III. PLAYING WITH SPYKEE

1. VOLUME

- Increase or decrease the volume by moving the cursor (green ball) from left to right.
- Warning! Make sure that the volume on your computer is also operational.

2. MOVE SPYKEE

Before moving Spykee, make sure that the robot is on the ground (and not on a table, chair, etc.) so as to avoid any risk of falling that could damage or robot.
Warning: If you direct Spykee out of WiFi range, you will lose completely contact. It may also take it a few seconds to stop.

2.1 USING THE CONSOLE

To move Spykee, use the scroll wheel with the arrows.
For example, to go straight ahead, press once on the up arrow to move it forward, and press it again for it to stop moving forward.

2.2 USING THE COMPUTER KEYBOARD

For more ease-of-use, you can also use the arrows on your computer keyboard.
For example, to move straight ahead, press once on the up arrow. The robot stops as soon as you let go of the button.

2.3 USING A CONTROLLER

You can move Spike using a controller.
To do this, select your controller in the "Configuration" section[1].
Once installed, you can move Spike by moving the arrows on your controller.

2.4 TURBO FUNCTION

- Click on the "Turbo" key (it will turn red if you have a PC, and blue if you have a Mac; this means that the function has been activated).
  You can also activate this function from your computer keyboard by holding the "Shift" key down or from one of the activation buttons on your controller.
- Your robot will travel at a higher speed.
- To move Spykee with the Turbo function, proceed in the same manner as without Turbo function.
-

[1] Chapter II Section 10.1 "Console Configuration / General Tab"

- To deactivate the Turbo function, click on Turbo again.

Function deactivated

Function activated

3. SOUND EFFECTS

3.1 BASIC EFFECTS

Spykee includes six pre-recorded sound effects.
To play in effect, click on its arrow or its name (e.g.: "Alarm") or its shortcut key (below).

Alarm => F1 key
Bomb => F2 key
Laser=> F3 key
Ah-Ah-Ah=> F4 key
Engine=> F5 key
Robot=> F6 key

A lighting effect corresponds to each sound effect.

3.2 CUSTOMIZED EFFECTS

- You can insert your own sound effects (MP3 files with a maximum size of 100 kB) in:

> "Custom-1"
> "Custom-2"

These sounds are empty by default.

- To insert a customized sound

Open the file containing the sound that you wish to insert.
Place this window beside the console.
Click and drag the sound that you wish to load into your robot to "Custom-1" or "Custom-2."

- To play the customized sounds, click on the arrow or the name, or use the shortcut keys:
  "Custom-1" => F7 key
  "Custom-2" => F8 key
- If you load a new file, the old one is erased automatically.

4. VIDEO EFFECTS

Spykee contains eight video effects:

Thermic
Numbers
Inverse
B&W
Distortion
Shadow
Zig-Zag
Mirror

- To insert a video filter, click on its name or its arrow (e.g.: Thermic)
- Observe the effect of filters on the video image!
- To stop the video filter, press on the arrow again.

5. LIGHT EFFECTS

- You can activate the lighting effect by clicking on the light bulbs (when the light is lit, the light bulbs become red).
- You can also use the keys on your controller.

- To turn off light effects, press on the light bulbs again (which will go back to green).
- Note: when you create light effects, these effects will be substituted for the lights indicating the Spykee status[1].

6. TAKING PICTURES

- To take a snapshot, click once on the "picture" icon. 
- You will hear a "Click-Clack" sound (from the console and the robot) which indicates that the picture has been taken.
- Your snapshot will be stored in the directory defined in "Configuration"/"General" tab/"Media Directory."

7. VIDEO RECORDING

- To use this function, you must have the VLC software (you can download it for free on http://www.videolan.org/vlc).
- To record a video, click once on the "Video recording" icon.
  You will hear a "Beep" sound (from the console and the robot) and the icon will become red = this means that the video is recording.
- To stop recording, press on the same button (it will become green again and a "Beep" will again be emitted from the console and the robot).
- Your video will be stored in the directory defined in "Configuration"/"General" tab/"Media Directory."
- Warning: In remote mode, depending on the network conditions, it is possible that sound will not be completely synchronized with video.
- Other outside events can also detract from image and sound (see FAQ in "HELP" Chapter X).

[1] Chapter VI "LIGHTS AND SOUNDS OF THE ROBOT"

8. DIGITAL MUSIC PLAYER

- You can listen to your own music through Spykee (MP3 format).
- To do this, first check that the volume on the console is operational.
- Then, just load your music into the "Playlist" area.

8.1 LOADING YOUR SELECTIONS

- Open the file containing the music selections that you want to listen to, and place this window beside the console as shown below:

- Click on the music selection that you want to load into your robot (you can select multiple selections at the same time by holding the CTRL button down at the same time).
  Warning! Each selection must not exceed 8 MB in size.
  You can load a maximum of 18 selections.
- Make one click on your selection and, without letting go of the button, drag and drop the items in the "Playlist" area, then release.
- The name of the selections will appear in the "Playlist" area.

8.2 LISTENING TO MUSIC

- To listen to music, press on the "Play" button: it will become red with the "Stop" symbol.
- To stop the music, press on that same "Stop" button: it will turn green again with the "Play" symbol.

- When you click on Play, the "Download" bar will light up = this means that the file has been sent from your computer to your robot. This may take several seconds depending on the size of the file.
  Then the robot will begin playing music.
  Warning! When loading, Spykee commands may be slowed or interrupted. After the download, everything will return to normal.
- Your selections will be played in the order in which they were loaded.
  Once the first selection has ended, the computer will send the next selection to the robot: this is why there may be a few seconds delay between selections.
- You may also listen to your selections in random order by clicking on the "Shuffle" icon (it will turn red).

  To stop "Shuffle" mode, press on this same button again (it will go back to green).
- To switch from one selection to another, press on the "Previous" and "Next" buttons.

8.3 ERASE SELECTIONS

- Click on the selection(s) of music that you want to erase.

- Press on the "Delete" key of your computer.
- You will see that your files have been deleted because their name will disappear from the Playlist.
- You can now load new selections.

9. VIDEO SURVEILLANCE

- Video surveillance operates only when the robot is connected to the console.
- Click on the Configuration icon of the console:
  In the Configuration area of the console, please configure the "Media Directory" option on the "General" tab, and configure the "Video Surveillance" tab[1].
  Then, return to the console and click on the video surveillance button (it will turn red) to activate the video surveillance function.
- From that point on, as soon as movement is detected, Spykee will take a snapshot.
  Pictures will be stored in the directory defined in the "Configuration" area, on "General" tab "Media Directory"[1].
  Moreover, depending on the configuration that you have chosen[2] the console will send you an alarm sound or otherwise will send you an e-mail with a snapshot of the intruder.

10. VoIP PHONE

- You can communicate with anyone near your Spykee from anywhere in the world.
- Note: In remote mode, sound reception may experience a few seconds delay. This phenomenon depends on the status of the WiFi and Internet network.
- Press the "VoIP phone" key or "Mic" (they are the same). The keys will turn red (this means that they are active).


- You will then be able to hear and speak from the computer with anyone who is near your Spykee, which acts as a webcam, microphone, and loudspeaker.
- If the computer does not have an integrated microphone and loudspeaker, just connect a microphone headset to the computer (not supplied).

[1] Chapter II Section 10.1 “Console Configuration / General Tab”
[2] Chapter II Section 10.2 “Console Configuration / Video Surveillance Tab”

IV. ALL CONNECTION MODES

1. CONNECTION MODES

There are several ways that you can connect to Spykee:

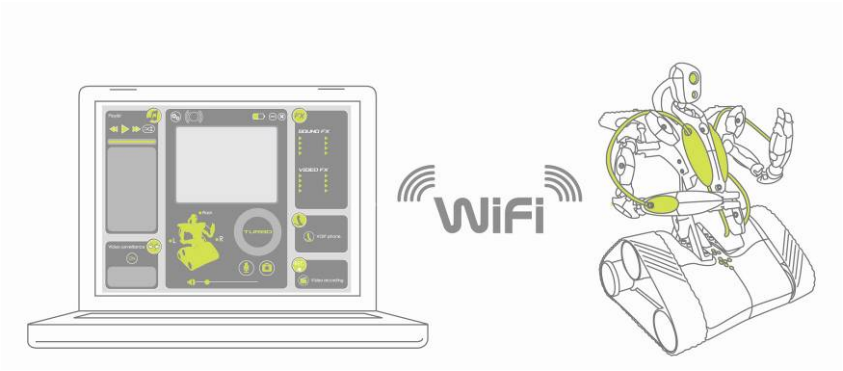
1.1 LOCAL MODE (WITHIN WiFi RANGE OF SPYKEE)

E.g..: You want to control Spykee from home (the computer and Spykee are in the house).

(a) Adhoc Local Mode

Your computer connects directly to your Spykee (does not use a WiFi access point).

E.g..: You are connecting for the first time or you do not have a WiFi access point.
To connect in local adhoc mode, see Chapter II Section 7 "CONNECTING YOUR COMPUTER TO YOUR ROBOT IN ADHOC LOCAL MODE".

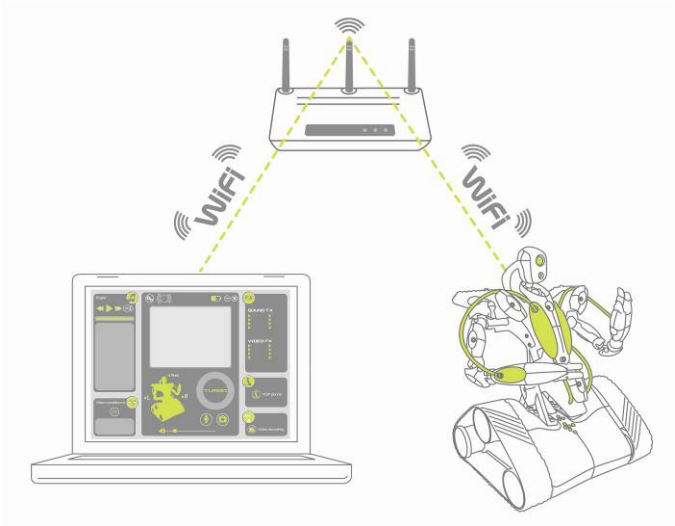


(b) Local Mode with WiFi Access Point.

- Spykee connects to your WiFi access point which is itself connected to your computer.
- This mode should be preferred over the local a hoc mode, because it allows your robot to connect by itself and automatically to your WiFi access point from the time you turn it on (all you have to do afterwards is start the console).
- Moreover, by configuring your WiFi access point, you will also be able to use the remote mode later on.
- In this case, you can use WiFi Internet at the same time as you play with your robot.

E.g.: You want to connect from home, and you have a WiFi access point.

To connect in local mode with a WiFi access point, refer to point 2b below, "Connect in Local Mode with a WiFi Access Point."

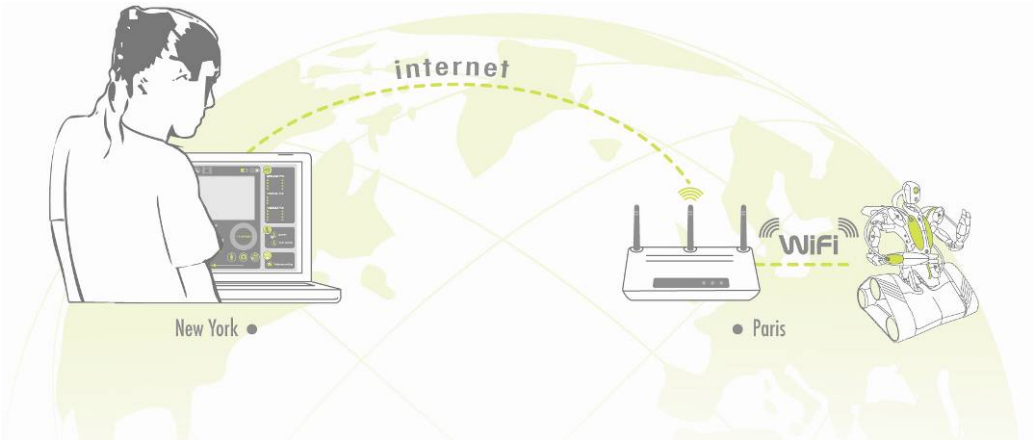


1.2 REMOTE MODE (FROM ANYWHERE IN THE WORLD)

From a computer connected to the Internet, you can connect to a WiFi access point in the vicinity of Spykee, which is connected to your robot.

E.g.: You are in New York, and you wish to control Spykee which has remained at your place in Paris.

To connect remotely, refer to page xxx.



2. CONNECTING

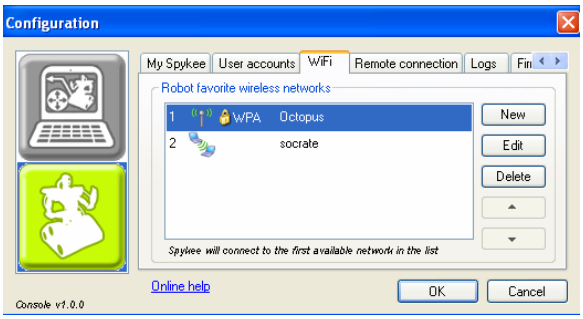
2.1 CONNECT IN LOCAL ADHOC MODE

See Chapter II Section 7 "CONNECTING YOUR COMPUTER TO YOUR ROBOT IN ADHOC LOCAL MODE".

2.2 CONNECT IN LOCAL MODE WITH WIFI ACCESS POINT

(a) CONFIGURATION OF THE WiFi TAB

- Please connect to Spykee in local adhoc mode and go to the WiFi tab in the console settings.



Enter your WiFi access point:

- It is generally easy to configure Spykee to connect via a domestic network using an access point (AP) or a standard WiFi router which is itself connected to a cable or ADSL modem.
- In this case, just:
  > Click on "New." After a few seconds, the list of available WiFi networks will appear.

  > Select the name of the WiFi network (SSID) of the WiFi access point to which you wish to connect your robot.
  > If the network is secured, you need to fill in the "key" field. The key corresponds to the security key for your access point/WiFi router (called WEP or WPA). If you have never changed your WEP key, you can find it by referring to the information provided by your Internet access provider at the time of your subscription.

  Warnings!
  > Note that your WiFi access point must be in "router" mode (this means that it will allow several devices to be connected to the Internet at the same time). To do this, please refer to the information provided by your Internet service provider.
  > If you have a Mac filter on your WiFi access point, you need to enter the Mac number of your robot in the settings of your WiFi access point (or desactivate the Mac filter). To do this, please refer to the information provided by your Internet service provider.
  > Some other situations are explained in the FAQ[1].
  > Other configurations may prove to be more complicated (In this case, we suggest that you make use of existing forums on the Internet. Warning: these forums are not affiliated with the Meccano company and Meccano cannot be held liable for their content).

- Now that your WiFi access point is configured, Spykee will automatically search for it as soon as it is turned on. It will then connect in local mode with a WiFi access point and make a sound "Beep Beep Beep" (and no longer in local adhoc mode).

[1] Chapter X «Help» or FAQ heading on the website www.spykeeworld.com

Warning! Until you turn Off & On Spykee (or manually change his WiFi network[1]), it will stay in local adhoc mode.

- If you want you can now connect in local mode with a WiFi access point :
  > To do this, please turn Off & On your Spykee.
  > Wait until he makes a "Beep beep beep" sound and his 4 lights scroll slowly.
  > Then follow the instructions of Section (c) of this Chapter.
  > If Spykee doesn't make a Beep Beep beep sound and cannot connect to the WiFi access point, please refer to specific situations (bellow).

  Warning! Do not forget to configure the other tabs once connected again.

- If you don't want to use this access point (switch to local adhoc mode or change the access point) please refer to specific situations (below).

(b) SPECIFIC SITUATIONS

Spykee cannot find the WiFi access point

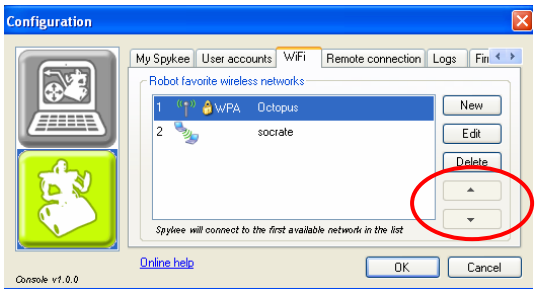
1) After a few minutes, it will then return automatically to his 2nd favorite WiFi network:
   > If it is your first use of Spykee, then the 2nd favorite WiFi network is the local adhoc mode: please wait until you hear the sound « Beep beep » that indicates that Spykee's available in local adhoc mode. Then connect your computer to your robot WiFi network, launch your console and locally connect to Spykee.
   > If it is not your fist use and your 2nd is another WiFi access point, please wait until you hear the sound "Beep Beep Beep" that indicates Spykee is connected to a WiFi access point. Then connect your computer to that WiFi access point, launch your console and connect locally to Spykee.

2) If you want your robot to refresh its search for your WiFi connection, shutdown and restart your robot (or briefly press the reset button on the bottom of the chassis: the robot will then search for the next preferred WiFi network).
3) If Spykee still doesn't find the WiFi access point, please refer to Chapter X "HELP".

You want to define other WiFi access points

E.g.: You have configured the WiFi access point for your home, but you want to configure a friend's WiFi access point as well so that you can use Spykee at your friend's house.

> You must then configure this or these WiFi access point(s) as explained above (click on "New", etc...).
Then you need to define the order of priority for the different WiFi access points:
   - Select an access point.
   - Click on the "up arrow" button (or the "down arrow") to move the access point higher (or lower) in the list.




This icon represents a WiFi access point


This icon represents the local adhoc mode.

The local adhoc mode is always the last one, you cannot change its place with the arrows. If you have defined different WiFi access points but you want to go back to local adhoc mode, please refer to Chapter IV Section 4 "CHANGING LOCAL CONNECTION".

Operation of Spykee when one or more access points are entered in

When starting up, your robot will check for available access points:
- By default, Spykee will first try to connect to your first favorite access point.
- If he doesn't find the 1st one or doesn't manage to connect to it (bad WEP key for example...), then he will try to connect to the 2nd one, then the 3rd one, etc...
- In the event that Spykee doesn't manage to connect to any of the access points entered in the robot, it will return to the local adhoc mode (and make a "Beep beep" sound). If you want your robot to refresh the search for your favorite WiFi access point, shutdown and restart your robot.
- In the event that one or more registered access points are available, it will connect according to the defined priority.
- If you want your robot to connect to an access point other than the first in the order of priority, please refer to Chapter IV Section 4 "CHANGING LOCAL CONNECTION".

[1] Chapter IV Section 4 "CHANGING LOCAL CONNECTION"

Other situations

If you run into any problems, please refer to Chapter X "Help".

(c) Connect in Local Mode with WiFi Access Point

1) You must have previously configured your favorite WiFi access point (see point (a) above).

2) Place your Spykee, within range of your favorite WiFi access point.

3) To connect Spykee to your favorite WiFi access point:
Turn on your Spykee: it will connect automatically as soon as you turn it on.
When Spykee is connected, you will hear "Beep Beep Beep!" (this means Spykee is connected to a WiFi access point) and its lights will scroll slowly one after another[1].
Warning: If you wish to connect to an access point other than your favorite access point, or change the mode of connection, refer to Section 4, "CHANGING LOCAL CONNECTION" in Chapter IV.

4) Connect your computer to the same favorite WiFi access point.
> To do this, turn on your computer (remember, your computer must have an internal or external WiFi card and the Spykee console installed).
> Connect your computer to your favorite WiFi access point:
- If you have a PC go to Start / Connections / Wireless connections. Select your WiFi access point and connect to it.
- If you have a Mac, display the list of available networks (by clicking on the Airport logo) and connect your computer to your favorite WiFi access point.
> Note: Alternatively, you may also connect your computer to the WiFi access point using an Ethernet cable.

5) Start the Spykee console.

6) The Connection window will open automatically.

7) Select the Robot from the list "Local Robots" (it should display automatically / it may take up to 30 seconds).

8) Enter your username and password.
> When Spykee connects, you will hear "Gling! Gling! Gling!" and its lights will flash. The image will be displayed on the console.
> If you cannot connect, make sure that you have correctly configured your WiFi access point in router mode[2].

9) You can now move on to the "Playing with Spykee," section page xxx.

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1 Chapter VI, "LIGHTS AND SOUNDS OF THE ROBOT"

2 This Chapter Section 2.2 point (a) "CONFIGURATION OF THE WiFi TAB".

2.3 CONNECT IN REMOTE MODE

(a) Warnings

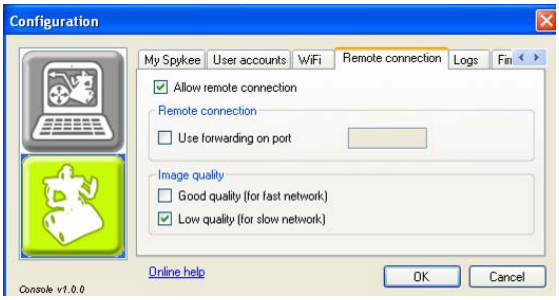
- Remote mode will offer lower performance than local mode (depending on the quality of the Internet connection from end to end).
- Not all Spykee functions are available in remote mode[1].

(b) Previous settings

Warning! Before setting the tab « Distant connection »:

- You must have registered your robot on www.spykeeworld.com[2] and entered the name and password for the robot in the console ("My Spykee" tab[3]) to enable future remote connections.
- You need to have entered a WiFi access point in the « WiFi » tab.
- You cannot connect remotely with the administrator account if the default password "admin" has not been changed (in the "User accounts" tab, choose another customized password for the administrator account or create another user account).

(c) Settings of the "Distant connection" tab



If in the future you want to use your robot remotely, it is necessary to complete this part.

- Check "Allow Remote Connection."
- Most WiFi access point allow to connect remotely without having to use "Port Forwarding". On some devices though (e.g.: Livebox Inventel), it is necessary. If your WiFi access point requires it or if you have tried to connect remotely without success, please report to the next point c).
- When operating remotely, the image feed may be slower:
  Select the desired image quality: the flow of the video image will be slower for a good quality image and conversely, quicker for a lower quality image.

(d) The port forwarding

Some WiFi access points require that you select a specific port to the communication between your access point and your robot to succeed connecting remotely (if not, remotely, your WiFi access point wouldn't manage to localize your Spykee).
You may also use port forwarding for other devices which do not necessarily require it: it is a way of ensuring the success of your future remote connections.

Step 1 : If possible, please give a permanent IP adress to your robot.

Why give a permanent IP address?
Your WiFi access point gives an IP adress to your Spykee each time he gets connected. Most of the times, he will always give the same address to your robot, but in case the WiFi access point reboots (e.g. power cut), there is a risk he might give another IP address.
To use the port forwarding, you need to enter the IP address of your Spykee.
That's why if possible, it is better that you choose to give your Spykee a permanent IP address.
This is not mandatory but recommended.

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[1] To view the list of available functions depending on the type of connection, please refer to the table in Section 3 below.

[2] Chapter II Section 4 "REGISTER YOUR ROBOT AT http://atsui.pair.com/spykee/devsw/UK"

[3] Chapter II Section 10.3 "Robot Configuration / My Spykee Tab"

E.g. : Spykee is connected to your WiFi access point which has given him an IP address. You have used a portforwarding on this IP address. If there is a power cut while you are away, when electricity comes back, your WiFi access point might give another IP address to your robot. In this case (which is quite uncommon though), if you try to connect remotely you won't succeed.

How do I proceed if I don't want or if I can't give a permanent IP adress?

- Some WiFi access points don't provide any free IP address: in this case please contact him.
- On some WiFi access points you cannot give a permanent IP adress to any of your devices. Please refer to the instruction manual of your WiFi access point. In this case write down the IP address (non permanent) of the tab "My Spykee" while connected in local mode with WiFi access point and go directly to step 2.

How do I give a permanent IP address to my robot?

- In the setting of your WiFi access point, go to the DHCP server part, activate it and check the IP addresses that are available (most often you have many IP addresses that are free, only the final numbers change).
- Give a permanent IP address to your robot: Enter his Mac number (under the robots chassis or in the "My Spykee" tab) and choose one of the free IP addresses.
  From now on, each time your WiFi access point will recognize the Mac address of your robot and give him the permanent IP address you have chosen.

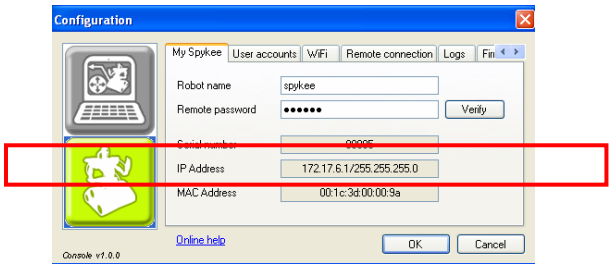
Step 2: Realize the portforwarding on your WiFi access point.

In the settings of your WiFi access point, go to the "Router" part (also called "NAT" or "Portforwarding".
> Choose the name of the equipment for which you want to forward a port : here it is your robot (e.g. "Spykee")
> Choose the TCP protocol.
> Insert the entry port: it is any number except 9000 or 9001, e.g. « 12321 ». Insert the same number as exit port.
> Insert the IP adress of your robot :
- If you have chosen a permanent IP address, please insert it.
- If you haven't please insert the IP address that you have checked in the tab "My Spykee"

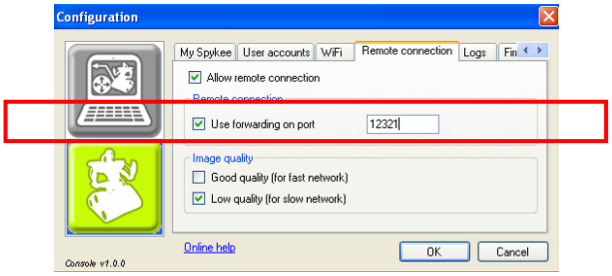
> Confirm and quit the settings of your WiFi access point

Step 3: Realize the portforwarding on your Spykee console.

> Please connect to Spykee in local mode through the same WiFi access point you have just configured.
> Check the IP address in the My Spykee tab is the same one as the one you entered in your WiFi access point settings.



> In the "Remote connection" tab, please click on "Use forwarding on port" and insert the number of the port you have configured in your device (e.g. "12321").



> Click on "OK".
> The remote connection is now possible.

(e) Connect in remote mode

1) On the robot's side, you must have completed successfully the following steps :

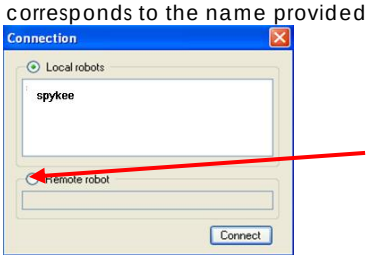
> You must leave your Spykee robot turned on, connected to a WiFi access point which has been added to the "WiFi" tab in the robot configuration part of your console[1].
> We strongly recommend you to test that your Spykee works correctly in local mode with this WiFi access point[2] before trying to connect remotely.
Be careful especially to have entered the correct WEP or WPA key (if your WiFi access point requires it)
> Check your Spykee console has been correctly configured:

- You must have registered your robot on www.spykeeworld.com and reported his name and password on the "My Spykee" tab[3].
- To connect remotely you will not be allowed to use the default password of the administrator user « admin ». You must have changed the administrator password or created a new user account[4].
- On your Spykee console, you must have configured correctly the "Remote connection" tab[5].

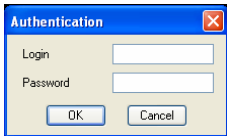
> Once your Spykee console is correctly settled, you can close it and shut down your computer as your robot is directly connected to your WiFi access point.
> Leave your Spykee on his recharging base (switched "ON") to avoid his battery to get low.

2) On remote side, please proceed to the following steps :
> Install the Spykee console on the remote computer.
> Connect the remote computer to the Internet.
> You might need to unable the firewalls to make to remote connection work.
Warning! Remote connection might not be possible from many professional networks (as firewalls and security level do not allow it). Please try again from a non professional network.
> You can now launch the Spykee console.
It is possible, depending on your firewall, that a window opens and ask you if you allow spykee.exe to connect to the Internet: please click OK.
> The Connection window will open automatically:

- Check "Remote Robot" then fill in the field bellow with the remote robot's name This name corresponds to the name provided in Spykeeworld.com during registration.



- In the "Authentication" window, provide the username and password for the user account that you want to use to connect to the robot (Chapter II Section 10.4 "Robot configuration / User Accounts Tab").
Warning! Do not get confused between robot's name and password and user accounts' name and password.
Warning ! If you haven't modified the default administrator password « admin », you will not be able to realize the remote connection.



- Wait while connection icon of the console is orange (searching for the robot). If the remote robot is available and the username and password are correct, the connection will be made and the icon will switch to green.

3) You are connected! The image from the Spykee Webcam will be displayed on the screen of the console.
The quality of the image will depend on what you have chosen when configuring the "Remote connection" tab on your console (Good quality or Low quality).
Please note settings of your console can only be done by the administrator account and only in local mode.

4) You are connected!

Warning! If the image does not display, or the robot icon remains orange, please refer to the "Help" section (Chapter X)

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[1] This Chapter, Section 2.2 point (a) CONFIGURATION OF THE WiFi TAB.
[2] Chapter IV Section 2.2 "CONNECT IN LOCAL MODE WITH WIFI ACCESS POINT"
[3] Chapter II Section 10.3 "Robot configuration / My Spykee Tab"
[4] Chapter II Section 10.4 "Robot configuration / User Accounts Tab"
[5] Chapter IV Section 2.3 "CONNECT IN REMOTE MODE"

Trick: To check everything works correctly, you can « simulate » a remote connection.
To do this, connect the computer next to your robot to the Internet and go through the steps 1 and 2 (described above). This will allow you to solve eventual problems before going away of your Spykee.

5) You can now move on to the "Playing with Spykee", Section, Chapter III**.**

3. FUNCTIONS AVAILABLE BASED ON THE CONNECTION MODES

Status-dependent functions	Local Mode	Remote Mode	Charging (local mode, remote mode)
Movements	X	X	
Image	X (15 images per second)	X (4 to 10 images per second)	
Video Surveillance	X	X	
Digital Music Player	X	-	
Microphone	X		
VoIP Phone		X	
Sound Effects	X	X	
Video Effects	X	X	
Lights	X	X	
Snapshot & Videos	X	X	

4. CHANGING LOCAL CONNECTION

You may need to change to the local connection mode:

E.g. 1: You want to choose a different access point from your initial preferred access point (to do this, you must have configured multiple preferred access points)[1].
E.g. 2: You are connected to a WiFi access point and you want to switch to local ad hoc mode.

How to connect Spykee to another WiFi access point or return to local adhoc mode

1) When you turn it on, Spykee will automatically search for the available access points, and will connect to the first access point for which it has been configured according to the preference list defined in the "WiFi" tab.

2) If Spykee detects multiple available access points for which it has been configured, to connect Spykee to your second preferred access point:

=> Using a pen, press the reset button which is found under the chassis of your robot for 1 second[2]. Spykee will emit a "Beep."
=> Spykee will then try to connect to your second preferred access point.
=> You will see that Spykee is searching for this new network because its red and green lights will flash quickly successively from left to right[3].
=> Once connected to this new network, Spykee will emit a sound ("Beep Beep" if the WiFi network is the local adhoc mode or "Beep Beep Beep" if the WiFi network is a WiFi access point) and scroll slowly the 4 lights. You can now start the Spykee console.

3) To connect Spykee to your 3rd preferred WiFi access point:
Repeat the operation above (2) as required to connect to the 4th, 5th, etc. preferred networks.

4) To switch to local ad hoc mode:
After having tried to connect to all of your preferred access points, if you press Reset 1 second again, Spykee will then try to connect in local adhoc mode. In this case, its green lights will flash slowly and you will hear "Beep

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[1] Chapter IV Section 2.2 point (a) "CONFIGURATION OF THE WiFi TAB"

[2] See figure in Chapter I Section 1 "INTRODUCTION"

[3] Chapter VI "LIGHTS AND SOUNDS OF THE ROBOT ".