

Build a Program →

User Guide for Programming Mode

1. Entering Programming Mode

You can enter the Programming Mode from the map page.



When entering, the robot will check whether the start conditions are met. If not, a prompt will pop up.

Start Conditions:

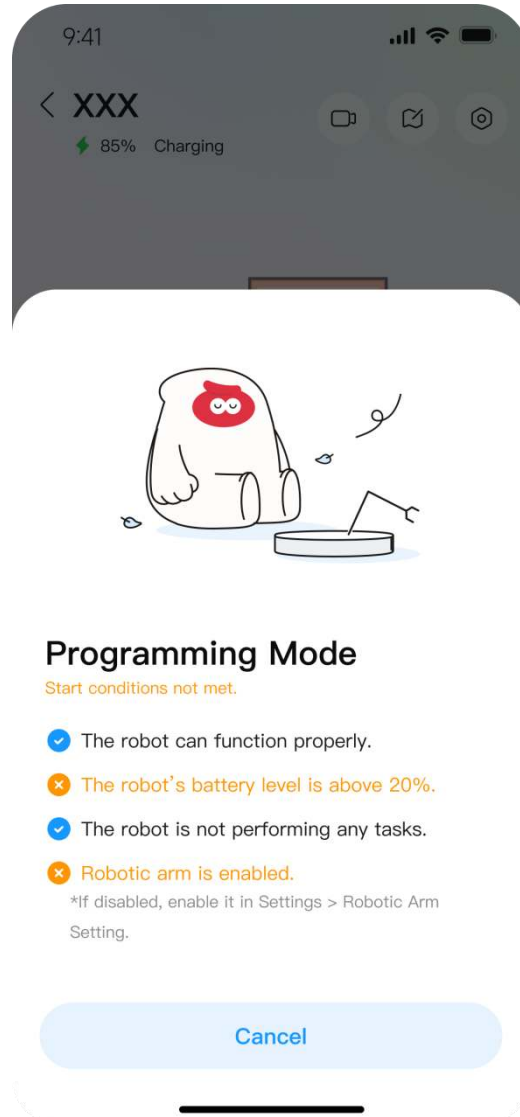
The robot can function properly.

The robot' s battery level is above 20%.

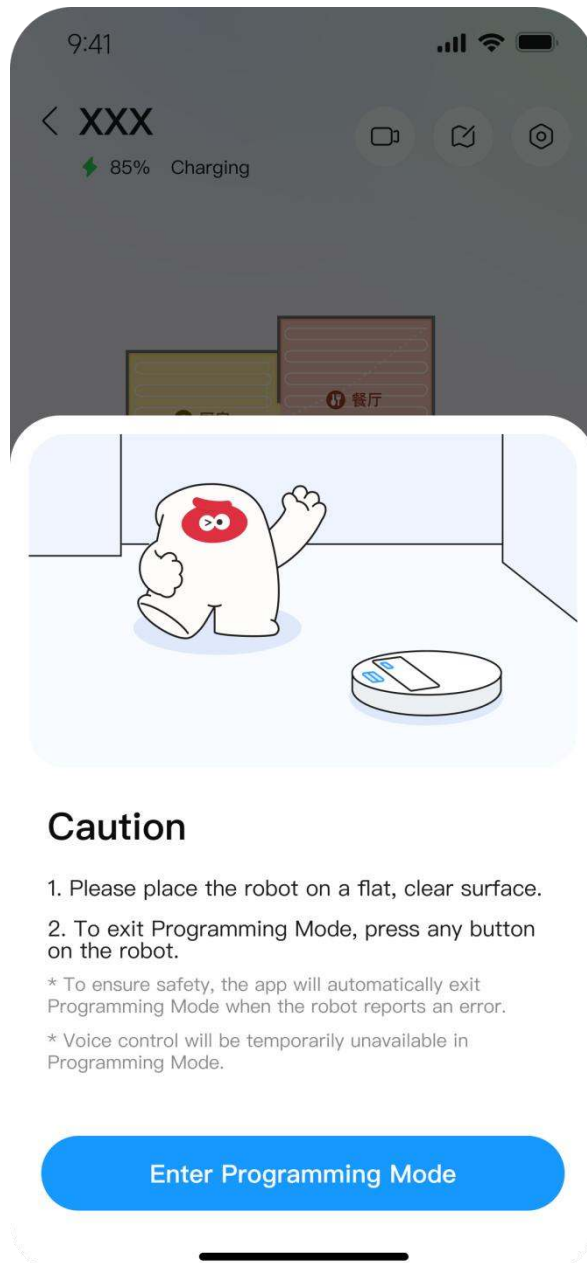
The robot is not performing any tasks.

Robotic arm is enabled.

*If disabled, enable it in Settings > Robotic Arm Setting.



A prompt will pop up when the start conditions are met.



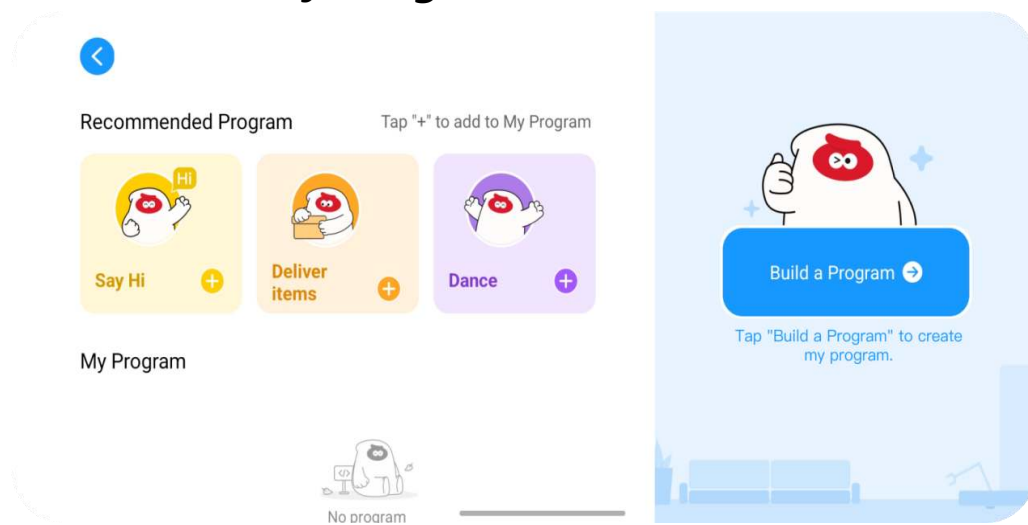
2. Basic Operations

2.1 Recommended Programs

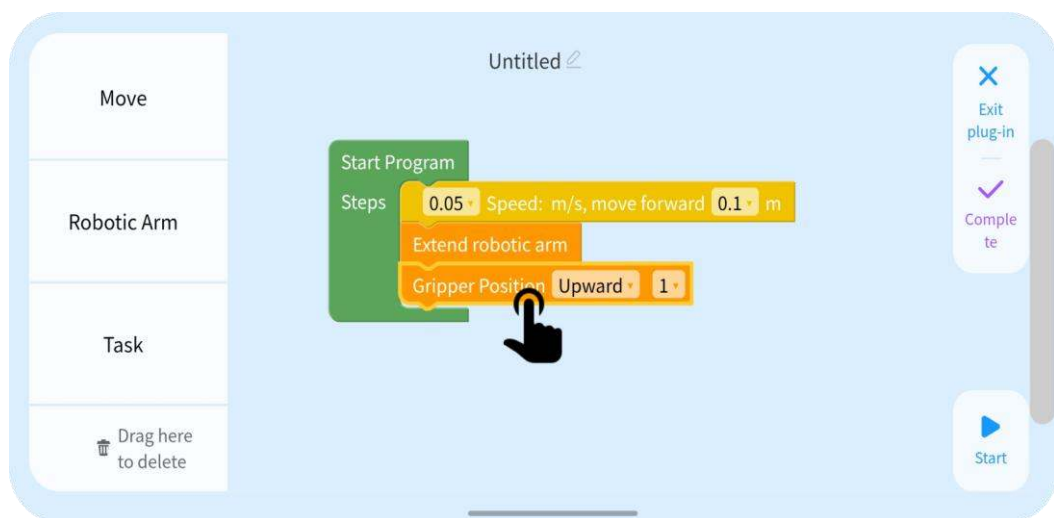
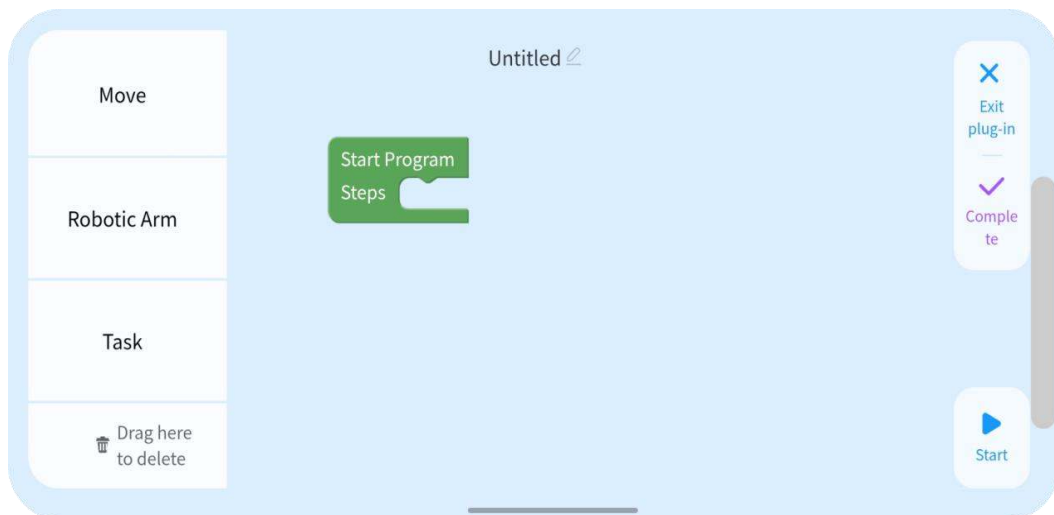
Three recommended programs are pre-installed in the system. They can be executed directly or copied to "My Program" .

- Execute a recommended program directly: Tap a recommended program to enter the editing page, and then tap “Start” to run it.
- Create your own program based on a recommended one: Tap a recommended program to enter the editing page. After editing and saving, it will be added to “My Program” .
- Copy a recommended program: Tap “+” on a recommended program to add it to “My Program” .

2.2 Create My Program

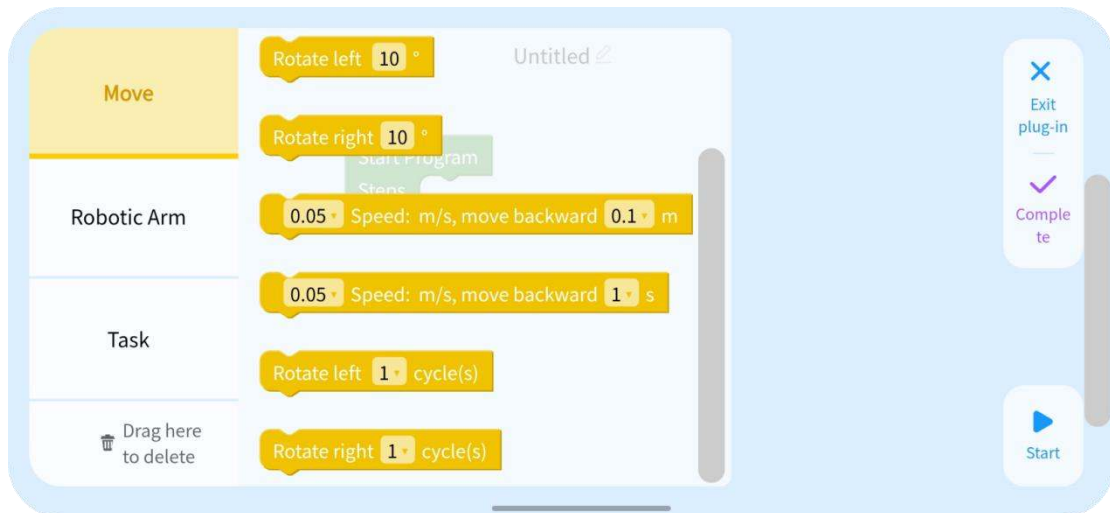


Tap "Build a Program" to enter the creation interface. Then, drag the blocks into the block coding area to build a program.



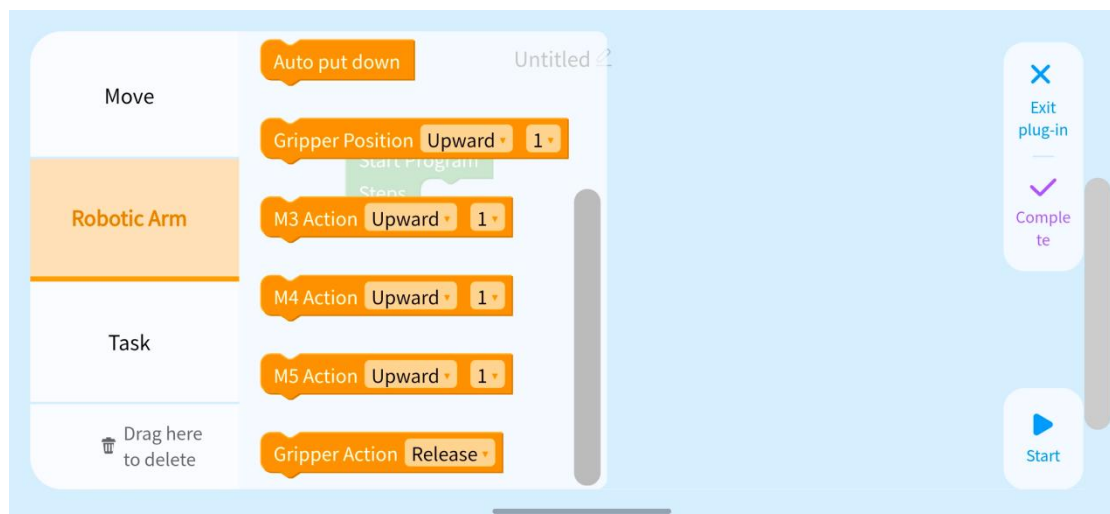
1. Move

In the Move module, you can add blocks to make the robot move forward, backward, rotate, and more. Drag the blocks you need into the block coding area.



2. Robotic Arm

In the Robotic Arm module, you can add blocks to control the robotic arm's extension, retraction, movement, and more.



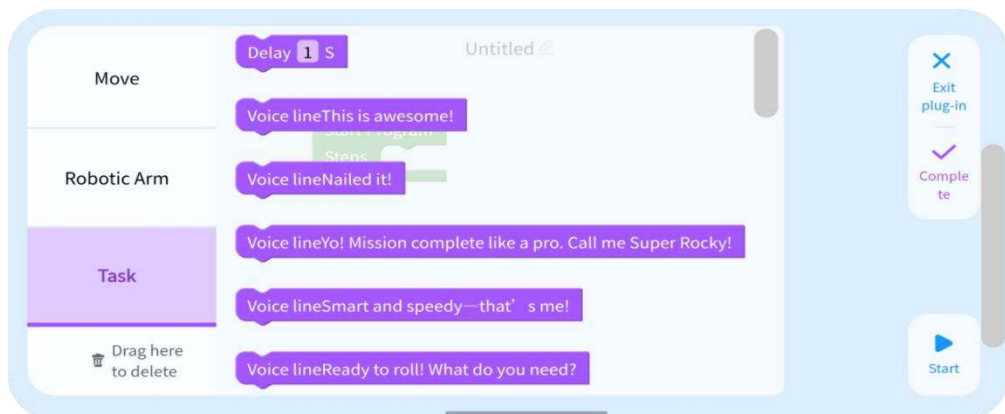
Notes:

- You need to add "Extend robotic arm" before any other actions can be executed.
- Diagrams for M3, M4, and M5:



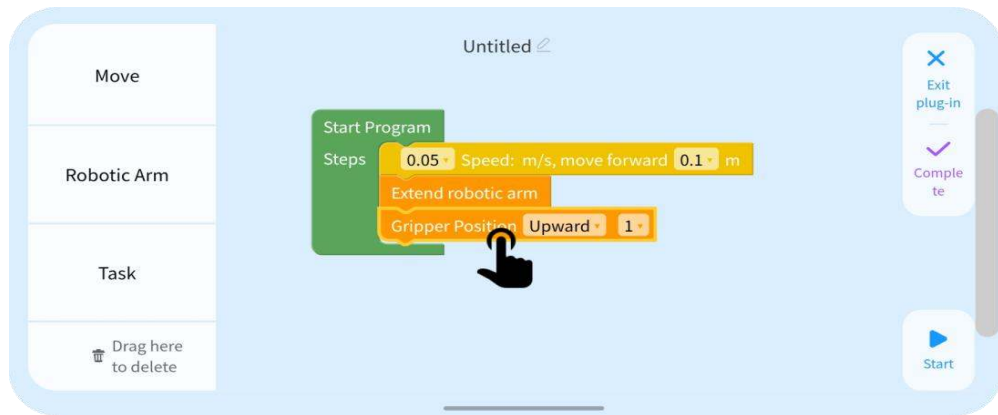
3. Task

In the Task module, you can add delay blocks and voice lines. The delay block can be inserted between two programming blocks to extend the time interval between actions.



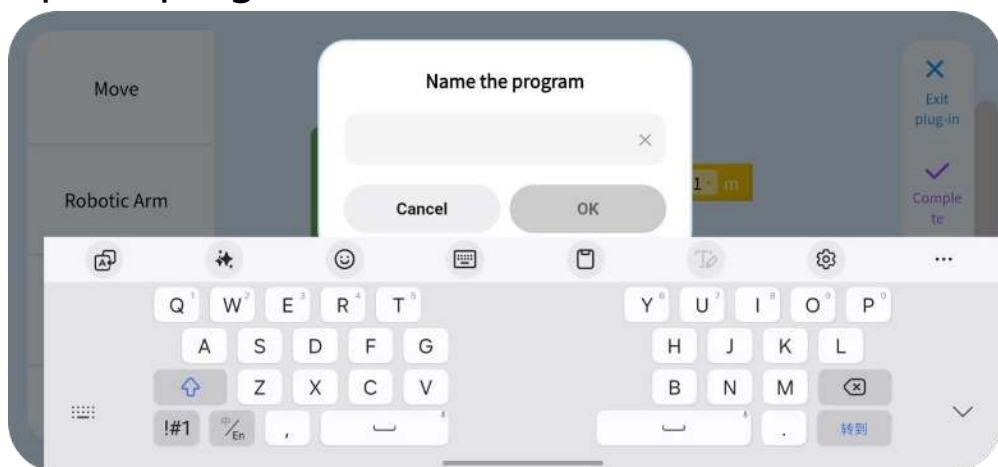
4. Rearrange and Delete

- Drag to rearrange the order of programming blocks.
- To delete a block, drag it into the tab on the left.



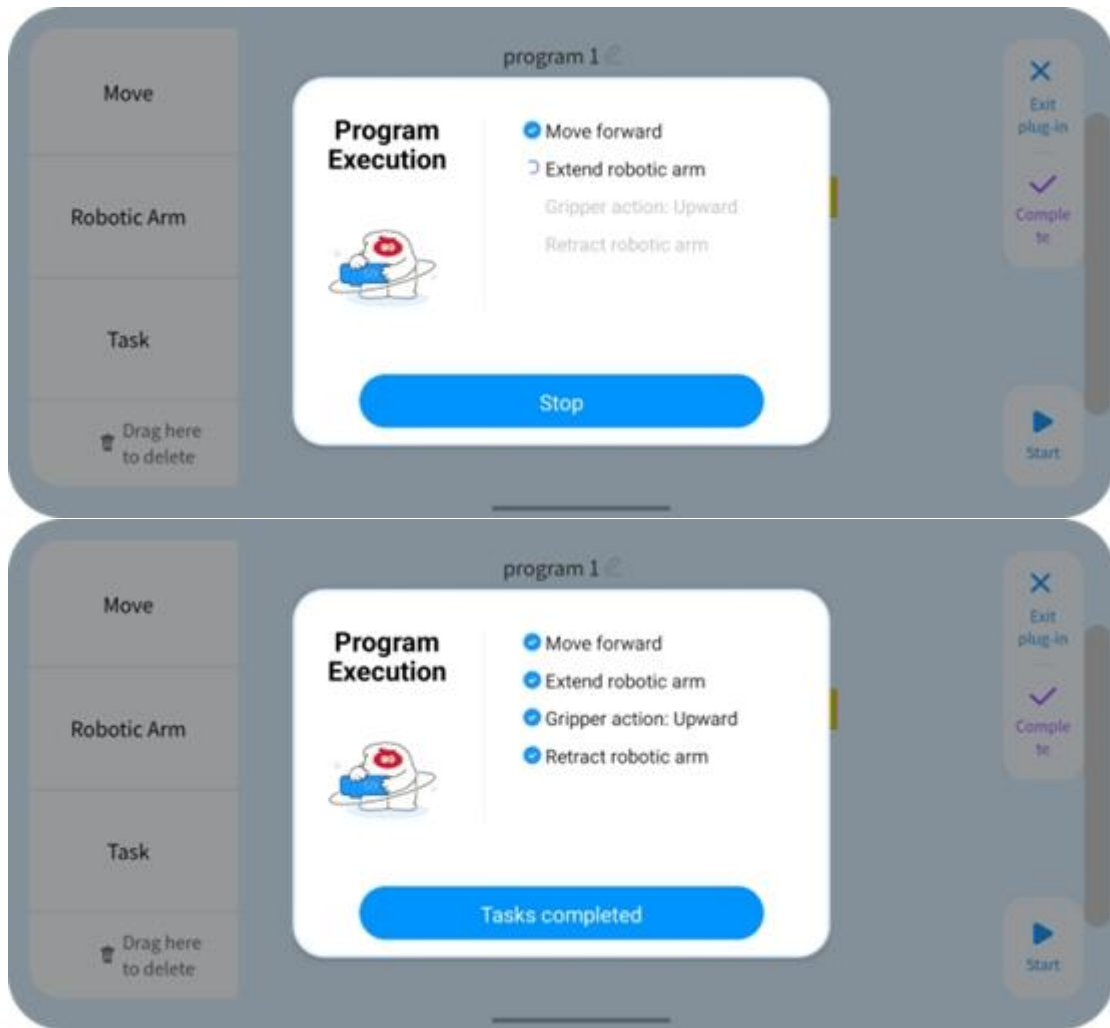
5. Rename

Tap the program name to edit it.



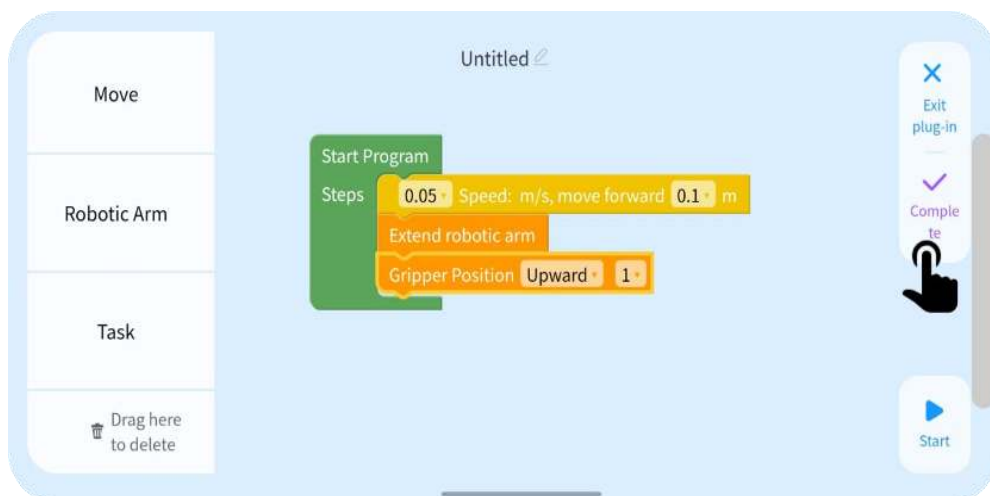
6. Execute Program

- During execution, the current status will be displayed.
- Tap "Stop" to pause the program while it's running.
- If an error occurs during execution, the program may stop automatically or exit Programming Mode.
- Once completed, the system will display a "Tasks completed" status.

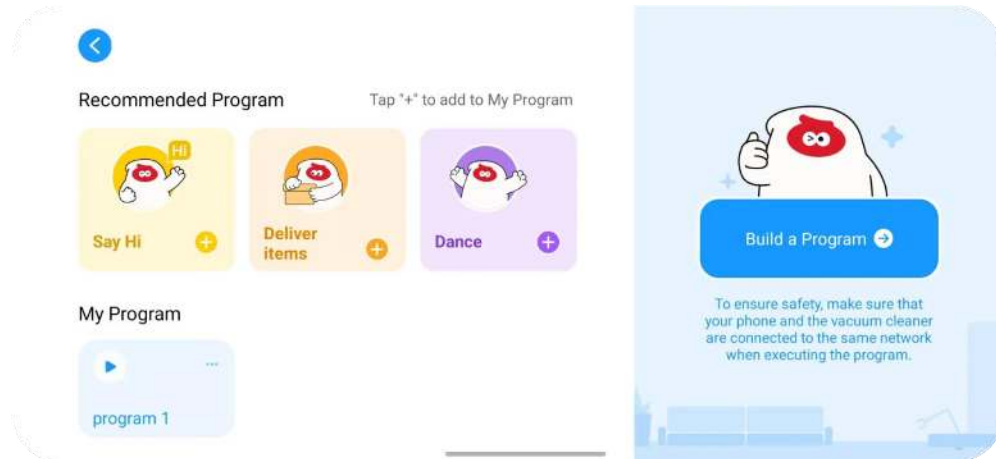


7. Save Program

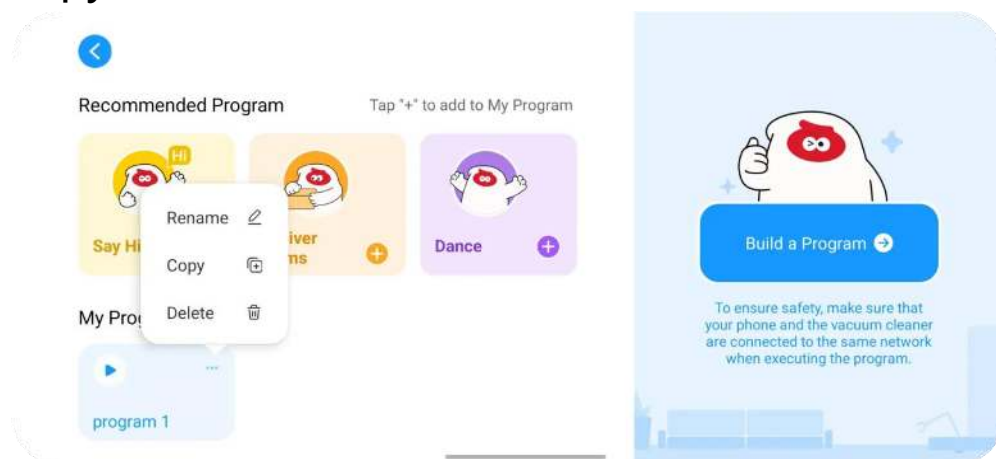
Tap "Complete" to save the program.



The saved program will appear under " My Program" on the Programming Mode homepage.



You can execute the program, as well as rename, copy, or delete it.



Note:

Ensure a safe surrounding environment before activating this function. Be aware of potential hazards.

The app interface is subject to change without notice.