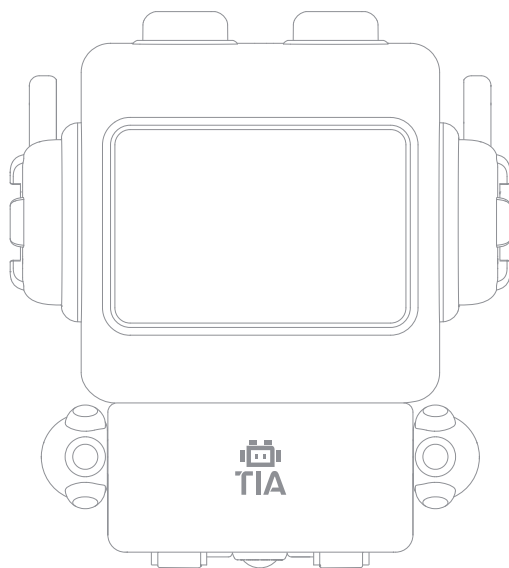


User Manual

v1.0

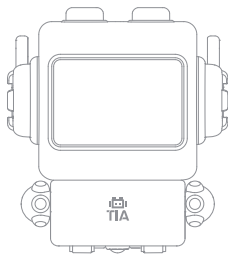


Cubby

Contents

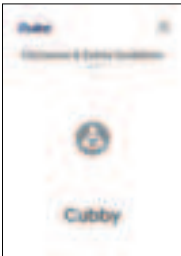
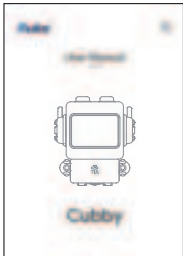
1 Package Contents	2
2 Cautions and Advice	3
2.1 Care and Maintenance	3
2.2 Special Notes to Adults	3
3 Charging Introductions	4
4 Robot Diagram and Functions	5
4.1 Robot Diagram	5
4.2 Robot Operation	6
5 Smart Dialogue	8
6 Play with the APP	9
6.1 Download the APP	9
6.2 Basic Icons	9
6.3 Drive Mode Control	11
6.4 Coding Mode Control	17
7 Bluetooth Player	20
8 Appendix	21
8.1 Specifications	21
8.2 Common Problems and Solutions	22

1 Package Contents



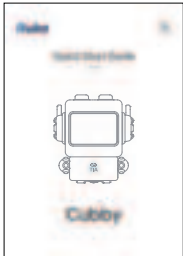
Robot X 1

USB Charging Wire X 1



User Manual × 1

Disclaimer & Safety Guidelines × 1



Quick Start Guide × 1

2 Cautions and Advice



The crossed-out dustbin symbol indicates that batteries, rechargeable batteries, button cells, battery packs, etc. must not be put in the household waste. Batteries are harmful to health and the environment. Please help to protect the environment from health risks. If the toy is out of use, please use a hammer to break the product to retrieve the battery operated toy or unscrew the battery door for replaceable battery operated toy, then take the battery out from the toy. Dispose of battery in accordance with your local battery recycling or disposal laws.

2.1 Care and Maintenance

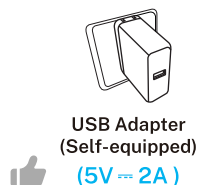
- To clean, wipe the toy gently with a clean cloth.
- Keep the toy away from direct heat.
- Do not submerge the toy into water, this can damage the electronics.

2.2 Special Notes to Adults

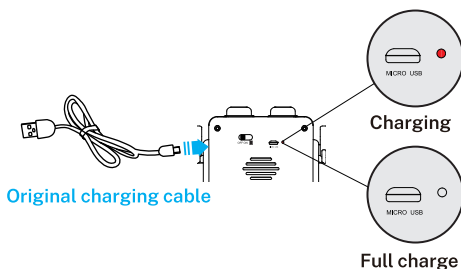
- Before first use, please read the user manual.
- This toy is intended to be used in flat ground only, please do not use it on the carpet.
- Do not change or modify anything on the toy.

3 Charging Introductions

- Robot battery is located in the back of the robot.
- Please use the original charging cable to charge the robot.
- Precautions for charging: Use 5V/2A charging plugs (Self equipped).



- Switch off the robot before charging.
- A red light in the back of robot will be turned on during the charging process, when the robot is fully charged the light will be turned off.



- The charging time is about 3.5 hours and the playtime is about 90 minutes.

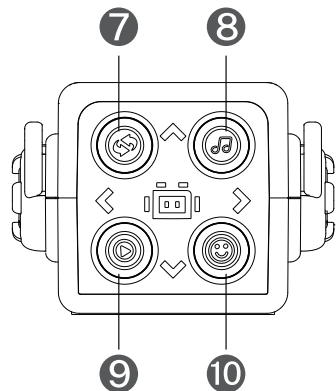
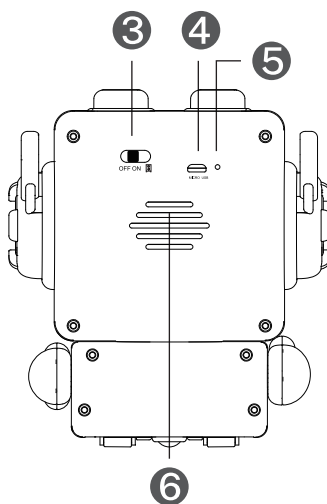
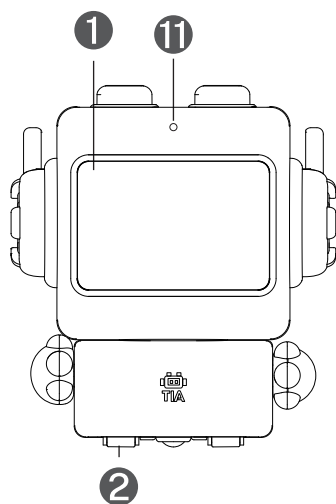


Notice:

- It is forbidden to use fast charging plug exceeding 5V = 2A.
- It is forbidden to use computers, power banks, USB socket outlet, USB car chargers, or inferior charging cables to charge the robot.
- It is forbidden to overcharge the battery, please remove charging cable in time after fully charged to avoid damage due to overcharge.
- Please turn off the robot before charging, and do not use the robot during charging.

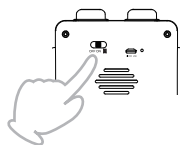
4 Robot Diagram and Functions

4.1 Robot Diagram





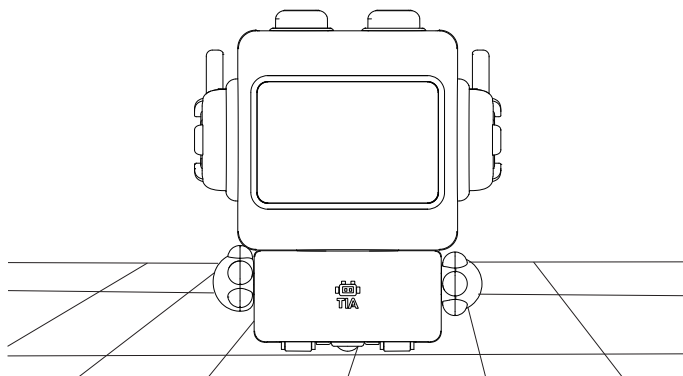
- | | |
|---------------------------|-----------------------------|
| 1 LED Screen | 2 Wheels |
| 3 Power Switch | 4 USB Charging Port |
| 5 Charging Indicator | 6 Loudspeaker |
| 7 Pause Button | 8 Music Player Button |
| 9 Auto-performance Button | 10 Facial Expression Button |
| 11 Microphone | |

4.2 Robot Operation



- Turn ON/OFF

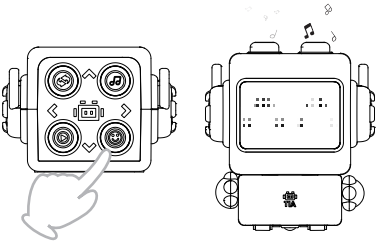
Push the power switch  to the middle position to turn on the robot. Accompanied by the sound effect, Cubby will change the LED emoji and shake the head left and right once. Push the power switch  to the leftmost position to power off the robot.



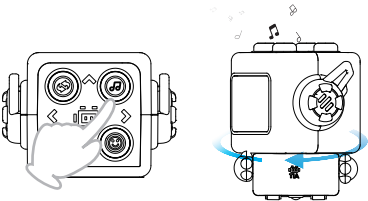
- Please play with Cubby on a flat and smooth ground.



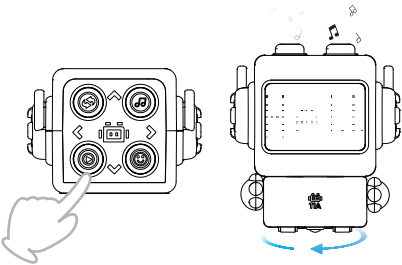
- This toy is intended to be used in flat ground only, please do not use the CUBBY robot on the carpet.
- Push the switch to the middle position to turn on the robot, please do not push the switch directly to the rightmost.
- Please make sure that the robot is fully charged and used with the power supply completely disconnected.



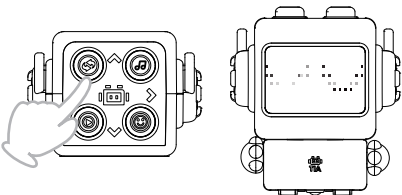
- Facial Expressions
Tap the facial expression button 😊 to randomly play a sound and display an expression. There are 7 emoticons and sound effects in total. Tap the button to change effects and emoticons in sequence.



- Music Player
After tapping the music play button 🎵, Cubby will play a music and dance, changing LED lights. There are 6 musics in total, which will be played in sequence each time you tap the button.

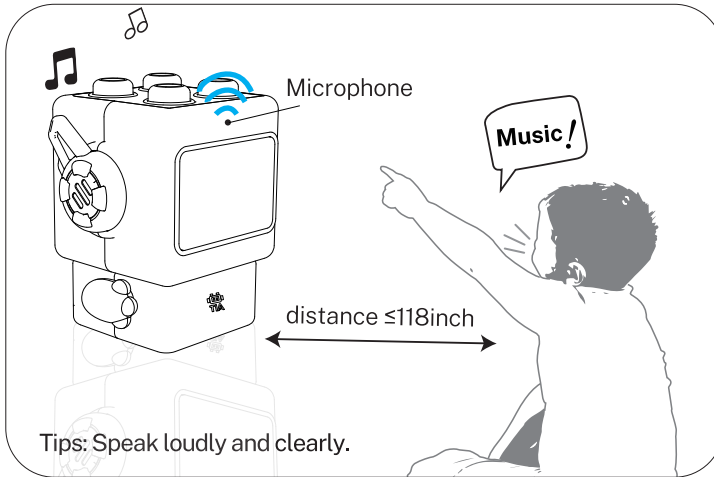


- Auto-performance
After tapping the auto-performance button 🎮, Cubby will automatically play the LED screen emoticons and perform basic actions he is capable of.



- Pause
Press the pause button ⏸ to stop the performance.

5 Smart Dialogue



- When the robot is in standby mode, the Voice Dialogue function will be turned on automatically. (Voice commands are available only in standby mode) Cubby will automatically respond to the following commands.

VOICE COMMAND	ROBOT RESPONSE
1.Go ahead / Go forward	Walk forward
2.Go backward	Walk backward
3.Turn left	Turn to the left
4.Turn right	Turn to the right
5.Look to the left	The head of the robot turns to the left
6.Look to the right	The head of the robot turns to the right
7.Music	Play a music and dance
8.Smile	Play a laugh sound
9.Change face	Display different happy expressions
10.Show it	Show automatic performance



Notice:

- Please be sure to use the above voice commands, and ensure that the pronunciation is clear.
- Please give commands at the direction of the microphone on the forehead.
- Please wait for the robot to complete the current action when giving the next voice command.

6 Play with the APP

- Introduce the main functions and operation steps of the APP TIA.


6.1 Download the APP

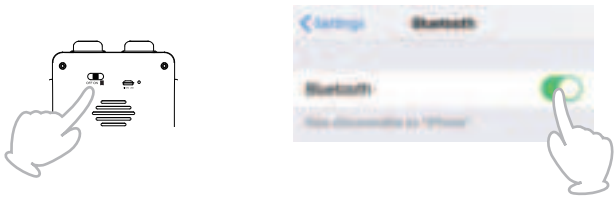
- Scan the QR code for your phone' s system, download and install the APP TIA.



6.2 Basic Icons

- APP Connection

- ① Push the power switch  to the middle position to turn on the robot and turn on the Bluetooth in your mobile phone.




- ② Open the APP TIA, click  to search the robot's Bluetooth;



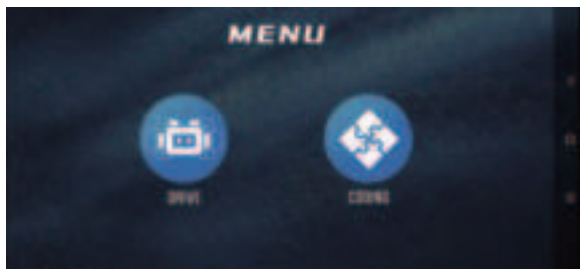
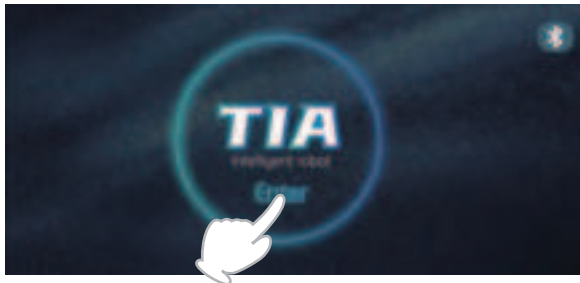
- ③ Click the connection device FXJQR. Now you can use the APP to control the robot.



Notice:

- The Bluetooth player function is not available when the power switch is pushed to the middle position  .

- Enter



- Click ENTER to enter the menu interface, there are two modes: DRIVE and CODING, you can use your mobile phone to control Cubby.

6.3 Drive Mode Control



Direction joystick operation

Slide the direction joystick in the circle to control the movement direction of Cubby.

- a. Slide the direction joystick upward, and the robot will move forward.
- b. Slide the direction joystick down, and the robot will move backward.
- c. Slide the direction joystick to the left, and the robot will rotate clockwise.
- d. Slide the direction joystick to the right, and the robot will rotate counterclockwise.



LED screen editing

Click Emoticon Editor to edit customized emoticons.



Bluetooth



Home Page



Return



Change built-in emoticons



Change customized emoticons



Automatic performance



Change facial expression & sound



LED screen switch



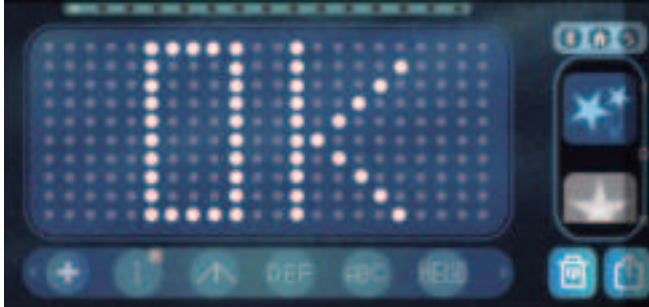
Volume adjustment






Head turns left











Head turns right



-  Emoji edit field: Tap the dot in the edit field to edit the emoji, and tap the dot again to cancel the highlighting of the current dot.
-  : Click or slide the dot to jump to the page you need.
-  : Swipe to view saved emoticons, click to select one emoticon.

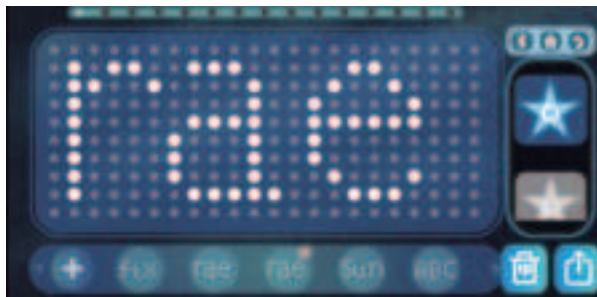
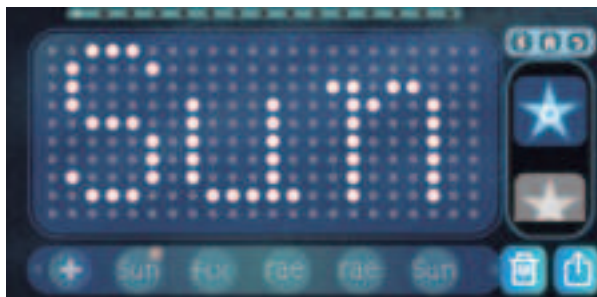
The first three are built-in emoticons.

-  : Click to connect and disconnect the Bluetooth between the APP and the robot.
-  : Return to the homepage from the drive mode interface.
-  : Return to the previous page.
-  : There are 15 animation effects, swipe up and down to view, click to change.
-  : Click to clear the content in the current emoticon edit field.
-  : Upload the emoji in the edit field to the LED screen of the robot for display.
-  : Click to create a new emoticon or copy the current emoticon.
-  : Delete the currently selected emoticon in the emoticon edit bar.



Example Reference:

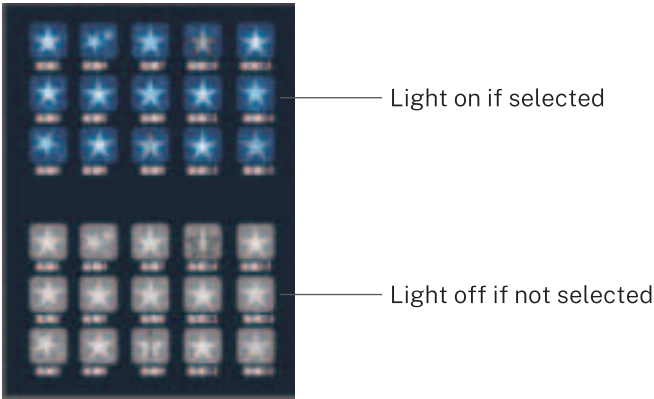
- Here are some examples of letter spelling for reference.










- When editing content in the emoticon edit field, you should slowly click on each dot to edit. If you draw directly in the edit field, the editor may not be able to recognize it clearly, and the expected effect may not be achieved.
- Please slowly click on each dot when editing in the emoticon edit field for better recognition.
- Clicking the clear button will remove the contents in all emoji edit fields , not undo the last action.

• 15 Animation Effects

There are 15 animation effects built in the APP, and the specific effects are described as follows:





	Rolling	Leftward cycled screen shift, delete the original picture to display the first picture immediately. Used for multi-page long sentence display.
	Continuous rolling	Leftward cycled screen shift. The first picture is not displayed immediately. To delete the original picture by rolling. Used for some facial expression rolling shift and display of long sentences.
	Quick picture shift	Quick shift of a whole page. Stop at the last page. Used for regular and quick actions, such as startup animation. It fails to see the single page clearly and realizes whole-page quick shift.
	Slow picture shift	Slow cycled shift of a whole page. Used for shift of some facial expressions, with single pages seen clearly.
	Single-picture left-in	Shift the screen from left to right. Move in a new picture slowly from left. Pause for completion of each picture.
	Single-picture right-in	Shift the screen from right to left. Move in a new picture slowly from right. Pause for completion of each picture.
	Continuous left-in	Coverage and shift from left to right. The former picture is gradually replaced by the new one from left, similar to page turning from the left.
	Continuous right-in	Coverage and shift from right to left. The former picture is gradually replaced by the new one from right, similar to page turning from the right.

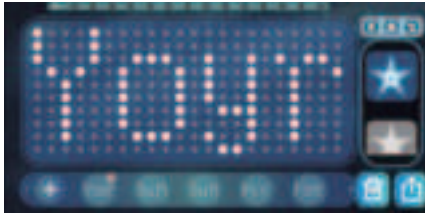
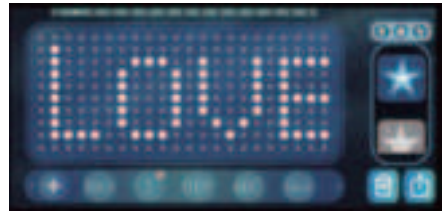
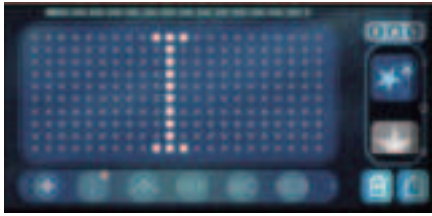
	Horizontal diffusion	Coverage and shift from the middle to two sides. The former picture is gradually replaced by the new one from left, similar to page turning from the middle.
	Horizontal gathering	Coverage and shift from two sides to the middle. The former picture is gradually replaced by the new one from right, similar to book closing.
	Downward shift-in	Downward coverage and shift. The former picture is gradually replaced by the new one from the top, similar to falling.
	Upward shift-in	Upward coverage and shift. The former picture is gradually replaced by the new one from the bottom, similar to rising.
	Vertical diffusion	Coverage and shift from the middle to the top and bottom. The former picture is gradually replaced by the new one from left, similar to horizontal page turning from the middle.
	Vertical gathering	Coverage and shift from the top and bottom to the middle. The former picture is gradually replaced by the new one from right, similar to horizontal book closing.
	Shutters	Coverage and shift from multiple positions. The former picture is gradually replaced by the new one from multiple directions, similar to grid switching.



Example Reference:

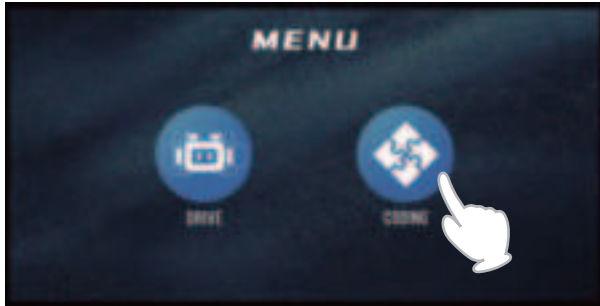
Steps to edit a dynamic picture of shutters effect of I Love Your Smile on the LED screen:













- Choose the Drive mode and click the emoticon editor.
- Enter I in the emoji edit field.
- Click the second point on the page slide bar, and enter Love in the emoji edit field.
- Click the third point on the page slide bar, and enter Your in the emoji edit field.
- Click the fourth point on the page slide bar, and enter "Smile" in the emoji edit field.
- Select shutters mode  in the animation effect.
- Click , dynamic picture of shutters effect of I Love Your Smile will display on the LED screen.



6.4 Coding Mode Control

- Programming interface function introduction: From the MENU interface, click CODING.()



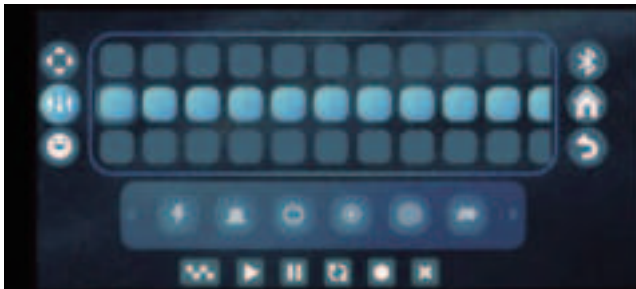
-  Action Programming: Design Cubby's actions.
-  Sound Programming: Design Cubby's sounds.
-  Emoticon Programming: Design Cubby's emoticons.
-  Bluetooth: Connect or disconnect the Bluetooth.
-  Homepage: Return to MENU interface from programming interface.
-  Return: Return to MENU interface from programming interface.
-  Stop Programming: End your programming.
-  Play: Cubby acts according to your programming.
-  Pause: Pause Cubby's action.
-  Loop: Repeat your programming.
-  Save: Save the programming you edited (3 groups at most).
-  Delete: Delete the icon you are selecting.

Programming mode operation steps:

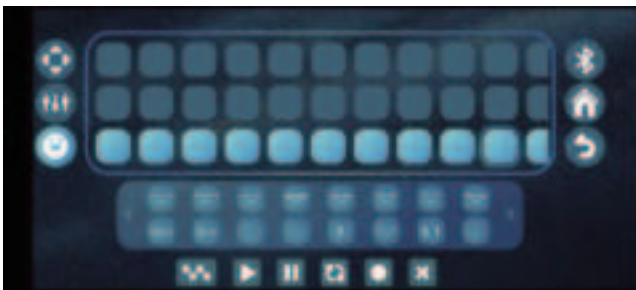
- ① Click (⊕) there will be some action icons for selection at the bottom of the interface.
Choose the icons to program actions.



- ② Click (⊕) there will be some sound icons for selection at the bottom of interface. Choose the icons to program sounds.



- ③ Click (😊) there will be some emoticon icons for selection at the bottom of interface.
Choose the icons to program emoticons.






- ④ Click () when you complete all programming of actions, sounds and emoticons.



- ⑤ Click () Cubby will perform as your programming one time.

- ⑥ Click () Cubby will perform as your programming in a loop.





- ⑦ Click () and choose the number, () to save the current programming, () to delete the programming you saved.

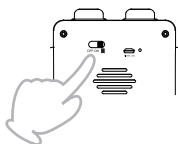
- ⑧ Click () and choose the number, click () again to check or edit the programming saved before.



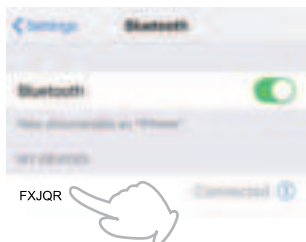
Notice:

- You could click any lattice to add command icon.
- Only when an ending symbol is added, Cubby will perform as your programming after you click  or .
- The current programming will be cleared up when you exit and reenter the coding mode.

7 Bluetooth Player

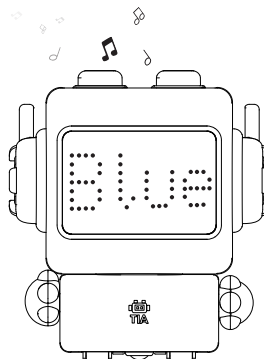


- Push the power switch  to the rightmost position to activate the Bluetooth player function.



- Turn on the Bluetooth on your mobile phone and connect to the device FXJQR.

- Cubby will function as a Bluetooth player.



Notice:

- In this mode, Cubby can only be used as a Bluetooth player, and the robot function is off.

8 Appendix

8.1 Specifications

- Robot Model: NX01
- Robot Name: Cubby
- APP : TIA
- Bluetooth Name: FXJQR
- Robot Size: 3.93inch x 5.31inch x 5.98inch
- Weight: 490g
- Material: ABS
- LED Screen Size: 10*22 LED matrix
- Battery: 3.7V 600mAh lithium battery
- Playing Time: 90 mins
- Charging Time: 3.5 hours
- Audio Output: PWM
- Charging Input: 5V 2A
- Quantity of motors: 3




CONTACT US FOR MORE TECH SUPPORT

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☎ +1 (949) 394 - 4635 (Available from 6pm to 3am PDT)

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8.2 Common Problems and Solutions

Serial	Common Problem	Reason	Solutions
1	App cannot control the robot	The phone's Bluetooth is not turned on	Turn on the phone's Bluetooth and connect in the APP
		The robot's switch is not pushed to the correct position	Push the switch to the middle position (ON)
2	Bluetooth Player cannot to use	The phone's Bluetooth is not turned on	Turn on the phone's Bluetooth and connect with the device FXJQR
		The robot's switch is not pushed to the correct position	Push the switch to the rightmost position 
3	Robot cannot move	Robot battery is low	Charge the robot in time. After charging is completed, restart and try again
		There is a foreign object stuck in the bottom wheel axle of the robot	Check whether the bottom of the robot is intact or remove foreign objects
4	Voice command cannot control the robot	Not according to the voice instructions in the manual	Refer to page 8 for Voice Dialogue function
		Volume is too low	Increase pronunciation and intonation
		Give commands not aimed at the Microphone	Give commands at the direction of the microphone on the forehead
		The pronunciation is not clear enough	Try to slow down as much as possible, speak clearly, and make it easier for the robot to recognize
		Speaking too fast or too slow	Adjust the speed to moderate
		The surrounding environment is too noisy	Please choose to use the voice control function in a quiet environment
		The robot is running	Wait for the robot stopped running or in standby before giving a voice command
5	Editing content in the emoji edit field does not achieve the expected effect	If you draw too fast directly in the edit field, the editor may not be able to recognize it clearly	Slowly click on each dot to edit

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