

What is a Color Code?

A Color Code is a short sequence of 2 to 4 colors that Ozobot Ari can read and respond to. Ari uses optical sensors to respond with pre-programmed behaviors by speeding up, slowing down, changing direction, or making cool moves (see Color Code Chart).



RGB: 73/183/73
CMYK: 72/0/100/0
HEX #49B749



RGB: 17/131/198
CMYK: 82/40/0/0
HEX #1183C6



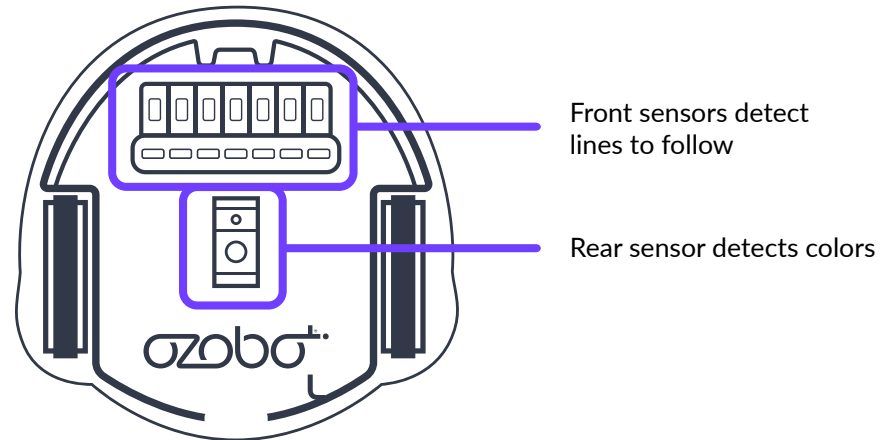
RGB: 236/32/39
CMYK: 0/99/97/0
HEX #EC2027



RGB: 0/0/0
CMYK: 30/30/30/100
HEX #000000

Ozobot Ari's Optical Sensors

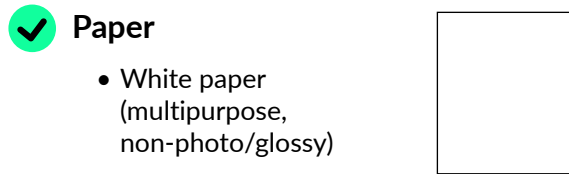
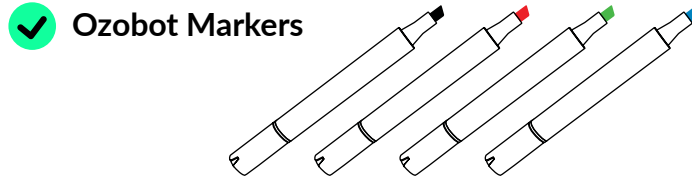
Ari's optical sensors can read colors and line widths, enabling the bot to perform different movements.



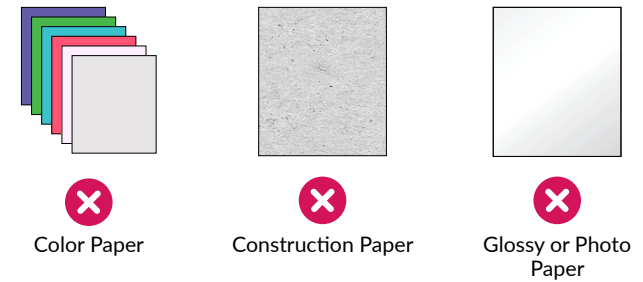
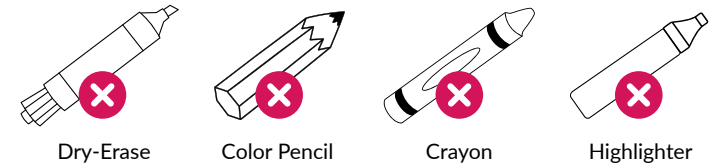
✓ YES

Markers & Paper

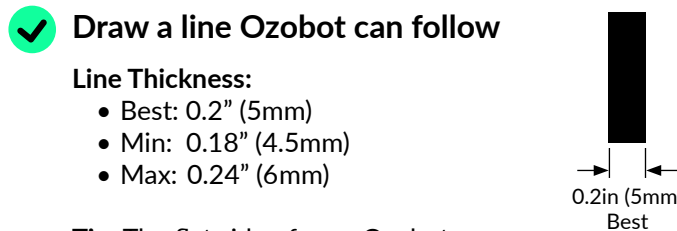
To draw Color Codes, you'll need black, red, green, and blue markers (included with your Ari).



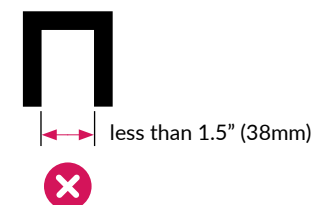
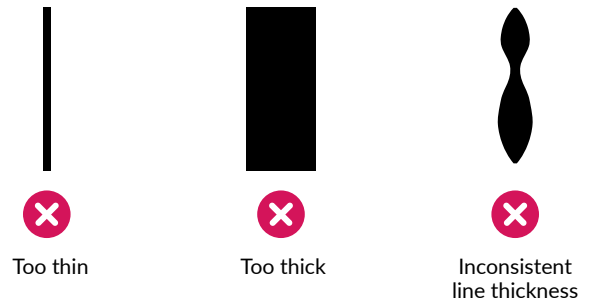
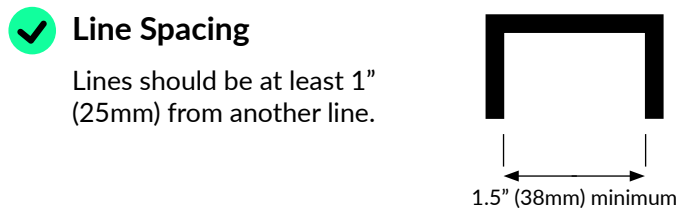
✗ NO



Lines



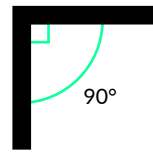
Tip: The flat side of your Ozobot marker's chisel tip is the perfect thickness.



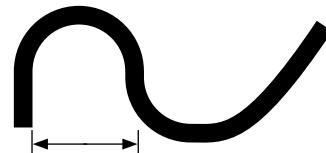
✓ YES

Corners & Curves

✓ Corners & Curves



Ideal angle: 90°



over 1.5" (38mm)

✗ NO



Angle less than 90°



Less than 1.5" (38mm)



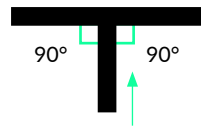
Curves are too close

Intersections

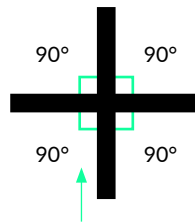
✓ Intersections

Ideal angle for all intersections: 90°

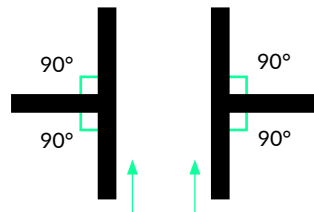
- 3-Way intersections
- 4-Way intersections



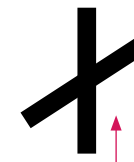
90° 90°



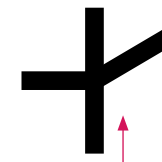
90° 90°
90° 90°



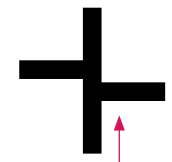
90° 90°
90° 90°



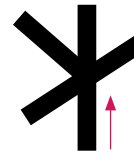
All angles are not 90°



All angles are not 90°



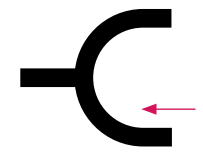
Intersecting lines do not line up



5 or more-way Intersections



Curved Intersections



Curved Intersections

Track Creation and Printing Guidelines

✓ Track Creation

When creating maps using programs like Illustrator, Google Sheets, etc., follow the guidelines above to create your optimal map. We suggest adding a calibration circle that will match the black track when printed.

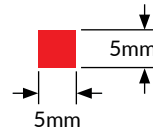
✓ Printing

- White paper (multipurpose, non-photo/glossy)
- Color
- 100% scale
- Normal or High quality

✓ YES

Draw Color Codes

- ✓ Color Code square size:
 - Best: 0.2" x 0.2" (5mm x 5mm)
 - Range: 4.5mm – 6mm



Line Thickness

- ✓ Min: 0.18" (4.5mm)
- Max: 0.24" (6mm)



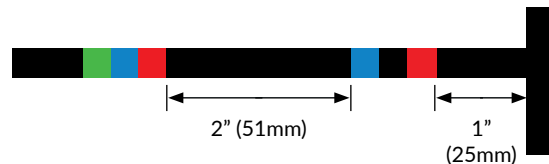
Line Color

- ✓ Do not include space between Color Codes with black lines before and after each Color Code, except for the Line-End Color Code (e.g., U-Turn, Win/Exit).



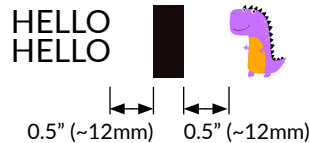
Spacing

- ✓ Keep a minimum of 2" (51mm) between Color Codes and 1" (25mm) from an intersection.



Safe Area

- ✓ Leave 0.5" (~12mm) of white space on each side of the line.



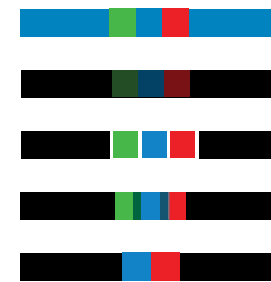
✗ NO



Squares should be approximately the same size



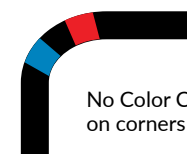
Lines should be consistent in height
Codes should be in the same height as the line



Black lines before and after each Color Code only
Too dark
Squares should not have space in between them
Squares should not overlap
Two-color codes need to be at the line end



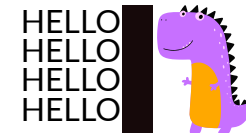
Codes should be at least 2" (51mm) apart



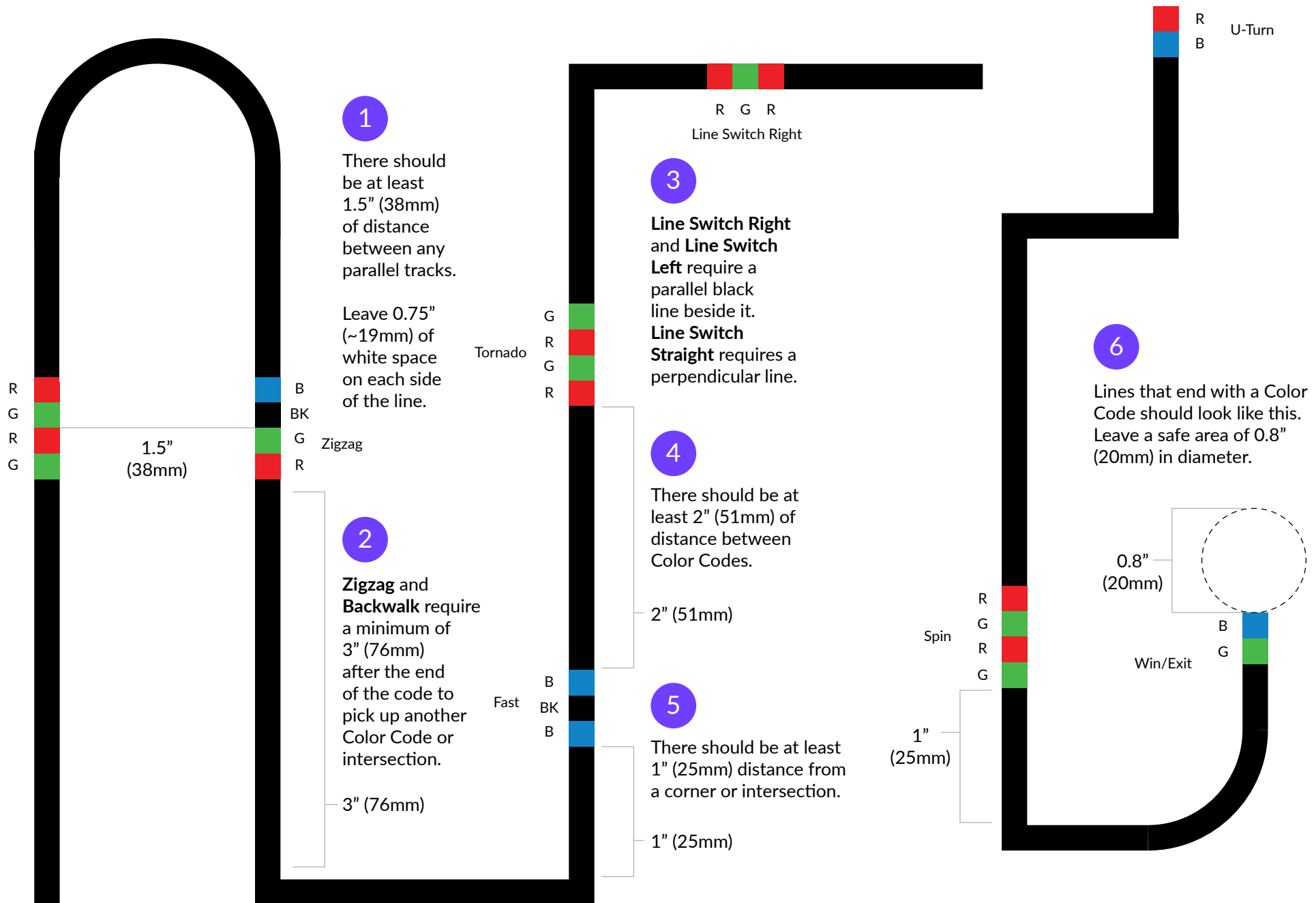
No Color Codes on corners



Color Codes should be at least 1" (25mm) from intersections



Not enough white space on each side of the line



Speed

Short Super Slow	Slow	Cruise	Fast	Turbo	Nitro Boost
R G B	R BK R	G BK G	B BK B	B G B	B G R

Direction & Special Moves

Left at Intersection	Straight at Intersection	Right at Intersection	Line Switch Left	Line Switch Straight	Line Switch Right
G BK R	B BK R	B R G	G R G	G B G	R G R
U-Turn	U-Turn (line end)	Tornado	Zigzag	Spin	Backwalk
B R B	B R	R G R G	B BK G R	G R G R	R G BK B

Timers

Pause (3 sec.)	Timer on (30 sec. to stop)	Timer off
R B R	R BK B G	G B BK R

Wins/Exits

Win/Exit (Play Again)	Win/Exit (Game Over)
G B	G R

Counters


Enable X-ing Counter	Enable Turn Counter	Enable Path Color Counter	Enable Point Counter	Point +1	Point -1
G R B G	R B G B	R G B R	R B R G	R B G	G B R

Key: BK = Black B = Blue G = Green R = Red


Speed


Speed codes change your Ozobot's velocity from Short Super Slow (slowest) to Nitro Boost (fastest).


Short Super Slow 
A three-second dose of super slow speed.

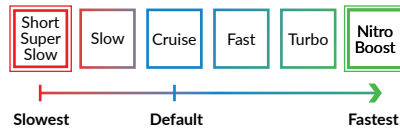
Slow 
A slow speed command is effective until the bot reads a new speed code or is turned off.

Cruise 
The default speed command.

Fast 
A high speed command effective until the bot reads a new speed code or is turned off.

Turbo 
An extra high speed command effective until the bot reads a new speed code or is turned off.


Nitro Boost 
A three-second dose of Ozobot's highest speed.




Direction


Direction codes tell your Ozobot what to do at an intersection.

Left at Intersection 
A command to turn left at the next intersection.


Straight at Intersection 
A command to continue straight at the next intersection.


Right at Intersection 
A command to turn right at the next intersection.

Line Switch Left 
A command to immediately turn 90-degrees to the left, move forward to a new line, then make a random turn to follow along the new line.

Line Switch Straight 
A mid-line command to continue straight after the line ends. The code will not work if Ozobot encounters an intersection before the line ends.

Line Switch Right 
A command to immediately turn 90-degrees to the right, move forward to a new line, then make a random turn to follow along the new line.


U-Turn 
A mid-line command to turn around 180-degrees and follow the same line in the opposite direction.


U-Turn (Line End) 
A line-end command to turn around 180-degrees and follow the line in the opposite direction.


Ozobot's default intersection behavior is random. If a given turn, i.e. 'Go Left' is not possible, Ozobot defaults back to random behavior.


Counters



Counter codes tell your Ozobot to count five intersections, turns, or line color changes.

Enable X-ing Counter 
A command to make your Ozobot stop following lines after it crosses five intersections ('T' or '+' intersections). After the fifth intersection, Ozobot executes a "done" maneuver, stops following the line, and blinks red.

Enable Turn Counter 
A similar command to the Enable X-ing Counter, except that Ozobot only counts intersections where it makes a turn. It will not count intersections where it continues straight. Ozobot can randomly choose to go straight at an intersection, or be commanded to go straight with a "Straight at Intersection" code.

Enable Path Color Counter 
A command to make your Ozobot stop following lines after it reads five color changes in the line. If the line Ozobot is following transitions from red to green, it counts as one color change. Transitions to and from black lines are not counted, and color segments less than two centimeters in length are not counted.


Enable Point Counter 
A command that tells your Ozobot to count point codes down from five. Each time Ozobot reads a "Point -1" code it counts down. After the fifth "Point -1" code Ozobot will make a "done" maneuver, stop following lines, and blink red. You can add more to the total count (not to exceed five) with "Point +1" codes. You can reset Ozobot by turning it off, then on.


- **Point +1** 
- **Point -1** 

Timer

Timer codes tell your Ozobot to pause or count seconds.


Pause (3 sec.) 
A command to stop moving for three seconds, then continue with default behavior.


Timer On (30 sec. to stop) 
A command to make your Ozobot countdown from 30 sec., but continue to move and read codes while counting down. Ozobot will flash its light(s) at a rate of one flash/sec., flash rapidly to signify time is up, then shut off.

Timer Off 
A command to stop counting down seconds and return to default behavior.

Wins/Exits


Win/Exit codes tell your Ozobot to celebrate its success, then either start over or stop.


Win/Exit (Play Again) 
A command to perform a "success" animation, then continue to follow the line.


Win/Exit (Game Over) 
A command to perform a "success" animation, then stop following the line.


Cool Moves

Cool Move codes tell your Ozobot to bust a move!

Tornado 
A command to spin around four times at increasing speed, then continue following the line in the same direction.

Zigzag 
A command to sway right-left-right-left while moving forward, then continue moving straight.

Spin 
A command to spin around twice at a consistent speed, then continue following the line in the same direction.

Backwalk 
A command to quickly turn 180-degrees, wiggle backwards for one second, then turn 180-degrees again and continue following the line in the same direction.

