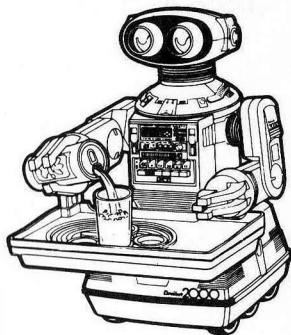
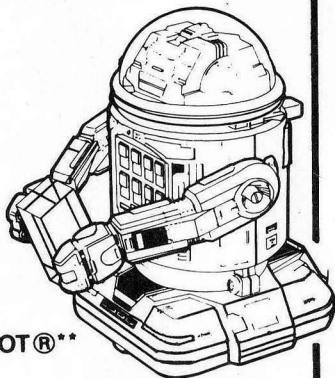
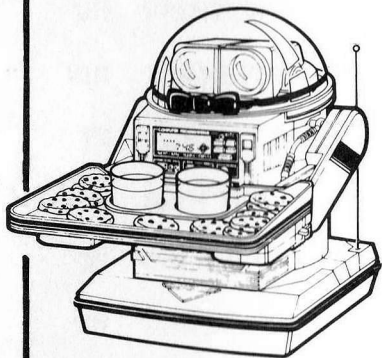


ROBOT LINK™



OMNIBOT
2000™**

OMNIBOT®**



VERBOT®**

TOMY®**



TO: ALL ATARI AND C-64 OWNERS

I INSTALLATION

As you may notice by reading the "Robot*Link" manual your installation of the Robot*Link cable is much easier than Apple or I.B.M.

You install the "Robot*Link" interface cable simply by inserting the female plug side of the cable to the audio output of your monitor cable.

The 1/8" male side of the interface connects to the microphone jack of the robot's cassette player.

(Verbot is the same for all pc owners)

II TO LOAD

- (a) To Load Commodore Type LOAD"*,8,1
- (b) To Load Atari Insert Disk and turn on Computer

III TO EDIT

- (a) To control the cursor movement use your normal cursor control keys

(b)	<u>Function</u>	<u>Atari</u>	<u>C-64</u>
	To Return To Main Menu	Start	F7
	To Insert Press	Insert	F1
	To Delete Press	Delete	F3
	Erase a Program	Option	F5

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I INTRODUCTION

Robot*Link is a computer software tool which enables you to program the Tomy robots from your home computer.

Robot*Link lets you program your robot on your computer, saving you time and batteries.

Create stories, games, tasks, dances....anything your imagination can think of with your "Robot*Link."

You will learn all about calibrations and how important they are in robotics.

Save your programs and days or weeks later, retrieve your program and modify it with any new idea you might want to try out.

Years of enjoyment, as well as a truly fun educational experience await you. We are eager to assist you and will gladly answer your questions, just call or write us anytime.

If you would like to get started using "Robot*Link" without reading these instructions first, we have included the "Getting Started the Quickway" section of these instructions for people like you. The "Quickways" let you see the general principals but by no means let you use the power of your "Robot*Link", this may only be accomplished by using this manual.

II INSTALLATION

- (A) Verbot - To install Verbot place the Verbot controller as close as possible to your computer speaker. You do not use the "Robot*Link" interface cable unless you have a "Magic Controller". Please see the inside back cover for details on how to order your "Magic Controller".
- (B)(1) Install the "Robot*Link" cable by connecting the (2) pin female plug to the speaker plug of your Apple or the (4) pin female for your I.B.M.. You must disconnect your Apple or I.B.M. speaker cable from your computer and insert the appropriate female plug from the "Robot*Link" cable in its place.
- (2) To Boot-up "Robot*Link" program
- For Apple: Insert Apple side of disk then you turn your Apple on.
- For I.B.M.: Turn on your I.B.M. and insert DOS disk. After DOS is installed, Remove disk and insert "Robot*Link" on the I.B.M. side then
TYPE RLINK (RETURN)
- (3) After the opening screen appears Apple will automatically switch to the robot selection screen in a few seconds. (For I.B.M. Press the Space Bar)
- (4) Press -1 for Verbot
Press -2 for Omnibot
Press -3 for Omnibot 2000

III VERBOT TRAINING

Select -1 for Verbot. Now you come to the Main Menu screen. Press (M) for Manual Mode in order to train Verbot.

As you see on your screen, the letter for your desired command is highlighted, press this letter on your keyboard for Verbot to perform this command once you have trained Verbot.

Now turn on the Verbot controller and place it by the Apple or IBM p.c. speaker, then turn on Verbot.

While pressing the "Stop" button on Verbot, watch to see that the red light below Verbot's neck is blinking. At the same time press the "S" key on your keyboard to program the stop command. Once Verbot memorizes a command, the blinking light will stay on. If the light continues to flash, repeat this process over again. Repeat this procedure for all eight Verbot commands.

- Press: (S) - to stop
(M) - to smile
(F) - for forward
(B) - for backwards
(R) - for right
(L) - for left
(U) - for arm up
(D) - for arm down

Now your computer may command Verbot. Once you complete training of Verbot. PRESS CONTROL "C" For Apple or PRESS "F7" Key for I.B.M. and you will return to Verbot's Main Menu.

IV EDITING YOUR "ROBOT*LINK" PROGRAMS

To "Edit" means to prepare, arrange or revise. You, like the "Editor" of a newspaper do just that when creating programs for your robot with "Robot*Link".

You can create a brand new program or "Edit" new ideas into an old program while in the "Edit" mode.

To get started on a new program Press "E" for Edit while in a "Main Menu" screen.

To "Edit" a program created earlier, please read the "Load" section in this manual.

SCREEN LAYOUT

Your "Robot*Link" screens are all designed in three sections.

1. Status Bar
2. Command Area
3. Work Area

1. Status Bar - is the first line at the top of your screen. Please watch this "Bar" for it will prompt you by asking you questions or telling you what "Robot*Link" is currently doing.

2. Command Area - is located directly below the Status Bar. This is where the menu of available commands is located. The highlighter letter is the key to be pressed on your keyboard to use that command.

3. The Work Area - is the bottom half of your screen.

MOVING THE CURSOR

For Apple: Use the arrow keys if available. For Apples or Apple Clones without arrow keys.

For I.B.M.: Use your Arrow Key, Page Key, Home Key, End Key, Insert and Delete Keys.

PRESS "Control" and "K" to move the CURSOR UP
PRESS "Control" and "J" to move the CURSOR DOWN
PRESS "Control" and "T" to get to the TOP of your program
PRESS "Control" and "B" to get to the BOTTOM of your program
PRESS "Control" and "V" to go 1 page DOWN (FOR APPLE)
PRESS "Control" and "R" to go 1 page UP (FOR APPLE)
PRESS "Control" and "I" to Insert a LINE
PRESS "Control" and "D" to Delete a LINE that the cursor is on
PRESS "Control" and "E" to ERASE your entire program

The "Status Bar" will ask "Are You Sure" (Y or N)
That is up to you

For Apple: PRESS "Control" and "C" to go to the "Main Menu"

For I.B.M.: PRESS "F7" to go back to the "Main Menu"

PRESS ESCAPE KEY if you DELETE a LINE by accident and want to RESTORE the old command that was last there.

After you Press "E" for Edit your "Status Bar" should read "Type Highlighted letter of your command".

Below is listed the commands available in the "Command Area" from your screen with an explanation of each.

Press "F" for FORWARD - Now "Feet?" will appear. Enter the number of feet you wish your robot to travel forward then Press RETURN.

After you Press RETURN, "Inches?" will appear. Enter the number of inches you wish your robot to travel. (If you would like your robot to move less than 1 foot just Press "RETURN" when "Feet?" appears.)

Press "B" for BACKWARDS, then follow directions for FORWARD.

Press "L" for LEFT - Now "Rotations?" will appear. Enter the number of "Rotations" you wish your robot to travel left then press RETURN.

After you Press RETURN, "Degrees?" will appear. Enter the number of degrees you wish you robot to travel. (If you would like your robot to move in Degrees just Press "RETURN" when "Rotations?" appears.)

PRESS "R" for RIGHT then follow directions for "LEFT".

PRESS "C" To change Calibrations then enter the Calibration number desired

NOTE: The "EDITOR" starts out in Calibrations -1. Before you enter a new calibration number be sure you have created a calibration file for that number. (Please See Calibration Section)

PRESS -1 for Robot Sound -1

PRESS -2 for Robot Sound -2

PRESS "T" for "Talk ON" ("TALK ON" is meant to enable you to put music or speech etc., into your program.) Now you must choose "Timed" or a "Wait for Key Press". If you want Timed, Press "T" then answer how many minutes and/or seconds you want available for "Talk".

During the Transfer (Please See The Transfer Section) your computer will either wait a predetermined time (time mode) or let you place whatever talk you want until you finish, then your computer will continue the program transfer process upon a "Key Press" by pressing any key.

PRESS "P" for PAUSE then answer the minutes and/or seconds you would like the pause to last.

PRESS "S" for "Special Commands" these are "Track" only turn commands. The difference between an "L" turn and an "L" "Track" turn is that both wheels turn during a left turn and the robot moves to the left. When giving a Left Trak forward command, only the Left wheel turns forward thus moving the robot to the right. These commands are for advanced users only.

Your command will give you one of three choices for Omnibot or four choices for Omnibot 2000.

PRESS ":" to insert a line of comments
Comments are used to note what or why a command was given.

PRESS "A" for ARM, answer the percentage that you want the arm raised.

PRESS "O" for "Other Menu" Now your "Command Area" changes to display the other menu available for Omnibot 2000 ONLY. PRESS "O" again and you return to the original menu.

PRESS "H" for Head then ENTER "L" for Left or "R" for Right head turn. Then enter the number of degrees you wish the Head to Turn.

PRESS "W" for WRIST then ENTER "L" for Left or "R" for Right then either enter a number of rotations or press return to bypass rotations and enter degrees. PRESS "I" for Fingers and Answer what percentage you want the fingers to Open and/or Close.

PRESS "E" for Eyes, then Press "O" for Eyes ON or "F" for Eyes Off.

PRESS "G" for Gear Change then Press "L" for Low Gear or "H" for High Gear.

PRESS "N" for New Chain (For Omnibot 2000 ONLY)

When programming Omnibot 2000 all commands are chained together unless they are separated by a "New Chain" command. For example if your program reads:

1 - forward	1 feet 2 inches
2 - arm	50%
3 - fingers	50%
4 - wrist	left 2 rotations
5 - head	right 20 degrees

The result of this would be all of the above commands being performed at the same time.

If you give conflicting commands within a chain such as:

(1) Right turn 90 degrees

(2) Left turn 90 degrees

"Robot*Link" automatically reads these commands as though they are New Chains.

V TO SAVE A "ROBOT*LINK" PROGRAM

Once you have Created a program or if you want to Save a program you have modified, first you Press "S" while in a "Main Menu" screen to save a "Robot*Link" program.

Your "Status Bar" should read "Select Program to Save and Press Return".

You have many options when trying to save a program.

- (1) You may create a new name and save that name to the directory by typing in a new program name or use the cursor control keys to select a program NAME from the "Directory". If the program name you choose does not exist then the "Status Bar" will read "Saving" while your program is being saved. After your program is saved you will return to the "Main Menu".
- (2) Remember to always look at the "Status Bar". If the program NAME already exists the "Status Bar" will ask you "Are You Sure?" If you answer YES whatever program is in the Editor will now be saved by this Name deleting out the Old one.
- (3) If you loaded a program from the directory then modified that program and wanted to "Save" it under the same old name, please notice that "Robot*Link" always remembers the last program name that you used and prints it in the program name area for you. Just Press RETURN and the "Status Bar" will ask "Are You Sure?" That is up to you.

HOW TO USE OTHER CONTROL FEATURES DURING "SAVE"

PRESS CONTROL and "C" for Apple to return you to the "Main Menu"
PRESS (F-7) for I.B.M. to return you to the "Main Menu"

PRESS CONTROL and "P" for Apple to page through the program area directory listings.

PRESS Page Down for I.B.M. to page through the program area directory listings.

PRESS CONTROL and "S" to change the slot and drive number you want to use. (For Apple Only)

VI TO LOAD A "ROBOT*LINK" PROGRAM

To Load a program **PRESS "L"** while in a "Main Menu". We suggest you read the "How to Save.." section of your instructions first, in order to learn the different ways you can enter a program name and the various "Control" features available from the command area.

HOW TO "MERGE" FILES

We always suggest that you build your programs in modules, being that you may merge these modules into any part of any program. For example, you created a module called the "Robot Waltz", many different programs could use the "Robot Waltz" module. All you have to do is place your cursor wherever you want to insert that module and "Robot*Link" will merge it between the line numbers where the cursor is positioned.

Once you position your cursor **PRESS CONTROL** and "**C**" for Apple or For I.B.M. **PRESS "F7"** Key then **PRESS "L"** to "Load" program. Then enter the name of the program you wish to be merged. **PRESS "RETURN"** and the "Status Bar" will ask "Erase Existing Program?" (Y or N) answer "**N**" for No.

Now **PRESS "E"** for Edit and you will see your new program will include the file you wanted merged where you left your cursor.

VII HOW TO PRINT YOUR "ROBOT*LINK" PROGRAMS

FOR APPLE:

While in a "Main Menu" PRESS "P" for Print

Now your "Status Bar" will read "Print Program"

In your work area it will ask for the slot number, enter the correct slot number and PRESS (RETURN)

Now the "Status Bar" will read "Print Ready?" (Y or N) Please note: You must be sure your printer is connected and turned on and ready to print before you Press "Y" for Yes.

Once you answer "Y" for Yes "Robot*Link" will print whatever program that is in memory.

FOR I.B.M.:

While in a "Main Menu" PRESS "P" for Print

The "Status Bar" will read "Print Program"

The Command Area will ask "Printer Number?" enter the Printer Number of your choice.

Now the "Status Bar" will ask "Printer Ready?" (Y or N)

Please Note:

You must be sure your printer is connected and turned on and ready to print before you PRESS "Y" for Yes.

Once you answer "Y" for Yes "Robot*Link" will print whatever program that is in memory.

VIII HOW TO TRANSFER "ROBOT*LINK" PROGRAMS TO YOUR ROBOT

- (1.) First follow your "Robot*Link" Installation Instructions.
 - (2.) For Verbot follow your Verbot Training Instructions
In order to Transfer a "Robot*Link" program to your robot you must first "Load" an existing program or create a new one to reside in the Editor.
 - (3.) Press "T" to transfer your program to Omnibot. The status bar will ask "Ready for Transfer?"
 - (4.) First you must turn on Omnibot in the tape mode setting.
 - (5.) Rewind tape to beginning.
 - (6.) Place the 1/8" miniature male plug side of your "Robot*Link" cable into the microphone jack on Omnibots cassette recorder.
 - (7.) Turn Omnibots cassette recorder volume to between 1/4 and 1/2 of its volume setting.
- NOTE: At the beginning of all Transfers "Robot*Link" allows for a 10 Second tape leader which is common on cassette tape. To abort this leader time press any key while the "Status Bar" reads "Waiting for Tape Leader".
- (8.) Press the record button on Omnibot and then quickly press the "Y" key on your keyboard. If at any time during the Transfer you want to stop the Transfer PRESS "Control" and "C" for Apple or for I.B.M. PRESS "F7" Key to return to the "Main Menu".
 - (9.) Now your program is being transferred to Omnibot. As the commands are transfered they are displayed one at a time on your screen.
 - (10.) When the transfer is complete "Robot*Link" returns to the Omnibot "Main Menu".
 - (11.) Press stop on Omnibots recorder as soon as the "Main Menu" screen appears. Then unplug the "Robot*Link" cable from Omnibot only. Leave the cable hooked up to the computer side.
 - (12.) Rewind Omnibots tape to the beginning and set Omnibot into the program mode setting.
 - (13.) Now press play on Omnibots recorder.
 - (14.) At this point Omnibot will follow your programs commands
If as Omnibot performs program commands, you notice that Omnibot is moving more or less then the distance your commands instruct, you must properly calibrate Omnibot. Please see your instruction manual for more information about calibrations.

IX TO FORMAT A DISK

DANGER: Please note that formatting a disk destroys any and all data that was on it.

In order to Protect a Disk from Formatting etc.. Place a Write Protect Tab over the Write Protect notch in most diskettes.

For Apple:

- (1) Place the Diskette to be formatted into the Disk Drive. Press "F" for "Format". The "Status Bar" should read "Format Disk".
- (2) The work area asks the slot number your Drives are located in. Enter the slot number then Press "RETURN"
- (3) Now the work area asks "Drive Number?" Enter the appropriate Drive number you wish to Format a Disk with. Then Press "RETURN"
- (4) Now the "Status Bar" ask "Volumn Number" Enter the appropriate number then Press "RETURN" The "Status Bar" now asks "Format Disk", "Are You Sure?" (Y or N) Press "Y" for Yes or "N" for No
- (5) When "Format" is complete you will return to the "Main Menu" screen.

For I.B.M.

- (1) Place the Diskette to be formatted into the Disk Drive. Press "F" for "Format". The "Status Bar" should read "Format Disk".
- (2) The Command Area asks "Number of Sides?"
Enter (1 or 2)
- (3) When Drive appears Enter A or B for Drive.
- (4) Now the "Status Bar" ask "Volumn Number" Enter the appropriate number then Press "RETURN" The "Status Bar" now asks "Format Disk", "Are You Sure?" (Y or N) Press "Y" for Yes or "N" for No.
- (5) When "Format" is complete you will return to the "Main Menu" screen.

X SPIN THE ROBOT

Before you can play this game you must first install "Robot*Link" (See Installation Instructions). If you own a Verbot you must first, Train Verbot (See Verbot Training Instructions)

PRESS "R" while in "Main Menu" screen for the "Spin the Robot" game.

The "Status Bar" will read "Spin the Robot"

The "Work Area" will ask "Number of Games to Play" Enter the number of games you wish to play then Press "RETURN"

Now the "Status Bar" will read "Ready for Transfer" (Y or N) (Please Follow The Appropriate Robots Transferring Instructions) PRESS Y for Yes, when you are ready.

Now the "Status Bar" will read Transferring and the work area will display the game number currently being transfered.

After the last game is transfered you will automatically Return to the "Main Menu"

Now see Program Playback Instruction located in the Transfer section to playback your custom "Spin the Robot" Tape.

The "Spin the Robot" game may be used in a variety of ways. You can use the robot as a random picking spinner to pick a player that must perform a tounge twister, charade, answer a trivia or geography question, etc..

Create a "Spin the Robot" Tape and as the robot spins and stops use him as the pointing vehicle and spell and describe each item the robot points at to a child. The possibilities are endless.

XI CALIBRATIONS

- (1.) Press "C" to calibrate Omnibot from a "Main Menu".
- (2.) Now the "Status Bar" should read "Omnibot Calibrations"
"Robot*Link" contains preset calibrations as Calibration File #1.

The reason that Calibration #1 is preset is for people that want to be able to quickly start programming their robot using the Computer Magic "Quickway Getting Started Instructions".

Using the "Quickway" you need to use the preset calibrations as a general set of instructions.

It is very unlikely that the "Robot*Link" preset calibrations are correct for each individual robot.

You should always calibrate your own robot because, all robots are different. The dictionary defines calibrate as, to determine the caliber or to fix or correct the graduations of a measuring instrument.

In robotics, we use calibrations for two major reasons:

- (1) The wear of mechanical parts such as motors and gears. This wear changes the robot movement during use, thus changing the amount of movement a robot will make in a given time.
- (2) As batteries are used, they allow less power to the robot, thus moving the robot at a different rate of speed and amount of distance.

An example of this would be giving the robot a command of one foot forward, then ninety degrees left, then one foot forward.

Months later, if you ran this same program, the robot may move ten inches forward, eighty degrees left. These mechanical and electrical changes are the reason we calibrate our robots.

Once you calibrate, all commands within your program are adjusted according to "Robot*Link".

Press "T" to transfer calibrations. The Status Bar should read "Ready for Transfer?" Answer "Y" for yes. Now the Status Bar reads "Transfer all Calibrations?"

For Verbot: First you must Train your Verbot. (See Verbot Training)
For Omnibot & Omnibot 2000: First you must turn on Omnibot in the tape mode setting.

Place the 1/8" miniature male plug side of your "Robot*Link" cable into the microphone jack on Omnibots cassette recorder.

Turn Omnibots cassette recorder volume to between 1/4 and 1/2 of its volume setting.

Press the record button on Omnibot and then quickly press "N" for no. Now the Status Bar reads "Waiting for End of Tape Leader". After 10 seconds in the center of your screen will appear "Forward-Transfer Y or N"
Press "Y" for yes

Repeat this process for Backwards, Left and Right etc.. for any calibrations you wish to measure.

Press Stop on Omnibots tape recorder, then:

Remove the 1/8" miniature male plug from Omnibots microphone jack then rewind Omnibots tape to the beginning and set Omnibot into the program mode setting.

Now Press Pause and Play on Omnibot.

Place Omnibot at a starting position so that you can measure the distance Omnibot will travel during the forward transfer.

Now Press Pause again to disengage the pause, and to start your program. Omnibot will move forward about four (4) feet "If using Omnibot 2000 forward movement will be about seven (7) feet".

Make sure Omnibots path is clear for enough distance.

When Omnibot stops Press the Tape Pause and measure the distance Omnibot traveled. We suggest that you measure from the back of Omnibot to the back of Omnibot for an accurate measurement.

Be sure to write down your measurements on paper so that you remember what to enter for Omnibots Calibrations.

Once again Press Pause to release it, and measure the distance Omnibot travels as suggested above. Remember to Press the Tape Pause when Omnibot stops.

Release Pause by pressing Pause again, and Omnibot will rotate left. Using the enclosed degree chart measure how many degrees Omnibot turns to his left.

Remember when Omnibot stops to Press Pause button before you write down how many degrees he turned.

Press Pause again to release it, and Omnibot will rotate to his right.

Repeat this procedure until Done. Then using the cursor enter the correct measurements you had written earlier.

Technically speaking these number represent the distance the robot travels in 10 seconds.

Arm, head, and wrist movement are measured by the amount of time it takes to open, close or completely turn.

ADVANCED CALIBRATION SETTINGS

These calibrations are for advanced users only:

They are helpful in straighting out your robots movement.

This pertains to trying to keep Omnibot straight even if the robot tends to favor the right or left. When you first measure the amount of distance the robot traveled forward, if the robot favored the left or right side you should enter the distance the robot travels off center in either the Left Offset or the Right Offset calibration.

Offset Time - determines how often the robot will correct the offset distance the robot travels. We suggest that you Offset time at least every 10 seconds.

Constant - is the time which the robot requires to change direction. This is very tricky but can be very useful for advanced users because you can obtain greater accuracy when used properly. The constants that are in "Robot*Link" seem to apply to most robots but you may want to fine tune your robot to an even greater degree.

Delay - after every command or New Chain the delay is the time period necessary between commands. You may have any delay time you want. We find a 2 second delay to be best in most cases.

XII TIMERS

Timers are given in order to alternate playing Verbot with games you make up or for future Computer Magic games.

You may use the Timers with Omnibot and Omnibot 2000 when you want to have Time Limitations for players.

XIII HELPFUL HINTS

1. Modules - in order to get the fullest use of "Robot*Link" we suggest you create small program modules. Like blocks in a building modules may be combined in any order to create a brand new program quickly and easily.
2. Calibrations - once you have transferred a Calibration program to your robot you should use this program in any room or surface that you may use the robot in. Create Calibration #1, #2, #3, etc., one for each surface type.
3. Fill out the Computer Magic Response Form and mail it back to us. This will put you on our mailing list which will have future helpful hints, additional suggestions and our "Robot*Link" Daily News.
4. Read all of this manual for a complete understanding of the power of "Robot*Link".
5. When Transferring a program watch to see that the commands displayed on your screen are correct.

XIV GETTING STARTED THE "QUICK WAY"

FOR VERBOT

- I. **First See Installation Instructions**
- (1.) **Boot-up "Robot*Link" program.**
- (2.) **After the opening screen appears press any key to go the robot selection screen. Apple will automatically change to this screen.**
- (3.) **Now Press #(1) for Verbot.**
- (4.) **Then Press M for Manual Mode. Be sure to place your Verbot controller as close as possible to your I.B.M. or Apple speaker. * ***
- (5.) **Now train your Verbot**
Press **S - Stop**
 M - Smile
 U - Arm Up
 D - Arm Down
 F - Forward
 B - Back
 L - Left
 R - Right

At this point you may control Verbot in Manual Mode. Just press the appropriate key for the command desired.

- (**)
- If you have a Magic controller you may plug the "Robot*Link" cable directly into it. To order your "Magic Controller" Please see the inside back cover.**

II. Quickway Programming

- (1.) **Press F-7 for I.B.M. to leave Manual Mode and return to the "Main Menu".**
Press CONTROL "C" for Apple to leave Manual Mode and return to the "Main Menu".
- (2.) **Press "E" for Edit Mode. Now you may make a program.**
- (3.) **Pick any command as your first command. For example:**
- (4.) **Press "F" for forward, then press (1) return, then (2), return for 1'2" forward movement. Now your first command has been entered.**

- (5.) Press "R" for right and rotations will appear. Press 1.25 (return). Now your second command of 1.25 rotations to the right is entered.
- (6.) Now press "L" for left and press (return) to bypass rotations and degrees will appear. Now press 90 (return) for degrees and your third command of a 90 degree, left rotation will be entered.
- (7.) For I.B.M. Press "F7" or for Apple Press CONTROL "C" to leave editor and return to "Main Menu".
- (8.) Press "T" to transfer your program to Verbot. The status bar will ask "Ready for Transfer?" Press "Y" for yes.

At this point Verbot will follow your programs commands displaying them as they are given.

If as Verbot performs program commands, you notice that Verbot is moving more or less then the distance your commands request, you must properly calibrate Verbot. Please see your instruction manual for more information about calibrations.

Make any program you desire using Verbot's eight commands. For further, more in depth instructions, please read the instruction manual.

They will help you more fully understand how powerful the "Robot*Link" operating system really is!

XV GETTING STARTED THE "QUICK WAY" FOR OMNIBOT AND/OR OMNIBOT 2000

1. **Getting Started**
- (1.) **Install the "Robot*Link" cable by connecting the (2) pin female plug to the speaker plug of your Apple or the (4) pin female for your I.B.M.. You must disconnect your Apple or I.B.M. speaker cable from your computer and insert the appropriate female plug from the "Robot*Link" cable in its place.**
- (2.) **Boot-up "Robot*Link" program**
- (3.) **After the opening screen appears Apple will automatically switch to the robot selection screen in a few seconds.**
- (4.) **Press #2 for Omnibot
or
Press #3 for Omnibot 2000**
- (5.) **Then Press "E" (return) to use the "Robot*Link" Editor**
- (6.) **Pick a command as your first command. For example:**
- (7.) **Press "F" for forward, then press (1) return, then (2), return for 1'2" forward movement. Now your first command has been entered.**
- (8.) **Press "R" for right and rotations will appear. Press 1.25 (return). Now your second command of 1.25 rotations to the right is entered.**
- (9.) **Now press "L" for left and press (return) to bypass rotations and degrees will appear. Now press 90 (return) for degrees and your third command of a 90 degree, left rotation will be entered.**
- (10.) **Press (cont) "C" to leave editor and return to "Main Menu".**
- (11.) **Press "T" to transfer your program to Omnibot. The status bar will ask "Ready for Transfer?"**
- (12.) **First you must turn on Omnibot in the tape mode setting.**
- (13.) **Rewind tape to beginning.**
- (14.) **Place the 1/8" miniature male plug side of your "Robot*Link" cable into the microphone jack on Omnibots cassette recorder.**
- (15.) **Turn Omnibots cassette recorder volume to between 1/4 and 1/2 of its volume setting.**

- (16.) Press the record button on Omnibot and then quickly press the "Y" key on your keyboard.
- (17.) Now your program is being transferred to Omnibot. As the commands are transferred they are displayed one at a time on your screen.
- (18.) When the transfer is complete "Robot*Link" returns to the "Main Menu".
- (19.) Press stop on Omnibots recorder as soon as the "Main Menu" screen appears. Then unplug the "Robot*Link" cable from Omnibot only. Leave the cable hooked up to the computer side.
- (20.) Rewind Omnibots tape to the beginning and set Omnibot into the program mode setting.
- (21.) Now press play on Omnibots recorder.
- (22.) At this point Omnibot will follow your programs commands. If as Omnibot performs program commands, you notice that Omnibot is moving more or less the distance your commands instruct, you must properly calibrate Omnibot. Please see your instruction manual for more information about calibrations.

"MAGIC CONTROLLERS"

For Omnibot and Omnibot 2000: "Magic Controllers" are modified by Computer Magic and give you additional control and power over your robot. You may use a "Magic Controller" to run a "Robot*Link" program while also playing pre-recorded cassette tapes at the same time.

For "Verbot" - "Magic Controllers" allow the "Robot*Link" interface cable to plug directly into the "Verbot" controller.

To order your "Magic Controller" send a check or Money Order along with your robots remote controller to:

COMPUTER MAGIC
18 EAST MALL
Plainview, N.Y. 11803
Tel. (516) 694-8961

Verbot Magic Controller - \$10 + \$3.50*

Omnibot Magic Controller - \$15 + \$3.50*

Omnibot 2000 Magic Controller - \$20 + \$3.50*

* For shipping & handling

N.Y. residents please add 8¼% sales tax.

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