the initial version's roller launching device had significant. limitation. particularly when faced with interference from other machines. making normal launching difficult. Taking inspiration from last season. we decided to explore an alternative approach — using a catapult launch for importing the Triballs.

Martin : ① The catapults device only requir one motor. saving one motor compared to a roller launching, which opens up more design possibilities for other components.

② It also reduces the overall height of the machine. allowing it to ~~navigent~~ navigate through the path ways on both sides. of the area.

③ The device's launch trajectory follows a parabolic curve with a narrowing openning. making it more difficult for opponents to intercept.

④ To simply operation. we implemented an automatic emission logic for the device. It detects the distance between the Triball to this device and the sensor to trigger the launch.

Disadvantages: 1. there are some drawbacks. including a longer time to import (15 sec → 20 sec)

Overall. the second-version launcher has improved a lot.

Version. 2   designed by: Kevin   witnessed by: Joker
                                                          date: 7.4