

ARTIE Quick Start Guide

Visit codewithartie.com for How-To Videos, ideas, and Artie's manual.



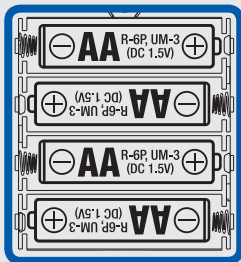
Read
me first!

Power up!

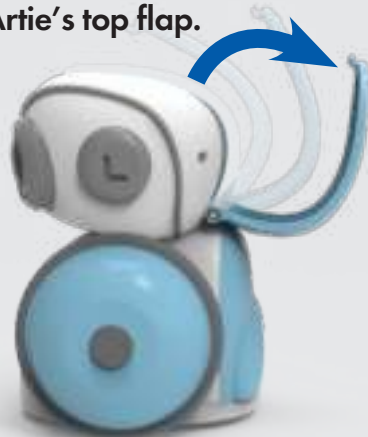
1. Use a small Phillips screwdriver to open Artie's battery door.



2. Install 4 fresh AA batteries.
(see back for more battery info)



3. Close door, and tighten screw, and open Artie's top flap.



Switch Artie on!

4. Slide the power switch on.
The red LED should light up.



English



WARNING:

CHOKING HAZARD— Small parts.
Not for children under three (3) years.

Continued

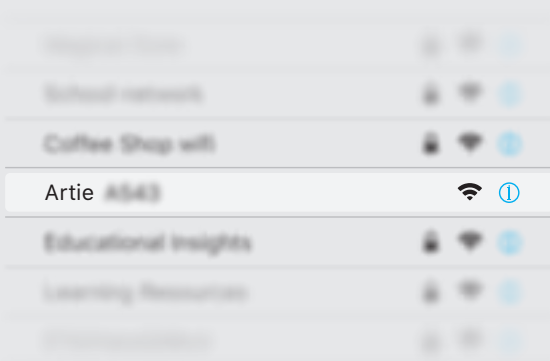


5. Close Artie's Flap



Connect with Artie

6. On your computer or tablet, open your WiFi network list. Look for the "Artie" network name, and connect.

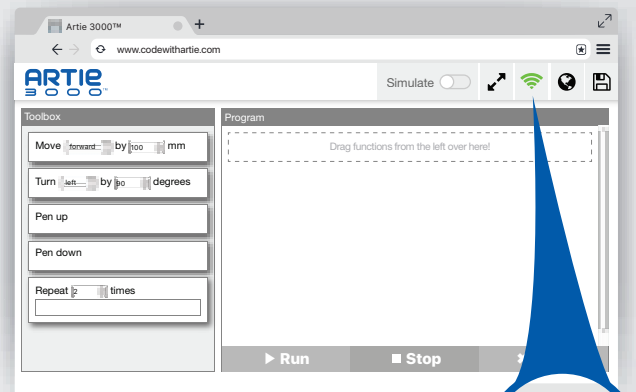


7. Open your web browser, and enter:

local.CodeWithArtie.com

Note that you will not be able to access other sites on the internet while you are coding with Artie.

The Artie user interface (Artie UI) – will open. You can code instructions here and Artie will follow them!



You will know Artie is connected when the WiFi icon is green.

If Artie UI does not appear, refresh your browser.

Continued

Help Artie install his marker!

1. Flip Artie upside-down.



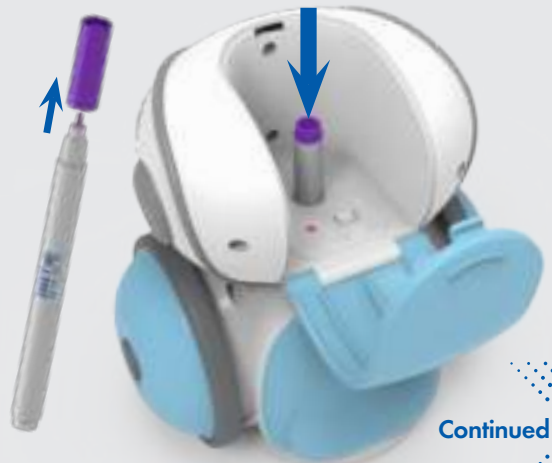
2. Place the marker-parker here:
The marker-parker comes in Artie's box



3. Stand Artie up and open his top flap.



4. Remove the marker cap and push marker into the holder until the tip touches the marker-parker.
Artie's markers are washable!



Continued



5. Remove the Marker-Parker and save it for next time.

6. Close Artie's top flap and place him in the center of an 8.5"x11" or A4 sized sheet of paper.

Remember to place Artie in the center of the paper



Cleaning Instructions

Clean Artie with a slightly damp cloth or dry cloth. Do not immerse or spray any liquid or water on Artie.

Battery Information

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before recharging.
- Only charge rechargeable batteries under adult supervision.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the unit.
- Do not short circuit the supply terminals.
- To prevent corrosion and possible damage to the product, we recommend removing the batteries from the unit if it will not be used for more than two weeks.



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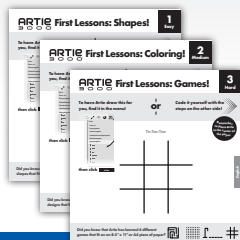


English

Artie is now ready to draw!

Let's Get Coding!

Ready to program Artie? Follow the included **First Lessons** cards so Artie can show you the tricks he has memorized!



Visit www.CodeWithArtie.com for How-To Videos, ideas, and Artie's manual.

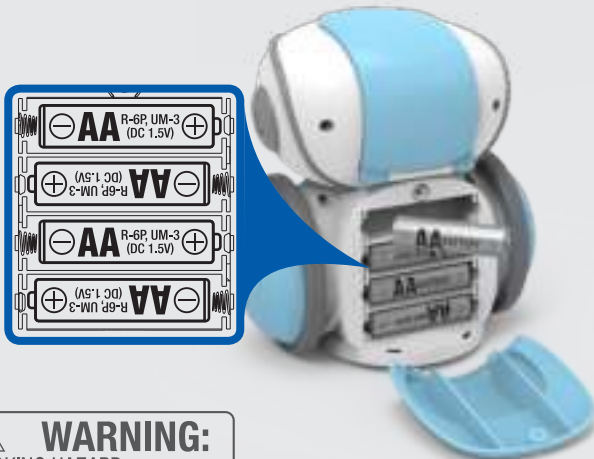


¡Enciéndelo!

1. Con un pequeño destornillador de estrella, abre la tapa del compartimento de las pilas del robot.



2. Introduce 4 pilas AA nuevas
(consulta el reverso para obtener más información sobre las pilas)



3. Coloca la tapa y aprieta el tornillo. A continuación abre la compuerta situada en la parte superior del robot.



¡Ya puedes encender el robot!

4. Desliza el interruptor para encenderlo. Se encenderá luz LED.



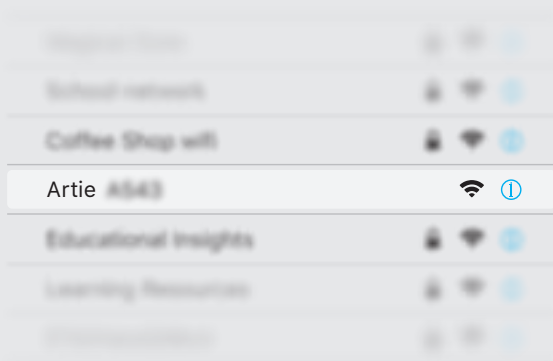
Continuación

5. Cierra la compuerta superior del robot



Conecta con el robot

6. Abre la lista de redes wifi en tu ordenador o tableta. Busca la red wifi con el nombre «Artie» y conéctate.

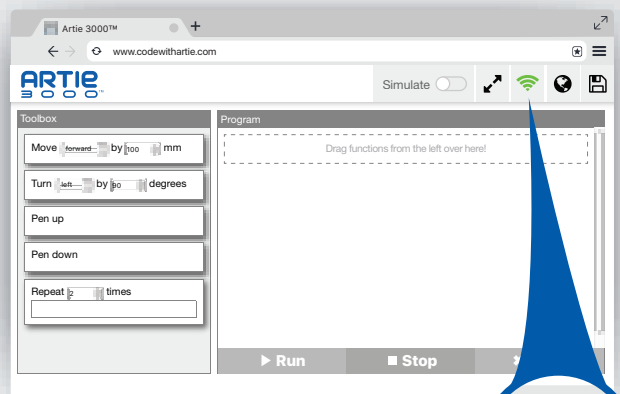


7. Abre la ventana de tu navegador e introduce la siguiente dirección:

local.CodeWithArtie.com

Ten en cuenta que no podrás acceder a otros sitios de Internet mientras estés codificando con el robot.

Se abrirá la interfaz para usuarios del robot (Artie UI). En esta interfaz codificarás las instrucciones para que el robot las siga.



Si el icono indicador de wifi está en verde significará que Artie está conectado.

Si la interfaz «Artie UI» no aparece deberás actualizar tu navegador

Continuación

¡Ayuda al robot a instalar el rotulador!

1. Coloca el robot boca abajo.



2. Coloca tope de profundidad para el rotulador aquí:

Encontrarás este tope en la caja del robot



3. Dale la vuelta al robot y abre la compuerta superior



4. Retira la tapa del rotulador e introdúcelo en el orificio hasta que la punta toque el tope.

La tinta de los rotuladores del robot es lavable



Continuación



5. Retira el tope de profundidad para el rotulador y guárdalo para la próxima vez.

6. Cierra la compuerta superior del robot y colócalo en el centro de una hoja de papel de tamaño A4.

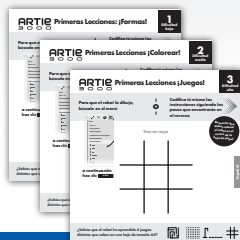
Recuerda que debes colocar a Artie en el centro de la hoja de papel



¡El robot ya está listo para dibujar!

¡Vamos a programar!

¿Estás preparado para programar el robot? Sigue las instrucciones que encontrarás en las tarjetas de Primeras lecciones para que el robot te enseñe los trucos que ha memorizado.



Visita codewithartie.com para acceder al manual de instrucciones, a videos tutoriales e ideas para jugar con Artie

Instrucciones de limpieza

Limpia el robot con un paño seco o un poco húmedo. No sumerjas el robot ni lo rocíes con líquido o agua.

Información sobre las pilas

- No mezcles pilas viejas y nuevas.
- No mezcles distintas clases de pilas: alcalinas, estándar (zinc-carbono) o recargables (níquel-cadmio).
- No recargues pilas no recargables.
- Retira las pilas recargables del juguete antes de recargarlas.
- Carga las pilas recargables solo bajo la supervisión de un adulto.
- Usa solo pilas de la misma clase que las que se recomiendan o equivalentes.
- Inserta las pilas con la polaridad correcta.
- Retira las pilas gastadas de la unidad.
- No cortocircuites los terminales de corriente.
- Para evitar corrosión y posibles daños al producto, recomendamos retirar las pilas de la unidad si no se van a usar durante más de dos semanas.



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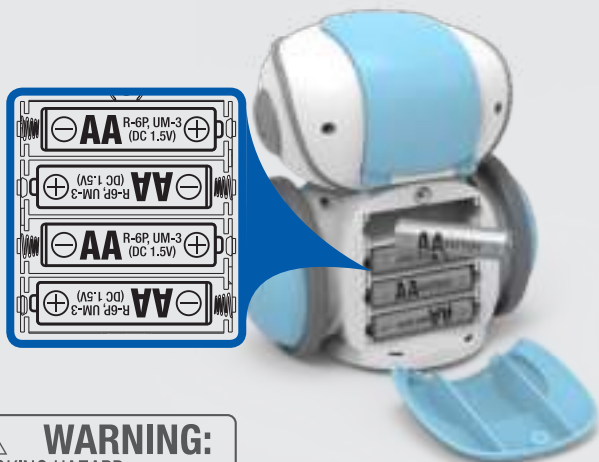


Alimentation

1. Ouvrez le compartiment des piles du robot à l'aide d'un petit tournevis cruciforme.



2. Installez 4 piles AA neuves (voir au dos pour de plus amples informations sur les piles).



3. Refermez le compartiment et resserrez la vis. Ouvrez la trappe située sur le dessus du robot.



Allumer le robot !

4. Faites glisser l'interrupteur d'alimentation sur On. Le voyant rouge doit s'allumer.

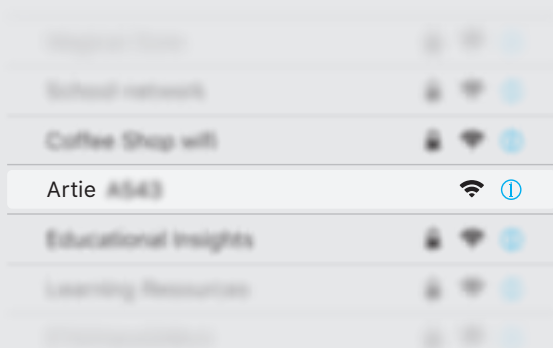


5. Refermez la trappe du robot.



Se connecter au robot

6. Sur votre ordinateur ou votre tablette, ouvrez la liste des réseaux Wi-Fi. Recherchez le nom de réseau « **Artie** » pour vous y connecter.

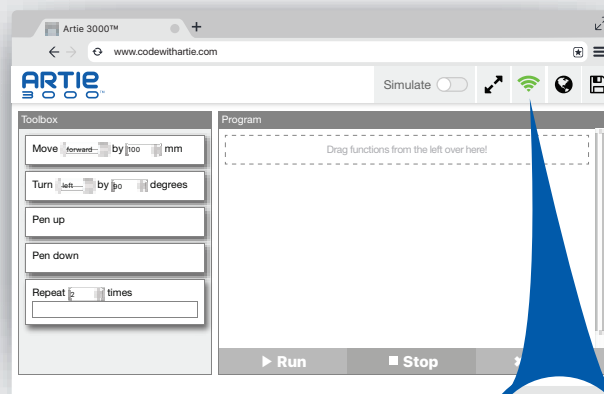


7. Ouvrez votre navigateur et tapez :

local.CodeWithArtie.com

Remarque : vous ne pourrez pas accéder à d'autres sites Internet lorsque vous codez avec le robot.

L'interface d'utilisateur du robot (Artie IU) s'ouvre. Vous pouvez programmer les instructions dans cette interface pour que le robot les suive !



Vous saurez que le robot Artie est connecté lorsque l'icône Wi-Fi est verte.

Si l'interface Artie IU ne s'affiche pas, actualisez votre navigateur.



Suite

Aidez le robot à installer son marqueur !

1. Retournez le robot.

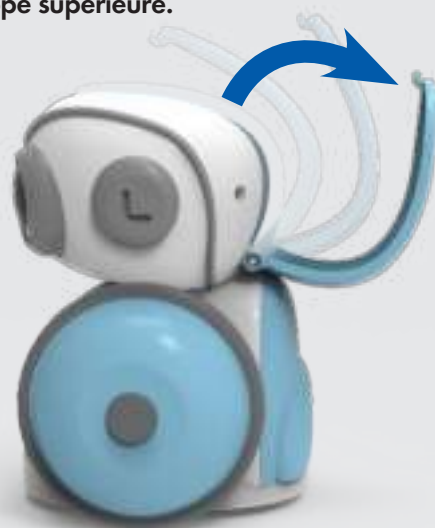


2. Placez le support d'arrêt ici :

Il est fourni dans la boîte du robot.



3. Remettez le robot à l'endroit et ouvrez la trappe supérieure.



4. Retirez le capuchon du marqueur et insérez le marqueur jusqu'à ce que la pointe du marqueur touche le support d'arrêt.

Les marqueurs du robot sont lavables.



Suite



5. Retirez le support d'arrêt et conservez-le pour la prochaine fois.

6. Refermez la trappe du robot et placez-le au centre d'une feuille de papier de 216 x 279 mm ou A4.

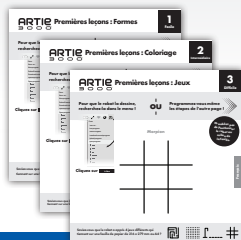
N'oubliez pas de positionner le robot au milieu de la feuille.



Le robot est prêt à dessiner !

Activités de codage

Prêt(e) à programmer le robot ?
Suivez les fiches Premières leçons
incluses et admirez les astuces
que le robot a mémorisées !



Consultez le site codewithartie.com pour des tutoriels vidéo, des idées et le mode d'emploi du robot Artie.

Instructions de nettoyage

Nettoyer le robot avec un chiffon sec ou légèrement humide.
Ne pas immerger ou vaporiser de liquide ou d'eau sur le robot.

Informations relatives aux piles

- Ne pas mélanger les piles neuves et usagées.
- Ne pas mélanger différents types de piles : alcaline, standard (carbone-zinc) ou rechargeables (nickel-cadmium).
- Ne pas recharger les piles non rechargeables.
- Retirer les piles rechargeables du jouet avant de les recharger.
- Charger uniquement les piles rechargeables sous la supervision d'un adulte.
- Utiliser uniquement des piles du même type, ou de type équivalent, recommandé.
- Insérer les piles en respectant la polarité.
- Retirer les piles usagées de l'appareil.
- Ne pas court-circuiter les bornes d'alimentation.
- Afin d'éviter toute corrosion et dégât potentiel du produit, il est recommandé de retirer les piles de l'appareil s'il n'est pas utilisé pendant plus de deux semaines.



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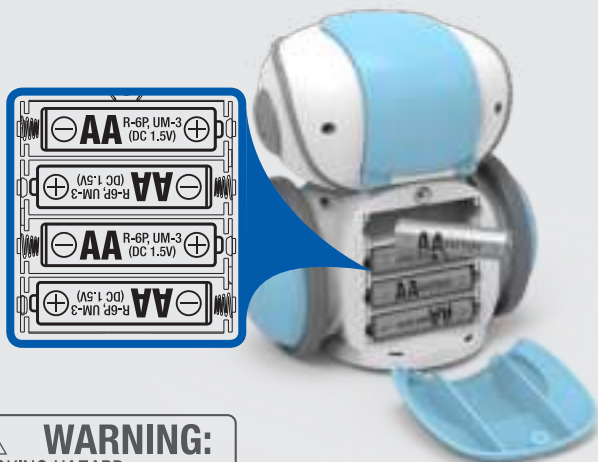


Energie, bitte!

1. Öffnen Sie mit einem kleinen Kreuzschlitzschraubendreher das Batteriefach am Roboter.



2. Setzen Sie 4 neue AA-Batterien ein
(weitere Batterie-Informationen siehe Rückseite).



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3. Nun das Fach schließen, die Schraube festziehen und die obere Abdeckung am Roboter öffnen.



Schalten Sie den Roboter ein!

4. Schieben Sie den Schalter auf „ON“ (EIN). Das rote LED-Lämpchen sollte jetzt leuchten.



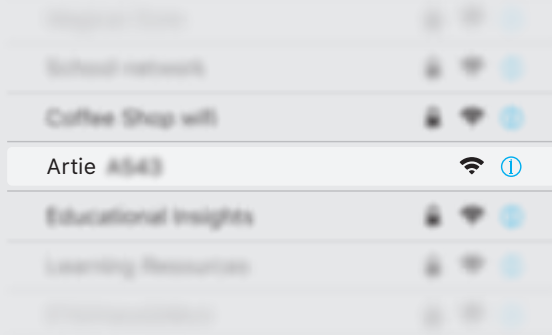
Weiter

5. Schließen Sie die obere Abdeckung am Roboter.



Jetzt muss eine Verbindung zum Roboter hergestellt werden.

6. Öffnen Sie dazu auf Ihrem Computer oder Tablet die Liste mit den WLAN-Netzen. Suchen Sie nach dem Netznamen „Artie“ und verbinden Sie sich mit diesem Netz.

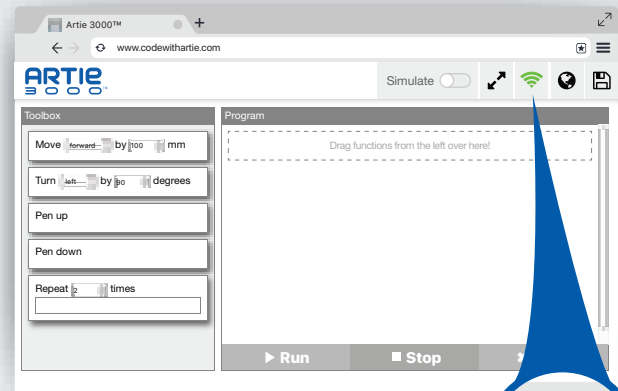


7. Öffnen Sie Ihren Browser und geben Sie Folgendes ein:

local.CodeWithArtie.com

Hinweis: Solange Sie den Roboter mit Codierbefehlen programmieren, können Sie keine weiteren Internetseiten öffnen.

Die Roboter-Benutzerfläche (Artie UI) öffnet sich. Hier geben Sie die Codierbefehle ein, die der Roboter dann ausführt!



Am grünen WLAN-Icon erkennen Sie, dass Artie mit Ihrem Gerät verbunden ist.

Falls die „Artie UI“ nicht angezeigt wird, aktualisieren Sie bitte Ihren Browser.

Helfen Sie dem Roboter, den Stift zu halten!

- 1.** Drehen Sie den Roboter um.



- 2.** Setzen Sie den Stiftstopper hier ein:
*Den Stiftstopper finden Sie in der Verpackung
des Roboters.*



- 3.** Setzen Sie den Roboter ab und öffnen Sie
die obere Abdeckung.



- 4.** Nehmen Sie die Stiftkappe ab und drücken
Sie den Stift durch die Stiftaufnahme, bis seine
Spitze den Stiftstopper berührt.
Die Roboterstifte sind auswaschbar!



Weiter



5. Nehmen Sie den Stiftstopper bis zum nächsten Gebrauch ab.

6. Schließen Sie die obere Abdeckung am Roboter und setzen Sie ihn auf die Mitte eines mindestens 21,6 x 28 cm oder A4-großen Bogens.

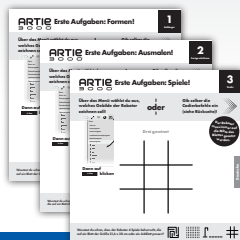
Der Roboter muss immer auf die Mitte des Blattes gesetzt werden



Der Roboter ist bereit zum Zeichnen!

Auf die Plätze, fertig, Code!

Bereit zur Programmierung des Roboters? Beginne mit den mitgelieferten Übungskarten „Erste Aufgaben“ und lass dir vom Roboter zeigen, welche Tricks er schon beherrscht!



Video-Tutorials, viele Ideen und das Handbuch zum Artie finden Sie auf codewithartie.com.

Reinigungsanleitung

Der Roboter kann mit einem leicht feuchten oder trockenen Tuch gereinigt werden. Nicht in Wasser oder andere Flüssigkeiten tauchen oder den Roboter damit besprühen.

Wichtige Batterie-Informationen

- Nicht alte und neue Batterien zusammen verwenden.
- Nicht unterschiedliche Batterietypen (Alkaline, herkömmliche (Zink-Kohle) und wiederaufladbare Batterien (Nickel-Cadmium)) zusammen verwenden.
- Nicht versuchen, nichtaufladbare Batterien aufzuladen.
- Wiederaufladbare Batterien vor dem Aufladen aus dem Spielgerät entnehmen.
- Wiederaufladbare Batterien nur unter Aufsicht Erwachsener aufladen.
- Nur Batterien desselben oder eines geeigneten Typs verwenden.
- Beim Einsetzen der Batterien auf die richtige Ausrichtung der Pole achten.
- Verbrauchte Batterien aus dem Gerät entfernen.
- Anschlüsse nicht kurzschließen.
- Zum Schutz gegen Korrosion und einer möglichen Beschädigung des Produkts empfehlen wir, Batterien bei Nichtgebrauch von über zwei Wochen aus dem Gerät zu entfernen.



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