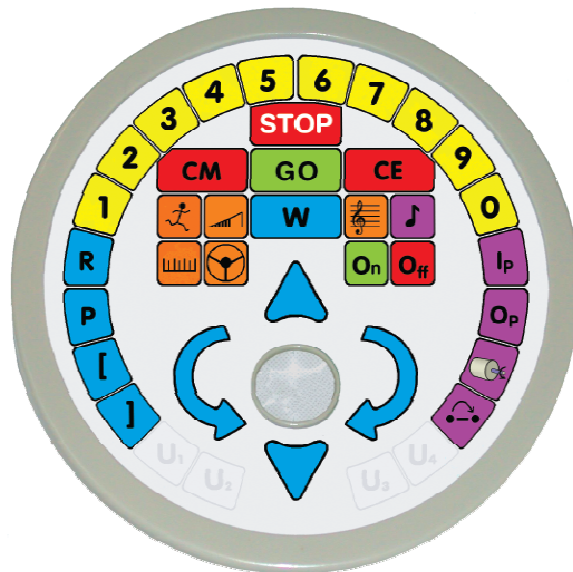






# Keypad



The Junior Roamer is the most advanced of the Standard Roamers. Compared with the Primary Roamer, the Junior Roamer:






- Provides the complete Procedure feature
- The full Input command
- A servo motor<sup>1</sup>

## Programming Group


GO		Runs Program
Clear Entry		Clears last instruction
Clear Memory	 Press twice	Clears the GO Memory
STOP		Stops Roamer when it is running a program

<sup>1</sup> This is not currently available. It will be provided as a free download at a later date.







## Move Group

- Forward**  **Number** [ 1 to 100] Moves Roamer forward a **number** of units.
- Backward**  **Number** [ 1 to 100] Moves Roamer backwards a **number** of units.
- Left**  **Number** [ 1 to 999] Turns Roamer left a **number** of units.
- Right**  **Number** [ 1 to 999] Turns Roamer right a **number** of units.
- Wait**  **Number** [ 1 to 100] Makes Roamer stay still and quiet for a **number** of seconds

## Music Group









- Music**  **Number** [ 1 to 8] For duration of the notes  
**Number** [ 1 to 14] For Pitch where 1 is middle C

## Repeat and Procedure Group










- Repeat**  **Number** [ 1 to 100]  **Instruction List**   
Repeats the **list of Instructions** the specified **number** of times
- Procedure**  **Number** [ 1 to 100]  **Instruction List**   
The Procedure is a list of instructions called P **Number**  
Roamer executes the list of instructions for P **Number** whenever it appears in a GO Program.

# Junior Roamer Quick User Reference

## Change Group

- Scale: Move**   **Number** [ 1 to 100] Sets the scale of movement forward and backwards  
 $\text{Number} \times 1\text{cm} = \text{Unit of movement}$ :  
 Default = 20cm
- Scale: Turn**   **Number** [ 1 to 100] Sets the scale of turn left and right  
 $\text{Number} \times 1 = \text{Unit of Turn in degrees}$  :  
 Default = 1°
- Speed**  **Number** [ 1 to 10] Sets the speed - 1 is the slowest, 5 the default and 10 the fastest.
- Volume**  **Number** [ 1 to 10] Sets the sound volume - 1 is the lowest, 5 the default and 10 is the loudest.
- Set Music**  **Number** [ 1 to 5] Sets the tempo - 1 is the fastest, 3 the default. And 5 the slowest  
**Number** [ 1 to 3] Sets the octave 1 is the lowest and 2 the default.
- Drive Mode**  **Number** [ 1 to 3] 1 is the Default, 2 optimises speed and 3 optimises power

## Control Group

- Output**   Turn Output On
- Output**   Turn Output off
- Input**   **Number** [1 to 100] Specify Input Instruction, with up to 100 procedures
- Sense Procedure**  **Number**  **Instruction List**  When input is triggered execute the list.

For more details of Procedures, Inputs and Outputs see the full User Guides.