LabVIEW for LEGO MINDSTORMS NXT

Michael Gasperi
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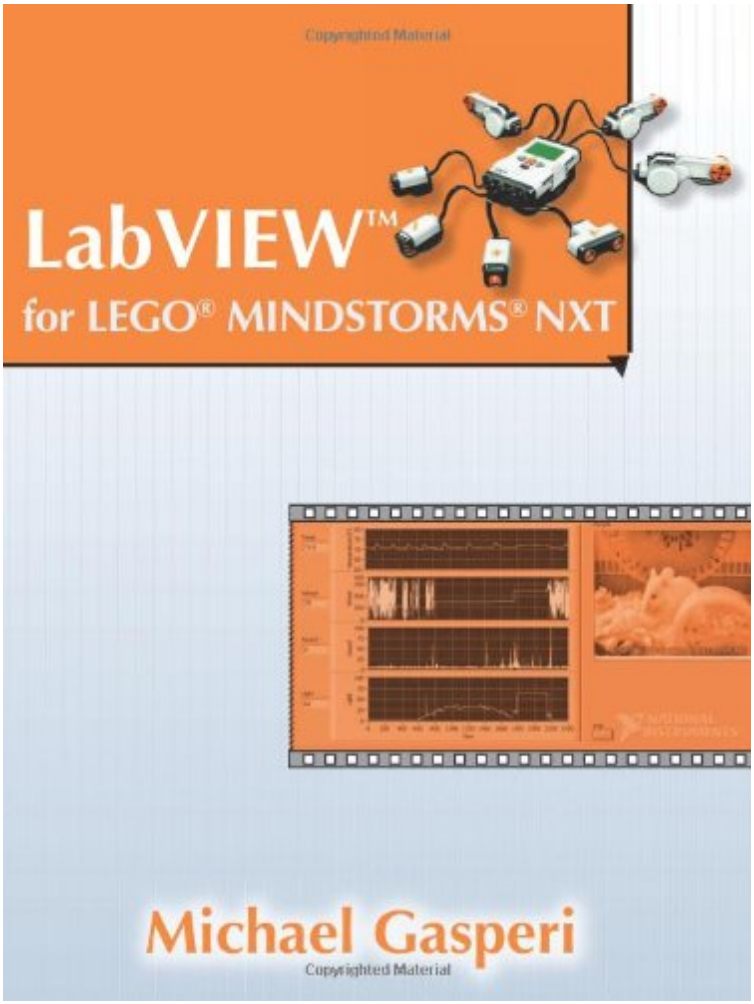

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Michael Gasperi : LabVIEW for LEGO MINDSTORMS NXT before purchasing it in order to gage whether or not it would be worth my time, and all praised LabVIEW for LEGO MINDSTORMS NXT:

0 of 0 people found the following review helpful. ReasonableBy Chuza LongweI purchased the book it may be different to the already free programming guide from ni. This book essentially repeats the guide but a bit indepth. I was thinking he would dwelled more on Wat ways the lvlm may be used as a class aid and less on the hobbie attributes.On a positive side the book work best as a table reference and source of direction when programming which again the lv help and guide can give.0 of 0 people found the following review helpful. BETTER THAN EXPECTEDBy XALAMPALASBETTER THAN EXTECTED .IT IS POSSIBLE TO FLY WITHOUT MOTOR BUT NOT WITHOUT KNOWLEDGE AND SKILLS.IN A VERY GOOD CONDITION.THANKS3 of 17 people found the following review helpful. Labview for NXTBy CustomerA good book that introduces the reader to the LabVIEW side of programming for the NXT.

With the new LabVIEW toolkit release, more sophisticated MINDSTORMS NXT users, including hobbyists, students, and educators, can program the NXT using the LabVIEW graphical programming environment. LabVIEW for LEGO MINDSTORMS NXT by Michael Gasperi, the first official treatment of the subject, illustrates through many detailed examples how to write programs in LabVIEW that execute entirely on the NXT and that directly control the NXT using programs that run on a computer. LabVIEW for MINDSTORMS was written by an expert in LEGO MINDSTORMS with the cooperation of National Instruments to create the definitive guide to programming the NXT using LabVIEW. Using the robotic construction projects included with the retail LEGO Mindstorms NXT product the author shows how advanced tools from the LabVIEW Toolkit can be used to build more versatile and sophisticated projects. These include both typical robotics applications and several of a more laboratory or industrial nature to show computer control with the NXT as a data acquisition and control device. Advanced NXT topics like Data Files, Bluetooth, and I2C communications are also treated as well as how to connect the NXT to the internet with a web server. The book is further set apart by its packaging. A CD is enclosed with each new book containing the LabVIEW evaluation, the LabVIEW Toolkit for LEGO MINSTORMS NXT, and all the programming examples from the book. Everything you need to enhance and extend your robotic design.

I was amazed at the amount of information covered in this book. I would recommend it for anyone trying to learn to use the NXT in LabVIEW. --Dave Vernier, Founder CEO, Vernier Software TechnologyMike does a great job in showing the reader how to use the MINDSTORMS hardware to open the door to learning the full power of LabVIEW. For those wanting to learn how to use one of the most common programming languages for data acquisition and control, I can think of no better way. --Dr. Chris Rogers, Professor, Department of Mechanical Engineering, Tufts UniversityI was amazed at the amount of information covered in this book. I would recommend it for anyone trying to learn to use the NXT in LabVIEW. --Dave Vernier, Founder CEO, Vernier Software TechnologyAbout the AuthorMichael Gasperi is an authority and a well known author of several LEGO MINDSTORMS books. His popular website, LEGO Mindstorms NXT/RCX Sensor Input Page, homebrew sensor chapters in the Extreme MINDSTORMS, and his Extreme NXT book have guided hundreds people through the process of building hardware extensions and programming in alternative languages.