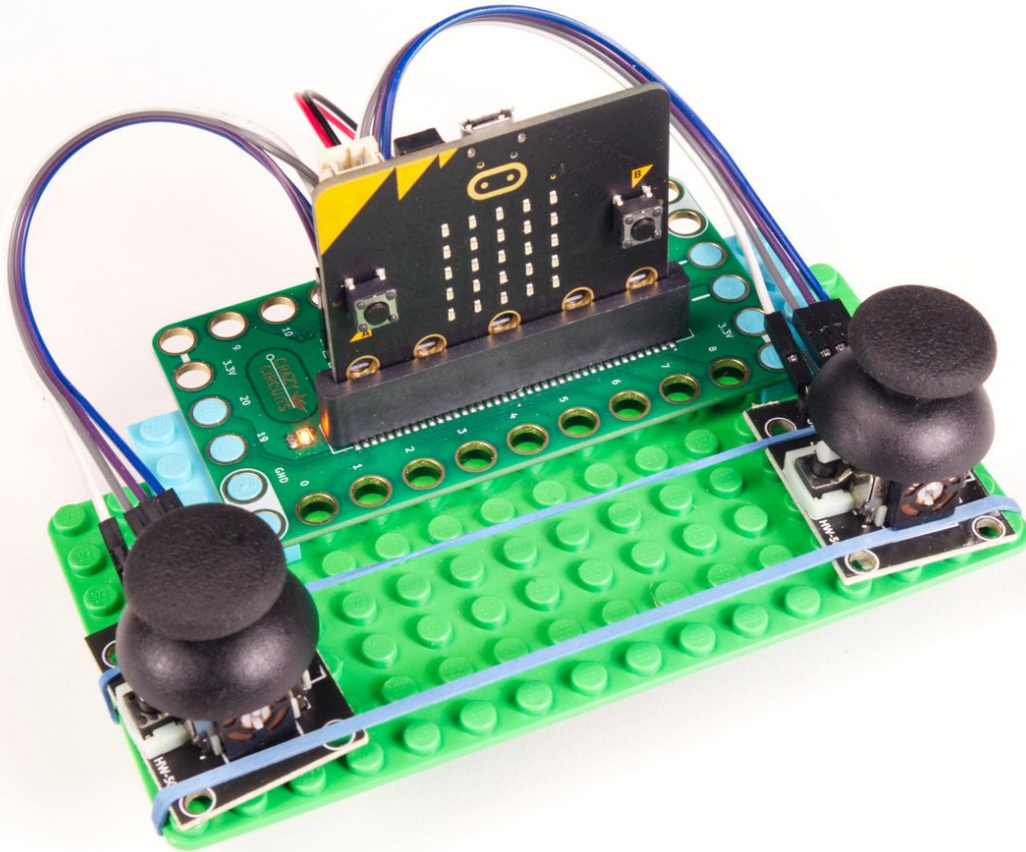




# Rover Brick Remote

Build a remote control with two thumbsticks to control your Rover using a LEGO baseplate.

Written By: Pete Prodoehl



## INTRODUCTION

**Note:** This is a DIY Brick-based alternative to our [Rover Remote Kit](#). If you can laser cut or 3D print things check out the [Rover Remote guide](#). Otherwise this Brick version is another option.

Build a remote control with two thumbsticks to control your Rover. The left thumbstick controls the left wheel (forward & backward) and the right thumbstick controls the right wheel. You can drive forward, reverse, or spin in either direction.

You can also manipulate the Gripper using the built-in buttons on each thumbstick to open and close the fingers. We've also made it easy to change the speed of the Rover using the A and B buttons on the micro:bit



### TOOLS:

- [Computer](#) (1)

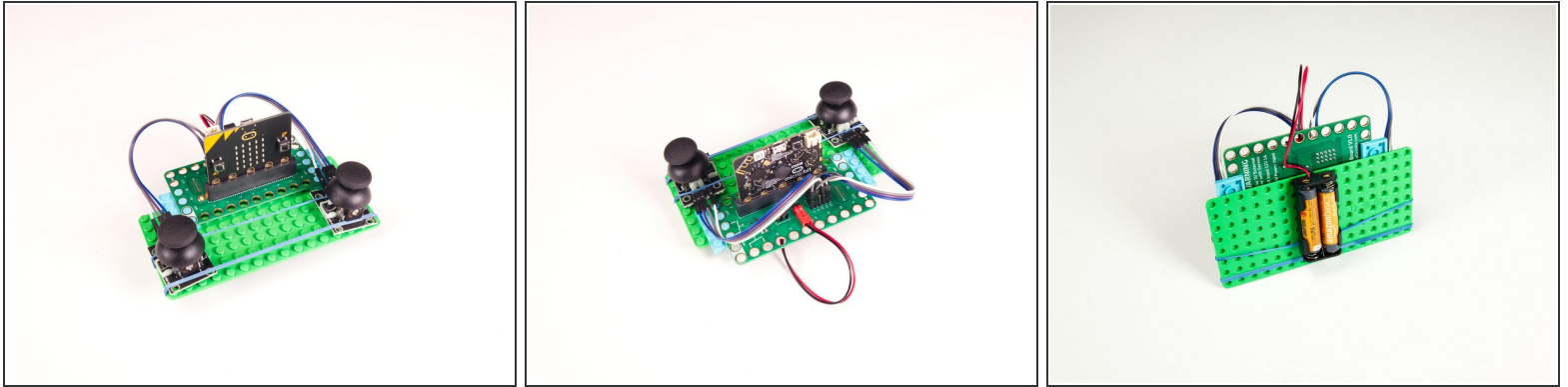


### PARTS:

- [Crazy Circuits Bit Board](#) (1)
- [micro:bit](#) (1)
- [Thumbstick](#) (2)
- [Jumper Wires](#) (8)

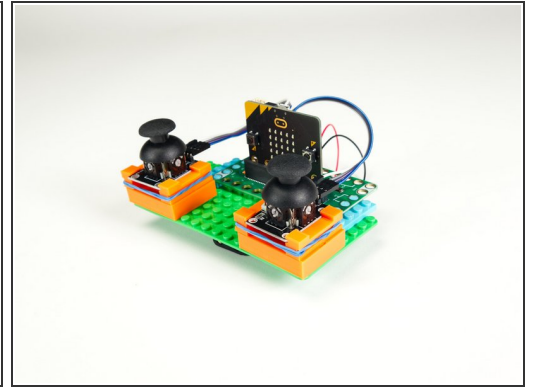
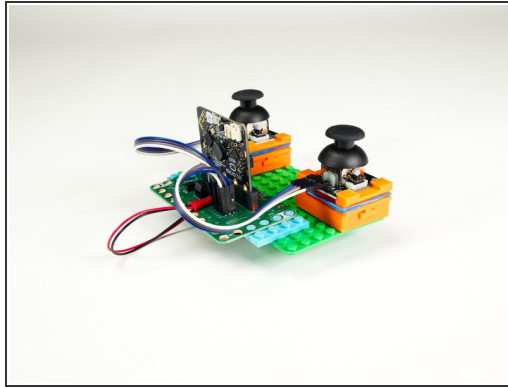
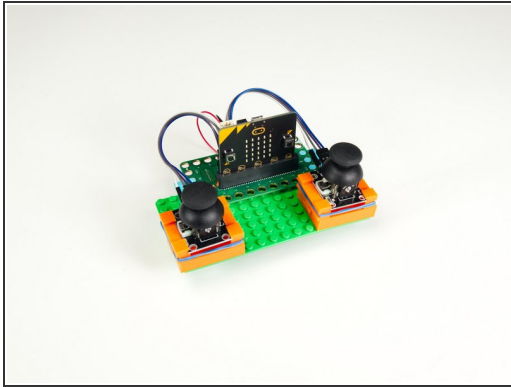
F/F

## Step 1 — Brick Remote



- Our [Rover Remote Kit](#) is a great addition to our Rover but you may prefer a more DIY version... We've got you covered!
  - While we provide [files for laser cutting or 3D printing](#) your own version, we also wanted a very simple option, so this Brick-based remote should fit the bill.
  - Besides the Bit Board, micro:bit, two thumbsticks and jumper wires, you'll just need a LEGO baseplate, a few LEGO plates, battery pack, and some rubber bands and tape.
- i** For full instructions to wiring and programming the Brick Remote see the [Rover Thumbstick Remote](#) guide.

## Step 2 — (Optional) Printed Parts



- If you do have access to a 3D printer but don't want to print the whole [Rover Remote](#) we've provided, here's another option...
- You can print two of these [Thumbstick Sensor Holders](#) and stick them right to the baseplate.
- Everything else is the same as the basic Brick Remote, but this might help the Thumbsticks stay in place a bit better.