SPYKE

the Spy robot

MECCANO

Instruction Manual
June 12th, 2008
Version

TABLE OF CONTENTS

I. FOREWORD 4

1. INTRODUCTION 4
2. CAUTION AND WARNINGS 5
   - *2.1 STANDARDS AND CERTIFICATES OF COMPLIANCE 6*
   - *2.2 NON-LIABILITY CLAUSE 6*
   - *2.3 RESPECT FOR PRIVACY 6*
   - *2.4 SAFETY INSTRUCTIONS 6*
   - *2.5 CARE AND MAINTENANCE 7*
   - *2.6 CHARGER 7*
3. REQUIRED CONFIGURATION 7

II. INITIAL USE 8

1. INFORMATION ABOUT WIFI 8
   - *1.1 WiFi RANGE 8*
   - *1.2 INTERFERENCE 8*
   - *1.3 WiFi NETWORK 8*
2. BUILDING YOUR SPYKEE 8
3. INSTALLATING THE CONSOLE 8
4. REGISTERING YOUR ROBOT AT WWW.SPYKEEWORLD.COM 9
5. CHARGING SPYKEE FOR THE FIRST TIME 9
6. TURNING SPYKEE ON 10
7. CONNECTING YOUR COMPUTER TO YOUR ROBOT IN AD HOC LOCAL MODE 10
   - *7.1 Connecting your PC to your Spykee Robot: 10*
   - *7.2 Connecting your MAC to your Spykee Robot: 11*
8. DETAILS OF THE SKYPEE CONSOLE 12
9. STARTING THE CONSOLE IN LOCAL AD HOC MODE 13
10. CONFIGURING YOUR CONSOLE AND ROBOT 15
    - *10.1 Console Configuration / General Tab 15*
    - *10.2 Console Configuration / Video Surveillance Tab 15*
    - *10.3 Robot Configuration / My Spykee Tab 16*
    - *10.4 Robot Configuration / User Accounts Tab 17*
    - *10.5 Robot Configuration / WiFi Tab 17*
    - *10.6 Robot Configuration / Remote Connection Tab 17*
    - *10.7 Robot Configuration / Logs Tab 18*
    - *10.8 Robot Configuration / Firmware Tab 18*
11. END OF FIRST INSTALLATION 18

III. PLAYING WITH SPYKEE ..... ERREUR ! SIGNET NON DEFINI.

1. VOLUME ..... **ERREUR ! SIGNET NON DEFINI.**
2. MOVE SPYKEE ..... **ERREUR ! SIGNET NON DEFINI.**
   - *2.1 USING THE CONSOLE ..... **Erreur ! Signet non défini.***
   - *2.2 USING THE COMPUTER KEYBOARD ..... **Erreur ! Signet non défini.***
   - *2.3 USING A CONTROLLER ..... **Erreur ! Signet non défini.***
   - *2.4 TURBO FUNCTION ..... **Erreur ! Signet non défini.***
3. SOUND EFFECTS ..... **ERREUR ! SIGNET NON DEFINI.**
   - *3.1 BASIC EFFECTS ..... **Erreur ! Signet non défini.***
   - *3.2 CUSTOMIZED EFFECTS ..... **Erreur ! Signet non défini.***
4. VIDEO EFFECTS ..... **ERREUR ! SIGNET NON DEFINI.**
5. LIGHT EFFECTS ..... **ERREUR ! SIGNET NON DEFINI.**
6. TAKING PICTURES ..... **ERREUR ! SIGNET NON DEFINI.**
7. VIDEO RECORDING ..... **ERREUR ! SIGNET NON DEFINI.**
8. DIGITAL MUSIC PLAYER ..... **ERREUR ! SIGNET NON DEFINI.**
   - *8.1 LOADING YOUR SELECTIONS ..... **Erreur ! Signet non défini.***
   - *8.2 LISTENING TO MUSIC ..... **Erreur ! Signet non défini.***

8.3 ERASE SELECTIONS ..... ***Erreur ! Signet non défini.***
9. VIDEO SURVEILLANCE ..... **ERREUR ! SIGNET NON DEFINI.**
10. VoIP PHONE ..... **ERREUR ! SIGNET NON DEFINI.**

IV. ALL CONNECTION MODES ..... ERREUR ! SIGNET NON DEFINI.

1. CONNECTION MODES ..... **ERREUR ! SIGNET NON DEFINI.**
1.1 LOCAL MODE (WITHIN WiFi RANGE OF SPYKEE) ..... ***Erreur ! Signet non défini.***
1.2 REMOTE MODE (FROM ANYWHERE IN THE WORLD) ..... ***Erreur ! Signet non défini.***
2. CONNECTING ..... **ERREUR ! SIGNET NON DEFINI.**
2.1 CONNECT IN LOCAL ADHOC MODE ..... ***Erreur ! Signet non défini.***
2.2 CONNECT IN LOCAL MODE WITH WIFI ACCESS POINT ..... ***Erreur ! Signet non défini.***
2.3 CONNECT IN REMOTE MODE ..... ***Erreur ! Signet non défini.***
3. FUNCTIONS AVAILABLE BASED ON THE CONNECTION MODES ..... **ERREUR ! SIGNET NON DEFINI.**
4. CHANGING LOCAL CONNECTION ..... **ERREUR ! SIGNET NON DEFINI.**

V. RECHARGING SPYKEE ..... ERREUR ! SIGNET NON DEFINI.

1. CHARGING BASE ..... **ERREUR ! SIGNET NON DEFINI.**
2. AUTOMATIC SEARCH FOR THE BASE ..... **ERREUR ! SIGNET NON DEFINI.**
3. MANUALLY PLACE SPYKEE ON THE BASE ..... **ERREUR ! SIGNET NON DEFINI.**
4. RECHARGE ..... **ERREUR ! SIGNET NON DEFINI.**

VI. LIGHTS AND SOUNDS OF THE ROBOT ..... ERREUR ! SIGNET NON DEFINI.

VII. FIRMWARE UPDATE ..... ERREUR ! SIGNET NON DEFINI.

VIII. RESET ..... ERREUR ! SIGNET NON DEFINI.

IX. TECHNICAL DATA SHEET ..... ERREUR ! SIGNET NON DEFINI.

X. HELP ..... ERREUR ! SIGNET NON DEFINI.

1. FREQUENTLY ASKED QUESTIONS (FAQ) ..... **ERREUR ! SIGNET NON DEFINI.**
2. AFTER SALES SERVICE ..... **ERREUR ! SIGNET NON DEFINI.**
3. PROGRAMMING ..... **ERREUR ! SIGNET NON DEFINI.**

I. Foreword

1. INTRODUCTION

Thank you for your purchase of Spykee.

Spykee is a spy robot you can build, and which can be transformed and controlled from a computer via WiFi! Even better, Spykee can be controlled from anywhere in the world through the Internet! 1

Spykee Spy Robot! Spykee moves, sees, hears, speaks, and takes pictures or records videos ... It comes with sound and light effects, and video filters.

Spykee is a phone! It can be used as a VoIP phone and Webcam.

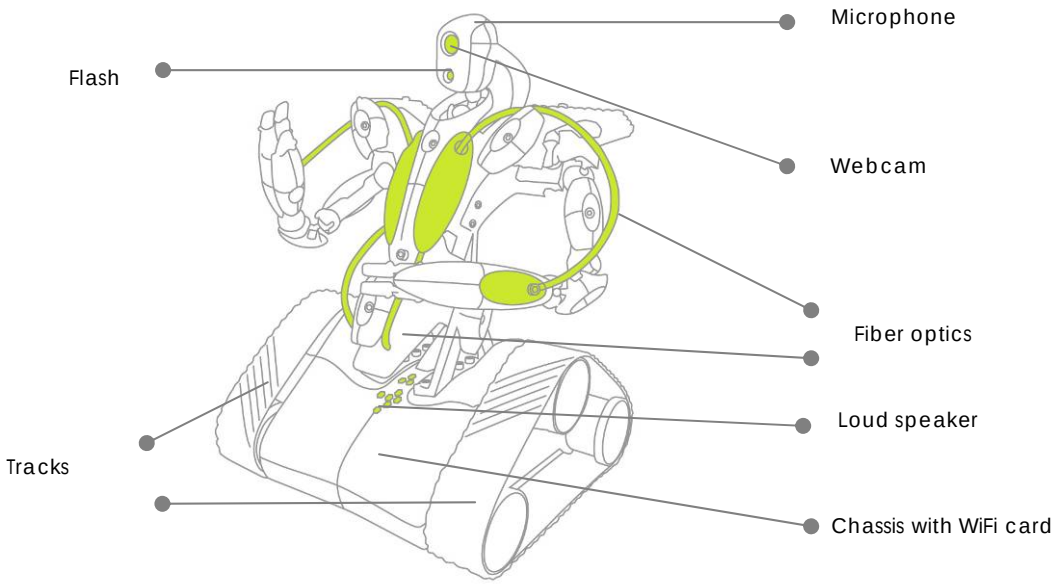
Spykee is an MP3 player!

Spykee has a video surveillance function! When movement is detected, Spykee issues an alarm or sends a picture of the intruder by e-mail.

When its battery is low, Spykee returns to its recharging station by itself!

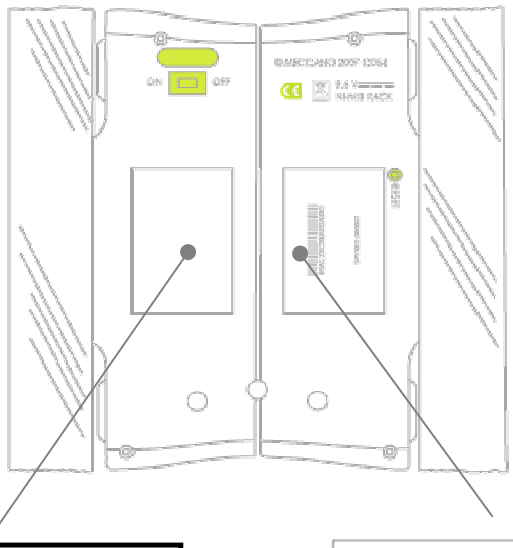
You can build three different models of robots quickly and easily / More than 200 parts / Compatible with all Meccano parts.

Robot Anatomy



1 It requires a high-bandwidth connection both locally and remotely: minimum upload speed of 512 kbps, download speed of 2 Mbps.

View of robot from below



For your information :

The number beginning with « MAC » followed by 12 numbers is the Ma number of your robot. You will need it when you register your robot on www.spykeeworld.com.

The number beginning by « Spykee » followed by 6 numbers is the serial nuber of your robot. It is also the name of his WiFi network by default (SSID) If you make a Reset of your robot after having changed this WiFi network name (Chapter VIII), it will come back to his initial name.

Les informations de la deuxième étiquette correspondent à des normes et autres régulations auxquelles le produit doit répondre (voir partie suivante).

2. CAUTION AND WARNINGS

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

In accordance with FCC requirements, changes or modifications not expressly approved by Meccano could void the user's authority to operate this product.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However,

there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Tested To Comply With FCC Standards
FOR HOME OR OFFICE USE FCC ID: R911XXXXXXXXXX

2.1 STANDARDS AND CERTIFICATES OF COMPLIANCE

1- MECCANO hereby declares that this product complies with all requisite standards and other relevant regulations of directive 1999/EC. A copy of the original statement of compliance may be obtained at the following address: MECCANO, 363 avenue de Saint Exupéry 62100 Calais, France.
2- This product must be used indoors.

N13182

CE 0359

R&TTE Tested To Comply With R&TTE Standards
FOR HOME OR OFFICE USE

NI-MH

Complies with CANADA RSS-210

2.2 NON-LIABILITY CLAUSE

Certain differences may appear between the description found in the user's manual and the behavior of the robot depending on your robot's software version.

2.3 RESPECT FOR PRIVACY

We wish to remind you that you must comply with all applicable rules and laws of your country concerning the taking of pictures and recording of sounds and videos. Pursuant to these rules and laws, taking pictures, recording videos and/or voices or any other personal attributes, and reproducing or broadcasting them is at times strictly prohibited since this could be considered to be an invasion of privacy.
It is the user's sole responsibility to ensure that the user has any and all necessary prior authorization to record private or confidential conversations, to take pictures, or record videos of another person: the manufacturer, distributor, or vendor of your Spykee declines any and all liability resulting from the inappropriate use of your robot.

2.4 SAFETY INSTRUCTIONS

Choose a SAFE location to operate your Spykee. Do not operate it in the street. Do not operate it in sand or in puddles. This could deteriorate its performance. Check the surface conditions through which the robot will move and be aware of obstacles.
Avoid all contact with water.
The robot cannot climb or go down stairs.
Spykee's audio receivers are sensitive instruments. Do not allow the robot to be near a heat source or IN FULL SUN for any prolonged time.
Do not leave the robot in humid or damp areas.
Do not drop or throw it.
Do not paint it.

0-3

CAUTION
Risk of injury - keep out of reach of children under 36 months of age.
CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE MANUFATURER MAY VOID THE USER'S RIGHT TO OPERATE THIS DEVICE.

2.5 CARE AND MAINTENANCE

This robot requires periodic maintenance and cleaning.
Clean it with a slightly damp cloth.
Handle your Spykee with care and keep it in a clean area, sheltered from dust.
Do not attempt to open it or repair your Spykee yourself.
Its batteries must only be changed by specialists = please contact After Sales Service in this event.

The "barred trashcan" symbol found on your robot and its recharging station means that these products must, at the end of their lifetime, be delivered to special waste collection points:

- Municipal waste dumps with specific bins for this kind of device
- Collection bins at the point-of-sale

They will be recycled there, thus avoiding the discharge of regulated substances into the environment, and allowing the materials that make up your Spykee to be reused.

In member countries of the European Union

These selective collection points are accessible free of charge.
All products containing the "barred trashcan" symbol must be delivered to these collection points.

In countries that are not members of the European Union

Any equipment marked with the "barred trashcan" should not be disposed of in ordinary trash cans if your country or region has special organizations in place for collection and recycling, and this equipment should be brought to these collection points so that it may be recycled.

2.6 CHARGER

Avoid short-circuits. These can result in overheating and can burn the cords or damage the battery block and the charger.

The charger must be used to recharge the robot. Do not use the charger to charge multiple robots at the same time or to charge other types of batteries and battery blocks.
Do not use the charger as an ordinary outlet for other devices or electric machines.
Be sure to keep the charger out of reach of infants and children when recharging.
Do not recharge around incandescent sources, sources of humidity, or near high temperatures.
The charger may heat slightly when charging. Do not cover it.
If the Spykee's battery power remains low despite correct recharging, it may be that the battery is used up because it has been intensively used. In this case, please contact the After Sales Service.

Do not connect the robot to more than one energy source.
Use only the provided transformer.
The transformer is not a toy.
The transformers used with the robot must be regularly examined to detect any wear and tear on the cable, plugs, casing, and all other parts. If there is damage of this nature, the robot must not be used with this transformer.
If the power supply cord is damaged, it must be replaced by the manufacturer or its dealer, or else by a qualified person, so as to avoid any risk of accident.
The robot must only be recharged under the supervision of an adult.

WARNING TO PARENTS
The recharging station for the robot and the transformer require periodic inspection to make sure that the station, the robot, the outlets, and other parts are not damaged in any way. If parts are damaged, do not use the recharging station as long as it is not completely repaired.

3. REQUIRED CONFIGURATION

- A computer equipped with an internal or external WiFi card/512 MB RAM/100 MB available disk space.
- WiFi 802.11b or 802.11g
- Internet connection to download the software and user's manual.
- For PC = Windows 2000 SP5, Windows XP SP2 .NET framework 2.0 installed[1], Windows Vista.
- For Mac = Mac OSX 10.4 or higher with PowerPC G4, G5 or Intel processor.
- Acrobat Reader = can be downloaded free of charge at www.adobe.com/products/acrobat/readstep2.html
- To control the robot in remote mode, you must have:
  > On the Spykee end: WiFi access point type network equipment, connected to the Internet

[1] Available on the Microsoft website (http://www.microsoft.com/downloads)

> From wherever you are in the world that you wish to control the robot: Computer with installed console and Internet access.
> High-bandwidth connection on both ends = minimum upload speed of 512 Mbps and download speed of 2 Mbps.

II. INITIAL USE

1. INFORMATION ABOUT WIFI

1.1 WiFi RANGE

WiFi in theory has a range of several tens of meters. Depending on the environment and the devices used, the range of the reception zone may noticeably vary.
If you direct your robot outside of this reception zone, it will no longer be able to be controlled and will automatically stop.

1.2 INTERFERENCE

Irregular behavior or a loss of control of the robot may result from interference caused by high tension lines, high-voltage transformers, certain types of buildings, concrete walls, or narrow spaces in which the WiFi SIGNALS sent by the robot MAY BECOME WEAKENED, which makes reception of a GOOD WIFI SIGNAL DIFFICULT for the robot.
If this type of behavior or loss of control is encountered, PLEASE CHANGE THE LOCATION OF THE ROBOT.

1.3 WiFi NETWORK

Depending on the condition of the WiFi network, the image may be slowed, and sound and movement may be delayed. This is associated with the WiFi network and is not under the control of the Meccano company.

2. BUILDING YOUR SPYKEE

- Download the building instructions on www.spykeeworld.com (Installation part).
- Build the model of your choice following the instructions!

3. INSTALLATING THE CONSOLE

- Go to the website on www.spykeeworld.com in the Installation part.
- Download the Windows version of the console (if you have a PC) or the Mac version (if you have a Mac).
- Launch the installation of the software of the console.
- Select your desired language.
- Note: If you have a PC avec Windows XP SP2 and you don't have .NET framework 2.0, the software will ask you to install it[1].
- When the message "Complete" appears, this means that the Spykee console has been installed:
  > If you have a PC, the program installs by default onto your hard disk C:/Program Files/Spykee.
  > If you have a Mac, the program is installed by default in the Applications directory.
- A new window opens, and you can choose between:
- *=> Register now.*
  If you select this option, and you are connected to the Internet, go to point 4.
  Otherwise, you will be able to register later by going to www.spykeeworld.com under the "To Register" heading.
  => Complete the installation

[1] Available on the Microsoft website (http://www.microsoft.com/downloads)

4. REGISTERING YOUR ROBOT AT www.spykeeworld.com

When you register your robot on the website www.spykeeworld.com you will give it a unique name and confidential password which will make it possible to identify it on the network with respect to all other robots found worldwide.

Why register?

> Registering your robot allows you to use the remote mode (to connect to a robot remotely, you must identify the robot that you wish to connect to - therefore, this is only possible after you have registered).

Registering your robot at www.spykeeworld.com

- On the Internet, go to **www.spykeeworld.com** under the "To Register" heading (you will also be offered the option when completing installation of the console), click on “Register your Spykee” and follow the instructions.
- The field "My Spykee Robot’s name", which will be unique, will be the name of your Spykee robot to differentiate it from other robots.
- The password will be used to authenticate the robot to which you will wish to be connected in remote mode.
- Take good note and protect the name and password that you select. You will need this later on, particularly to forward information to the robot[1].
- The process of registering your robot will only be valid after having sent the information into your robot.

5. CHARGING SPYKEE FOR THE FIRST TIME

Your Spykee robot is delivered without a charge.

- To play with Spykee, you must recharge it manually (when it is fully discharged, it cannot return to its base automatically).
- Connect the recharging station to an outlet. Ask an adult for help.
- Turn the robot's on-off switch to "On" and place your robot manually on its base (the robots back is to the base).
- Your robot charges in 2h30 hours approximately.

Note: The robot will not charge if it is switched Off.

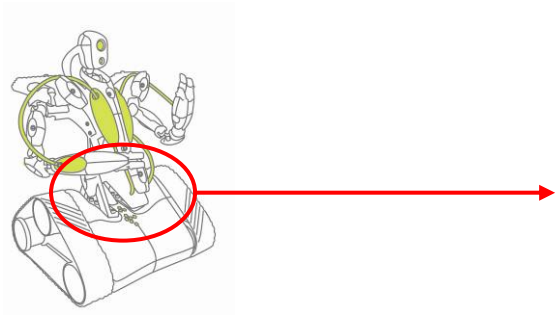
1

2

[1] See Chapter II, Section 10.3 " Robot Configuration / My Spykee Tab "

6. TURNING SPYKEE ON

- Turn Spykee on by switching the button under the chassis to the "ON" position.
- Spykee's lights begin to flash rapidly: this means Spykee is searching for his favorite WiFi access point.
  Since it's your 1st use of your robot, you haven't chosen yet any new favourite WiFi access point.
  Spykee will then turn in local adhoc mode automatically (which is his default favourite WiFi mode) after approximately 15 seconds: the robot will make a « Beep Beep » sound and his lights will blink slowly one after another (to know more about the light statuses of your robot, refer to Chapter VI " LIGHTS AND SOUNDS OF THE ROBOT ").
- If, for some reason, Spykee does not flash, check that the button is actually switched to "ON." If this is the case, then it may be that the battery is drained (see previous section).



7. CONNECTING YOUR COMPUTER TO YOUR ROBOT IN AD HOC LOCAL MODE

- There are several modes of connection (see Chapter IV "ALL CONNECTION MODES ").
  Nonetheless, for the first use, it is necessary that you connect in "local ad hoc mode."

- What is local ad hoc mode?
  => Local ad hoc mode allows you to connect your computer directly to Spykee via WiFi (see figure below).

- In local ad hoc mode, the 1st step (before even starting up the console) is to connect your computer to your robot via WiFi. To do this, follow the instructions below: 7.1 if you have a PC and 7.2 if you have a Mac.

7.1 Connecting your PC to your Spykee Robot:

1) Turn on your Spykee and place it within range of your computer's WiFi.

2) Turn on your computer (remember, your computer must have an internal or external WiFi card and the Spykee console installed).

3) Go to your computer's wireless network.
   If you want use the Windows wireless network, click on Start / Networks / Wireless networks or Start / Settings / Networks / Wireless networks.

4) A window will open, displaying a list of all available wireless connections.
A WiFi network whose name begins with "Spykee" should appear (this WiFi network name is the SSID for your robot[1]).
Click on it to get connected.

CAUTION! If your robot's name is not displayed in the list, this may be due to the following causes:
- Your computer has not updated its available wireless networks => Click on "refresh network list" in the menu to the left of the window.
- Your robot is turned off => Please turn it on.
- Your robot has a weak battery => Please recharge the battery[2] then repeat the operation.
- You are in a busy WiFi environment (many surrounding connections, poor network, etc.) = > Please retry the operation in another location.

5) If your Computer requests confirmation for the connection, click on OK.

6) Your computer is now connected to your robot's WiFi network. An IP address is assigned to it after a few seconds, then the word "Connected" should appear alongside the network whose name begins by "Spykee."

Note: You will sometimes need to configure or deactivate your firewall in order to be able to connect to your Spykee. Depending on the firewall, you may find yourself in one of the following situations.
> A window opens and asks for you to authorize the connection => Accept the connection.
> You will sometimes need to completely deactivate your firewall (to do this, refer to your firewall's manual).

Note: In local ad hoc mode, your computer can only have a single WiFi connection (here, it is Spykee). This is why you cannot use WiFi Internet at the same time[2].

7) You can now close the window and start the Spykee console.
To do this, refer to the Chapter II Section 8 " DETAILS OF THE SKYPEE CONSOLE ".

7.2 Connecting your MAC to your Spykee Robot:

1) Turn on your Spykee and place it within range of your computer's WiFi.

2) Turn on your computer (remember, your computer must have an internal or external WiFi card and the Spykee console installed).

3) Display the list of available networks (by clicking on the Airport logo or by going to "System Preferences" / click on the icon "Network" / select the "Airport" option from the "Display" selection list).

4) Select the one corresponding to your robot (it is the one with the name beginning with "Spykee" / this network name is the SSID for your robot) and click on "Connect."
Caution! If your robot's name is not displayed in the list, this may be due to the following causes:
- Your computer has not updated its available wireless networks => Click on the "refresh network list."
- Your robot is turned off => Please turn it on.
- Your robot has a weak battery => Please recharge the battery manually[3] then repeat the operation.
- You are in a busy WiFi environment (many surrounding connections, poor network, etc.) => Please retry the operation in another location.

5) Once you are connected to the WiFi network for your Spykee, you can close the window and start the Spykee console.
To do this, refer to the following section "Details of the Spykee Console."

[1] See Chapter I Section 1 « INTRODUCTION »

[2] However, this is possible if you connect Spykee in local mode with a WiFi access point; see Chapter IV "All Connection Modes".

[3] See Chapter II Section 5 "CHARGING SPYKEE FOR THE FIRST TIME"

8. DETAILS OF THE SKYPEE CONSOLE

- Digital music player (**#1**)
- Configuration (**#2**) / Warning! On Mac consoles, there is no Configuration icon. Please go to the Spykee menu of your Mac and click on Settings.
- Connection (**#3**)
- Battery status(**#4**)
- Minimize the console (**#5**)
- Close the console (**#6**)
- Video surveillance (**#7**)
- Light effects (**#8/9/10**)
- Motor control (**#11**)
- Microphone (**#12**)
- Snapshot (**#13**)
- Volume (**#14**)
- Sound and video effects (**#15**)
- VoIP phone (**#16**)
- Video recording (**#17**)

Warning! This is the standard appearance of the PC console. The cockpit appearance and the Mac appearance are slightly different design.
Configuration on the Mac console is in the Spykee / Settings of your Mac Menu.

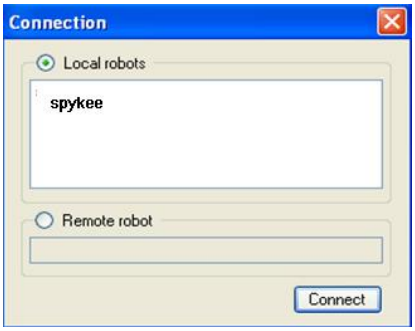
9. STARTING THE CONSOLE IN LOCAL AD HOC MODE

1) Start the Spykee console.
> To do this on a PC, you have different options:
- Go to the Start menu of your computer and start the Spykee program.
- Or click on the Spykee icon of your desktop
- Or open the Spykee.exe file in the menu c:/ Program Files / Spykee.

> On a Mac, click on the Spykee icon in the Applications directory.

2) The console will start up and the connection window will open automatically (otherwise you can click on the connection icon which is #3 in the console figure).

3) The "Connection" window has two parts:



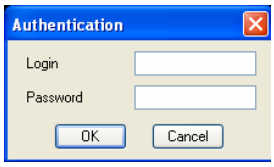
> Local robots (what this chapter is about) => Shows which Spykees robots are found in the same local network.

> Remote robot => When you wish to connect to a remote robot.

4) After a few seconds, the name of the WiFi network (SSID) for your robot appears in the "Local robots". This means that your robot's WiFi network has been detected.
Select it, then click on "Connect."

If your Spykee does not appear:
- Make sure that the switch under Spykee's chassis is turned On.
- Check to see that your computer is actually connected to your Spykee's WiFi network[1].
- Make sure that your Spykee is fully charged (Warning: the battery is not charged at time of purchase[2]).
- Make sure that it is within WiFi range.

5) A window will open and ask you for the Login and Password for the robot user.



> If this is your first use:
Enter the administrator username and password (which are the robot's default settings) both of which are "admin."
Note: an information message will appear to tell you that you are using the default username and password in order to encourage you to customize them as soon as possible for security reasons[3].
Click on "OK."
Note: As long as you have not customized the password for the administrator account, this message will appear.

> If this is not your first use, and you have already created at least one user account (caution, do not confuse a "user account" and the "name of the robot"[1]).

---

[1] See Chapter II, Section 7 "CONNECTING YOUR COMPUTER TO YOUR ROBOT IN AD HOC LOCAL MODE "

[2] See Chapter II, Section 5 " CHARGING SPYKEE FOR THE FIRST TIME "

[3] See Chapter II, Section 10.4 "CONFIGURING YOUR ROBOT / User accounts Tab"

Write down the username and password for one of your user accounts.

6) When you have entered the correct username and password, the "connection" window will close automatically.

7) The console will connect to Spykee:
> Spykee's Webcam image will appear on the console's screen and the connection icon will now be green.
> It will make a "Gling Gling Gling!" sound and its lights will flash slowly.
> This means that you are now connected!

If Spykee does not connect and/or the image is not displayed:
> Check your computer is correctly connected to your robot's WiFi network[2] then launch the console again.
> If it still doesn't work, please refer to the "Help" chapter at the end of this manual;

8) Now please go to the following chapter to configure your console and/or robot. It is very important to do so at the first use; do not omit these steps.

[1] For more information refer to Chapter II, Section 10.4 "CONFIGURING YOUR ROBOT / User accounts Tab"

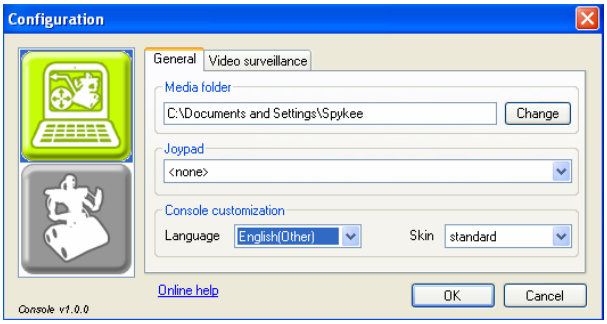
[2] See Part 7 of this Chapter.

10. CONFIGURING YOUR CONSOLE AND ROBOT

Please note that to configure the console and robot, you must be connected to your Spykee in local mode with the administrator name and password (if you have not already changed it, the username is "admin" and the password is also "admin").

10.1 Console Configuration / General Tab

- If you have a PC, click on the Console Configuration icon.
  If you have a Mac, go to the Settings of your Spykee menu.
- The configuration window will open in the "Console Configuration" section in the "General" tab.

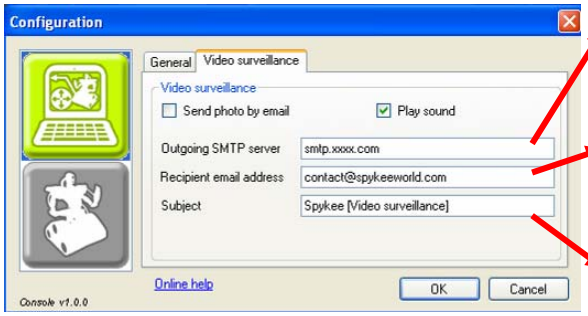


- Media Directory: Select the directory in which you wish to store your pictures and videos taken by Spykee.
- Joystick: Select the control mode if joysticks are available and connected to the computer.
- Console customization: Select the "language" and the "appearance" of the console (PC only).
  Note: The console's appearance will be changed as of the next time the console starts. The "standard" and "cockpit" appearances have exactly the same functions.

10.2 Console Configuration / Video Surveillance Tab

- Select the "Video Surveillance" tab.
- When the video surveillance function is activated, any movement will trigger a snapshot (stored in the "Media Directory" file, see previous Section 10.1).
- Additionally, you may be alerted in two different ways that movement has been detected:
  => Spykee will activate a sound alarm on your computer (check "Play Sound").
  => Spykee will send you an e-mail with the picture of the intruder (check "Send photo by email"). Note that in order for the sending of e-mails to work, the computer with the console must be connected to the Internet. This option will therefore not work if you are connected to Spykee in local ad hoc mode (unless your computer is also connected to the Internet via an Ethernet line).

If you check "Send a Picture by e-mail," please fill in the fields below:



Outgoing SMTP server => Indicate the SMTP server name for your e-mail address (this number is provided by your e-mail address supplier - for more information please refer to the FAQ)

Recipient email address => provide the e-mail address for the recipient (note that its use must remain private / please read the "Respect for Privacy," section Chapter I Section 2)

Subject => Indicate the subject line that you wish for any e-mail sent to you via video surveillance

10.3 Robot Configuration / My Spykee Tab

Enter the information that you registered at www.spykeeworld.com (robot's name and password) into the robot.

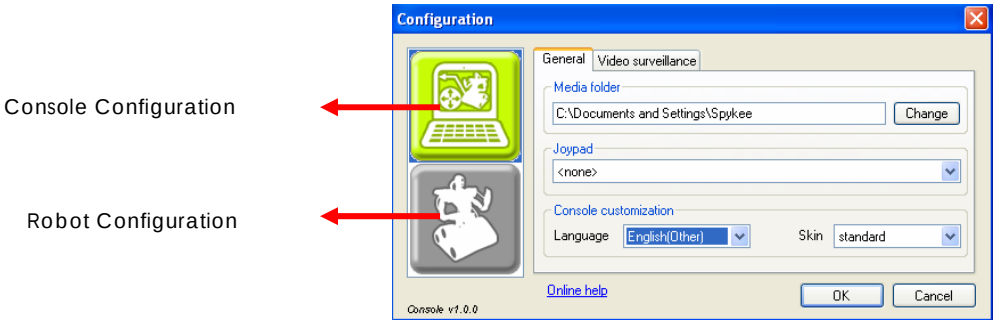
- If you are not yet registered at http://atsui.pair.com/spykee/devsw/UK[1], please do so now, and then proceed to the point below.
  Caution! Because you are in ad hoc local mode, you cannot use WiFi Internet at the same time.
  If you wish to connect to the Internet via WiFi, you must close the Spykee console, disconnect your computer from the Spykee WiFi and reconnect to the WiFi network of your Internet provider before being able to go to http://atsui.pair.com/spykee/devsw/UK. You can also connect to Internet via an Ethernet wire.

- The name and password for your robot are now registered at www.spykeeworld.com.
  The same information must be entered into your robot (see below in this same section).
  Your robot will only be truly configured with its new name and password after you have performed this operation.

- Go to the configuration of your console.

- The configuration window will open.

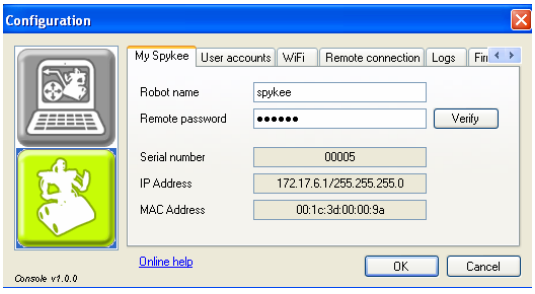
- Your console has 2 parts:



  Click on the robot icon to access the robot configuration section.

- You will be taken directly to the "My Spykee" tab.

- Fill in the fields "Robot Name" and "Password" with the information previously registered on spykeeworld.com.
  If you are connected to the Internet, you can click on "Verify." This will make it possible for you to check that you have accurately typed in the same information as you entered at www.spykeeworld.com.
  Remember: In local adhoc mode you cannot be connected to Spykee and Internet at the same time via WiFi (but it is possible if you connect your computer to Internet through an Ethernet wire)[2].



- Click on OK.
  This information will then be forwarded to your robot.
  From then on, your robot will be identified with this new name that will replace its network name by default (SSID).

---

[1] Section 4 of this Chapter.

[2] In local mode via WiFi access point, you can be connected via WiFi to Spykee and Internet at the same time. To know more about the local mode via WiFi access point, please see Chapter III.

- Now please configure your console and especially your WiFi access point if you have one (see point no. 10).

Note: In the "My Spykee" tab, you will also find information about your robot (non-modifiable):
Its serial number or SSID (also found on the label underneath the robot chassis).
Its IP address.
Its MAC address (also found on the label underneath the robot chassis).

10.4 Robot Configuration / User Accounts Tab

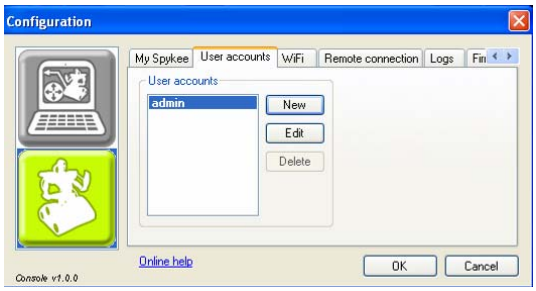
To use Spykee, you must have a user account with a username and password.
If you are under 18 years of age, do not provide this information to third parties without authorization from your parents. Write down your usernames and passwords accurately, and store them in a secure location so that other people cannot use your robot without your approval.
You can change your password at any time on your console in User Accounts tab (just select the username and click on "Edit").

- **Administrator Account**

Your robot has an administrator account by default:
Username: admin
Password: admin

Only the administrator account will allow you to change the configuration of your robot (name and password for your robot, preferred WiFi networks, etc.).
The administrator account takes priority over all other user accounts (for example, an administrator connection will disconnect any other remote connection on the same robot).
Warning! The password for the administrator account must be customized if you wish to connect remotely in the future via the administrator account.

To change the password of your administrator account at any moment, go to "User Accounts" on your console, and click on "Edit" to choose a new password.



- **Other User Accounts**

You can create multiple user accounts if you like (for example, if you have several people using the same robot) : click on “New” and enter the name of the user and password of your choice.
You can delete your user accounts or change them at any time: in the "User Accounts" tab, select "Delete" or "Edit” as desired.

10.5 Robot Configuration / WiFi Tab

You need to configure this tab in order to use your Spykee in local mode with WiFi access point.
To do this, please see Chapter IV “ALL CONNECTION MODES”.

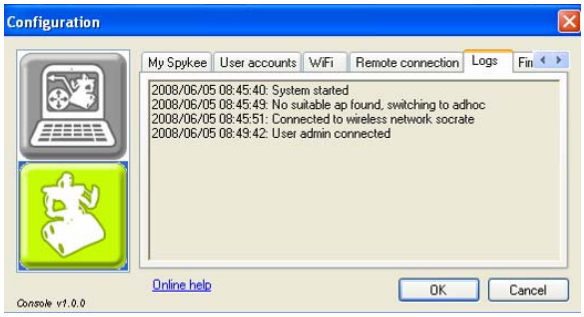
Note: This may require some configuration of your WiFi access point.
We recommend that you first get familiar your robot in local adhoc mode before trying the local mode with WiFi access point.

10.6 Robot Configuration / Remote Connection Tab

You need to configure this tab in order to use your Spykee in remote mode.
To do this, please see Chapter IV “ALL CONNECTION MODES”.

Note: This may require some complex configuration of your WiFi access point.
We recommend that you first get familiar your robot in local mode with WiFi access point before trying the remote mode.

10.7 Robot Configuration / Logs Tab



- The "Logs" tab, allows you to see the different events that have occurred on your robot.
- If problems arise, this may allow you to better understand the origin of the problem.

10.8 Robot Configuration / Firmware Tab

- To update firmware, please refer to Chapter VII “FIRMWARE UPDATE”
- Please note that firmware update is not necessary for first use.

11. END OF FIRST INSTALLATION

You can now move on to the Chapter III “PLAYING WITH SPYKEE”.