TABLET - SELF-LEARNING MODE

The Self-learning mode has a user interface that is very similar to Programming mode, but, in this case, the commands will be recorded and sent to the robot in real time.

HOW TO START RECORDING

Initially, you will notice that all of the buttons are disabled. To start recording and to send the commands in real time, tap the REC button.

MAIN CHARACTERISTICS

Home button to return to the Home Page

The ACTIONS recording area is where the sequences are created, recorded and sent to the robot in real time.

Camera settings (for further information, go to p. 20).

Sound-effect commands

Light-effect commands

Movement commands

Speed changing commands (the movements window updates itself with the selected speed in real time).

When the device is recording, if you press the STOP button the recording and movements will stop.

TABLET - SELF-LEARNING MODE

SAVE, CHANGE, SEND AND DELETE RECORDING FUNCTIONS

As explained earlier, to make using the robot easier, the Self-learning mode has the same user interface as Programming mode. For this reason, with the exception of recording and sending commands in real time, many functions are the same. In particular, to save, change, delete or re-send a sequence to the robot, you can refer to the same instructions as the Programming section (starting from p. 14). **Changes cannot be made during recording, but they can be made once the recording has been stopped.**

Unlike Programming mode, Self-learning mode does not allow you to simulate the recorded sequences, so there is no TEST button.
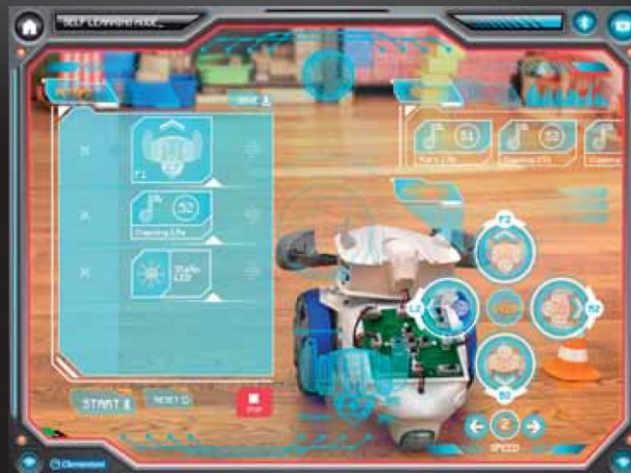
?

NOTE: The Cyber Robot and the APP can manage **up to 200 commands**. If you exceed this limit during recording the sequence will turn red, just like it does in Programming mode, and a warning will appear (see p. 15).

CAMERA SETTINGS

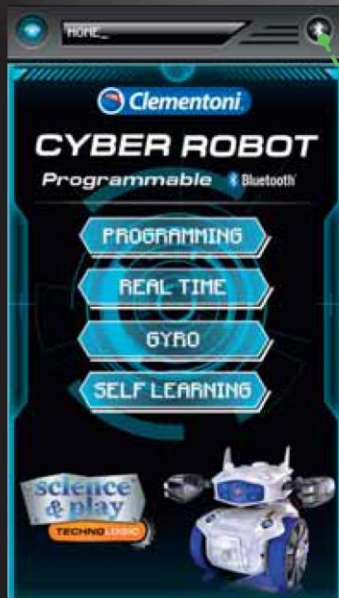You can access the camera from your smartphone or tablet at any time by tapping the Camera button.

This will allow you to see what the device's camera is picking up in the background and directly observe the robot carrying out the commands on the screen in real time.

To exit camera mode, simply tap the Camera button again.

SMARTPHONE VERSION OF THE APP

You can access one of the three play modes from the Home Page, by simply tapping your finger on one of the three options.

Clementoni

CYBER ROBOT

Programmable **Bluetooth**

PROGRAMMING

REAL TIME

GYRO

SELF LEARNING

science & play

TECHNO LOGIC

When the Bluetooth® symbol is lit up this means the connection has been activated.

To the top right of the screen there is a Bluetooth® symbol, which you can use to check to see if the connection between the robot and the device is on or off.

- If you have followed the connection instructions on page 11 correctly, the symbol should be lit up, which means the connection is working. If the light is not on, repeat all of the instructions on p. 11, starting from point 2.
- Bluetooth® has a range of 30 feet. If you go out of this range the connection could be lost. In this case, the light of the Bluetooth® symbol will go off and you will need to connect again.
- To close the connection at any time, simply tap the Bluetooth® symbol.

SMARTPHONE - PROGRAMMING MODE

PROGRAMMING YOUR ROBOT

As described on p. 12, programming mode allows you to create a sequence of commands that can be sent to the robot via Bluetooth®. This and the following pages describe all of the options and characteristics of the user interface for this play mode.

Initially, all the buttons will be disabled. To start programming your robot scroll the programming screen upwards.

CREATING A COMMAND SEQUENCE

Home button to return to the Home Page.

Camera option (for further information, please refer to p. 24)

Sound-effect commands

Movement commands

ACTIONS PROGRAMMING AREA.
This area allows you to create, save, change, delete and simulate the commands sent to the robot (see the following chapters).

Light-effect commands

Command for changing the speed (the movements window will automatically update itself to the selected speed).

Scroll upwards and the user interface for the action options will appear.
To create a sequence, simply tap on the movement, light and sound effect commands (the speed can be adjusted). The selected actions will now form the sequence of commands.

To view the key of the commands, please see page 30.

Scroll upwards to return to the ACTIONS area, where you can change, delete, save or simulate the commands sent to the robot.

CHANGING AND SENDING A SEQUENCE

To insert a new command between two commands in a given sequence, simply select one (which will become highlighted), scroll upwards and tap on the desired command. The new command will be automatically inserted after the highlighted action you selected.

Tapping on the X of an action will automatically delete it from the sequence.

The SAVE button allows you to save the programmed sequence (read the next chapter for further information on the save option).

To change the order of the commands in a given sequence, simply 'Drag & Drop' them to the desired position.

Select RESET to delete all of the commands in the sequence.

Use the **START** button at any time to send the programmed commands to the robot. To stop the robot while it is carrying out the commands, simply press **STOP** .

The robot and the APP can manage up to **200 commands**. If you exceed this limit, the sequence will turn red and a **warning** will appear.

SMARTPHONE - PROGRAMMING MODE

SIMULATING A SEQUENCE

Tap on the X button to exit simulation mode and return to the Programming area.

Movement simulation area

Simulating the light and sound effects.

In this case also, tapping on START will send the command sequence to the robot.

Pressing this button **TEST** in the programming area will open the simulation page, where a 2D model of the Cyber Robot will simulate all of the commands in the sequence.

In this area, the commands in the sequence will run at the same time as the simulation. This will allow you to see which commands have already been simulated and which commands have not yet been simulated.

When the simulation has finished, you can use the TEST button to start the sequence from the beginning.

SAVING A SEQUENCE

When you press the SAVE button in the programming area, a pop-up window will appear, where you can name and save the sequence by selecting the confirm option on the right. The saved sequence will automatically be added to the SAVED ACTIONS menu.

You can delete any one of the sequences by simply tapping on X.

Selecting one of the saved sequences will automatically take you to the ACTIONS area, where you can change, simulate or launch the actions.

SMARTPHONE - PROGRAMMING MODE

CAMERA SETTINGS

Tap on the Camera 🔘 button, to access the camera on your device and take pictures and record videos of the robot as it carries out your commands.

NOTE: the camera can only be activated after you have pressed START and after you have sent the command sequence to the robot via Bluetooth®.

Depending on the operating system of your device, to exit camera mode and return to the previous APP screen, you will need to do the following:

Android™ ➡ tap on the back button on the device

iOS ➡ tap on cancel

SMARTPHONE - PROGRAMMING MODE

As described on p. 12, the Real Time menu allows you to send all of the commands to the robot in real time. This page explains all of the functions and characteristics of the Real Time user interface.

MAIN CHARACTERISTICS

REAL TIME MODE_

SOUNDS

51
Warn 1.5s

52
Clapping 2.5s

5
Spaceship 2.5

MOVEMENTS

F2

L2

R2

B2

SPEED
2

Home button for returning to the Home Page

Movement commands

Camera option (for further information, please refer to the following chapter)

Light-effect commands

Sound-effect commands

Command for changing the speed of the movements
(the movements screen will automatically update itself to the selected speed)

SMARTPHONE - REAL TIME MODE

CAMERA

When you tap on the ⬛ button, the static background of the APP will be replaced with the image of what your device's camera can see. In this way, as well as the other commands (which will be superimposed), you will also have a visual on your screen of what the robot is doing in real time.

To exit camera mode, simply tap on the ⬛ button again.

SMARTPHONE - SELF-LEARNING MODE

HOW TO START RECORDING

In Self-learning mode, you access a user interface that is very similar to the programming menu. However, in this case, the commands are recorded and sent to the robot in real time.

Initially, all the buttons will be disabled. To start the recording and send the commands to the robot in real time, tap on the REC button.

MAIN CHARACTERISTICS

The ACTIONS area is for recording. This is where you create the command sequence that will be sent to the robot and recorded.

Camera settings (for further information, please see p. 29)

Home button to return to the Home Page

Sound- effect commands

Movement commands

Light-effect commands

Commands for changing the speed (the movements screen will update itself to the selected speed in real time).

Pressing the REC button will make the command sequence screen scroll upwards, while the options for recording and sending the actions to the robot in real time will appear directly underneath. To record the actions, simply tap on the desired movement (the speed can be adjusted), sound and light effect options. The recorded actions will automatically be sent to the Cyber Robot via Bluetooth®.

Press the red STOP button to end the recording, then scroll down the screen to return to the ACTIONS area, where you can change, delete and save the sequence.

For a key of the commands, please see page 30.

SMARTPHONE - SELF-LEARNING MODE

SAVING, CHANGING, SENDING AND DELETING A RECORDED SEQUENCE

As mentioned previously, in order to make the user experience easier, the Self-learning mode has the same user interface as the Programming menu. For this reason, with the exception of the recording and sending the commands in real time option, many of the functions are the same. In particular, to save, change, delete or re-send a sequence to the robot, follow the instructions in the Programming section (p. 23). **Changes to the sequence cannot be made when the device is recording. These can only be made once the recording has been stopped.**

NOTE: The Cyber Robot and the APP can manage **up to 200 command at a time**. As occurs in Programming mode, if you exceed this limit whilst recording the sequence will turn red and a **warning** will appear (please refer to p. 23).

Unlike the Programming mode, Self-learning mode does not allow you to simulate the recorded sequence. For this reason, there is no TEST button.

CAMERA OPTIONS

You can access the camera from your smartphone or tablet at any time, by tapping on the ⬤ button.

This will allow you to view what the device's camera can see in the background and watch the robot on screen as it carries out your commands in real time.

To exit camera mode, simply tap on the Camera button again.

MANUAL PROGRAMMING

▼ ▼ ▼

If you want to use the robot without the help of the device and the APP, you can play in **Manual mode**, which will allow you to program the **movements** and **sounds** you want. The instructions for inserting the commands are listed in order below.

1 Flick the **switch** to **M** (Manual mode).

2 Press the **P** (Programming) button to the top right to activate **Input Mode** (the robot's eye will start to flash).

3 Insert the commands for the robot by alternating the movements **forward ↑**, **back ↓**, **left →** and **right ←** (recognizable by the arrow signs)

with the sounds (**S** button). The sounds will be selected randomly and reproduced in the sequence in the right order.

4 Press the **P** button again to confirm the command sequence (**the LED light will stop flashing**).

5 Press the **Enter** button to start the movements (**the LED will light up and stay on until the sequence has ended**).

- The **back** and **forward** buttons will make the robot move by **approximately 6 inches at speed 4** in the chosen direction. The **right** and **left** buttons will make the robot turn by approximately **90° at speed 4.**

- The system can memorize and carry out up to **200 commands at a time.**

- If the robot is moving and you realize that you have made a mistake when programming the direction, simply press the **P** button again to stop the robot and automatically return to Input Mode.

- When the programmed movements have ended, you will need to press **Enter** if you want to repeat the sequence again.

- If you want to repeat the movements of a command sequence from the beginning, simply press **Enter**.

- If the robot is not working properly, **turn it off** and **on** again.

WARNING!
Whichever mode you use, when you have finished playing, always remember to turn the robot off **(OFF)**. If the robot is left on (even when not in use) the system will continue to drain the energy in the batteries.

F1- Forward approximately 6 inches at speed 1
F2- Forward approximately 6 inches at speed 2
F3- Forward approximately 6 inches at speed 3
F4- Forward approximately 6 inches at speed 4

L1- Left approximately 90° at speed 1
L2- Left approximately 90° at speed 2
L3- Left approximately 90° at speed 3
L4- Left approximately 90° at speed 4
STOP- The robot will stop for 2 seconds

R1- Right approximately 90° at speed 1
R2- Right approximately 90° at speed 2
R3- Right approximately 90° at speed 3
R4- Right approximately 90° at speed 4

B1- Back approximately 6 inches at speed 1
B2- Back approximately 6 inches at speed 2
B3- Back approximately 6 inches at speed 3
B4- Back approximately 6 inches at speed 4

SOUNDS_

S1- Alarm -> Duration: 1.5 seconds
S2- Clapping -> Duration: 2.5 seconds
S3- Spaceship -> Duration: 4 seconds
S4- Truck horn -> Duration: 1.5 seconds
S5- Door knock -> Duration: 0.9 seconds
S6- Error -> Duration: 1.2 seconds
S7- Tic tac -> Duration: 3.7 seconds
S8- Game over -> Duration: 2.9 seconds
S9- Failure -> Duration: 2.45 seconds
S10- Triumph -> Duration: 2.3 seconds
S11- Whistle -> Duration: 0.75 seconds
S12- Fax -> Duration: 3 seconds
S13- Laser -> Duration: 1.3 seconds
S14- Maschine gun -> Duration: 2.1 seconds
S15- Chainsaw -> Duration: 4 seconds
S16- Punch -> Duration: 0.55 seconds
S17- Evil laugh -> Duration: 2.65 seconds
S18- Playful laugh -> Duration: 1.6 seconds
S19- Doorbell -> Duration: 3.74 seconds
S20- Sneeze -> Duration: 0.6 seconds
S21- Robotic sound 1 -> Duration: 1.25 seconds
S22- Robotic sound 2 -> Duration: 0.62 seconds
S23- Robotic sound 3 -> Duration: 0.62 seconds
S24- Robotic sound 4 -> Duration: 0.8 seconds
S25- Ringtone -> Duration: 2.6 seconds
S26- Funny sound -> Duration: 1.6 seconds
S27- Female shout -> Duration: 1.4 seconds
S28- Male shout -> Duration: 2.5 seconds
S29- Robotic voice -> Duration: 2.4 seconds
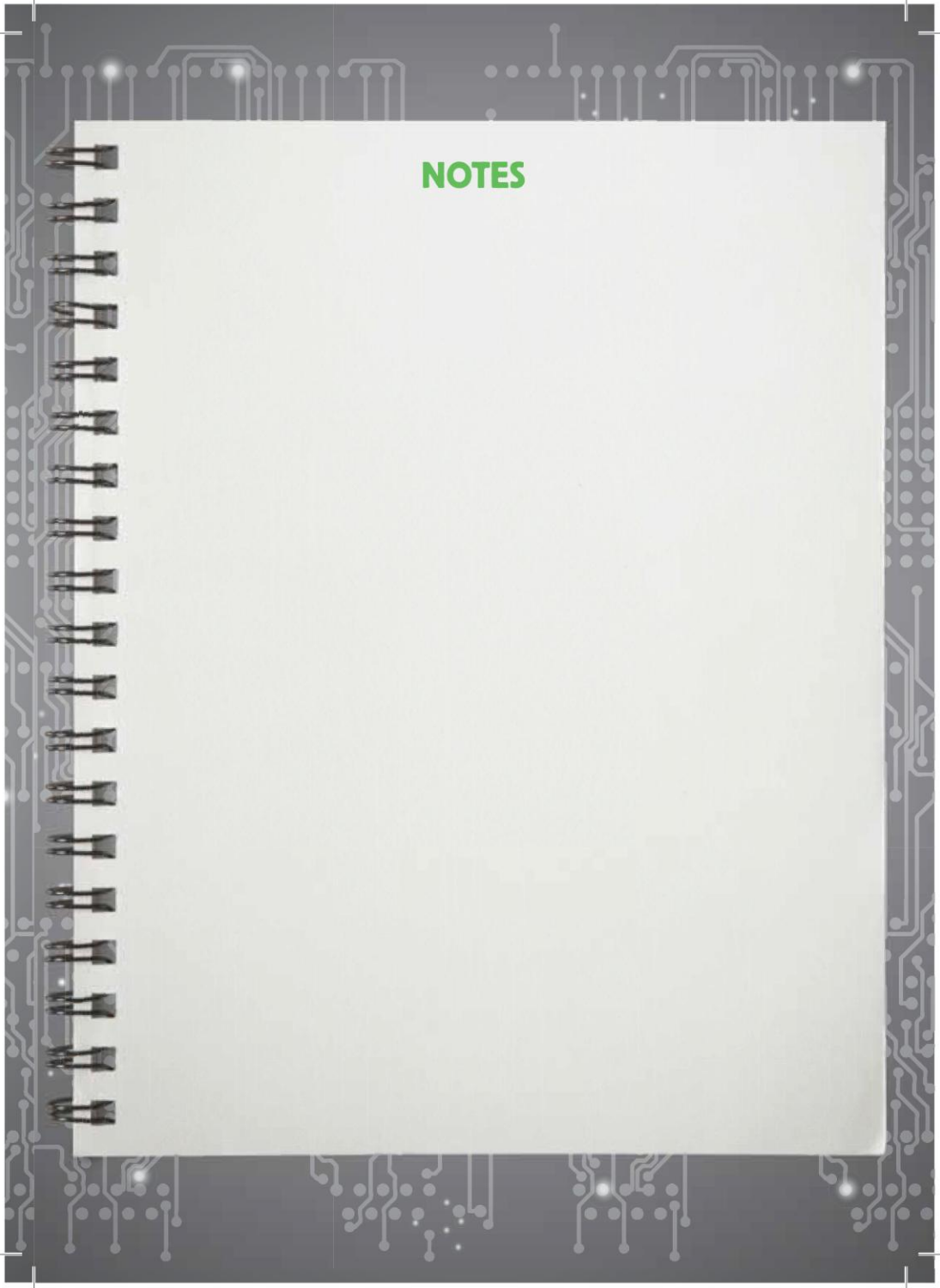**S30-** Cymbals -> Duration: 2 seconds

LIGHT EFFECTS_

LED1- Light flashes quickly
LED2- Light flashes slowly
LED3- Light on (static)
LED4- Light off

WARNING!
When the batteries are very charged, the range of the movements may be larger than the distances listed above. In the same way, if the batteries are not fully charged, the range of the movements may be reduced.

NOTES