Autonomous Units

AUWEBCONTROLLER

User Manual (EN)

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v.1.0

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Producer

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1. DOCUMENT INFORMATION

This document contains the following information:

- Start-up and operation of AU-GALLERY
- Safety of use
- Product presentation
- Guidelines for the correct use and maintenance of the robot
- Update-guide

1.1 More information

Dealer Site > Manuals

https://www.a-units.dk/ AU-GALLERY Manuals /

This page contains the following resources:

- **AUGallery Quick Start**
  A short guide that allows you to start using the robot quickly. The document can be found in printed form in the box with the robot.
- **MiRCharge 24V drift guide**
  The operating instructions for how to set up the MiRCharge 24V and configure the MiR100 for automatic battery charging in the charging station.
- **AUGallery product page**
  https://www.a-units.com/nudging-robot/
  This page contains specifications, images, and brochures for AUGallery.

1.2. Document history

The latest and previous versions of this document and their interrelationship with product and software versions.

Revision	Release date	Description	SW	HW
1.0	31.10.2022	User Manual	1.0	1.0

2. CONTROL THE ROBOT WITH AUCONTROLLER

To configure a mission for the robot, connect to the robot's Wi-Fi.
See section 3.1 - p. 10. Findes ikke. Beskriv log-in både på wifi og på web interface.
Open either the auController app on your mobile device or alternatively auWebController on a mobile decive or pc.

If you do not have the app, you can connect to the robot via auWebController by entering the robot's IP address in the URL bar.

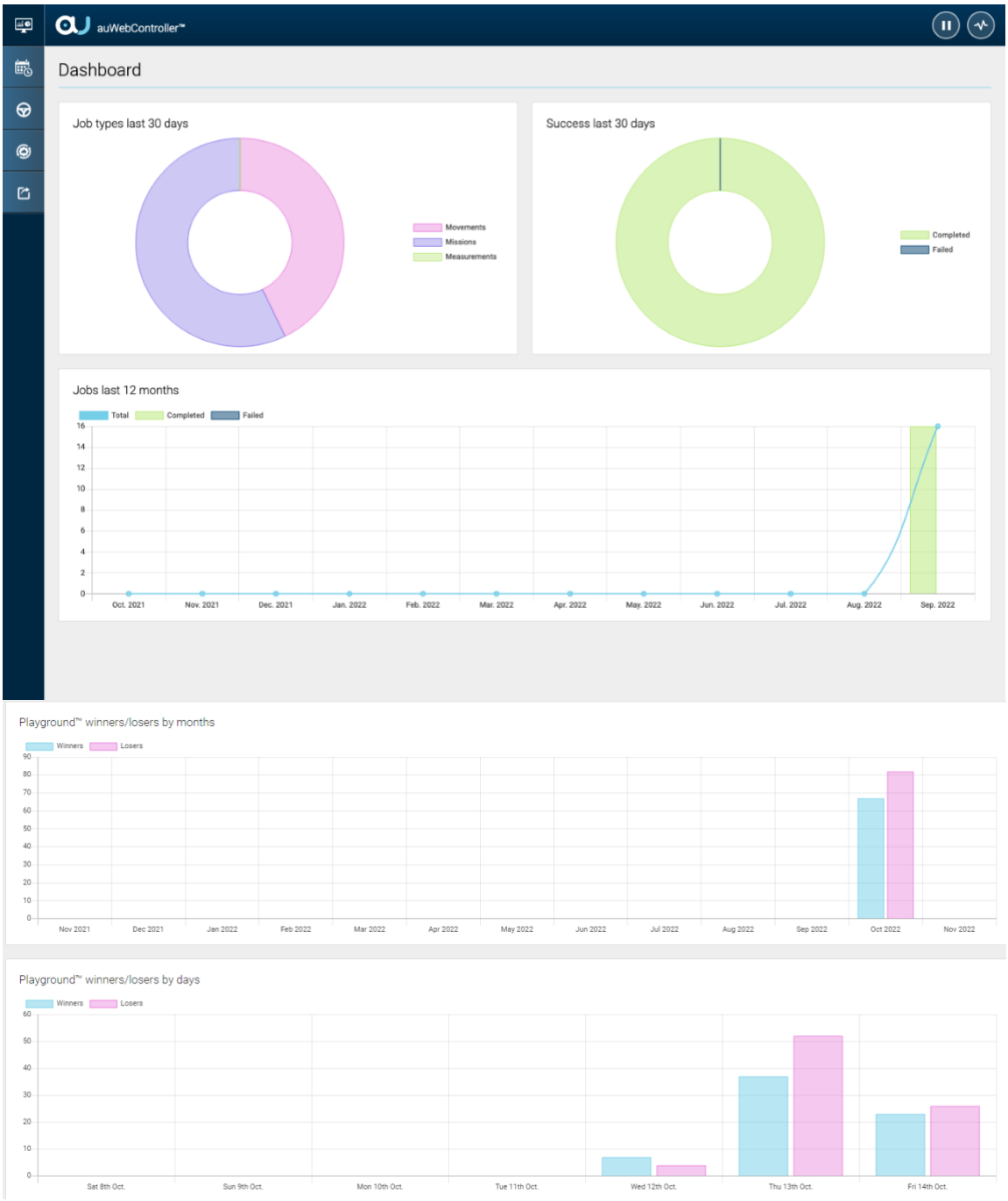
192.168.6.7:5081

For detailed explanation of AUController Features, look into auWebController Guide.
Below is a review of all the application's windows and features.
NB: There may be lower access levels that do not have access to all functions.

The top bar holds a play/pause button that allows the robot to start and stop. The robot must always be in play (the Pause symbol must be visible) to work. The button on the far right displays Robot information including software version and serial number. If the bar turns red, there is an error/emergency stop on the robot.

Navigate via the icons in the bar on the left. The fifth and bottom icons are a log out button that looks like this:

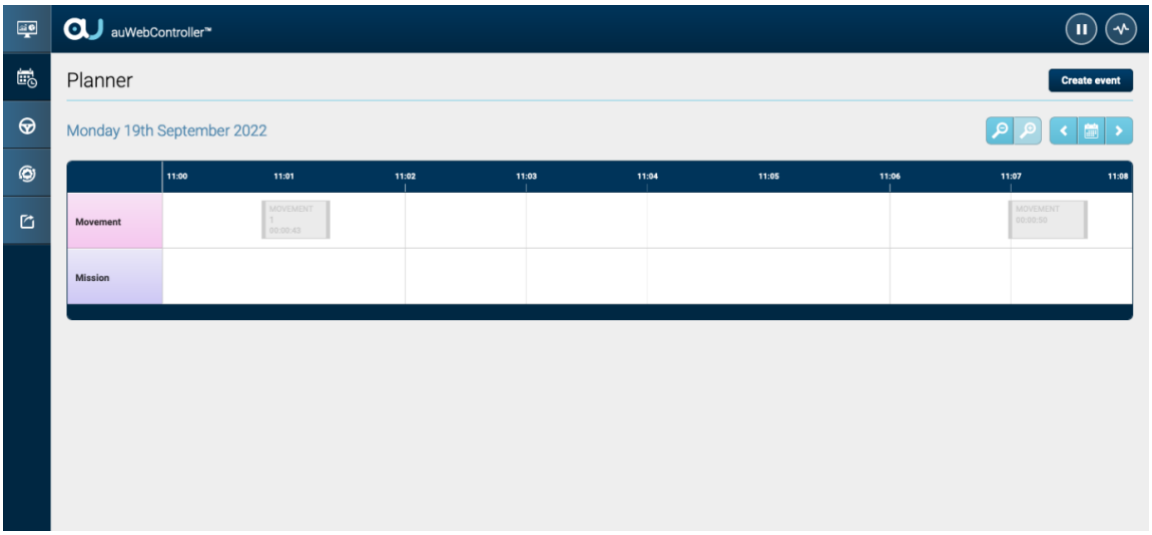
2.1. Dashboard



Dashboard is the top icon and the app's front page. It provides a quick overview of the robot's recent performance, including the number of missions and their success rate. It also displays detailed data regarding the individual use case. In this case, it tracks app downloads, game plays and the number of winners/losers.

2.2. Planner

Second icon takes you to Planner, here the robot's behavior can be controlled and scheduled.



There are two types of events: Movements and Missions. Movements are stand-alone commands. For example, drive to a specific point on the map. Missions are planned series of movements. For example, the robot must run a certain route along certain positions from 8-12 and another route from 13-15.

Both are created by pressing **Create event** and filling in the information the menu asks for.

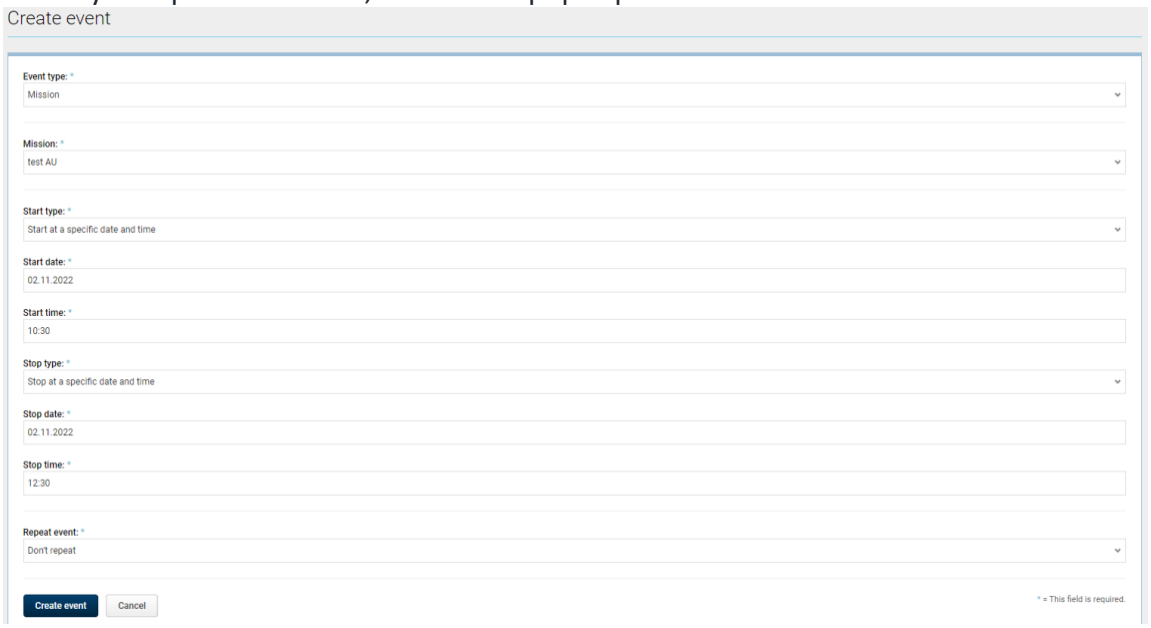
2.2.1. Create a Movement

When you tap **Create Event**, this screen pops up.

As **Event type**, select Movement.
Under **Map**, select which map the robot will operate in. Here will often only be an option.
Under **Positions**, select where you want the bot to go. In this case, Charger or Charging Station is chosen.
Under **Start type**, choose whether the robot should move as soon as possible or the movement should be scheduled for a specific time and date.
Tap **Create Event** in the bottom left to start the robot.

2.2.2. Create a Mission

When you tap **Create Event**, this screen pops up.

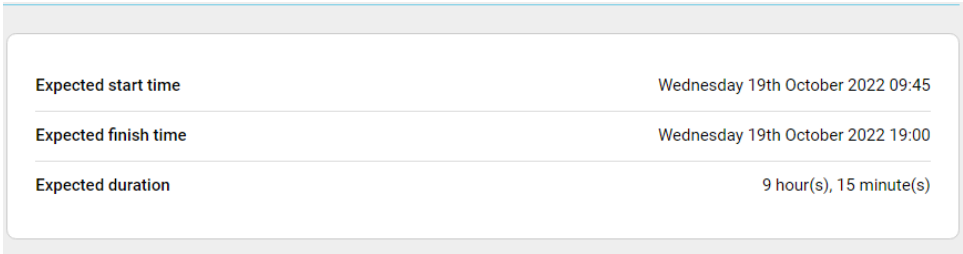


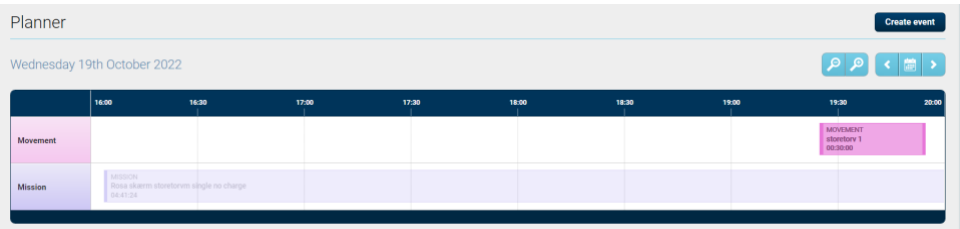
As **Event type**, select Mission.
Under **Map**, select which map the robot will operate in. Here will often only be an option.
Under **Start type**, select whether the robot should start as soon as possible, or the mission should be scheduled for a specific day and date. If you choose
Start at a specific date and time, **start date,** and **Start time** must be completed.
Under **Stop type** you can choose from:
- Stop when completed where the robot stops when it has completed the mission.
- Stop after a certain number of minutes where the robot performs its task for a certain number of minutes, as you specify in the menu.
- Stop at a specific time and date where the robot's end time can be set with **Stop date** and **Stop time**.
Repeat event offers the opportunity to repeat the mission every day, every week, every month or not at all.
Tap **Create Event** in the bottom left to start the robot.

2.2.3. Mission Parameters

In auWebController, the user is allowed to set their own parameters, thereby tailoring the missions to their use case.

In the example below: the mission is set to be executed from 9:45 until 19.





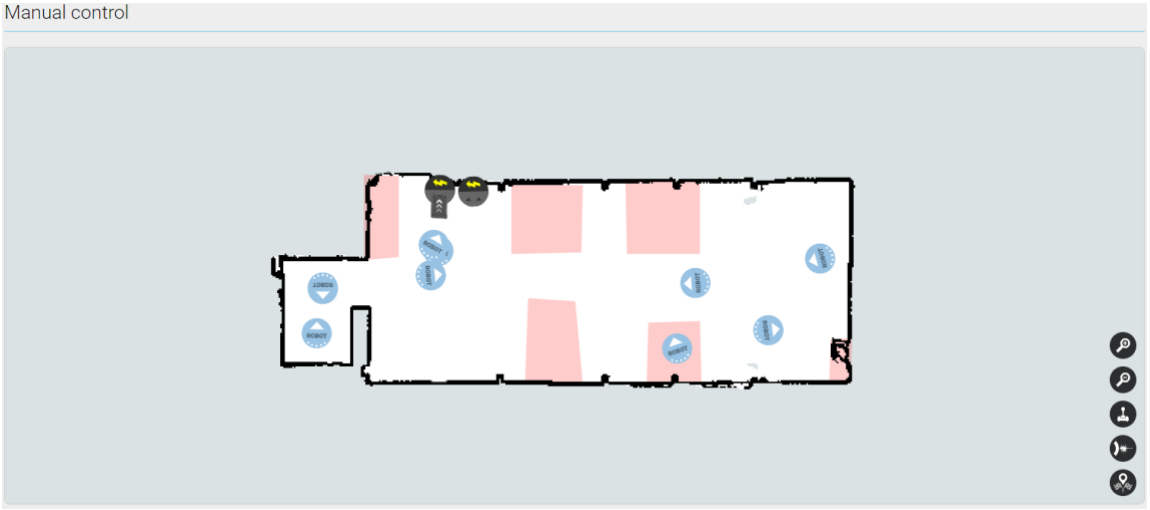
While the mission is executing, it should be “pulsing” on the timeline as seen above.

When executing, the robot will behave according to the parameters given in the mission.

2.3. Manual Control

Here, the robot can be controlled manually if, for example, it needs to be moved outside its map or steered out of a dead end.

Warning
The robot must **always** be supervised when controlled manually.

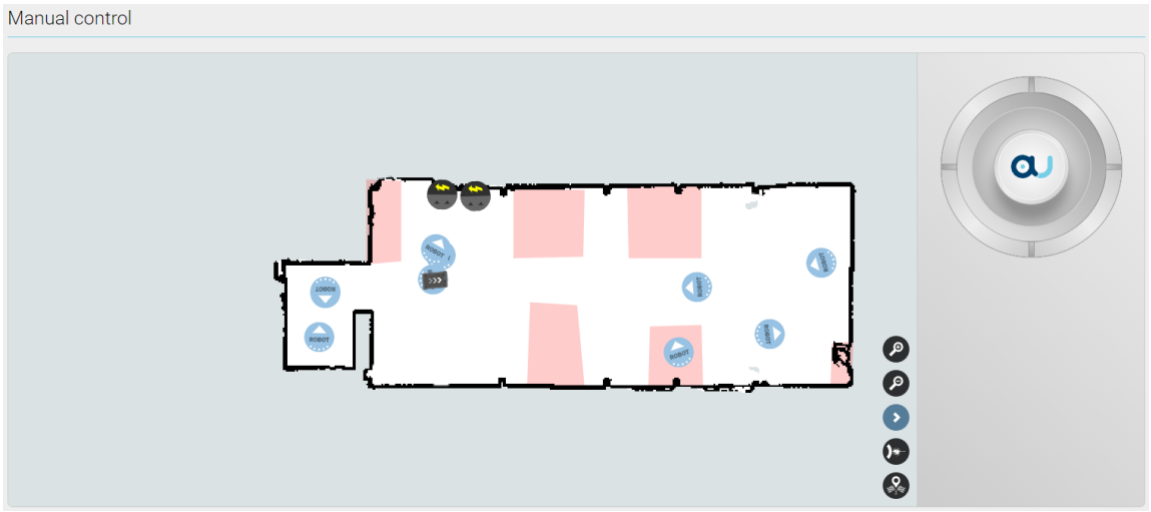


In the middle of the screen, you will see the robot's map. The robot is the dark gray rectangle with the angles. The angles always point in the same direction as the robot. The blue squares are the predefined points from which the robot operates.
On the right you will see several functions. They are following:
Zoom in.

Zoom out.

Joystick.

When this feature is clicked, the screen switches.



The grey button with the Autonomous Units logo is used as a joystick, where up the robot drives forward, down it drives backwards, right turns the robot towards right and left towards the left.

Adjust briefly.

This function adjusts the position of the robot on the map. For example, this may be relevant if the robot has been blocked by a physical obstacle, but the wheels have turned. Then the robot thinks it has moved, even though it has been stationary.

Adjust the position of the robot on the map (manually).

Via this function, you can use the cursor to designate the robot's position on the map. For example, it may be relevant if the robot is having a serious issue with localization or its in new map.

Adjust the map function can be used with advantage after this function, so that the robot can fine-tune its position on the map.

Keep robot in the center
Puts the robot visually in the center of the map.

Pause/Play button

There is a pause/play button available at the top of the page, always visible. It can be used to pause/start the mission/action robot is performing. It is higher in the hierarchy then button available on the MiR platform, therefore it is advised to use one at auWebController, if necessary.

2.4. Updating software

This tab is used when you need future updates installed.