



ANcybernetics s.r.l.
Guizzo

>>> USER'S GUIDE



Academic spin-off of Università Politecnica delle Marche
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Guizzo

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Part 1

Box content



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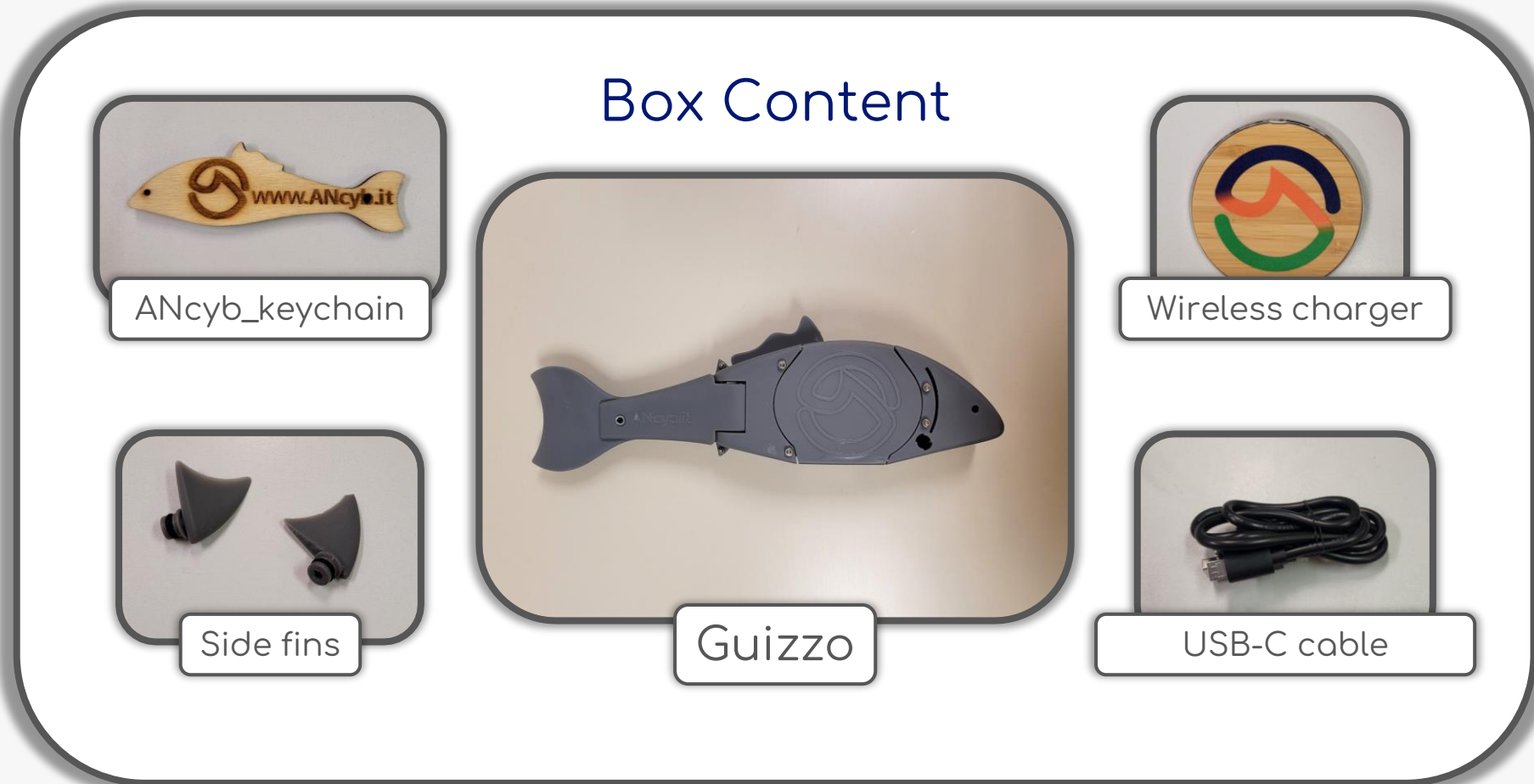
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Part 1 - Box content



Box Content

Part 1 - Box content



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Guizzo toolkit

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Part 2

Interact with Guizzo



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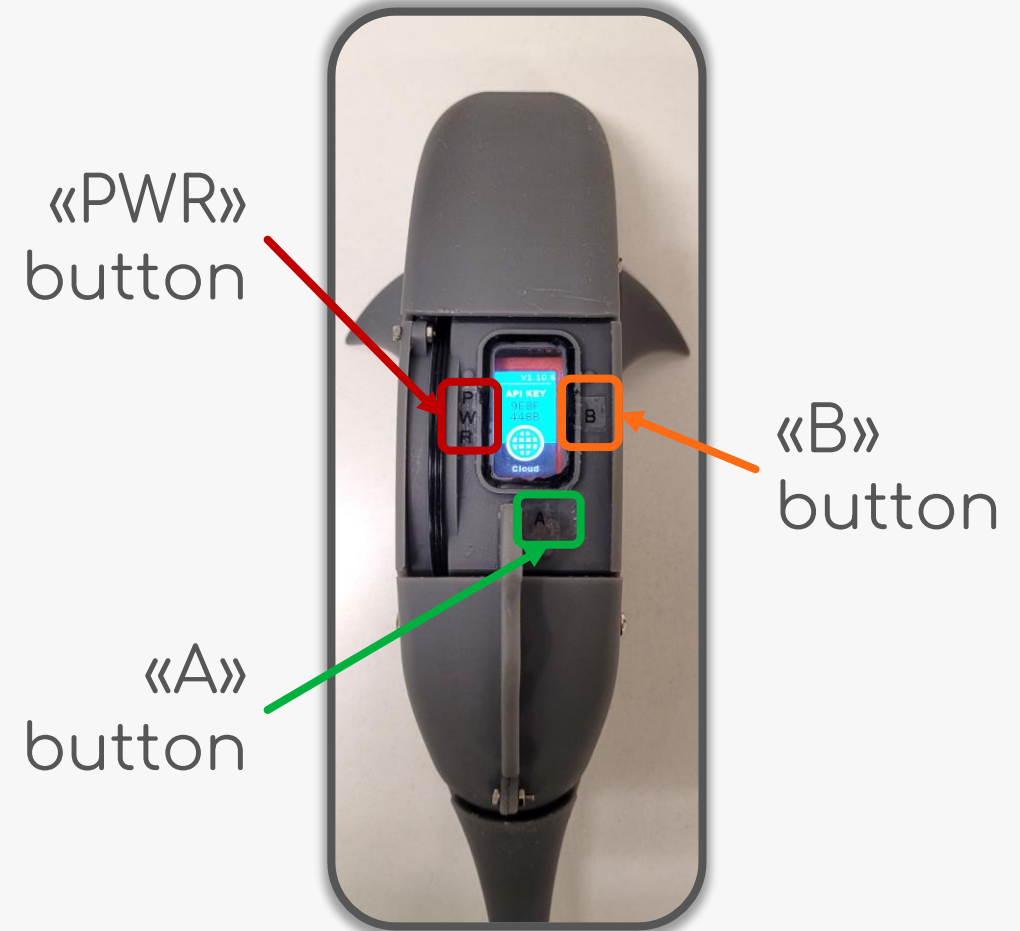
Part 2 - Interact with Guizzo

Guizzo has three magnetic buttons.

With the ANcyb_keychain magnet you can easily reach the “PWR” (Power) button, the “A” button and the “B” button of Guizzo.

To interact with them just pass the magnet close to the respective labels on the Guizzo’s back.

The image on the right shows the positioning of the buttons.



Part 3

Look after your Guizzo



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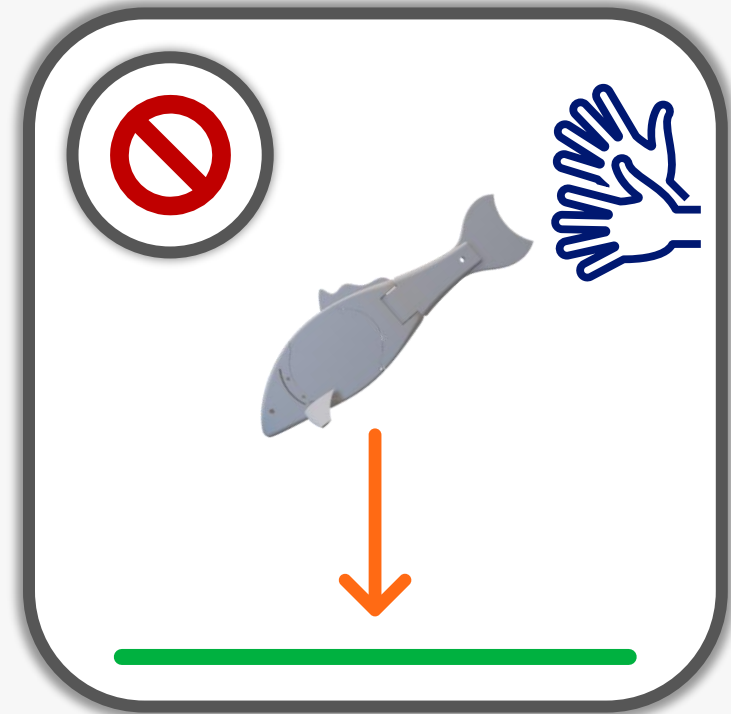
Part 3 - Look after your Guizzo

Don't tear the RoboFISH apart!

Trying to disassemble Guizzo could lead to serious damage.

Don't disassemble to open it!

In case it happens, it could compromise the functions and the performance of the device as well as the watertight seal (his capacity to "survive" under the water).



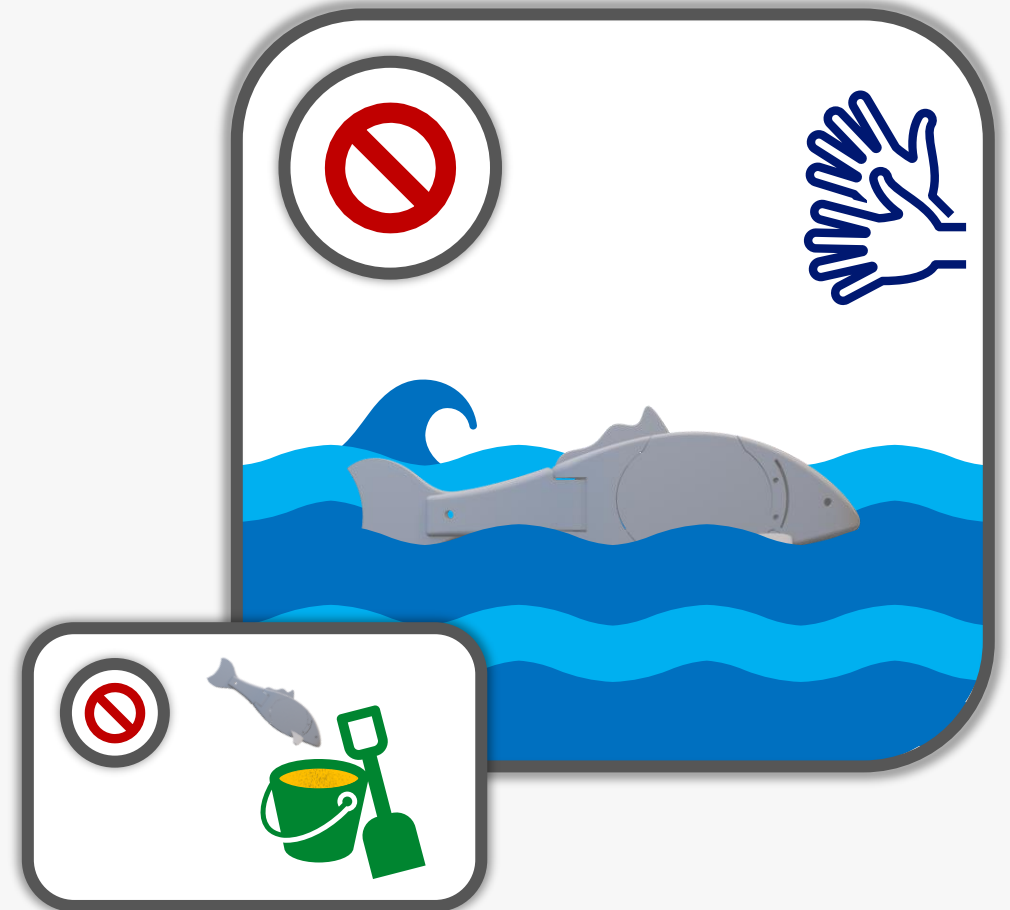
Part 3 - Look after your Guizzo

Don't immerse the robot in salt water!

Do not immerse Guizzo in salt water such as the sea or avoid immersing it in water that is not particularly clean.

Also, avoid any grainy substances such as fine sand or dust.

If Guizzo interacts with this type of agents, rinse it properly with running water, paying particular attention to the junction between the body and caudal fin.



Part 4

Let's program Guizzo



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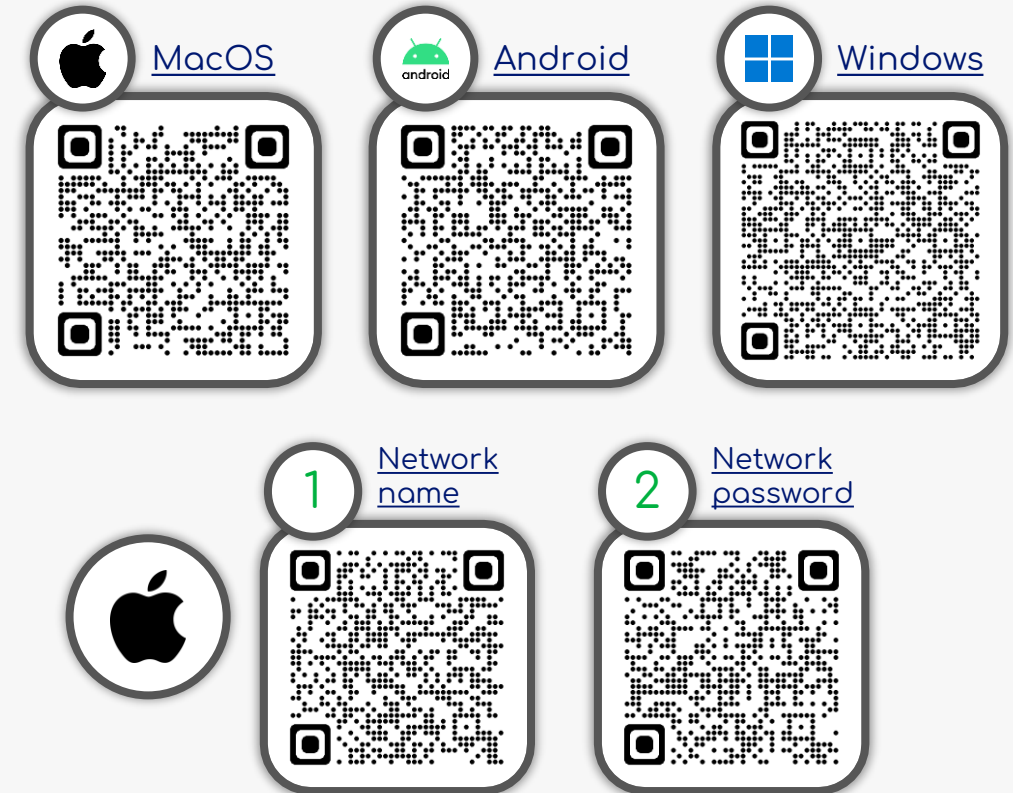
15

Part 4 - Let's program Guizzo

a) Before you power on Guizzo

a) Before you power on Guizzo

- You need to create a hotspot Wi-Fi with the following configuration:
 - ✓ Network name: RP-Net-WD03 (*)
 - ✓ Password: 20190901 (**)
- Depending on what device (smartphone or PC), please follow the respective support guide.
- Just for iPhone users
 - (*) To change the Network name → 1
 - (**) To change the Password → 2



→ If you have any problems, please feel free to contact us at info@ancyb.it.

Part 4 - Let's program Guizzo

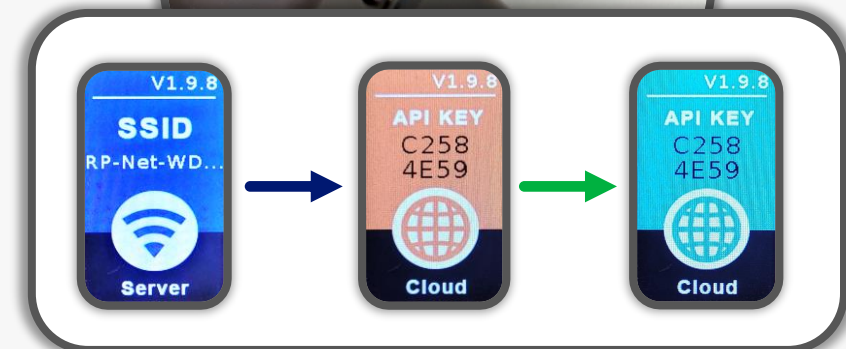
b) How to power on Guizzo

b) How to power on Guizzo

To turn on the robot keep the ANcyb_keychain on the "PWR" button for 2 seconds.

Guizzo will automatically try to connect to the Wi-Fi router.

→ If the procedure is correct the screen will show a blue screen with the API key of the device.



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Part 4 - Let's program Guizzo

b) How to power on Guizzo

If Guizzo doesn't connect to the internet?

If you powered on Guizzo and the router is off or not connected to the internet, the display will show a red screen as shown in the image on the side.

→ In this case, verify the proper functioning of the router and be sure it's connected to the internet.

After that, take the ANcyb_keychain and pass it close to the "A" and/or "PWR" button. Guizzo will try to reconnect to the router.

→ If you have followed all the steps, the M5 StickC will connect to the Internet.



Part 4 - Let's program Guizzo

b) How to power on Guizzo

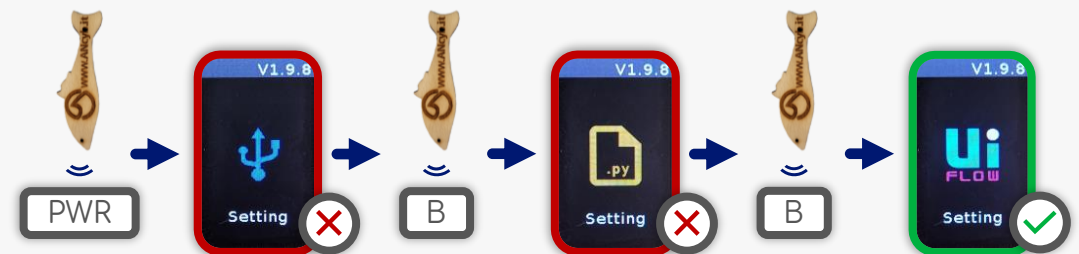
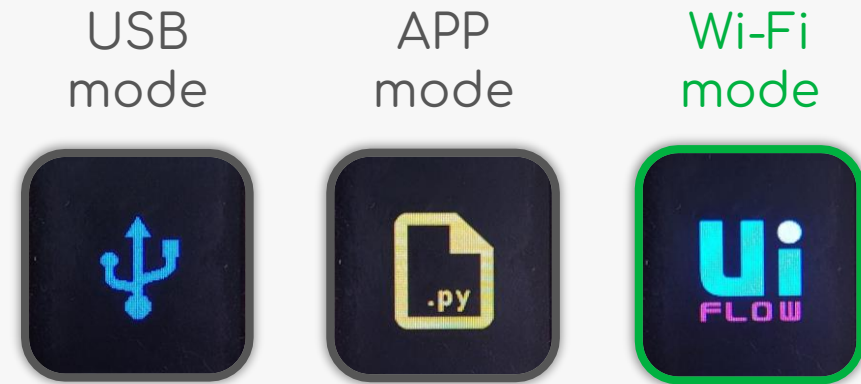
Check if Guizzo is in Wi-Fi mode.

While the device is turning on, the splash screen will show one of the icons on the side.

To code Guizzo by UIFlow ©, the microcontroller (M5StickC Plus ©) has to be in Wi-Fi mode, represented by the UIFlow logo.

→ In order to switch the functioning mode:

1. Press the PWR button;
2. Soon after, press the B button quickly and repeatedly until you see the UIFlow© logo.



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Part 4 - Let's program Guizzo

c) How to program the Guizzo

c) How to program the Guizzo

Every time you will program the Guizzo you will have to:

1. Run the IDE: UIFlow ©

By UIFlow © you can easily program your Guizzo via web browser.

Go to flow.m5stack.com or >>>



2. Select M5StickC Plus © from "Settings"



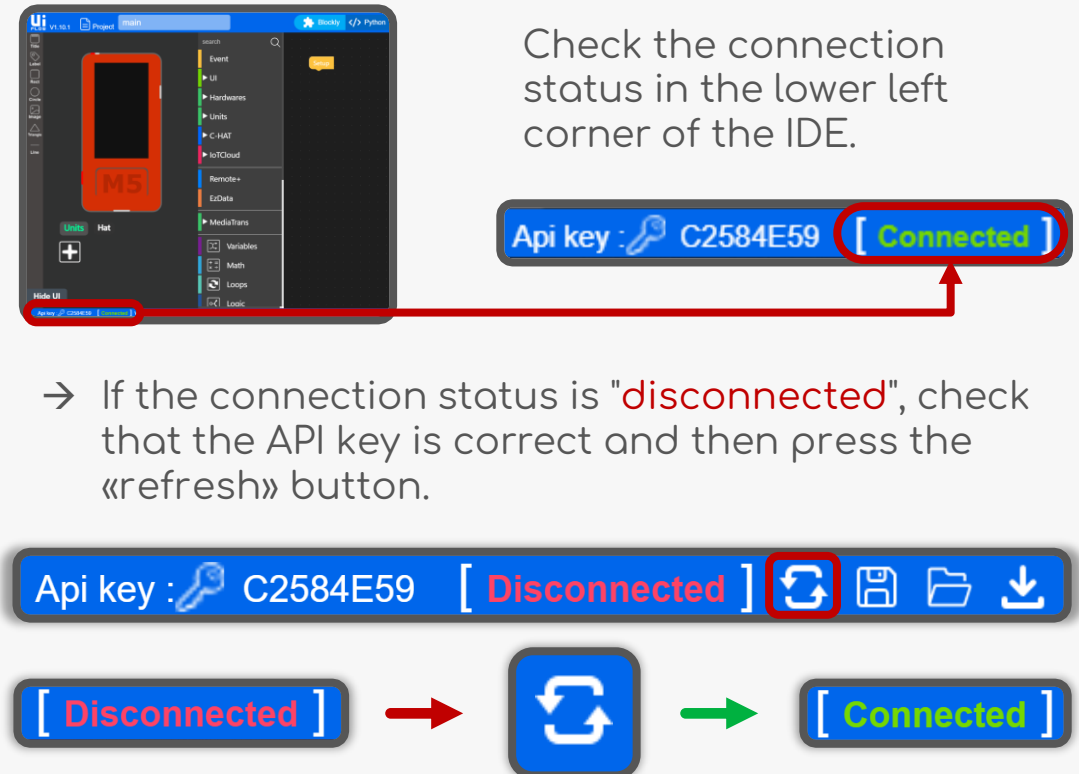
Part 4 - Let's program Guizzo

c) How to program the Guizzo

3. Insert the API KEY shown on the display



4. Make sure the connection is successful



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Part 4 - Let's program Guizzo

c) How to program the Guizzo

5. Download Guizzo's custom blocks

- Go to www.ancyb.it
- Scroll down the landing page until you find the "Download" section
- Click the "Demo & Blocks" button
- The downloaded zipped folder contains the demo software and custom blocks for different ANcybernetics' solutions (included Guizzo)
- Unzip the folder
- Locate the file named 'Guizzo_v3.m5b' in the "Guizzo > Custom Blocks" subfolder

You can find the custom blocks and other useful links here



Download



Demo & Blocks



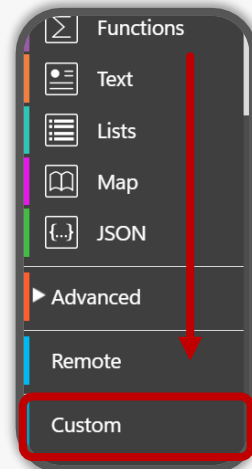
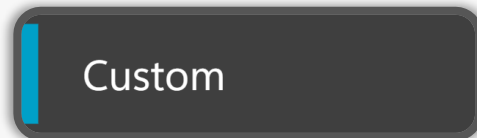
Part 4 - Let's program Guizzo

c) How to program the Guizzo

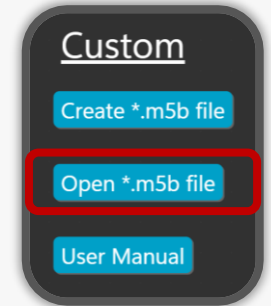
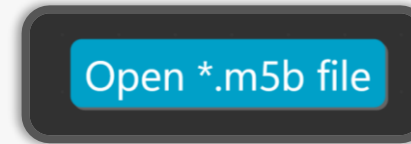
6. Upload Guizzo's custom blocks

Once you have the file 'Guizzo_v3.m5b' you have just located

- a) In the block section, scroll all the way down and click on 'Custom'



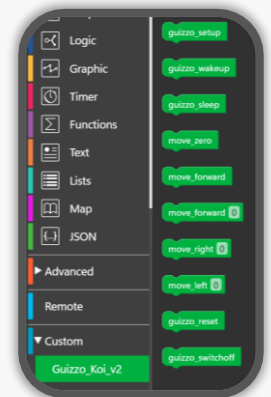
- b) Click 'Open *.m5b file'



- c) Search and select the 'Guizzo_v3.m5b' file

- d) Now, if you click on 'Custom' again, you will read 'Guizzo_v3'.

In this section you will find all the blocks for programming Guizzo!



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Part 5

Wake up and sleep Guizzo



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Part 5 - Wake up and sleep Guizzo

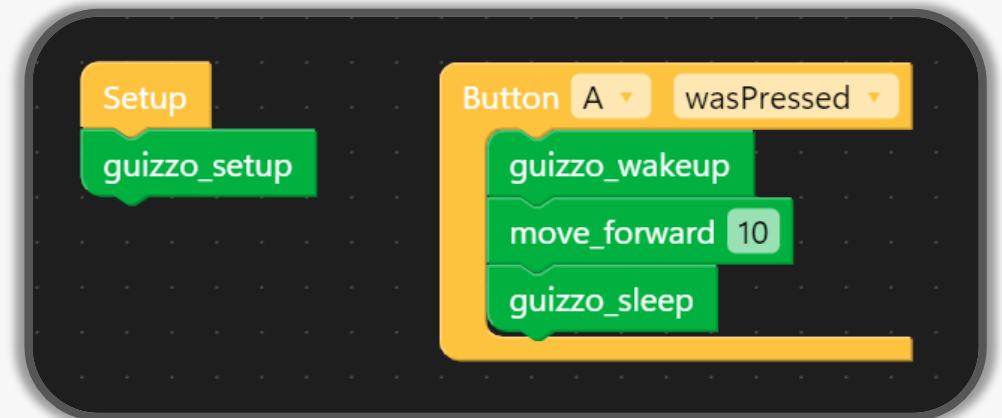
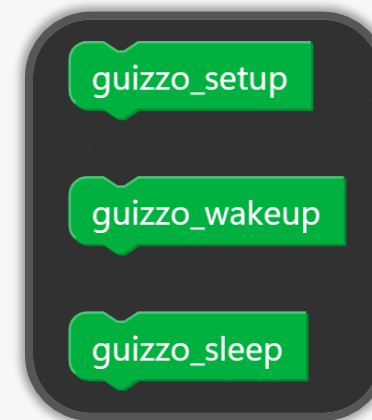
→ Every time you will program Guizzo.

There are only 2 important rules to follow:

1. Under the first default block called “*setup*”, you should always place the “**guizzo_setup**” block.
2. Whenever you use one or more movement blocks, you should always insert the “**guizzo_wakeup**” block as the first one and the “**guizzo_sleep**” as the last one.

You can find these three blocks inside the “Custom” section.

→ On the right, you can see a basic example.



Part 6

Custom blocks



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Part 6 - Custom blocks

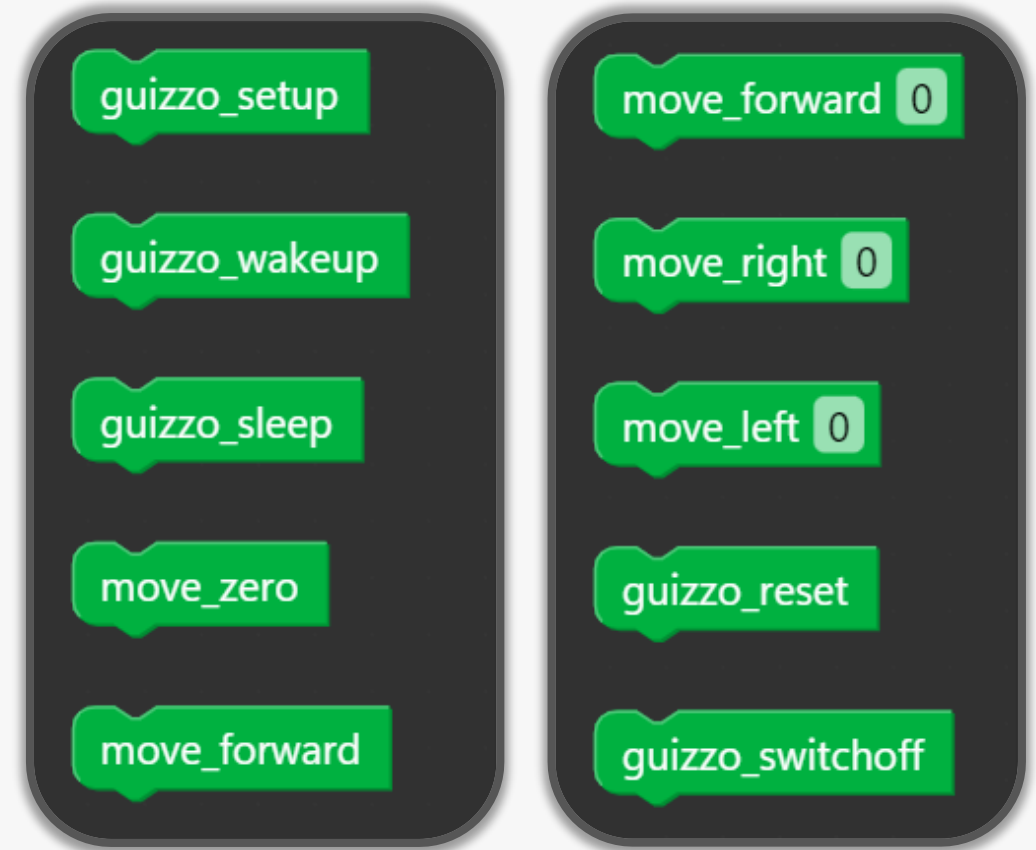
→ All the custom blocks

You can program Guizzo with many custom blocks.

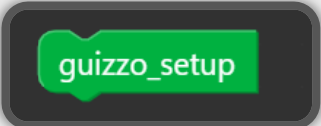
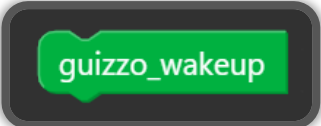
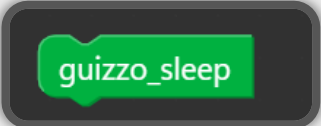
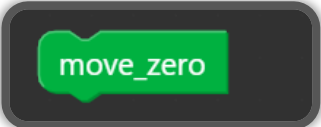
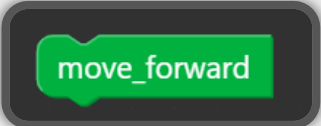
→ On the following pages, you will find the details of each block.

Remember that you can also use all the built-in blocks in UiFlow!

Release your imagination, have fun and let us know how it goes!

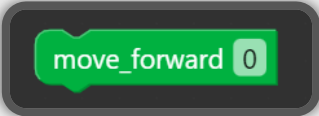
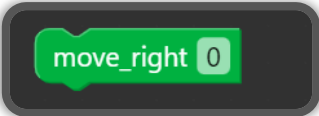
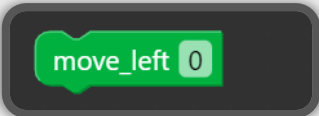
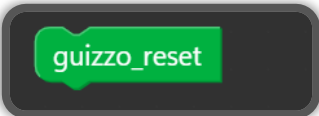
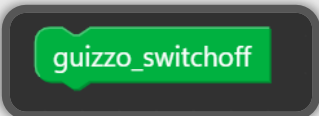


Part 6 - Custom blocks

Block	Function	Warnings
	Configure the features of Guizzo	TO ALWAYS PUT UNDER THE YELLOW "SETUP" BLOCK
	Prepare Guizzo for movement	TO ALWAYS PUT ABOVE ANY MOVEMENT BLOCK
	Disable Guizzo's movements	TO PUT ALWAYS BELOW A MOVEMENT SEQUENCE
	Move Guizzo's fin to the mid-position	
	Move "Guizzo" forward with a single flick of the fin	



Part 6 - Custom blocks

Block	Function	Warnings
	Move "Guizzo" forward with "X" fin movements	"X" STANDS FOR THE NUMBER THAT CAN BE ENTERED IN THE BLOCK
	Move "Guizzo" to the right with "X" fin movements	"X" STANDS FOR THE NUMBER THAT CAN BE ENTERED IN THE BLOCK
	Move "Guizzo" to the left with "X" fin movements	"X" STANDS FOR THE NUMBER THAT CAN BE ENTERED IN THE BLOCK
	Reboot Guizzo	
	Switch off Guizzo	

Part 7

Recharge Guizzo



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Part 7 - Recharge Guizzo

If Guizzo doesn't power on?

It means that the device is discharged, or the battery is very low.

Put Guizzo on charge and be sure to place it properly.

→ The base has to be connected to a power supply.

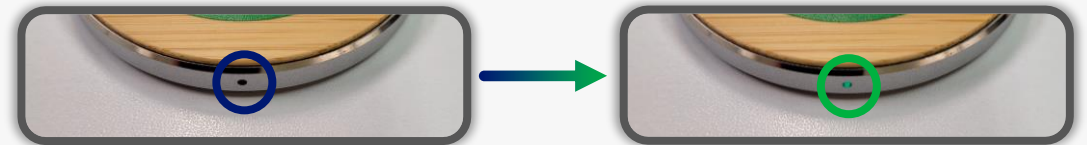


Part 7 - Recharge Guizzo

How to correctly recharge Guizzo

For optimal charging, place the Guizzo on the charging base.

If it is placed correctly, the LED on the charger will light up green, otherwise it will start flashing between green and blue.



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Part 7 - Recharge Guizzo

Recharge it!

→ In order to recharge the Guizzo's battery place it on the wireless charger base.

To reduce overheating and ensure a better charging, turn off (by programming or keeping the ANcyb_keychain on the "PWR" button for 6 seconds) the device already placed on the base.

The recommended charge time is 1 hour, while the maximum charging time is 8 hours.





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- >>> Follow us and share your creations!
- >>> For any questions or problems feel free to contact us.



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