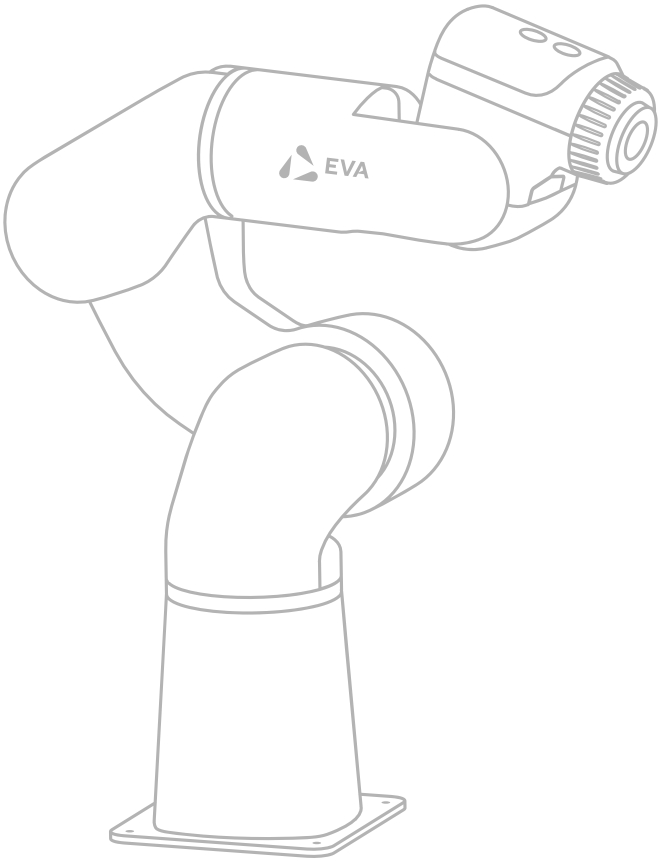
QUICK START GUIDE

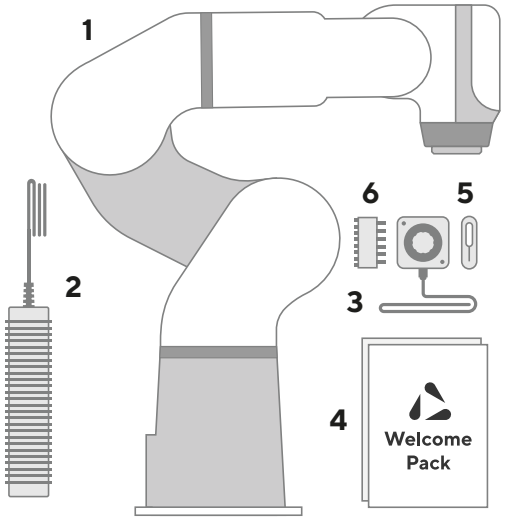
EVA

THE SIMPLE, AFFORDABLE ROBOT



Inside the box

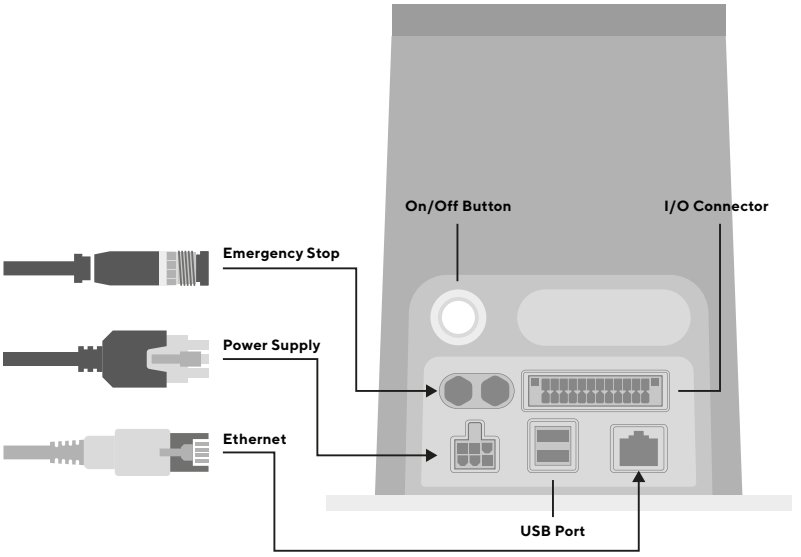
1. Robot Arm
2. Power Supply
3. Emergency Stop
4. Manuals
   - Safety & Reference Manuals
   - Welcome Pack
   - Quick Start Guide
5. Emergency Break Release
6. I/O Connector



Powering On

Start by plugging the **Power Supply** and **Emergency Stop** following the diagram below. Press the On/Off button, then connect to your network with wifi or Ethernet.

Note: The Ethernet Cable is not included.



Get Connected

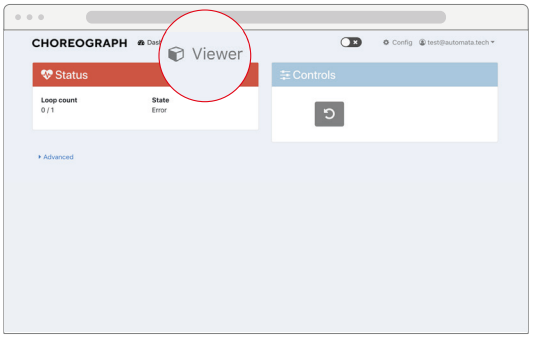
Open your browser and navigate to the URL **eva.automata** or **172.16.172.1.** and set up your new account.

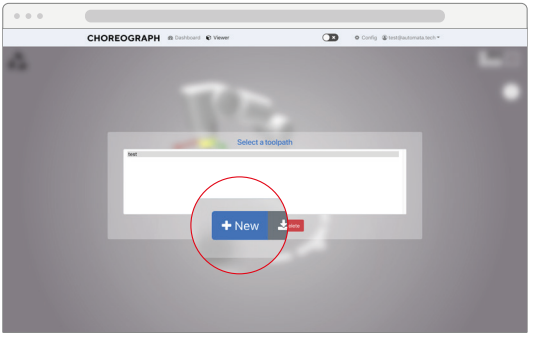
Note: For more information go to the page 5 on the Reference Manual.

Here you have your personal Eva Access Wifi Password:

Choreograph

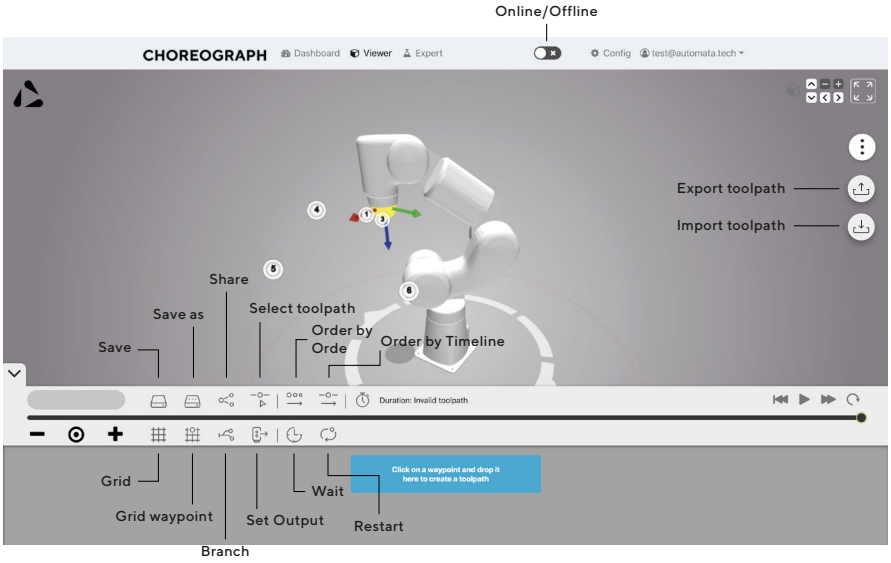
To start programming Eva, navigate to the **viewer** in Choreograph, and click new to start a **new toolpath**.





Learn more

The **icons immediately above the timeline** are action points. They can be dragged to the timeline just like waypoints, but specify special behaviour rather than points in space.



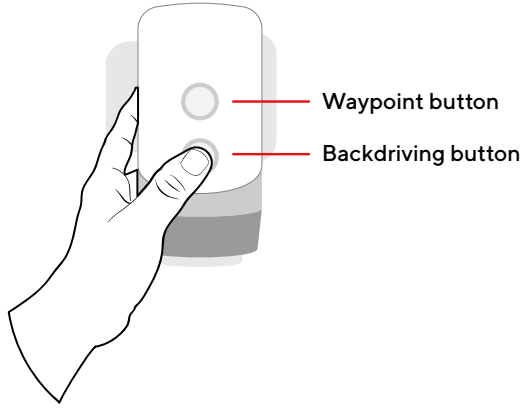
Move Eva manually

To move the robot manually, press and hold the **Backdriving button** on the robot head, this will give you the freedom to manipulate Eva.

Note: Make sure to **take the lock**; click the grey x at the top of the screen to slide it into a green tick.

This gives your device ownership of the robot, and **only in this state will Choreograph save waypoints.**

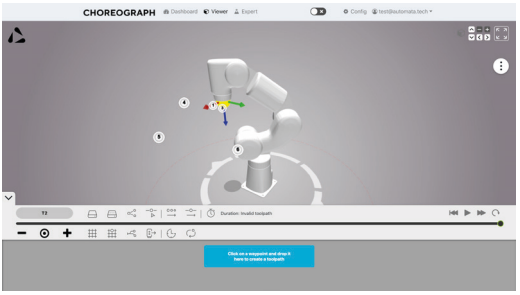




Create a Waypoint

To create a new waypoint move Eva to the position you want and press the **Waypoint Button** on the robot head.

When you think you have a series of waypoints in the right place, click on the first waypoint and a menu will appear. You can use the **'go-to waypoint'** button to check accuracy.

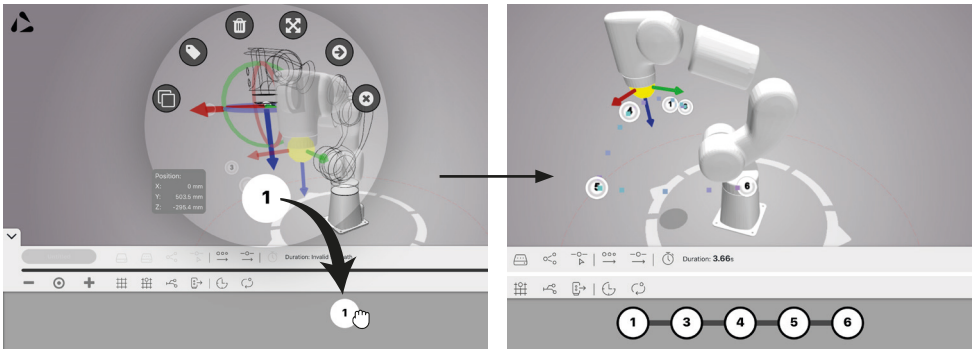


Whenever you make changes, make sure to save your toolpath

Note: There is another way you can create a waypoint using Choreograph, visit page 9 in the Reference Manual.

Toolpath

Open the timeline, select each of your waypoints one by one, **drag** their 2D icons onto the timeline in the desired order, and you have created your **first toolpath**.



Uploading

Once you're ready to try out your toolpath, use **the controls on the left-hand side** of the viewer. **Note:** Remember to be online.

Important: Before running Eva for the first time you need to follow the next steps. Remember to save and follow this steps every time you make a change.



1 Press **upload** (this gives the robot information about the toolpath)



2 Press **home** (this sends the robot to the first position)



3 Press **play**. Try playing just **one** loop the first time.

Note:

Note that a waypoint can 'exist' several times along the timeline, but only once in the 3D workspace. **Modifying the properties of a waypoint *on the timeline*** (eg: waypoint type, speed) **doesn't affect the waypoint as a whole**. On the other hand, **changing the position of a waypoint *in space* will change every instance of that waypoint along the timeline.**

For more specific or complex information please check the Reference Manual provided.

Visit **www.automata.tech** to reference a comprehensive online user's manual or contact **support@automata.tech** for additional information and assistance.



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