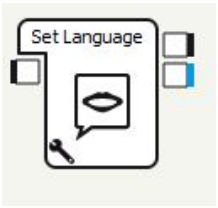
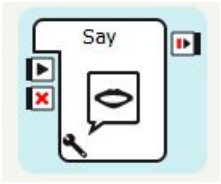
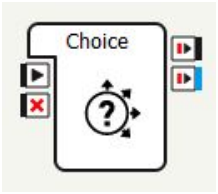
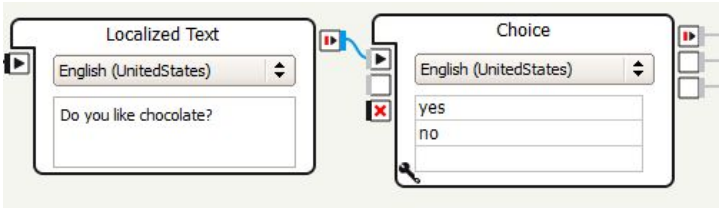
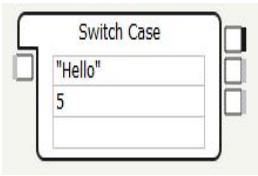
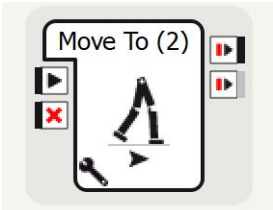
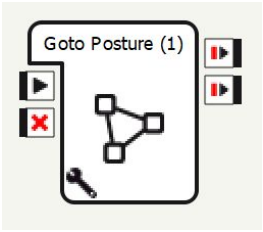
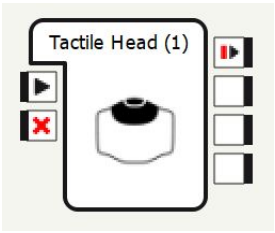
Robo Dojo: Personality Quiz

PART I: Speech

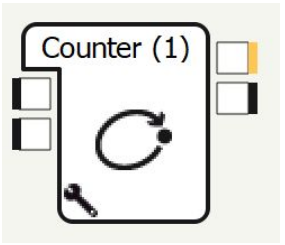
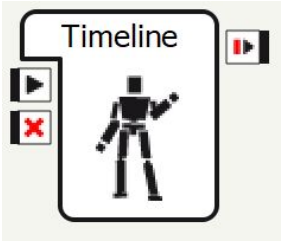
Box	Functions	Outputs
	Click the wrench to set the language the robot speaks to "English"	
	Double click, change the language to "English" and type what you want the robot to say under "Localized Text".	
	Double click to see the following:  Set language to "English" and type what you want the robot to say under "Localized Text". List each unique response choice in each row under the "Choice" box.	If the robot recognizes the speech response of one of the choices listed, the output will be from the BLUE arrow.
	Based on the input (from the connected choice box), the switch case box will allow you to create multiple outputs. List each unique response choice in each row. Make sure to include quotes around words or phrases. Right-click to insert rows.	If the input matches with one of the choices listed in a row, the corresponding output will be from a gray box corresponding to the numbered row (i.e., row 2's output is the second gray box)

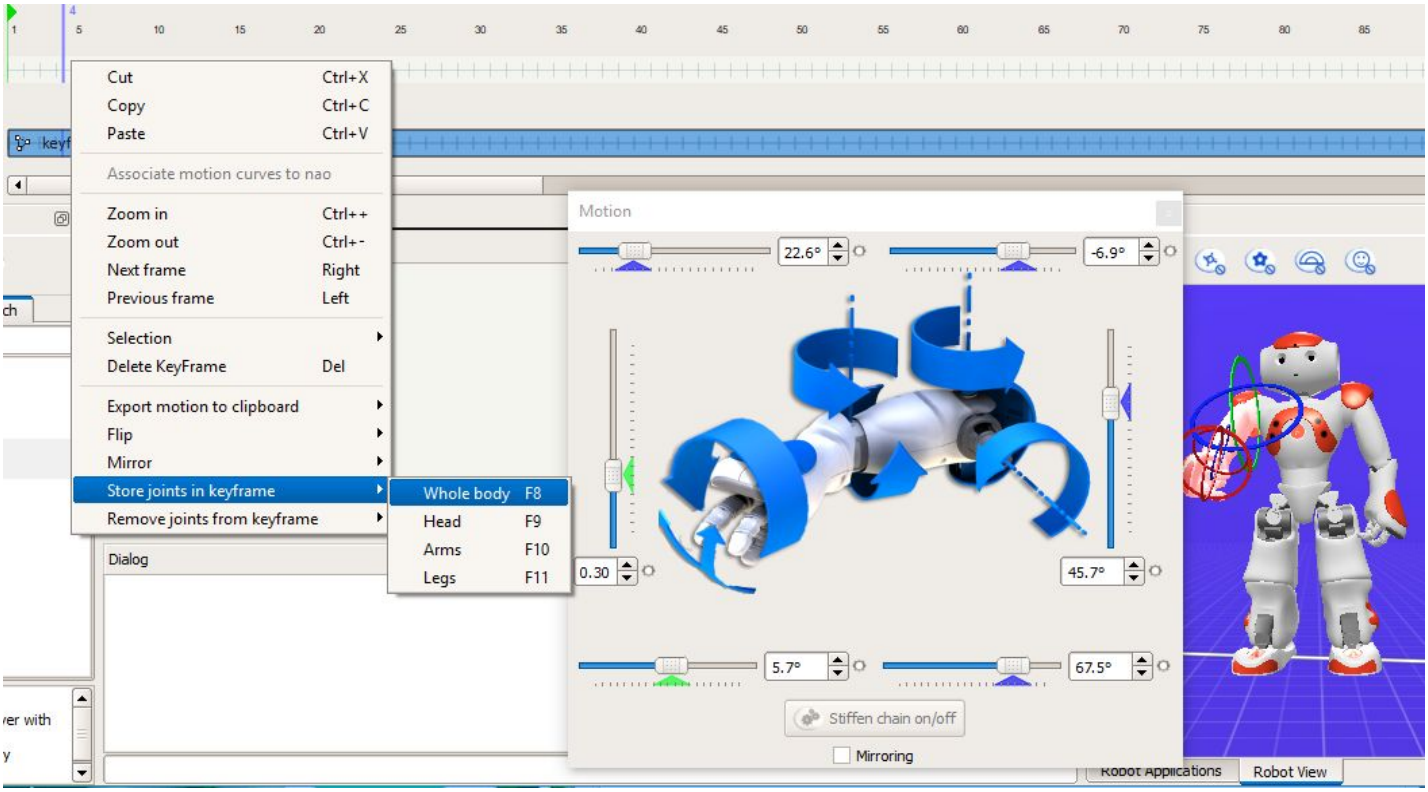
PART II: Movement

	Click the wrench to change the distance the robot moves: Distance x is the forward direction (backward if x is neg) Distance y is to the right (left if y is neg) Theta is angle turn counterclockwise (clockwise if θ is neg)	Make sure to connect BOTH output arrows to your next command's inputs; the robot won't walk EXACTLY the amount of meters you listed, but it will walk approximately that much.

	Click the wrench to change the function of the box: Under NAME, select the position you want the robot to move into. The robot should be in the STAND position before moving. *While its OK to test some positions like "Lying Belly" on the virtual machine, please note these are dangerous for the actual robot.* Under MAXIMUM NUMBER OF TRIES, enter the number of tries you wish the robot to attempt the position before an "unsuccessful" output	The upper arrow indicates the output if the robot successfully completes the position. The lower arrow indicates the output if the robot unsuccessfully completes the position.
		When the front of the robot's tactile head is pressed, there will be an output from the first output box without an arrow When the middle of the robot's tactile head is pressed, there will be an output from the second output box without an arrow When the back of the robot's tactile head is pressed, there will be an output from the last output box without an arrow

PART III: Timeline

	Click the wrench, and set the following: Initial Value: 1 Step Value: 1 Final Value: the number of times you want the function to repeat	Connect the yellow output box to the input box of the function you want to be iterated An output occurs from the black output box after all iterations of the function are completed
	Double click to see the following screen (on the next page of this handout)	



- Go to robot view -> click on a part of the robot (head, body, either arm, either leg) to see the motion pop up.
- Use motion pop up to change the position of the robot's body (be careful with the real robot to prevent positions that may be dangerous!)
- Use the slide bars on the motion pop up and watch the robot view to see how the robot's position is changing.

IMPORTANT: to SAVE your movements, right click on a frame under the white timeline -> store joints in keyframe -> Whole body; adjust the robot again and repeat to make new frames.

- Click the tools button to adjust frames per second.
- Click the one large triangle to test your frame motions without running the whole program.