

003 - LABEL MAKER

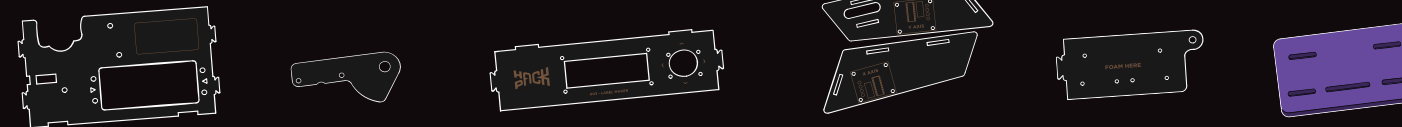
BUILD ALONG WITH MARK ROBER



CRUNCHLABS.COM/LABEL

PARTS

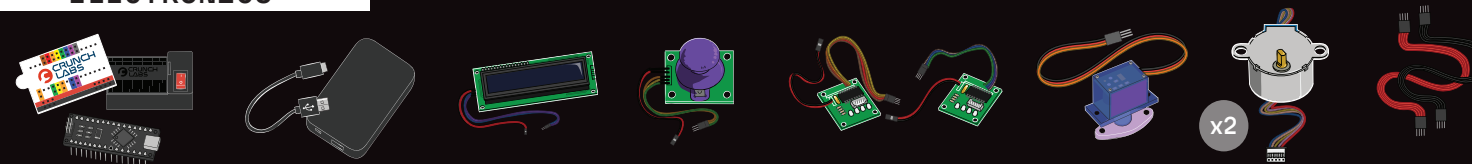
WOOD STRUCTURE



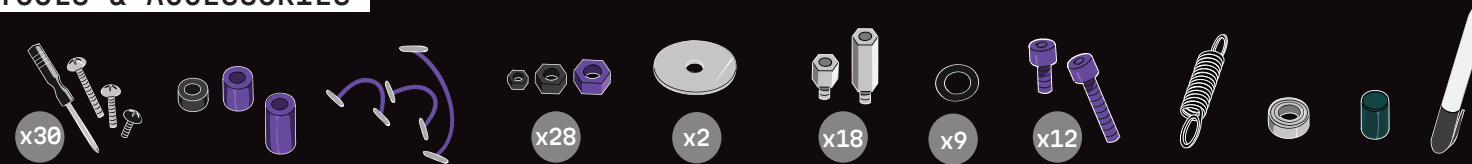
WRITING MECHANISMS



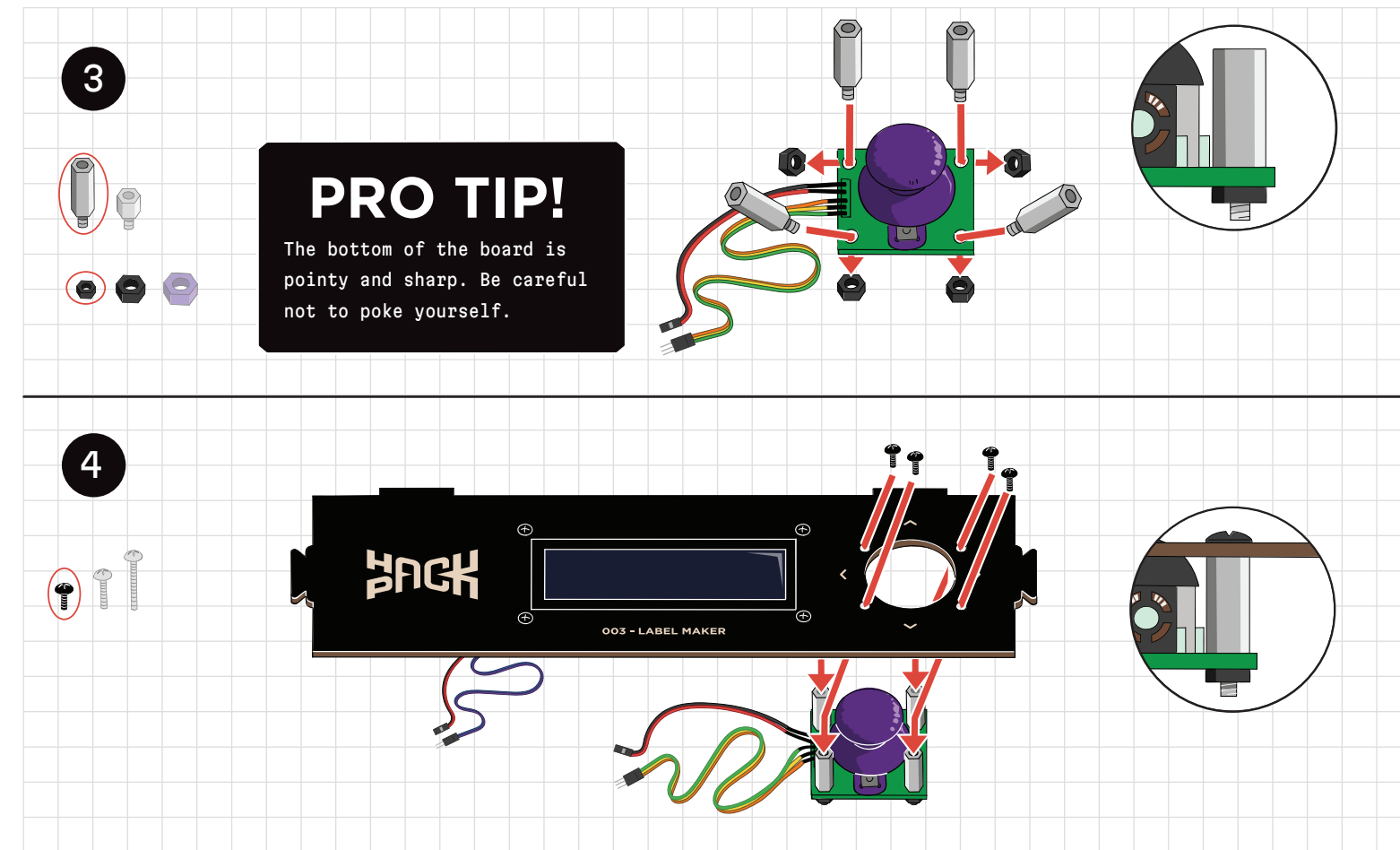
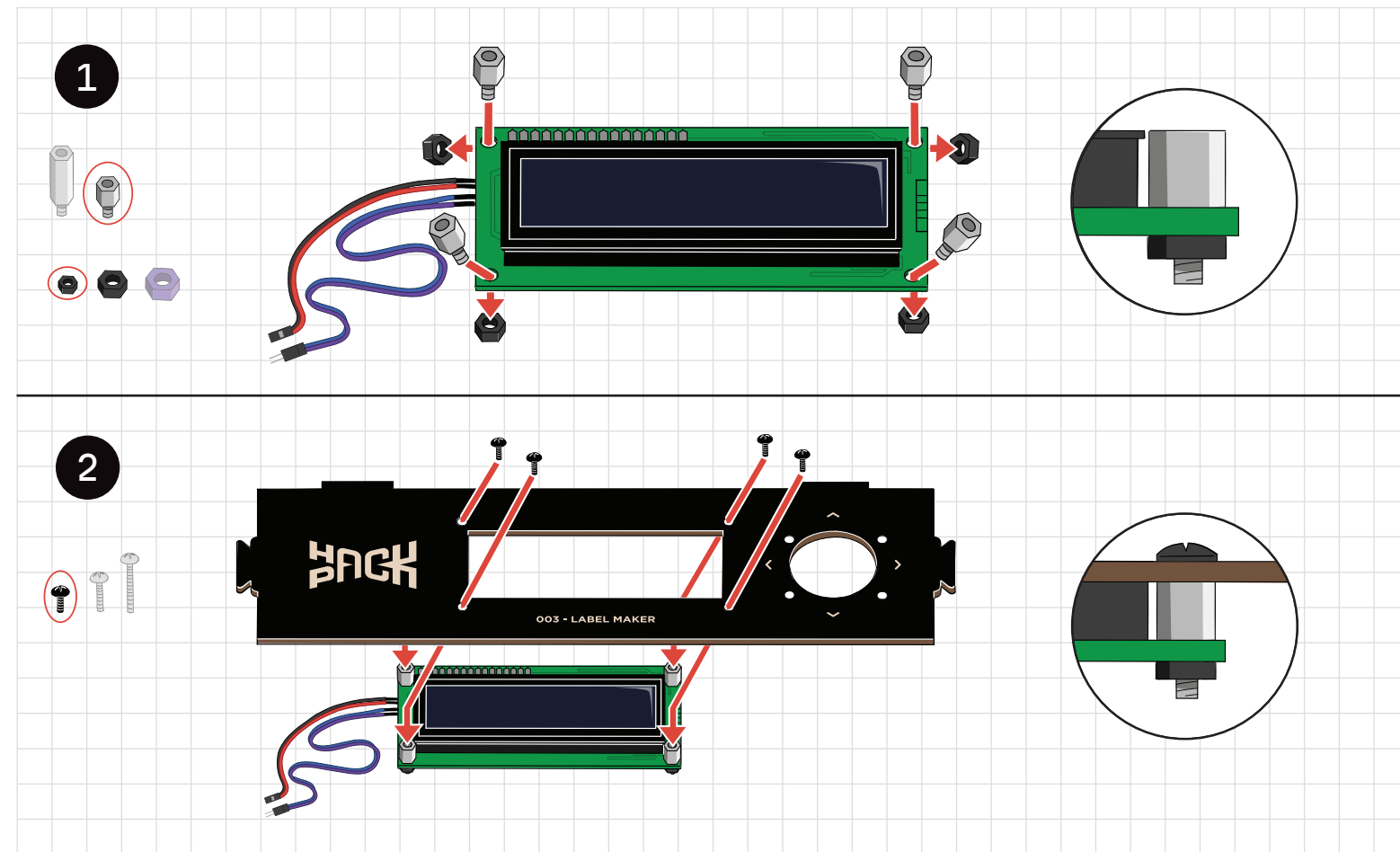
ELECTRONICS

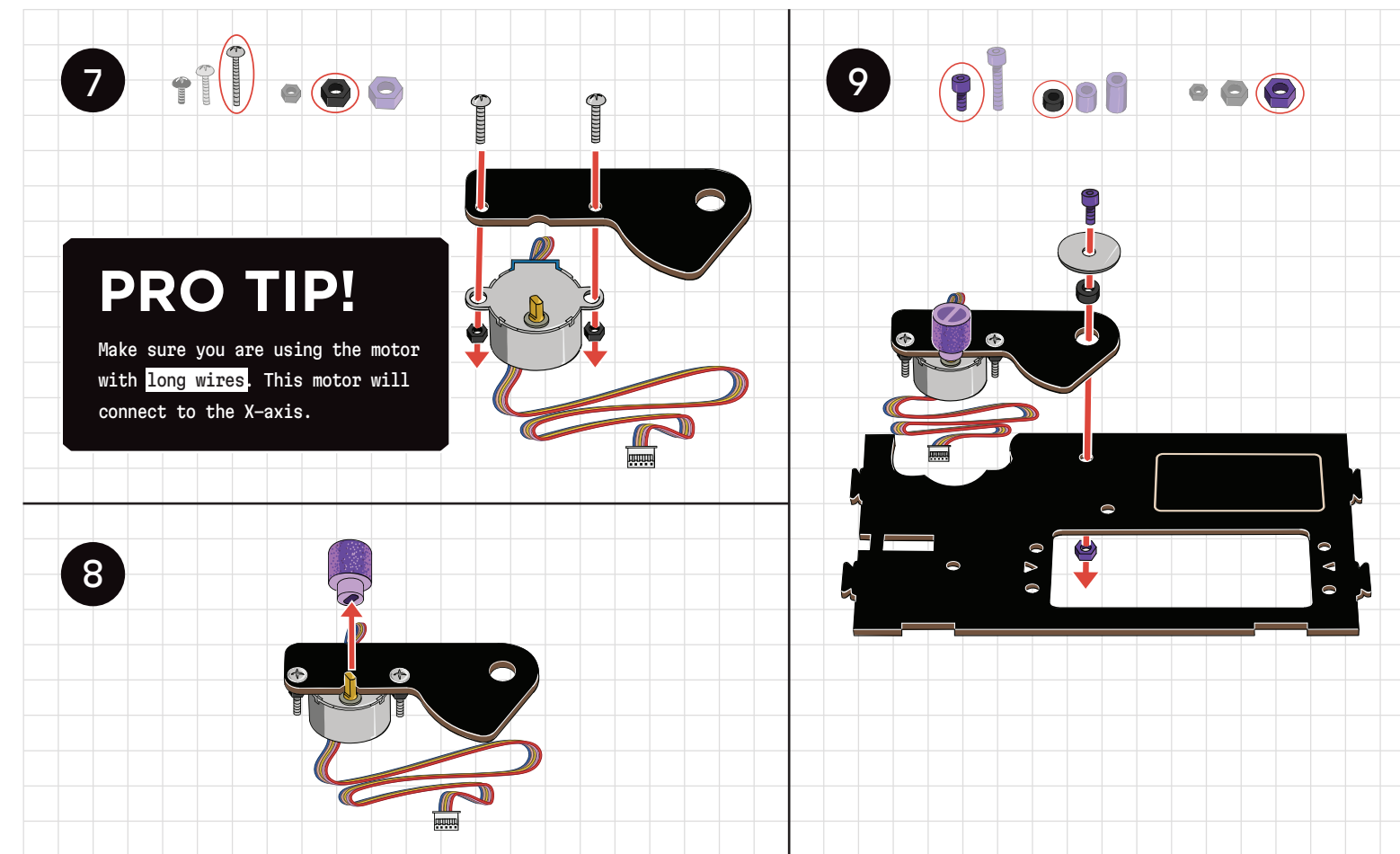
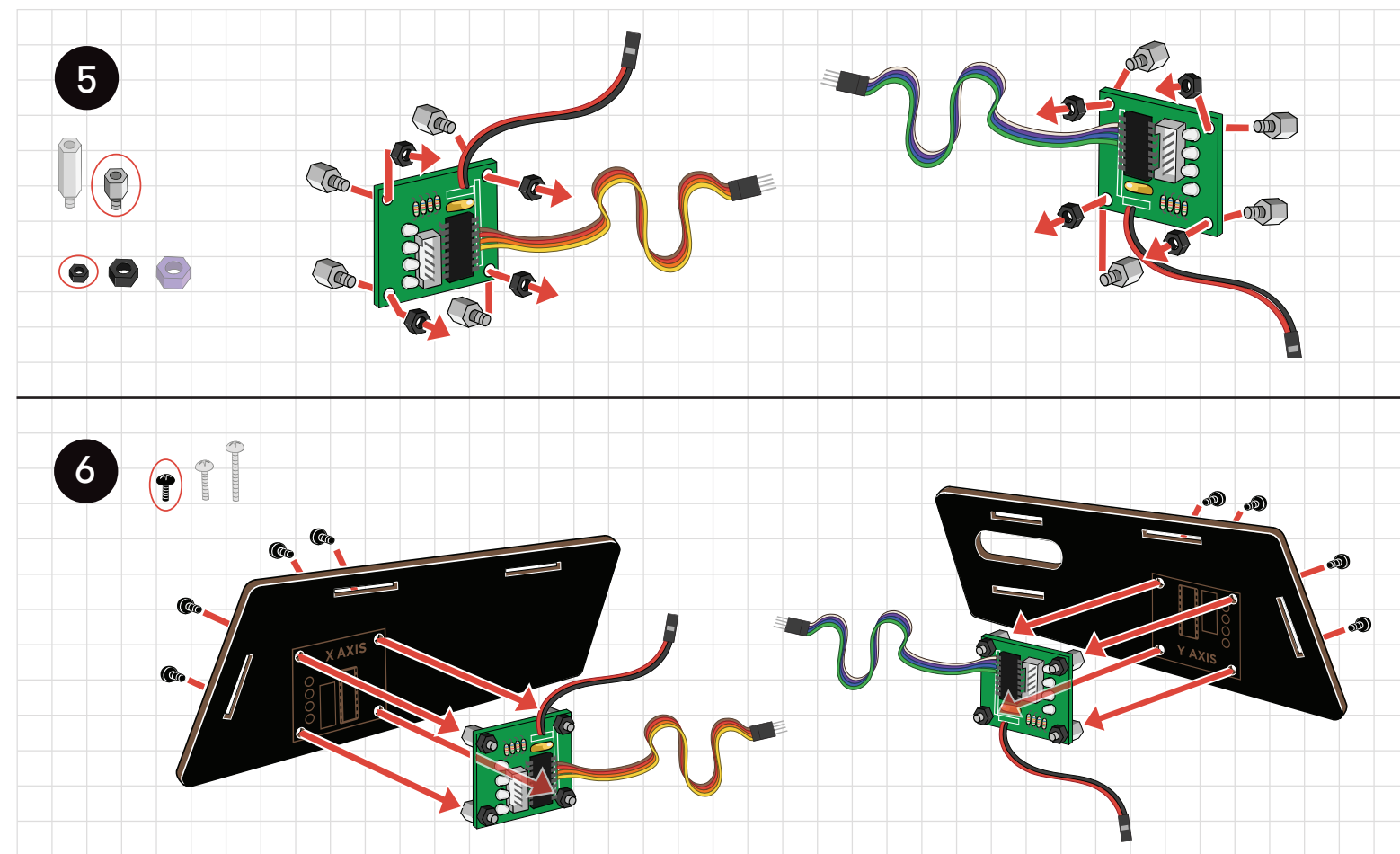


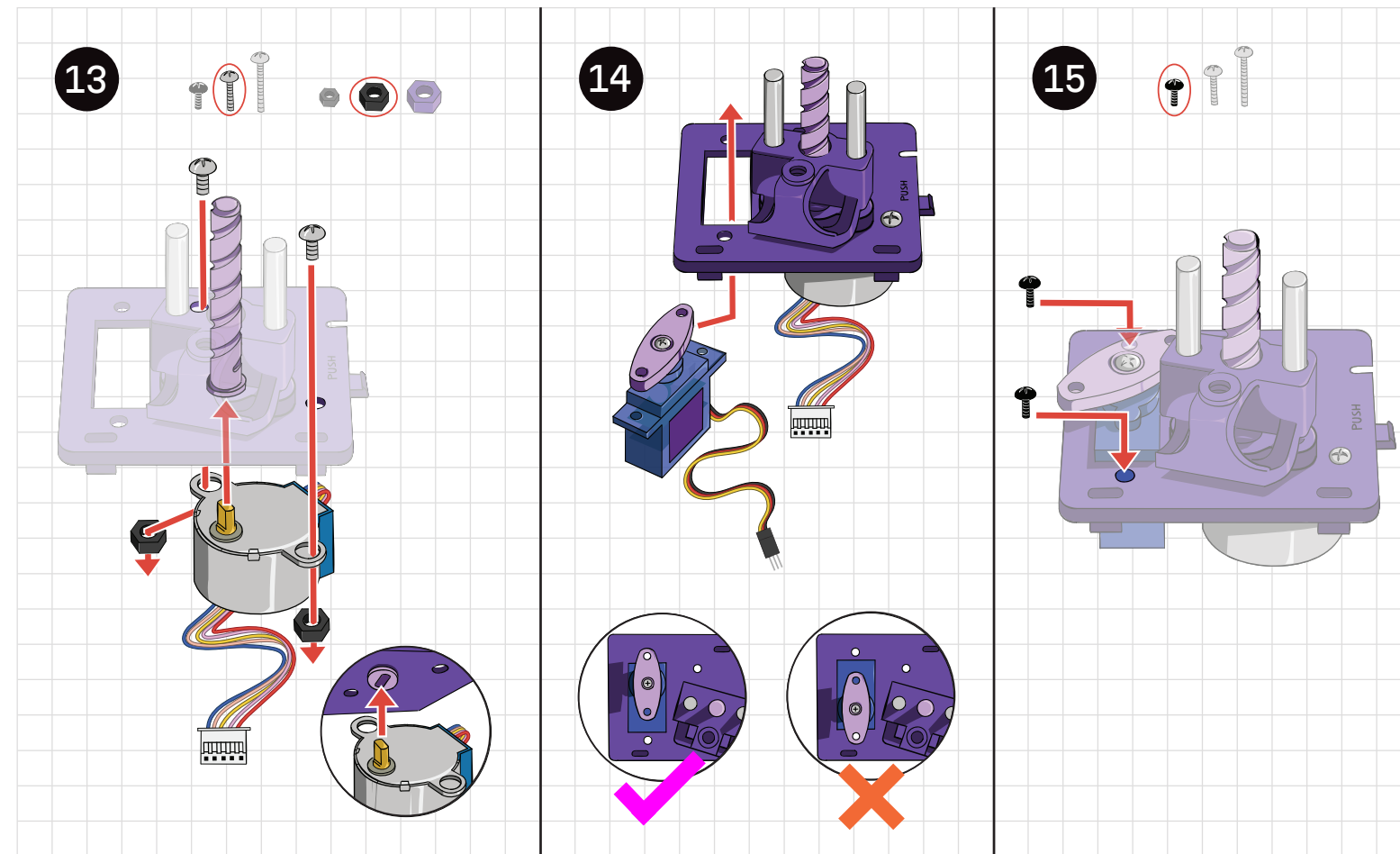
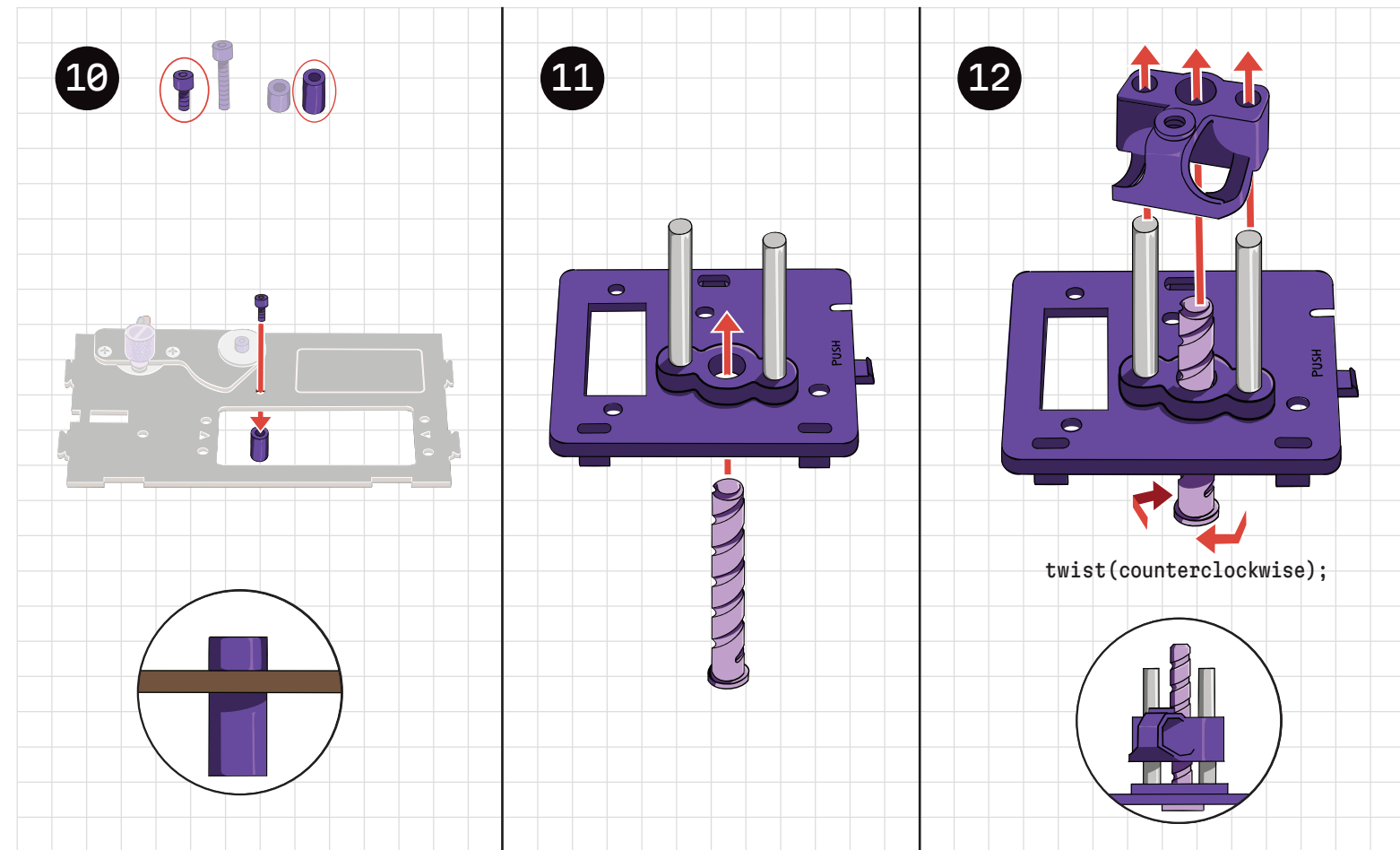
TOOLS & ACCESSORIES

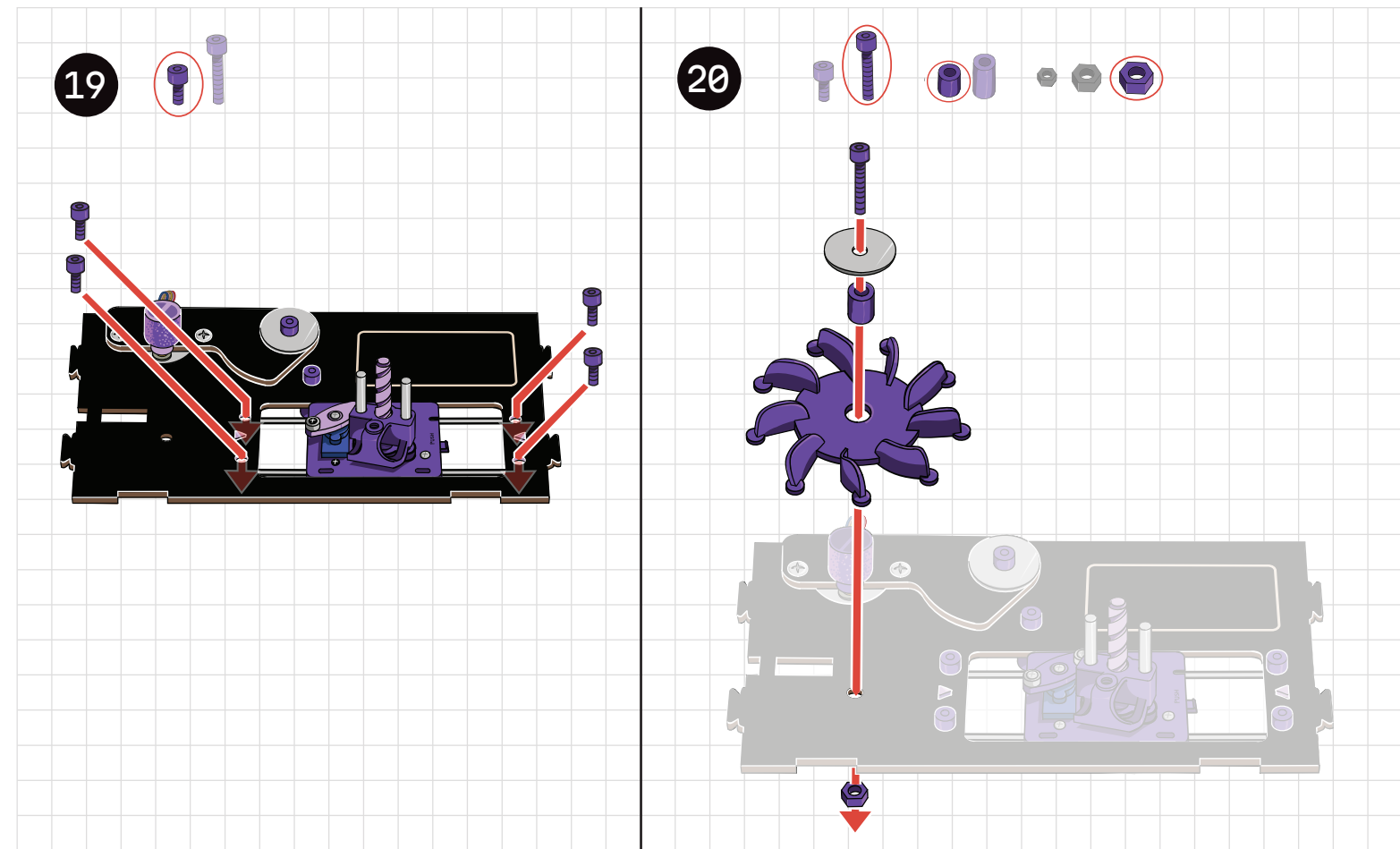
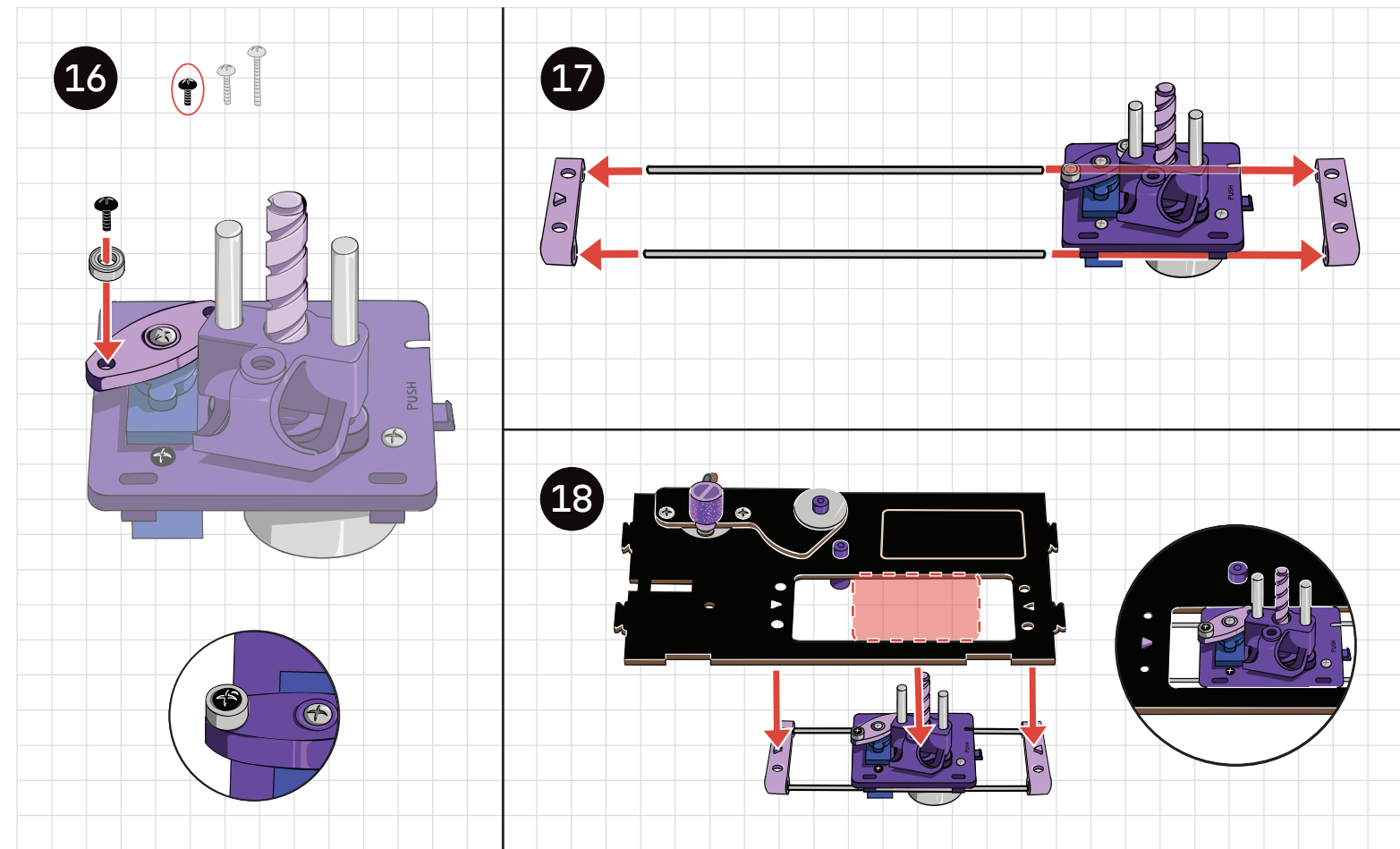


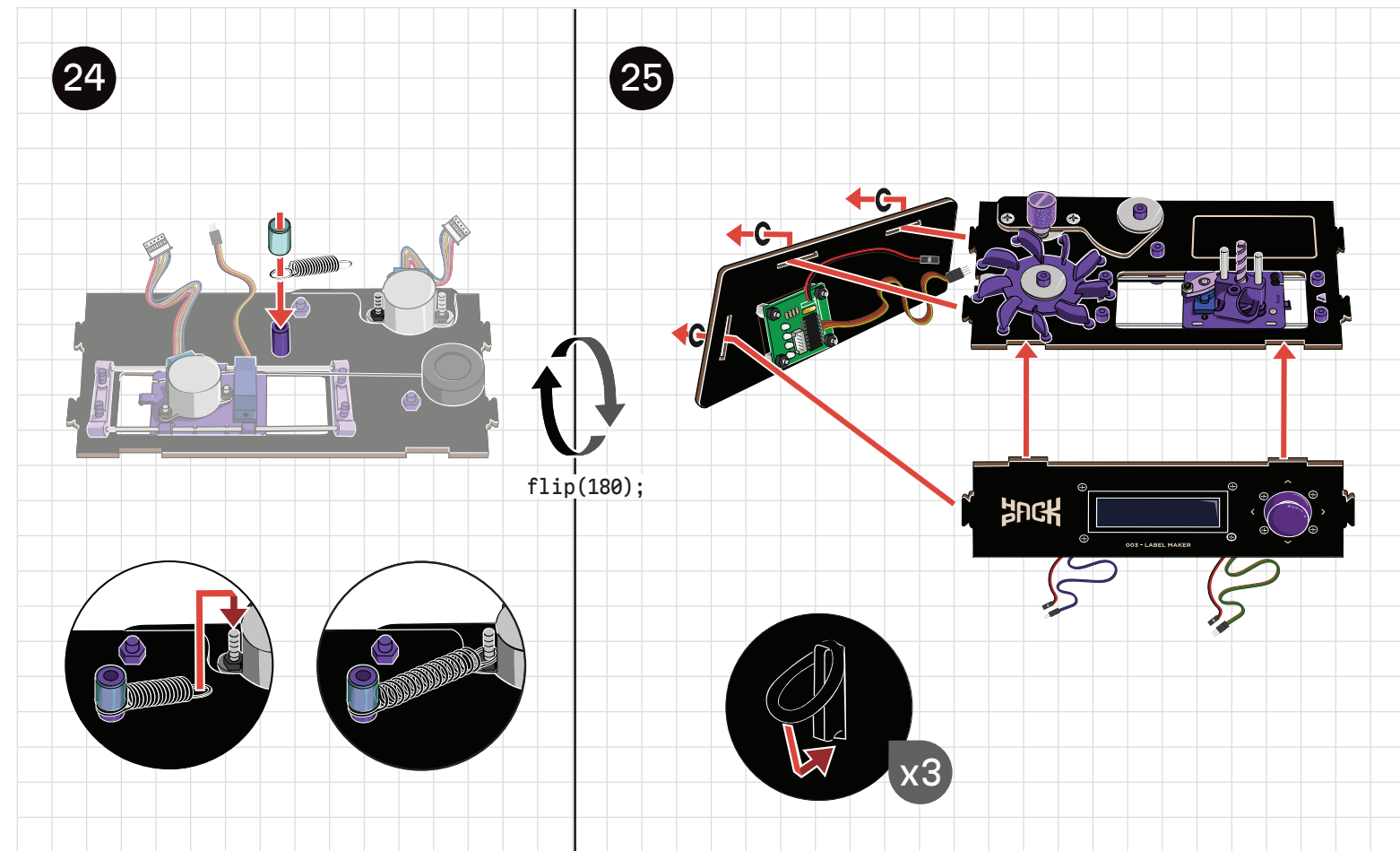
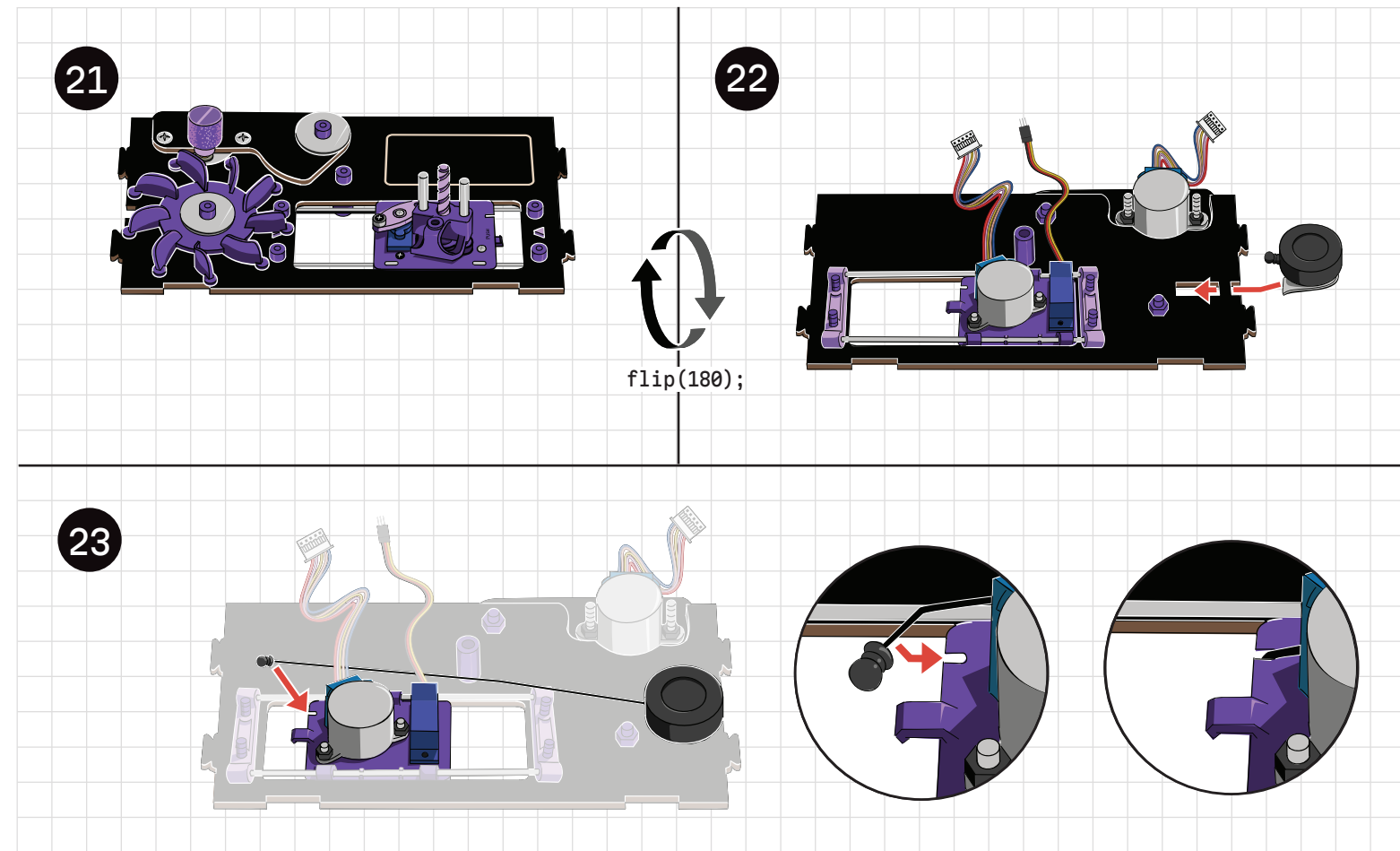
For missing and replacement parts, visit “My Account” at crunchlabs.com and we’ll ship them to you for free.

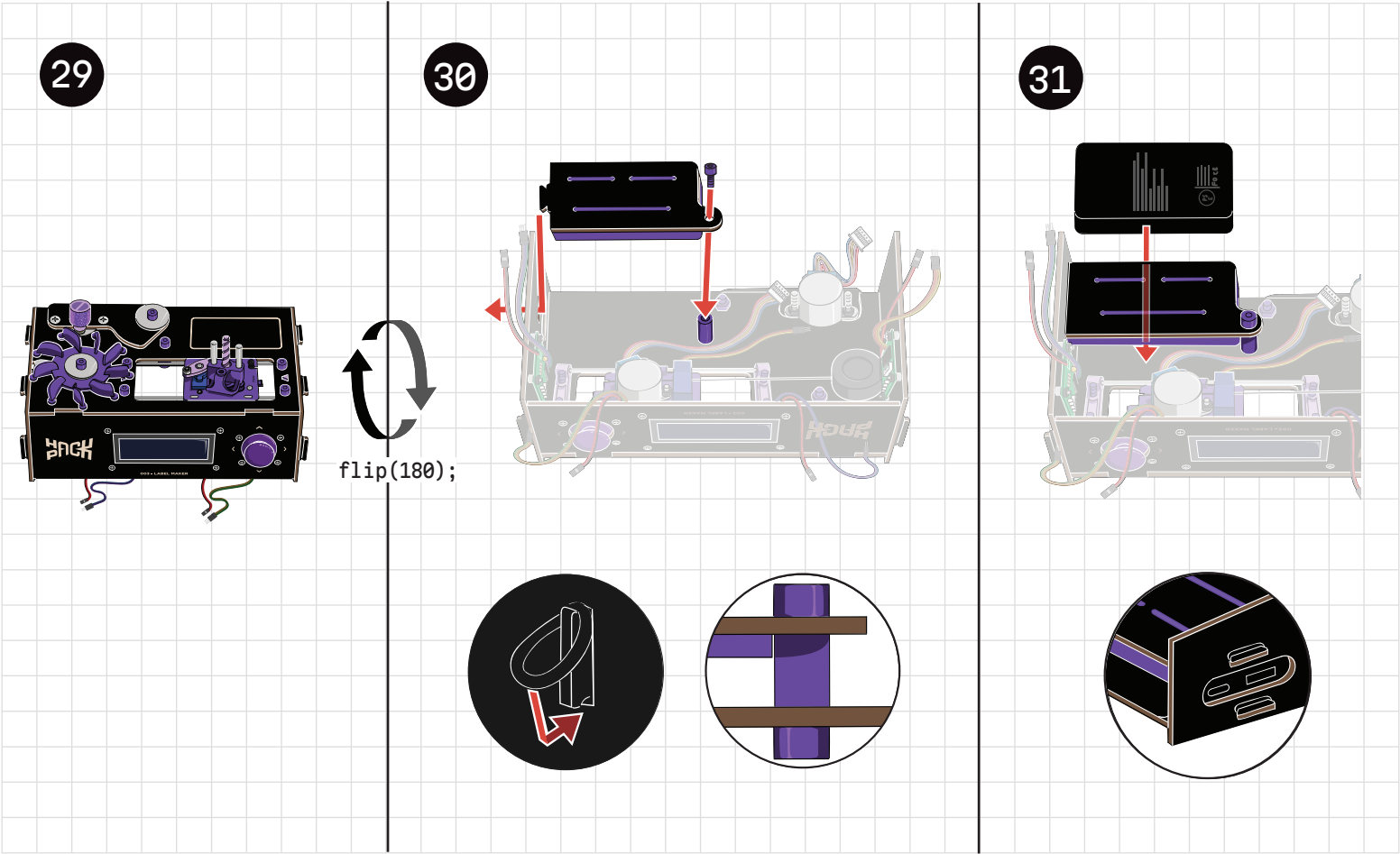
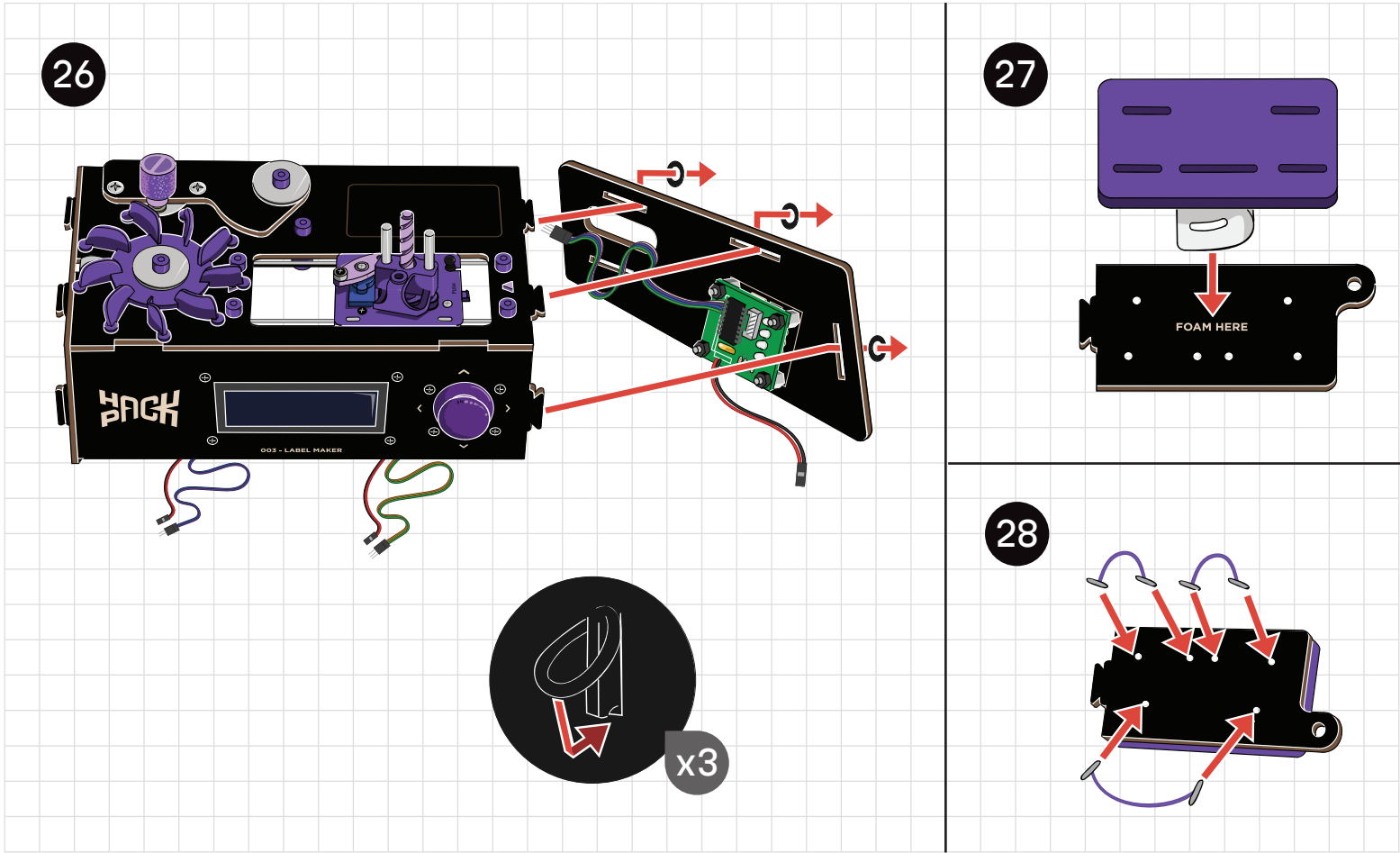


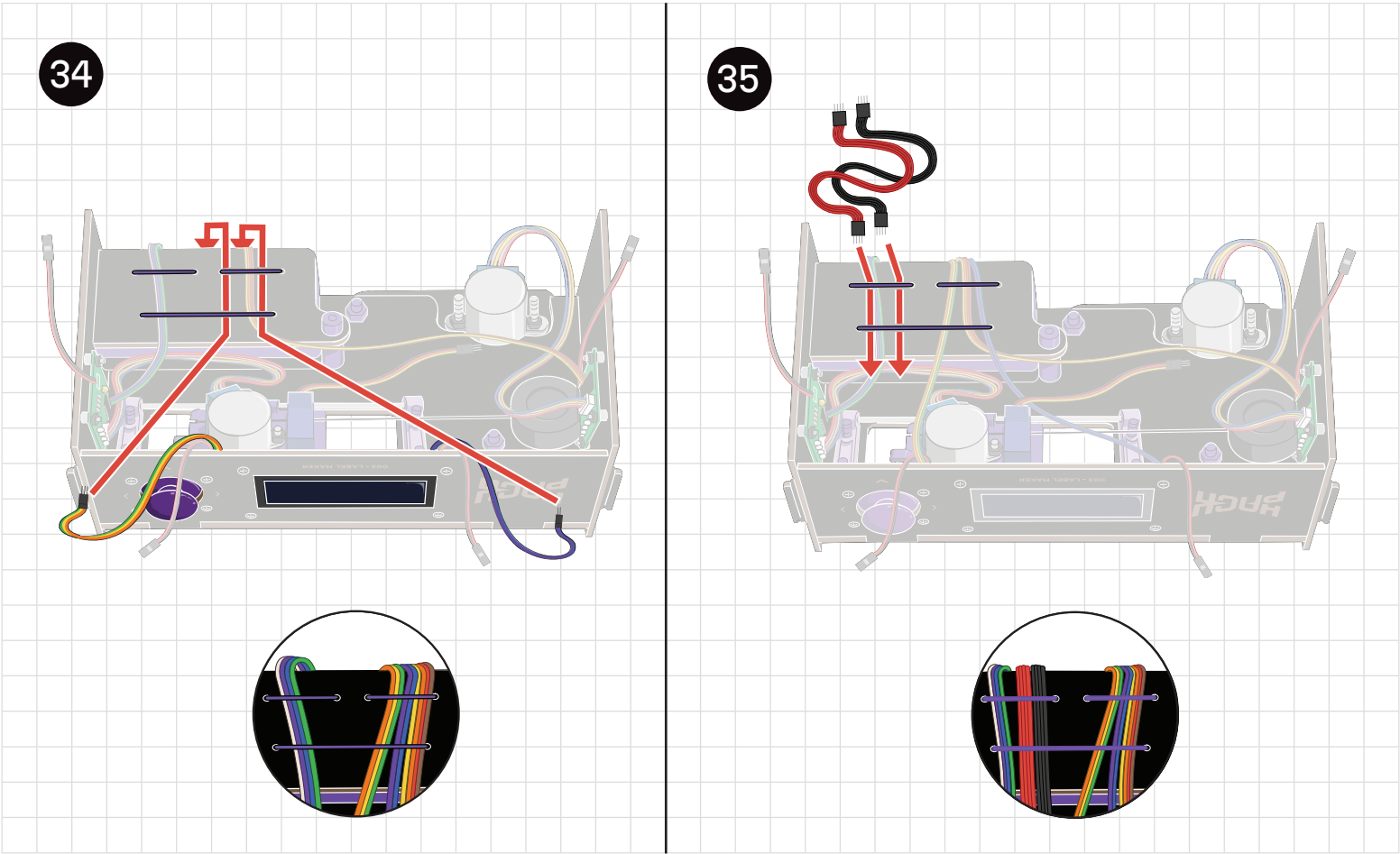
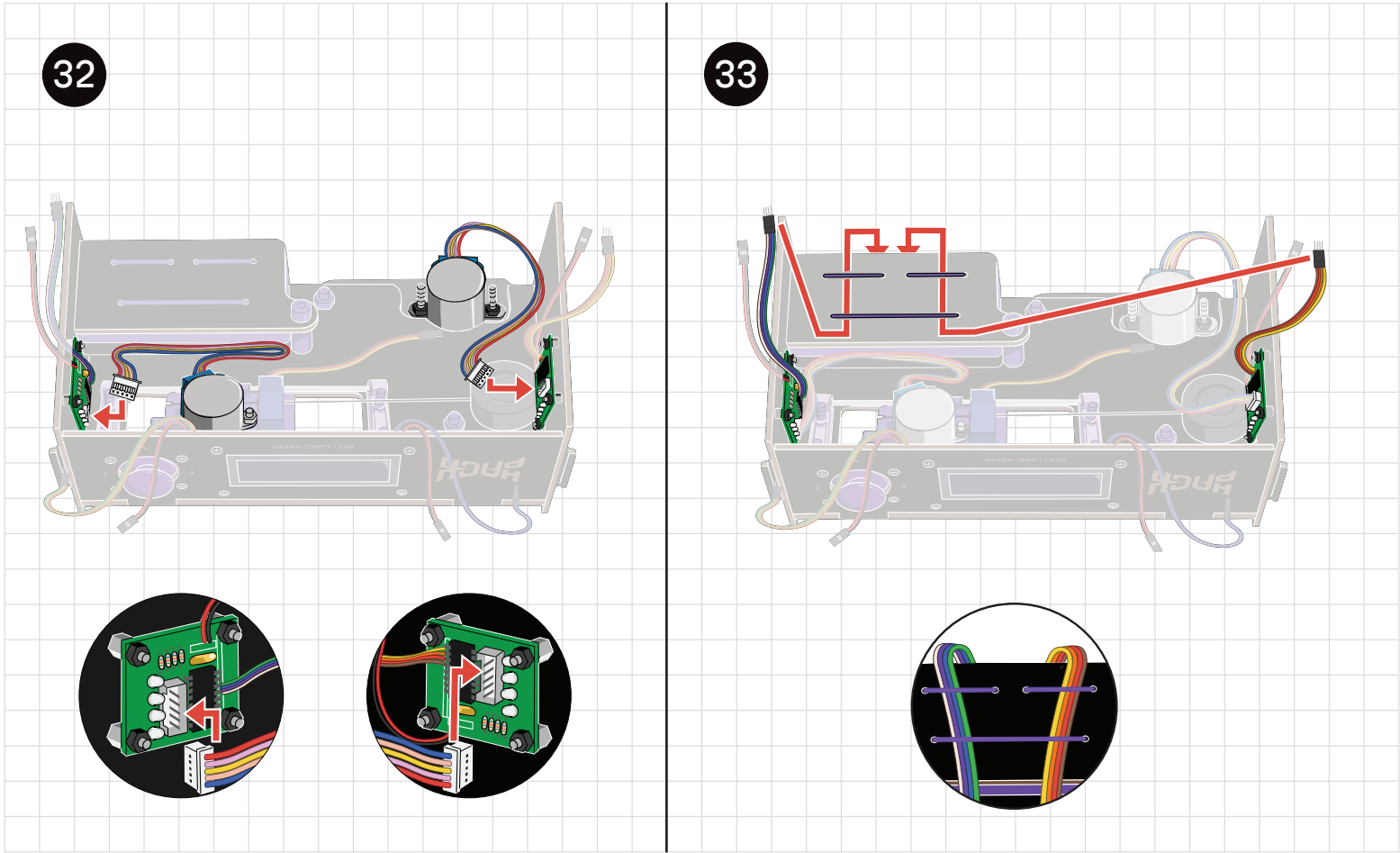




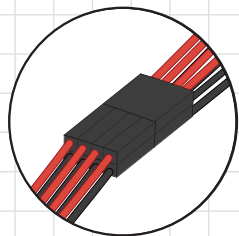
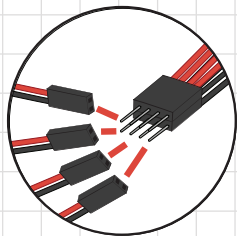
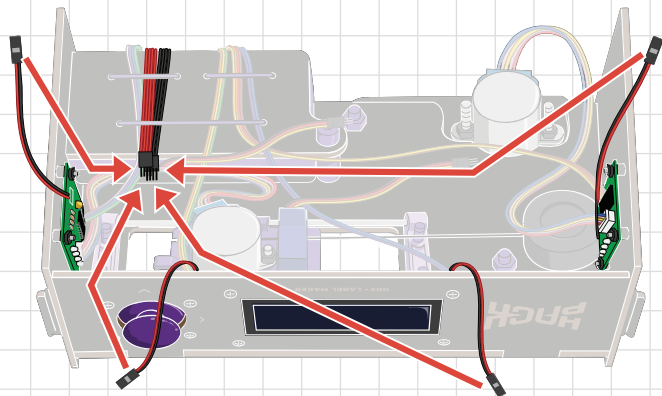




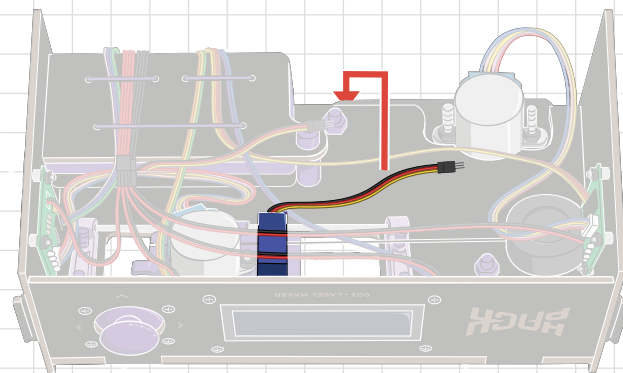




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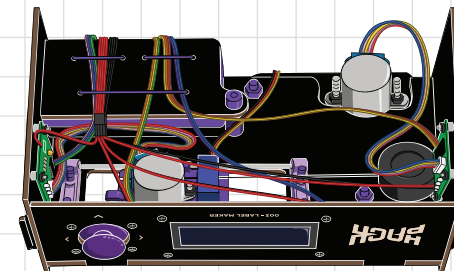
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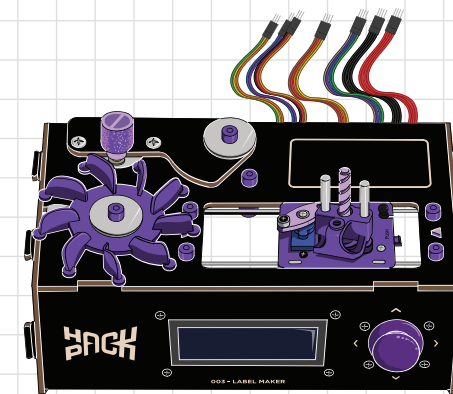
PRO TIP!

Make sure the servo wires are clear of other wires so that the Y-axis carriage can move freely.

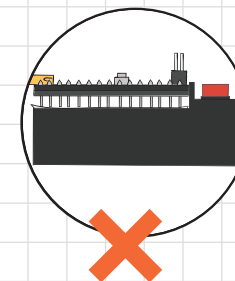
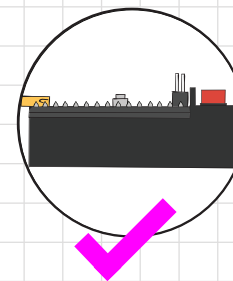
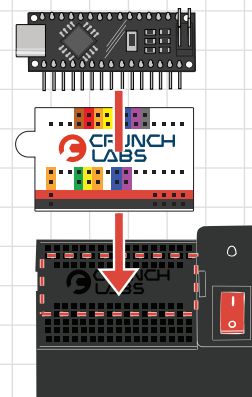
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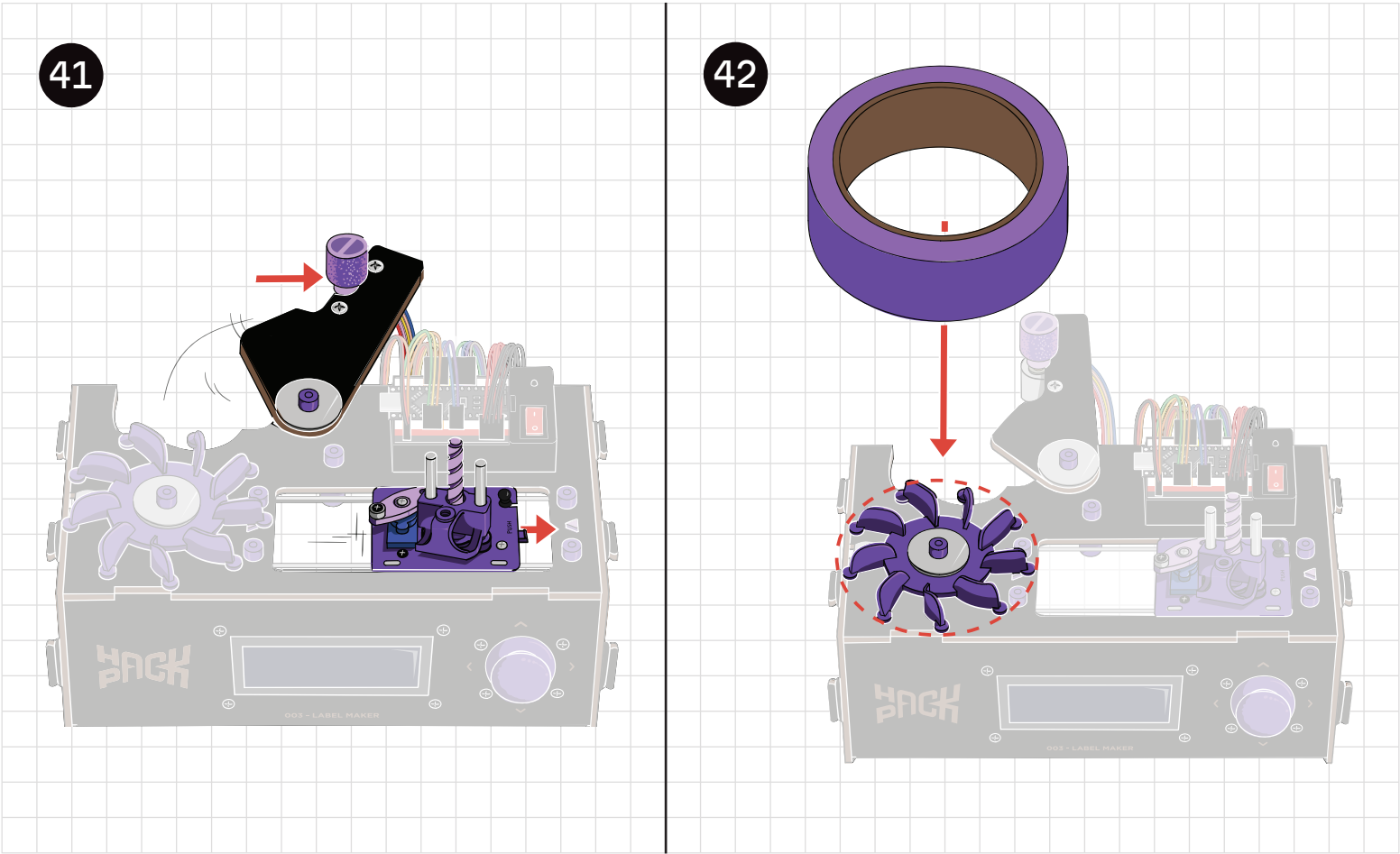
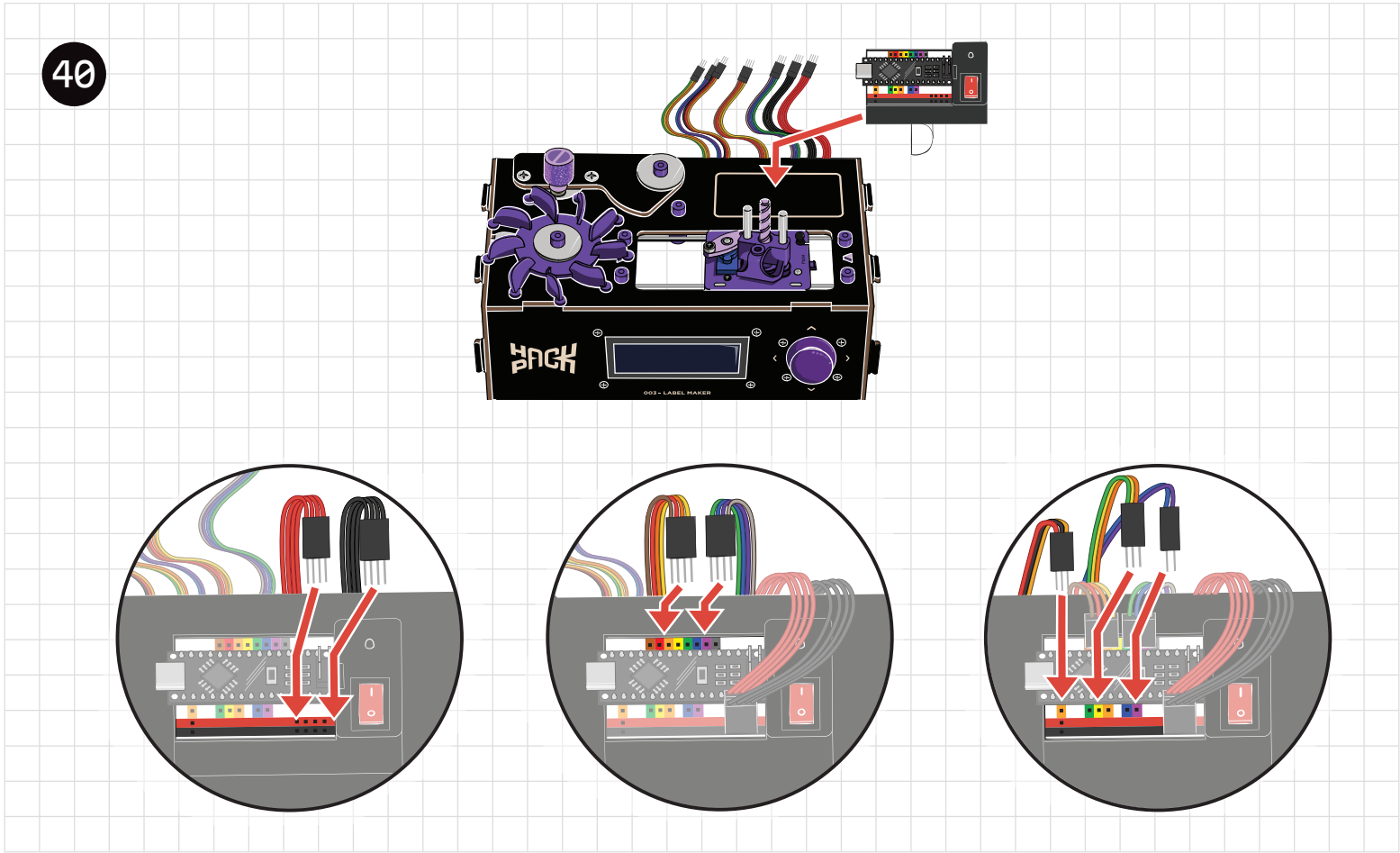


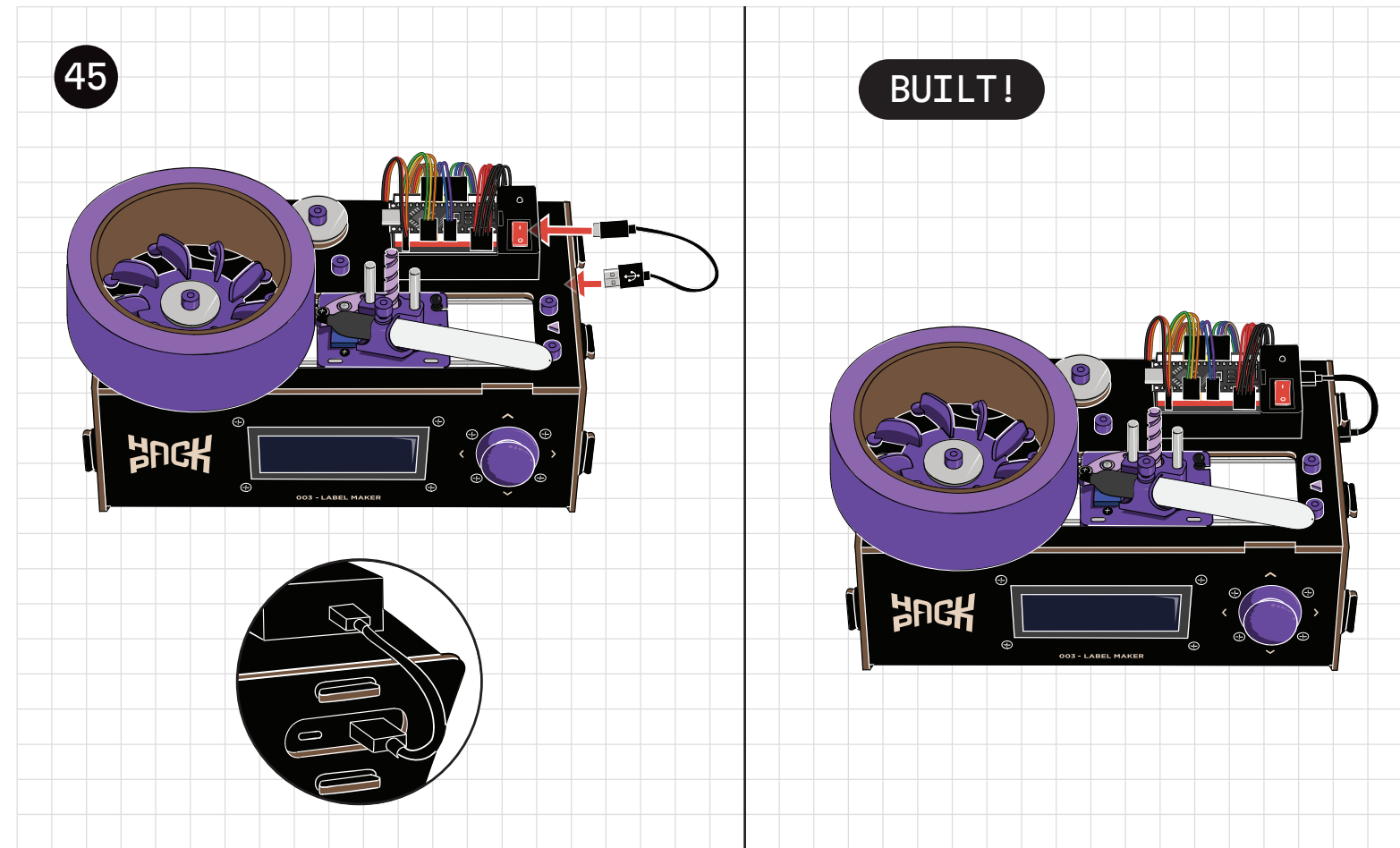
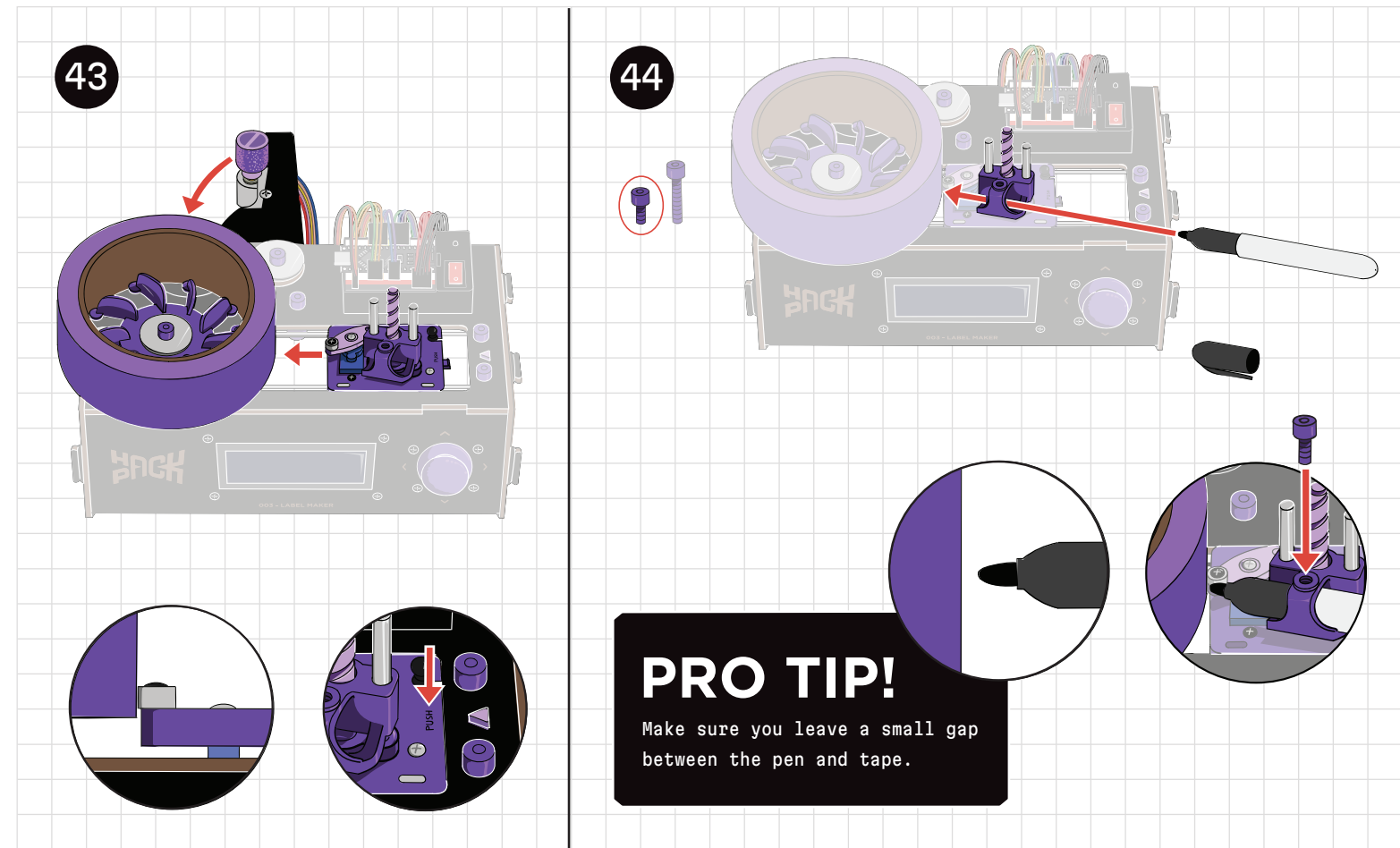
```
flip(180);
```



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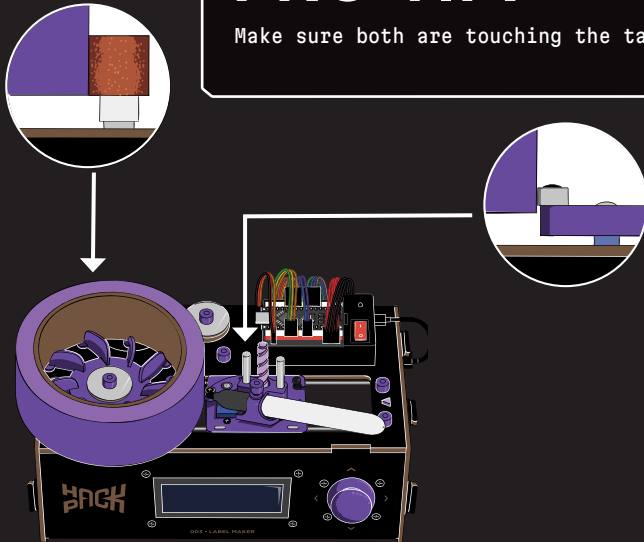




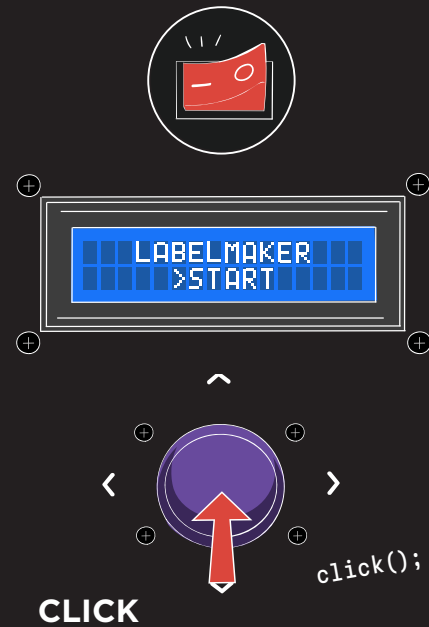
TEST

PRO TIP!

Make sure both are touching the tape.

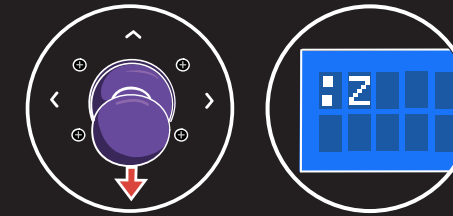


Having trouble? Watch the video at
crunchlabs.com/label



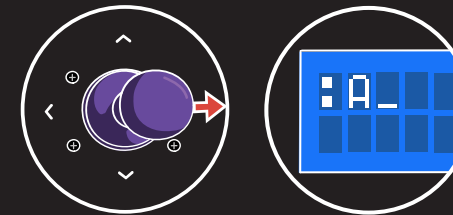
CLICK

Click the joystick to confirm your
action on the label screen



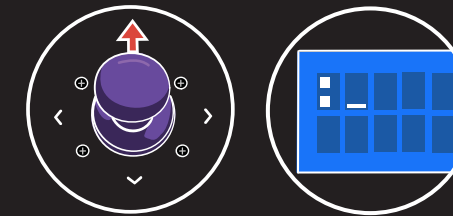
DOWN

Scroll DOWN on the joystick
through the alphabet



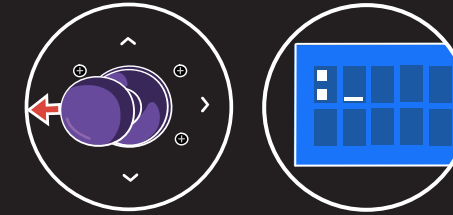
RIGHT

Scroll RIGHT to add letters to
the label



UP

Scroll UP on the joystick to
get back to SPACE

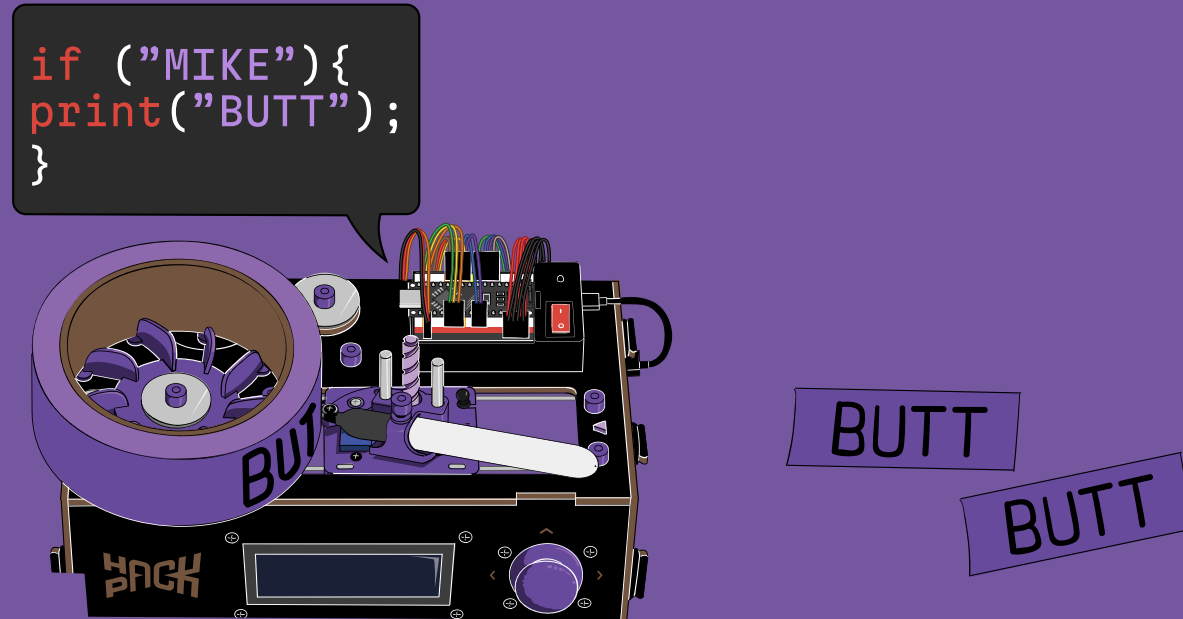


LEFT

Scroll LEFT to remove letters
from the label

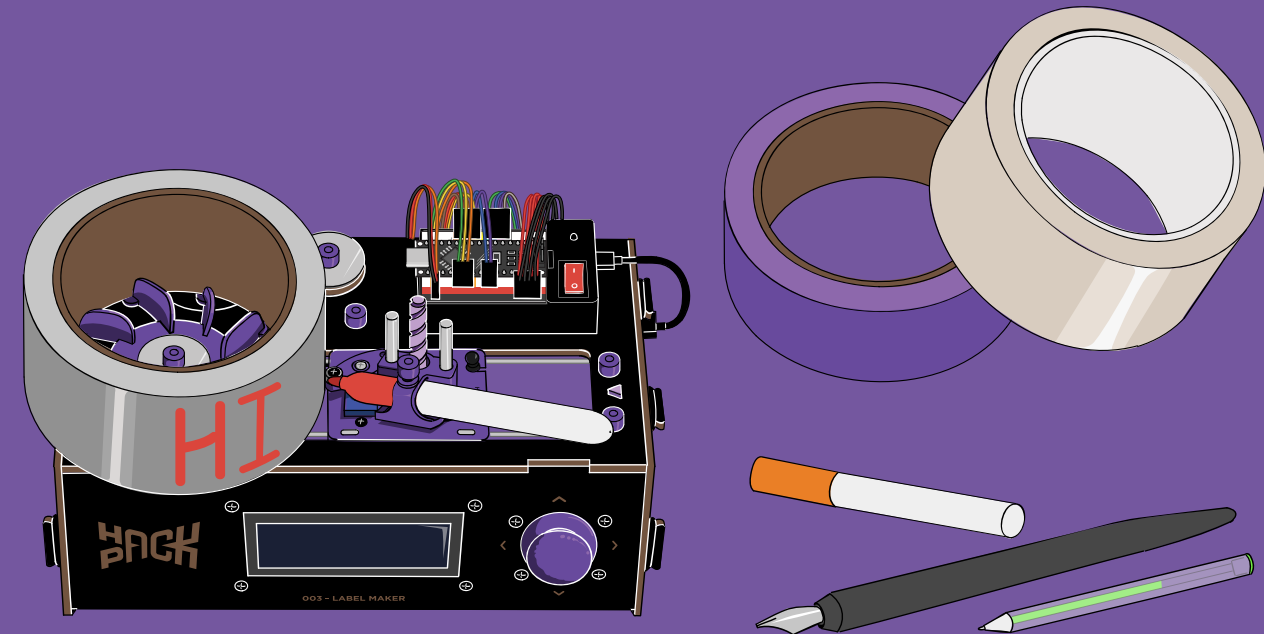
HOW TO PULL OFF THE NAME SWAP PRANK

Did you know you can swap out text to have the Label Maker write something unexpected when a certain word or phrase is entered? By adding an “if” statement, which basically says “if the text they want to print is “MIKE” instead write “BUTT”, you can trick your friends. Check out the hacks for Label Maker in the Hack Pack coding console, and select **PRANK** to try this out.



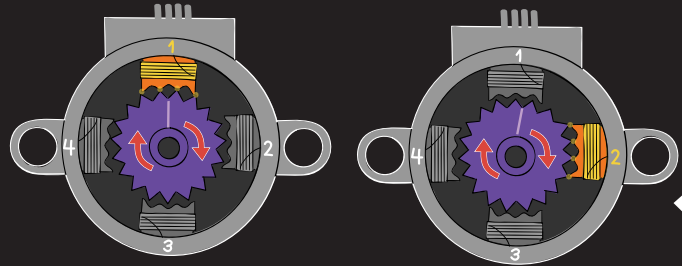
SWAP YOUR TOOLS

Try out different markers, pens, paintbrushes and even different types of tapes. See what you can create.

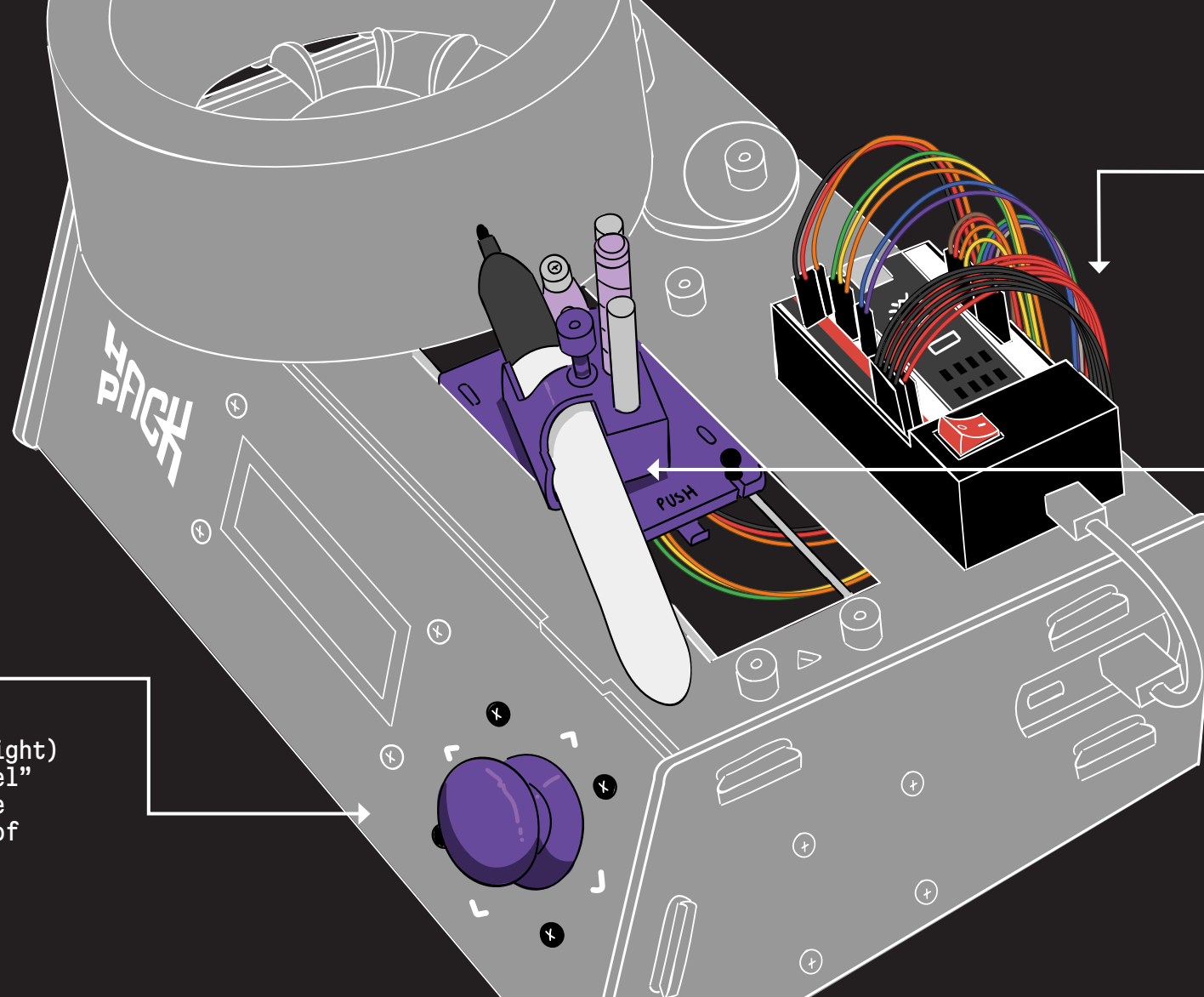


THINK

Stepper motors move in small discrete steps by energizing coils in a specific sequence to pull the magnet into alignment with tiny teeth inside the motor, called steps. Each step corresponds to a fixed angle of rotation, enabling very precise positioning and control.



Joystick input (up down left right) from your thumb creates a “label” text which is translated by the microcontroller into a series of coordinates for each letter.

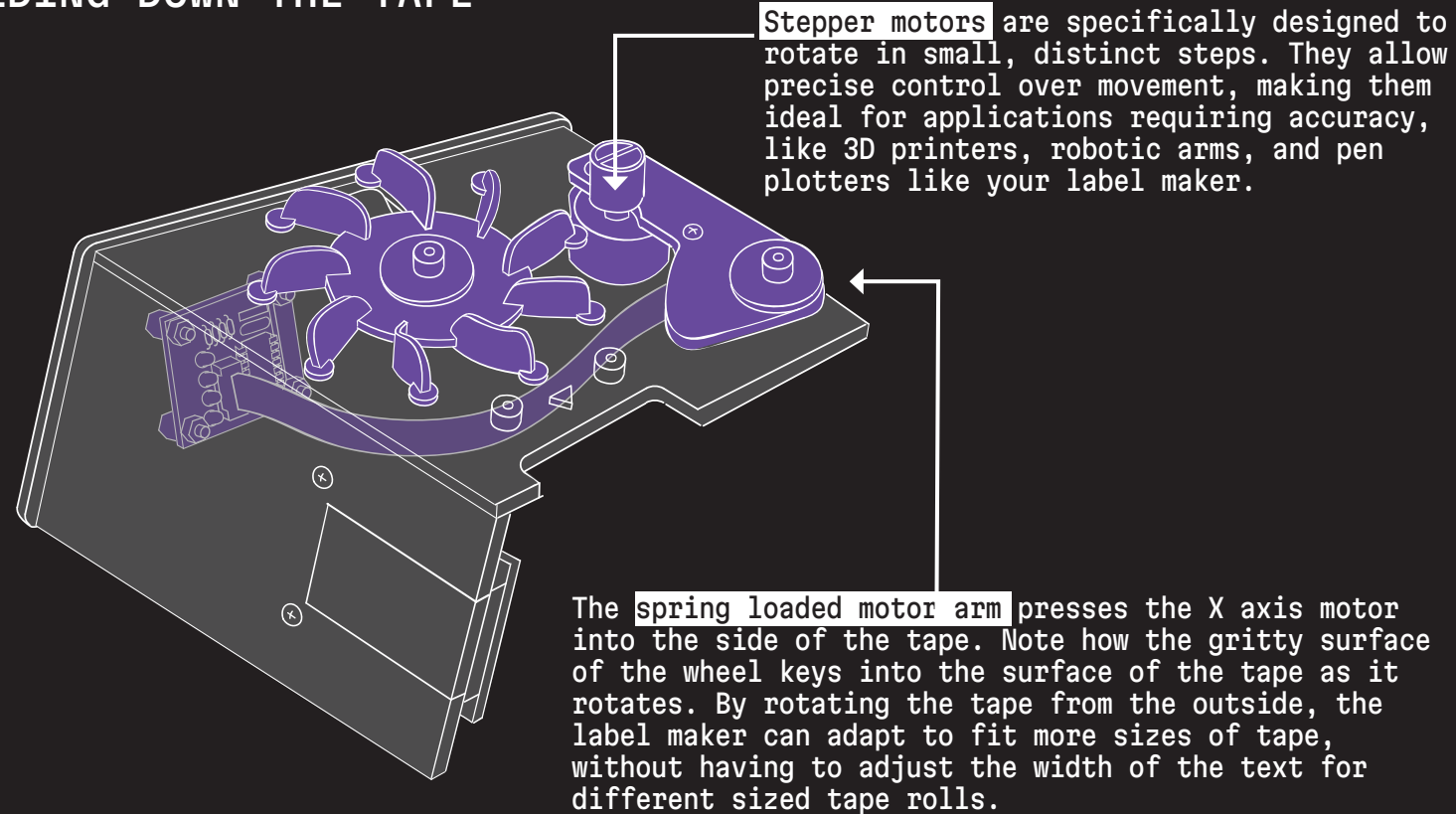


THINK

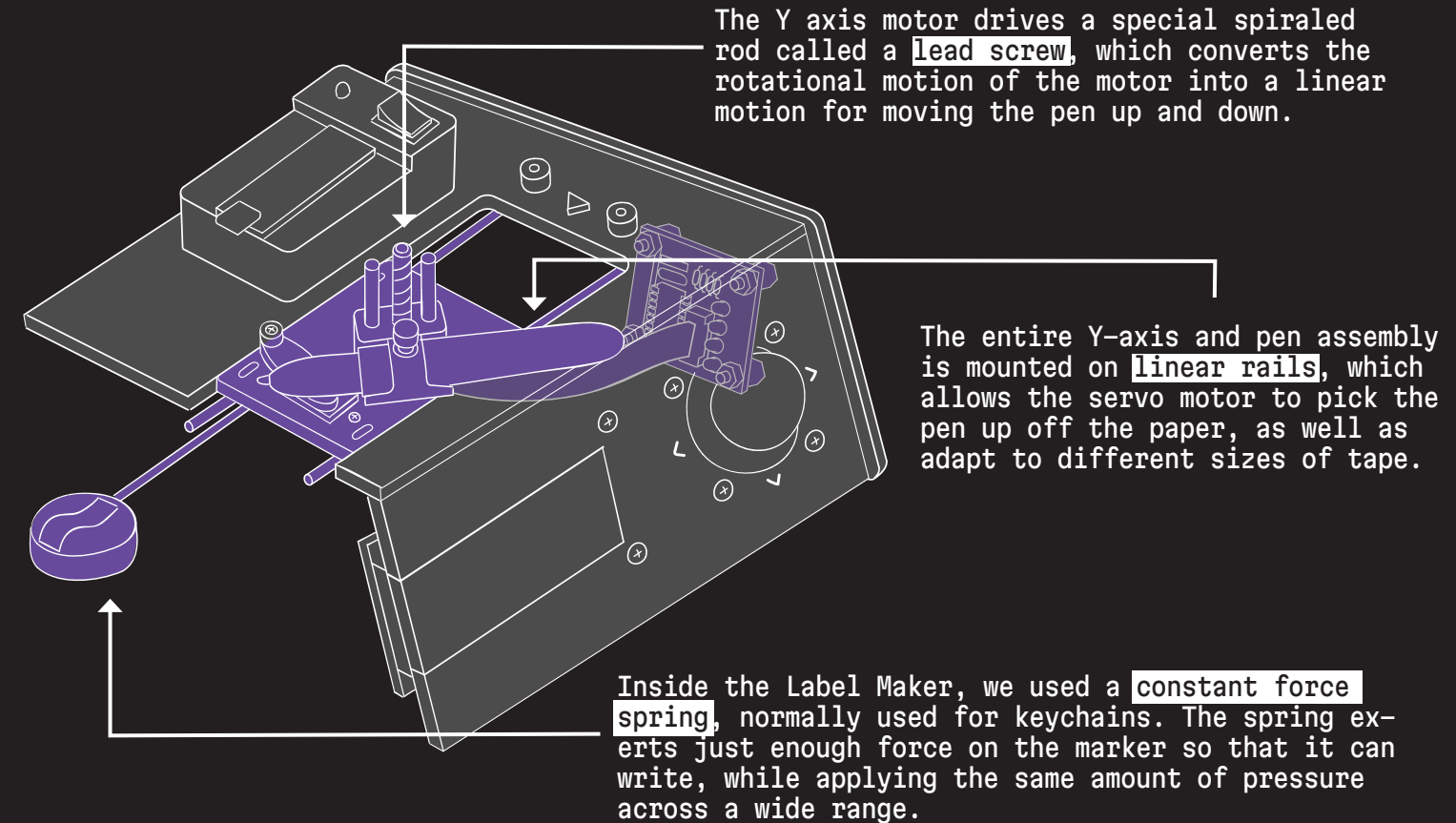
The microcontroller uses those coordinates to control the motion of a **stepper motor** via a wired connection to the **stepper motor driver** inside the mechanical spinner. First, the microcontroller breaks up the word letter by letter, and pulls from memory the coordinates that make up each letter. The microcontroller uses each coordinate to drive the stepper motors to the correct position by breaking up the movement into X and Y steps.

Like a regular DC motor, **stepper motors** are also controlled by turning electromagnets on and off to rotate a magnetic rotor core.

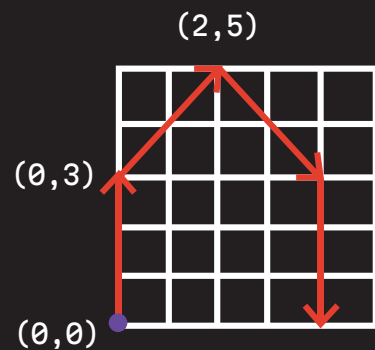
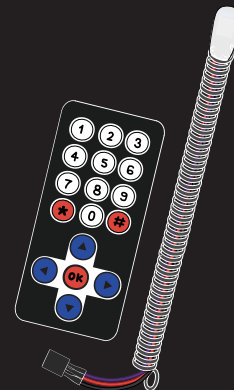
HOLDING DOWN THE TAPE



PRINT THE LETTERS

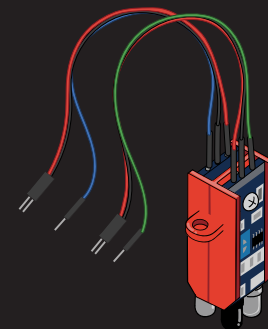


Hack in the **IR reciever** from your Turret and type like your parents.



All the characters on the Label Maker exist on a 5 by 5 grid, go to the IDE to hack on your own.

Program your Label Machine into an etch a sketch machine. Move by rotating your joystick.



Turn your label maker into a gaming device by hacking in the **light sensor** from your Domino build instead of the pen.

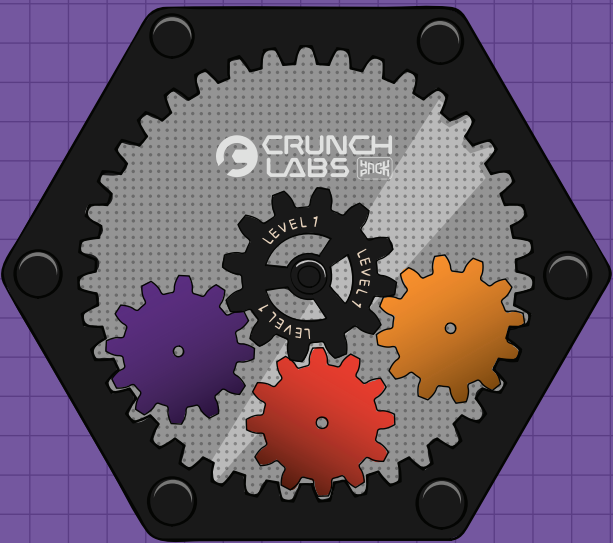
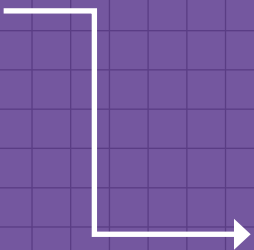
SHARE

SHOW OFF YOUR HACKS

Share your software mods and explore more ways to hack your Label Maker on crunchlabs.com



ADD THE LABEL MAKER GEAR BADGE TO YOUR HACKPACK DIPLOMA.





WARNING: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.