeit 4,2 Sekunden betragen soll.

Im Bereich für die Zeitbegrenzung siehst du einen Barcode mit einem Würfel. Wenn du diesen Barcode scannst, wird er wahllos irgendeine Zeit zwischen 0-9 Sekunden auswählen.

Gibst du keine Zeit ein, wird das Geräusch immer weiterspielen. Damit sich jedoch die Batterien nicht ganz entladen, schaltet der CODE-PILOT automatisch nach 20 Minuten ab. Die nachfolgenden vier Punkte erklären, wie du ein Geräusch mit einer bestimmten Geschwindigkeit und Zeit speichern kannst:

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Drücke die *Play*-Taste. Dein CODE-PILOT spielt jetzt das Geräusch des Trucks mit einer Geschwindigkeit von 20 und einer Zeit von einer Sekunde.

Probiere selbst die verschiedenen Geschwindigkeiten, Zeiten und Geräusche aus.

F

Programmer des sons

Les codes-barres du panneau son permettent de programmer des bruits différents (camion, hélicoptère, robot, etc.). Vous pouvez aussi programmer la vitesse d'un son ainsi que sa durée (voir ci-dessous). Si vous ne le faites pas, servez-vous du dernier code (haut parleur barré), qui permet de limiter la durée du dernier son choisi.

Le panneau vitesse (SPEED) permet de choisir entre trois vitesses : 20, 40 ou 60. Le dernier code (engrenage) permet de sélectionner une vitesse aléatoire. Voir exemple page 37.

Le panneau chrono (SEC) permet de choisir la durée du son, entre 0,1 et 99 secondes. Exemples : si vous souhaitez sélectionner 10 secondes, il faut lire les codes-barres 1 puis 0. Pour une durée de 4,2 secondes, lire les codes 4 puis « . » puis 2. Le code dé vous permet de sélectionner une durée aléatoire comprise entre 0 et 9 secondes.

Remarque : si vous n'enregistrez pas de durée, le boîtier-pilote émettra sans arrêt le dernier son choisi. Afin d'éviter l'usure complète des piles, le boîtier-pilote s'arrête automatiquement au bout de 20 minutes.

Exemple d'enregistrement d'un son avec vitesse et durée :

1 Appuyez sur le bouton Rec.
2 Enregistrez le programme de codes-barres dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Appuyez sur le bouton Play : le boîtier-pilote émet le son d'un camion à une vitesse 20 pendant 1 seconde.

Essayez différentes vitesses, différentes durées et différents types de sons.

NL

Geluidsbarcodes

Op de codekaart vind je een geluidspanel met vijf verschillende geluidsbarcodes. De laatste barcode op het geluidspanel stopt het geluid. Je kunt deze geluiden een snelheid meegeven en een bepaalde tijdslimiet. Dit kan niet met de piano barcodes op de achterzijde van de codekaart.

De snelheid van het geluid van je model, bepaal je door 20, 40 of 60 te kiezen op je codekaart. De laatste barcode bij de verschillende snelheidskeuzes, geeft je de mogelijkheid een variërende snelheid te kiezen. Zie het voorbeeld op pagina 37.

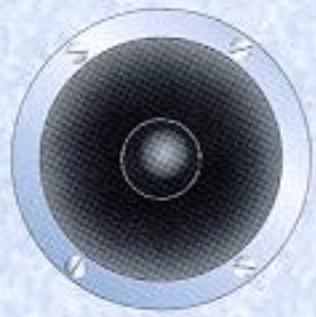
Met het tijdslimiet-gebied op je codekaart, bepaal je hoeveel seconden het geluid moet duren. Je kunt kiezen van 0.1 tot 99 seconden. Wil je 10 seconden, dan kies je de barcode 1 en 0 direct na elkaar. Wil je een tijdslimiet met een decimaal, bijvoorbeeld 4.2 seconden, kies dan 4 . 2 direct achter elkaar, het geluid duurt dan 4,2 seconden.

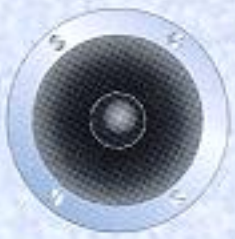
In het tijdslimiet-gebied op je codekaart, zie je een barcode met een dobbelsteen. Door deze barcode te gebruiken, wordt een willekeurige tijdslimiet tussen 0 en 9 seconden gekozen.

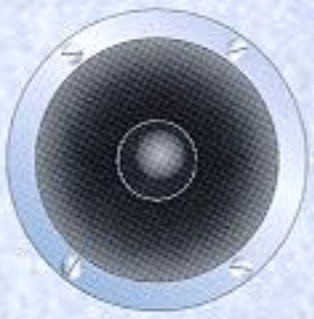
Geef je je geluid geen tijdslimiet mee, dan blijft het geluid voortduren. Om ervoor te zorgen dat de batterijen niet leegraken, zal de codeerunit automatisch stoppen na 20 minuten.
De volgende vier punten laten nog eens zien hoe je een geluid opneemt met een bepaalde snelheid en tijdsduur.

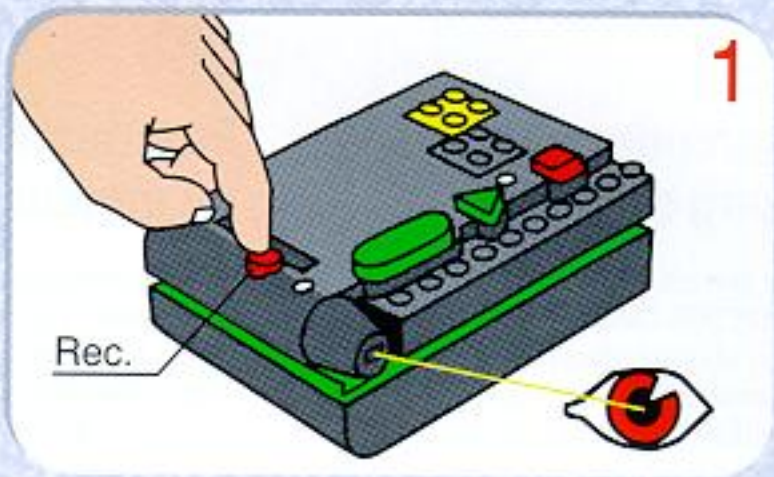
1. Druk op 'Rec'.
2. Lees de barcodes in vanaf de codekaart, in de volgorde zoals afgebeeld op de volgende pagina.
3. Druk op de 'Stop' knop.
4. Druk op de 'Play' knop. Je codeerunit zal nu het vrachtwagengeluid laten horen met een snelheid van 20 gedurende 1 seconde.

Experimenteer zelf met verschillende snelheden, tijdslimieten en geluiden.

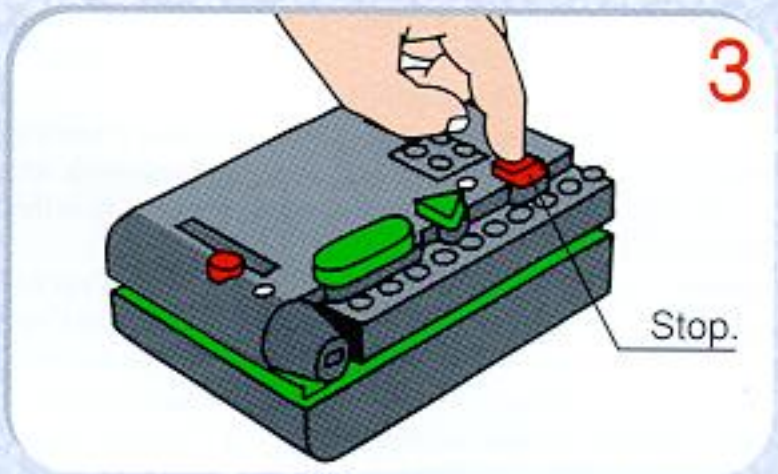


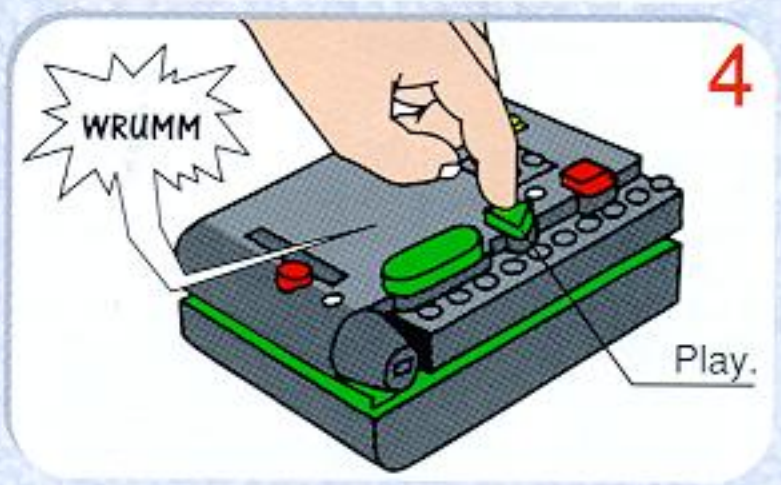





1
Rec.

2
1
2
20
3
1
SEC.


3
Stop.


4
WRUMM
Play.

D

Barcodes zur Steuerung des Motors

Im Bereich für den Motor auf deiner BARCODE-TAFEL kannst du zwischen drei verschiedenen Barcodes auswählen. Mit dem ersten läuft der Antrieb in eine Richtung, mit dem letzten in die andere Richtung, und mit dem mittleren Barcode wird der Motor gestoppt.

Du kannst dem Motor auch verschiedene Geschwindigkeiten und Zeiten zuweisen. Wenn du keine Zeit eingibst, läuft der Motor 20 Minuten lang weiter. Nach diesen 20 Minuten stoppt er automatisch, damit die Batterien sich nicht entladen. Wählst du keine Geschwindigkeit aus, läuft der Motor auf höchster Geschwindigkeit. Die nachfolgenden fünf Punkte erklären, wie du den Motor mit einer bestimmten Geschwindigkeit und Zeit zum Laufen bekommst.

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Schließe den Motor an den CODE-PILOT an. Verwende dazu den schwarzen elektrischen Anschluß am CODE-PILOT.
5. Drücke die *Play*-Taste. Der CODE-PILOT wird den Motor jetzt für 2 Sekunden mit einer Geschwindigkeit von 40 laufen lassen.
   Den Unterschied zwischen den verschiedenen Geschwindigkeiten kannst du leichter erkennen, wenn dein LEGO TECHNIC Motor in ein Modell eingebaut ist.

Probiere selbst verschiedene Geschwindigkeiten und Zeiten aus.

F

Programmer l'action du moteur

3 codes-barres permettent d'actionner votre moteur. Les deux codes avec flèches font tourner le moteur dans un sens ou dans l'autre, le code STOP permet de l'arrêter.

On peut programmer la vitesse du moteur et la durée de l'action. Si vous ne choisissez pas de vitesse, le moteur fonctionnera à la vitesse la plus rapide. Si vous ne choisissez pas de durée (ou le code STOP), votre moteur fonctionnera pendant 20 minutes. Puis il s'arrêtera automatiquement pour économiser les piles.

Exemple d'enregistrement du fonctionnement de votre moteur, de sa vitesse et de sa durée :

1 Appuyez sur le bouton Rec.
2 Enregistrez les codes-barres dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Branchez le moteur sur le boîtier-pilote en fixant l'extrémité du fil de connexion moteur (symbole brique noire) sur la brique noire correspondante du boîtier-pilote.
5 Appuyez sur le bouton Play.
  Le boîtier-pilote lancera le moteur à la vitesse 40 pendant 2 secondes.

Essayez vous-même différentes vitesses et différentes durées de fonctionnement. C'est encore plus intéressant si le moteur est placé dans un modèle.

NL

Motor barcodes

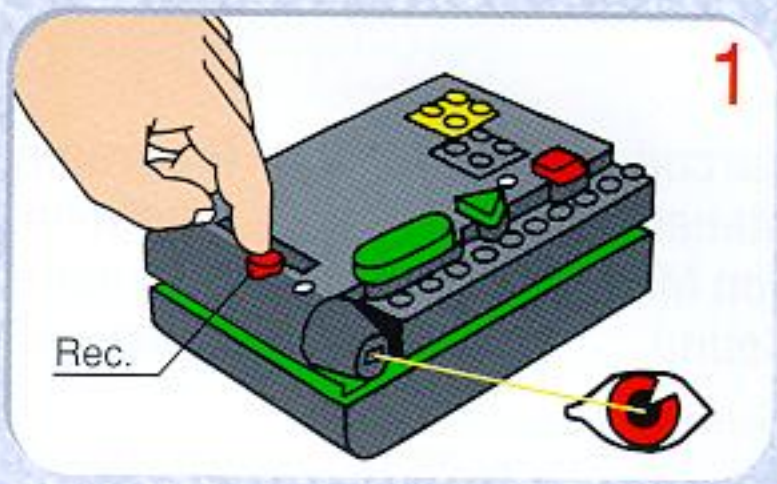
In het gedeelte op de codekaart voor de werking van de motor, kun je kiezen uit drie verschillende barcodes. Eén laat de motor de ene kant op draaien, één zorgt ervoor dat de motor de andere kant op draait en de derde code laat de motor stoppen.

Het is ook mogelijk om de motor verschillende snelheden en tijdslimieten mee te geven. Je motor blijft 20 minuten lopen als je geen tijdslimiet inleest. Na 20 minuten stopt de motor automatisch om de batterijen te sparen. Als je geen snelheid kiest, loopt de motor op de hoogste snelheid.

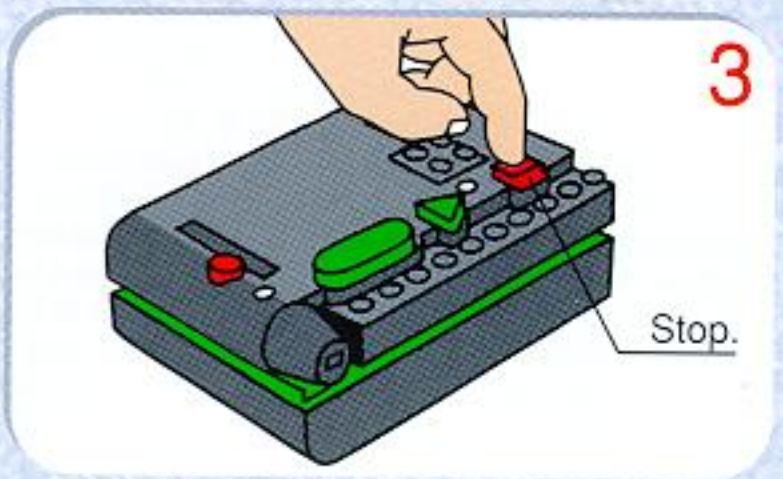
De volgende vijf stappen geven aan hoe je de motor laat lopen met een bepaalde snelheid en tijdsduur.

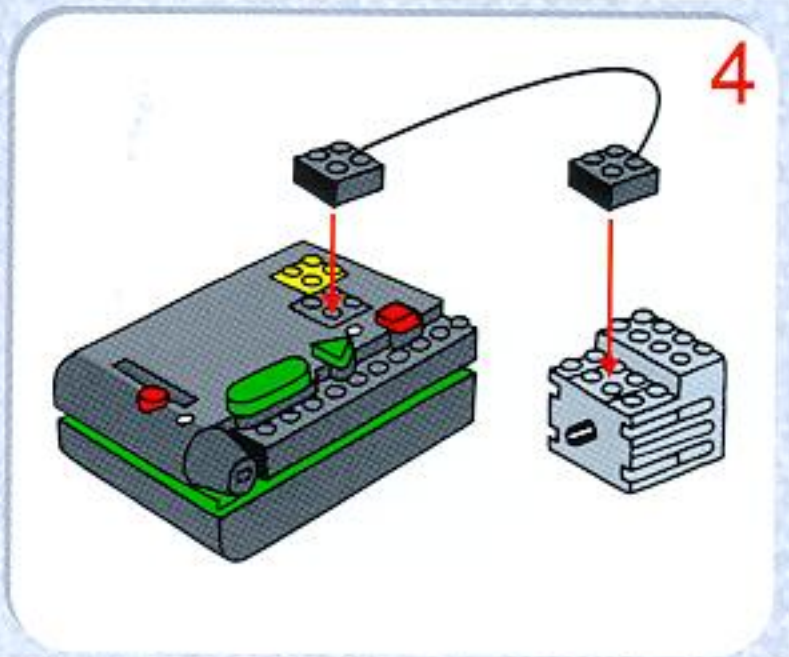
1. Druk op 'Rec'.
2. Lees de barcodes in in de volgorde die aangegeven staat op de volgende pagina.
3. Druk op de 'Stop' knop.
4. Sluit de motor op de codeerunit aan. Gebruik hiervoor het zwarte verbindingsplaatje op de codeerunit.
5. Druk op 'Play'. De codeerunit laat de motor lopen met een snelheid van 40 gedurende 2 seconden.
   Je kunt het verschil in snelheid gemakkelijker zien als je TECHNIC motor in een model is ingebouwd.

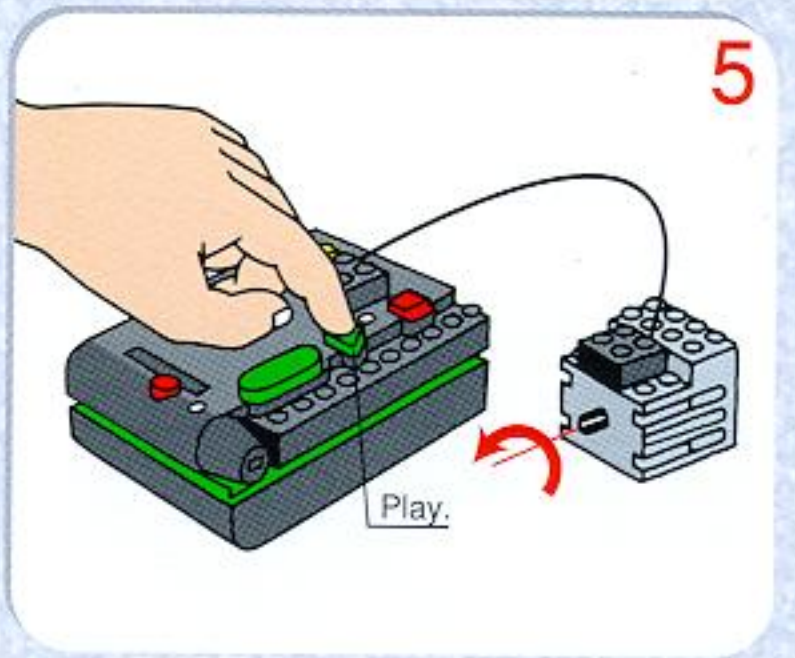
Experimenteer zelf met verschillende snelheden en tijdslimieten.


1
Rec.

2
1
2
40
3
2
SEC.


3
Stop.


4


5
Play.

D

Barcodes zur Steuerung von Motor und Sound

Zwischen den Motoren-Barcodes und den Sound-Barcodes befindet sich auf der BARCODE-TAFEL ein Barcode mit dem Zeichen „&". Mit diesem Barcode werden dem Motor und dem Geräusch dieselbe Startzeit, Stopzeit und die entsprechende Geschwindigkeit zugewiesen.

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Schließe den Motor an den CODE-PILOT an. Verwende dazu den schwarzen elektrischen Anschluß am CODE-PILOT.
5. Drücke die *Play*-Taste. Motor und Geräusch werden zur gleichen Zeit gestartet und werden für 3 Sekunden bei einer Geschwindigkeit von 40 abgespielt.

Probiere selber verschiedene Geschwindigkeiten und Zeiten für Motor und Geräusche aus.

F

Programmer le fonctionnement simultané du moteur et du son

Le code-barres «&» situé entre le panneau moteur et le panneau son permet le lancement simultané du moteur et du son, les arrête au même moment et leur donne la même vitesse.

Exemple :

1 Appuyez sur le bouton Rec.
2 Enregistrez les codes-barres dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Branchez le moteur sur le boîtier-pilote en fixant l'extrémité du fil de connexion moteur (symbole brique noire) sur la brique noire correspondante du boîtier-pilote.
5 Appuyez sur le bouton Play. Le moteur et le son du camion démarrent au même moment, avec la même vitesse de 40 et pour 3 secondes.

Essayez vous-même différentes vitesses et différentes durées de fonctionnement pour le moteur et le son. C'est encore plus intéressant si le moteur est placé dans un modèle.

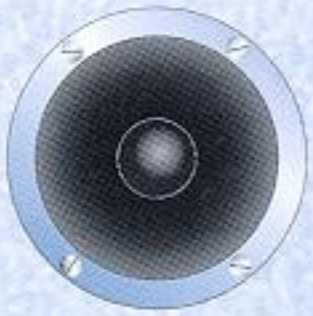
NL

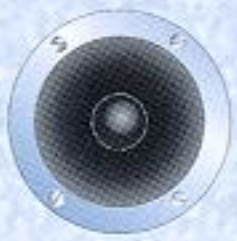
Motor en geluids-barcodes

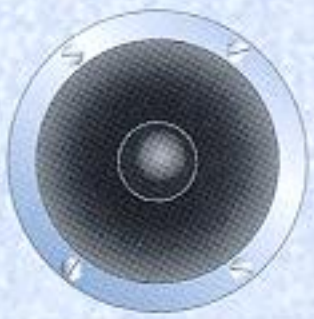
Op de codekaart vind je een '&' barcode tussen het motor-panel en het geluidspanel. Deze barcode zorgt ervoor dat motor en geluid eenzelfde start-tijd, stop-tijd en snelheid hebben.

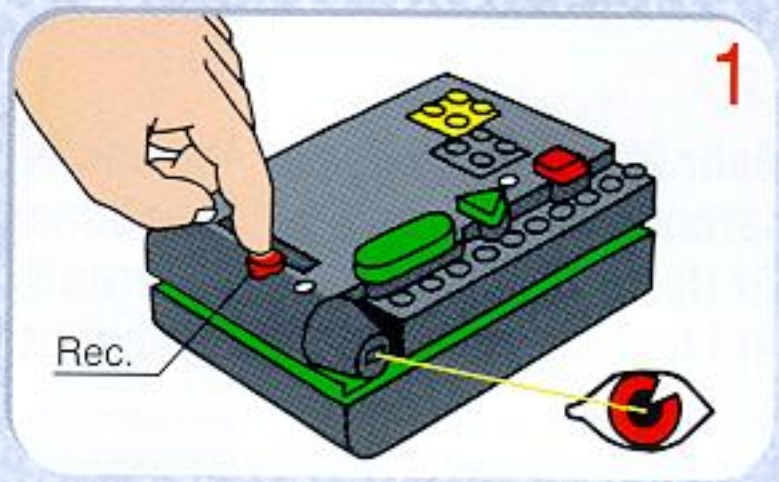
1. Druk op 'Rec'.
2. Lees de barcodes in in dezelfde volgorde als op de volgende pagina staat afgebeeld.
3. Druk op de 'Stop' knop.
4. Sluit de motor aan de op codeer-unit. Gebruik hiervoor het zwarte verbindingsplaatje op de codeer-unit.
5. Druk op 'Play'. Motor en geluid zullen nu gelijk beginnen met een snelheid van 40 gedurende 3 seconden.

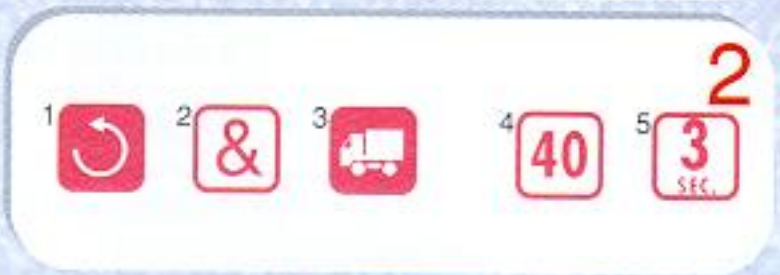
Experimenteer zelf met verschillende snelheden en tijdslimieten voor motor en geluid.

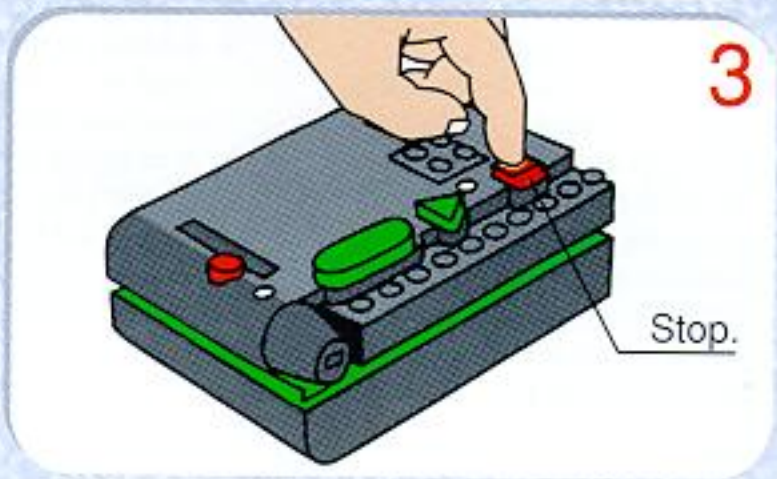


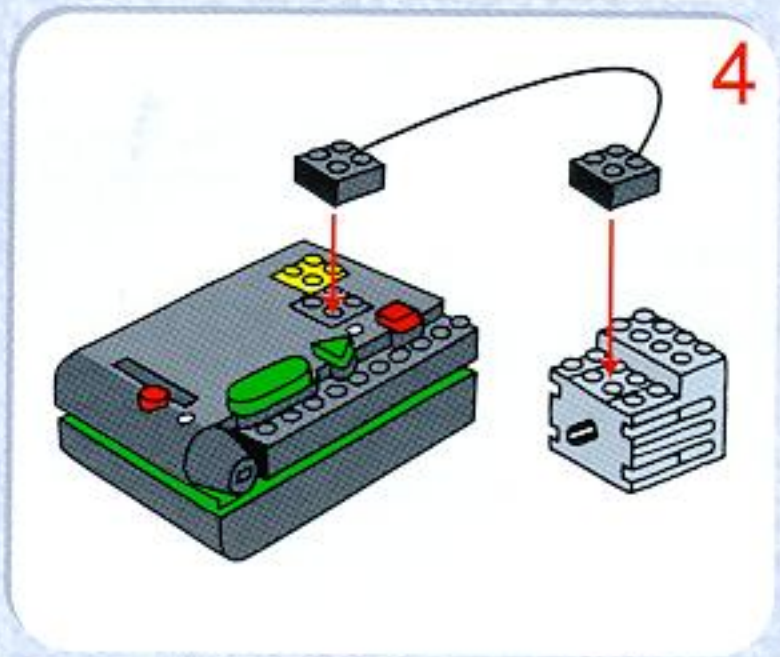


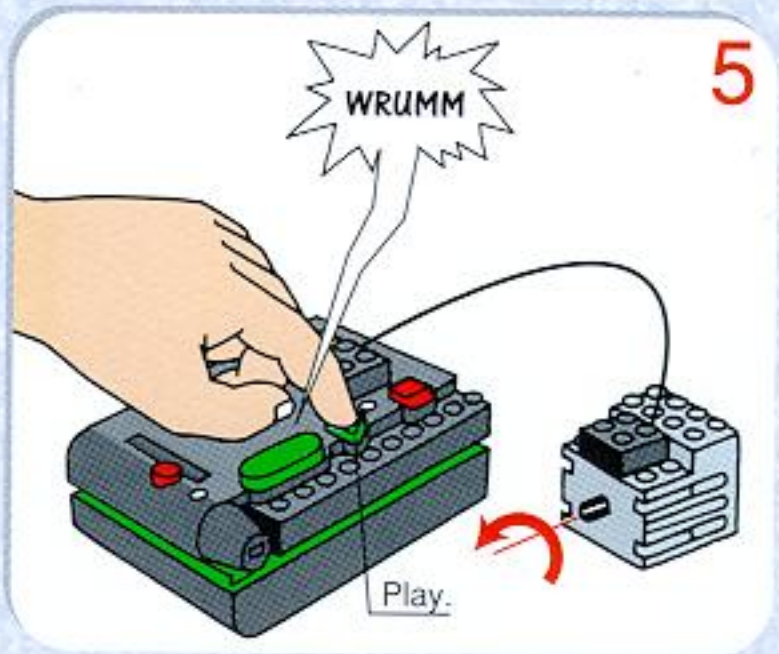



1
Rec.


2
1
2
&
3
4
40
5
3
SEC.


3
Stop.


4


5
WRUMM
Play.

D

Mehr über die Barcodes für den Motor und den Sound

Hier ein Beispiel, wie du verschiedene Geschwindigkeiten und Zeiten für den Motor und das Geräusch einstellen kannst.

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Schließe den Motor an den CODE-PILOT an. Verwende dazu den schwarzen elektrischen Anschluß am CODE-PILOT.
5. Drücke die *Play*-Taste. Motor und Geräusch starten zum selben Zeitpunkt, die Geschwindigkeiten aber sind unterschiedlich. Der Motor läuft eine Sekunde länger als das Geräusch.

Den Unterschied zwischen den verschiedenen Motorengeschwindigkeiten kannst du leichter erkennen, wenn der LEGO TECHNIC Motor in ein Modell eingebaut ist.

Probiere selbst unterschiedliche Geschwindigkeiten und Zeiten für Motor und Geräusche aus.

F

Vitesse et durée de fonctionnement différents pour le moteur et le son

Voici comment faire démarrer en même temps le moteur et le son, mais en leur donnant des vitesses et des durées différentes.

1 Appuyez sur le bouton Rec.
2 Enregistrez les codes-barres de la carte à codes dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Branchez le moteur sur le boîtier-pilote en fixant l'extrémité du fil de connexion moteur (symbole brique noire) sur la brique noire correspondante du boîtier-pilote.
5 Appuyez sur le bouton Play.
Le moteur et le son démarrent au même moment mais leur vitesse est différente et le moteur fonctionnera 2 secondes de plus que le son.

Essayez vous-même différentes vitesses et différentes durées de fonctionnement pour le moteur et le son. C'est encore plus intéressant si le moteur est placé dans un modèle.

NL

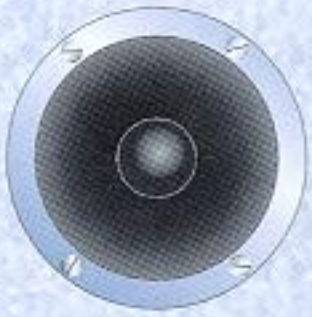
Meer informatie over de motor- en de geluids-barcodes

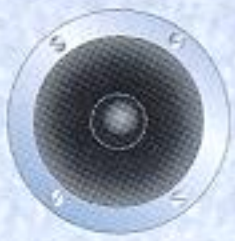
Dit geeft je een voorbeeld hoe je de motor en het geluid op verschillende snelheden en tijdsduren kunt instellen.

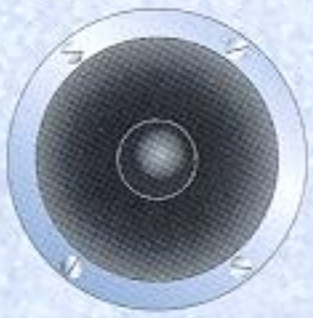
1. Druk op 'Rec'.
2. Lees de barcodes in in dezelfde volgorde als op de volgende pagina staat afgebeeld.
3. Druk op de 'Stop' knop.
4. Sluit de motor aan de op codeer-unit. Gebruik hiervoor het zwarte verbindingsplaatje op de codeer-unit.
5. Druk op 'Play'. Motor en geluid starten nu op hetzelfde tijdstip maar de snelheden verschillen. De motor draait één seconde langer dan het geluid.

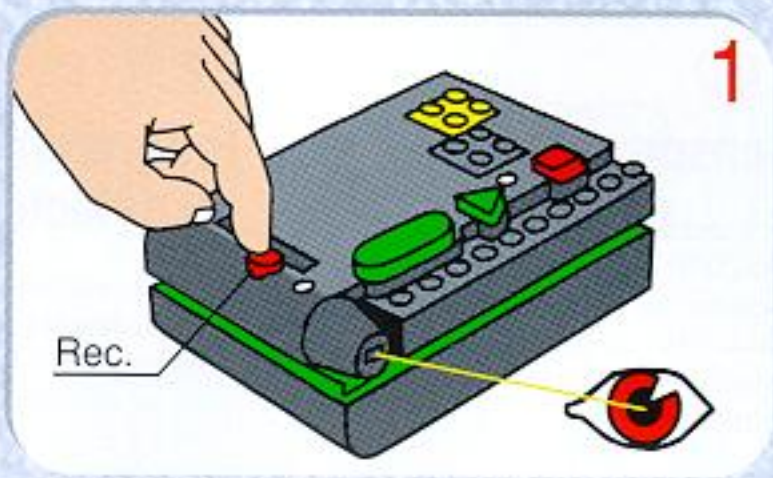
Het verschil in motor-snelheid zie je gemakkelijker als de motor aan een TECNIC model is verbonden.

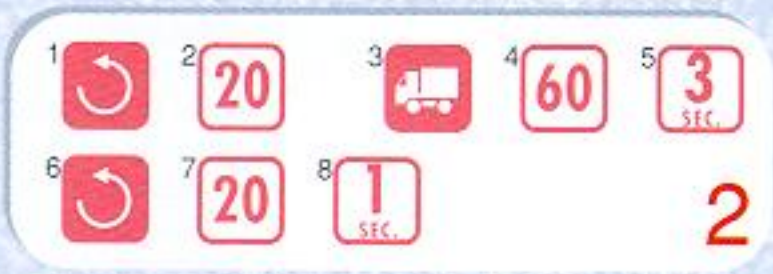
Experimenteer zelf met verschillende snelheden en tijdslimieten voor de motor en het geluid.

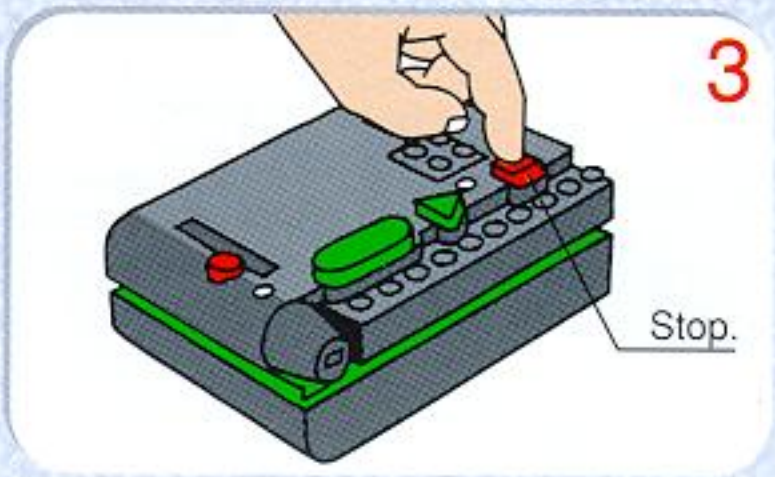


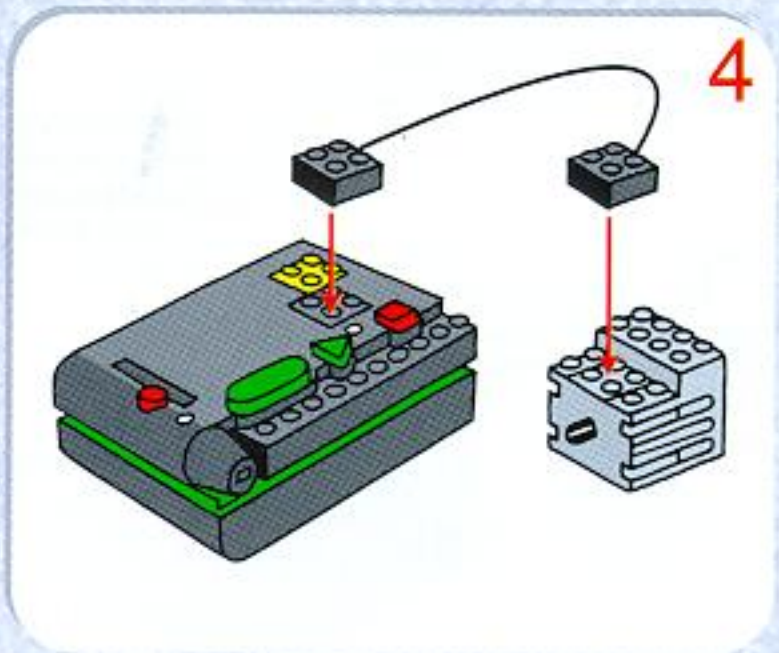


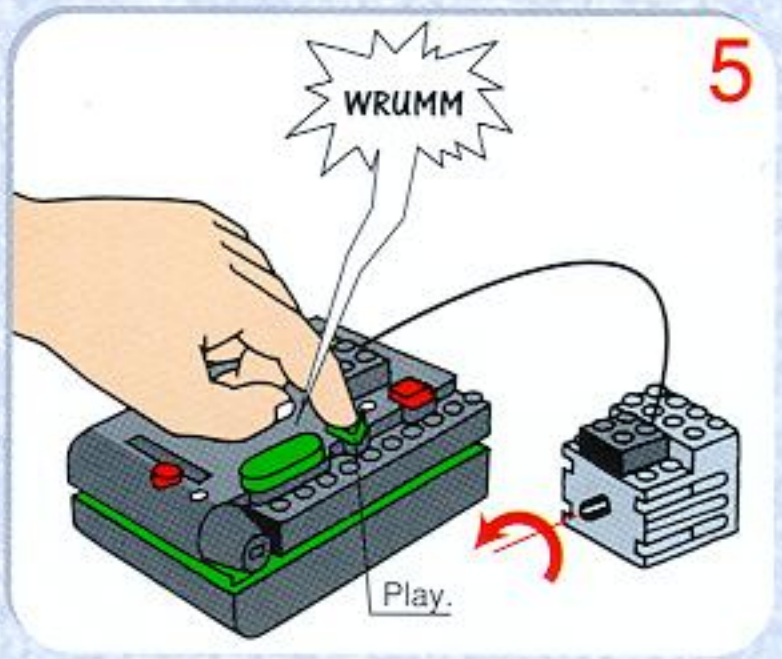



1
Rec.


1
2
20
3
4
60
5
3
SEC.
6
7
20
8
1
SEC.
2


3
Stop.


4


WRUMM
5
Play.

D

Sensor

Im Bereich für den Sensor auf der BARCODE-TAFEL befinden sich zwei Barcodes. Ein Barcode bedeutet „Sensortaste ist gedrückt", der andere bedeutet „Sensortaste ist nicht gedrückt".

Wenn du den Sensor in deinen Programmen verwenden willst, wartet der CODE-PILOT darauf, daß der Sensor entweder gedrückt oder losgelassen wird. Hier ein Beispiel, wie du den Sensor verwenden kannst.

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Schließe den Sensor an den CODE-PILOT an. Verwende dazu den gelben elektrischen Anschluß am CODE-PILOT.
5. Drücke die *Play*-Taste. Der CODE-PILOT wartet jetzt auf die Aktivierung des Sensors.
6. Drückst du den Sensor, dann hörst du ein Truck-Geräusch. Läßt du den Sensor los, hörst du ein Roboter-Geräusch.

Stell dir dein eigenes Programm zusammen – du könntest deinem CODE-PILOT zum Beispiel ein bestimmtes Geräusch geben, wenn der Sensor nicht gedrückt wird und den Motor laufen lassen, wenn der Sensor gedrückt wird.

F

Programmation du détecteur

Les deux codes-barres situés sur le panneau détecteur de votre carte à codes permettent de programmer des fonctions différentes avec le bouton du détecteur selon qu'on appuie dessus (code du bas) ou qu'on le relâche (code du haut).

Très important !
Quand le détecteur est utilisé dans un programme, le boîtier-pilote attend que l'on presse le bouton jaune du détecteur ou qu'on le relâche pour lancer les fonctions programmées.

Exemple :

1 Appuyez sur le bouton Rec.
2 Enregistrez les codes-barres dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Branchez le détecteur sur le boîtier-pilote en fixant l'extrémité du fil de connexion détecteur (symbole détecteur) sur la brique jaune correspondante du boîtier-pilote.
5 Appuyez sur le bouton Play. Le boîtier-pilote attend maintenant la mise en marche du détecteur.
6 Quand vous pressez le bouton jaune du détecteur, vous entendez un bruit de camion. Quand vous relâchez le bouton jaune du détecteur, vous entendez un bruit de robot.

Essayez vos propres programmes. Par exemple, votre boîtier-pilote peut émettre un son quand on presse le bouton du détecteur et le moteur peut démarrer quand on le relâche.

NL

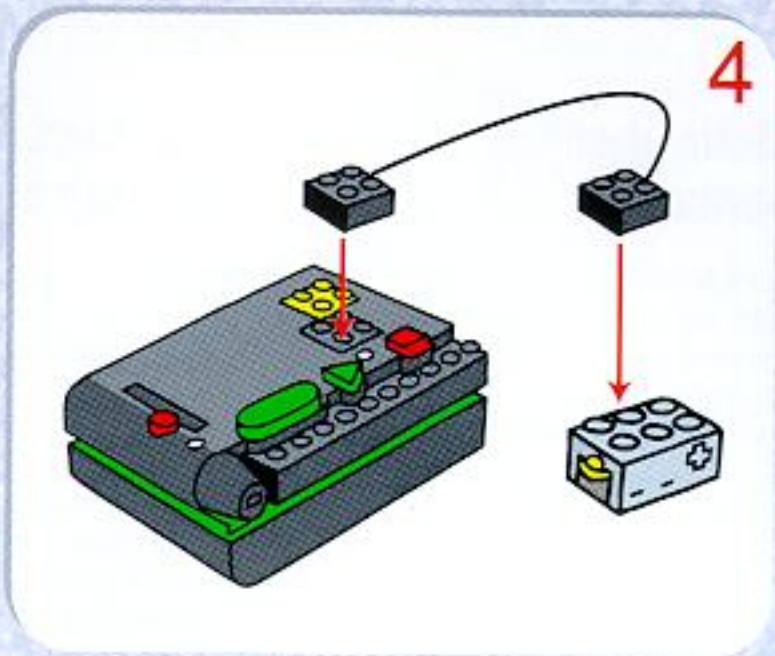
Sensor

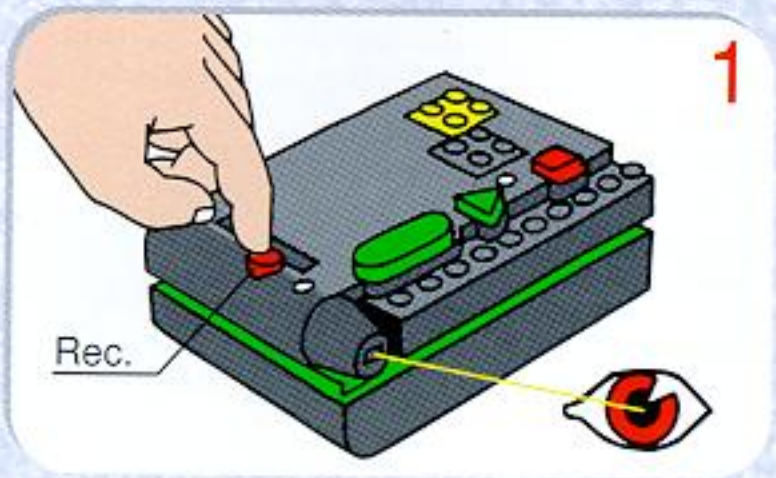
Op het sensor-panel van de codekaart vind je twee barcodes. Eén barcode betekent 'sensor knop staat aan', de andere staat voor 'sensor knop staat uit'.

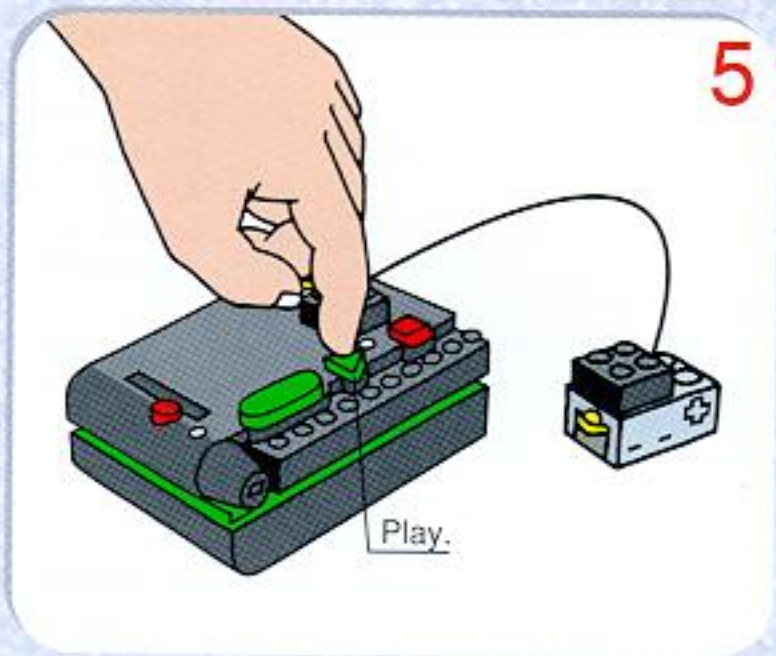
Als je de sensor-barcode gebruikt in je programma's, zal de codeerunit wachten totdat de sensor ingedrukt of losgelaten wordt. Hieronder een voorbeeld hoe je de sensor kunt gebruiken.

1. Druk op 'Rec'.
2. Lees de barcodes in in dezelfde volgorde als op de volgende pagina staat afgebeeld.
3. Druk op de 'Stop' knop.
4. Sluit de motor aan de op codeerunit. Gebruik hiervoor het zwarte verbindingsplaatje op de codeerunit.
5. Druk op 'Play'. De codeerunit zal nu wachten op het activeren van de sensor.
6. Als je op de sensor-knop drukt hoor je een vrachtwagen-geluid. Laat je de knop los, dan hoor je een robot geluid.

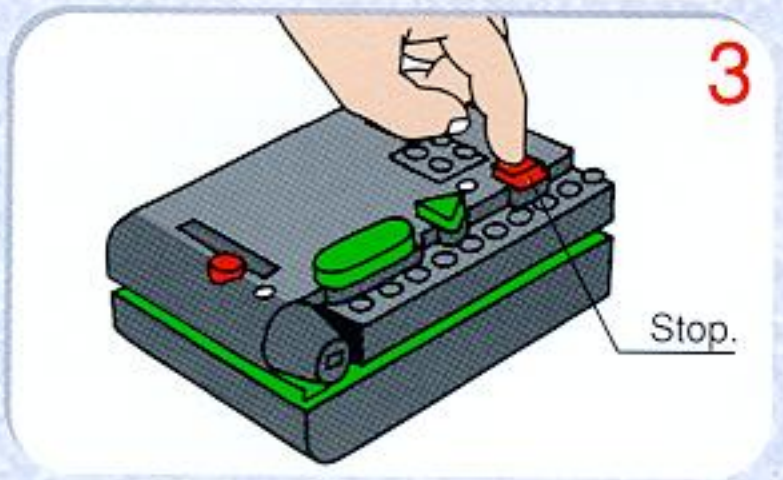
Stel je eigen programma samen – je kunt bijvoorbeeld je codeerunit een speciaal geluid laten maken als de sensor knop uit is en de motor laten lopen als de sensor aan is.

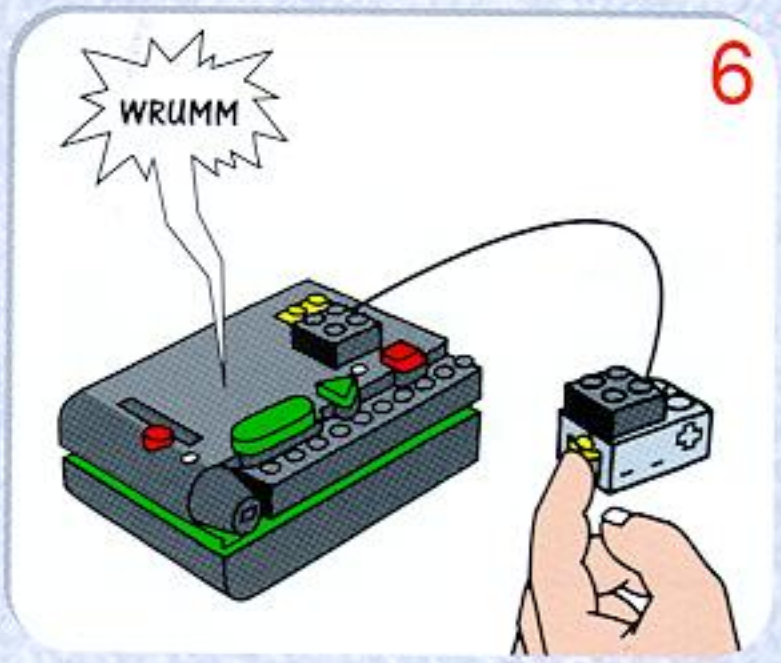

4


1
Rec.


5
Play.

2
1
2
3
4


3
Stop.


6
WRUMM

D

Mehr über den Sensor

Wenn du ein Programm erstellen willst, das immer von neuem wiederholt werden soll, verwende dafür den Barcode unten im Sensor-Bereich. Hier kommt ein Beispiel:

1. Drücke die *Rec*-Taste.
2. Speichere die Barcodes von der BARCODE-TAFEL in der Reihenfolge, wie du sie auf der nächsten Seite siehst.
3. Drücke die *Stop*-Taste.
4. Schließe den Motor an den CODE-PILOT an. Verwende dazu den schwarzen elektrischen Anschluß am CODE-PILOT.
5. Drücke die *Play*-Taste. Der CODE-PILOT wird das Programm jetzt immer wieder von vorn abspielen.

Versuche, das Programm ohne den letzten Barcode zu speichern – und das Programm wird nur ein einziges Mal abgespielt.

F

Pour faire répéter un programme

Le code-barres situé en bas du panneau détecteur sert aussi à faire répéter indéfiniment un programme.

Exemple :

1 Appuyez sur le bouton Rec.
2 Enregistrez les codes-barres dans l'ordre montré ci-contre.
3 Appuyez sur le bouton Stop.
4 Branchez le moteur sur le boîtier-pilote en fixant l'extrémité du fil de connexion moteur (symbole brique noire) sur la brique noire correspondante du boîtier-pilote.
5 Appuyez sur le bouton Play. Le boîtier-pilote répéte le programme indéfiniment.

Si vous enregistrez le programme sans ce code-barres, il ne fonctionnera qu'une seule fois.

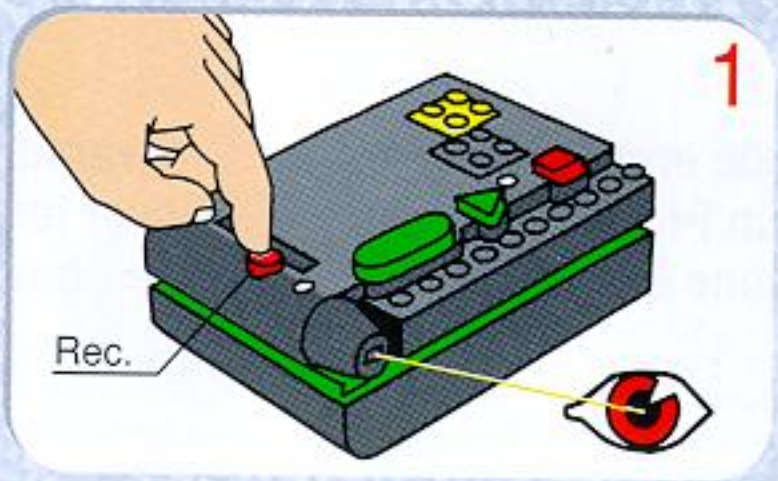
NL

Meer informatie over de sensor

Als je een programma wilt maken dat zich steeds herhaalt dan kun je de barcode onderin het sensor-panel gebruiken. Bijvoorbeeld:

1. Druk op 'Rec'.
2. Lees de barcodes in in dezelfde volgorde als op de volgende pagina staat afgebeeld.
3. Druk op de 'Stop' knop.
4. Sluit de motor aan de op codeer-unit. Gebruik hiervoor het zwarte verbindingsplaatje op de codeer-unit.
5. Druk op 'Play. De codeerunit zal het programma steeds opnieuw herhalen.

Als je het programma zonder de laatste barcode inleest, zal het programma maar één keer afgewerkt worden.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Rec.

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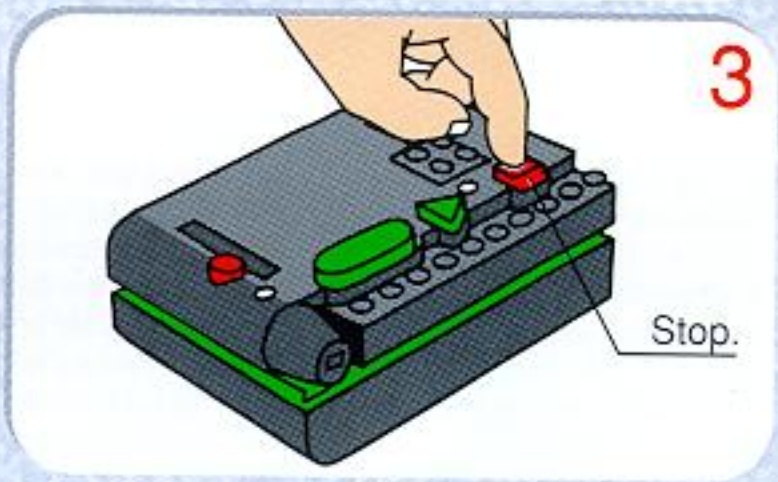
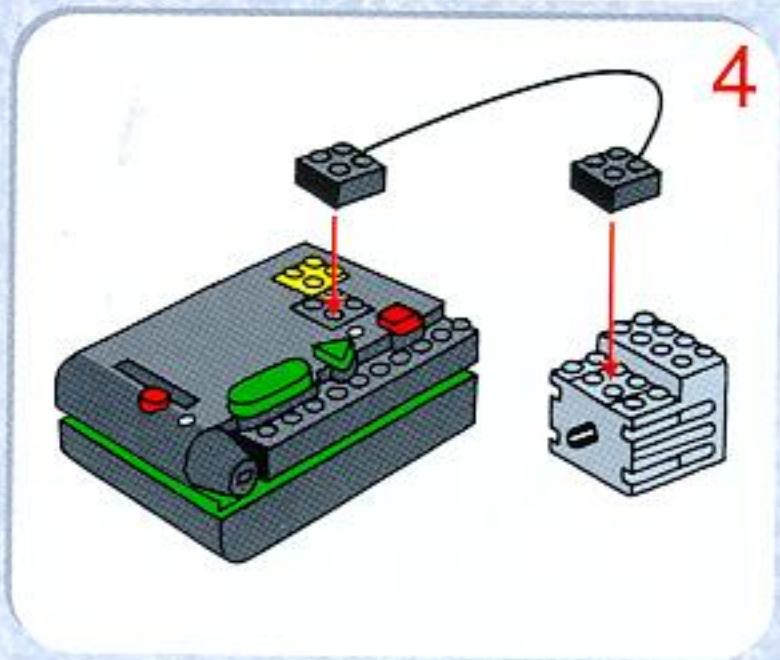

3
Stop.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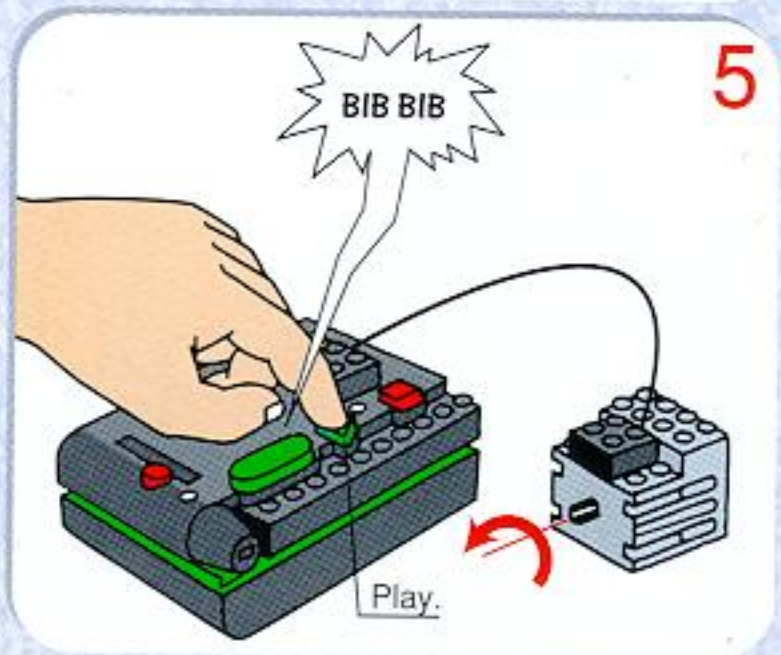

5
BIB BIB
Play.

D

Wie erstellt man ein Programm ohne Barcodes?

Den Motor kannst du zum Laufen bringen, indem du die Tasten < / > direkt auf deinem CODE-PILOT verwendest. Es ist allerdings nicht möglich, den Motor mit verschiedenen Geschwindigkeiten laufen zu lassen oder genaue Zeiten zu programmieren, so wie es mit den Barcodes der Fall ist. Außerdem können auch keine Geräusche damit eingestellt werden wie mit den Barcodes.

Ein Beispiel ohne Barcodes:

1. Drücke die *Rec*-Taste.
2. Drücke den Sensor und lasse ihn wieder los.
3. Drücke < / > in eine der beiden Richtungen.
4. Drücke die *Stop*-Taste.
5. Drücke die *Play*-Taste. Der CODE-PILOT wartet jetzt auf die Aktivierung des Sensors.
6. Drücke den Sensor und lasse ihn wieder los. Der CODE-PILOT wird jetzt das von dir gespeicherte Programm abspielen.

F

Programmer sans utiliser les codes-barres

Vous pouvez créer un programme de fonctionnement du moteur en utilisant directement les touches < / > du boîtier-pilote. Mais, avec ce programme direct, vous ne pourrez programmer ni la vitesse, ni la durée de fonctionnement, ni les sons.

Pour programmer sans code-barres, le fil de connexion moteur et le fil de connexion détecteur doivent être tous deux branchés au boîtier-pilote.

1 Appuyez sur le bouton Rec.
2 Appuyez sur le bouton jaune du détecteur puis relâchez-le.
3 Avec l'aide des commandes < / > de votre boîtier-pilote, faites un programme de fonctionnement.
4 Appuyez sur le bouton Stop.
5 Appuyez sur le bouton Play. Le boîtier-pilote attend la mise en marche du détecteur.
6 Appuyez sur le bouton jaune du détecteur puis relâchez-le. Le boîtier-pilote lance le programme que vous avez enregistré.

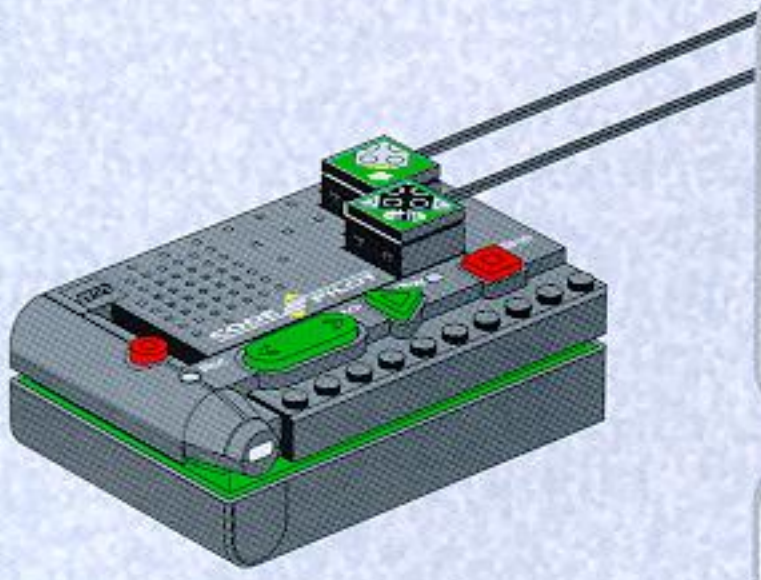
NL

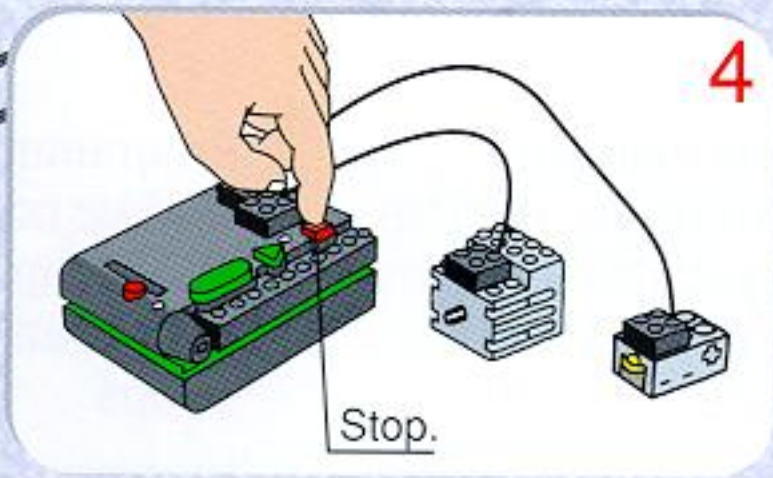
Hoe maak je een programma zonder barcodes in te lezen?

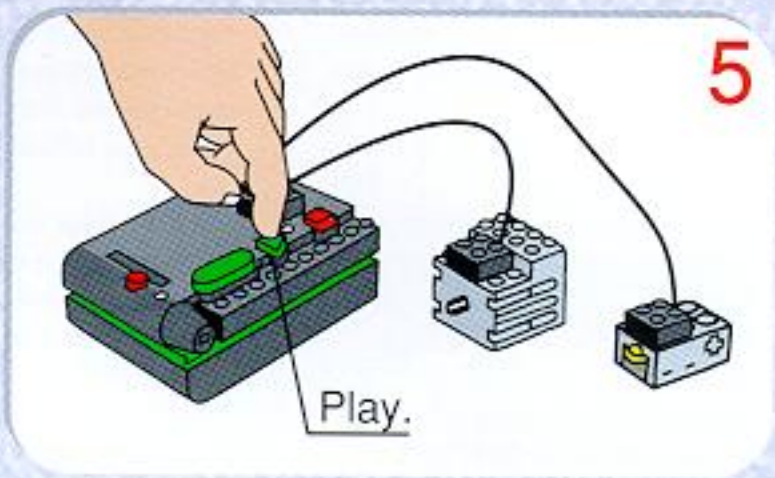
Je kunt de motor laten draaien door de knop met de afbeelding < / > direct op je codeerunit te gebruiken. Je kunt dan echter de motor niet op verschillende snelheden laten draaien of exacte tijdslimieten inprogrammeren, zoals wanneer je barcodes inleest. Ook kun je je model geen geluiden laten maken.

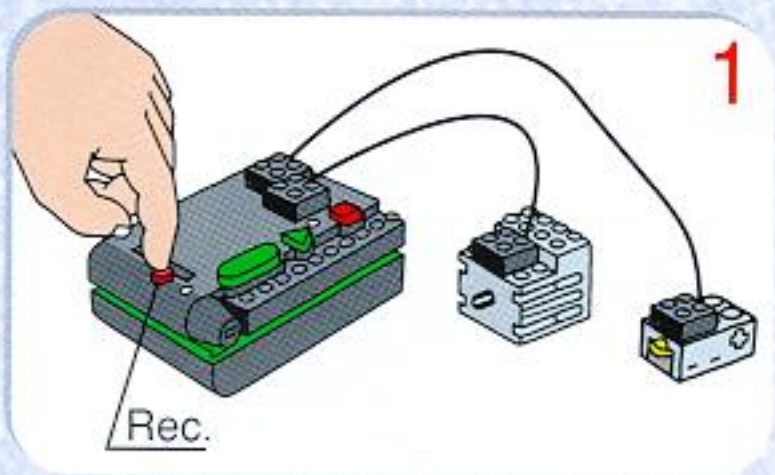
Voorbeeld zonder barcodes:

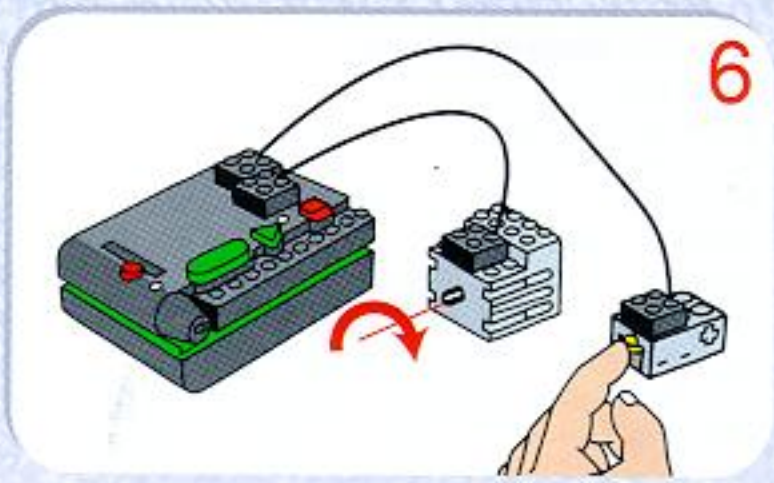
1. Druk op 'Rec'.
2. Druk de sensor-knop in en laat deze weer los.
3. Druk < / > in de richting die je wenst.
4. Druk op 'Stop'.
5. Druk op 'Play'. De codeerunit wacht nu op het activeren van de sensor.
6. Druk de sensor-knop in en laat deze weer los. De codeerunit draait nu het door jouw geprogrammeerde programma.




4
Stop.


5
Play.


1
Rec.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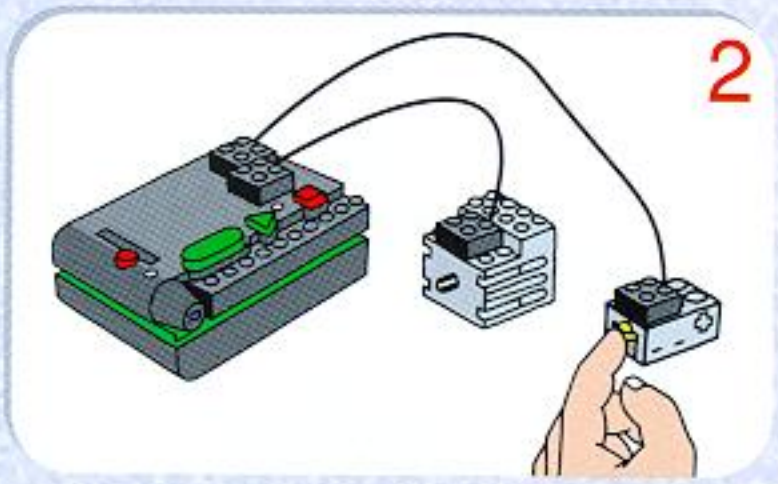
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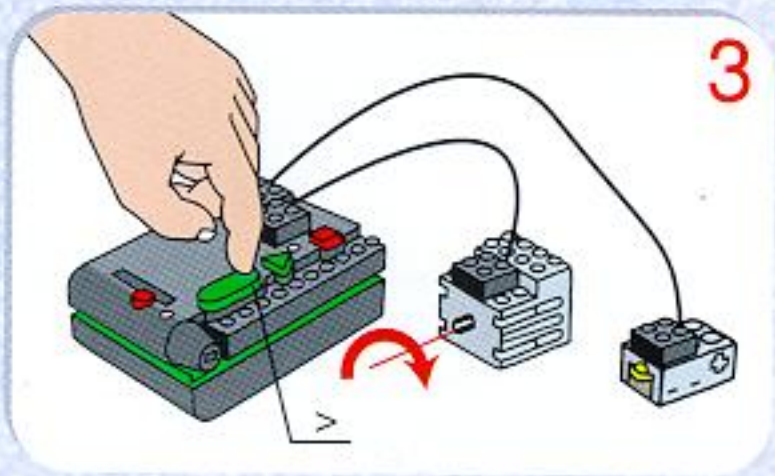

3

D

Wie man ein Programm mit den Barcodes und durch direktes Programmieren erstellt

Du kannst Programme erstellen, indem du sowohl Barcodes verwendest als auch direkt programmierst. Hierzu folgendes Beispiel:

1. Drücke die *Rec*-Taste.
2. Speichere den Barcode mit dem Helikopter auf deiner BARCODE-TAFEL.
3. Drücke den Sensor und lasse ihn wieder los.
4. Speichere den Barcode mit dem Roboter auf deiner BARCODE-TAFEL.
5. Drücke den Sensor und lasse ihn wieder los.
6. Drücke die *Stop*-Taste.
7. Drücke die *Play*-Taste. Der CODE-PILOT wird jetzt das Geräusch des Helikopters abspielen.
8. Jedes Mal, wenn du den Sensor drückst und wieder losläßt, wird der CODE-PILOT zwischen den beiden Geräuschen hin- und herschalten.

F

Programmer en utilisant les codes-barres et la programmation directe en même temps

Pour programmer avec les codes-barres et avec la programmation directe en même temps, le fil de connexion du détecteur doit être branché au boîtier-pilote.

1 Appuyez sur le bouton Rec.
2 Enregistrez le code hélicoptère du panneau son de votre carte à codes.
3 Appuyez puis relâchez le bouton du détecteur.
4 Enregistrez le code son robot.
5 Appuyez puis relâchez le bouton jaune du détecteur.
6 Appuyez sur le bouton Stop.
7 Appuyez sur le bouton Play. Le boîtier-pilote déclenche le bruit de l'hélicoptère.
8 À chaque fois que vous appuyez puis relâchez le bouton du détecteur, le boîtier-pilote commandera l'un ou l'autre son.

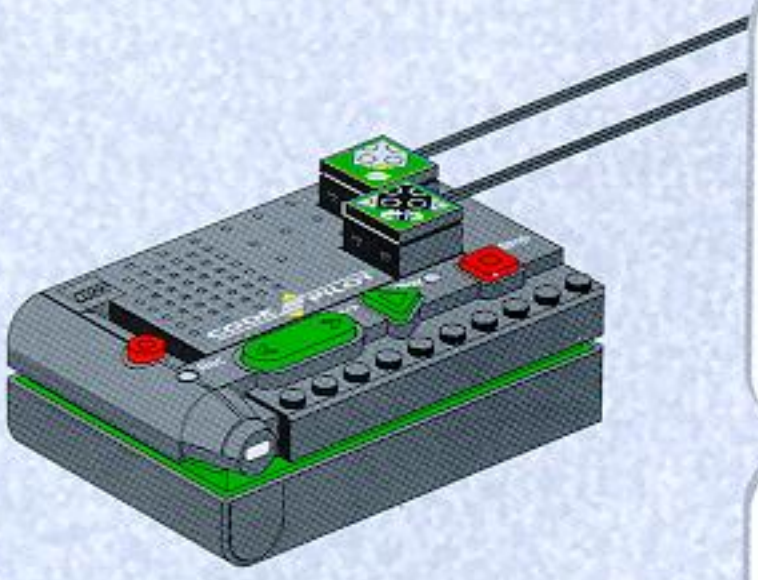
NL

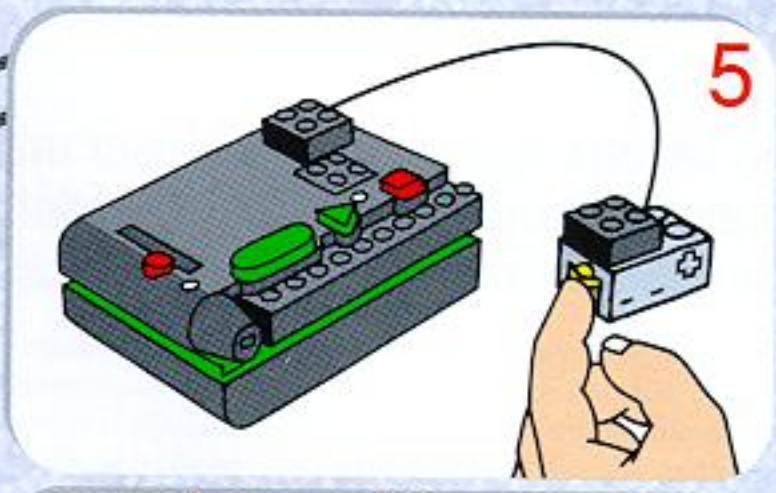
Hoe maak je een programma met behulp van barcodes en directe programmering?

Je kunt programma's maken waarbij je zowel gebruik maakt van het inlezen van barcodes als directe programmering.

Bijvoorbeeld:

1. Druk op 'Rec'.
2. Lees de barcodes in met de helikopter op je codekaart.
3. Druk op de sensor-knop en laat deze weer los.
4. Lees de barcode in met de robot op je codekaart.
5. Druk op de sensor-knop en laat deze weer los.
6. Druk op 'Stop'.
7. Druk op 'Play'. De codeerunit zal nu het helikopter-geluid laten horen.
8. Iedere keer als de je sensor-knop indrukt en weer loslaat, zal je codeerunit switchen tussen de twee geluiden.

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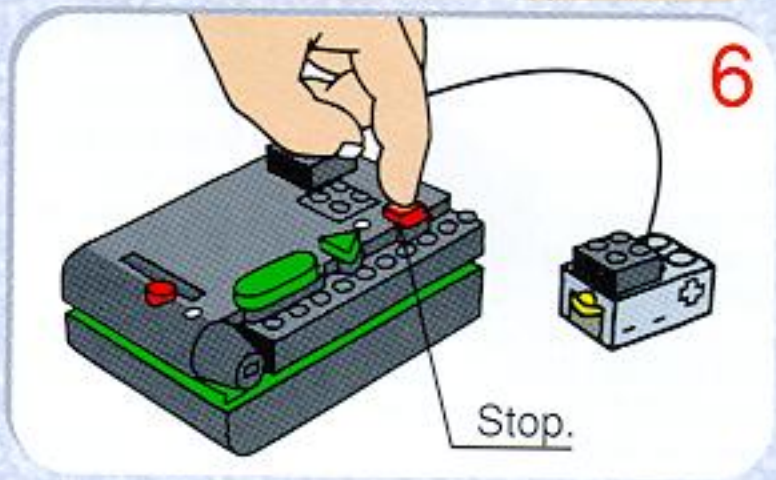
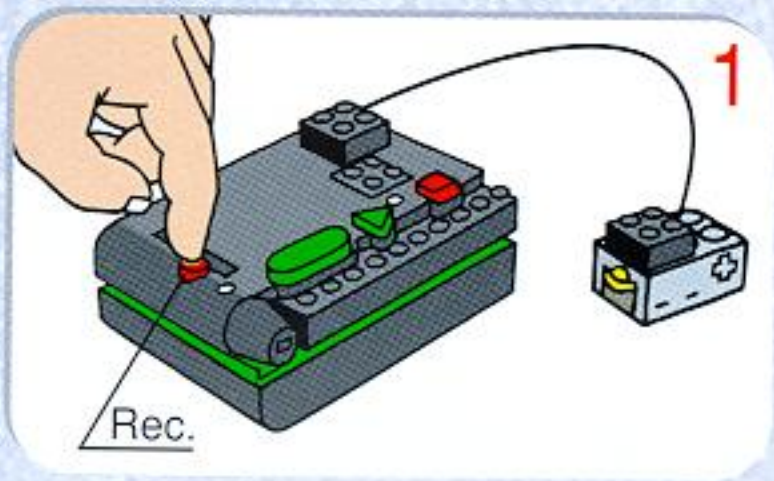
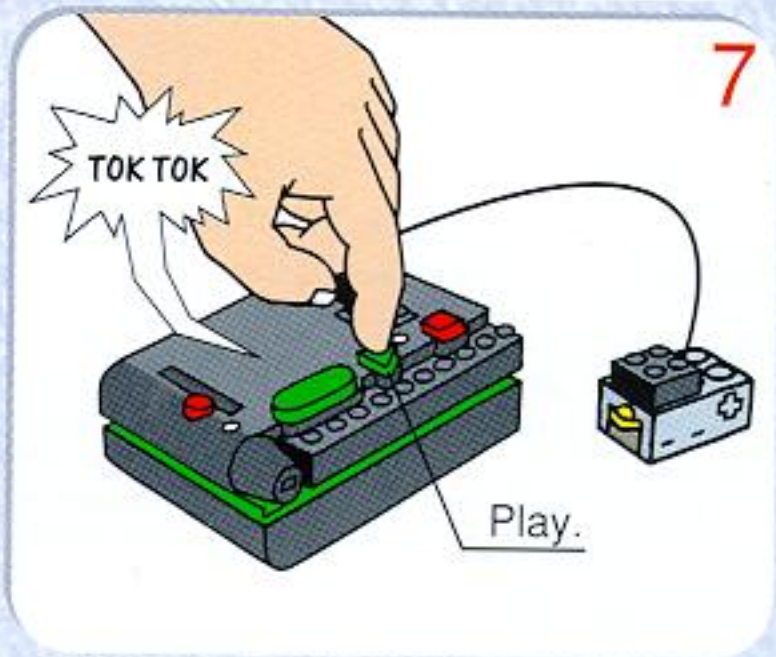
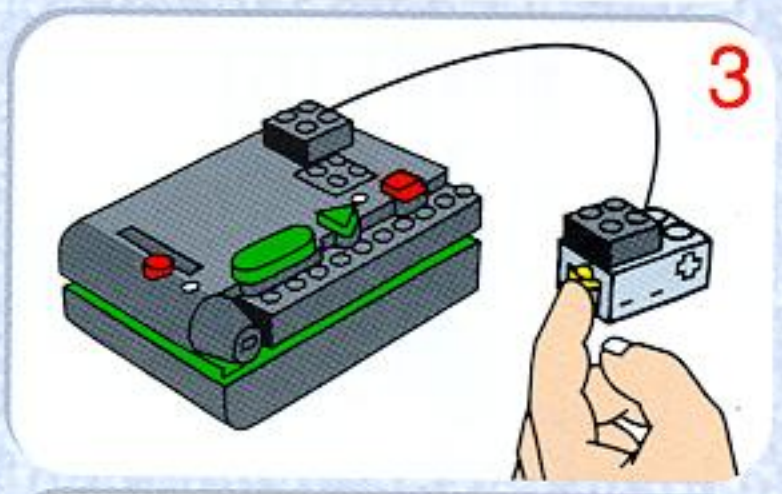

6
Stop.


1
Rec.


7
TOK TOK
Play.

2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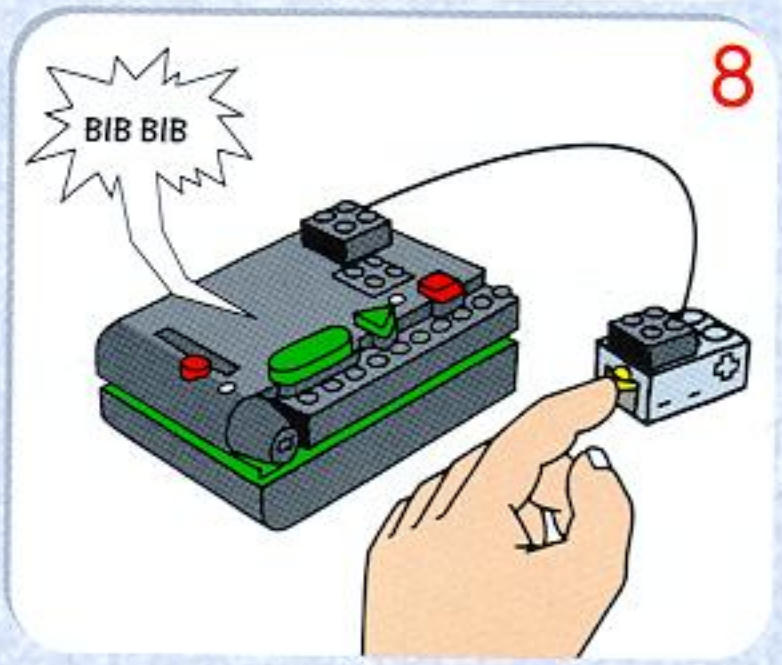

8
BIB BIB

4

D

Ein bereits festgelegtes Programm für deinen Truck

Der Barcode unter Punkt 2 auf der nächsten Seite ist ein sogenannter komprimierter Barcode, der ein bereits festgelegtes Programm für den Truck enthält. Dieser Barcode befindet sich nicht auf deiner BARCODE-TAFEL.

Wenn du diesen Barcode eingespeichert hast, wird der CODE-PILOT automatisch alle weiteren Speicherungen verweigern.

1. Drücke die *Rec*-Taste.
2. Nimm den CODE-PILOT und speichere den Barcode, den du unter Punkt 2 auf der nächsten Seite findest.
3. Schließe die Kabel vom Truck an den CODE-PILOT an. Achte darauf, daß die Kabel richtig angeschlossen werden.
4. Drücke die *Play*-Taste. Der CODE-PILOT klingt jetzt wie ein Truck.
5. Plaziere den CODE-PILOT im Truck. Prüfe nach, ob er an der richtigen Stelle plaziert ist, mit dem Leseauge über dem weißen Zahnrad.
6. Der Greifarm des Trucks nimmt einen Reifen auf, hebt ihn über das Führerhaus hinweg und läßt ihn auf die Ladefläche des Trucks fallen. Der Greifarm schwingt anschließend nach unten.
7. Wenn du den Umschalter nach unten drückst, wird der Reifen wieder aus dem Truck entladen.

F

Utiliser un programme prédéfini pour le camion

Le code-barres qui se trouve au point 2 page ci-contre est un code-barres compressé qui contient un programme prédéfini pour votre camion. Ce code-barres n'existe pas sur votre carte à codes.

Quand vous aurez enregistré ce code-barres, le boîtier-pilote refusera automatiquement tout code supplémentaire.

1 Appuyez sur le bouton Rec.
2 Prenez votre boîtier-pilote et enregistrez le code-barres prédéfini.
3 Branchez les deux fils de connexion du camion au boîtier-pilote. Faites attention de les brancher aux bons endroits.
4 Appuyez sur le bouton Play. Le boîtier-pilote émet un bruit de camion.
5 Placez à présent le boîtier-pilote dans le camion dans l'emplacement prévu à cet effet. Attention : l'œil de lecture du boîtier doit être situé au-dessus de la brique blanche en forme d'écrou.
6 Le bras du camion saisit un pneu, le fait passer au-dessus du camion pour le mettre à l'arrière. Appuyez sur le bouton jaune du détecteur pour remettre le bras du camion en place.
7 Si vous poussez la manette qui se trouve sur le côté du camion, le pneu est déchargé du camion.

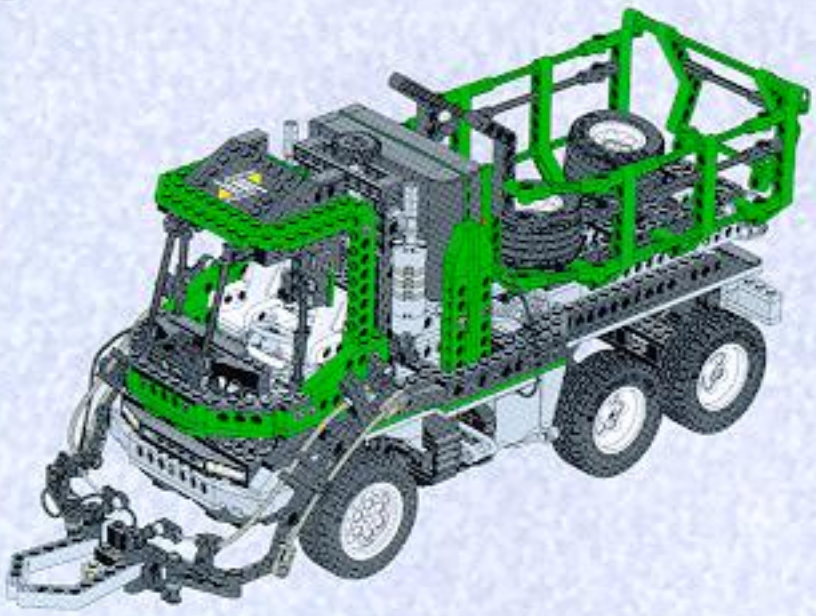
NL

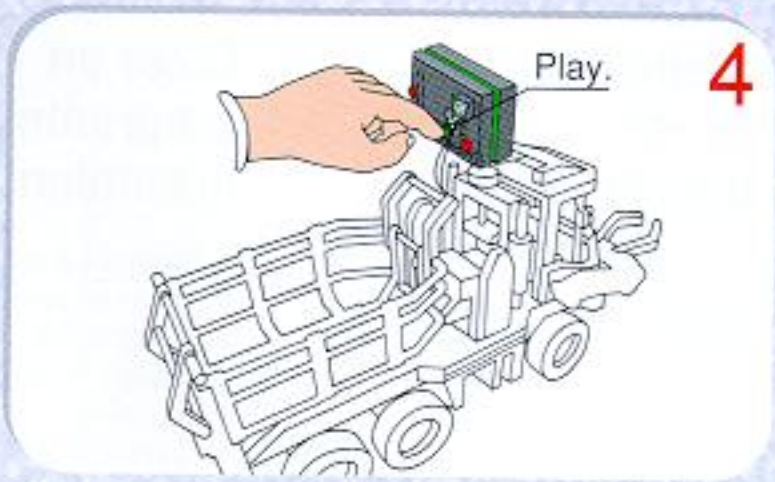
Een voorgeprogrammeerd programma voor je truck

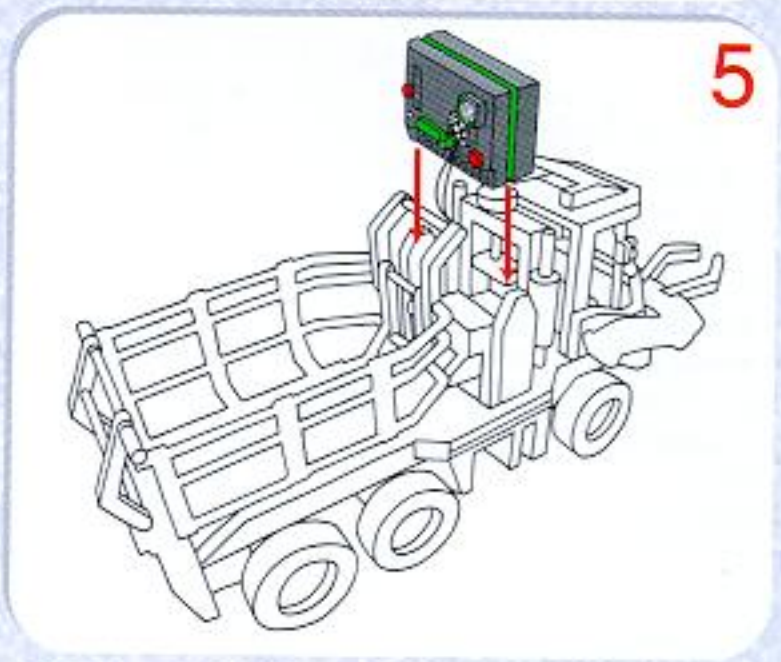
De barcode bij punt twee op de volgende pagina is een zogenaamde voorgeprogrammeerde barcode. Deze code bevat een volledig gedefinieerd programma voor de truck. Je vind de barcode niet op je codekaart.

Als je de code hebt ingelezen, zal de codeerunit automatisch verdere programmering verhinderen.

1. Druk op 'Rec'.
2. Pak je codeerunit en lees de barcode bij punt 2 op de volgende pagina in.
3. Sluit de stroomdraden van de truck op de codeerunit aan. Let op dat je ze goed bevestigd.
4. Druk op 'Play'. De codeerunit geeft dan een vrachtwagengeluid.
5. Plaats de codeerunit in de truck. Zorg ervoor dat je de unit goed plaatst met het inlees-oog over het witte steentje.
6. De arm van de truck zal dan een band vastpakken, deze optillen en vervolgens in de wagen loslaten. Daarna gaat de arm weer naar beneden.
7. Druk je de arm naar beneden dan zal de band vanuit de truck geladen worden.




Play.
4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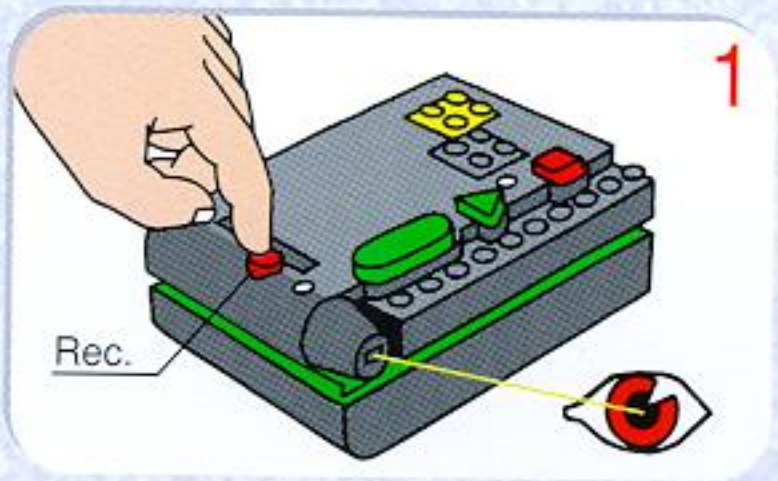
Rec.
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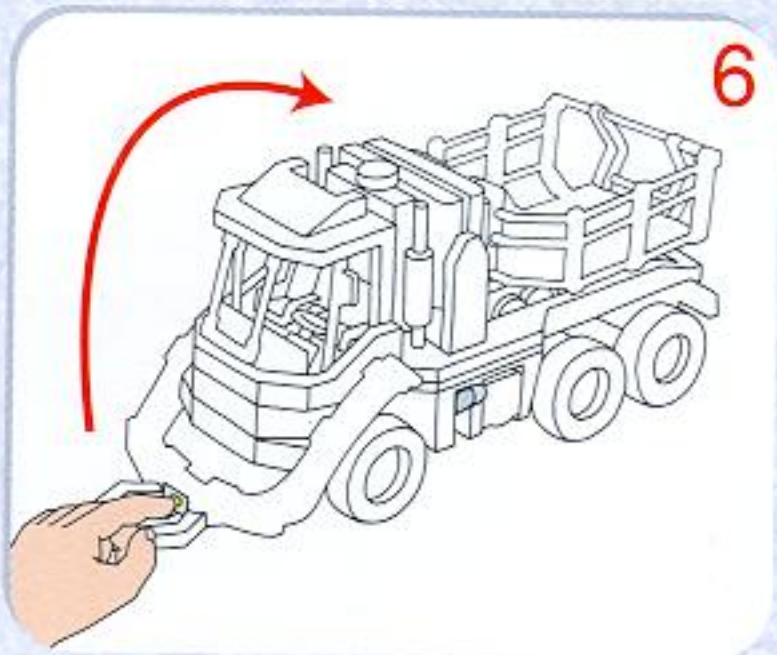
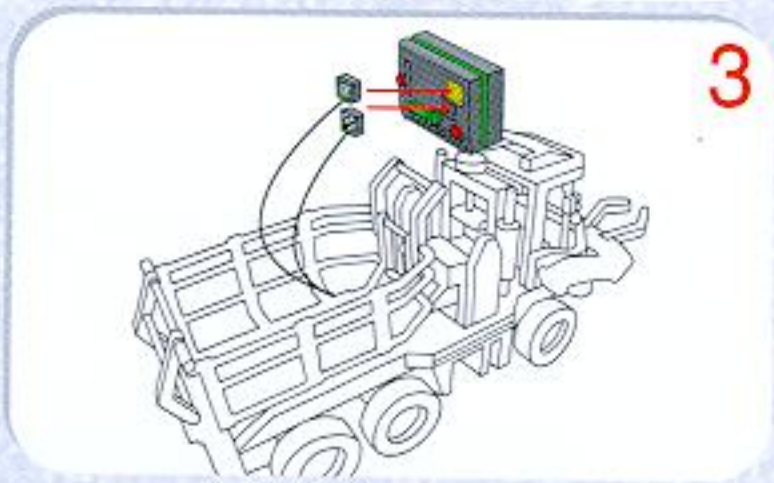
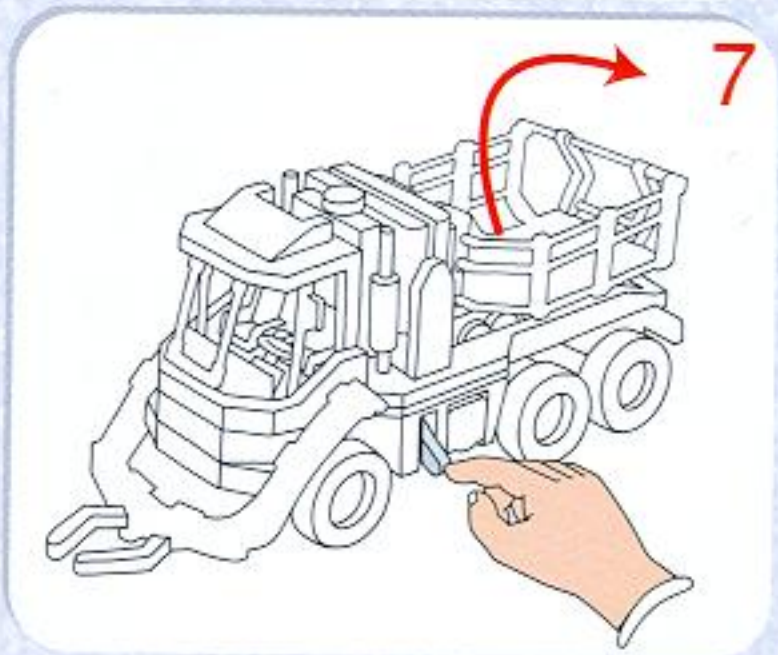

6

2


3


7

D

Erstelle dein eigenes Truck-Programm

Auf der nächsten Seite findest du eine Anleitung, wie du mit Hilfe der BARCODE-TAFEL und des CODE-PILOT dein eigenes Programm für den Truck abspeichern kannst.

Es ist sehr wichtig bei dieser Anleitung, daß du die Barcodes in der richtigen Reihenfolge einspeicherst. Wenn du einen Barcode vergessen solltest, mußt du noch einmal ganz von vorn beginnen.

Wenn du alle Barcodes, die sich auf der nächsten Seite befinden, gespeichert hast, ist das Programm identisch mit den Funktionen des komprimierten Barcodes auf Seite 23.

Probiere selbst verschiedene Programme für den Truck aus.

F

Créer un programme pour le camion

- Appuyez sur le bouton Rec et enregistrez les codes-barres dans l'ordre montré ci-contre : c'est un exemple de programme complet.
- Attention, il faut enregistrer les codes dans le bon ordre. Si vous en oubliez un, vous devrez tout recommencer du début.
- Quand tous les codes sont enregistrés, appuyez sur le bouton Stop.
- Branchez les deux fils de connexion au boîtier-pilote.
- Appuyez sur le bouton Play.

Le programme que vous obtenez ainsi est identique à celui du code-barres compressé de la page 23.

Créez vous-même différents programmes pour votre camion.

NL

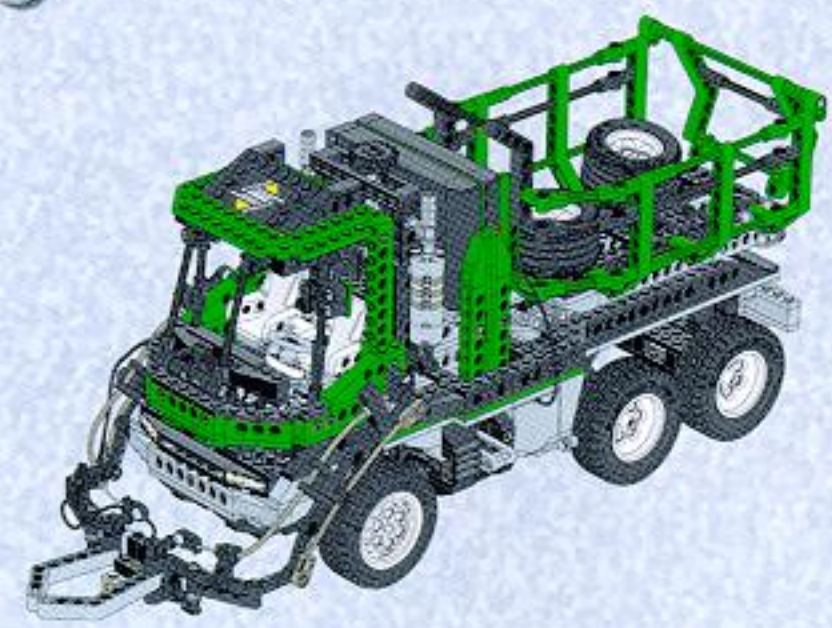
Maak je eigen truck-programma

Op de volgende pagina zie je een barcode-instructie die aangeeft hoe je zelf een programma kunt maken voor je truck met behulp van de codekaart en de codeerunit.

Zorg ervoor dat je alle barcodes in de juiste volgorde inleest. Als je er een mist, moet je helemaal opnieuw beginnen.

Heb je alle codes van de volgende pagina ingelezen, dan is het programma identiek aan de voorgeprogrammeerde barcode op pagina 23.

Experimenteer zelf met verschillende programma's voor de truck.



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SEC.
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20
16
1
SEC.
17
18
19
40
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1
SEC.
21
1
SEC.
22
STOP
23
24
25
26
27
60
28
29
8
SEC.

D

Bereits festgelegtes Programm für dein Off-Road Gespann

Der Barcode unter Punkt 2 auf der nächsten Seite ist ein sogenannter komprimierter Barcode, der ein bereits festgelegtes Programm für das Off-Road Gespann enthält. Dieser Barcode befindet sich nicht auf deiner BARCODE-TAFEL. Wenn du diesen Barcode eingespeichert hast, wird der CODE-PILOT automatisch alle weiteren Speicherungen verweigern.

1. Drücke die *Rec*-Taste.
2. Nimm den CODE-PILOT und speichere den Barcode, den du unter Punkt 2 auf der nächsten Seite findest.
3. Plaziere den CODE-PILOT im Fahrzeug.
4. Schließe die Kabel vom Fahrzeug an den CODE-PILOT an. Achte darauf, daß die Kabel richtig angeschlossen werden.
5. Drücke die *Play*-Taste. Der CODE-PILOT klingt jetzt wie ein Truck.
6. Wenn du das Fahrzeug in Richtung Anhänger zurücksetzt, wird der Greifarm den Anhänger hochheben.
7. Wenn du die Sensortaste über dem Führerhaus drückst, setzt der Greifarm den Anhänger ab.

F

Utiliser un programme prédéfini pour le véhicule à 6 roues

Le code-barres qui se trouve au point 2 ci-contre est un code-barres compressé qui contient un programme prédéfini pour votre véhicule à 6 roues. Ce code-barres n'existe pas sur votre carte à codes. Quand vous aurez enregistré ce code-barres, le boîtier-pilote refusera automatiquement tout code supplémentaire.

1 Appuyez sur le bouton Rec.
2 Enregistrez le code-barres du point 2 page ci-contre avec le boîtier-pilote.
3 Placez le boîtier-pilote dans votre véhicule.
4 Branchez les deux fils de connexion du véhicule au boîtier-pilote. Faites attention de les brancher aux bons endroits.
5 Appuyez sur le bouton Play. Le boîtier-pilote émet un bruit de camion.
6 Si vous reculez le véhicule vers la remorque, le bras soulève la remorque.
7 Si vous pressez le bouton du détecteur, le bras remet en place la remorque.

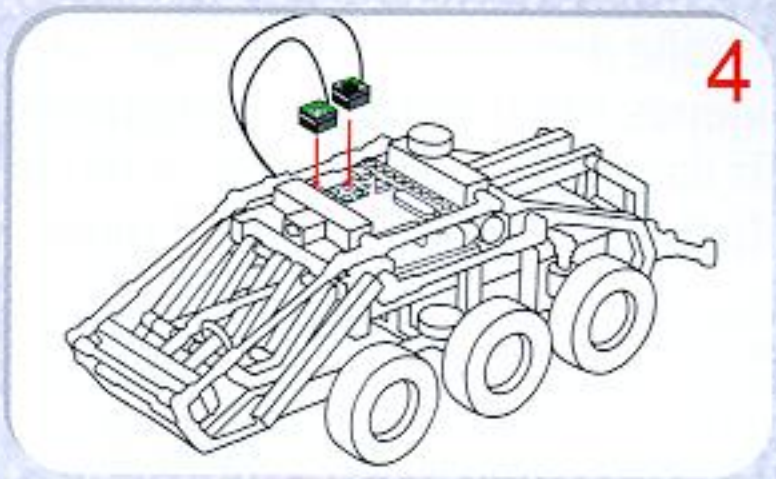
NL

Een voorgeprogrammeerd programma voor je 6-wheel driver

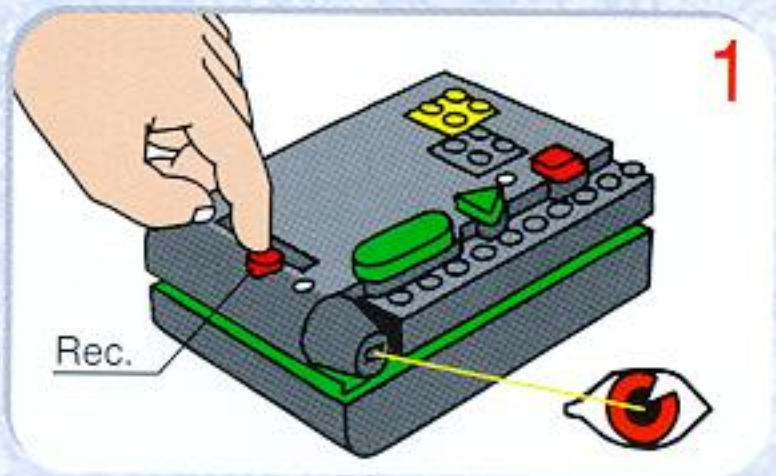
De barcode bij punt twee op de volgende pagina is een zogenaamde voorgeprogrammeerde barcode. Deze code bevat een volledig gedefinieerd programma voor de 6-wheel driver. Je vind de barcode niet op je codekaart.

Als je de code hebt ingelezen, zal de codeerunit verdere programmering automatisch verhinderen.

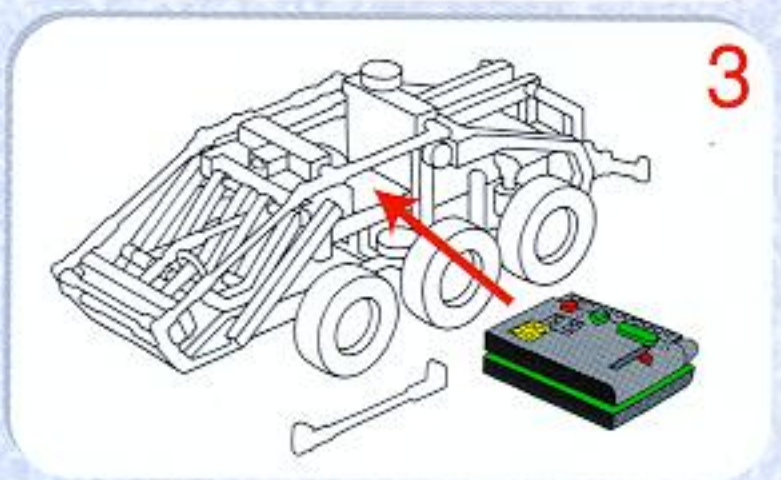
1. Druk op 'Rec'.
2. Pak je codeerunit en lees de barcode bij punt 2 op de volgende pagina in.
3. Plaats de codeerunit in het voertuig.
4. Bevestig de stroomdraden van het voertuig aan de codeerunit. Zorg ervoor dat je ze juist aansluit.
5. Druk op 'Play'. De codeerunit geeft dan een vrachtwagen-geluid.
6. Als je de 6-wheel driver achteruit tegen de trailer laat rijden, zal de arm de trailer opheffen.
7. Als je de sensor-knop indrukt boven de bestuurderscabine, zal de arm de trailer neerzetten.

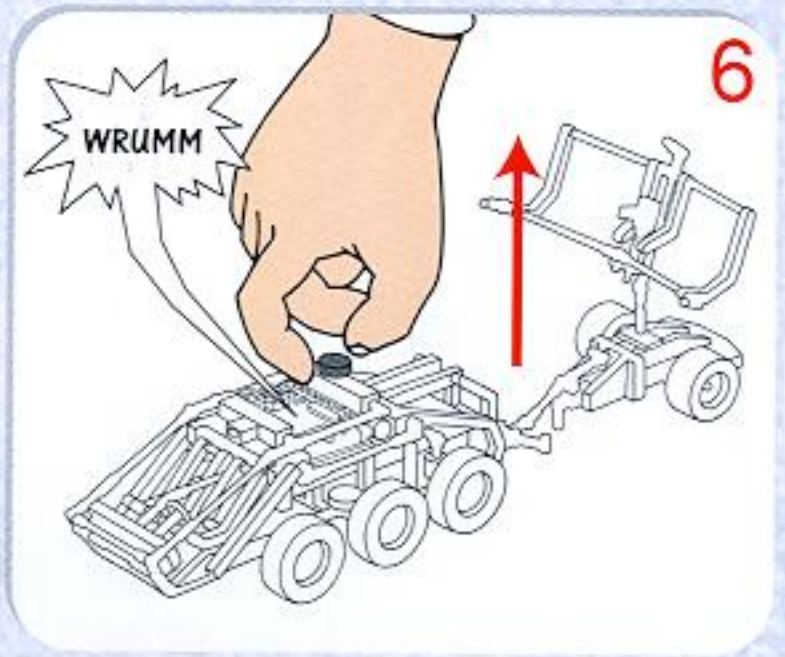

4

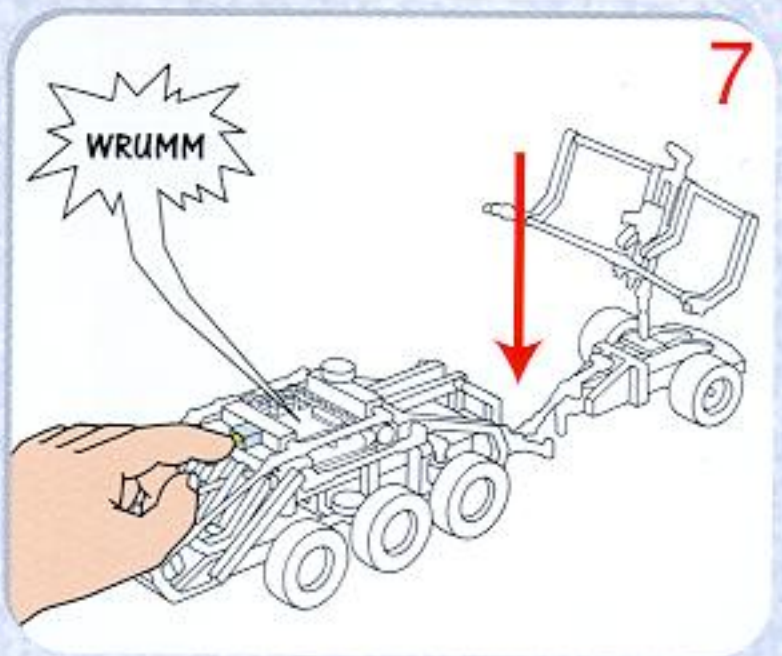
5
WRUMM
Play.


1
Rec.

2
013


3


6
WRUMM


7
WRUMM

D

Erstelle dein eigenes Programm für das Off-Road Gespann

Auf der nächsten Seite findest du eine Anleitung, wie du mit Hilfe der BARCODE-TAFEL und des CODE-PILOT dein eigenes Programm für das Off-Road Gespann abspeichern kannst.

Es ist sehr wichtig bei dieser Anleitung, daß du die Barcodes in der richtigen Reihenfolge einspeicherst. Wenn du einen Barcode vergessen solltest, mußt du noch einmal ganz von vorn beginnen.

Wenn du alle Barcodes, die sich auf der nächsten Seite befinden, gespeichert hast, ist das Programm identisch mit den Funktionen des komprimierten Barcodes auf Seite 27.

Probiere selbst verschiedene Programme für das Off-Road Gespann aus.

F

Créer un programme pour le véhicule à 6 roues

- Appuyez sur le bouton Rec et enregistrez les codes-barres dans l'ordre montré ci-contre : c'est un exemple de programme complet.
- Attention, il faut enregistrer les codes dans le bon ordre. Si vous en oubliez un, vous devrez tout recommencer du début.
- Quand tous les codes sont enregistrés, appuyez sur le bouton Stop.
- Branchez les deux fils de connexion au boîtier-pilote.
- Appuyez sur le bouton Play.

Le programme que vous obtenez ainsi est identique à celui du code-barres compressé de la page 27.

Créez vous-même différents programmes pour votre véhicule à 6 roues.

NL

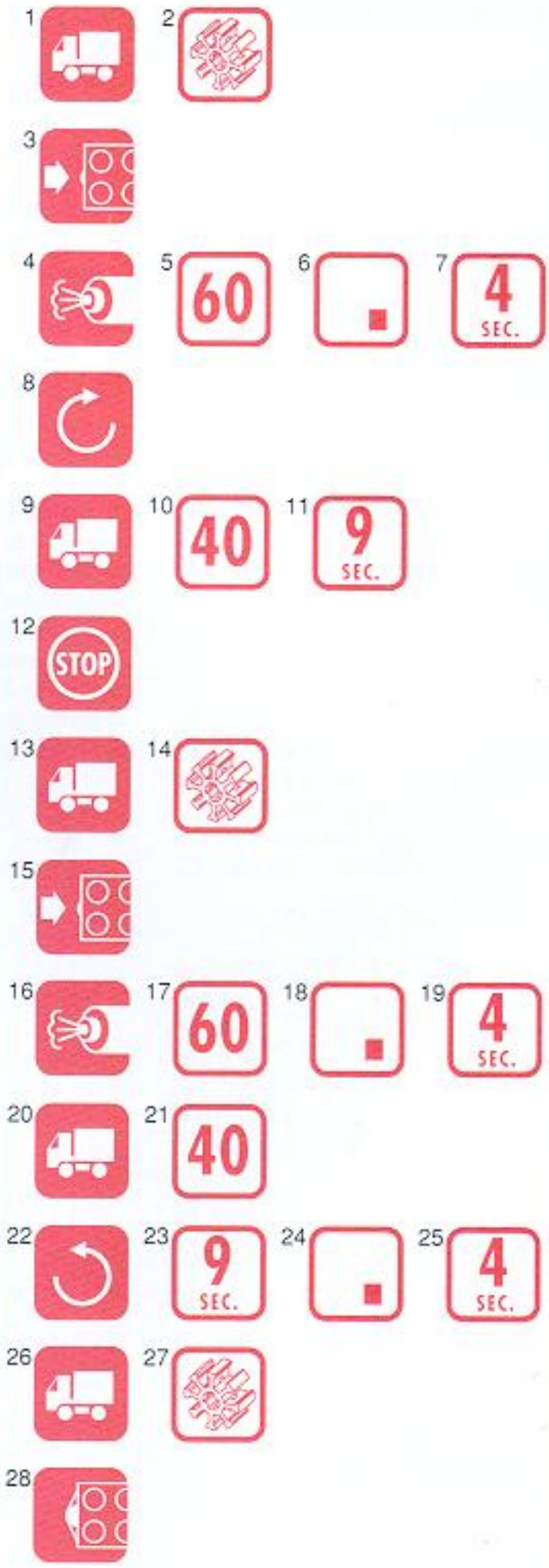
Maak je eigen 6-wheel driver programma

Op de volgende pagina zie je een barcode-instructie die aangeeft hoe je zelf een programma kunt maken voor je 6-wheel driver met behulp van de codekaart en de codeerunit.

Zorg ervoor dat je alle barcodes in de juiste volgorde inleest. Als je er een mist, moet je helemaal opnieuw beginnen.

Heb je alle codes ingelezen, dan is het programma identiek aan de voorgeprogrammeerde barcode op pagina 27.

Experimenteer zelf met verschillende programma's voor de 6-wheel driver.


1
2
3
4
5
60
6
7
4
SEC.
8
9
10
40
11
9
SEC.
12
STOP
13
14
15
16
17
60
18
19
4
SEC.
20
21
40
22
23
9
SEC.
24
25
4
SEC.
26
27
28

D

Bereits festgelegtes Programm für deinen Buggy

Der Barcode unter Punkt 2 auf der nächsten Seite ist ein sogenannter komprimierter Barcode, der ein bereits festgelegtes Programm für den Buggy enthält. Dieser Barcode befindet sich nicht auf deiner BARCODE-TAFEL. Wenn du diesen Barcode eingespeichert hast, wird der CODE-PILOT automatisch alle weiteren Speicherungen verweigern.

1. Drücke die *Rec*-Taste.
2. Nimm den CODE-PILOT und speichere den Barcode, den du unter Punkt 2 auf der nächsten Seite findest.
3. Plaziere den CODE-PILOT im Buggy.
4. Schließe die Kabel vom Fahrzeug an den CODE-PILOT an. Achte darauf, daß die Kabel richtig angeschlossen werden.
5. Drücke die *Play*-Taste. Der Buggy fährt jetzt vorwärts und der CODE-PILOT klingt wie ein Motor. Wenn der Buggy gegen ein Hindernis fährt, setzt er zurück und der CODE-PILOT macht Geräusche wie ein Roboter.

F

Utiliser un programme prédéfini pour le buggy

Le code-barres qui se trouve au point 2 ci-contre est un code-barres compressé qui contient un programme prédéfini pour votre buggy. Ce code-barres n'existe pas sur votre carte à codes. Quand vous aurez enregistré ce code-barres le boîtier-pilote refusera automatiquement tout code supplémentaire.

1 Appuyez sur le bouton Rec.
2 Enregistrez le code-barres du point 2 ci-contre avec le boîtier-pilote.
3 Placez le boîtier-pilote dans votre buggy.
4 Branchez les deux fils de connexion du buggy au boîtier-pilote. Faites attention de les brancher aux bons endroits.
5 Appuyez sur le bouton Play. Le buggy avance et le boîtier-pilote émet un bruit de moteur. Quand le buggy rencontre un obstacle, il recule et fait un bruit de robot.

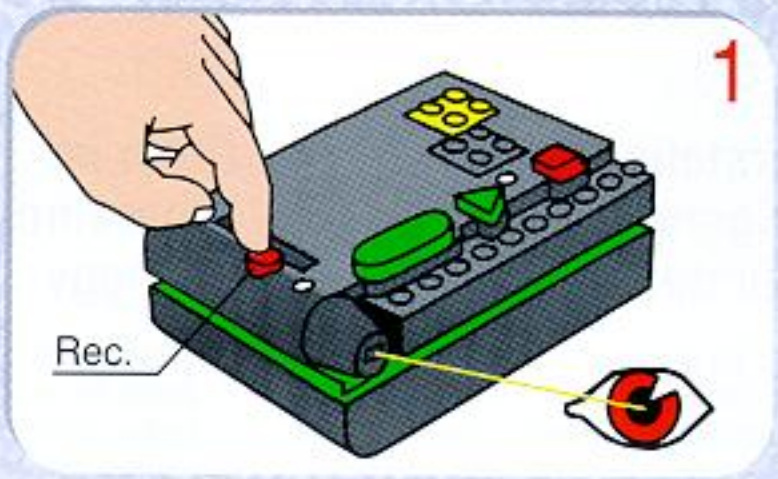
NL

Een voorgeprogrammeerd programma voor je Crash buggy

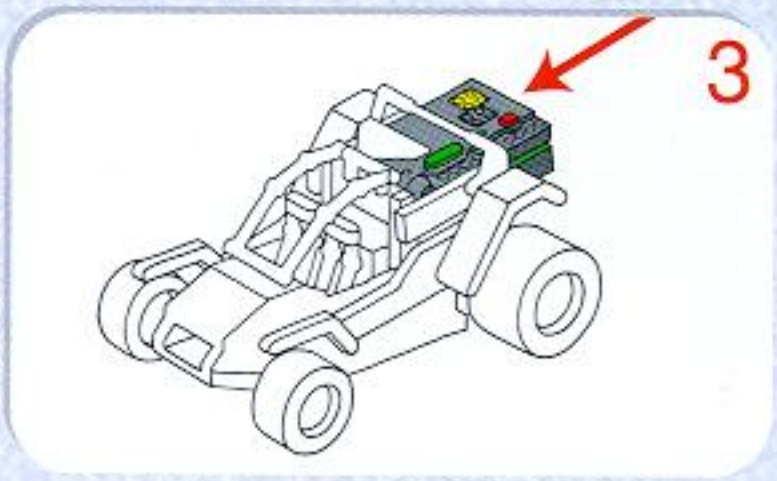
De barcode bij punt twee op de volgende pagina is een zogenaamde voorgeprogrammeerde barcode. Deze code bevat een volledig gedefinieerd programma voor de Crash buggy. Je vind de barcode niet op je codekaart.

Als je de code hebt ingelezen, zal de codeerunit verdere programmering automatisch verhinderen.

1. Druk op 'Rec'.
2. Pak je codeerunit en lees de barcode bij punt 2 op de volgende pagina in.
3. Plaats de codeerunit in het voertuig.
4. Bevestig de stroomdraden van het voertuig aan de codeerunit. Zorg ervoor dat je ze juist aansluit.
5. Druk op 'Play'. De Crash buggy rijdt nu vooruit en de codeerunit geeft een motorgeluid. Als de Crash buggy tegen een obstakel botst, rijdt deze automatisch achteruit en de codeerunit geeft het geluid van een robot.


1
Rec.

2
014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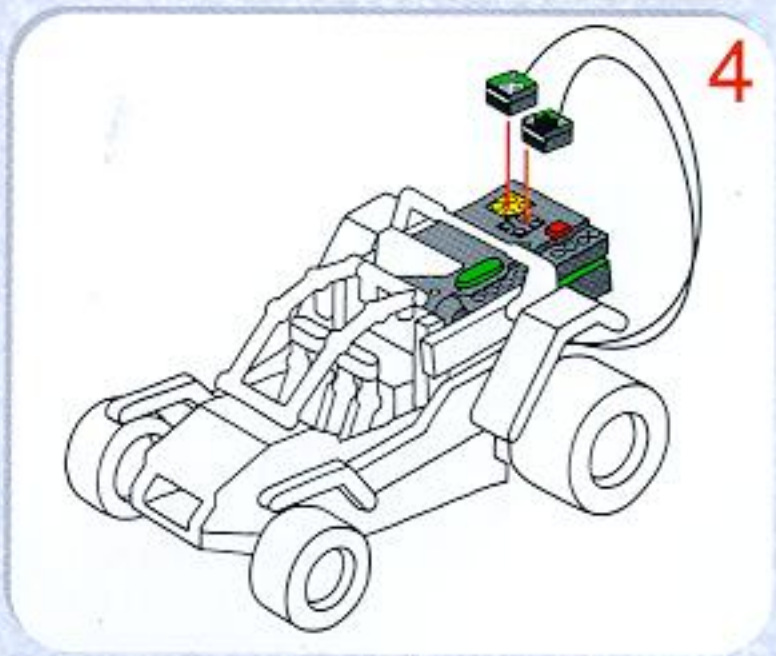
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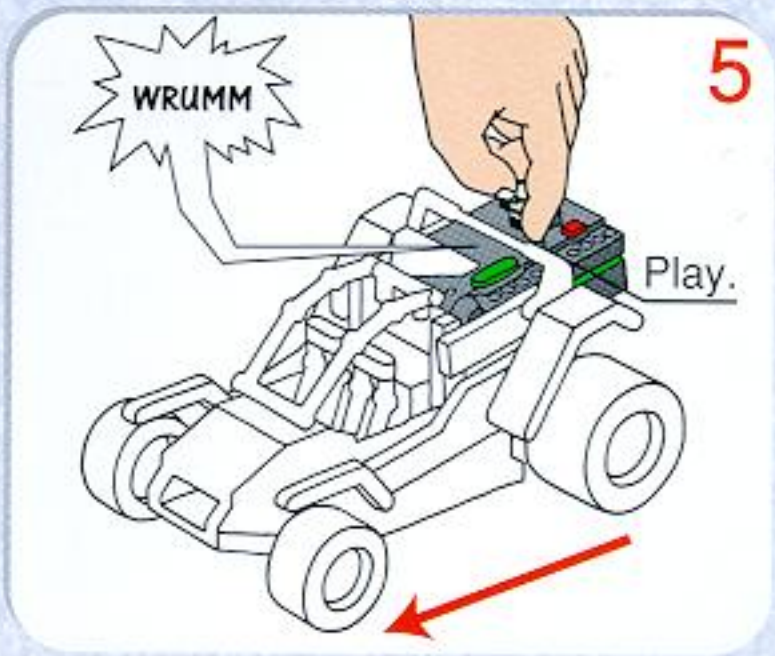

5
WRUMM
Play.

D

Erstelle dein eigenes Programm für den Buggy

Auf der nächsten Seite findest du eine Anleitung, wie du mit Hilfe der BARCODE-TAFEL und des CODE-PILOT dein eigenes Programm für den Buggy abspeichern kannst.

Es ist sehr wichtig bei dieser Anleitung, daß du die Barcodes in der richtigen Reihenfolge einspeicherst. Wenn du einen Barcode vergessen solltest, mußt du noch einmal ganz von vorn beginnen.

Wenn du alle Barcodes, die sich auf der nächsten Seite befinden, gespeichert hast, ist das Programm identisch mit den Funktionen des komprimierten Barcodes auf Seite 31.

Probiere selbst verschiedene Programme für den Buggy aus.

F

Créer un programme pour le buggy

- Appuyez sur le bouton Rec et enregistrez les codes-barres dans l'ordre montré ci-contre : c'est un exemple de programme complet.
- Attention, il faut enregistrer les codes dans le bon ordre. Si vous en oubliez un, vous devrez tout recommencer du début.
- Quand tous les codes sont enregistrés, appuyez sur le bouton Stop.
- Branchez les deux fils de connexion au boîtier-pilote.
- Appuyez sur le bouton Play.

Le programme que vous obtenez ainsi est identique à celui du code-barres compressé de la page 31.

Créez vous-même différents programmes pour votre buggy.

NL

Maak je eigen Crash Buggy programma

Op de volgende pagina zie je een barcode-instructie die aangeeft hoe je zelf een programma kunt maken voor je Crash Buggy met behulp van de codekaart en de codeerunit.

Zorg ervoor dat je alle barcodes in de juiste volgorde inleest. Als je er een mist, moet je helemaal opnieuw beginnen.

Heb je alle codes ingelezen, dan is het programma identiek aan de voorgeprogrammeerde barcode op pagina 31.

Experimenteer zelf met verschillende programma's voor de Crash Buggy.

1
2
3
20
4
5
STOP
6
7
60
8
9
SEC.
10
11
12
40
13
4
SEC.
14
STOP
15
16
3
SEC.

D

Bereits festgelegtes Programm für deinen Roboter

Der Barcode unter Punkt 2 auf der nächsten Seite ist ein sogenannter komprimierter Barcode, der ein bereits festgelegtes Programm für den Roboter enthält. Dieser Barcode befindet sich nicht auf deiner BARCODE-TAFEL. Wenn du diesen Barcode eingespeichert hast, wird der CODE-PILOT automatisch alle weiteren Speicherungen verweigern.

1. Drücke die *Rec*-Taste.
2. Nimm den CODE-PILOT und speichere den Barcode, den du unter Punkt 2 auf der nächsten Seite findest.
3. Plaziere den CODE-PILOT an der richtigen Stelle.
4. Schließe die Kabel an den CODE-PILOT an.
5. Schließe den Kasten.
6. Drücke die *Play*-Taste. Der CODE-PILOT klingt jetzt wie ein Roboter.
7. Drehe an dem Reifen und der Roboter geht vorwärts. Wenn du den Reifen schneller drehst, wird auch der Roboter schneller gehen und der Sound wird schneller abgespielt.
8. Wenn du die Sensortaste heruntergedrückt hältst und gleichzeitig an dem Reifen drehst, geht der Roboter rückwärts.

F

Utiliser un programme prédéfini pour le robot

Le code-barres qui se trouve au point 2 ci-contre est un code-barres compressé qui contient un programme prédéfini pour le robot. Ce code-barres n'existe pas sur votre carte à codes. Quand vous aurez enregistré ce code-barres le boîtier-pilote refusera automatiquement tout code supplémentaire.

1 Appuyez sur le bouton Rec.
2 Enregistrez le code-barres du point 2 ci-contre avec le boîtier-pilote.
3 Placez correctement le boîtier-pilote.
4 Branchez les deux fils de connexion au boîtier-pilote. Faites attention de les brancher aux bons endroits.
5 Fermez la boîte.
6 Appuyez sur le bouton Play. Le boîtier-pilote émet un bruit de robot.
7 Tournez la roue et le robot se met à marcher. Si vous tournez la roue plus vite, le robot va plus vite et le bruit est plus rapide.
8 Si vous pressez le bouton du détecteur en même temps que vous tournez la roue, le robot marche à reculons.

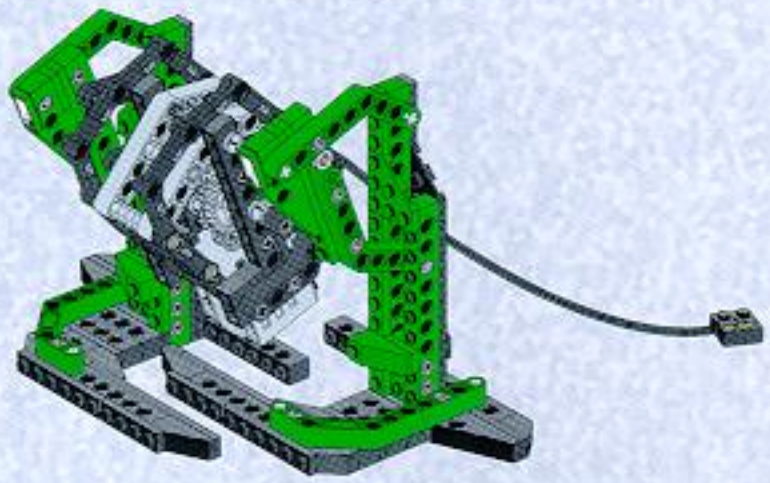
NL

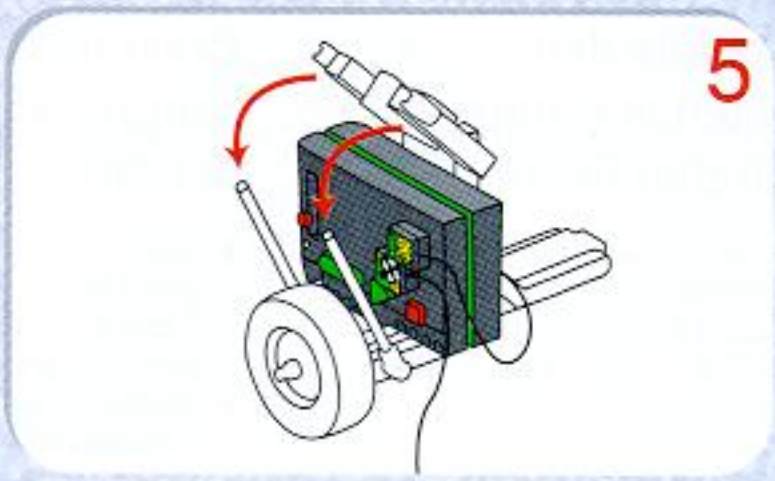
Een voorgeprogrammeerd programma voor je Robot

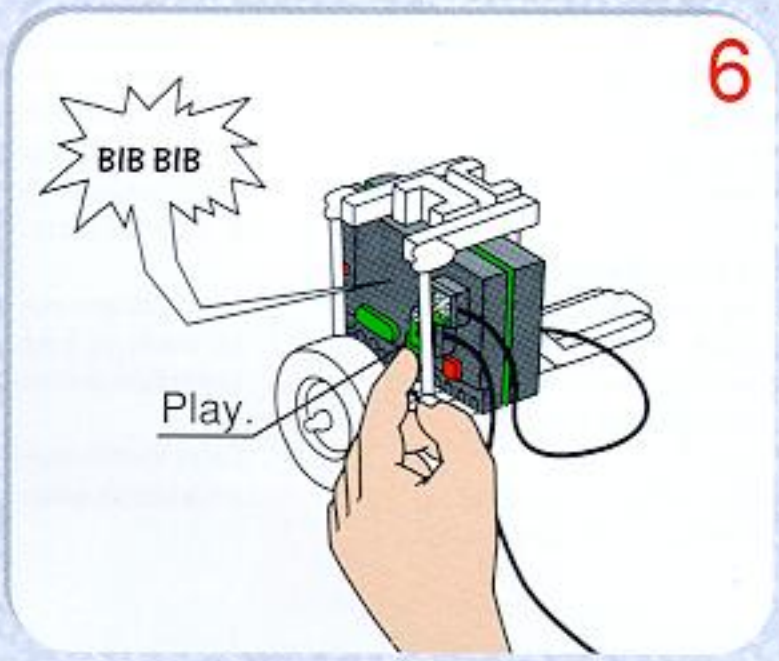
De barcode bij punt twee op de volgende pagina is een zogenaamde voorgeprogrammeerde barcode. Deze code bevat een volledig gedefinieerd programma voor de Robot. Je vind de barcode niet op je codekaart.

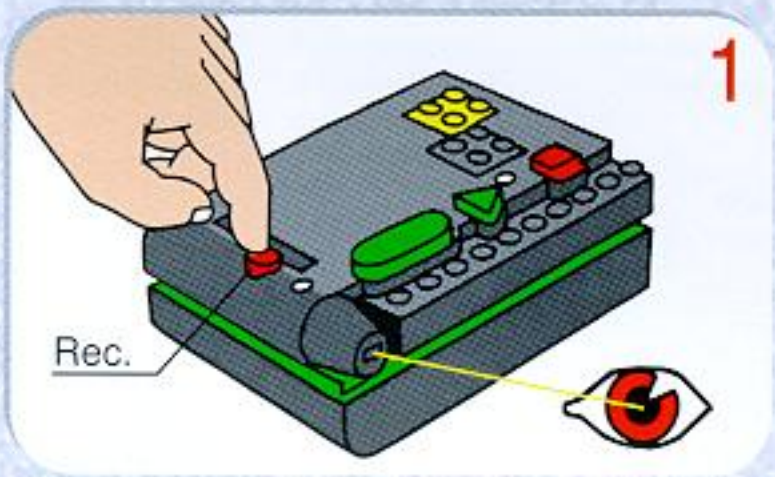
Als je de code hebt ingelezen, zal de codeerunit automatisch verdere programmering verhinderen.

1. Druk op 'Rec'.
2. Pak je codeerunit en lees de barcode bij punt 2 op de volgende pagina in.
3. Plaats de codeerunit correct.
4. Bevestig de stroomdraden van de robot aan de codeerunit. Zorg ervoor dat je ze juist aansluit.
5. Sluit de box.
6. Druk op 'Play'. De codeerunit geeft het geluid van een robot.
7. Draai het wiel en de robot loopt vooruit. Als je het wiel sneller draait gaat de robot ook sneller lopen en gaat het geluid sneller.
8. Als je de sensor-kop ingedrukt houdt en op hetzelfde moment aan het wiel draait, loopt de robot achteruit.

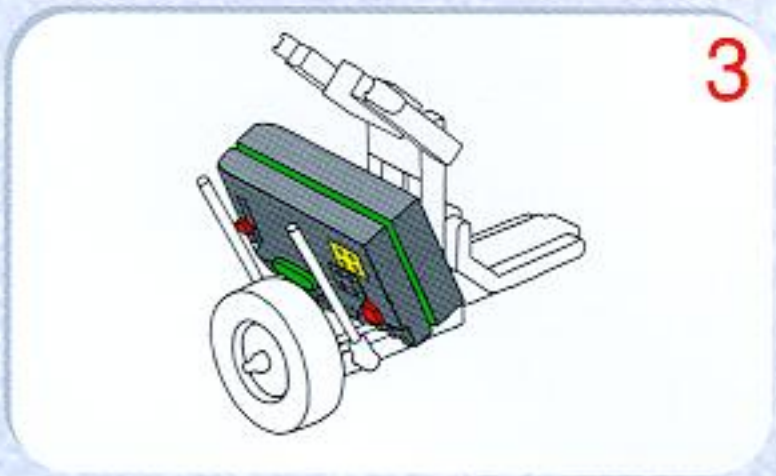


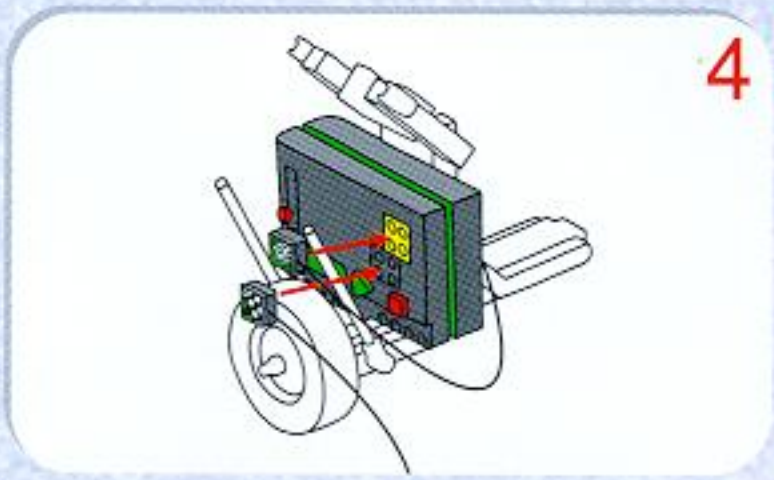

5

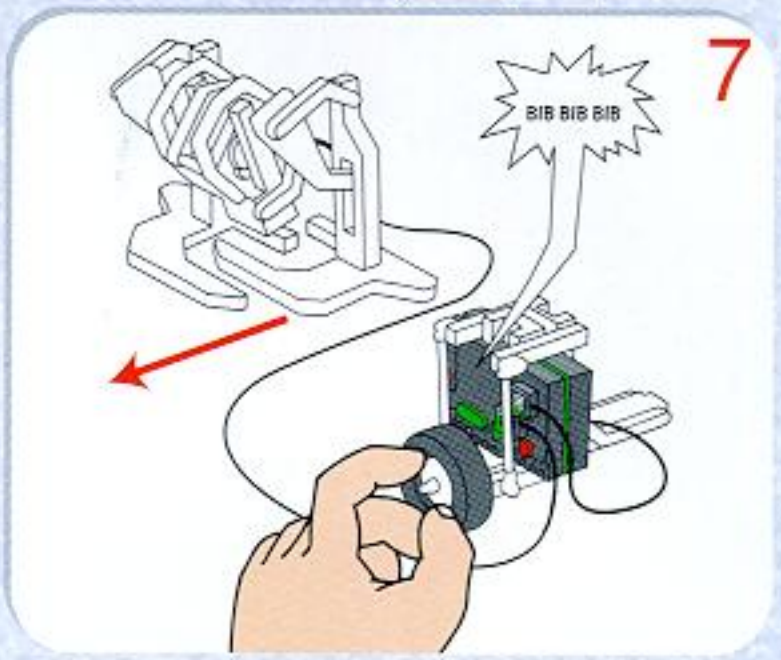

6
BIB BIB
Play.

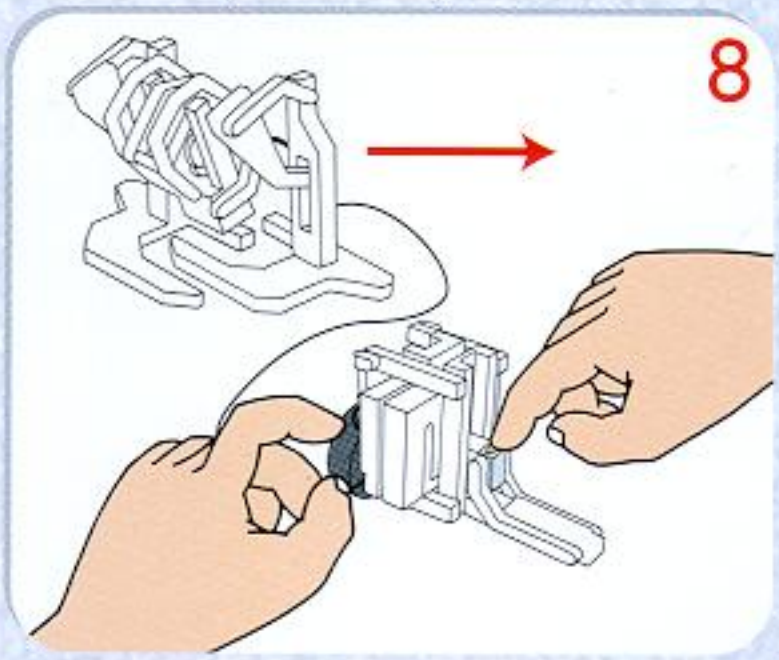

1
Rec.

2
015


3


4


7
BIB BIB BIB


8

D

Erstelle dein eigenes Programm für den Roboter

Auf der nächsten Seite findest du eine Anleitung, wie du mit Hilfe der BARCODE-TAFEL und des CODE-PILOT dein eigenes Programm für den Roboter abspeichern kannst.

Es ist sehr wichtig bei dieser Anleitung, daß du die Barcodes in der richtigen Reihenfolge einspeicherst. Wenn du einen Barcode vergessen solltest, mußt du noch einmal ganz von vorn beginnen.

Wenn du alle Barcodes, die sich auf der nächsten Seite befinden, gespeichert hast, ist das Programm identisch mit den Funktionen des komprimierten Barcodes auf Seite 35.

Probiere selbst verschiedene Programme für den Roboter aus.

F

Créer un programme pour le robot

- Appuyez sur le bouton Rec et enregistrez les codes-barres dans l'ordre montré ci-contre : c'est un exemple de programme complet.
- Attention, il faut enregistrer les codes dans le bon ordre. Si vous en oubliez un, vous devrez tout recommencer du début.
- Quand tous les codes sont enregistrés, appuyez sur le bouton Stop.
- Branchez les deux fils de connexion au boîtier-pilote.
- Appuyez sur le bouton Play.

Le programme que vous obtenez ainsi est identique à celui du code-barres compressé de la page 35.

Créez vous-même différents programmes pour votre robot.

NL

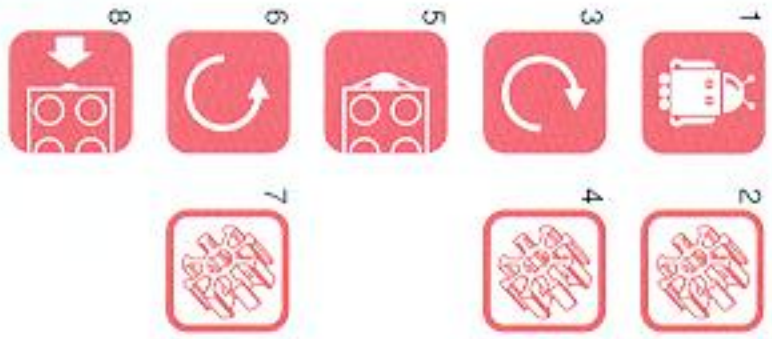
Maak je eigen Robot programma

Op de volgende pagina zie je een barcode-instructie die aangeeft hoe je zelf een programma kunt maken voor je Robot met behulp van de codekaart en de codeerunit.

Zorg ervoor dat je alle barcodes in de juiste volgorde inleest. Als je er een mist, moet je helemaal opnieuw beginnen.

Heb je alle codes ingelezen, dan is het programma identiek aan de voorgeprogrammeerde barcode op pagina 35.

Experimenteer zelf met verschillende programma's voor de Robot.


1
2
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4
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6
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8

D

- Dein CODE-PILOT ist geschützt gegen Kurzschlüsse und gegen Überspannung. Kurzschlüsse sollten jedoch mit Rücksicht auf die Lebensdauer der Batterien vermieden werden. Verwende ausschließlich LEGO Kabel. Schließe nie ein Kabel an sich selbst an.

- Der CODE-PILOT darf nicht in Wasser getaucht werden.

Anleitung für die Verwendung der Batterien

Verwende sechs 1,5 V Batterien für deinen CODE-PILOT. Vermische nie unterschiedliche Arten von Batterien oder alte und neue zusammen in deinem CODE-PILOT. Die Batterien sollten immer zur langfristigen Aufbewahrung – oder wenn sie leer sind – aus dem CODE-PILOT entfernt werden. Flüssigkeit, die aus leeren Batterien ausläuft, beschädigt deinen CODE-PILOT.

Wiederaufladbare Batterien können in deinem CODE-PILOT verwendet werden. Diese müssen aber unter Aufsicht eines Erwachsenen in einem speziell dafür vorgesehenen Ladegerät für Batterien neu aufgeladen werden. Entferne die Batterien aus deinem CODE-PILOT, wenn du sie aufladen willst. Versuche nicht, Einweg-Batterien neu aufzuladen.

Tips zum Motor

Der Motor ist gegen Überspannung durch eine Wärmesicherung geschützt, die aussetzt, sobald der Motor überhitzt ist.

Wenn der Motor nicht startet, überprüfe folgendes:

1. Sind alle Verbindungen in Ordnung?
2. Sind die Batterien richtig eingelegt?
3. Können sich alle Räder frei und reibungslos bewegen?

Wenn der Motor dann immer noch nicht läuft, wechsle die Batterien aus.

F

- Votre boîtier-pilote est protégé contre les courts-circuits et les surcharges. Toutefois, il faut éviter les courts-circuits pour protéger la durée de vie des piles. Utilisez uniquement les fils et branchements LEGO. Ne branchez jamais un fil sur lui-même.

- Ne mettez jamais le boîtier-pilote dans l'eau.

Utilisation des piles

Il faut 6 piles de 1,5 V (AA) pour votre boîtier-pilote. Ne mélangez jamais différents types de piles, ou des piles neuves avec des piles usagées dans le boîtier-pilote. Enlevez toujours les piles du boîtier-pilote si vous ne l'utilisez pas pendant un certain temps ou si les piles sont usées. Une fuite liquide pourrait endommager le boîtier-pilote.

Vous pouvez utiliser des piles rechargeables dans le boîtier-pilote mais celles-ci doivent être rechargées dans un chargeur adapté et sous la surveillance d'un adulte. Ne laissez pas les piles dans le boîtier-pilote quand vous les rechargez. N'essayez jamais de recharger des piles normales non rechargeables.

Conseils pour le moteur

Le moteur est protégé contre les surcharges par un fusible thermique qui disjoncte en cas de surchauffe du moteur.

Si le moteur ne démarre pas, vérifiez :

1. Que tous les branchements sont corrects.
2. Que les piles sont placées correctement.
3. Que les roues tournent normalement et facilement.

Si le moteur ne démarre toujours pas, remplacez les piles.

NL

- Je codeerunit is beveiligd tegen overbelasting en kortsluiting. Kortsluiting moet toch voorkomen in verband met de levensduur van de batterijen. Gebruik uitsluitend LEGO stroomdraden. Sluit een stroomdraad nooit aan zichzelf aan.

- Zorg dat de codeerunit nooit in contact met water komt.

Instructies voor het gebruik van batterijen

Gebruik 6 x 1,5 volts batterijen voor je codeerunit. Gebruik nooit twee verschillende soorten of oude en nieuwe batterijen in de codeerunit. Verwijder altijd de batterijen als de codeerunit voor langere tijd niet wordt gebruikt of als de batterijen leeg zijn. Lege batterijen kunnen gaan lekken en daardoor de codeerunit beschadigen. In deze codeerunit kunnen oplaadbare batterijen gebruikt worden. Opnieuw opladen dient in een speciale batterij-oplader te gebeuren, onder toezicht van een volwassene. Haal de batterijen voor opnieuw opladen altijd uit de codeerunit. Probeer nooit niet-oplaadbare batterijen opnieuw op te laden.

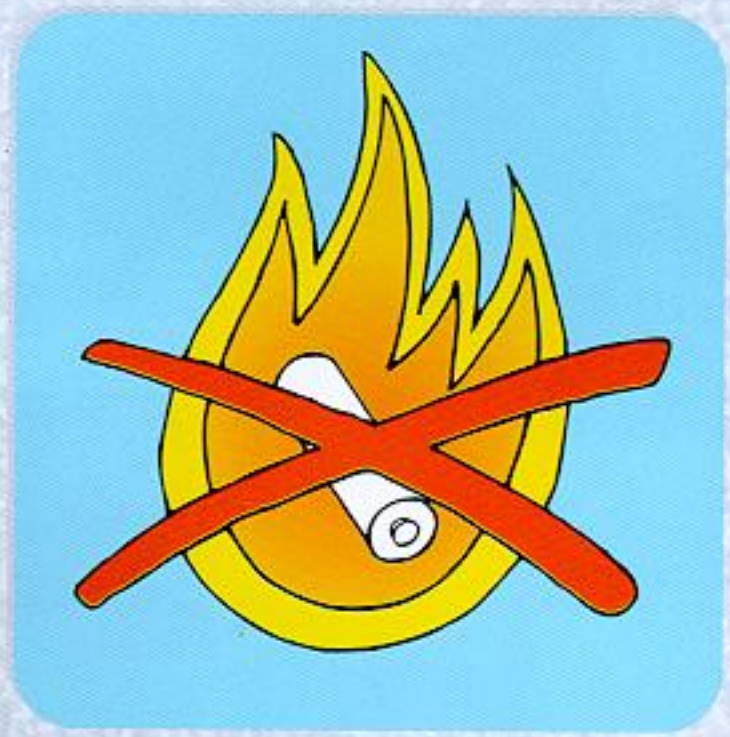
Motor-tips

De motor is beschermd tegen oververhitting met een warmtebeveiliging, daardoor slaat de motor automatisch uit bij oververhitting.

Als de motor niet werkt, controleer dan:

1. zijn alle verbindingen juist bevestigd?
2. zijn de batterijen goed geplaatst?
3. kunnen alle wielen vrij ronddraaien?

Mocht de motor nog steeds niet goed werken, vervang dan de batterijen.



CODE PILOT

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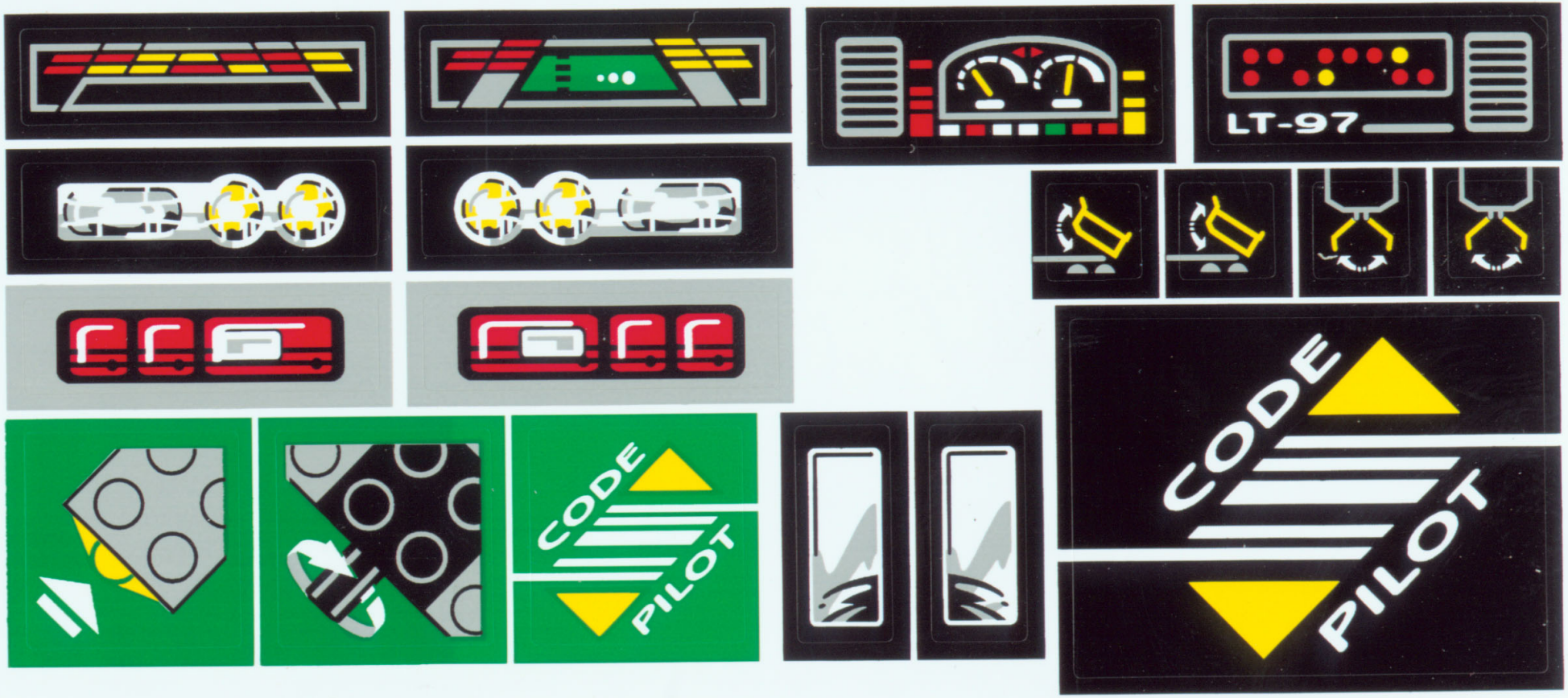

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