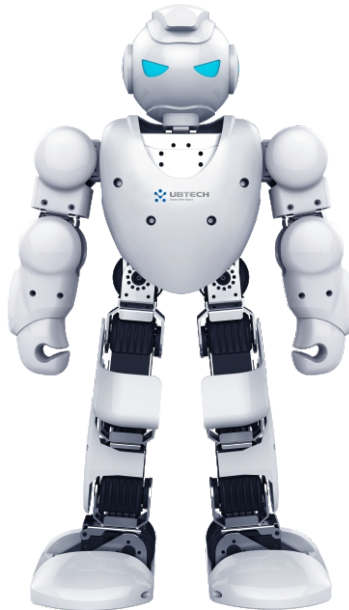# Alpha 1 App
User Manual

01 Getting Started

Obtaining "Alpha 1" App

To control the robot on your phone, download the "Alpha 1" app and connect it to your robot.

iOS:

Enable the App Store on your iPhone or other iOS-based devices to locate and download the "Alpha 1" app.

OR enter the URL "http://app.ubtrobot.com/en/index.html" on your phone's browser to install it.

Android:

Enable "Android Play" or the "Android Store" on Android-based devices to locate and download "Alpha 1".

OR enter the URL "http://app.ubtrobot.com/en/index.html" on your phone's browser to install it.
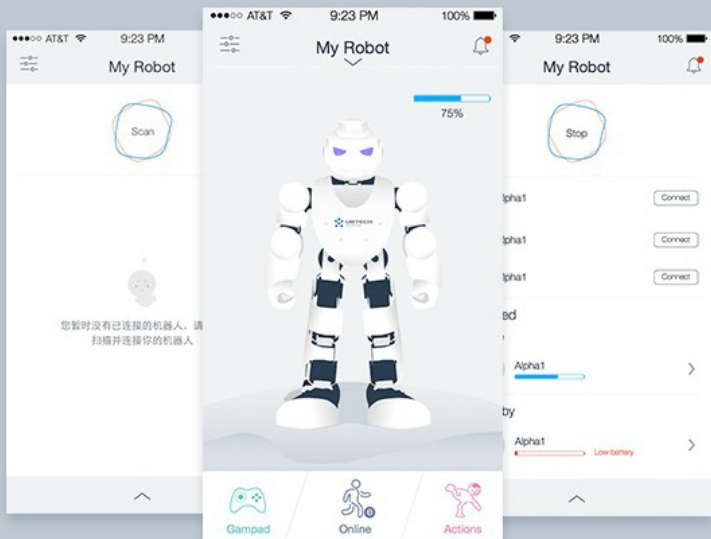
Signing in Using Your Ubtech Account

Your Ubtech account can be used to access the following products, including the "Alpha1s" app, "Alpha 2" app, "JIMU" app, and "Vapp".

In the "Alpha 1"app, you can choose to use your "phone number", "e-mail", and "third-party account" to register for an Ubtech account.

You can log into our products immediately after registering.

You can also experience our "Alpha 1" app without signing in.

02 Linking, Scanning, and Connecting

Important Notes on Linking

When using your robot for the first time, you will be alerted of the linking process.

The linking process allows you to link your account data to your robot, giving you ownership of it.

For linking with non-Alpha robots, you can enter the robot's information page to link to it later.

Each robot can only be linked to one user, and linking operations will not affect other users that use the robot.

Each robot can connect with only one user at a time.

Linking Process

[Scanning QR code]:

1.After logging into the "Alpha 1"app for the first time, the linking wizard will appear, allowing users to select "Link" to initiate the linking process.

2.On the "Scan QR Code" page, scan the QR code indicated on the packaging to link your robot.

[Inputting Serial Number (SN)]:

1.A user can also choose "Select Other Linking Mode" on the "Scan QR Code" page to enter the "SN Linking" page.

2.Correctly input the SN indicated on the rear of the robot to link the robot.

02 Linking, Scanning, and Connecting

Scanning

The following options are provided in the "Alpha 1" app for scanning the robot:

Scanning After Linking:
Directly enter the "Scan" page after successfully linking.

Sanning on App's Homepage:
If the login process is skipped, you can click "Scan" on the homepage upon entering the app to scan and connect.

Scanning When Adding Robot:
When already connected to the robot, a user can tap the navigation bar to access the "Device List" and then tap "Scan" to enter the "Connect" page.

Connecting

On the "Scan" page, the app will use its Bluetooth feature to locate Bluetooth devices nearby.

When Alpha is found, Alpha's image, model name, and MAC address will appear, all of which can be used to quickly find your Alpha.

Successfully Connected

When Alpha is connected, his eyes will flash in blue.

The homepage displays Alpha's image and power status, and the "Action Table", "Timer", and "Gamepad" pages will display different actions and contents depending on the robot currently connected.

02 Linking, Scanning, and Connecting

Reasons for Connection Failure

Not Powered On:
Turn on the power switch located at the rear of the robot and then the eye indicator will appear in its normal state.
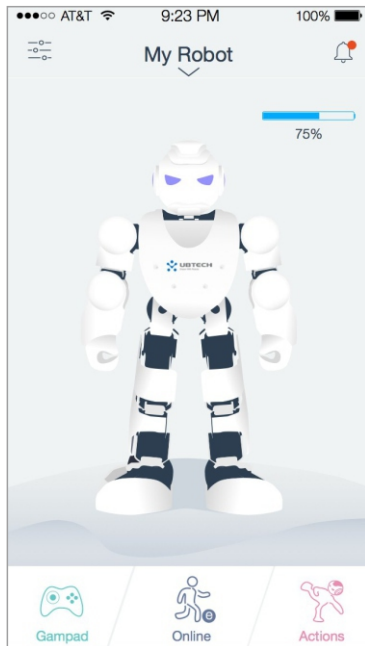
Too Much Distance Between Robot and Phone:
Keep the robot within 5 m of your phone.

Bluetooth of Your Phone Not Enabled.

03 Robot Management

The "Device List" appears by tapping the navigation bar on top of the "Homepage". Here, users can manage their robots.

03 Robot Management

Viewing and Setting Robot's Basic Information

In the "Device List", tap the robot's icon to enter its "Information" page, where you can rename it.

Disconnecting from Robot

To disconnect from the robot, you can swipe the related robot in the "Device List" left to display and select the "Disconnect" option. You can also disconnect from it by logging out and exiting from the app.

Connecting to Multiple Robots (iOS)

To connect to multiple devices, tap "Scan" in the "Device List" to enable the scanning process. Select the robot to connect with from the Bluetooth devices found. The connected robot will be added to the "Device List".

When multiple devices are connected, you can use the user with a checkbox in the "Device List" to simultaneously control multiple robots or switch to other robots.

Connected but unused robots will remain in standby.

When multiple robots are connected, the "Action List" will display the action of the first robot by default. When synchronizing an action, the action will be synchronized to the first robot by default. To display or synchronize the action to another robot, you have to switch it to another robot.

On the "Action Timer" page, you can switch to view timers of different robots.

03 Robot Management

Connecting to Other Robots (Android)

A device can be connected to only one (1) robot at a time.

To connect to another robot, tap "Scan" in the "Device List" to select the robot to connect. Once a new robot is connected, the previous robot will be disconnected. At the same time, the connection history will be displayed in the "Device List".
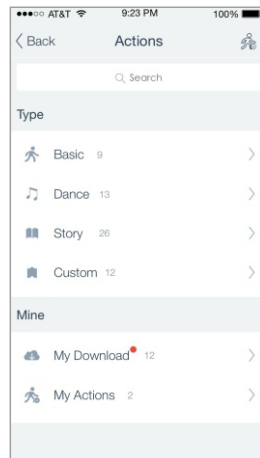
04 Action Table

Flexible action is one of Alpha's features. In addition to making the robot execute its built-in actions, you can also download actions from the "Action Library" and synchronize them to the robot to allow it to execute these actions.

Viewing Action Table

The "Action Table" is organized by "Local (SD Card) Actions", "Downloaded Actions", and "My Actions".

"Local (SD Card) Actions" can be divided into "Basic Actions", "Music &Dance", and "Stories &Fables" in terms of action type.

"Downloaded Actions" displays actions downloaded from the "Action Library" by a user who can manage actions downloaded to his/her phone. This includes viewing download status, checking action details, and synchronizing to the robot.
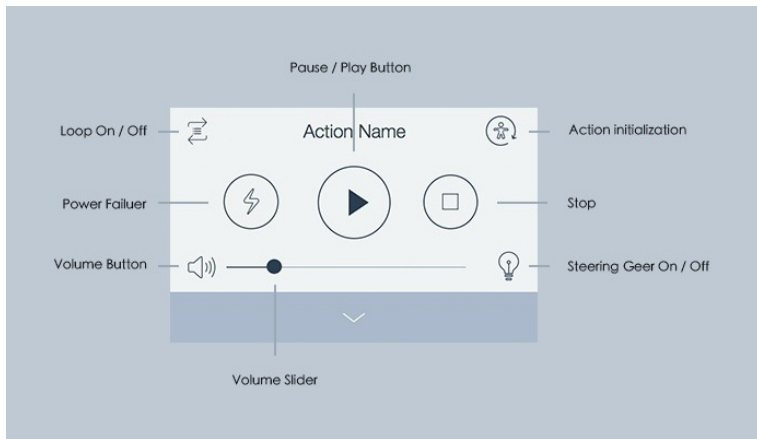
04 Action Table

Executing a Single Action

You can directly select an action in the "Local (SD Card) Actions" to be executed by the robot. Actions downloaded but not synchronized to the robot cannot be executed.

When the robot is executing an action, the lower section of the page will display "Action Control Bar", allowing control over the robot, including "Pause/Continue", "Stop", "Power Failure", "LED Off", "Volume", and "Loop".

Pause / Play Button

Loop On / Off

Action Name

Action initialization

Power Failuer

Stop

Volume Button

Steering Geer On / Off

Volume Slider

04 Action Table

Looping

In the "Action Control Bar", tap "Loop" to enable the loop action feature. After this, you can enter the "Select Loop Action" page to select a single action or multiple actions to be looped. The loop is executed after selection and confirmation. Tap the "Loop" button again to exit from the looped action.

You can also select other actions in the "Action Table" to exit from the looped action.

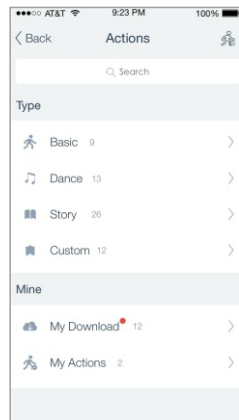"Loop" is disabled, and the number of looped actions is shown in the upper right corner.

"Loop" is enabled, and the number of looped actions is shown in the upper right corner.

Downloading Actions

A user can not only check the download status and progress on the "Action Library" page, but also see the same on the "My download "page.

After downloading an action press the "play" button, it will open the "my downloads" page. You can see all your downloads here, pressing the "play" button in this section will make the robot execute selected action
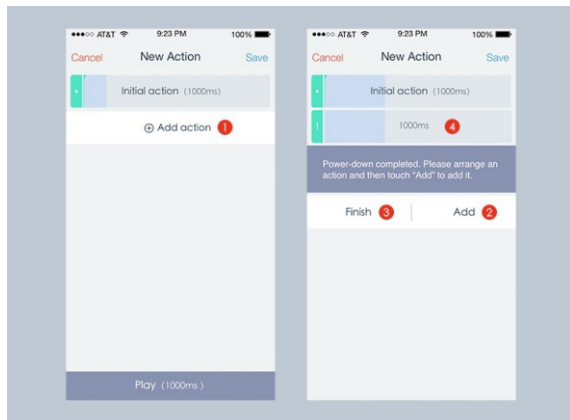
04 Action Table

New Actions

You can design an action for the robot. The "New Actions" option is provided on the upper right of the "Action Table" page.
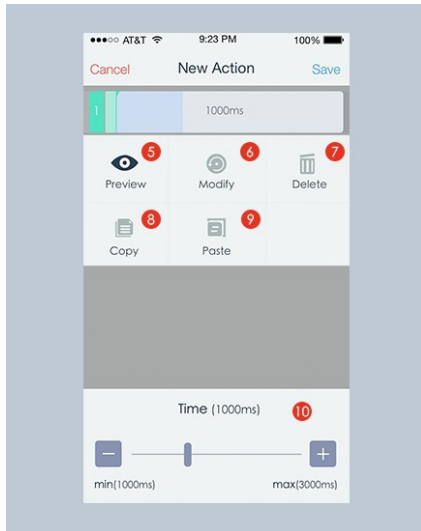
In this page, you can create action by switching robot to programming mode. One action is consist of several frames. Make a posture of your robot and add frames into action. Repeat previous steps to complete the action.

❶ Add action: When you press this button, the robot will enter programming mode and the robot's joints will be loose to enable easy adjustment of the robot's actions.

❷ Add: After manual adjustment of the robot, press the button again to allow all the angles from each servomotor to be recorded to be added into the action.

❸ End: Press this button to complete adding the action.

❹ Edit: Pressing this action card enables editing of a single action. Options include "preview" , "modify" , "delete" , "copy" , and "paste" .

Action Table

⑤ Preview: Pressing this button will allow you to preview the current action.

⑥ Modify: Pressing this button will allow you to reset the current action settings of the robot and replace the current action.

⑦ Delete: Pressing this button will delete the current action. After deleting, the action cannot be restored.

⑧ Copy: Pressing this button will copy the current action. The copied action can be pasted after the current action or after other actions selected from the action list.

⑨ Paste: Pressing this button will paste the copied action.

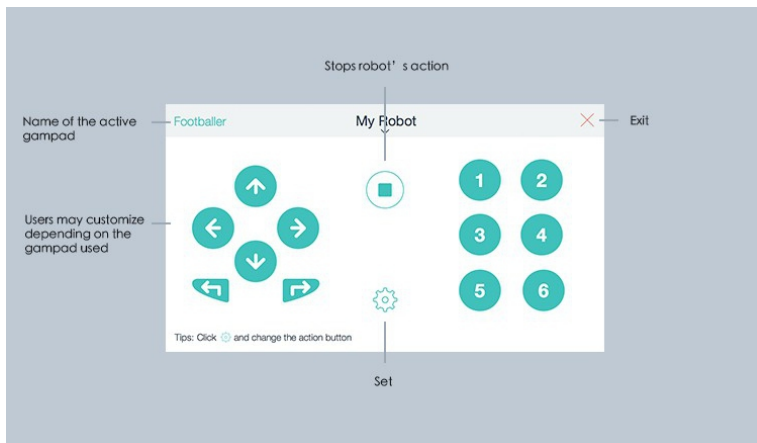⑩ Time: Time duration can be adjusted via the slider bar, or via the +/− buttons.

You can also use the computer programming software to create a new action for the robot. Download addresshttp://www.ubtrobot.com/html/page/ServiceTechnology.html#point1

05 Gamepad

The app provides three kinds of gamepads to reflect the characteristics of the robot for users, including "Footballers", "Songs & Dances", and "Writer". You can use the gamepad "Footballers" to make the robot play football, "Songs & Dances" to make it dance, and "Writer" to tell a story to your children.

Using Gamepad

Select the related gamepad to enter the control page, and tap the relevant button to make the robot execute the corresponding action. You can also stop the robot, switch the gamepad, and switch the robot to control (iOS).

05 Gamepad

Configuring Gamepad

On the "Gamepad" page, you can use the switch to alternate between "Use" and "Set". The gamepad is in "Use" by default. You can swipe right to switch to "Set". Here, you can use the "Select" button to select an action from the "Action Table".

Switching Control Objects (iOS)

Use of iOS-based devices allows you to either simultaneously control multiple robots on the "Gamepad" page or switch to control another connected robot.

Tapping the navigation bar on the top of the "Gamepad" page will display the robots currently connected. Here, you can select the robot you want to control with the gamepad.
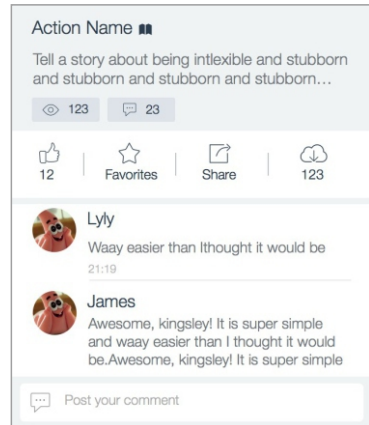
06 Action Library

Use of the "Action Library" allows you to explore more robot actions and download an action to your phone. Moreover, you can comment and collect actions posted by other users or the company.

Locating Actions

You can locate an action from the "Action Library" directly or by action type. We also have recommended some actions for you to use.

Viewing Action Details and Operations

In addition to viewing actions according to the action image and text, you can also enter the action details page to check more information about this action, such as "Like", "Comment", "Add to Favorites", and "Share".

Action Name 📖

Tell a story about being intlexible and stubborn and stubborn and stubborn and stubborn…

👁 123   💬 23

👍 12 | ⭐ Favorites | 📤 Share | ☁ 123

Lyly
Waay easier than Ithought it would be
21:19

James
Awesome, kingsley! It is super simple and waay easier than I thought it would be.Awesome, kingsley! It is super simple

💬 Post your comment

06 Action Library

Downloading Actions

	Action Name
	Tell a story about being intlexi ble and stubborn…
	📖 Story 🕐 03:25 👁 69

A user is allowed to download actions to his/her phone from the action library, and downloaded actions will be saved to the app.

A user can not only check the download status and progress on the "Action Library" page, but also see the same content here.

07 Action Timer

The action timer allows the robot to execute an action regularly. Temporarily, only one (1) timer can be set for one robot.

Setting Timer

On the "Action Timer" page, you can define the timer's name, on and off status, timer, and action corresponding to the timer and its timing.