

Collision sensor for electronic "animals"

Most published designs for electronic "animals" use either microswitch probes or load sensing for obstacle location, both of which have their limitations. The system to be described has only one fault and two moving parts.

The first two NAND gates serve to enable either the front or rear collision sensor. The collision sensor consists of a half-inch ball-bearing mounted on three sewing pins arranged so that when the "animal" hits an obstacle the ball-bearing will rise, thereby breaking the circuit between points 1 and 2/3 which causes the output of one of the NAND gates to go low.

It should be a fairly simple task to incorporate this circuit into most of the published designs.
M. W. K. Cottrell,
London NW8.

