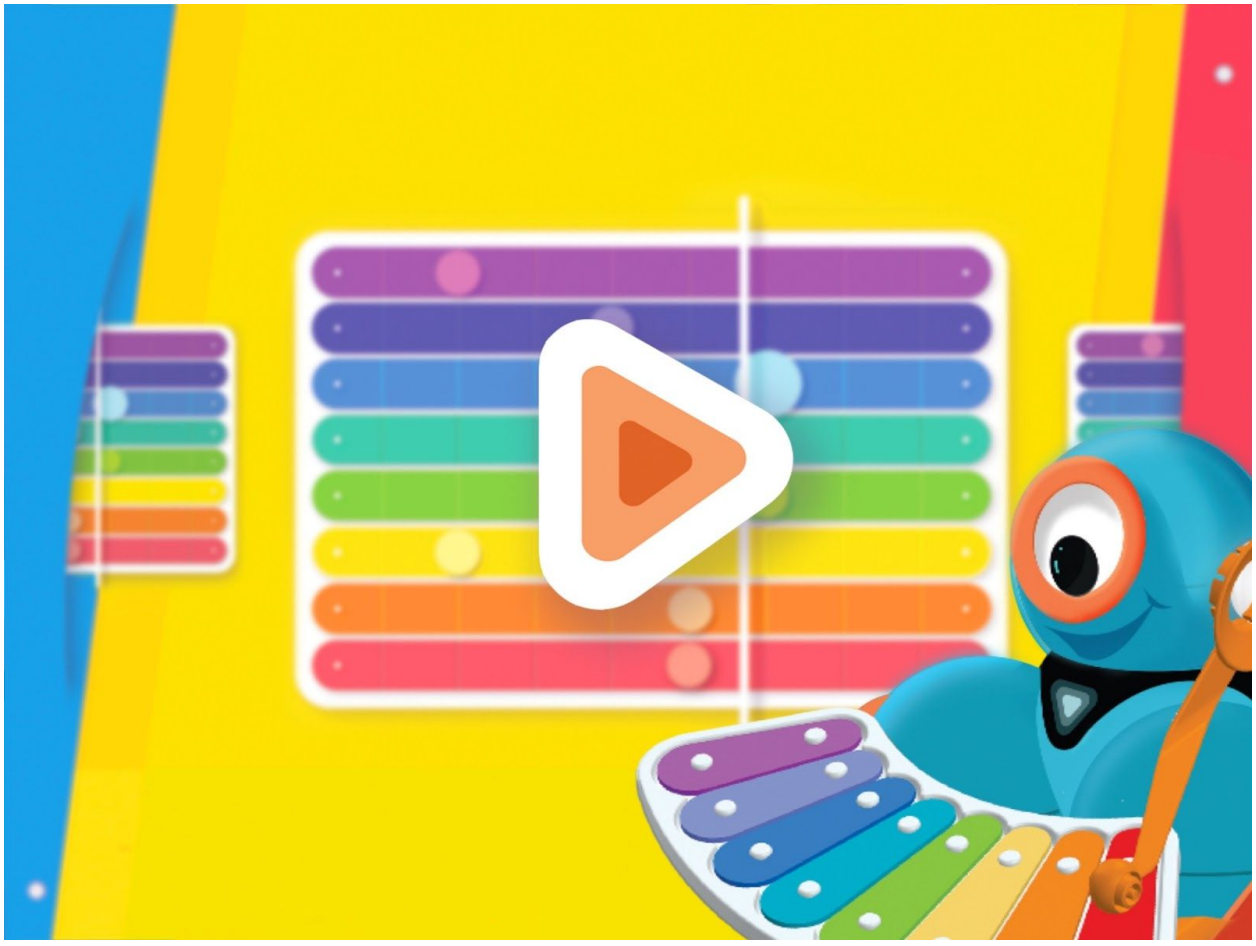
wonder workshop

Dash and Xylo Demo Guide



Getting Started

Select a compatible device.



Full compaitbility list can be found here: https://www.makewonder.com/compatibility

Download the Apps





Wonder (https://www.makewonder.com/apps/wonder)
Xylo (https://www.makewonder.com/apps/xylo)

Setting Up Dash

1. The power button is located on the left side of Dash.

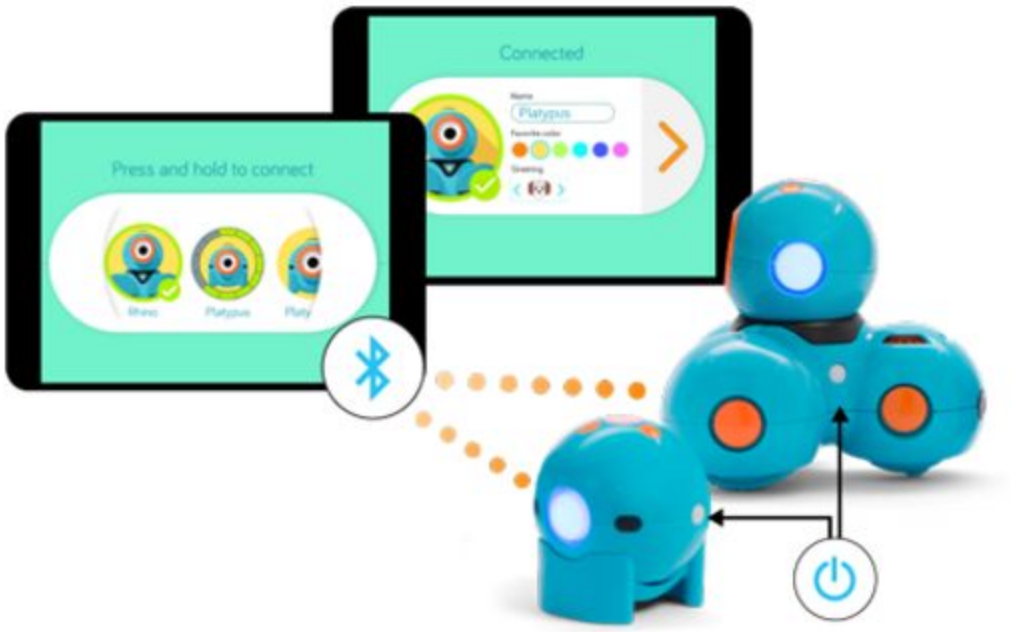


2. When Dash is turned on, the power button will be illuminated.
    a. If the illuminated power button is not blinking, Dash is ready to play.
    b. If the illuminated power button is blinking, Dash needs to be charged.

3. Charging Dash
    a. Typical charge time, using most tablet USB wall chargers, is about 60 - 90 minutes.
    b. Use the included micro USB cable to charge Dash.
    c. The charging port is located on the right side of Dash.

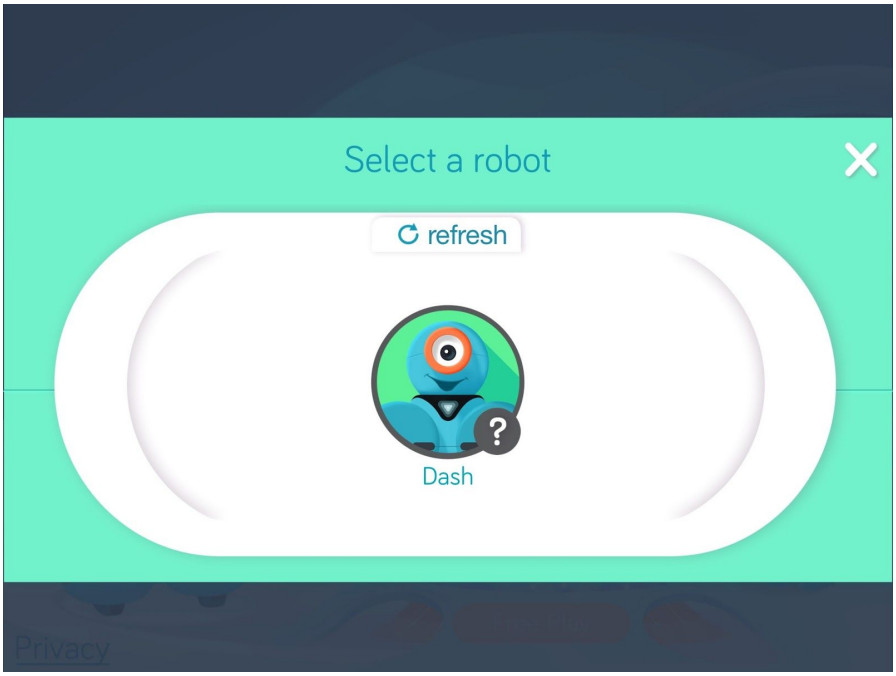


4. Connecting Dash
    a. Put Dash on the floor, press the power button, and make sure Bluetooth is enabled on your tablet or smartphone.

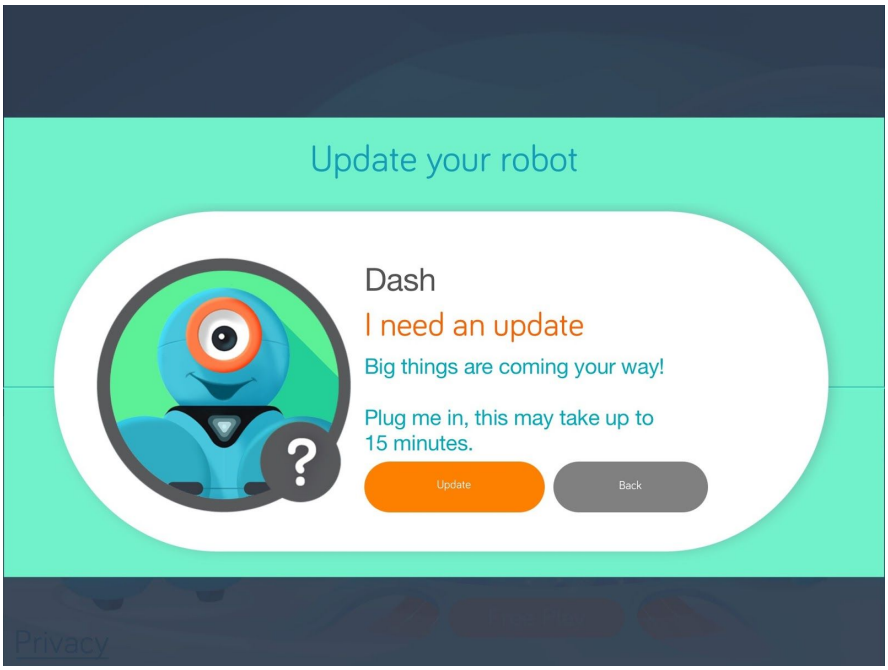


b. Open the **Wonder** app and tap main title screen to dismiss it.
c. On the Lobby Screen, tap the orange “+” icon in the upper right corner to open the connection dialogue.
d. When the dialogue opens, tap the robot image to connect.



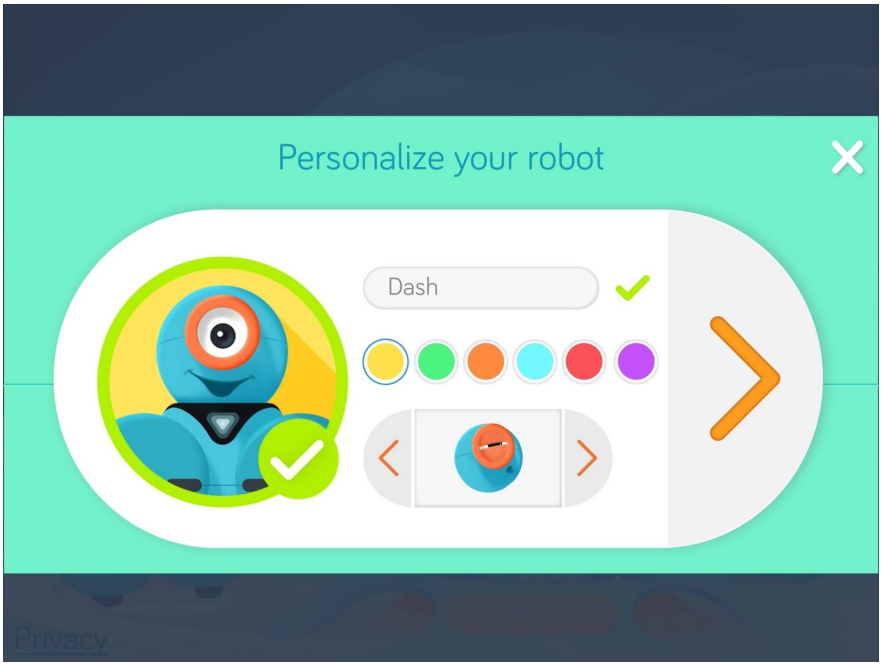


5. Updating the firmware



   a. A new Dash robot may require a firmware update.
   b. Tap the “Update” button to start the update.
   c. NOTE: You can take advantage of this update time to charge Dash.

6. Personalizing Dash



   a. Personalizing Dash can be useful for distinguishing multiple robots.
   b. Give your Dash a name, select a default color for Dash’s lights, and select a greeting style for when Dash connects to the device.

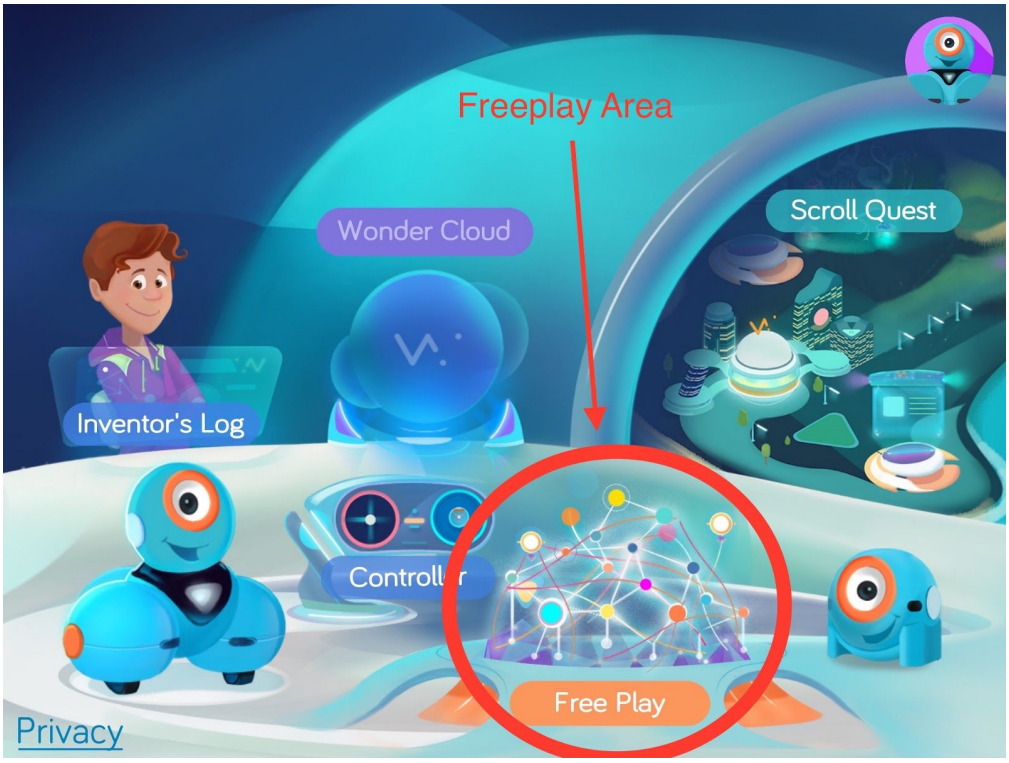
Wonder

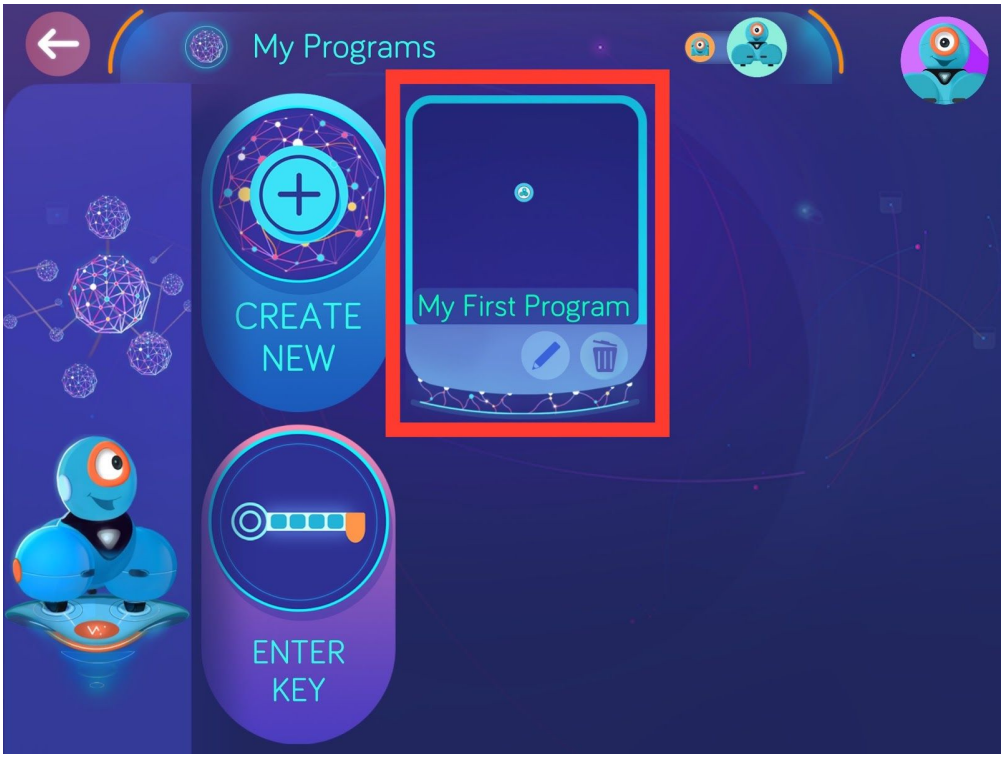
1. Accessing Freeplay Mode
    a. Freeplay mode allows you to write your own programs. This mode is initially locked. You can unlock it by playing the first 3 challenges of the Scroll Quest.



    b. On the Lobby Screen, tap the Scroll Quest area to access the challenges.
    c. The first few Scroll Quest challenges are self explanatory tutorials that serve as a great way to get familiar with the basics of the Wonder app.

2. Creating a New Program
    a. Use the back arrow in the top left corner to go back to the Lobby Screen.
    b. On the Lobby Screen, tap the unlocked Freeplay area to enter Freeplay mode.
    c. On the Freeplay browser screen tap the “My First Program” icon.


Freeplay Area
Wonder Cloud
Scroll Quest
Inventor's Log
Free Play
Privacy


My Programs
CREATE NEW
My First Program
ENTER KEY

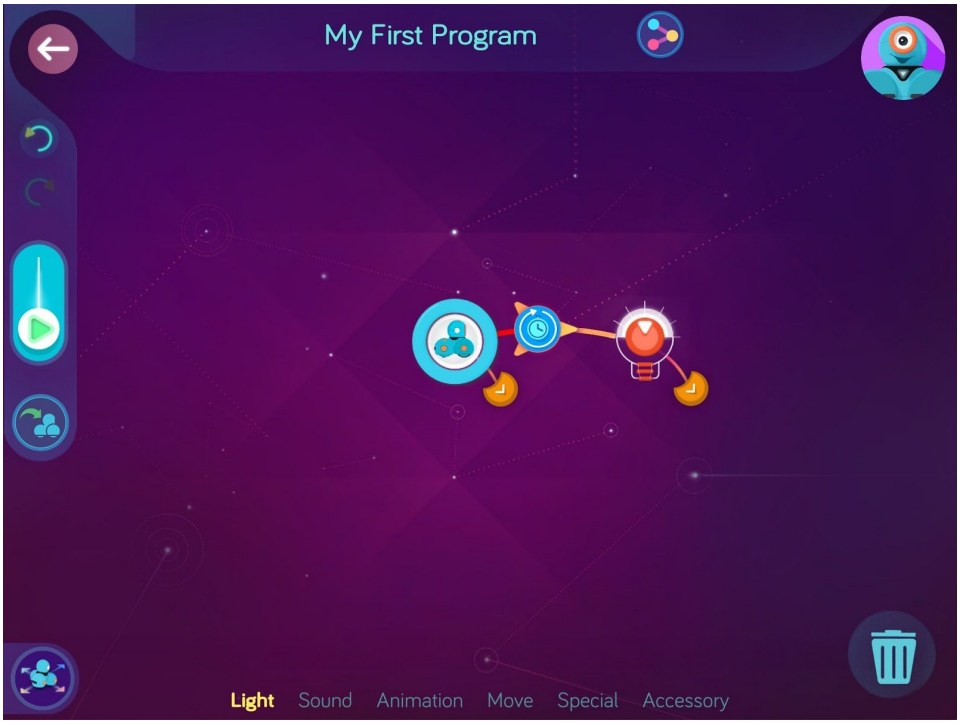
d. Identify these key parts of the Freeplay Screen:
    i. Start State
    ii. Run Button
    iii. Inventory
    iv. Trash



e. Tap the “Light” category label of the inventory.
f. Drag a Red Lights state onto the main area.

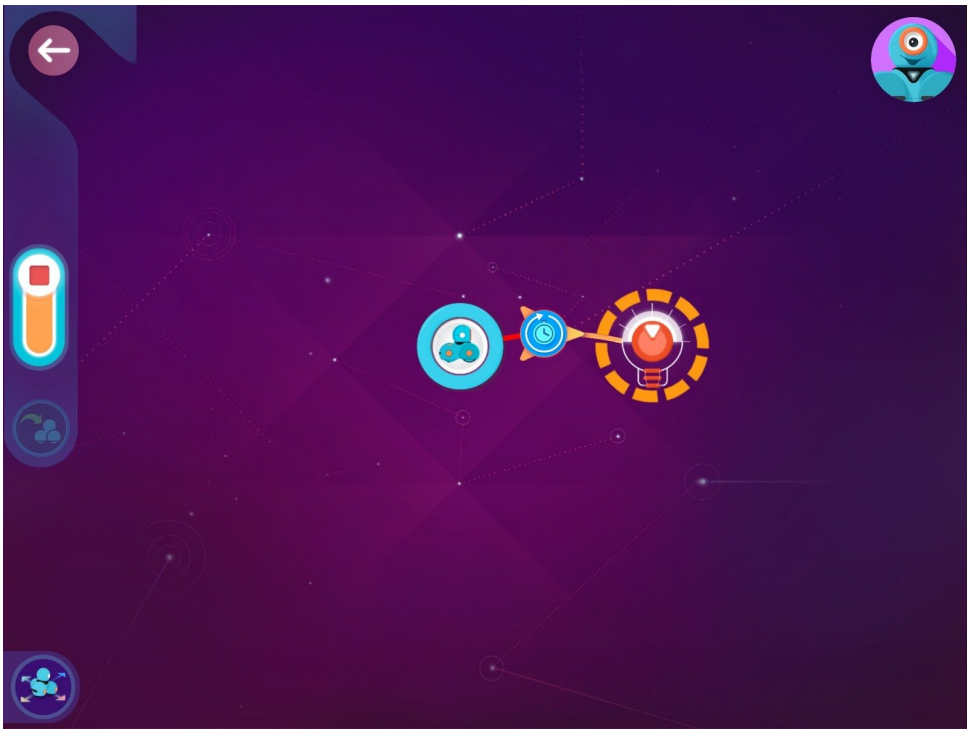


g. Drag the little orange link **from** the Start state **to** the Red Lights state. NOTE: The direction of the link is important! It determines the flow direction of the program.



h. Tap the Run Button to start the program. An indicator ring with show the currently active state.

i. Tap the Run Button again to stop the program.



3. Experiment with Cues.





a. Using the same program you created, tap the Cue icon between the Start state and the Red Lights state. The Cue Menu will be displayed.
b. Tap the different cues to see their descriptions.
c. Try selecting a new type of cue and close the menu.
d. Tap the Run Button and perform the appropriate action to activate the cue. This will send the program from the Start state to the Red Lights state.

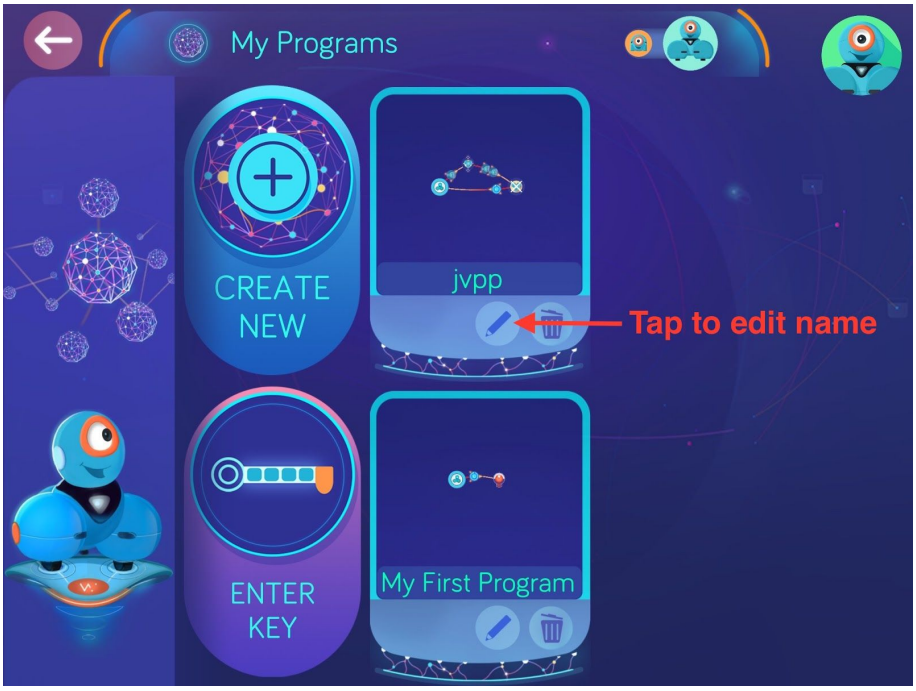
4. Use a Sharing Code
    a. In Wonder, you can share programs with friends using a 4-digit code.
    b. Use the code below to download a sample program that will make Dash dance and speak a special message when you clap.
    c. On the Lobby Screen, tap the unlocked Freeplay area to enter Freeplay mode.
    d. On the Freeplay browser screen tap the “Enter Key” icon.



    e. Use the device keyboard to enter the code: **jvpp**
    f. Tap the Save button to download the program to your device.



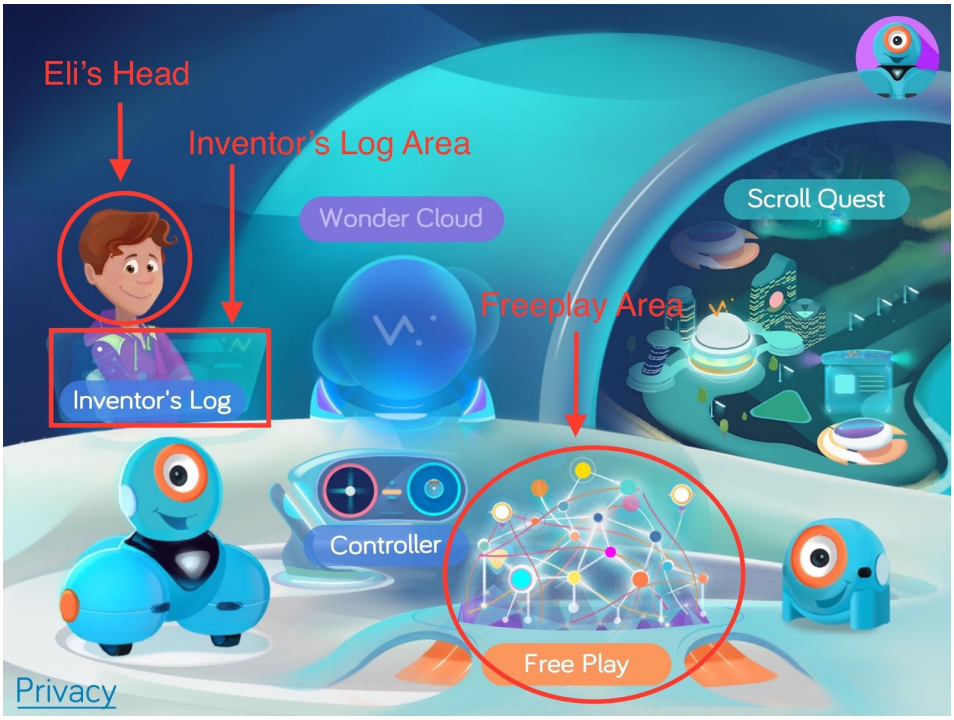
g. After saving, the program will appear in the Freeplay browser screen. Tap the pencil icon to rename the program to “Follow the Leader”.



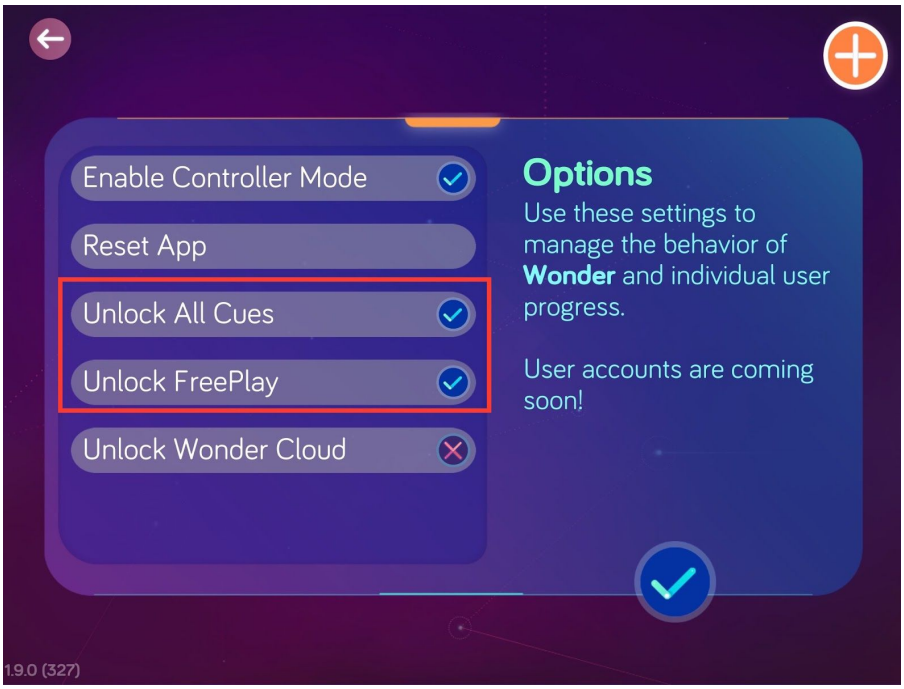
h. Tap the image of the program icon to load the program.
i. Tap the Run Button and place your hand in front of Dash. Slowly move your hand forward to get Dash to follow it. The goal is to guide Dash forward by keeping your hand a constant distance in front. If your hand is too far ahead, Dash will stop. If your hand is too close, Dash will stop.
j. For another demo example, the following key will make Dash dance and speak a special message when you clap: **qm7e**
k. Download the code and then tap the Run Button. Clap loudly near Dash and watch the show!

5. Going Further
    a. To learn more about the Wonder app, continue to complete more challenges in the Scroll Quest. Each challenge will introduce you to new cue types and new programming examples.
    b. Experiment by creating your own programs with different states and cues.
    c. Using the Options Dialogue
        i. If you don’t have time to complete a lot of Scroll Quest challenges, you can use the Options Panel to unlock features quickly.

ii. On the Lobby Screen, touch and hold the head of the boy character, Eli.
iii. While holding Eli's head, tap the Freeplay area, then the Inventor's Log area, then the Freeplay area again.



iv. The Options dialogue will appear.
v. Tap the following entries in the dialogue to unlock them:
    1. Unlock All Cues
    2. Unlock Freeplay

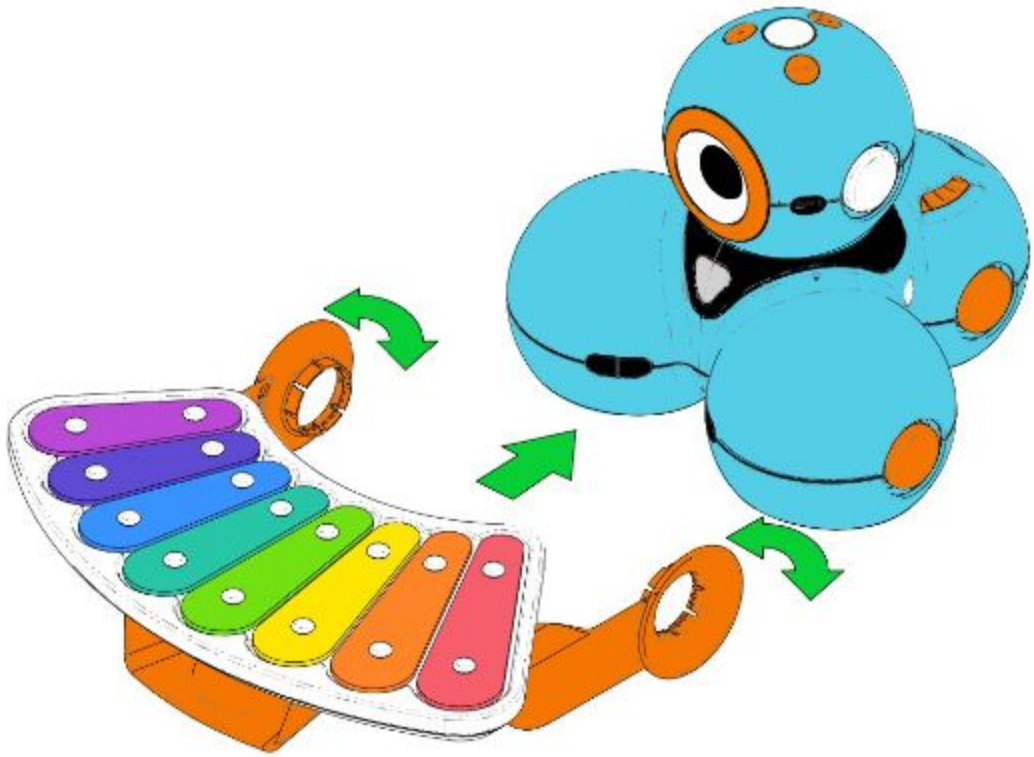


Xylo

1. Accessory Setup

Step 1

Place Dash on a flat surface. Pull the connector rings of the xylophone outward and line them up to the connection points on the sides of Dash's front wheels.Press firmly to snap the xylophone in place. To make sure the xylophone is properly aligned, check that its wheel is resting on the ground in front of Dash.



Step 2

Line up the mallet's connector ring with the connection point on the left side of Dash's head. (If you are facing the robot, its left is to your right.)



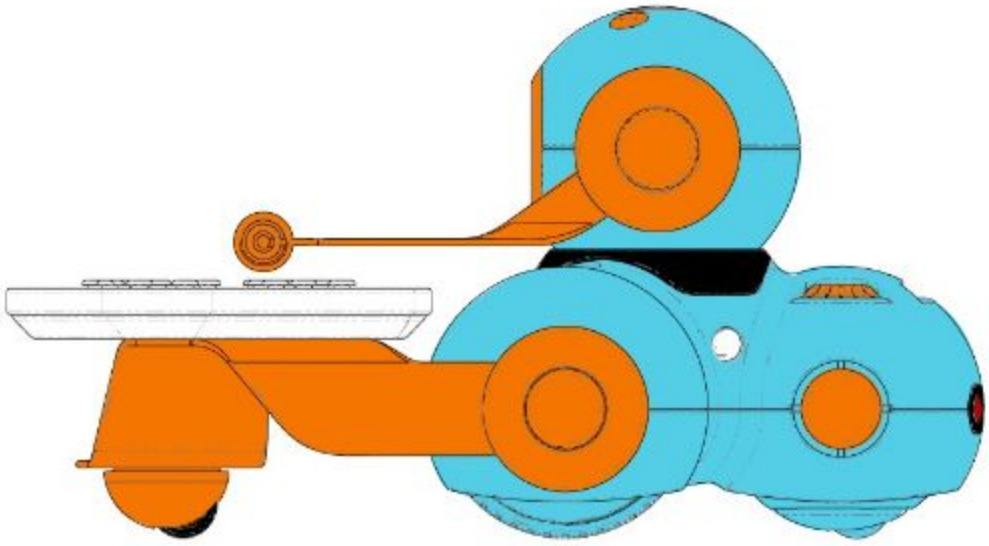
Step 3

Press firmly to snap the mallet into place.



Step 4

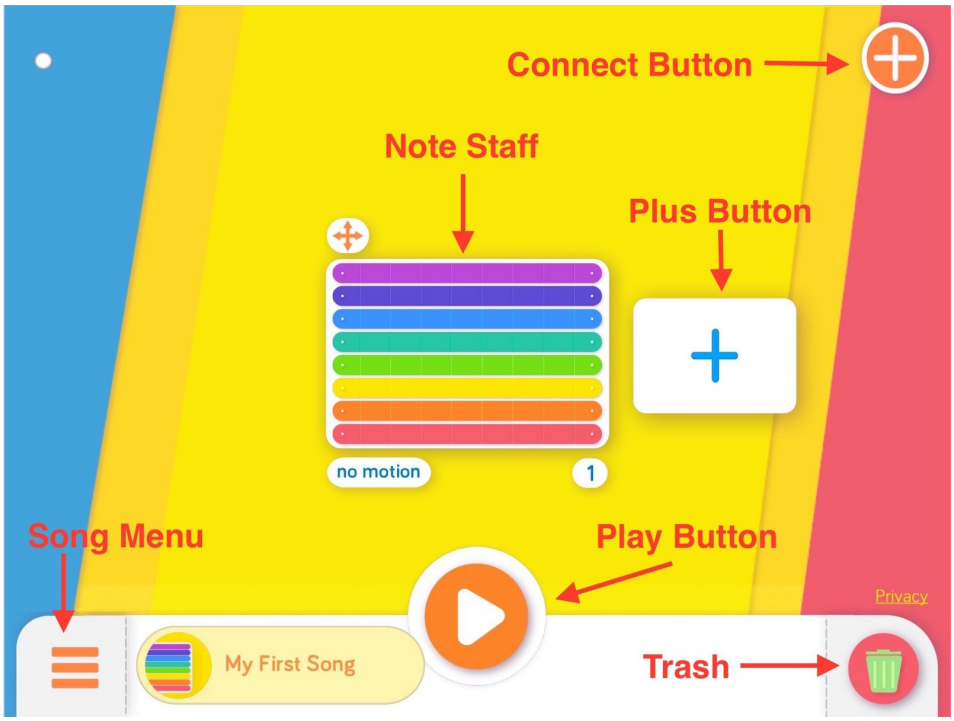
To make sure the mallet is properly aligned, check that it is level (pointing straight forward) when Dash's head and eye are facing straight ahead. Once the xylophone is connected, Dash is ready to play!



The instructions to attach the xylophone and mallet to the Dash can also be found here:

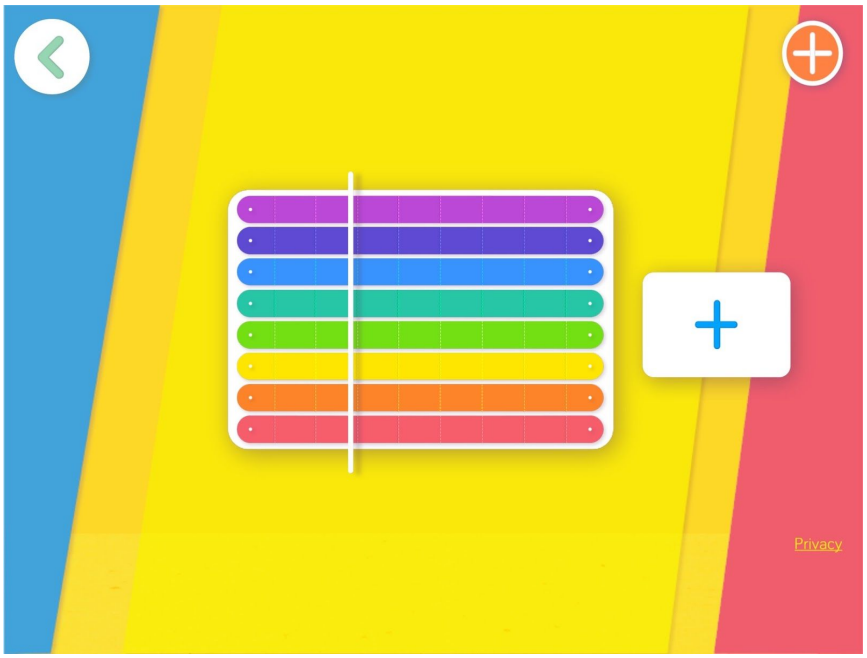
i. https://www.makewonder.com/play/setup/xylophone

2. Using the Xylo app
    a. Open the app and tap to dismiss the main title screen.
    b. Follow the onscreen images to attach the xylophone and mallet (if not already attached)
    c. Identify these key parts of the Play Screen
        i. Note Staff
        ii. Plus Button
        iii. Play Button
        iv. Song Menu
        v. Trash

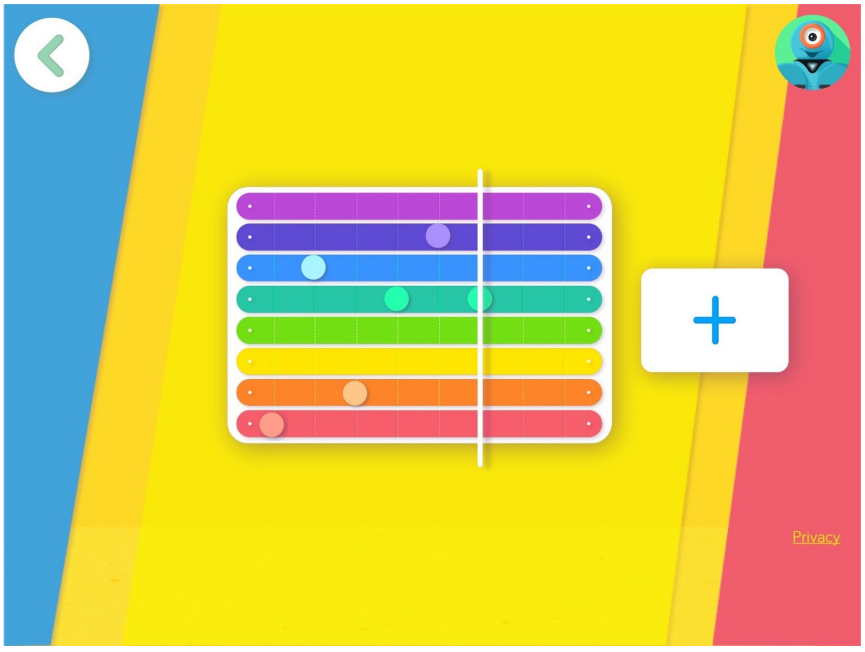


3. Connecting to Dash
    a. Put Dash on the floor, press the power button, and make sure Bluetooth is enabled on your tablet.
    b. On the Xylo Play Screen, tap the orange “+” icon in the upper right corner to open the connection dialogue.
    c. Tap the robot image in the connection dialogue to connect your Dash.

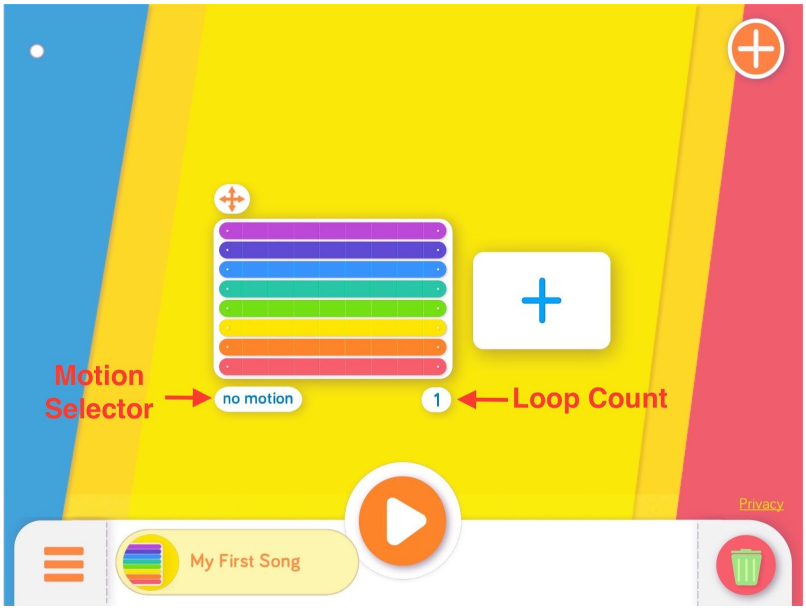
4. Creating a Melody



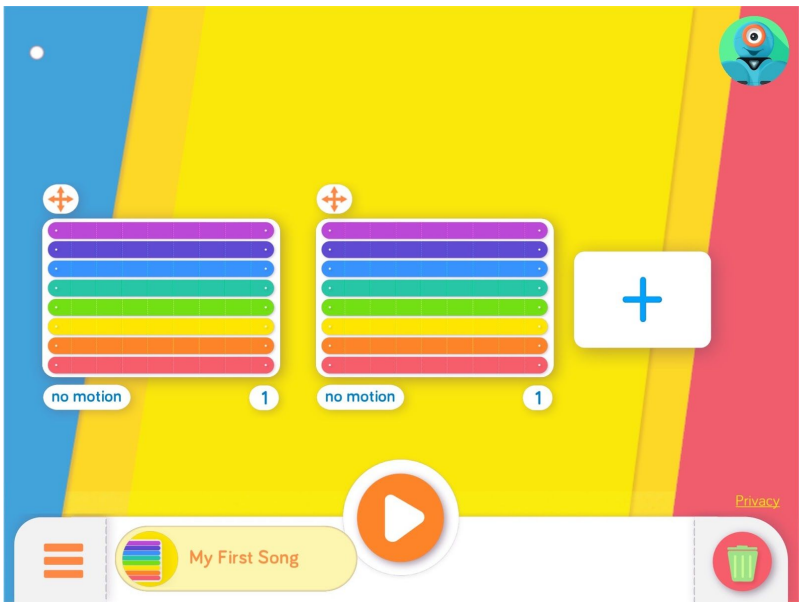
   a. Tap the Note Staff to make it editable.
      i. The play line will continually move from left to right across the Note Staff.
   b. Tap anywhere on the Note Staff to place a note.
   c. When the play line crosses the note, Dash will strike the correct note on the xylophone with the mallet.
   d. Drag notes up and down the staff to change the melody or tap an existing note to remove it.
   e. Tap anywhere outside the Note Staff to exit Edit mode.



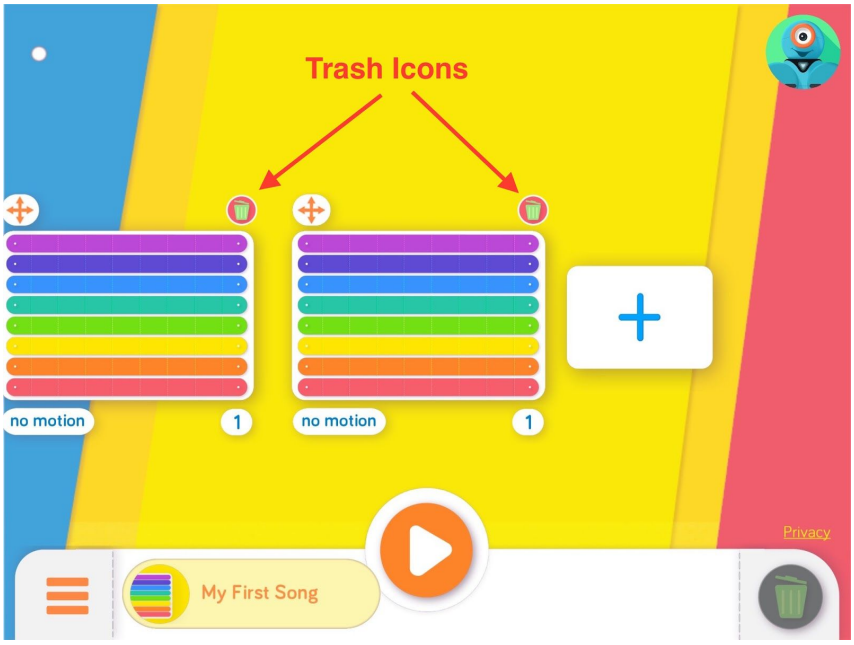
5. Looping a Melody



   a. Tap the number underneath the lower right of the Note Staff to change the number of times the melody will repeat during playback.
   b. A melody can be looped 1-4 times.
6. Adding Motion to the Melody
   a. Tap the button underneath the lower left side of the Note Staff to make Dash move each time the melody is looped. Choose from four different motion options.
7. Creating a Song
   a. Tap the “+” button to add a new Note Staff to create longer songs.
   b. The entire song will play when the Play Button is tapped.
   c. Tap anywhere outside the Note Staffs to stop playback.



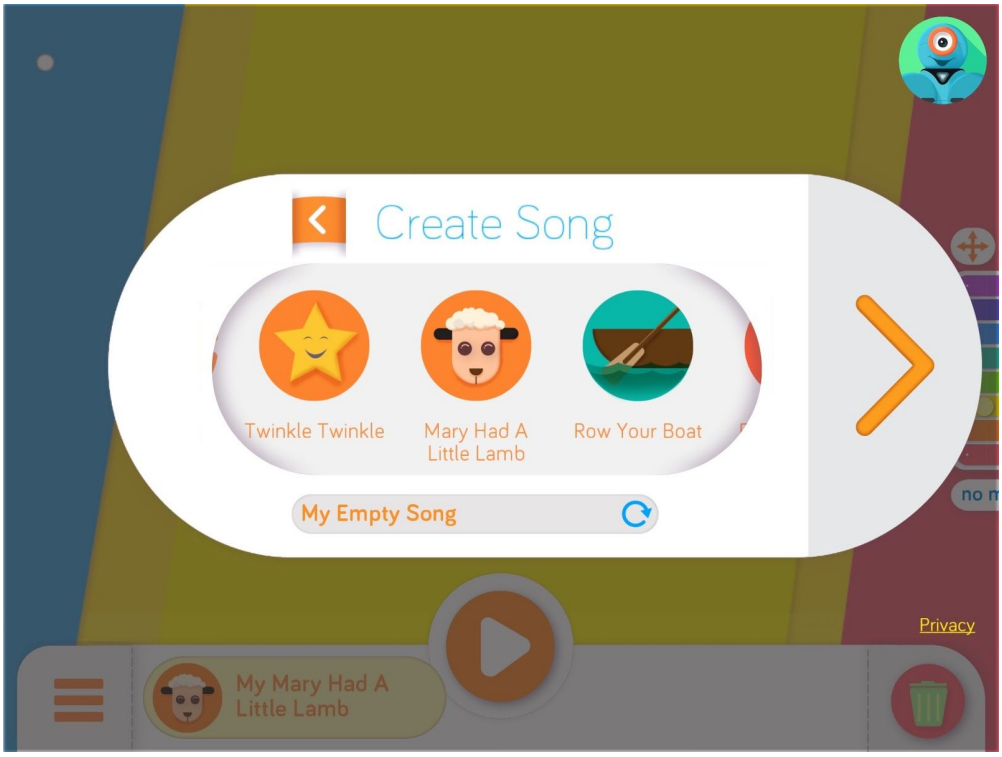
8. Deleting a Note Staff
    a. Tap the Trash icon in the lower right of the screen to enter Delete mode.
    b. Small trash can icons will appear above the upper right of each Note Staff.
    c. Tap a small trash icon to delete the Note Staff below it.
    d. Tap the large Trash icon in the lower right of the screen to exit Delete mode.



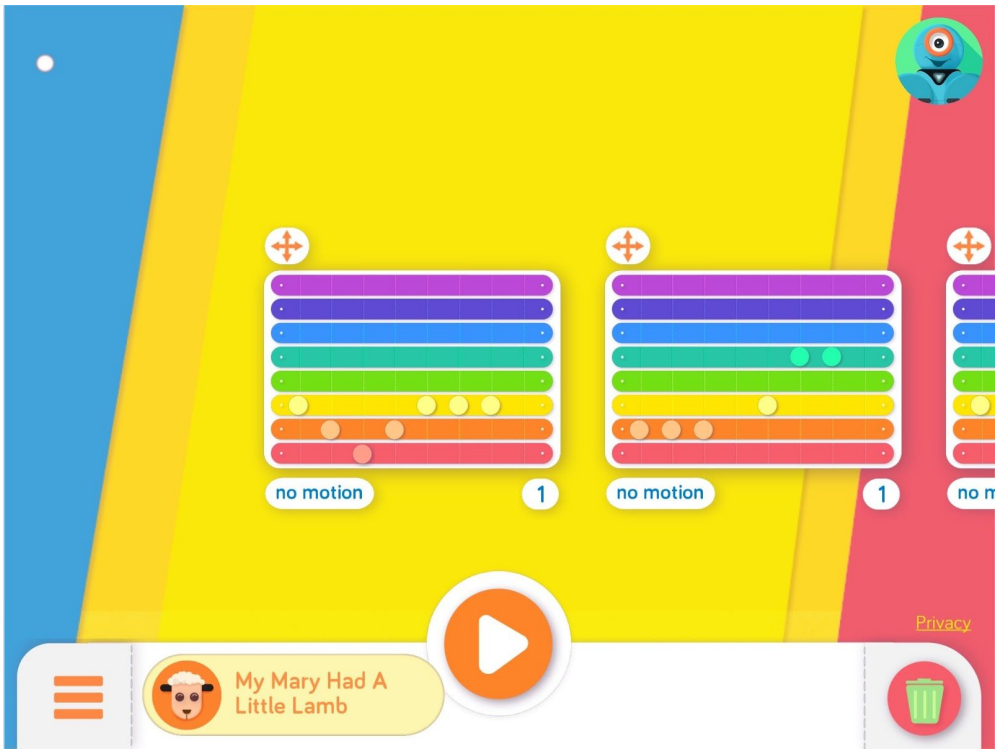
9. Accessing the Song Library
    a. Tap the menu icon in the lower left of the Play Screen.
    b. The Songs Menu will appear.
    c. Tap the “+” icon to see the list of songs.



d. Scroll to browse through the list and tap an icon to select a song.
e. Tap the Arrow on the right side of the Songs Menu to load the song.



f. Once a song is loaded, tap the Play Button to start playback.
g. Tap anywhere outside the Note Staffs to stop playback.



10. Setup and Calibration
    a. If the Dash is not hitting each note accurately, it may require calibration.
    b. Tap the menu icon in the lower left of the screen.
    c. The Songs Menu will appear.
    d. Tap the “Setup and Calibration” button at the bottom of the menu.
    e. Follow the onscreen instructions.

