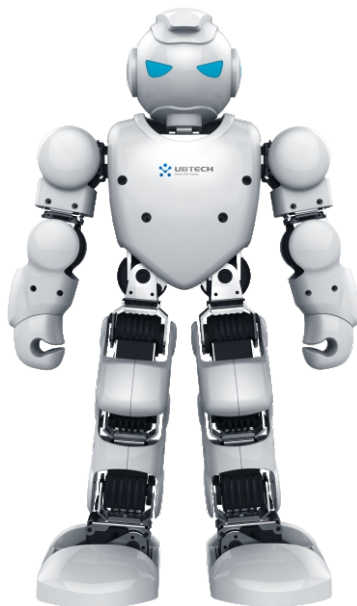


Alpha 1 Mobile Device Software

User Manual



1. Login with your UBTECH account

Your UBTECH account number can be used for all of our products, including in the "Alpha 1 App", "Alpha 2 App", "JIMU App", "Jimu App" and "V App".

- In the "Alpha 1 App", you can log in to your UBTECH account using "phone", "email" or "third party account login".
- After successful registration, you can log in to our products and open up even more functions.

2. Scan and Connect the Robot

Scan:

- Turn on the robot switch and confirm that there is sufficient battery power. Turn on Bluetooth on your device.
- You can click the robot icon in the upper right hand corner to access the "My Robot" page to perform a scan and connect.

Connect:

- On the Scan page, the app will scan for nearby robots through your device's Bluetooth. When Alpha is scanned, Alpha's avatar and name will be displayed. Click your robot's avatar to connect.
- When the connection is successful, the robot avatar will appear in the "Connected" list, and the power status will be displayed. When the robot is successfully connected, a sound will be played and its eyes will start flashing quickly.
- Android devices can only connect to one robot at a time. Aside from scanning for a connection, you can also click on "History" to quickly connect to a robot.

- iOS devices can connect to multiple robots at a time (up to 5). When connected to multiple robots, the user can uncheck the boxes in the list to put robots on standby (connected but unused), or check the boxes to reselect them.
- When multiple robots are connected, simultaneous performance of actions is supported (the action of the first robot is displayed first in the Action List by default). Syncing actions to multiple robots at the same time is not supported. When syncing actions, the first robot is synced by default.

3. Robot Management

You can manage your robot on the "My Robot" page.

View Robot Version Information:

- In the robot list, click the robot avatar of a connected robot to enter the robot information page. Here, you can view the robot version information and upgrade your robot.

Disconnect the Robot:

- In the robot list, click the "Disconnect" button to disconnect the robot.
- Log out and the mobile app will disconnect the robot.

4. Robot Control Keys

Once the robot is connected, the robot control button will appear. You can control the current state of the robot with this button. Including:

- Robot volume
- LED light switch
- Loop actions
- Initialize actions (restore initial motion)
- Power off joints (joints will be unlocked after powering off)
- Stop/pause/play the current action (when performing an action)

5. Library

In the Library, you can find more robot actions and download them to your mobile device. You can also review or collect official actions or actions created by other users.

Find Actions:

- You can search for actions in the Action Library by category. We will also suggest actions for you.

View Action Details and Operations:

- You can click the action icon to go to the Action Details page to view more content related to the action, such as " Likes", "Comments", "Favorites" and "Shares".

Download Actions:

- You can download actions from the Library to your mobile device by clicking the Download icon. After downloading, the actions will be saved to "Me – My Downloads".
- When downloading actions, the download status and progress will be shown both in the Action Library and My Downloads.
- After the download is complete, click the "Play" button in the Action Library to enter the "My Downloads" page. Click the "Play" button and the robot will perform the action.

6. Robot Park

After connecting the robot, click the bottom of the robot avatar to enter Robot Park. The Park includes action demonstrations, remote controls, and actions to create three types of human interactive modules.

Action Demonstrations:

- You can use the "Action Demo" module to make the robot perform built-in actions or actions that have been synced to the robot.

Remote Controls:

- We provided two types of built-in remote controls that you can use to show off your robot's features, which include "Football Player" and "Fighter". You can use the "Football Player" remote control to make your robot play football, or use the "Fighter" control to make your robot fight in a boxing match.

a. Using the Remote Control

On the Remote Control page, you can select a role to import to the control page. Click the button to make your robot perform the corresponding action. You can also stop the robot at any time.

b. Setting Common Actions

Click the "Settings" button in the upper right hand corner to enter the settings interface. You can change the specific action content of 6 commonly used actions.

c. Toggle Remote Objects (iOS)

On iOS devices, you can control multiple robots on the Remote Control page. You can also toggle between controlling other connected robots.

d. Adding a New Role

When adding a new role to a robot, you must select the robot avatar and add the name and details of the role. You can then set up common actions for the robot. Common actions can be selected from downloaded and created actions.

Creating Actions:

- You can design actions for your robot on the <Action Creation> page. You can switch the robot to programming mode and create actions for your robot. You can add the robot's current pose to the actions by manually adjusting the robot's position. You can create a continuous motion by continually adding actions.

a. Adding Actions

Click the "Add Action" button to enter the robot programming mode. At this time, the robot's joints will unlock. Please hold the robot still to prevent the robot from falling. Then, you can create an action for the robot by manually adjusting the angles of the joints. Click the Add button to add the robot's current pose to the actions. You can create a continuous motion by continually adding actions.

b. Editing Actions

Click a single action to edit the action. Here, you can preview, modify, delete, copy, paste, or edit the action run time.

c. Finished Creations

Click the "Finish" button to finish adding the action, then you can preview the action, continue to add, or save the action.

d. Saving Actions

After creating an action, you can add an image and text description. Select the action category and save the action to <Created Actions>.

e. Publishing Actions

After saving the action, you can add additional details and publish the action to IShow so your fellow Jimu fans can download the action.

7. My Actions

Created, downloaded and favorite actions can be found on the "Me" page.

- Created actions can be published to the Action Library. After publishing, the review status of the action can be viewed in the action details. Created actions can be deleted. You can also download your created actions to another device.
- All actions downloaded from the Action Library can be found in "Downloaded Actions". You can control the robot to perform downloaded actions or view the download history. Downloaded actions can be deleted.
- Favorite actions in the Action Library can be viewed in the "Favorite Actions" list. Favorite actions can also be deleted. If a favorite action has not been downloaded, the action must first be downloaded before the robot can perform it.