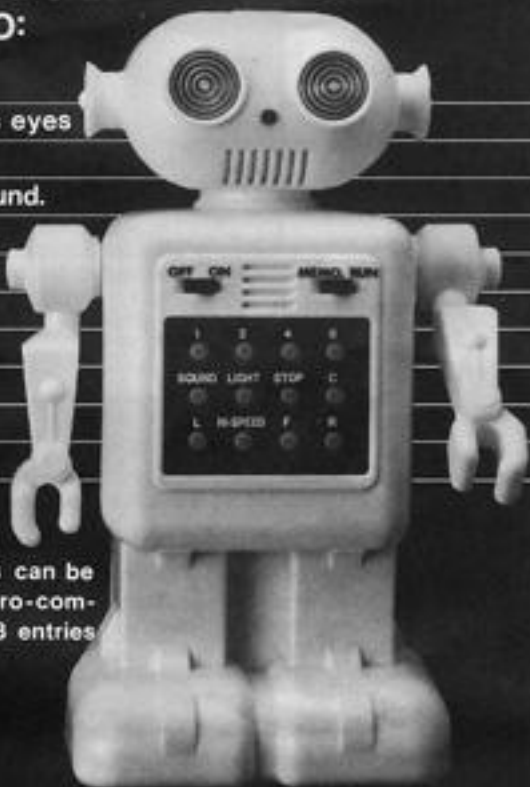


EPOCH'S

# PROGRAMMABLE ROBOT

COMPUTER ROBOT CAN BE  
PROGRAMMED TO:

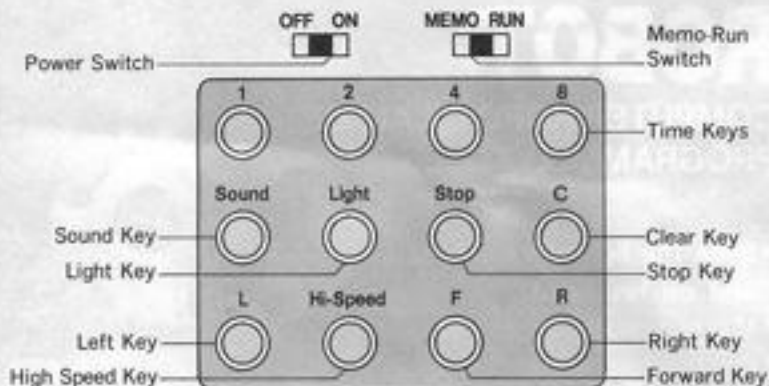
- Blink the lights in his eyes and on his head.
- Make a warning sound.
- Go forward either at normal speed or at high speed.
- Go to the right or to the left.
- Stop and then start moving again.



A sequence of commands can be programmed into the micro-computer. Maximum input is 48 entries (48 key presses).

**Epoch**

# OPERATION KEYS AND SWITCHES



## Power Switch

To use Robot, set switch to "On" position.

## Memo-Run Switch

Set switch to "Memo" position when you want to enter a program or clear a program. Set switch to "Run" position when you want Computer Robot to perform the program.

## Time Keys

A Time Key must be pressed after a Function Key (Sound, Light, Stop, Left, Right, Forward) to determine length of time for function. Time Keys are for "1 second", "2 seconds", "4 seconds", "8 seconds".

## Function Keys

The Robot can be programmed to perform functions by pressing the following keys:

- Sound Key** - Robot will make a warning sound.
- Light Key** - Robot will blink the lights in his eyes and on his head.
- Stop Key** - Robot will stop.
- Left Key** - Robot will go to the left.
- Forward Key** - Robot will go straight ahead.
- Right Key** - Robot will go to the right.

## Clear Key

The Clear Key is used to clear all or part of a program. Each time the Clear Key is pressed, the most recent entry is cleared.

## High Speed Key

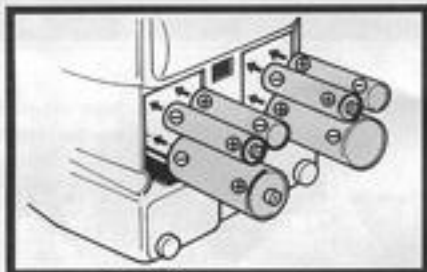
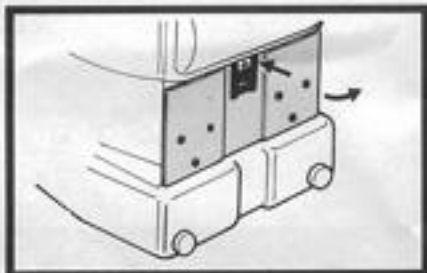
The High Speed Key can be used only after the Forward Key. When it is pressed, the Robot is programmed to go forward at a faster than normal speed.

## Batteries

Remove cover from battery compartment and place two "C" batteries and four "AA" batteries in compartment as shown in illustration. Be sure that  $\oplus$  and  $\ominus$  ends are aligned properly. Snap cover firmly back into position.

## To Check Batteries

- ◆ Replace "AA" batteries when LED light at Robot's nose becomes dark or dim.
- ◆ Replace "C" batteries when robot moves at slower than normal speed.



## NOTE

- ◆ Do not operate Robot on rough or wet surface.
- ◆ Be sure to turn Power Switch to "Off" when you have finished operating Robot.
- ◆ When Robot is not in use for a long period of time, remove batteries. This will prolong life of batteries.

# TO PROGRAM COMPUTER ROBOT

1. Turn Power Switch to "On" position. LED light at the nose will light up.
2. Turn Memo-Run Switch to "Memo" position.
3. Press Operation Keys in sequence desired. Be sure to press a Time Key after each Function Key.

Example: **Sound** **2** **F** **4** **R** **1** **Stop** **8** **Light** **2** **L** **4**

You will hear an electronic beep each time you make an entry (press a key). You may make up to 48 entries.

4. If you make an incorrect entry, you will hear the electronic sound "beep, beep, beep". Even if this happens, proceed to make entries. The entry which was incorrect will not be programmed.

Example: **Sound** **2** **4**

In this example you would hear the electronic "mistake" sound when you pressed 4. (Only one Time Key may be pressed after a Function Key). Continue to make entries, without pressing the Clear Key.

5. To program the Robot to go forward at a faster than normal speed, press the High Speed Key directly after the Forward Key and before a Time Key.

Example: **F** **Hi-Speed** **4**

The Robot will go forward at a faster than normal speed for 4 seconds.

6. The Sound function entry cannot be followed directly by a second Sound function entry. The Light function entry cannot be followed directly by a second Light function entry. And, a sequenced Sound function and then Light function entry cannot be followed directly by a second sequenced Sound function and then Light function entry. In each case, the first entry will be automatically cancelled and only the second entry will be performed.

Example: **Light** **1** **Light** **2**

The first entry will be automatically cancelled. Robot will perform **Light** **2** only.

Example: **Light** **1** **Sound** **2** **Light** **4** **Sound** **8**

The Robot will perform **Light** **4** **Sound** **8** only.

## TO CLEAR PROGRAM

The Clear Key is used to clear all or part of a program. Each time the Clear Key is pressed the most recent entry is cleared. Only one entry is cleared each time the Clear Key is pressed. The Clear Key may be used only when Memo-Run Switch is on "Memo".

Example: **F 2 Light 4 Stop 1 R 8**

(Program)

**Clear Clear Clear Clear**

(Clear last 4 entries)

**F 2 Light 4**

(New Program)

To clear an entire program you must press the Clear Key for each entry in the program. For example, if there are 36 entries in the program, the Clear Key must be pressed 36 times. Then press the Clear Key one more time. You will hear an electronic "beep, beep" sound indicating that the entire program has been cleared.

You can also cancel the entire program automatically by turning Power Switch to "OFF" position.

## TO CHANGE OR ADD TO PROGRAM

If you have entered a program with less than 48 entries, you may add new entries to the existing program. First, turn Memo-Run Switch to "Run" and confirm the existing program and number of entries. Then, turn Memo-Run Switch to "Memo" and add to the program.

Example: **F 2 L 4 Stop 8**

(Existing Program)

**Light 1 R 4**

(Entries added to Program)

**F 2 L 4 Stop 8 Light 1 R 4**

(New Program)

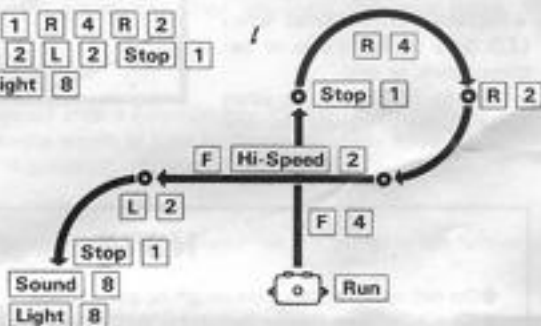
You can also clear as much of the existing program as you wish and add new entries. Remember that the Clear Key removes the latest entries.

**Example:** F Hi-Speed 4 R 2 Stop 4 L 1  
 (Existing Program)  
 Clear Clear Clear Clear  
 (Clear last 4 entries)  
 Light 1 R 8  
 (Entries added to Program)  
 F Hi-Speed 4 R 2 Light 1 R 8  
 (New Program)

## TO PERFORM PROGRAM

Once the Computer Robot has been programmed, turn Memo-Run Switch to "Run" position. The Robot will now perform the program after a 3 second pause.

**Example:** F 4 Stop 1 R 4 R 2  
 F Hi-Speed 2 L 2 Stop 1  
 Sound 8 Light 8



If the switch remains in the "Run" position, the Robot will repeat the program after a 15 second pause. Or, you may turn Memo-Run Switch to "Memo" and then back to "Run". The Robot will perform the same program again after a 3 second pause.