

V1.0

Using a SE-48 motor driver chip and
Hall-Effect sensor (HCS), the
RoboMaster G30 Brushless DC Motor Speed
Controller enables precise control over motor
torque.



Exclusively designed for the RoboMaster
M300S P18 Brushless DC Motor and
G300 Brushless DC Motor Speed Controller,
the M350S Accessories Kit includes several
cables and a terminal block.

RoboMaster System Specification Manual,
RoboMaster System User Manual, Introduction
of RoboMaster System Manual

See M300S Accessories Kit for more
cables and a terminal block, which are
compatible with the system's other four
independent inputs.

ROBOMASTER 2023 UNIVERSITY CHAMPIONSHIP

Revisions on the Rules Manual and Robot- Building Specifications Manual v1.2

Prepared by the RoboMaster Organizing Committee

Released in May 2023

Using this Manual

Texts in green indicate additions to the original content. ~~Strikethrough texts in red~~ are deletions from the original content.

Release Notes

Date	Version	Release Notes
May 11, 2023	V1.0	First Release

1. RMUC 2023 Competition Rules

Based on the “RoboMaster 2023 University Championship Rules Manual V1.2”, the RMOC announces the following changes:

1. Custom controllers are not mandatory for Dart Systems

In the “RoboMaster 2023 University Championship Rules Manual V1.2” and “RoboMaster 2022 University Series Robot Building Specifications Manual V1.2”, the operating mode of Dart Systems is revised as follows: No restrictions; to be equipped with no more than one remote controller.

R22 During the competition, Aerial Gimbal Operators may use Gimbal Remote Controllers and custom controllers for Aerial Robots as well as remote controllers for Darts, while a Pilot may only use one remote controller. Besides, each Operator can use a maximum of one remote controller and custom controller, ~~except for Gimbal Operators who are allowed to use Gimbal Remote Controllers and custom controllers for darts and Aerial Robots at the same time.~~

Penalties: Verbal Warning. If the Verbal Warning is ineffective, the offender shall be issued a Red Card.

2. Revisions of the images of the Large/Small Power Rune when activating and Large Power Rune target when available

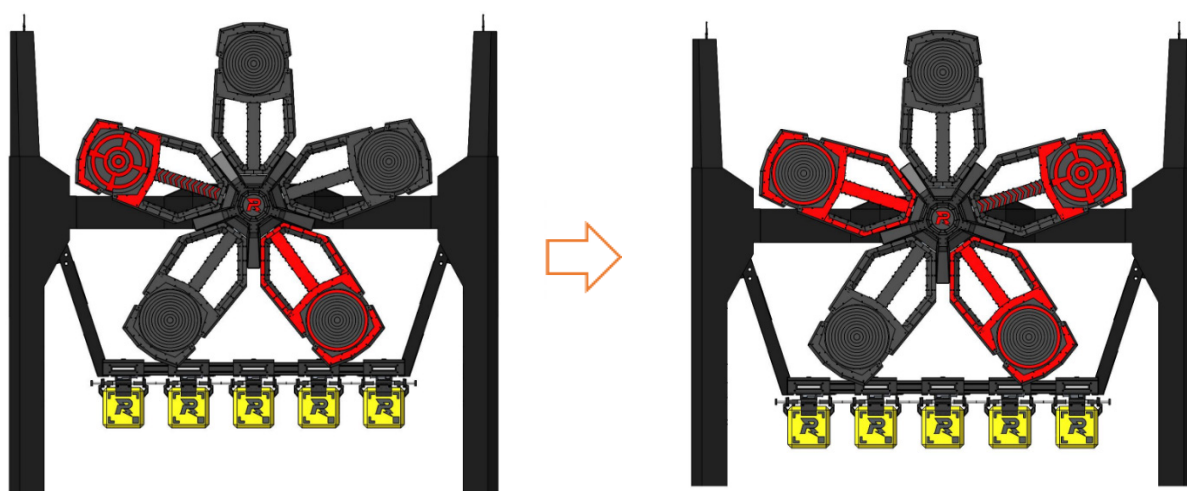


Figure 5-1 Small Power Rune When Activating

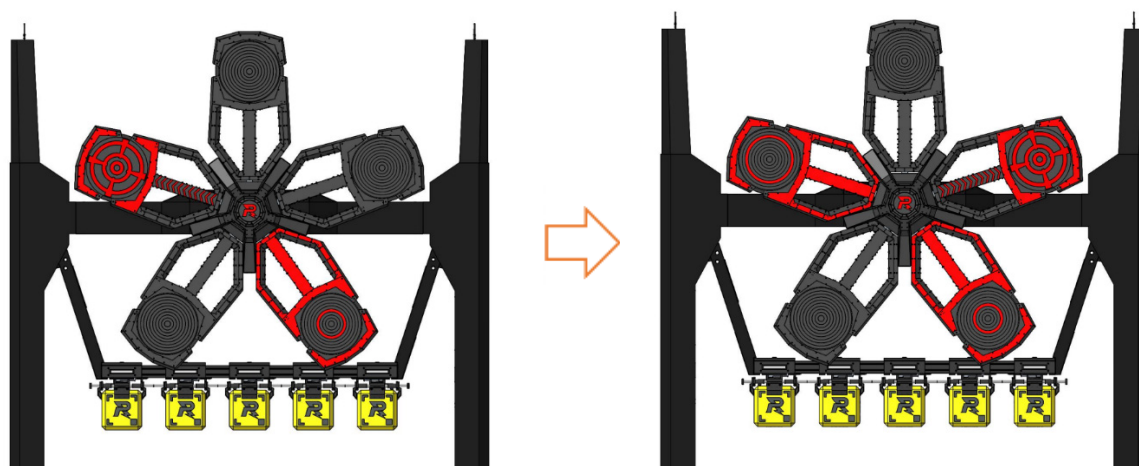


Figure 5-2 Large Power Rune When Activating

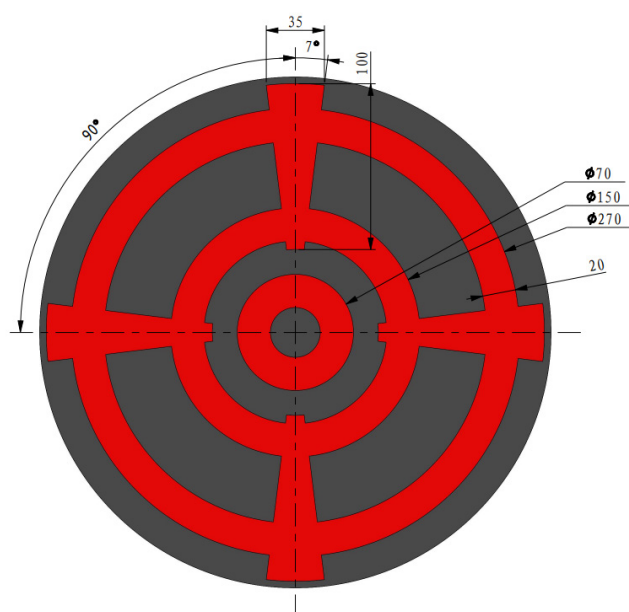


Figure 5-3 Large Power Rune Target When Available

3. Revision of some descriptions in the “Projectile Allowance Mechanism” section

~~If a Hero Robot launches more projectiles than its allowance (the Speed Monitor Module detects a 42 mm projectile has been fired when the Projectile Allowance is 0),~~ Three seconds after a Hero Robot changed from surviving to non-surviving state, or a Hero Robot has launched more projectiles than its allowance (the Speed Monitor Module detects a 42 mm projectile has been fired when the Projectile Allowance is 0), ~~the Referee System will shield~~ all the Armor Modules of the other team’s robots, Outpost and Base will be shielded from 42 mm projectile damage, ~~until the Hero Robot changes to surviving state and the Projectile Allowance is no longer 0.~~

4. Revision of the “Push Mineral” function during the mineral exchange process

When exchanging minerals, the Engineer Robot Operator may use the “Push Mineral” function which will move the Mineral Receptacle to its initial position and push out the mineral (if any) in the Mineral Receptacle. ~~Thereafter, the Mineral Receptacle will return to its original position before the “Push Mineral” function was engaged.~~

5. Revision of some descriptions in the “Irregularities” section

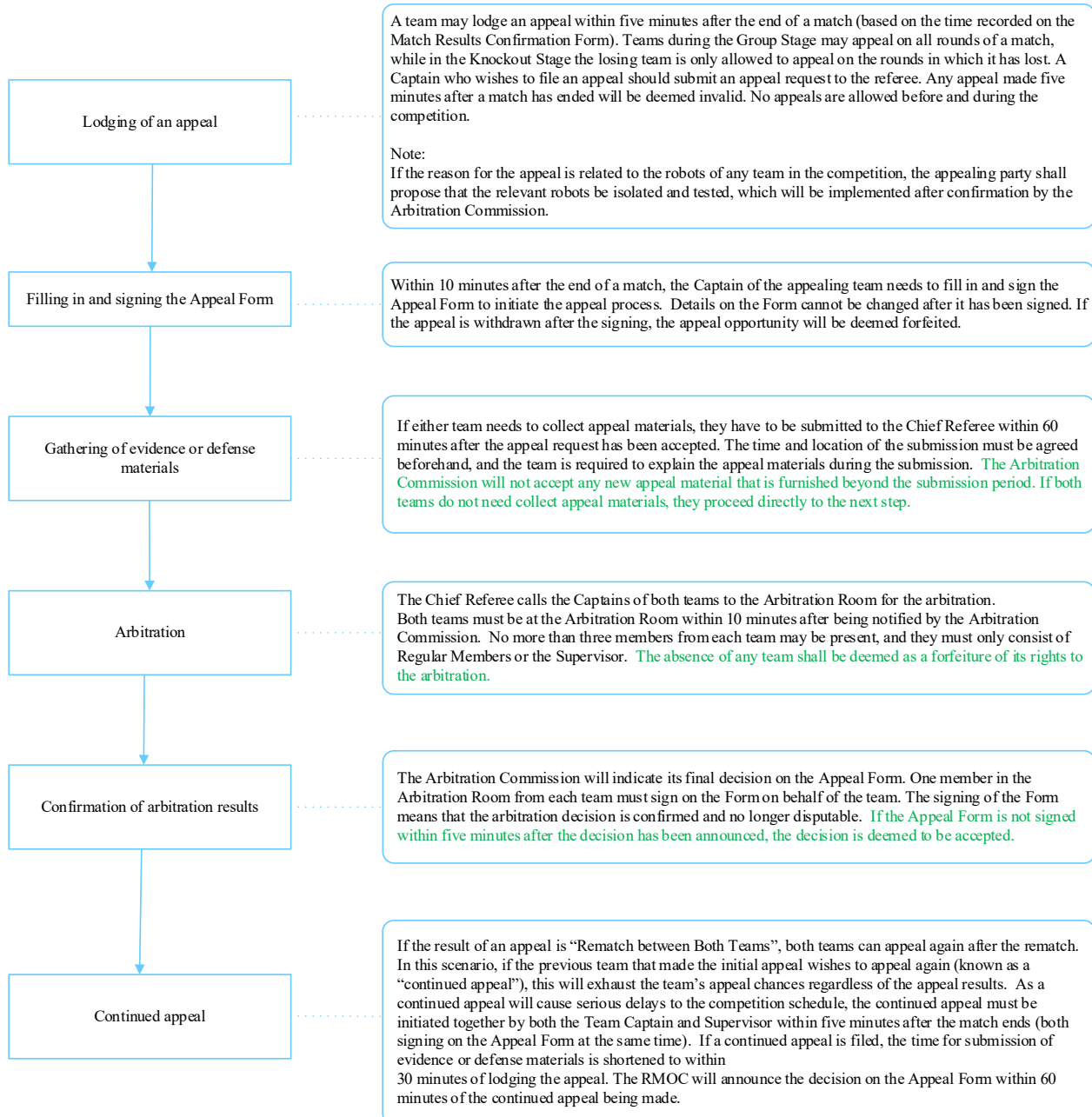
- ~~If key Battlefield Components experience logical or structural faults,~~ If key Official Equipment and Battlefield Components experience functional irregularities or structural damage that affects the fairness of the competition, for example: where the network connections are disrupted causing a robot to go offline, no buff is gained after a Power Rune is hit, or a Battlefield Component does not operate normally, the referee will solve the problem manually through the Referee System. If the failure cannot be dealt with manually, the referee will notify the operators of both sides and eject all robots at the same time, the competition will end immediately, and the result of the competition will be invalid. When problems are solved, there will be a replay.
- During a match, ~~if there is structural damage or malfunction of key Battlefield Components,~~ if key Official Equipment and Battlefield Components experience functional irregularities or structural damage that affects the fairness of the competition, and the Head Referee did not confirm and end the game in time, leading to a situation where a game that should have ended continues and has a winner, the results for the round shall be invalidated once the Chief Referee has made a determination to that effect within 5 minutes after the end of the round, and a rematch shall be held.

6. Revision of some descriptions in the “Appeal” section

~~Any grounds for appeal cited by a team involving the following situations may be rejected outright by the Arbitration Commission:~~ The following situations do not constitute a basis for appeal:

- Verbal Warnings and Yellow and Red Cards issued as penalties for violations.
- The types and processes of Technical Timeouts initiated.
- “Regular battle damage” occurred at the Referee System Robot Side.

Teams filing an appeal need to follow the procedures as shown below:



2. RMU 2023 Robot Building Specifications

Based on the “RoboMaster 2022 University Series Robot Building Specifications Manual V1.2”, the RMOC introduces the following changes:

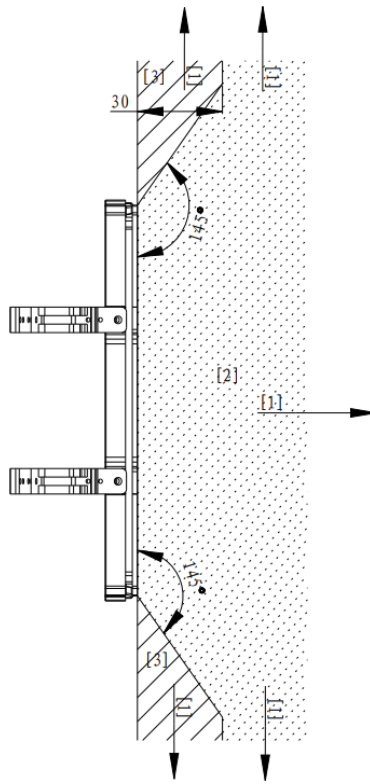
1. New rule relating to the inspection of Sentry Robots

The following rule is added to the “2.3.5 Sentry Robot” section:

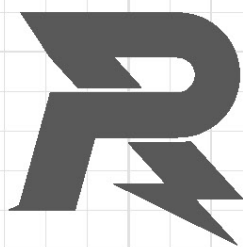
S67 During the inspection, participating teams are required to demonstrate functions of their Sentry Robots, such as projectile launching, chassis movement, and gimbal movement, using remote controllers, custom controllers, and other devices.

2. Revision of the image in S112

S112 The space extending 30 mm to the left and right of any impact surface on a Balancing Standard Robot's Armor Module must not be blocked, that is, the areas shown in the below image must not be blocked.



[1] Unlimited Extension [2] Area not Allowed to be Blocked [3] Area Allowed to be Blocked



E-mail: robomaster@dji.com

Forum: bbs.robomaster.com

Website: www.robomaster.com

Tel: +86 (0)755 36383255 (UTC+8, 10:30AM-7:30PM, Monday to Friday)

Address: T2, 22F, DJI Sky City, No. 55 Xianyuan Road, Nanshan District, Shenzhen, China