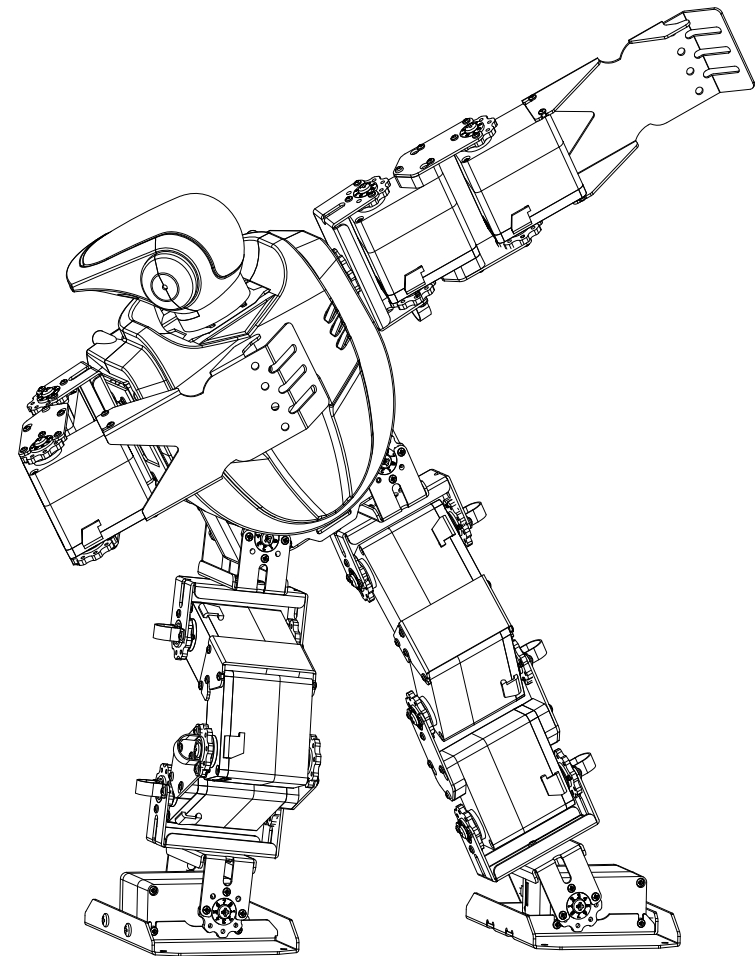


Metal Fighter & ROBONOVA II Operating Notice (v 1.1)

- To assemble the MF tool like +type no.1 driver can be used.
- The MF assembling method is using a screw bolt (jointed to servo motor). Screw of motor doesn't have to be removed completely. But some of screw bolts would be used for some of brackets.
- Cabling should be clean according to MF manual after assembling the MF
- Every motor cable ports should be connected to assignment port on MRC-3024 MF.
- It can't be able to service as free of charge when user mistake.
- If you have any question about the assembly or zero point method, Please call MINIROBOT (tel.82-32-260-7272, fax:82-32-260-7273) or connect homepage Q&A(<http://www.minirobot.co.kr>)
- MF kit could be worked only after assembling and setting zero point through robobasic MF version. Basically, robobasic commands and operating method can be known though application course through robobasic can't be explained.
(because of many of motion sources to be known, please refer to them)
- Charging time should be 1 hour, after full of charge, user can operate MF during 5min to 40 min depending of every motion.
(If the robot running time is to be short, that's condition need to charge)
- The MF battery is 6V-NIMH 1000mA with high discharge rate.
- The charge is for 6V-NIMH with a charging current 1A. Honest battery have to be used.
- The charge would be red lamp during charging, and it would be appear green lamp after full of charge, the lamp appears to be on end off or put out the light when it has some some problem.
- Even if the charge appears green lamp, any charge cannot full. In this case the safe status to protect the battery and charger. Please reconnect.
- If the charge would be green lamp after retrying one or two, this condition is full of charged condition.
- If the condition of charge would be flickering, that would be over electric charged or impossible condition.
- Remote controller should be operated by shooting against to MF head part. Also, as operating system of the remote controller is an infrared rays, it might be unstable under fluorescent lamp or outdoor.
- The MF controller loading basic source program, user can operate various motion. The kind of motions are entertainment mode, fighter mode, game mode, soccer mode, hurdle mode. User can operate 120 type of motions.
- Enclosed CD would include a user's program source, user can programming through robobasic MF version.
- Included Battery inner kit would not be charged , user should charge it.
- User should operate MF motion on the hard flat floor. It could not operate on a lot of frictionized floor like carpets or rubber floor
- If you have any problem, Please check enclosed CD

Metal Fighter (ROBONOVA II)

Metal Fighter Quick Guide (v1.1)



Mini Robot Corp.

We would appreciate your purchasing for "metal fighter", and we hope that users will enjoy with "metal fighter"robot. Every user would feel an interesting as much as a pet. and we hope so, users could bring up a fantastic goods make a programming at the robot through user's idea.

1. Users should check all parts of the robot without a lack. after purchase, please make reference attached file to enclosed user's manual CD.

- construction manual file : metal_fighter_assembly manual (kor).pdf
- construction movie file : metal_fighter assembly drawing.wmv

2. After finishing the robot assembly, please install " robobasic MF. v 2.8" on user's PC. (if users find some problem on loading programming for windows vista version , users can reloading robobasic file at enclosed CD as authority of administrator)

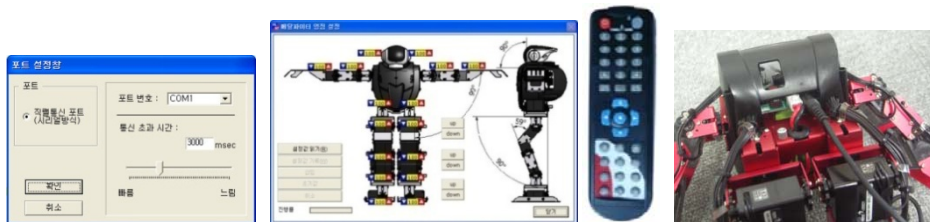


3. After finished installing robobasic, connect download cable to serial port at users PC. occasionally, notebook or netbook PC users need download cable for usb port. (option)



Robobasic program Down load cable PC port Down load port on PC

4. Please set communication port on robobasic pull down menu. (normally desktop pc, should be com1 port)



Port Set Zero Point Set Remote Controller Charge of Battery

- If the robot would be finished assembly with zero setting, it can be move after full charge of battery.
- Metal fighter basically has over various 120 motions.
- Users easily can choose the motion theme kind of dance mode, soccer mode, hurdle racing mode and so on. Especially 4 users can enjoy game at the same time, only set ID remote controller as push P1 button with another remote controller 1,2, 3, 4 button during three seconds simultaneously.
- Every mode can change to push B,C,D,E,F,G after push red button, finally push ■ button.

BT	CODE	DANCE MODE(D)	FIGHTER MODE(F)	GAME MODE (G)	SOCCER MODE(B)	HUDDLE RACING MODE(E)	CAMERA POSE MODE(C)
1	1	Bow_1	Bow_1	scissors	Keeper_left	Stair_left_up_3cm	flying Pose
2	2	cheer	Bow_2	Rock	Keeper_front	Front_narrow_walk	Fighter Pose
3	3	Right_foot_sit_st/ulp Left_foot_sit_st/ulp	Come_on_action	cloth	Keeper_right	Stair_right_up_3cm	Side attack Pose
4	4	flying	Win_ceremony_1	Left_up	Drawing_left	Stair_left_down_3cm	Foot up Pose
5	5	Old_dance	Win_ceremony_2	Blue_white_game_pose	Drawing_front	Dice game	Ball kick Pose
6	6	Back_dance	Win_ceremony_3	Right_up	Drawing_right	Stair_right_down_3cm	Future Pose
7	7	Breath_action	Lose_action_1	Left_down	Left_turn_10	Crawleft_turn	Old dance Pose
8	8	L_R_back_lift_dance	Huge	Dice_game	Front_walk_50	Crawl	Walk Pose
9	9	Flying_standup	Lose_action_2	Right_down	Right_turn_10	Crawlright_turn	Sorry Pose
0	10	Poop_poop_dance	Front_both_hands_punch	Cup_throw_game	Front_narrow_walk	Thing_chack & thing_put	
▲	11	Front_walk_50	Front_run_50	Front_run_50	Front_run_50	Front_run_50	
▼	12	Back_walk50	Back_run_40	Back_run_40	Back_run_40	Back_run_40	
▶	13	Slow_right_walk50	Right_walk70	Right_walk70	Right_walk70	Right_walk70	
◀	14	Slow_left_walk50	Left_walk70	Left_walk70	Left_walk70	Left_walk70	
A	15	Left_turn_20	Left_front_attack	Left_ball_kick	Left_ball_kick	Left_ball_kick	
p/w	16	Motor_off, Change Mode	Motor_off, Change Mode	Motor_off	Motor_off	Motor_off	
C	17	Continue-dance_1	Left_side_back_attack	Shoot_out_left	Left_shoot	Shoot_out_left	
E	18	Total_dance_1	Left_walk20	Left_hand_up	Shoot_out_left	Back_standup	
P2	19	Right_turn_45	Right_turn_60	Right_turn_45	Right_turn_45	Right_turn_45	
B	20	Right_turn_20	Right_front_attack	Right_ball_kick	Right_ball_kick	Right_ball_kick	
△	21	Front_tumbling	Front_lift_attack	Front_run_30	Front_narrow_walk	Front_tumbling	
*	22	Hand_standing	Left_turn_20	Left_turn_10	Left_turn_20	Left_turn_20	
G	23	Total_dance_3	Right_walk20	Right_hand_up	Shoot_out_right	Front_standup	
#	24	Arm_action_copy	Right_turn_20	Right_turn_10	Right_turn_20	Right_turn_20	
P1	25	Left_turn_45	Left_turn_60	Left_turn_45	Left_turn_45	Left_turn_45	
■	26	Stand_pose	Stand_pose	Stand_pose	Stand_pose	Stand_pose	
D	27	Continue_dance_2	Right_side_back_attack	Shoot_out_right	Right_shoot	Shoot_out_right	
◁	28	Left_tumbling	Left_side_attack	Left_walk20	Left_walk20	Left_walk20	
□	29	standstill	Sit_pose & stand_pose	Sit_pose & stand_pose	Sit_pose & stand_pose	Sit_pose & stand_pose	
▷	30	Right_tumbling	Right_side_attack	Right_walk20	Right_walk20	Right_walk20	
▽	31	Back_tumbling	Back_lift_attack	Crawl	Back_narrow_walk	Back_tumbling	
F	32	Total_dance_2	Back_narrow_walk	Back_narrow_walk	Back_shoot	Back_narrow_walk	

*Above every motion program would changeable without notice.