ARTIE 3000

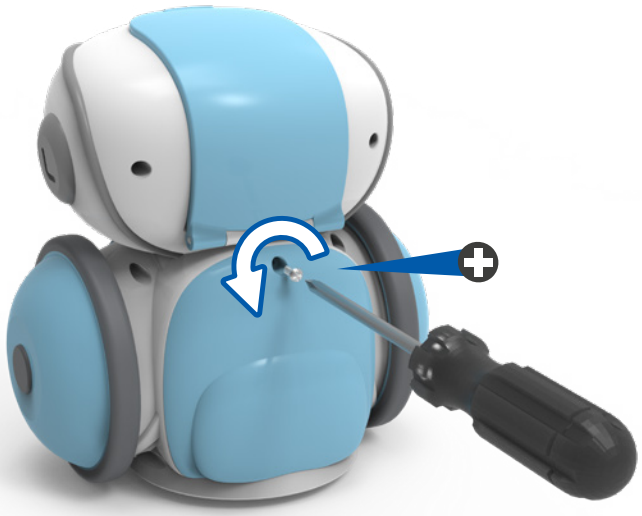
codewithartie.com

1.

For multilingual instructions, visit:

CodeWithArtie.com/instructions

2.



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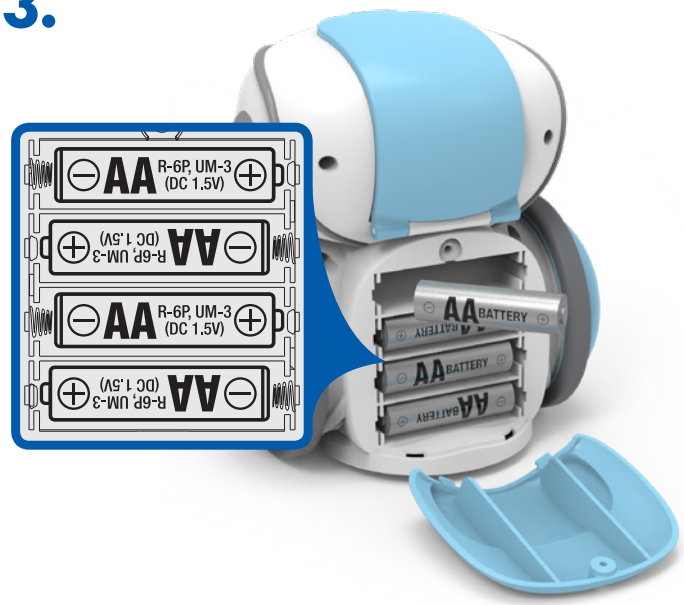

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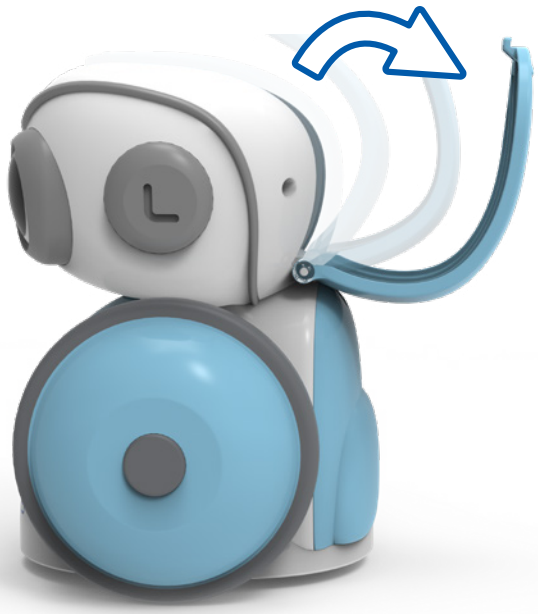
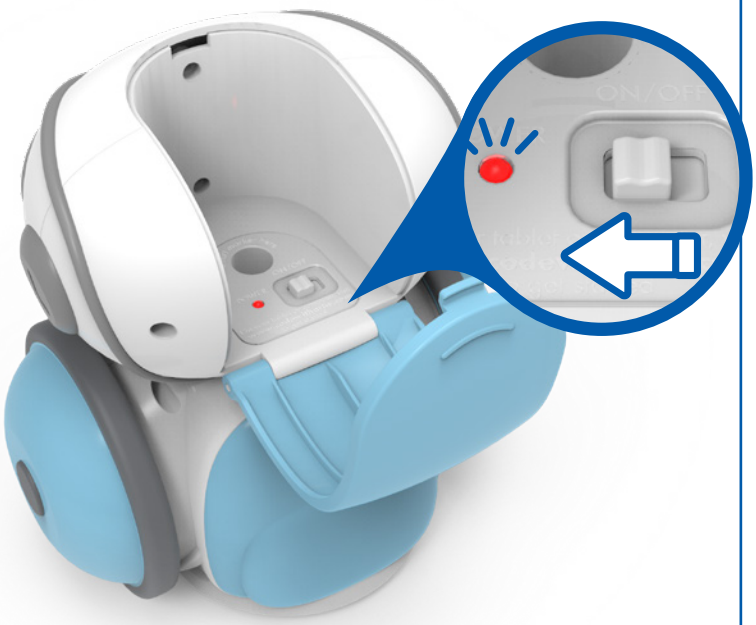


English

WARNING:
CHOKING HAZARD – Small parts.
Not for children under three (3) years.

Conforms to ASTM D4236

5.



6.

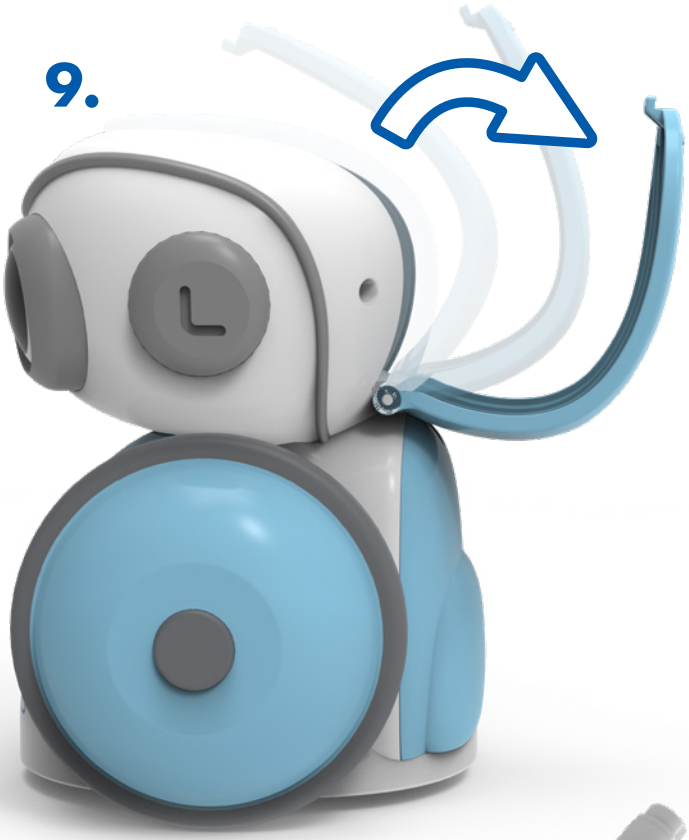

Coffee Shop wifi
Artie
Educational Insights

7.


local.CodeWithArtie.com
Artie 3000™
www.codewithartie.com
ARTIE 3000
Simulate
Toolbox
Move forward by 100 mm
Turn left by 90 degrees
Pen up
Pen down
Repeat 2 times
Program
Drag functions from the left over here!
Run

8.

9.



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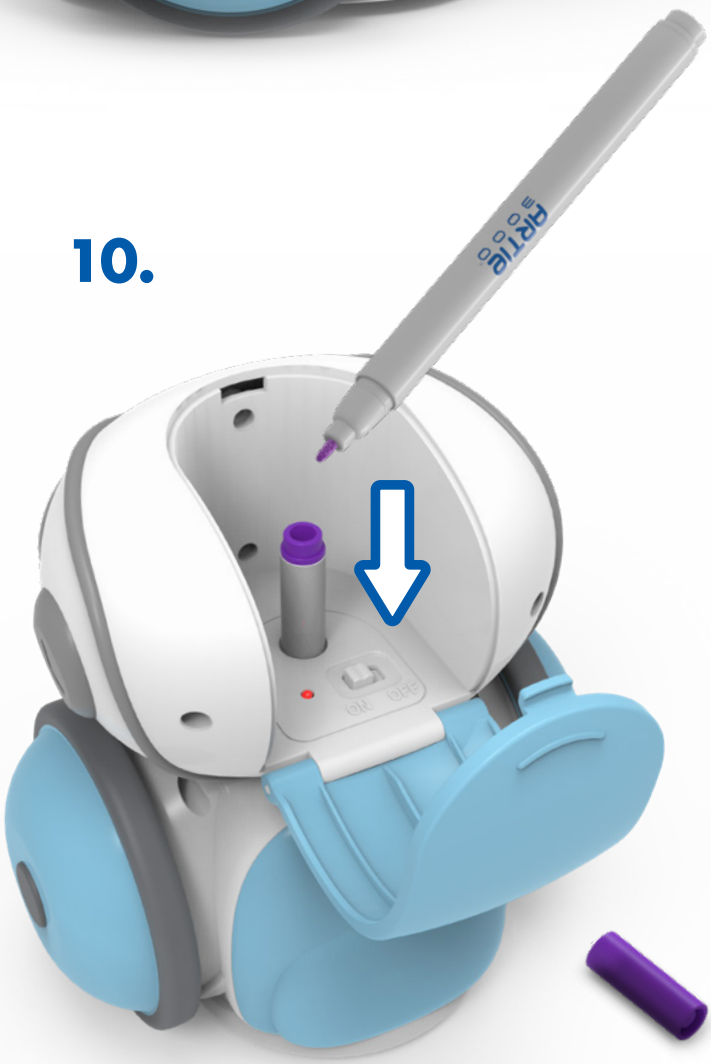

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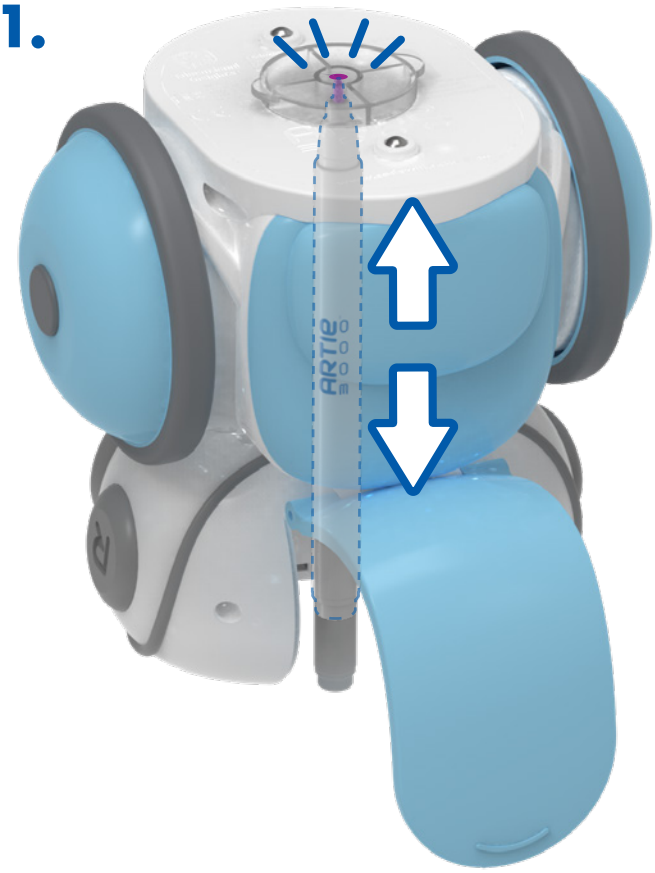
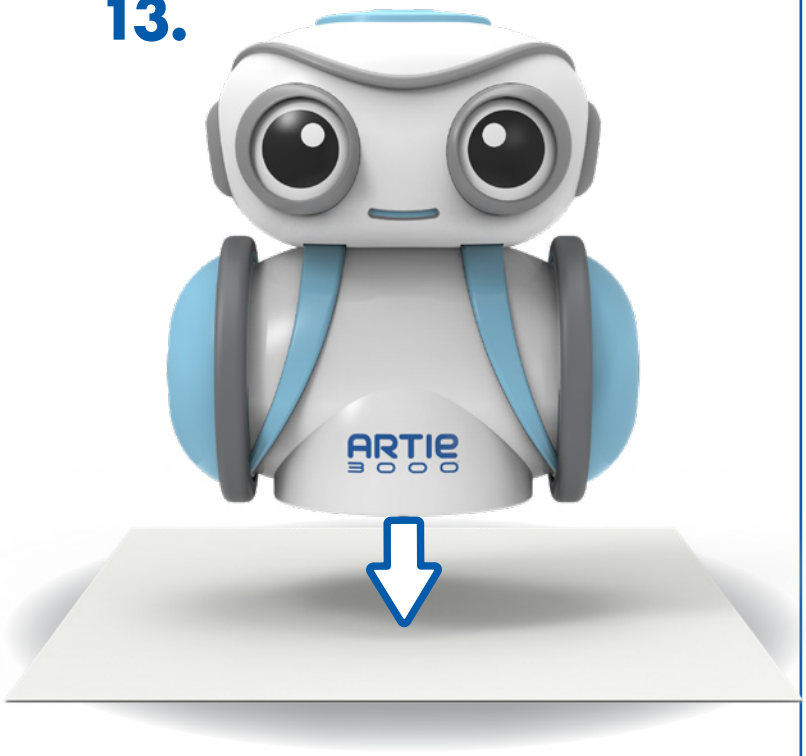


12.

13.



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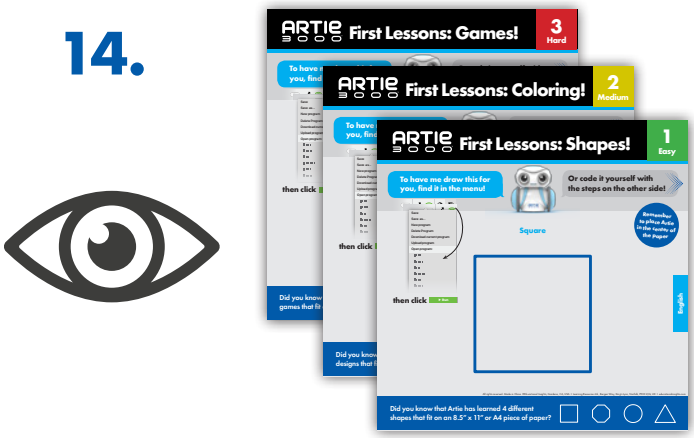


www.CodeWithArtie.com

Cleaning Instructions

Clean the robot with a slightly damp cloth or dry cloth. Do not immerse or spray any liquid or water on the robot

Battery Information

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before recharging.
- Only charge rechargeable batteries under adult supervision.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the unit.
- Do not short circuit the supply terminals.
- To prevent corrosion and possible damage to the product, we recommend removing the batteries from the unit if it will not be used for more than two weeks.

English

Educational Insights®

Developed in Southern California by Educational Insights.

Learning Resources Ltd., Bergen Way, King's Lynn, Norfolk, PE30 2JG, UK.
Please retain this guide for future reference. **educationalinsights.com**

FCC ID : MJO-EI-1125

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.

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.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End user must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

The portable device is designed to meet the requirements for exposure to radio waves established by the Federal Communications Commission (USA). These requirements set a SAR limit of 1.6 W/kg averaged over one gram of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the body

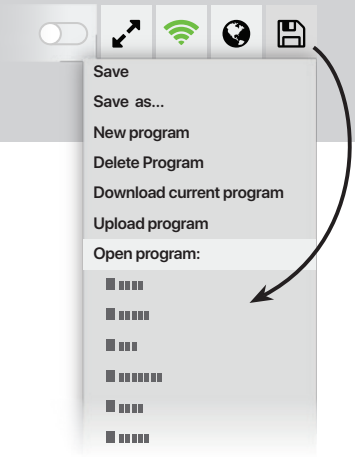
ADVERTENCIA: PELIGRO DE ATRAGANTAMIENTO.
Partes pequeñas. No conviene para niños menores de tres años.
ATTENTION: DANGER D'ÉTOUFFEMENT.
Petites éléments. Ne convient pas aux enfants de moins de trois ans.
ACHTUNG: ERSTICKUNGSGEFAHR.
Kleine Teile. Nicht für Kinder unter drei Jahren geeignet.

ARTIE 3000 First Lessons: Shapes!

1
Easy

To have the robot draw this for you, find it in the menu!

Or code it yourself with the steps on the other side!



Then click Run

Remember to place the robot in the center of the paper

Square

English

Did you know that the robot has learned 4 different shapes that fit on an 8.5" x 11" or A4 piece of paper?

ARTIE 3000 First Lessons: Shapes!

1
Easy

You can help jumpstart the robots memory by following the below code to create a Square!

- Pen up
- Move forward by 60 mm
- Turn left by 90 degrees
- Move forward by 60 mm
- Turn right by 90 degrees
- Pen down
- Repeat 4 times
  - Turn right by 90 degrees
  - Move forward by 120 mm
- Pen up

Hint!
This section repeats whatever is inside it, it's also called a "loop"

English

- **Then click Run**

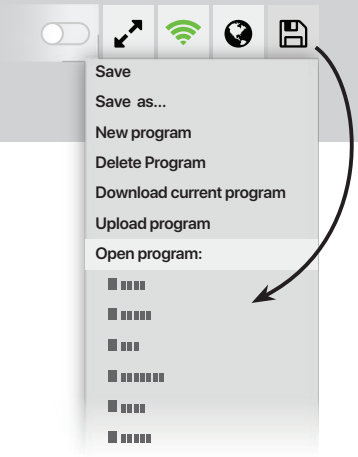
Visit codewithartie.com for How-To Videos, ideas, and Artie's manual

ARTIE 3000 First Lessons: Colouring!

2
Medium

To have the robot draw this for you, find it in the menu!

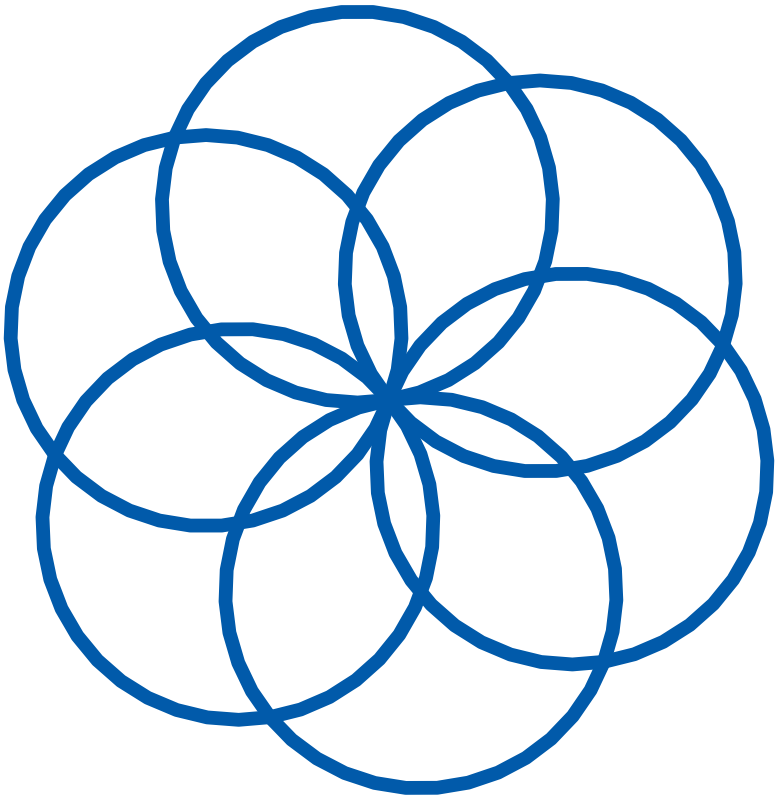
Or code it yourself with the steps on the other side!



Then click Run

Remember to place the robot in the center of the paper

Mandala



English

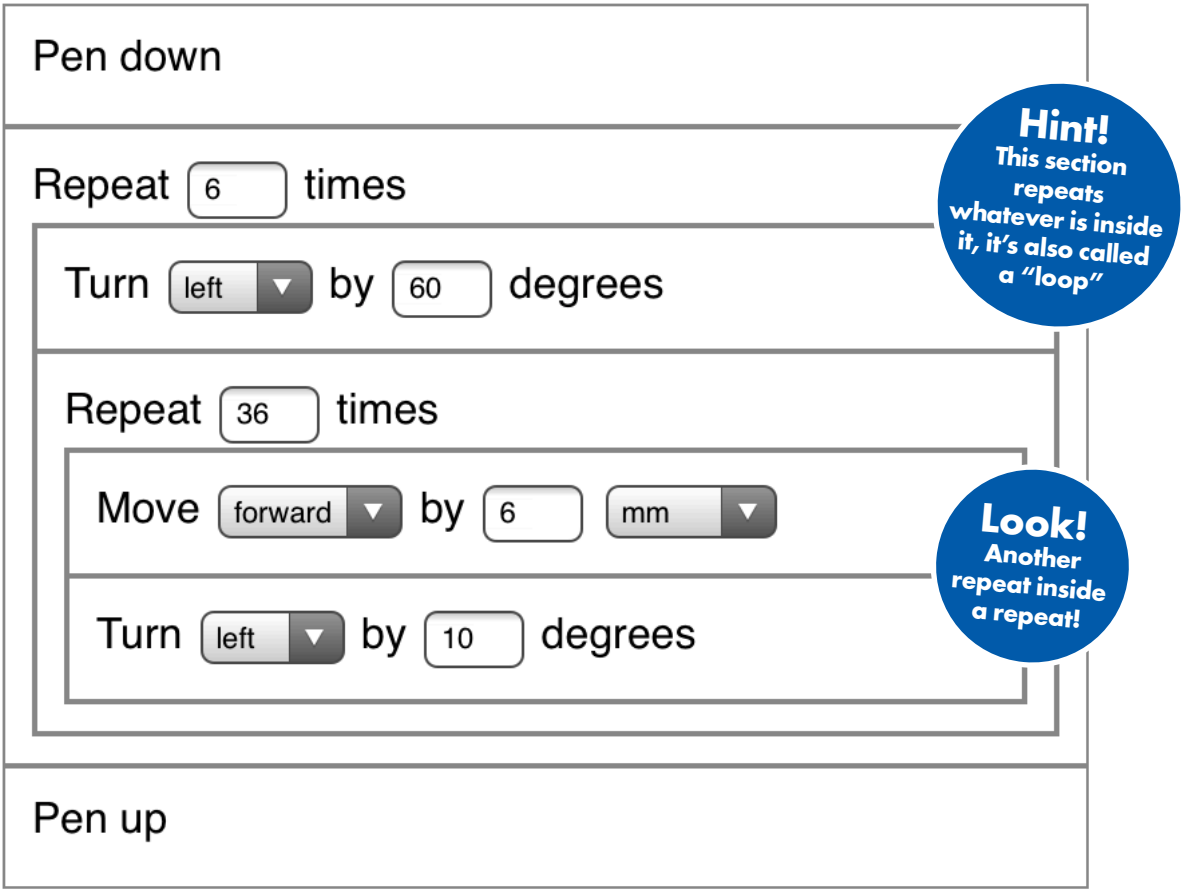
Did you know that the robot has learned 4 colouring designs that fit on an 8.5" x 11" or A4 piece of paper?

ARTIE PARTY!

ARTIE 3000 First Lessons: Colouring!

2
Medium

You can help jumpstart the robots memory by following the below code to create a Mandala!



- **Then click Run**

English

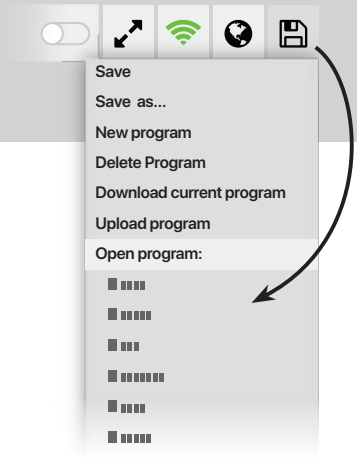
Visit codewithartie.com for How-To Videos, ideas, and Artie's manual

ARTIE 3000 First Lessons: Games!

3
Hard

To have the robot draw this for you, find it in the menu!

Or code it yourself with the steps on the other side!



Then click Run

Remember to place the robot in the center of the paper

Hangman

Customise this pattern to add lines!

English

Did you know that the robot has learned 3 different games that fit on an 8.5" x 11" or A4 piece of paper?

ARTIE 3000 First Lessons: Games!

3
Hard

You can help jumpstart the robots memory by following the below code to create a Hangman!

- Pen up
- Move back by 50 mm
- Turn left by 90 degrees
- Move forward by 70 mm
- Pen down
- Move back by 30 mm
- Pen up
- Move forward by 15 mm
- Turn right by 90 degrees
- Pen down
- Move forward by 70 mm
- Repeat 2 times
  - Turn right by 90 degrees
  - Move forward by 20 mm
- Pen up
- Move forward by 50 mm
- Turn left by 90 degrees
- Move forward by 12.5 mm
- Repeat 5 times
  - Pen down
  - Move forward by 15 mm
  - Pen up
  - Move forward by 5 mm
- Pen up

Hint! This section repeats the lines in the hangman puzzle!

- **Then click Run**

English

Visit codewithartie.com for How-To Videos, ideas, and Artie's manual

English

ARTIE 3000 Frequently Asked Questions

Help if you get stuck

Q. Do I need WiFi to connect the robot?

A. No, The robot has his own built-in WiFi that works directly with your device

Q. How do I know if the robot is connect to my device?

A. You will know the robot is connected when the WiFi icon is green

Q. What if the robot won't connect to my device?

A. Make sure the robots power switch is turned on and the batteries are fresh. You can also reboot the robot by switching him off, waiting 30 seconds, and powering him back on

Q. Can I use my phone to code with the robot?

A. The robot works best with a computer or tablet. The robot's interface works best with larger screens

Q. Where can the robot draw?

A. The robot draws only on one sheet of paper at a time. The paper must be placed on a hard flat surface. You can use tape to hold the paper down. Always place the robot in the center of the paper when you are ready to run a drawing program

Q. What kind of paper can I use with the robot?

A. The robots pre-programmed First Lessons need a minimum of an 8.5" x 11" or A4 sized piece of plain paper, but you can use as big as you like

Q. What if the robot slows down or takes breaks?

A. The robot may need new batteries. Replace his batteries by following the battery installation instructions from the Quick Start Guide

Q. The robot looks like he's leaving ink blots, what should I do?

A. Make sure to program the robot to move his pen up at the end of your design. If the robot is leaving an ink blot when you are placing him down on paper, re-align the marker using the Marker-Parker

Q. What if the robots markers get on my clothes or hard surface?

A. The robots markers are washable. Use mild soap and warm water to soak and rinse clothing. Let clothing hang dry. If markers get on your hard surface, be sure to use a paper towel with mild soap and warm water to wipe it down

Q. Can I clean the robot?

A. Ever so carefully, use a damp cloth to wipe the robots surface

Q. The robots wheels seem stuck. What should I do?

A. The robots wheels may need a quick cleaning. Use a damp cloth to clean the treads on the wheels. Then, re-align the robots Marker using the Marker-Parker

Q. Can the robot fall off the edge of a table?

A. Although the robot is clever, he does need someone to re-direct him to ensure he does not fall off any edge. While programming the robot, it is always important to factor in measurement of space to keep him safe. Always place the robot in the center of the paper when you run a drawing program

Q. Can I use other markers with the robot?

A. Yes. The robot uses washable felt tip markers between 8mm to 10.5mm diameter thickness. The length of the maker must be 120mm or more. Measure here to check if your marker is compatible with the robot

ARTIE 3000 Problem Solving

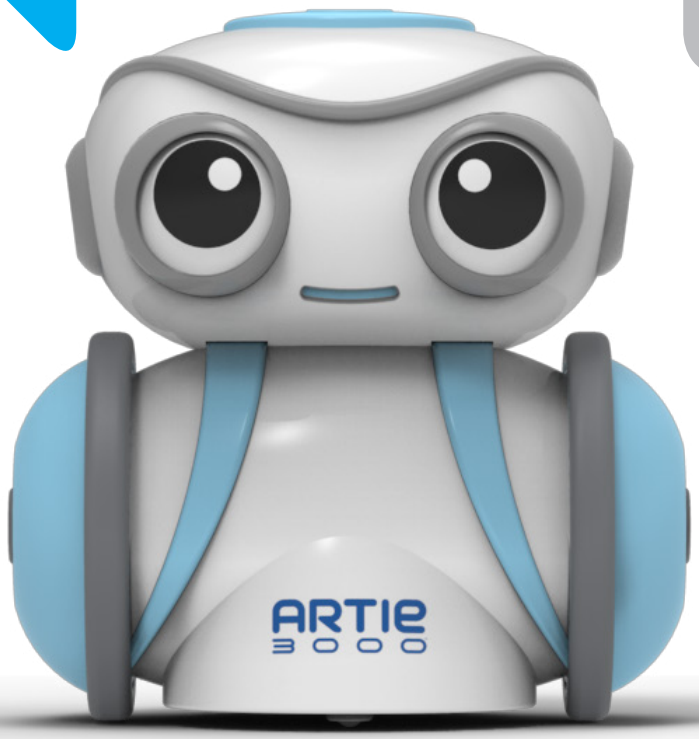
English

Problem Solving

Artie can draw anything you create in code, but even with perfect code, your drawing may turn out differently than expected. That is because there are many factors in your environment that can affect Artie. You may need to experiment to find the best solution.

Check Your Environment

- ☑ First, give Artie the opportunity to draw your picture again. Simple things like someone bumping the table can affect Artie's drawings.
- ☑ Check to see if your surface is perfectly level.
- ☑ Tape all four corners of your paper to the table, and make sure your paper is not textured or glossy (plain computer paper works well!)



Check Artie

- ☑ When you have eliminated environmental issues, take another look at your code. Can you simplify? For example, try coding Artie to draw backwards instead of turning all the way around to draw forwards. Artie is built with motors and gears, so the more steps and turns in a drawing, the harder it will be for Artie to stay precise.
- ☑ Make sure that the marker is positioned correctly using the Marker Parker.
- ☑ Artie drawing himself off the edge of the table may damage his gears, so always keep an eye on him when you are drawing.
- ☑ Artie needs power, so if he slows down or takes pauses, replace his batteries!

Once you have looked at all these factors, it may be time to calibrate Artie. Not all Arties need calibration, so double check that you've taken the above precautions first!

Learn more about how to calibrate Artie at CodeWithArtie.com