

ELECTRONIC MAXX STEELE™ PERSONAL ROBOT

EASY REFERENCE GUIDE TO OPERATIONS

(STARTING MAXX) — (See TROUBLE SHOOTING GUIDE Page 5.)

OPERATING MODES

IMMEDIATE MODE

Press <POWER> twice (see 4.1 IMMEDIATE MODE in manual). Pressing other keys after that will select the specific action you want performed.

PROGRAM MODE

Press <PROGRAM> (see 4.2 PROGRAM MODE in manual). Each step is entered one at a time. Press <ENTER> to complete and store each program step. To run the program, press <EXECUTE>.

LEARN MODE

Press <LEARN> (see 4.3 LEARN MODE in manual). Maxx will respond by immediately performing each command you enter. Press <EXECUTE> to have him run his learned program.

EXECUTE MODE

Press <EXECUTE> (see 4.4 EXECUTE MODE in manual). Maxx will run a program which has been entered in the Program or Learn Mode.

GAME-PLAYING MODE

PRESS <GAME> (see 4.5 GAME-PLAYING MODE in manual).

SUMMARY OF COMMANDS AND FUNCTIONS

IN THE IMMEDIATE MODE

- To Set the Clock, Press:
<CLOCK>, <0> to advance hours, <1> to advance minutes (less than 1/2% accuracy).
- To Set the Alarm, Press:
<CLOCK>, <2> to advance alarm hours, <3> to advance alarm minutes.
- To Move Maxx's Arms, Wrist and Claw, Press:
<ARMS UP> or <ARMS DOWN>, <WRIST UP> or <WRIST DOWN> and <CLAW ROTATE>.
- To Move Maxx Forward, Backward, Left or Right, Press:
<FORWARD>, <REVERSE>, <TURN RIGHT>, or <TURN LEFT>. In <REVERSE> DIRECTION, LEFT and RIGHT TURNS ARE REVERSED.
- To Play Music, Press:
<SONG> twice and any of the first twelve keys on the controller, corresponding to the notes you want to play.

- *To Play a Song, Press:*
<SONG>, the number key for the song you want Maxx to play (see Manual for songs) and <ENTER>.
- *To Get Maxx to Speak Phrases, Press:*
<SPEECH>, the number keys (16 — 32) for the pre-programmed phrase you want Maxx to speak (see **PHRASE CODES**) or the number keys for the phrases you have programmed (0 — 15) and <ENTER>.
- *To Get Maxx to Speak Words, Press:*
<SPEECH> twice, the number keys for the word you want Maxx to speak (see **SPEECH CODES**) and <ENTER>.

IN THE PROGRAM MODE

- *To Program a Delay, Press:*
<PROGRAM>, <NOTE REST/WAIT>, a number specifying how many seconds you want the program to be delayed and <ENTER>.
- *To Program Movement, Press:*
<PROGRAM>, one of the following: <ARMS UP>, <ARMS DOWN>, <WRIST UP>, <WRIST DOWN>, <DRIVE FORWARD>, <DRIVE REVERSE>, <DRIVE LEFT>, <DRIVE RIGHT>, <CLAW CLOSE/OPEN>, <CLAW ROTATE>, followed by a number specifying how much the arms, wrist, claw or body should move, and <ENTER>.
- *To Program a Phrase, Press:*
<PROGRAM>, <SPEECH> before the program tune ends, the number keys (16 — 32) for the pre-programmed phrase you want Maxx to speak (see **PHRASE CODES**), OR assign a number (0 — 15) for the phrase you want to program, the number keys for the words you want Maxx to speak (see **SPEECH CODES**), and <ENTER>.
- *To Program Songs, Press:*
<PROGRAM>, <SONG> before the program tune ends, the key corresponding to the pitch of the note (see **NOTE CHART**), the key corresponding to the duration of the note. If a rest is desired, instead of entering the note pitch, press: <NOTE REST/WAIT>, the key corresponding to the duration of the delay, and <ENTER>.
- *To Program the Headlamp, Press:*
<PROGRAM>, <LAMP>, <1> to turn on, <0> to turn off and <ENTER>.

IN THE LEARN MODE

- *To Get Maxx To Learn A Set of Commands, Press:*
<LEARN>, followed by the same keys as you would in the Immediate Mode and <EXECUTE>.

IN THE GAME-PLAYING MODE

- *To Play a Game, Press:*
<GAME>, <0> to play Moon Ball™, <1> to play Force Field™ and <ENTER>.

SPEECH CODES









0. zero	36. but	72. indicate	108. sorry
1. one	37. by	73. ing	109. sss
2. two	38. can	74. is	110. steele
3. three	39. charge	75. it	111. suppose
4. four	40. choice	76. just	112. sure
5. five	41. choose	77. lay	113. teach
6. six	42. circuits	78. let	114. test
7. seven	43. clear	79. like	115. thank
8. eight	44. congratula.	80. load	116. that
9. nine	45. corded	81. long	117. the
10. ten	46. day	82. made	118. there
11. eleven	47. dead	83. match	119. thing
12. twelve	48. different	84. max	120. time
13. thir	49. do	85. me	121. tough
14. fif	50. ear	86. morn	122. try
15. teen	51. easy	87. my	123. turn
16. twen	52. energy	88. name	124. up
17. ty	53. enter	89. need	125. upper
18. hundred	54. error	90. no	126. wait
19. a	55. est	91. now	127. was
20. accepted	56. function	92. ok	128. way
21. again	57. full	93. opponent	129. were
22. ah	58. game	94. or	130. what
23. aid	59. get	95. out	131. when
24. aim	60. goes	96. over	132. who
25. am	61. good	97. ow	133. whoops
26. an	62. great	98. pal	134. will
27. and	63. hahahahaha	99. play	135. win
28. any	64. have	100. please	136. would
29. approach	65. hello	101. program	137. yes
30. are	66. how	102. proper	138. you
31. awe	67. human	103. re	139. zz
32. be	68. I	104. ready	140. [pause]
33. begin	69. If	105. run	
34. boost	70. I'm	106. serve	
35. bout	71. In	107. some	

PHRASE CODES

16. "Hello. I am Maxx Steele."
17. "Please choose game."
18. "Please choose how tough."
19. "Good play."
20. "Thank you."
21. "Is there anything I can do for you?"
22. "Good morning."
23. "It is time to get up."
24. "Maxx Steele wins."
25. "Congratulations."
26. "I need energy. Please recharge me."
27. "Game over."
28. "Choose enter to play again."
29. "Sorry, my circuits are full."
30. "Please teach me."
31. "Please program me."
32. "I'm ready."

NOTE CHART

Enter the duration of each note by pressing the number key listed below.

<u>Key</u>	<u>Note</u>	<u>Duration</u>
1		whole
2		dotted half
3		half
4		dotted quarter
5		quarter
6		dotted eighth
7		eighth
8		sixteenth

TROUBLESHOOTING GUIDE

- *Starting Maxx:*

1. Make sure the POWER SWITCH located inside Maxx's front chest panel is in the UP position.
2. Make sure that Maxx says, "Hello. I am Maxx Steele," plays his Immediate Mode tune and then says "I'm ready" **in that order**. If he does not do this in order, push the STOP button on his head, then push the <POWER> key on the controller twice. If Maxx still does not respond correctly, continue to turn POWER SWITCH OFF then ON until the TUNE is heard.

- *If Maxx Does Not Respond To Controller Commands:*

1. Make sure the controller LED light is ON. If the LED light is not on, press the <POWER/STOP> key on the controller.
2. Make sure the controller antenna is completely UP. Do not have your hands or any object touching the antenna.

NOTE: Local CB equipment can overpower the controller and interfere with its operation.

3. If you have recently changed **both** crystals in Maxx and the controller, make sure that they are correctly inserted and operating on the same channel (see APPENDIX G. ROUTINE MAINTENANCE in manual).
4. Remove and check battery in the controller, and install a fresh 9-volt **Alkaline** battery if necessary (see 3. STARTING MAXX in manual).
5. Be sure to press the buttons on the controller straight down and with minimum pressure. Very hard, angular depressions could cause the buttons to stick and could affect the correct response to your commands.

- *Recharging Maxx:*

Recharge Maxx if he says, "I need energy. Please recharge me." (He will repeat this message every four minutes). Do not operate Maxx after he asks for a recharge.

NOTE: Only use the Charger provided. Be sure to insert charger plug fully and rotate a few times to insure proper electrical contact.

- *If The Controller Does Not Shut Off Approximately 60 Seconds After The Last Keystroke:*

Remove and check the battery in the controller, and install a fresh **Alkaline** battery if necessary (see 3. STARTING MAXX in manual).

- *If Maxx Does Not Move Properly:*

1. Inspect all moving parts (arms, wrist, claw, wheels and measuring wheel) for debris (see APPENDIX G. ROUTINE MAINTENANCE in manual).
2. Recharge Maxx.

NOTE: It is possible that the battery may be so depleted that Maxx will not have enough power to say "I need energy. Please recharge me."

- *If Maxx Emits A Buzzing Tone When Entering A Command:*

If in the Program Mode, re-enter the command and a new parameter (see 4.2 PROGRAM MODE in manual). If in the Immediate, Learn or Game-Playing Mode, re-enter the command.

NOTE: MAXX® SHOULD BE RECHARGED WITH THE POWER SWITCH IN THE "OFF" POSITION; HOWEVER, ANY PROGRAM STORED IN HIS MEMORY WILL BE ERASED. MAXX CAN BE CHARGED WITH THE POWER SWITCH "ON," BUT HE SHOULD FIRST BE PLACED IN THE POWER-DOWN OR "SLEEP" MODE. SEE USER'S GUIDE, SECTIONS 5.3, 5.31 AND 5.32.

IMPORTANT: ALWAYS CONNECT THE CHARGER WHEN PUTTING MAXX INTO THE POWER-DOWN MODE, EXCEPT WHEN HE IS SET TO AUTO-EXECUTE A PROGRAM THAT CONTAINS MOTION. SEE USER'S GUIDE, SECTION 2.3.

IMPORTANT: NEVER IGNORE MAXX'S REQUEST FOR A CHARGE, OR HE MAY REQUIRE UP TO A WEEK OF CONTINUOUS CHARGING TO RESTORE SUFFICIENT BATTERY POWER FOR OPERATION. UNDER NORMAL CIRCUMSTANCES, AN OVERNIGHT CHARGE EVERY NIGHT SHOULD BE SUFFICIENT. SEE USER'S GUIDE, SECTION 2.3.

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