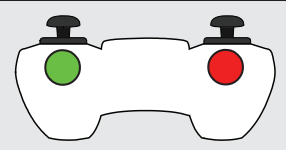


GUARD MODE PROGRAMMING

Shift	□	a	b	x	y	z
	clear program	sound program	vision program	perform program	guard mode	clear last entry

SOUND AND VISION PROGRAMS

You can program RSV2 to perform an action or sequence of actions if he hears or if he sees something (called conditional programming).

1. Make sure RSV2's memory is empty! Programs stay in the memory when the robot is turned off. You should make sure both sound program and vision program are cleared before you start, otherwise you might find you're using someone else's program! Follow the blue charts below to clear the memory.
2. You're now ready to start programming. Enter sound or vision program mode to start (Shift 1, Shift 2, a or b).
3. Enter the action or sequence of actions you want RSV2 to perform from the 'RSV2 programming controls' chart. Use a 'programming script' sheet if necessary - you can have up to 20 actions in your program sequence.
4. Press 'perform program' (Shift 1, Shift 2, x) to end your programming sequence and watch RSV2 playback your program.
5. Put RSV2 into 'guard mode' (Shift 1, Shift 2, y) and make some noises or movements to test your sound or vision program.

Clear & Start Sound Programming		
1	1, 2, a	Enter sound program mode
2	1, 2, □	Clear existing program
3	1, 2, x	Perform program to check it's empty

Clear & Start Vision Programming		
1	1, 2, b	Enter vision program mode
2	1, 2, □	Clear existing program
3	1, 2, x	Perform program to check it's empty