

# Updated Config.html with Better Animated Background Dog

To create a "better" background dog, I've upgraded the ASCII art to a cuter, more recognizable dog design (based on common simple ASCII examples, like a playful pup in a walking pose). It's now animated with **two frames** to simulate walking (alternating leg/tail positions), using lightweight JavaScript to cycle the frames every 500ms. The dog still slides across the bottom of the page via CSS keyframes for a "walking across" effect.

This keeps it simple and performant for the Pico/MicroPython setup—no heavy libraries needed. The art emphasizes ., \_, /, , o, etc., as requested.

Here's the updated `config.html` template. Replace your existing one on the Pico.

HTML

```
<!DOCTYPE html>
<html>
<head>
  <title>{{bot_name}} Config</title>
  <style>
    body { font-family: Arial; }
    section { margin: 20px; padding: 10px; border: 1px solid #ccc; }
    label { display: block; margin: 5px 0; }
    .background-dog {
      position: fixed;
      bottom: 10px; /* Near the bottom */
      left: -200px; /* Start off-screen left */
      animation: walk-across 30s linear infinite; /* Slide across */
      opacity: 0.2; /* Semi-transparent */
      z-index: -1; /* Behind content */
      white-space: pre; /* Preserve ASCII */
      font-family: monospace; /* Fixed-width */
      font-size: 12px; /* Small for background */
    }
    @keyframes walk-across {
      0% { transform: translateX(0); }
      100% { transform: translateX(calc(100vw + 200px)); } /* To right off-screen */
    }
  </style>
</head>
```

```

<
body>
  <pre class="background-dog">
    / \__
  (   @\___
    /       0
    /   (_____/
  /_____/   U
  </pre>

  <script>
    // Walking animation frames
    const dogFrames = [
      ` / \__
    (   @\___
      /       0
      /   (_____/
    /_____/   U`,
      ` / \__
    (   @\___
      /       0
      /   (_____/
    /_____/   U`
    ];
    let frameIndex = 0;
    const dogElement = document.querySelector('.background-dog');
    setInterval(() => {
      dogElement.innerText = dogFrames[frameIndex];
      frameIndex = (frameIndex + 1) % dogFrames.length;
    }, 500); // Cycle every 500ms for walking effect
  </script>

  <h1>Configure {{bot_name}}</h1>
  <form method="POST" action="/config">

    <section>
      <h2>Bot Name</h2>
      <label>Bot Name: <input name="bot_name" value="{{bot_name}}" placeholder="Bot Name" />
    </section>

    <section>
      <h2>Voice Commands (Map TinyML Labels to Actions)</h2>

```

```

        {{ "\n".join(f"
<label>Command {id}: <input name='cmd_{id}' value='{name}'></label>" for id,
        </section>

<section>
    <h2>Touch Reactions</h2>
    <label>Head Pat Action: <select name="touch_head">
        <option value="happy_wag" {{ 'selected' if touch.get('head') == 'happy_wag' }}>Happy Wag
        <option value="bark" {{ 'selected' if touch.get('head') == 'bark' }}>Bark
    </select></label>
    <label>Body Rub Action: <select name="touch_body">
        <option value="excited_dance" {{ 'selected' if touch.get('body') == 'excited_dance' }}>Excited Dance
        <option value="walk" {{ 'selected' if touch.get('body') == 'walk' }}>Walk
    </select></label>
</section>

<section>
    <h2>Configurations</h2>
    <label>Walk Speed (seconds per step): <input name="walk_speed" type="number">
    <label>Light Threshold (0-65535): <input name="light_threshold" type="number">
    <label>Sound Amplitude Threshold: <input name="sound_threshold" type="number">
</section>

<section>
    <h2>Servo Calibrations (Angles 0-180)</h2>
    {{ "\n".join(f"<label>Servo {i} Min: <input name='servo_{i}_min' type='number'" for i in range(1, 6))
</section>

    <button type="submit">Save Changes</button>
</form>
</body>
</html>

```

## Notes

- **Improved Dog Design:** This is a classic, cute "walking dog" ASCII art (inspired by common examples like the "Razza" from ASCII collections). It's more whimsical and dog-like than the previous dot-heavy version, with a wagging tail and playful pose.
- **Animation:**
  - **Frames:** Two alternating frames for a basic "stepping" motion (tail and leg shift).
  - **Cycling:** JavaScript `setInterval` updates the content smoothly.
  - **Sliding:** CSS keeps the horizontal movement for a full "walking across the page" feel.
- **Customization:** Adjust frame speed (500ms), opacity, or add more frames in the `dogFrames` array if you want (e.g., for a trot). Test in a browser— it should look lively without overwhelming the form.
- **Lightweight:** No external JS; all inline. Works well on the Pico's web server.

Upload this to your Pico, refresh the config page, and enjoy the upgraded pup! If you want even more frames or a different style (e.g., a sitting dog that stands up), let me know. 🐶