

POWER



Artie Max™ includes a built-in rechargeable battery. To charge the battery, use the included **Micro USB data cable**. This cable will also be used when you download updates from CodeWithArtie.com.

Plug the Micro USB end into the back of Artie Max



- On
- Off
- Power
- Battery Light
- Reset Password
- Battery Charge

FLASHING RED
CHARGING



SOLID RED
READY!



Always unplug Artie before drawing. Make sure switch is "On."



PREP



Includes: 3 colors of washable markers

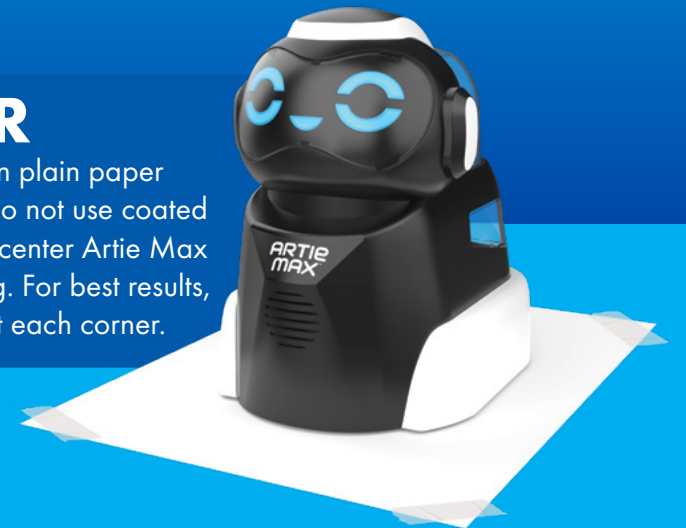


ARTIE MAX™

1. Pull up and back as shown to open the marker compartment of Artie Max.
2. After removing the caps, place the markers down into the "Marker Carousel." Push down until the marker stops.

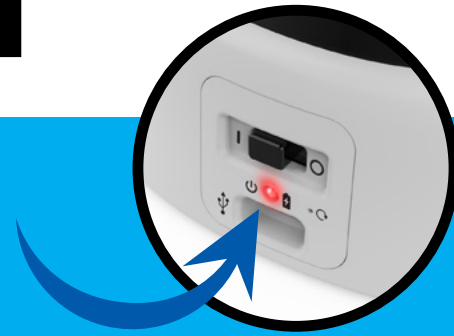
PAPER

Artie Max draws best on plain paper 8.5" x 11" (A4) or larger. Do not use coated or glossy paper. Be sure to center Artie Max on the page before drawing. For best results, tape down your paper at each corner.



CONNECT

1. Artie Max must be charged and the power ON.



2. On your computer or tablet, open your Wi-Fi network list. Look for the "Artie Max" network and connect.



3. Open a browser window, enter:

local.ArtieMax.com

4. PASSWORD



CREATE
PASSWORD

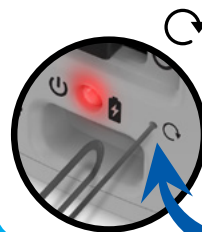
SET PASSWORD

Password must be between
8 and 18 characters

**ARTIE MAX™
WILL RESTART.
REPEAT STEP 2
AND ARTIE MAX
WILL CONNECT.**

*This toy is to only be connected to
equipment bearing either of the
following symbols: [Wi-Fi icon] [Bluetooth icon]*

PASSWORD RESET



If you forget your password, you can reset Artie Max. Insert a paper clip into this hole. (Press 3 times.)

BATTERY LIFE

CONNECTED

Home

Coding Options

Language

Files Load/Save

Fullscreen

Help/FAQ/Tutorials

ARTIE MAX™

Connected

Home

WELCOME TO ARTIE MAX™

SELECT A CODING CONTROL OPTION TO GET STARTED

Beginner

Intermediate

Advanced

ARTIE MAX™ UI

BLOCKLY

JAVASCRIPT

REMOTE CONTROL

SNAP!

PYTHON

C++

Note: Artie Max never connects to the internet. Artie Max has built-in Wi-Fi and uses that to connect to your device.

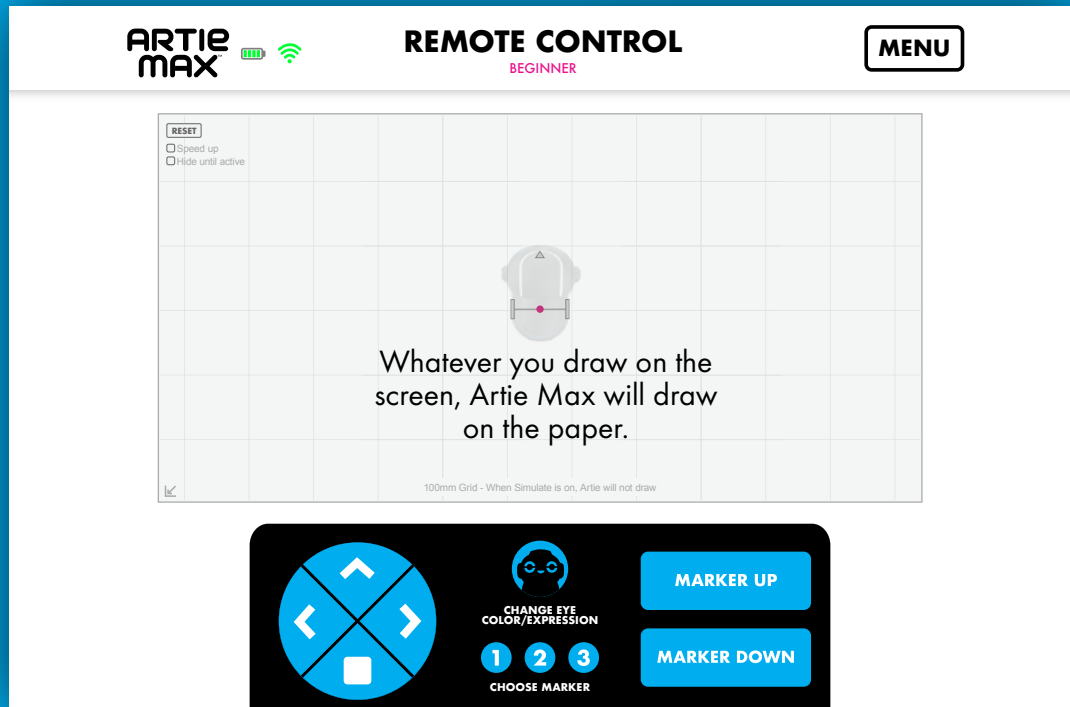
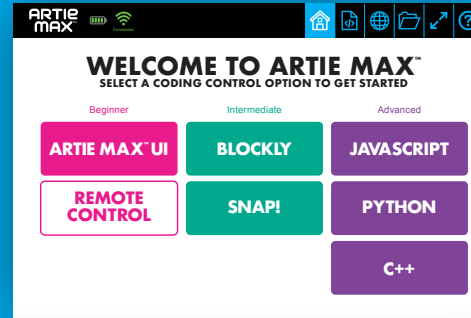
If Artie Max UI does not appear, refresh your browser.

REMOTE CONTROL

In addition to coding, you can also draw freestyle with Artie Max using the **REMOTE CONTROL**.



Center Artie Max on the paper first!



DEMOS

On the following pages are demos of each of Artie Max's coding options. Three are "Drag and Drop" languages. Three are composed of only text.

DRAG AND DROP CODING



Commands that are built by linking blocks of instructions from a toolbox.

This is what drawing a square looks like in **SNAP!**



TEXT-BASED LANGUAGES

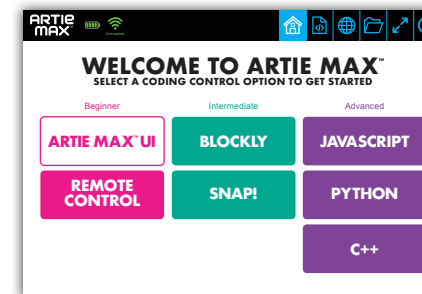


Commands that are entered by typing only. No toolbox.

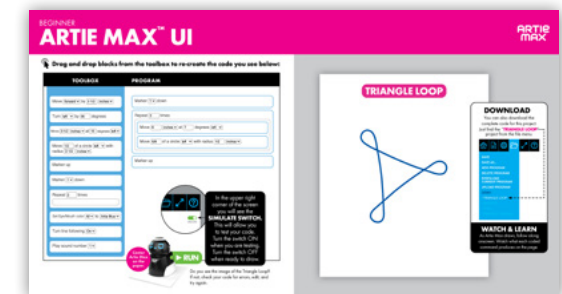
This is what drawing a square looks like in **PYTHON**.

```
1 from artie import Artie
2 artie = Artie()
3 count = 0
4 while count < 4:
5     artie.forward(100)
6     artie.left(90)
7     count += 1 # This is t
```

HOW TO DO THE DEMOS



Select a language



Follow the instructions in the guide.

Drag and drop blocks from the toolbox to re-create the code you see below:

TOOLBOX

- Move **forward** by **3 1/2** inches
- Turn **left** by **90** degrees
- Move **3 1/2** inches at **15** degrees **left**
- Move **1/2** of a circle **left** with radius **3 1/2** inches
- Marker up
- Marker **1** down
- Repeat **2** times
- Set Eye/Mouth color **All** to **Artie Blue**
- Turn line following **On**
- Play sound number **1**

PROGRAM

- Marker **1** down
- Repeat **3** times
 - Move **6** inches at **7** degrees **left**
 - Move **5/8** of a circle **left** with radius **1/2** inches
- Marker up

In the upper right corner of the screen you will see the **SIMULATE SWITCH**. This will allow you to test your code. Turn the switch **ON** when you are testing. Turn the switch **OFF** when ready to draw.

Center Artie Max on the paper.

▶ RUN

Do you see the image of the Triangle Loop? If not, check your code for errors, edit, and try again.

TRIANGLE LOOP

DOWNLOAD

You can also download the complete code for this project. Just find the **"TRIANGLE LOOP"** project from the file menu.

WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

🖱️ Drag and drop blocks from the toolbox to re-create the code you see below:

TOOLBOX

- Artie
- Logic
- Loops
- Math
- Lists
- Variables
- Functions

Tools will appear as you click your cursor on each category.

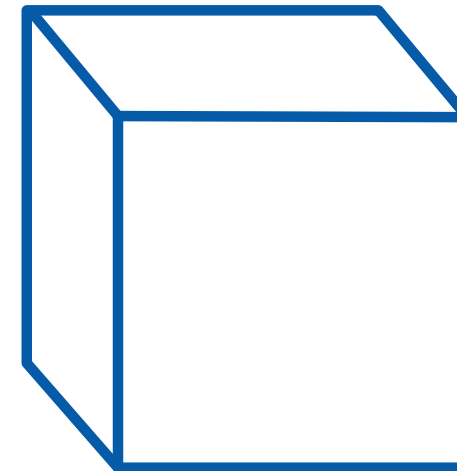
PROGRAM

```
Marker 1 down
repeat 4 times
do
  Turn left by 90 degrees
  Move forward by 100 units
Turn left by 40 degrees
Move forward by 39 units
Turn left by 50 degrees
Move forward by 100 units
Turn left by 90 degrees
Move forward by 100 units
Turn left by 40 degrees
Move forward by 39 units
Turn left by 140 degrees
Marker up
Move forward by 100 units
Turn left by 40 degrees
Marker 1 down
Move forward by 39 units
```

SIMULATE Always test your code in the Simulator first.

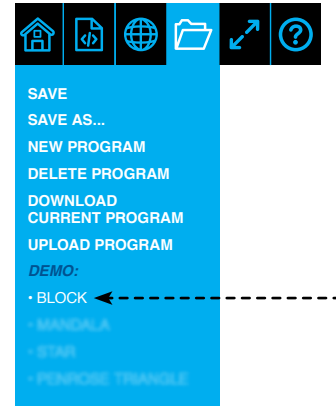
Center Artie Max on the paper. **▶ RUN**

BLOCK



DOWNLOAD

You can also download the complete code for this project. Just find the **"BLOCK"** project from the file menu.



WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

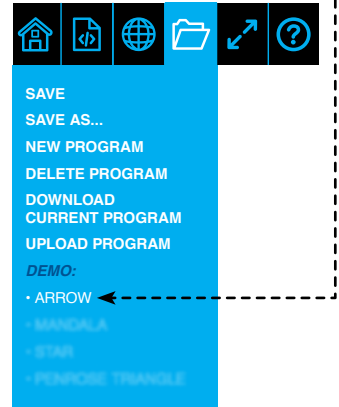
🖱️ Drag and drop blocks from the toolbox to re-create the code you see below:

The screenshot shows the Snap! interface with a toolbox on the left and a program script on the right. The toolbox is divided into categories: Motion, Looks, Sound, Pan, and Arto. The program script is a sequence of blocks: when clicked, marker up, forward by 85, marker 1 down, turn 150 degrees, forward by 100, turn 120 degrees, forward by 25, turn 90 degrees, forward by 100, turn 90 degrees, forward by 50, turn 90 degrees, forward by 100, turn 90 degrees, forward by 25, turn 120 degrees, and forward by 100. A callout box points to the 'Arto' category in the toolbox, stating: "Tools will appear as you click your cursor on each category." Another callout box points to a 'SIMULATE' button, stating: "Always test your code in the Simulator first." A third callout box points to a small image of the Artie Max robot, stating: "Center Artie Max on the paper." The 'Sprite' panel shows 'Sprite' is selected and 'draggable' is checked.

ARROW

DOWNLOAD

You can also download the complete code for this project. Just find the "ARROW" project from the file menu.



WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

 Copy the text that you see below:

PROGRAM

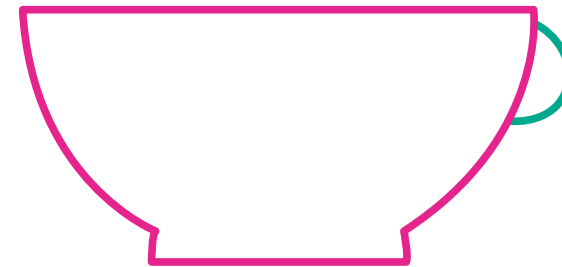
```
1 function draw_arc(direction, fraction, radius) {
2   var L = 78
3   var distance = Math.PI * 2 * radius * fraction;
4   var angle = Math.atan(L/radius) * 180/Math.PI;
5   if (direction == 'left'){
6     angle = -angle;
7   }
8   artie.movearc(distance, angle);
9 }
10 artie.penup();
11 artie.right(180);
12 artie.pendown(1);
13 draw_arc('right', 61/360, 100);
14 artie.left(75);
15 draw_arc('right', 14/360, 50);
16 artie.right(90);
17 artie.forward(100);
18 artie.right(90);
19 draw_arc('right', 14/360, 50);
20 artie.left(75);
21 draw_arc('right', 61/360, 100);
22 artie.right(90);
23 artie.forward(200);
24 artie.penup();
25 artie.right(90);
26 draw_arc('right', 3/360, 100);
27 artie.left(76);
28 artie.pendown(2);
29 draw_arc('right', 1/2, 20);
```

SIMULATE Always test your code in the Simulator first.

Center Artie Max on the paper.

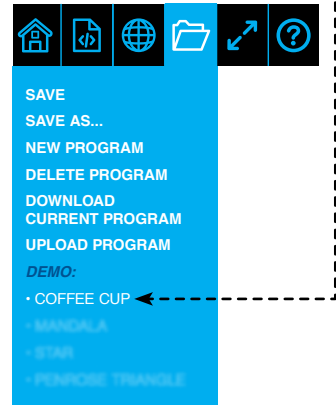


COFFEE CUP



DOWNLOAD

You can also download the complete code for this project. Just find the **"COFFEE CUP"** project from the file menu.



WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

Copy the text that you see below:

PROGRAM

```

1  from artie import Artie
2  import math
3  artie = Artie()
4  def draw_arc(direction, fraction, radius):
5      L = 78
6      PI = 3.141592
7      distance = PI * 2 * radius * fraction
8      angle = atan(L/radius) * 180/PI
9      if direction == 'left':
10         angle = -angle
11         artie.movearc(distance, angle)
12     artie.penup()
13     artie.left(20)
14     artie.pendown(2)
15     draw_arc('left', (93.0/360.0), 38)
16     artie.left(15)
17     artie.forward(19)
18     artie.right(59)
19     artie.forward(36)
20     artie.right(64)
21     artie.forward(15)
22     artie.right(73)
23     artie.forward(35)
24     artie.right(53)
25     artie.forward(18)
26     artie.left(48)
27     draw_arc('right', (86.0/360.0), 57)
28     draw_arc('left', (93.0/360.0), 38)
29     artie.right(11)
30     draw_arc('right', (112.0/360.0), 43)
31     artie.right(155)
32     draw_arc('left', (85.0/360.0), 43)
33     artie.left(6)
34     draw_arc('right', (88.0/360.0), 57)

```

SIMULATE Always test your code in the Simulator first.

Center Artie Max on the paper.

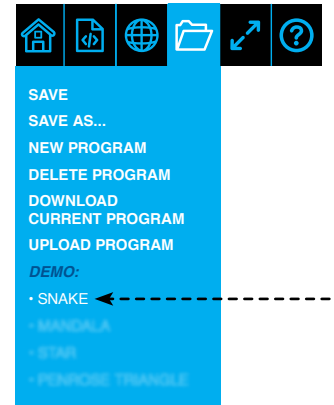


SNAKE



DOWNLOAD

You can also download the complete code for this project. Just find the "SNAKE" project from the file menu.



WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

 Copy the text that you see below:

PROGRAM

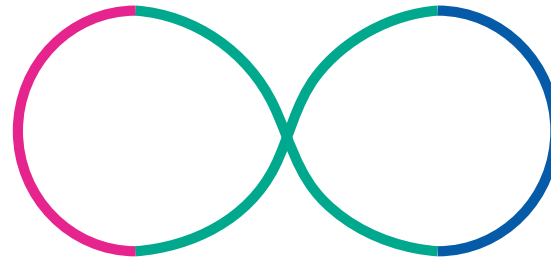
```

1  #include <iostream>
2  #include <artie>
3  Artie artie;
4  void draw_arc(char *direction, float fraction, float radius)
5  {
6      float L = 78;
7      float PI = 3.141592;
8      float distance = PI * 2.0 * radius * fraction;
9      float angle = atan(L/radius) * 180/PI;
10     if (direction == 'left'){
11         angle = -angle;
12     }
13     artie.movearc(distance, angle);
14 }
15 int main() {
16     artie.pendown(1);
17     artie.left(90);
18     draw_arc('right', (1.0/2.0), 50.0);
19     artie.right(1);
20     artie.pendown(2);
21     draw_arc('right', (73.0/360.0), 69.0);
22     artie.right(1);
23     draw_arc('left', (73.0/360.0), 69.0);
24     artie.left(1);
25     artie.pendown(3);
26     draw_arc('left', (1.0/2.0), 50.0);
27     artie.left(1);
28     artie.pendown(2)
29     draw_arc('left', (73.0/360.0), 69.0);
30     artie.left(1);
31     draw_arc('right', (73.0/360.0), 69.0);
32     return 0;
33 }
```

SIMULATE Always test your code in the Simulator first.

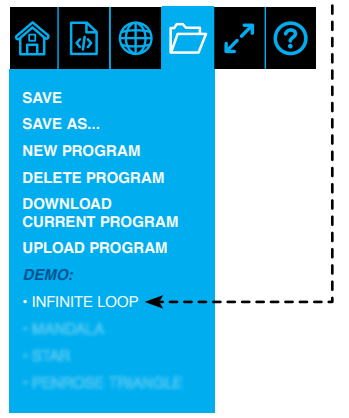


INFINITE LOOP



DOWNLOAD

You can also download the complete code for this project. Just find the **"INFINITE LOOP"** project from the file menu.



WATCH & LEARN

As Artie Max draws, follow along onscreen. Watch what each coded command produces on the page.

FEATURES

ARTIE
MAX™

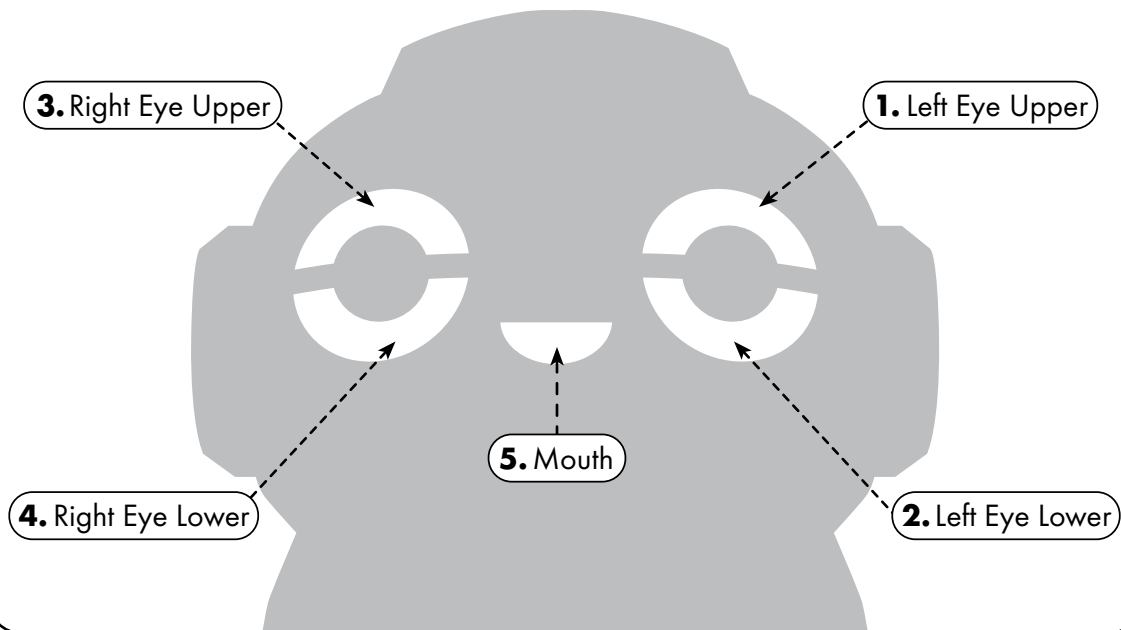


CODING THE EYES AND THE MOUTH



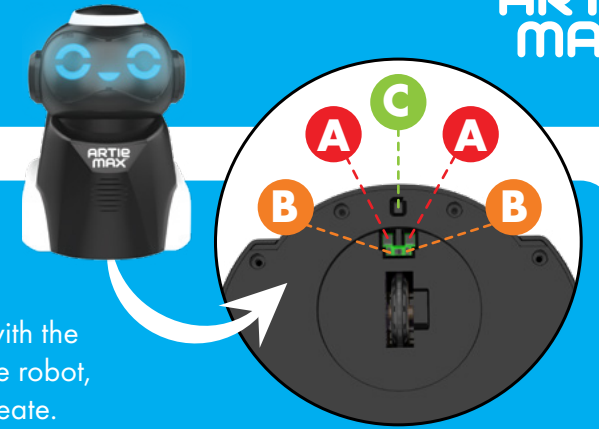
Five separate LEDs (light emitting diodes) can be programmed to different colors.

In addition to controlling Artie Max's movements, you can add commands to change its facial expression. When using the drag and drop languages, look for the coding blocks for the Eyes and Mouth, choose the colors you like and add the code.



SENSORS

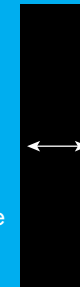
Sensors are how Artie Max interacts with the environment. They give feedback to the robot, which is controlled by the code you create.



A

LINE SENSORS

Turning on the line sensor will force Artie Max to follow a specific path. When using the block-based languages, drop in the block that turns the sensor "on," code your action, and then drop in the block to turn the sensor "off." When using text-based languages, you will need to type out these commands.



Line thickness must be a minimum of 1/2".

B

COLOR SENSORS

Color sensors can be used to trigger different actions. When using the drag and drop languages, drop in the block that turns the sensor "on," code your action, and then drop in the block to turn the sensor "off." When using text-based languages, you will need to type out these commands.



C

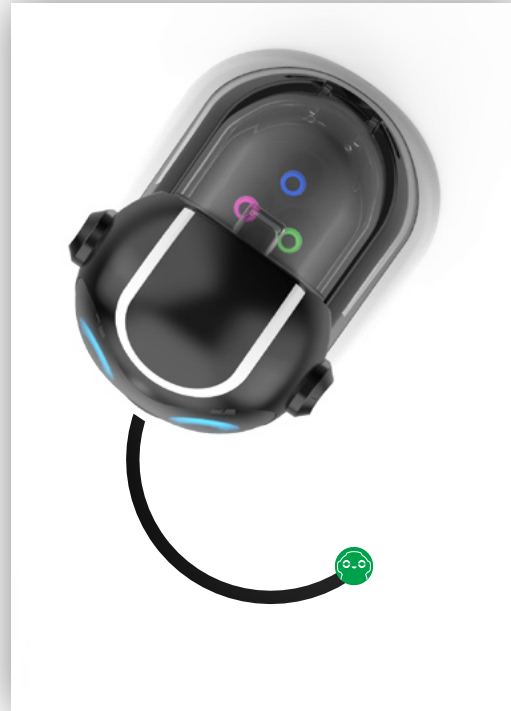
CLIFF SENSORS

Cliff sensors detect large drop offs and will help prevent Artie Max from falling off a ledge. Artie Max has two, one in the front and one in the back.

SENSOR PRACTICE

Try this project to practice coding Artie Max's sensors.

1. On a sheet of 8.5" x 11" paper, draw a simple curved line. Use a standard wide marker and go over it 2x so it's double wide, or you can use a jumbo marker that is 1/2" wide.
2. At the end of the line, place a sticker of your choice.
3. Using the block or script languages, create code that starts the color sensor. Add more code to turn on the line following. In this example, change the color of Artie Max's eyes to match the color at the end of the line.
4. Place Artie Max on top of the line, and run your code.



Artie Max can draw anything you create in code, but remember that even with perfect code, your drawing may turn out differently than expected. That is because there are many factors in your environment that can affect Artie Max. Just like in science, you may need to experiment to find the best solution.

Check Your Environment

- ☑ It is a best practice to test your code in the simulator first. Did Artie Max draw what you wanted in the simulator? If you like it, then turn the simulator to "off" and have Artie Max draw on paper. (Remember, Artie Max will not draw on paper if the simulator is on.)
- ☑ First, give Artie Max the opportunity to draw your picture again. Simple things like someone bumping the table can affect Artie Max's drawings.
- ☑ Check to see if your surface is perfectly level.
- ☑ Tape all four corners of your paper to the table, and make sure your paper is not textured or glossy (plain computer paper works well).

Check Artie Max

- ☑ When you have eliminated environmental issues, take another look at your code. The more turns Artie Max has to make, the more you increase your cumulative margin of error. Can you simplify? Break your drawing into a series of simpler shapes, like lines, circles, squares and triangles?
- ☑ Make sure that the markers are inserted securely in the Marker Carousel.
- ☑ If Artie Max slows down or the drawings are not accurate, check to see if the battery is fully charged.

Once you have looked at all these factors, it may be time to calibrate Artie Max. Not every Artie Max needs calibration, so double check that you've taken the above precautions first!

Learn more about how to calibrate Artie Max at [CodeWithArtie.com](https://www.codewithartie.com)

HELP IF YOU GET STUCK

Q. Do I need Wi-Fi to connect Artie Max?

- A.** No. Artie Max has its own built-in Wi-Fi that works directly with your device.

Q. How do I know if Artie Max is connected to my device?

- A.** You will know Artie Max is connected when the word "connected" appears and the Wi-Fi icon is green. The word "connected" will disappear after 5 seconds.



Q. What if Artie Max won't connect to my device?

- A.** Make sure that Artie Max's power switch is turned on and the battery is charged. You can also reboot Artie Max by switching off, waiting 30 seconds, and powering it back up.

Q. Can I use my phone to code with Artie Max?

- A.** While possible, a phone screen is not ideal for coding. We recommend a larger screen such as a tablet or laptop.

Q. Where can Artie Max draw?

- A.** Artie Max draws only on one sheet of paper at a time. The paper must be placed on a hard, flat surface. You can use tape to hold the paper down. Always place Artie Max in the center of the paper when you are ready to run a drawing program.

Q. What kind of paper can I use with Artie Max?

- A.** Artie's demos need a minimum of an 8.5"x11" or A4 sized piece of plain paper.

Q. What if Artie Max slows down or takes breaks?

- A.** Artie Max may need to be charged. For more information, see the Power section at the beginning of this guide.

Q. Artie Max is leaving ink blots, what should I do?

- A.** Make sure to program Artie Max to move its marker up at the end of your design. If Artie Max leaves an ink blot while sitting on the paper, verify that the marker is in the raised position.

Q. What if Artie Max's markers get on my clothes or hard surface?

- A.** Artie Max's markers are washable. Use mild soap and warm water to soak and rinse clothing. Let clothing hang dry. Use a warm damp cloth and wipe the area of the inkblot.

Q. Can I clean Artie Max?

- A.** You can carefully wipe Artie Max's surface with a slightly damp or dry cloth. Do not immerse or spray any liquid on Artie Max.

Q. Artie Max's wheels seem stuck. What should I do?

- A.** Artie Max's wheels may need a quick cleaning. Use a damp cloth to clean the treads on the wheels.

Q. Can Artie Max fall off the edge of a table?

- A.** Artie Max has a "cliff sensor" in the front and the back, which help prevent Artie Max from falling off ledges. These help Artie Max to stay on a table or counter. When Artie Max detects a ledge, you will hear a warning sound and Artie Max should stop. Remember that these sensors are preventative. The best way to ensure Artie Max doesn't fall is to ensure it has plenty of drawing room, and to always watch it when running a program. These sensors can be turned "off" only using text-based languages.

Q. Can I use other markers with Artie Max?

- A.** Yes. Artie Max uses washable felt-tip markers between 8 mm to 10.5 mm diameter thickness. The length of the marker must be 120 mm or more. Measure here to check if your marker is compatible with Artie Max:

3 mm Smallest ——— Largest 10.5 mm

Always use washable markers.

GLOSSARY

Algorithm: A list of steps that solves a specific problem.

Applications: Complete, self-contained programs that perform a specific function. For example, spreadsheets and databases.

Binary: A way of representing information in computers using 1s and 0s.

Bit: Short for "Binary Digit." A bit is the smallest unit of binary information in a computer, meaning it has a value of 0 or 1.

Block-based programming language: Blocks represent lines of code. Users move the blocks to a workspace where they can be tested and modified easily. Using blocks instead of keyed text reduces errors and allows users to build a stable program much faster.

Bug: Any error in code can cause the program to not perform as expected or to stop working. A computer error is called a bug. Finding and fixing computer bugs is called debugging.

Cliff sensor: A sensor that senses the edge of a table or desk and can pause the program. This can keep hardware that moves from getting damaged in a fall.

Code: Software that directs the computer to perform a task is made up of lines of code. Code is written in a programming language that can express the directions in a way the computer understands and can react to.

Color sensor: An optical sensor that can search for and identify a color, then perform a task that was assigned to that color. For example, a remote control car rolls over the color blue and the headlight LEDs flash. The sensor recognized blue and started the program to turn the headlight LEDs on and off.

Command: A command is a statement for the computer to do something. Many commands together are called code. A series of commands created to solve a problem is called an algorithm.

CPU: The central processing unit is considered the brain of the computer. It carries out instructions that it gets from software programs.

Data: Information that is stored on a computer.

Download: When you transfer a file or digital information from one computer to another, you download the file.

File: A unit of storage that contains information, pictures, or any data that can be accessed by a software program. A file is nameable so its contents can be easily identified.

GUI: A graphical user interface is a collection of pictures, toolbars, and icons that make it easier for users to access all aspects of their computer system and files.

Icon: A small picture that represents a program or file in the computer's user interface.

If-then statement: When you need the computer to perform a task, but you need it to start after something else happens, that is a conditional statement. For example, "When it is 5:00, turn on my light." The computer will watch the clock until 5:00 and then turn on the light.

Input/Output: To give information to a computer, you use a keyboard or mouse or some other communication device. When you need information from the computer it will output to the monitor, or a speaker, or some other output device.

LED: A light-emitting diode can be added to a circuit and controlled by a computer.

Line-following sensor: An optical sensor that will detect and follow a thick black line. (Artie Max requires at least 3/8" thickness.)

Loop: A loop is a command you can program to perform the same task over and over as many times as you choose.

Menu: A list of tasks that are available in the software program you are working in.

Programming/Coding: The art of creating a program.

URL: A uniform resource locator is sometimes called a web address. When you input the URL into your browser, it will open the Web site.

Workspace: The place where you drag and drop, or key in your code. You can view the entire program for bug testing before you run it on your hardware.

Lithium Ion Battery Information

• Do NOT charge at or below freezing (0° C). • Do not allow charger or battery pack to overheat. If they seem warm, allow to cool down. Charge only at room temperature. • Battery pack should not be disassembled, crushed, punctured, opened or otherwise mutilated.

CONTAINS LITHIUM ION BATTERY PACK. BATTERIES MUST BE RECYCLED.

• Retain these instructions for future reference. • For household use under adult supervision. • Keep cord away from children. • Only use with a reliable and proper charging source. • Turn off or unplug when not in use. • Do not attempt to disassemble or modify this product, or remove the battery as it could void the user's ability to operate the product properly. • Do not crush this product by dropping, hammering, or stepping on it. If product shows signs of breakage, dispose of properly. • Do not expose to high temperatures or place near a heat source. Do not place in direct sunlight for any length of time. When not in use, store at room temperature. • Do not dispose product in fire. • If the product is working erratically, or the time between charges is shortened, the battery could be nearing the end of its life. The battery life may vary depending on storage, operating conditions, and environment. • Examine the charging cord periodically for conditions that may result in the risk of fire, electric shock or injury. If the cord is damaged, the cord should not be used until properly repaired or replaced. • Wipe product with a damp cloth to clean. • Do not submerge in water. • Keep the supply terminals clean and do not short circuit. • Ensure that USB is plugged in properly and into appropriate charging ports.

Product Disposal: This product contains a **2200mAh Lithium Ion rechargeable battery non-replaceable**. Discarding batteries in your general household waste can be harmful to the environment. When disposing of the product, follow appropriate local guidelines and regulations. For further information, contact your local solid waste authority.

ES Información sobre la batería de ion de litio

• No la recargues a una temperatura de 0° C o inferior. • No permitas que el cargador o la batería se recalienten. Si te parece que están muy calientes, deja que se enfríen. Recárgala únicamente a temperatura ambiente. • La batería no debe desmontarse, aplastarse, perforarse, abrirse o dañarse de ningún otro modo.

CONTIENE BATERÍA DE ION DE LITIO. LAS BATERÍAS DEBEN RECICLARSE.

• Guarda estas instrucciones para futuras consultas. • Para uso doméstico bajo supervisión de un adulto. • Mantén el cable fuera del alcance de los niños. • Utiliza únicamente una fuente de carga fiable y adecuada. • Apágalo o desenchúfalo cuando no lo estés usando. • No intentes desmontar o modificar este producto ni retirar la batería porque esto puede hacer que el producto deje de funcionar adecuadamente. • No lo dejes caer ni lo golpees con un martillo o lo pises. Si el producto muestra signos de estar dañado, deséchalo de forma adecuada. • No lo expongas a altas temperaturas ni lo coloques cerca de una fuente de calor. No lo expongas a la luz solar directa durante un periodo de tiempo. Cuando no lo utilices, puedes guardarlo a temperatura ambiente. • No tires el producto al fuego. • Si el producto funciona de forma irregular o tienes que cargarlo con mayor asiduidad, es posible que el periodo de vida de la batería se esté agotando. El periodo de vida de la batería puede variar dependiendo del modo en que se guarde el producto, las condiciones en las que se utilice y el medio ambiente. • Examina el cable de carga de forma periódica para comprobar que no tenga ningún defecto que pueda provocar incendios, descargas eléctricas o lesiones. Si el cable está dañado es conveniente que dejes de usarlo y lo sustituyas por otro. • Limpia el producto con un paño húmedo. No lo sumergas en agua. • Mantén los terminales de suministro siempre limpios y no provoques ningún cortocircuito. • Asegúrate de que el USB está enchufado correctamente a los puertos de carga apropiados.

Eliminación del producto: Este producto contiene una **batería de ion de litio de 2200 mAh recargable y no reemplazable**. Tirar baterías en la basura doméstica general puede ser perjudicial para el medio ambiente. Cuando elimine el producto, hágalo de acuerdo con las directrices y normas locales. Para obtener más información, ponte en contacto con las autoridades responsables de la gestión de residuos sólidos de su localidad.

FR Informations relatives à la batterie lithium-ion

• NE PAS charger à une température égale ou inférieure à 0° C. • Ne pas laisser le chargeur ou le bloc-pile surchauffer. S'ils sont chauds au toucher, les laisser refroidir. Uniquement charger à température ambiante. • Ne pas démonter, écraser, percer, ouvrir ni abîmer le bloc-pile de toute autre manière que ce soit.

CONTIENT UN BLOC-PILE LITHIUM-ION. LES BATTERIES DOIVENT ÊTRE RECYCLÉES.

• Veuillez conserver ces instructions pour toute référence ultérieure. • À utiliser à domicile sous la supervision d'un adulte. • Conserver le cordon hors de la portée des enfants. • Utiliser uniquement avec une source de charge fiable et adaptée. • Éteindre ou débrancher le produit lorsqu'il n'est pas utilisé. • Ne pas essayer de démonter ou de modifier ce produit, ni de retirer la batterie au risque de nuire au bon fonctionnement du produit. • Ne pas écraser le produit en le faisant tomber, en marchant dessus ou avec un marteau. Jeter le produit de manière appropriée s'il est abîmé. • Ne pas l'exposer à de hautes températures ni le placer près d'une source de chaleur. Ne pas le placer de manière prolongée à la lumière directe du soleil. Lorsque le produit n'est pas utilisé, le ranger à température ambiante. • Ne pas jeter le produit au feu. • En cas de fonctionnement irrégulier du produit, ou de réduction de l'autonomie entre les charges, il se peut que la batterie soit en fin de vie. La durée de vie de la batterie peut varier en fonction des conditions de stockage, d'utilisation et de l'environnement. • Examiner régulièrement l'état du cordon de charge afin d'éviter tout risque d'incendie, de choc électrique ou de blessure. Si le cordon est abîmé, ne pas l'utiliser tant qu'il n'a pas été réparé ou remplacé. • Nettoyer le produit avec un chiffon humide. Ne pas l'immerger dans l'eau. • Maintenir les bornes d'alimentation propres et ne pas court-circuiter. • Vérifier que le câble USB est bien branché dans les ports de charge adéquats.

Élimination du produit : Ce produit contient une **batterie lithium-ion rechargeable de 2 200 mAh non-replaçable**. Jeter des batteries avec les ordures ménagères peut nuire à l'environnement. Veuillez suivre les directives et réglementations locales appropriées pour éliminer ce produit. Pour de plus amples informations, contactez vos autorités locales responsables des déchets solides.