WowWee Robotics™

USER'S MANUAL

WWW.ROBOPETONLINE.COM

ITEM NO. 8096
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ROBOPET™

A FUSION OF TECHNOLOGY AND PERSONALITY

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Table of Contents

- Robopet™ Diagram 2
- Controller Diagram 3
- Battery Installation 4
- Basic Operation
  - Movement Controls ..... 5~6
  - Trick Selection ..... 6~7
- Advanced Operation
  - Programming Your Robopet™ 8
  - Guard Mode & Sleep Mode 9
  - Training Your Robopet™ 10
  - Robopet's™ Sensors ..... 11~13
- Understanding Your Robopet™ 13

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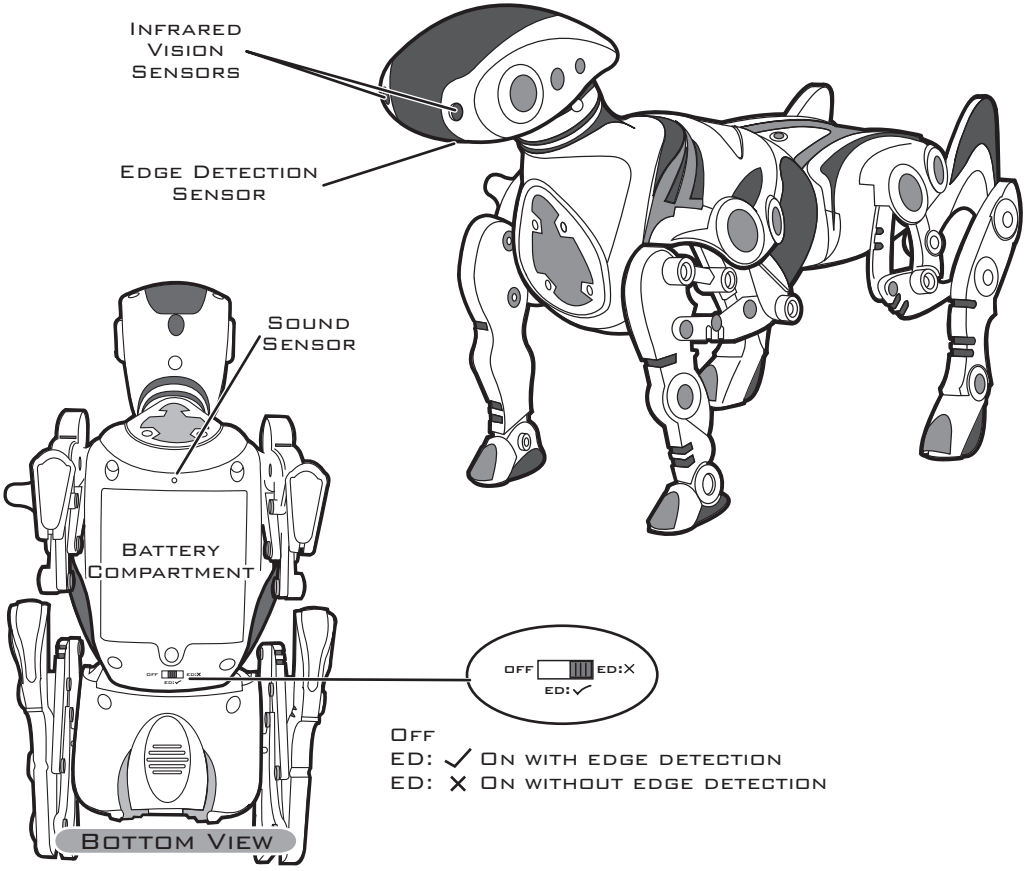
ROBOPET™



OFF
ED: ✓ ON WITH EDGE DETECTION
ED: ✕ ON WITHOUT EDGE DETECTION

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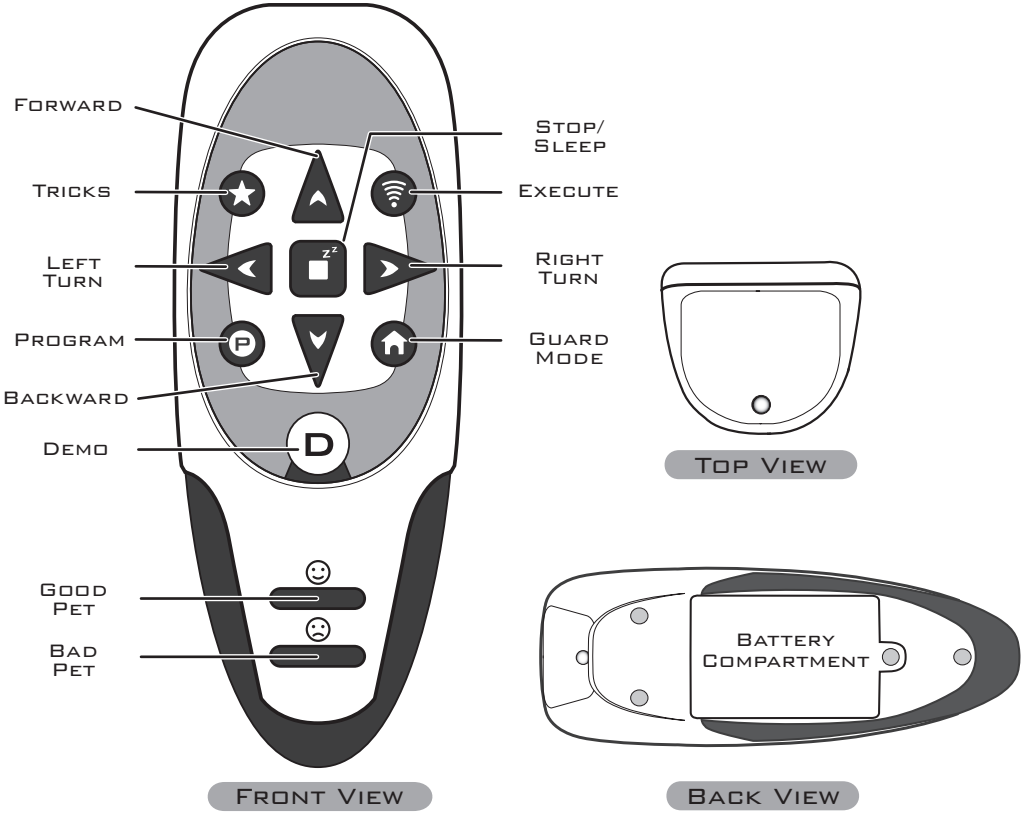
Controller



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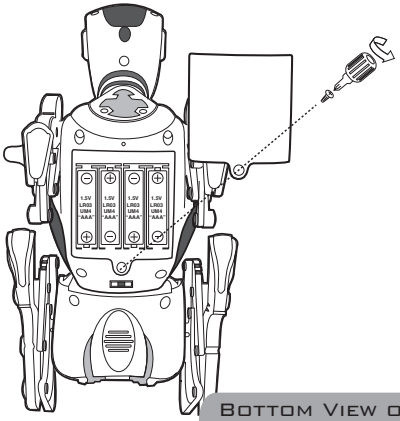
Battery Installation

Battery Requirements:

Your Robopet™ is powered by 4 x "AAA" size batteries (not included).
Your remote controller is powered by 3 x "AAA" size batteries (not included).

Battery Installation:

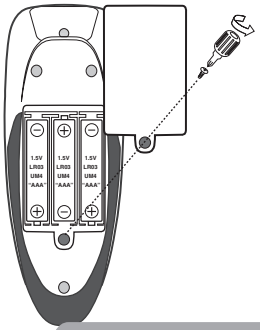
1. Before installing or changing batteries, ensure the robopet™'s **ON/OFF** switch is in the **OFF** position.
2. Remove the battery compartment covers using a Phillips or crosshead screwdriver (not included).
3. Insert batteries (not included) into the Robopet™ and controller as shown in the diagrams.
4. Replace the battery compartment covers and the screws.



Bottom View of the Robopet™

Attention: Important Battery Information

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (Standard (Carbon zinc), alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Remove rechargeable batteries from the toy before recharging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Please respect the correct polarity, (+) and (-).
- Do not try to charge non-rechargeable batteries.
- Do not throw batteries into a fire.
- Replace all batteries of the same type/brand at the same time.
- The supply terminals are not to be short circuited.
- Remove exhausted batteries from the toy.
- Batteries should be replaced by adults because of small parts.
- Remove batteries if the toy is not going to be played with for some time.
- The packaging should be kept since it contains important information.



Bottom View of the Controller

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Turn Robopet™ on using the Power Switch next to the battery compartment. You can turn him on with or without Edge Detection. (See Robopet™ Diagram on page 2 and Edge Detection on page 12.)

A mind of his own

Robopet™ is a naturally active robot with a strong personality and a mind of his own. When you turn him on he will autonomously explore his environment and perform actions and tricks as he wanders around. You can train his behavior with the training buttons on the remote controller (see Training Your Robopet™, page 10). You can also directly control his actions and even program him.

Movement controls

Robopet™ can be controlled directly using the buttons on the remote controller unit.

- Push Forward ▲ once to make Robopet™ walk forward a few steps.
- Push Backward ▼ to make Robopet™ walk backward a few steps.
- Push Turn Left ◀ to make Robopet™ walk an arc to your left as you face him.
- Push Turn Right ▶ to make Robopet™ walk an arc to your right as you face him.

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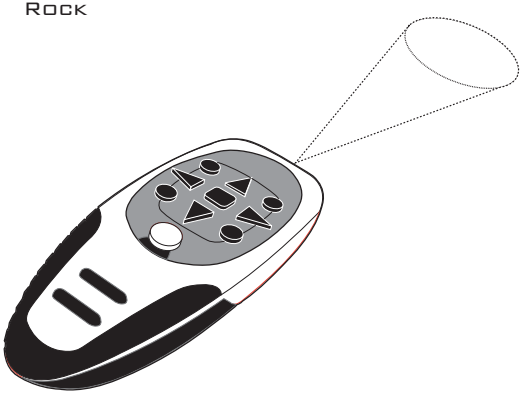
- Push Stop ■ to make Robopet™ stop after completing his current action. Robopet™ will wait for about 10 seconds before returning to his Autonomous Behavior Mode. If you push Stop when Robopet™ is standing still he will sit down. If you push Stop when Robopet™ is sitting he will stand up.
- Push Demo D to make Robopet™ perform a demo sequence.

trick selection

- You can make Robopet™ perform tricks using the Tricks button ★ and the Execute button .
- Press the tricks button ★ 1 to 9 times to select one of the following tricks:

1) Roll Over
2) Play Dead
3) Howl
4) Paw
5) Relief
6) Jump
7) Break Wind
8) Rock
9) Scratch



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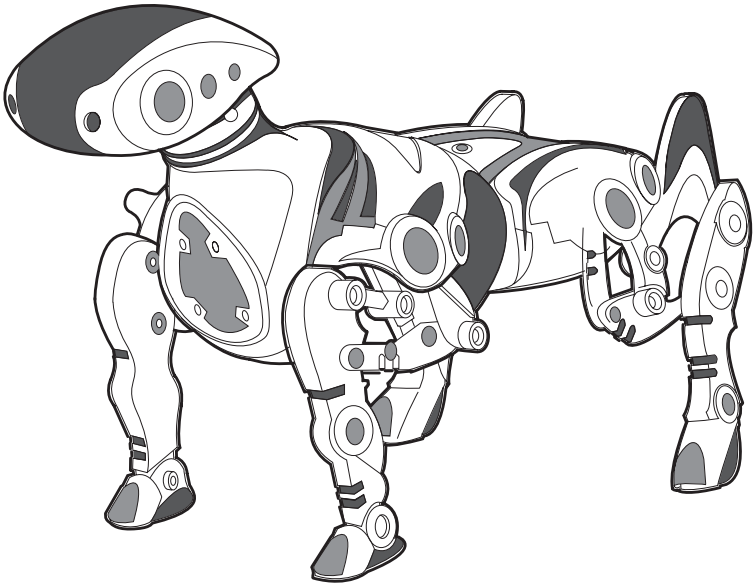
- Press Execute to tell the Robopet™ to perform your selected trick.
- Robopet™ performs tricks best upon smooth, hard, flat surfaces and when his batteries are fresh. If he has difficulty performing tricks or is too slow, move him to a different surface or change his batteries.



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programming your robopet™

You can program a sequence of up to 20 moves and tricks using the controller.

1) Press Program (P) to enter Program Mode. Robopet™ will make a small noise.
2) Enter movement and trick commands as usual.
    a) Forward and Backward will make Robopet™ move forward or backward.
    b) Turn Left and Turn Right will make Robopet™ walk an arc.
    c) Stop will make Robopet™ wait for 3 seconds.
    d) You can enter tricks into a program sequence, press Tricks a number of times and press Execute to confirm the choice. (See Trick Selection page 6, each trick will be counted as one program step.)
3) Each time you enter a command Robopet™ will make a small noise.
4) Press Program (P) again to finish programming and make Robopet™ perform the sequence.
5) If you exceed 20 steps Robopet™ will make a small noise, press program (P) to perform the program.
6) To repeat the sequence press Program (P) then press Execute or Program (P) again. If you enter any instructions before pressing Execute or Program (P) you will write over the old program with the new sequence.

Robopet™ will not store the program after you turn off the power or change the batteries, but the program will stay in memory when Robopet™ goes into Sleep Mode.

Obstacle Avoidance, Edge Detection and Fall Detection will function as usual in Program Mode. (See Robopet's™ Sensors on page 11, 12 & 13)

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guard mode

1) you can tell robopet™ to guard his environment by pressing the guard mode button . Robopet™ will make a sound to confirm the command and then sit down.
2) in guard mode, robopet™ will use his sound sensor and infrared vision sensors to react to movement and sound nearby.
3) when he detects a disturbance robopet™ will react by standing up and making a lot of noise. after this display he will sit down again and continue to guard.
4) guard mode lasts 30 minutes before robopet™ puts himself into sleep mode.
5) you can end guard mode at any time by pressing the guard mode button again. if robopet™ was disturbed he will let you know with a sequence of growls and pants. if he was not disturbed he will simply stand up.

sleep mode

1) sleep mode allows robopet™ to power down and still keep his training and programming in memory.
2) press and hold stop / sleep for about 5 seconds to enter sleep mode. robopet™ will sit down and make a noise.
3) in sleep mode, robopet™ will not respond to any controller buttons apart from the wake up command.
4) to wake robopet™ up, press and hold the stop / sleep button for about 5 seconds.
5) If Robopet™ does not receive any commands for about 10 minutes, he will enter Sleep Mode (a battery saving shut-down function).

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training your robopet™

While Robopet™ is wandering around autonomously he will perform tricks. You can encourage and discourage the tricks that he performs using the buttons on the controller.

1) Good Pet ☺: If you want him to perform a trick more often, press the Good Pet button within 4 seconds of the trick being performed. Robopet™ will respond with a pleased action. You can press the button again within 4 seconds to really encourage Robopet™ to perform the trick.
2) Bad Pet ☹: If you do not want Robopet™ to perform a trick so often, then press the Bad Pet button within 4 seconds of the trick being performed. Robopet™ will respond with a nervous action. You can press the button again within 4 seconds to really discourage the trick. If you press it three times, Robopet™ will get annoyed!
3) It is possible to over-train Robopet™. If you praise him too many times he will get a bit spoilt, make a lot of noise and perform the Good Pet animations very often. If you tell him off too many times he will get very nervous, shake a lot and not perform any tricks until you praise him again.

- If you encourage only one trick, do not be surprised if Robopet™ performs it nearly all the time, he is just trying to please!
- In autonomous mode, Robopet™ will perform some tricks that are not available from the controller. All these tricks can be trained.
- You cannot train a trick by selecting it from the controller and then pressing Bad Pet or Good Pet.
- Robopet™ will not remember his training if you switch off the power with the power switch, or change the batteries. Put Robopet™ into Sleep Mode if you want him to remember his training until the next time you play with him.

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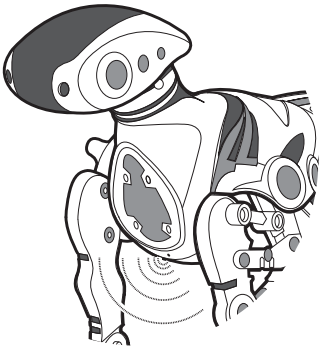
robopet's™ sensors

Robopet™ is equipped with multiple sensors that allow him to explore his environment and respond to human interaction.

sound sensor

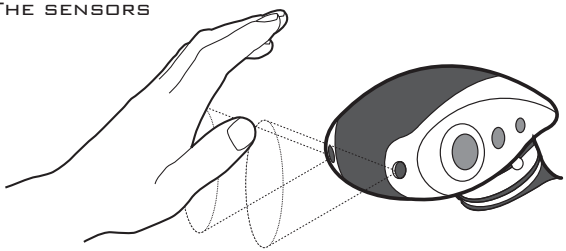


Robopet™ can detect sharp, loud sounds. He only listens when he is sat down and not moving or making a noise.

When he hears a noise he will stand up and walk forward or perform a trick. The Sound Sensor is also used in Guard Mode (see Guard Mode, page 9.)

infrared vision sensors

Robopet™ has Infrared Vision Sensors that enable him to detect movement to either side. The sensors react best to movement in the area just in front of his nose as shown. Robopet™ will react to movement only when he is stationary. When he is standing he will walk towards the movement. When he is sitting he will present a paw to the side that he sees the movement.



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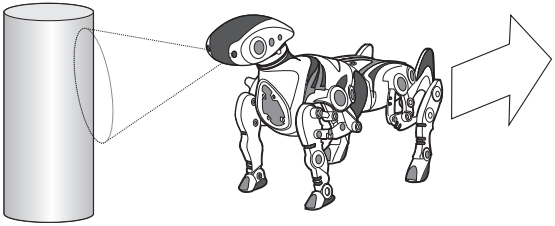
robopet's™ sensors

obstacle avoidance

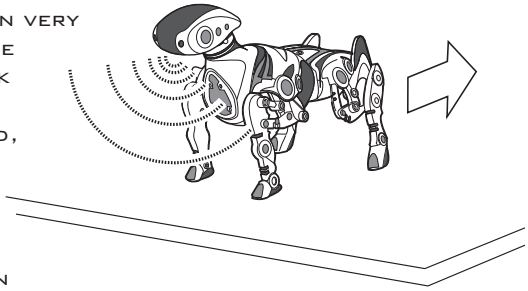
Robopet™ uses his vision sensors to avoid Obstacles while wandering around. He will stop and back up when he encounters an obstacle. While walking he will not be able to detect movement so he will react to you as if you are an obstacle. Press the stop button before trying to interact with him.



edge detection

Robopet™ has additional sensors to detect the edge of tables when he is walking. When he comes to the edge of a table he will know that there is nothing in front of him. He will make a small cry and back up.

- Edge Detection will not function so well under bright light conditions or on very dark or reflective surfaces. Please take care not to let Robopet™ walk off the edge of a table.
- If Robopet™ does not walk forward, but continually cries and walks backward you may need to turn off Edge Detection. To do this, slide the Power Switch to the On without Edge Detection position . He will be able to walk on any color surface, but he will not see the edge of tables.



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robopet's™ sensors

fall detection

Robopet™ has tilt sensors built into him that allow him to sense if he falls over. If he falls onto his side or his back during operation he will make a small noise and attempt to pick himself up.

If Robopet™ cannot pick himself up after a few attempts, he will give up and power down into sleep mode. You can wake him up by holding the Stop/Sleep button for 5 seconds.

Fall detection does not work during demo and program execution, if Robopet™ falls over onto his back during demo or program play, he won't recover until he finished the demo or program.

Understanding Your Robopet™

- Robopet™ is set up to see remote control commands more easily when you are in front of him. He will not see so well if the controller is behind him.
- Infrared functions like controller commands, Edge Detection and his Infrared Vision Sensors, can be affected by bright sunlight, fluorescent and electronically dimmed lighting.
- Robopet's™ Infrared Vision System is based on reflection. This means that he can see highly reflective surfaces like white walls or mirrors much more easily and at greater distances than he can see matte or black surfaces.
- Do not force the legs or twist the waist of Robopet™ under any circumstances. Doing so will damage the internal motors and mechanisms.
- If Robopet™ misbehaves and does not complete tricks or the demo sequence, reset the Robopet™ by turning him off and on again.

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CAUTION
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 and 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 experienced radio/TV technician for help

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