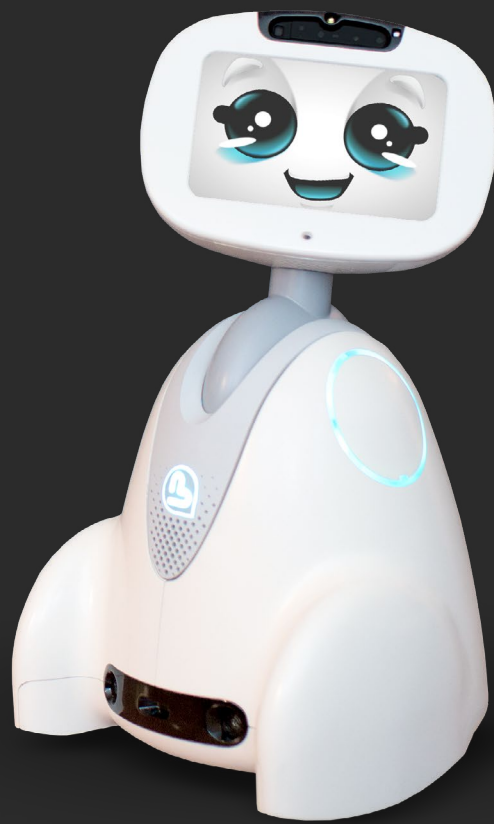
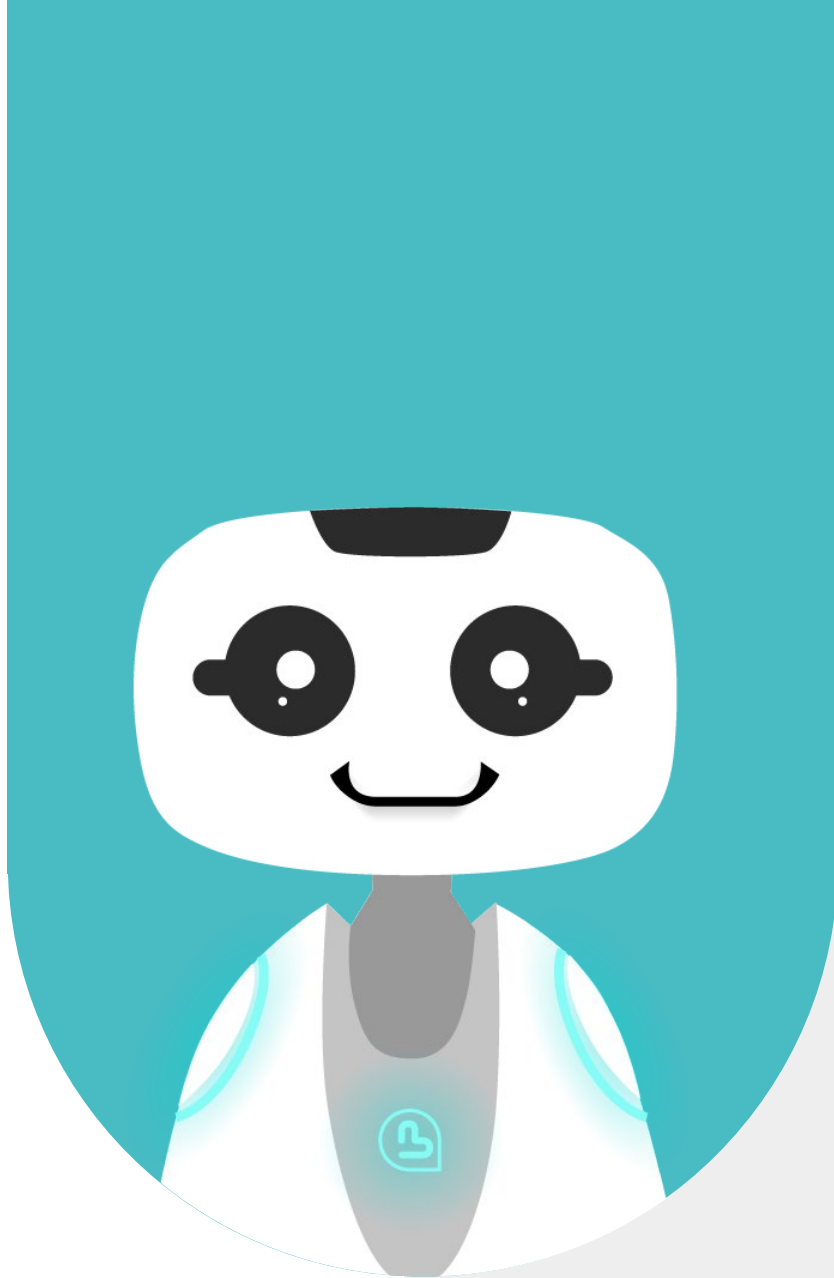


# Buddy Studio

User Guide V1.00

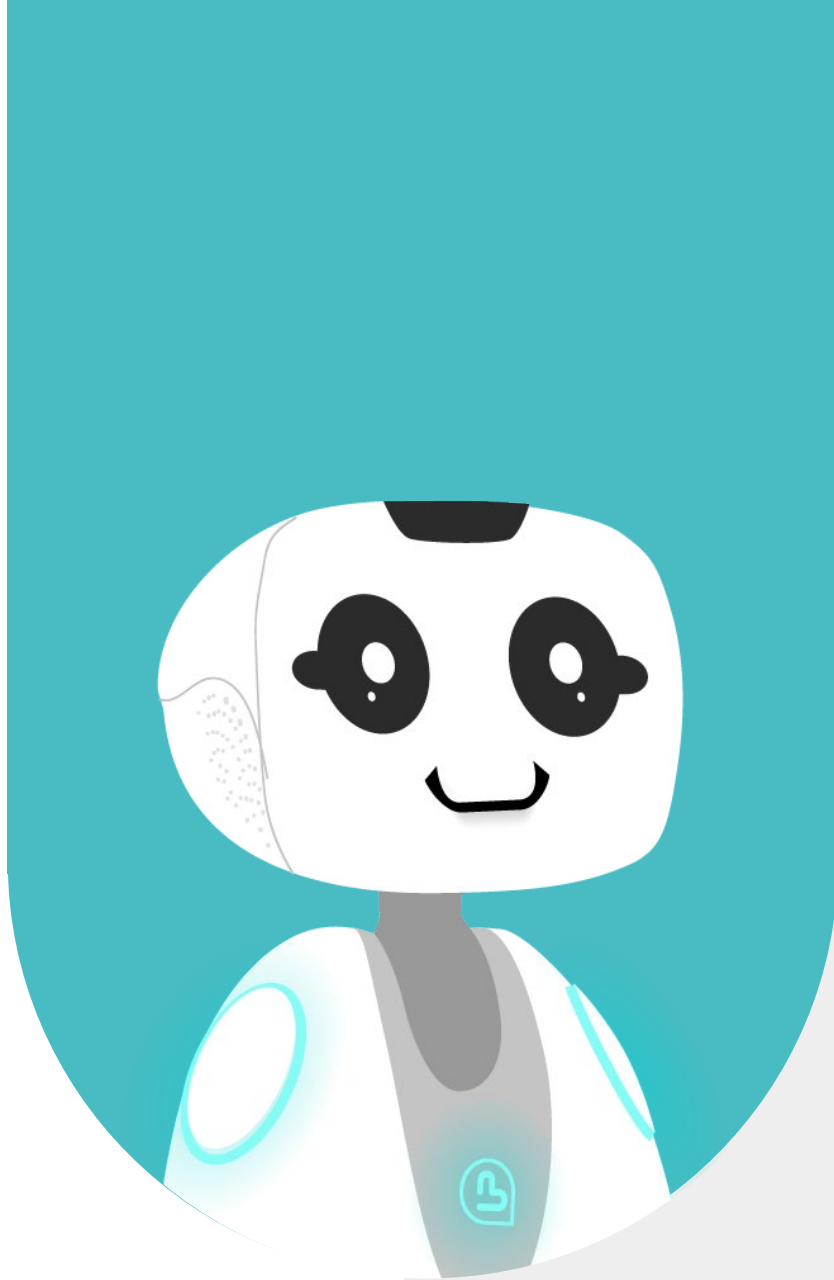


**Buddy**<sup>®</sup>  
*The Emotional Robot*



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## 2 - INTRODUCTION

## 2.1 - ABOUT BUDDY STUDIO

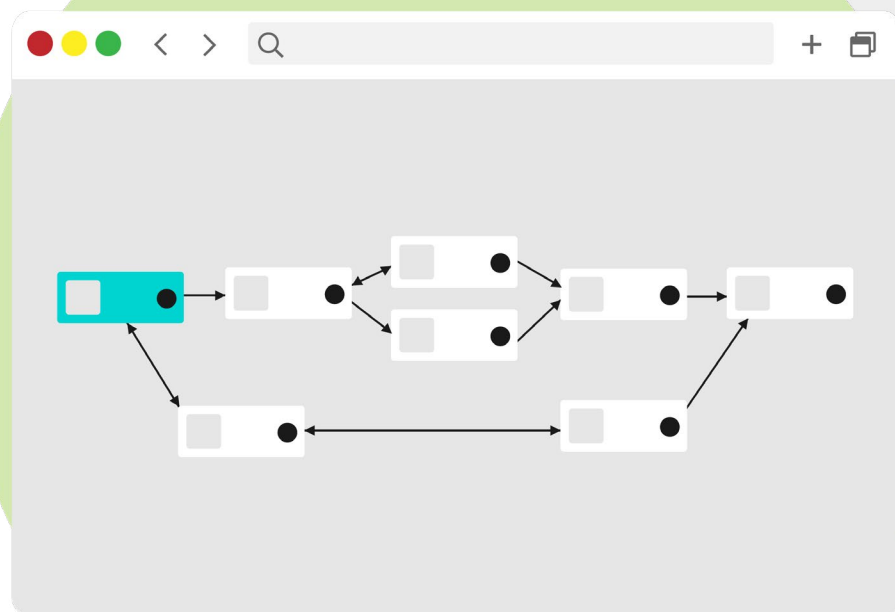
BUDDY STUDIO is a web application. The goal of this editor is to allow users to create, manage, and remotely send personalized content to their robots without coding.

The editor makes it possible to develop a wide variety of use cases: reception, education, hospitality, voice assistant applications, entertainment, and more. We have integrated generative AI that allows users to easily interact with their robot and customize prompts.

Among the available features, you can play videos, sounds, images, text, emotions, send emails and SMS messages, and create conditional scenarios, interactive stories, rituals, or any other type of scenario.

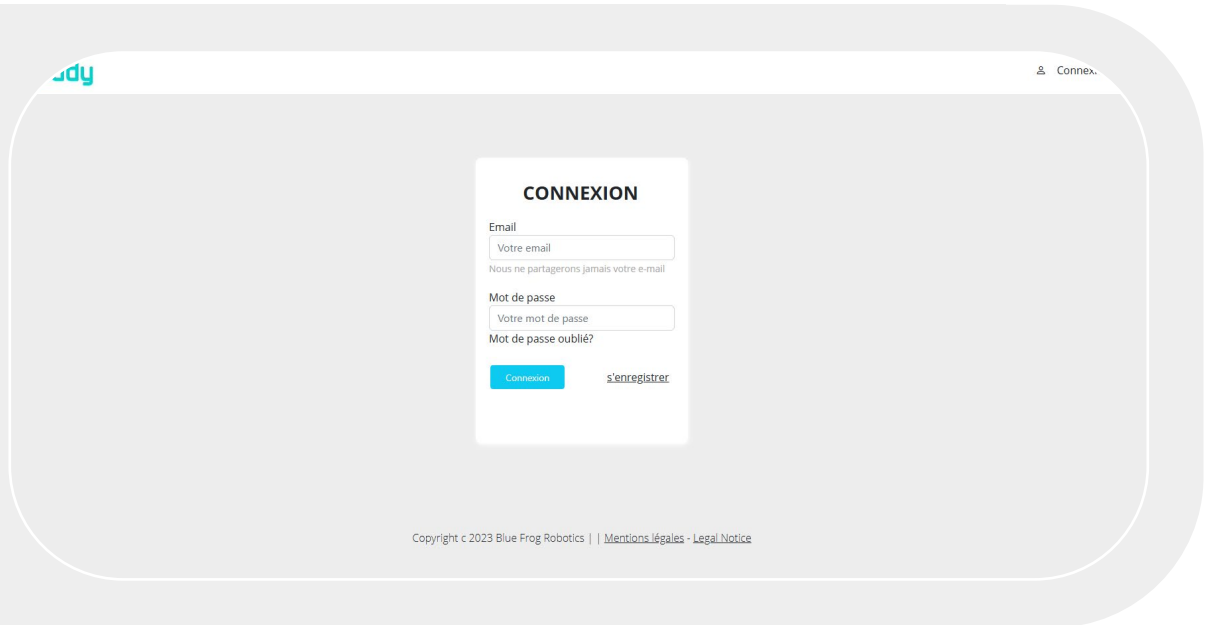
The uniqueness of this editor lies in the creation of conditions: person detection, noise and motion detection, voice recognition, and touch sensors. Scenarios are saved and played from the BuddyPlayer application on the robot.

Users can choose which robot to send their content to among the robots they have access to.



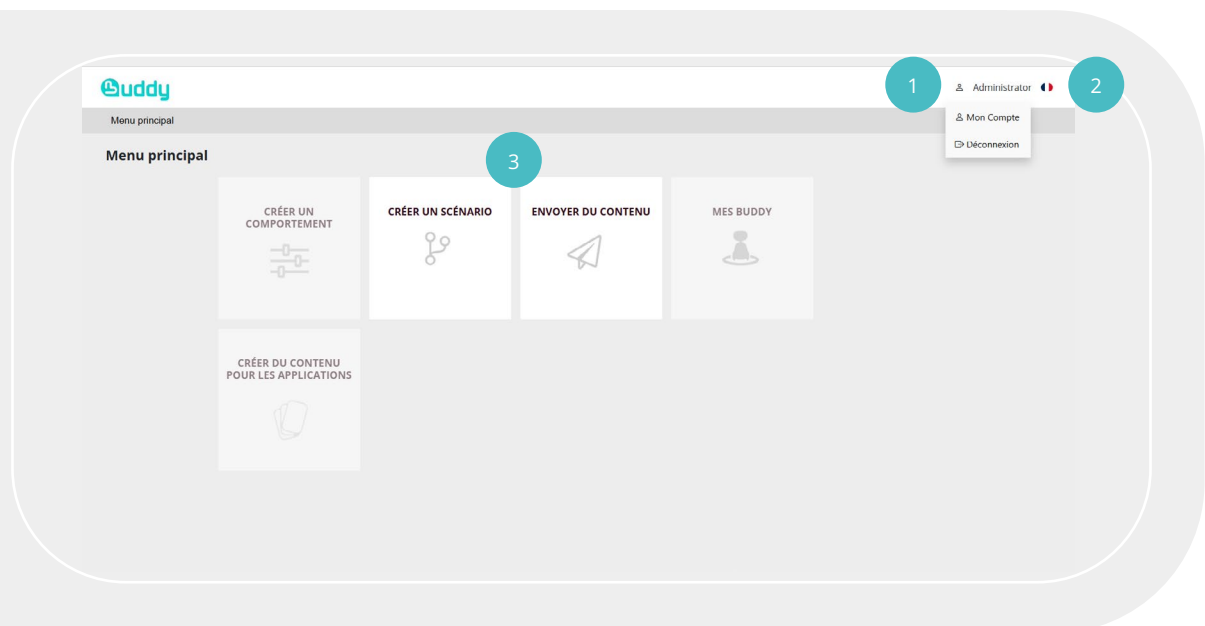
## 2.2 - GETTING STARTED

Website address: <https://buddy-studio.buddytherobot.com/login>



## 2.3 - FEATURES MENU

- 1 Your account / Logout
- 2 Language selection
- 3 Main menu



## Create a Behavior

(Currently under development)

To create a robot-specific behavior, for example a movement associated with an emotion and facial expression, click the "Create a Behavior" module.

CRÉER UN  
COMPORTEMENT



## Edit / Create a Scenario

To create a custom scenario on your Buddy.

Examples: Make Buddy speak, Display images, Play music , Create quizzes, Create welcome scenarios, Create interactive stories...

CRÉER UN SCÉNARIO



## Send Content

To send content to your robot.

Examples: Send a custom scenario, Send a video, Send music...

ENVOYER DU CONTENU



## My Buddy

(Currently under development)

To manage your robots on the platform and send content, click the "My Buddy" module

MES BUDDY



## Create Content for Applications

(Currently under development)

To create application-specific content such as Carte Blanche or Parle&Carte, click the "Create Content for Applications" module.

CRÉER DU CONTENU  
POUR LES APPLICATIONS





# **3 - EDIT / CREATE A SCENARIO**

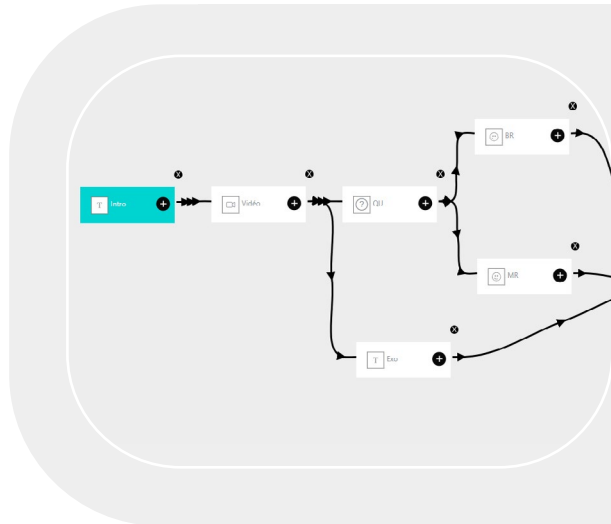
## 3.1 - HOW A SCENARIO WORKS

Creating a personalized scenario opens the door to many use cases: welcome scenarios, rituals, interactive stories, quizzes, etc.

A scenario is made up of several blocks (Buddy actions or features) connected together by conditions. You can create different logical branches leading to different possible outcomes.

The flow of your scenario can vary depending on the user's actions or responses.

For example, if you create a quiz or an interactive story, the user's answer to a robot question will determine what happens next in the scenario.



## 3.2 - BUILDING A SCENARIO

- Create a New Scenario. Enter the name of your new scenario in the “New Scenario” section, then confirm.
- Open an Existing Scenario. Click the drop-down menu to find a scenario, or type the scenario name in the search bar. Once selected, open it by clicking “Confirm”.

Two side-by-side form panels for creating or opening a scenario. The left panel is titled "Nouveau scénario" and has a text input field for "Nom du scénario" and a "Valider" button. The right panel is titled "Ouvrir un scénario existant" and has a dropdown menu for "Sélectionner un scénario..." and a "Valider" button.

## 3.3 - MAIN FEATURES

To help you become familiar with the buttons in your workspace, here is an overview of their functions:



Save your scenario



Save and send your scenario to your robot



Open another scenario from this page



Duplicate your scenario



Lock the scenario on the Player. When enabled, the user on the robot side will not be able to exit the scenario.



Download your scenario locally to your computer



Add a reference image to your scenario for easier identification in your scenario gallery on the Player

Supprimer

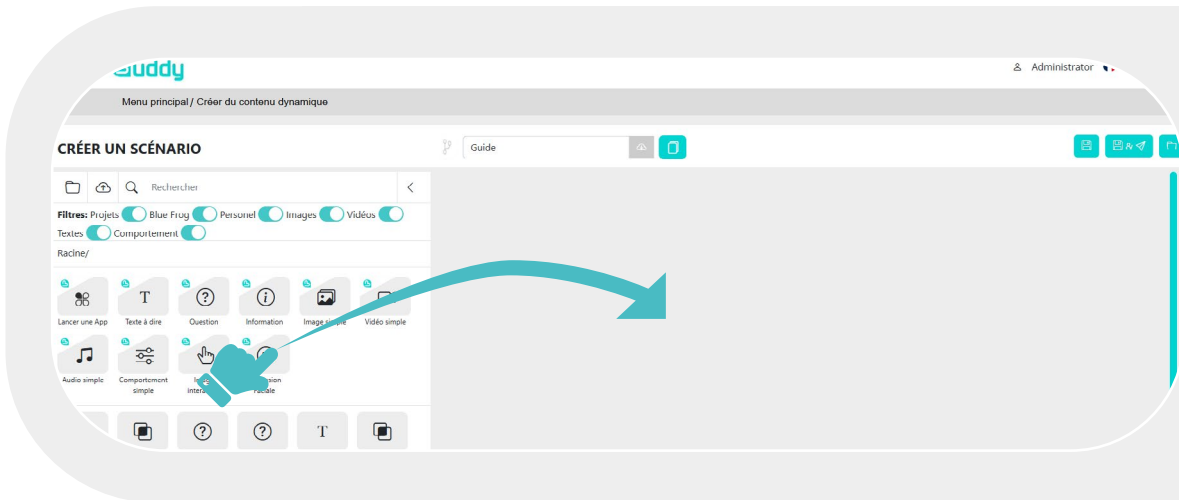
Delete a custom block from the library

Français ▼

Choose the language used in the scenario  
Note: If you select English, you must write your scenario texts in English. This menu is not a translation button; it only tells the robot which accent to use on the Player.

## Scenario Creation Page

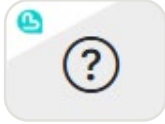
To add content to your scenario: 1. Click a block in your library (left side) 2. Drag it into the creation area(right side) 3. The block editing page opens instantly so you can edit the block



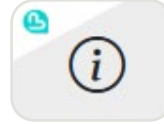
Launch an application in your scenario



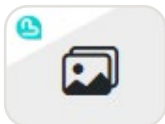
Make Buddy speak



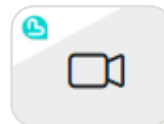
Create a quiz



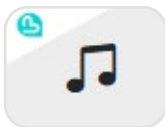
Display text on the robot screen



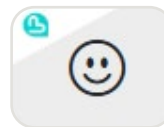
Display an image



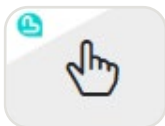
Play a video



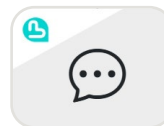
Play audio



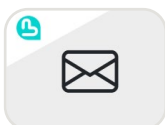
Change Buddy's facial expression



Display an image with clickable elements



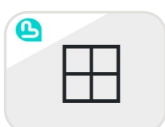
Send an SMS



Send an email



Make Buddy perform a behavior (yawn, dance, etc.)



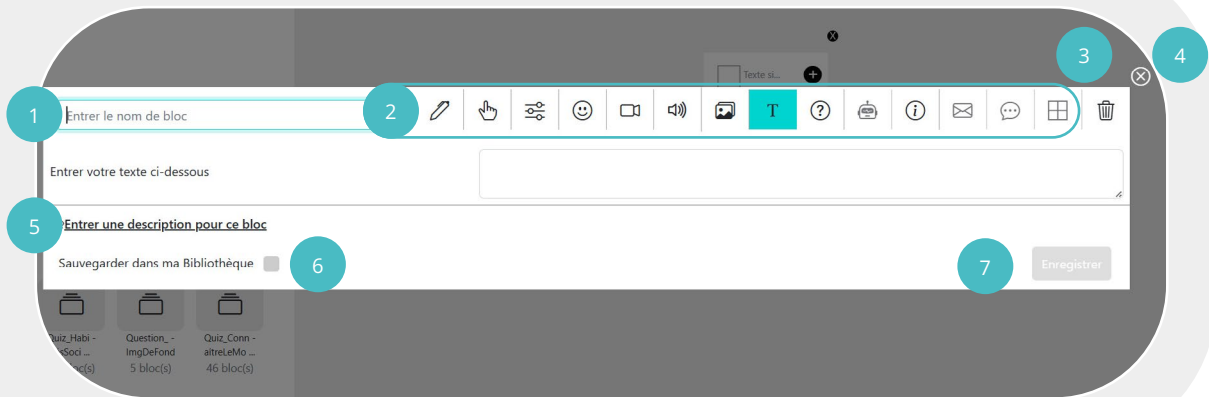
Create an interactive menu



Launch ChatGPT with a custom prompt

## 3.4 - EDITING A SIMPLE BLOCK (SINGLE ACTION)

When editing a block, a pop-up window appears.  
Common actions for all blocks:



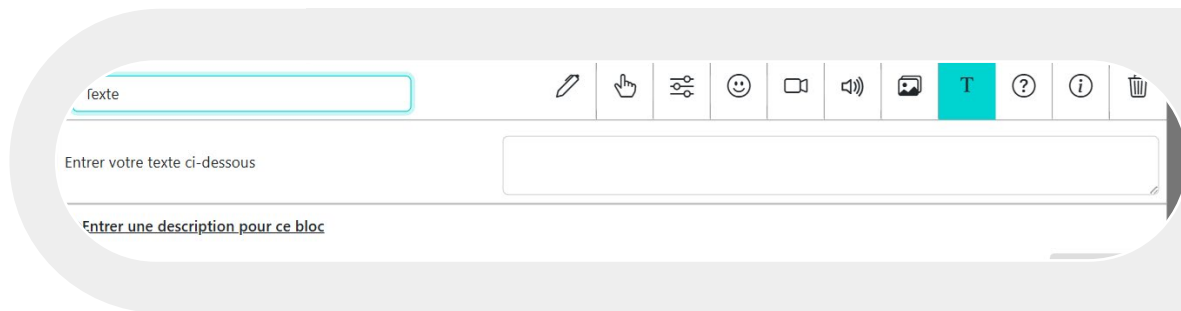
- 1 Name a block: Special characters are forbidden (\ / : \* ? " < > | .) Spaces are also forbidden
- 2 Add a feature: Actions can play simultaneously (example: expression + sound). Some actions cannot be combined (example: Email + SMS) . See “Editing a Complex Block” for more details ([p.20](#))
- 3 Delete a block: Clicking the trash icon removes the block from the project
- 4 Close a block: Click the small X in the top-right corner. Unsaved changes will be lost.
- 5 Enter a description for a block: Add comments or notes about the block content
- 6 Save to my library: Save a block for reuse in another scenario
- 7 Save a block: Always click “Save” after creating or modifying a block. Otherwise, your changes will not be saved

## 3.5 - AVAILABLE ACTIONS

### Text to Speak

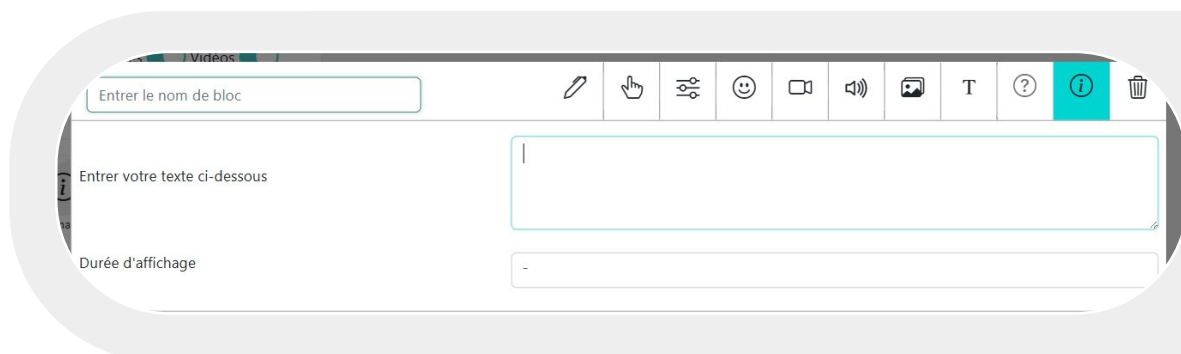
- Enter the block name
- Enter the text Buddy should say
- Buddy will speak the entered text
- If no other blocks are associated, Buddy's face is displayed in the background by default
- This block can be used simultaneously with all other blocks
- You can write multiple messages separated by "/" so that one is randomly selected each time the scenario runs. Example syntax:

[Hello, I'm happy to see you! / Hi there / Ready to work?]



### Information to Display

- Enter the block name
- Enter the text to display on the robot's screen
- Enter a duration value in seconds for display time
- Keep the text short
- This block can be associated with all blocks except the "Question" block

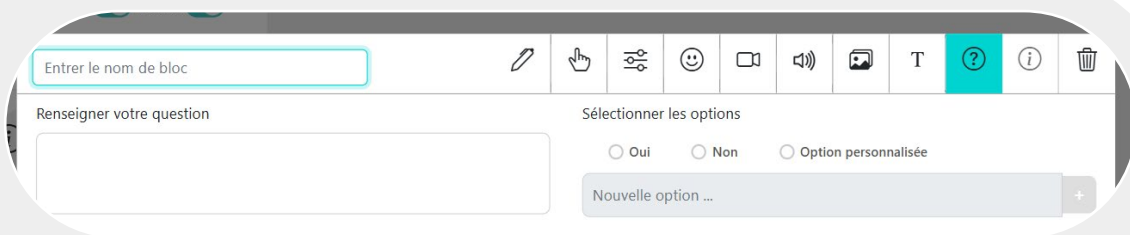


## Question

- Enter the block name
- Enter your question
- Enter response options
- By default, "Yes" and "No" are provided
- You can add custom response options. To add a custom option:
  1. Click "Custom option"
  2. Enter the response in the "New option" field
  3. Click "+"

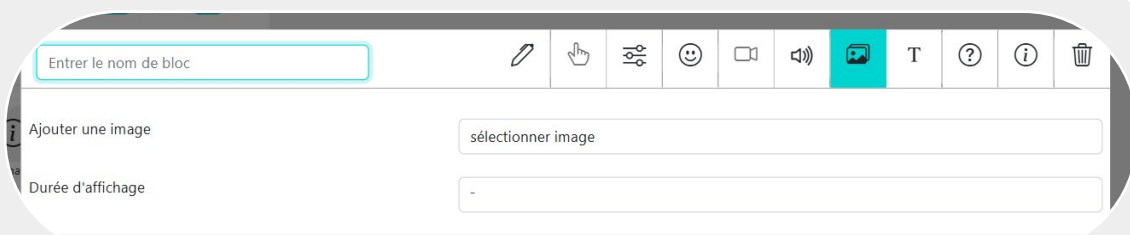
Additional details:

- Up to 5 custom responses
- Maximum response length: 70 characters
- Buddy does not verbalize questions or responses automatically
- To make Buddy speak, associate a "Text to Speak" block
- This block can be associated with all others except "Information"



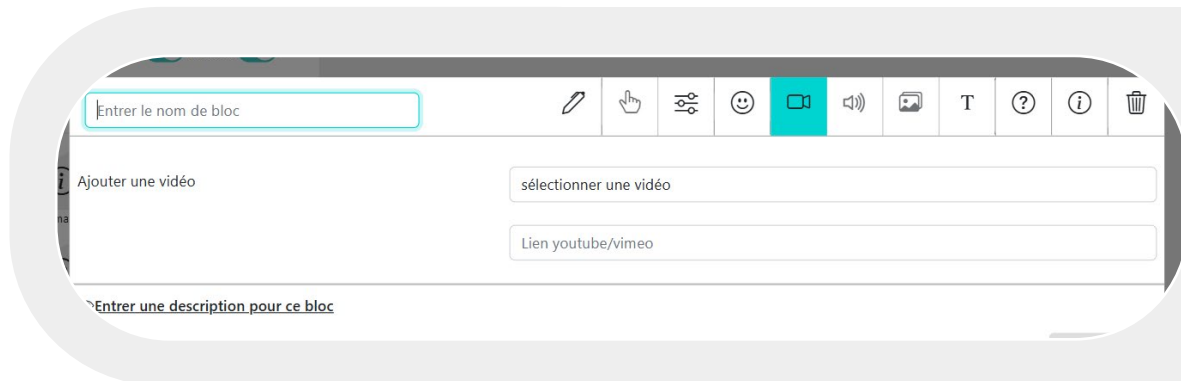
## Image

- Enter the block name
- Add an image by clicking "Select image"
- Enter display duration in seconds
- If associated with text or audio, the image remains displayed for the duration of the text/audio playback
- Compatible with all blocks except "Interactive Image" and "Video"



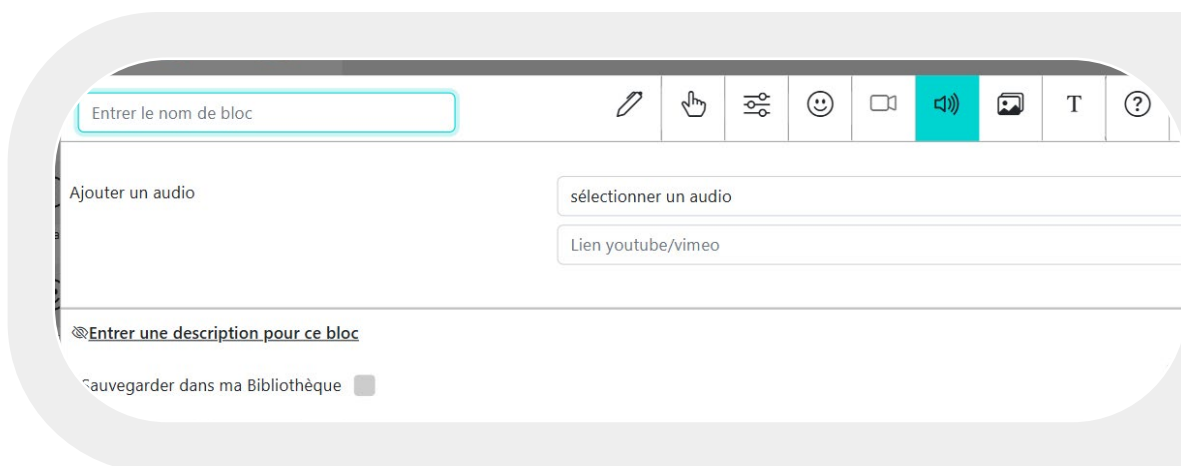
## Vidéo

- Enter the block name
- Add a video:
  - Select a local file
  - Or enter a YouTube/Vimeo link
- Compatible with all blocks except "Interactive Image" and "Image"
- Maximum file size: 5 GB



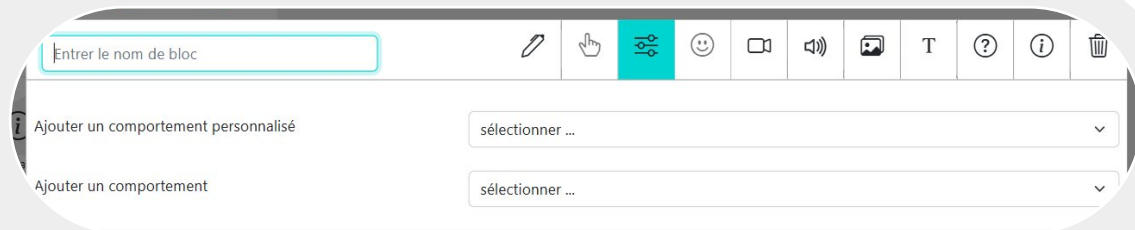
## Audio

- Enter the block name
- Add audio:
  - Select a local file
  - Or enter a YouTube/Vimeo link
- Compatible with all blocks except "Video"



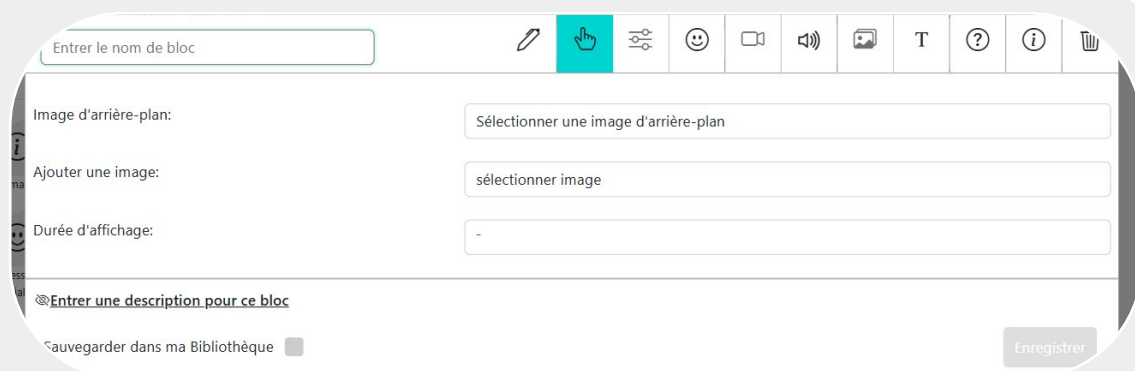
## Behavior

- Enter the block name
- Add a behavior:
  - Custom (on request)
  - Standard (from the dropdown list)
- Compatible with all blocks except "Interactive Image" and "Facial Expression"



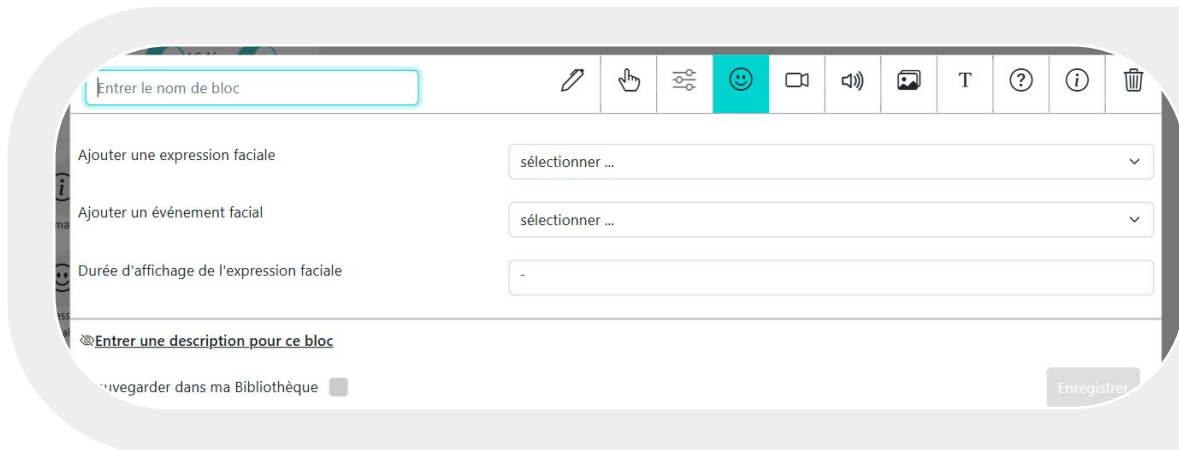
## Interactive Image

- Enter the block name
- Select a background image
- Add clickable images over the background
- You can also create clickable zones using transparent PNG files
- Set display duration in seconds
- Compatible with all blocks except "Behavior" and "Video"



## Facial Expression

- Enter the block name
- Add a facial expression from the dropdown menu
- Add a facial event from the dropdown menu
- Set display duration in seconds
- Compatible with all blocks except "Behavior"



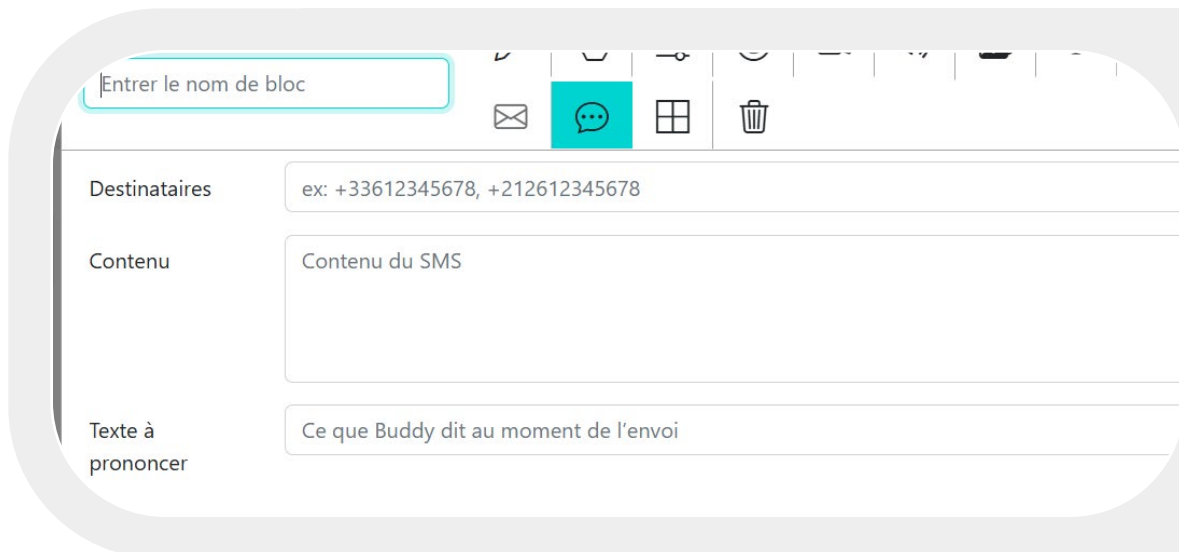
The screenshot shows a configuration window for a 'Facial Expression' block. At the top, there is a text input field labeled 'Entrer le nom de bloc'. Below it, a toolbar contains icons for edit, hand, settings, facial expression (highlighted in teal), video, audio, image, text, help, info, and delete. The main area contains three rows of configuration options:

Ajouter une expression faciale	sélectionner ...
Ajouter un événement facial	sélectionner ...
Durée d'affichage de l'expression faciale	-

At the bottom, there is a text input field labeled 'Entrer une description pour ce bloc', a checkbox for 'Afficher dans ma Bibliothèque', and an 'Enregistrer' button.

## Send SMS

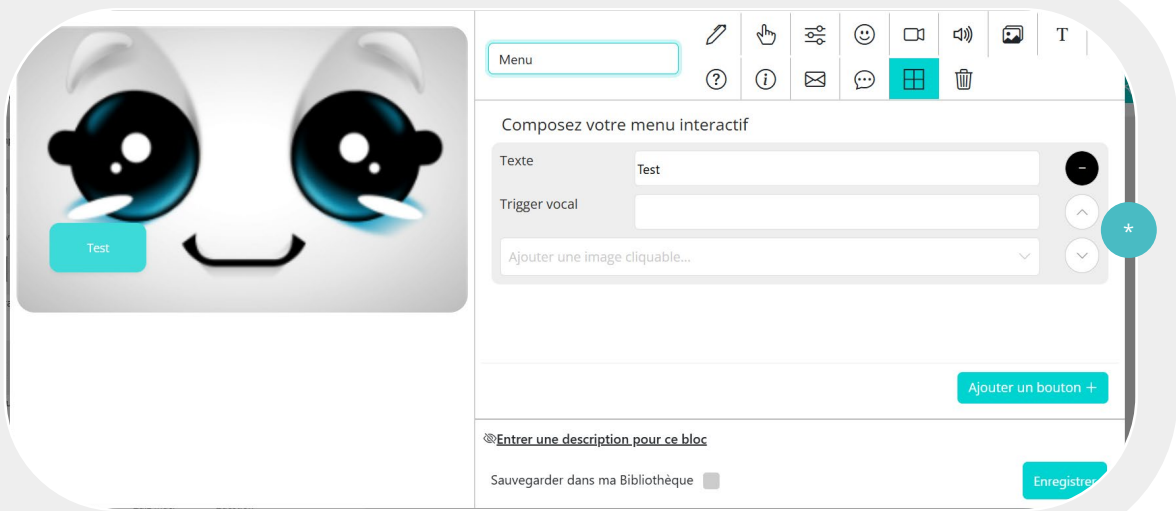
- Enter the block name
- Enter one or more phone numbers separated by commas
- Enter the SMS content
- Optionally enter text that Buddy will speak when sending the SMS



The screenshot shows a configuration window for a 'Send SMS' block. At the top, there is a text input field labeled 'Entrer le nom de bloc'. Below it, a toolbar contains icons for edit, hand, settings, facial expression, video, audio, image, text, help, info, and delete. The main area contains three rows of configuration options:

Destinataires	ex: +33612345678, +212612345678
Contenu	Contenu du SMS
Texte à prononcer	Ce que Buddy dit au moment de l'envoi

# Interactive Menu



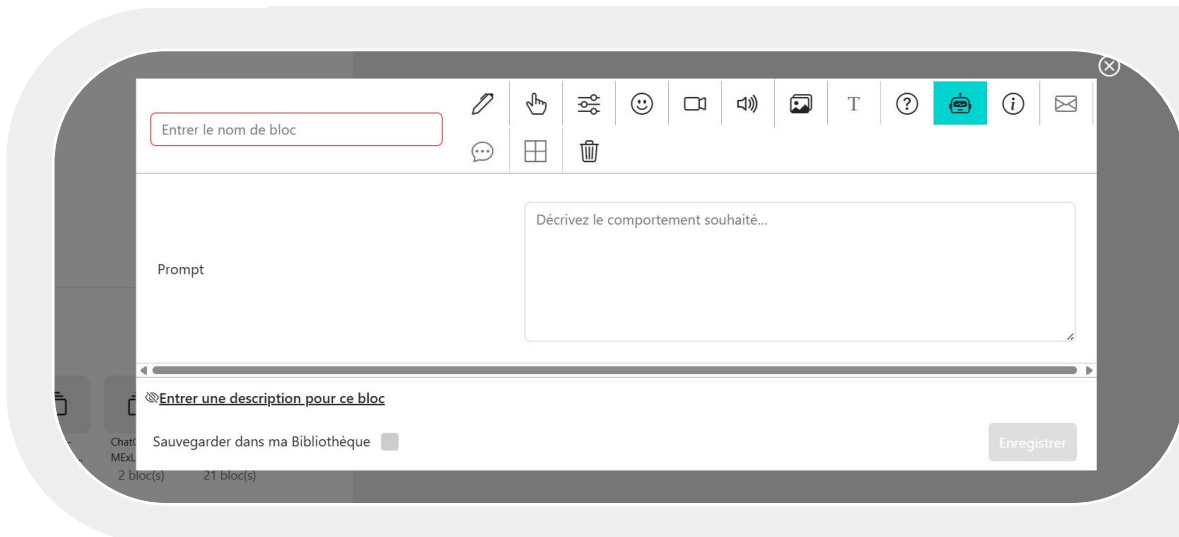
- Enter the block name
- Create a button by entering text and/or uploading a clickable image
- Text-only buttons display centered text
- Image + text buttons display text below the image
- To create a voice command, enter a trigger word
- A voice trigger activates a voice command
- Click "Add a button" to add more buttons
- Reorder buttons using the arrows
- Delete buttons using the "-" button
- A simulator on the left previews how the menu appears on the robot
- If connected to the internet and voice triggers are defined, ChatGPT interprets them

nb icônes	Ratio Largeur/Hauteur (Image seule)	Ratio Largeur/Hauteur (Image + texte)
2	350 / 210	350 / 150
3	350 / 210	350 / 150
4	280 / 210	280 / 150
5	216 / 210	216 / 150
6	173 / 210	173,33 / 150
7	143 / 210	142,85 / 150
8	120 / 210	120 / 150

If all your buttons have an image, here are the image formats to use so that all the buttons fit on the robot's face without having to scroll through them.

## Chat GPT

- Enter the block name
- Internet access is required
- Enter your prompt
- The prompt defines Buddy's role and what it should say. Example:
  - "You are an emotional robot helping 7-year-old children learn about bees."
- Buddy will automatically adapt its speech and conversation topics.
- This AI feature allows fluid conversation without manually configuring every question and response.
- If no other blocks are associated, Buddy displays its face in the background by default.



## Display Duration

For Information, Image, Interactive Image, and Facial Expression blocks:  
You can define a display duration.

If no duration is defined but another content item exists in the same block, the display duration automatically matches the playback duration of the other content.

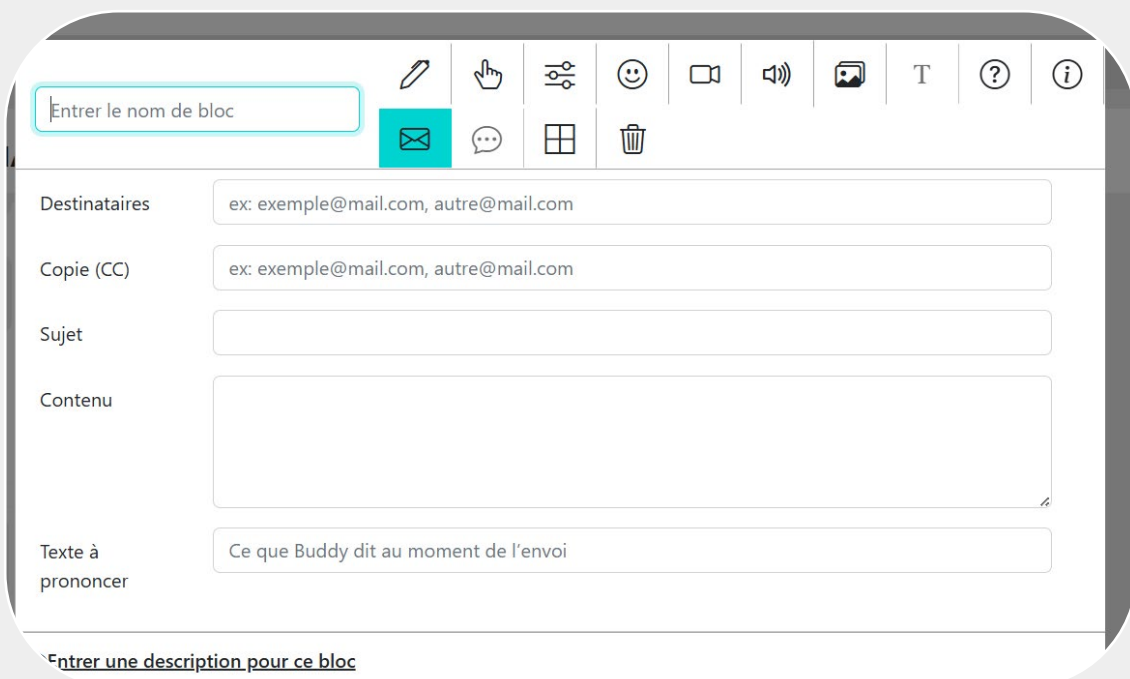
If no duration is defined and the element is alone in the block, it will not be displayed.

Examples:

- If text and image are played together, the image remains visible during the text playback
- If an image is displayed alone without duration, it will not be shown

## E-mail

- Enter the block name
- Enter one or more email addresses in the "Recipients" field separated by commas
- Optionally add CC recipients
- Enter the email subject
- Enter the email content
- Optionally enter text Buddy should speak while sending the email



The screenshot shows an email composition interface. At the top, there is a teal toolbar with various icons: a pencil, a hand, a list, a smiley face, a video camera, a speaker, a photo, a text icon 'T', a question mark, and an information icon 'i'. Below the toolbar is a text input field with the placeholder text "Entrer le nom de bloc". The main area contains several input fields: "Destinataires" (Recipients) with the placeholder "ex: exemple@mail.com, autre@mail.com", "Copie (CC)" (Carbon Copy) with the same placeholder, "Sujet" (Subject), "Contenu" (Content) with a large text area, and "Texte à prononcer" (Text to pronounce) with the placeholder "Ce que Buddy dit au moment de l'envoi". At the bottom, there is a link that says "Entrer une description pour ce bloc".

### 3.5 - EDITING A COMPLEX BLOCK (MULTIPLE SIMULTANEOUS ACTIONS)

You can edit:

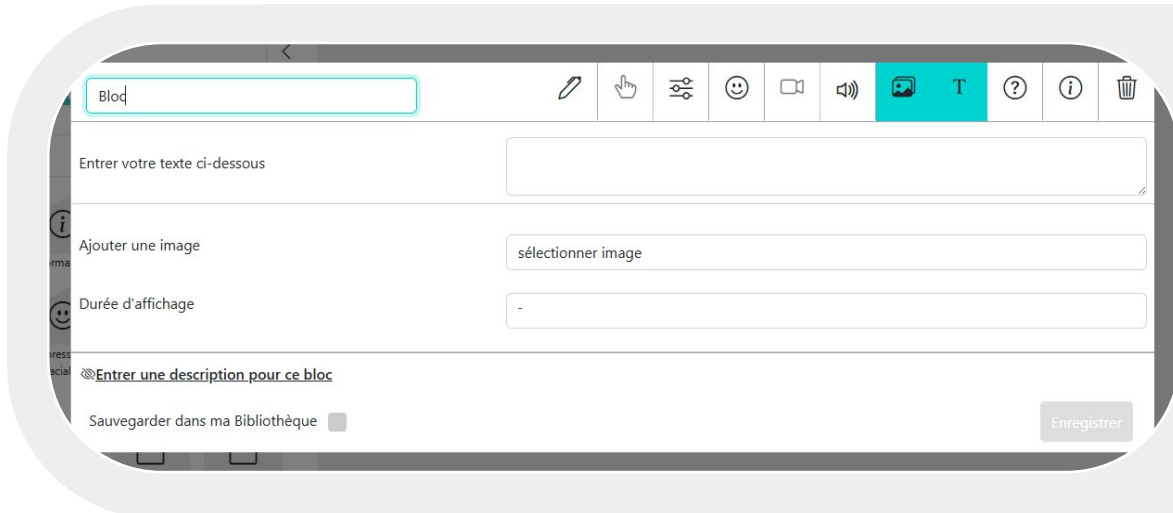
- \* Simple blocks (single action)
- \* Complex blocks (multiple simultaneous actions)

Example:

- \* Text + facial expression

To combine two blocks or add features:

- 1. Edit a first block
- 2. Select a second feature from the icons displayed at the top of the block



Some features can run simultaneously, others only sequentially.

Rules:

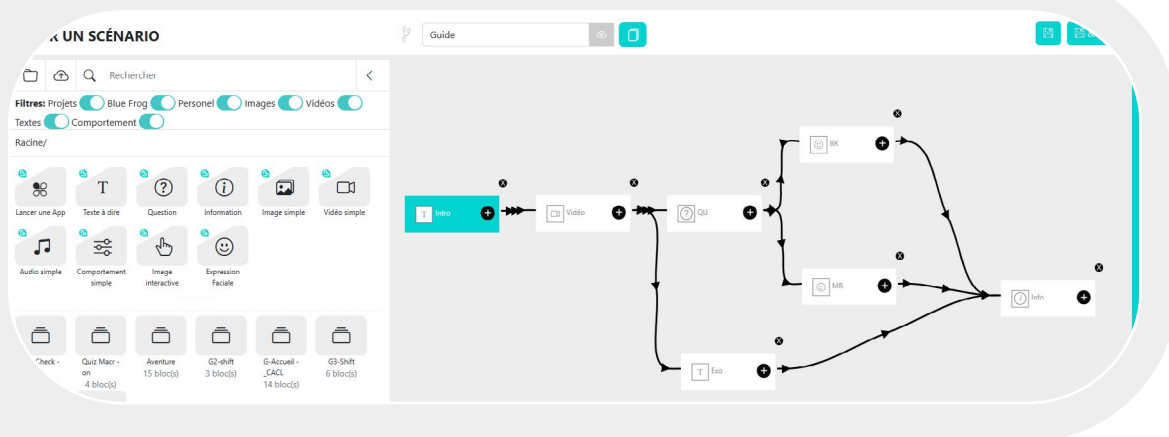
- Clickable features are compatible
- Selected blocks appear in blue
- Click again to deselect

Example: Photo + video cannot run simultaneously

You can save complex blocks to your library for reuse.

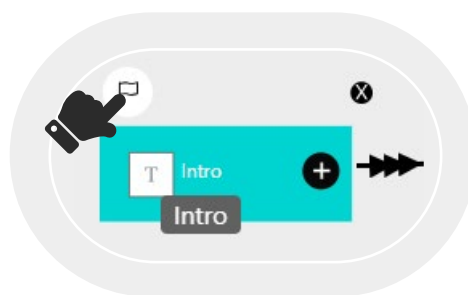
## 3.6 - BLOCK MANAGEMENT

- To create a scenario, connect several blocks using conditions
- If a start block is defined, blocks placed before it will not play unless connected by a condition
- Double-click a block to edit it
- Click a condition to edit it



## Define a Start Block

Hover over a block and click the flag icon. Only one block can be the start block. By default, the first created block becomes the start block.



## Add / Create a Condition

To connect blocks together:

- Click the black "+" button to open the condition editor
- Or click and hold the "+" button and drag the condition to another block



## Permanently Delete a Block

Click the small X in the top-left corner of the block. A confirmation pop-up will appear.



## Create a Block Group

Select multiple blocks to create a group and improve scenario readability.



# Block Group

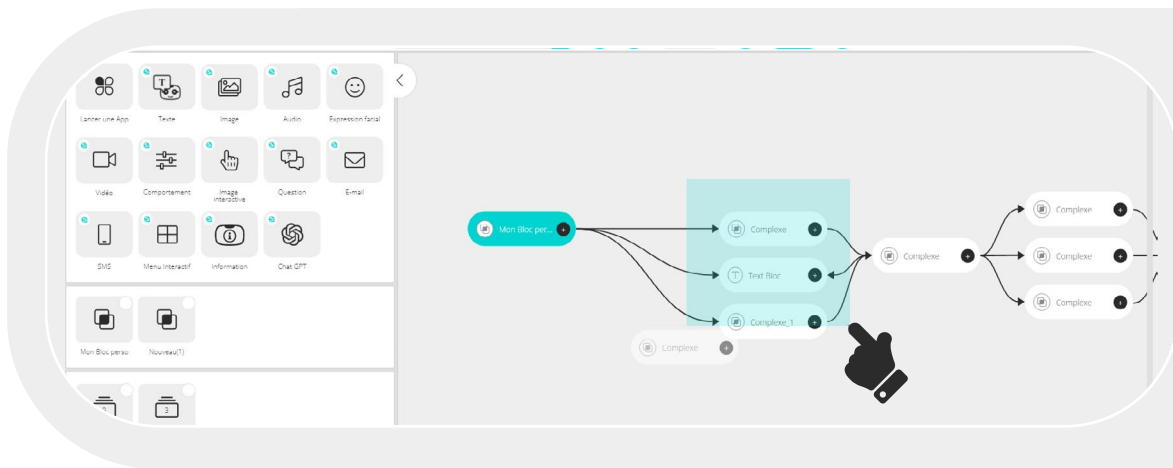
## Selecting Multiple Blocks

You can:

- Hold Ctrl or Shift while dragging over blocks
- Click and drag to select blocks

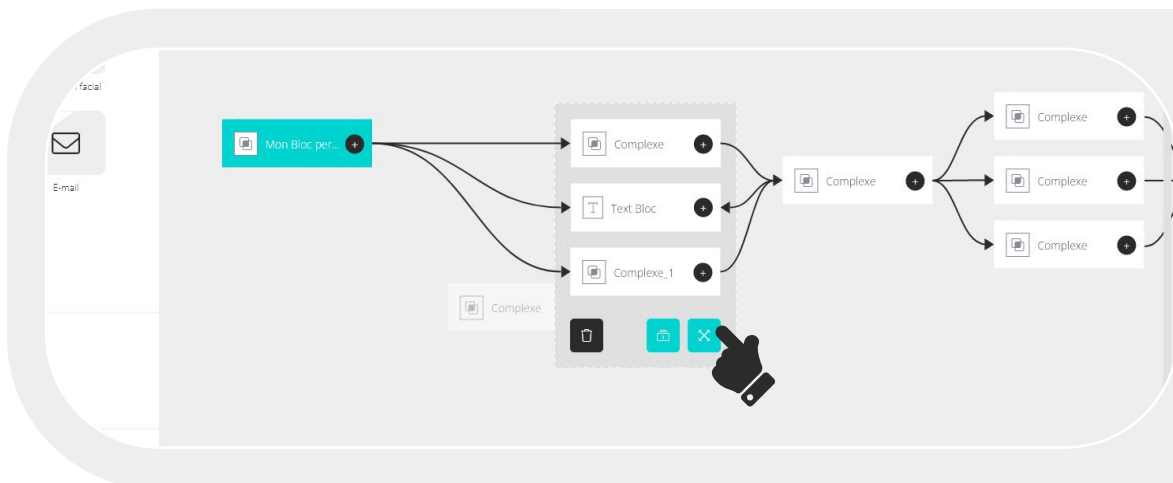
Once selected, a context menu appears. From this menu you can:

- Delete all selected blocks
- Create a block group
- Move all selected blocks



## Move Multiple Blocks

Click and hold the "Move blocks" button (crossed arrows icon) while dragging the selected group.



## Create a Block Group

Select blocks and click “Create a block group” in the context menu. A pop-up window allows you to:



- Name the group
- View selected blocks
- Remove all block conditions
- Save the group to the library
- Create the group
- Cancel group creation

After creation, the group appears on the scenario editing page.



## To view grouped blocks

- Click the “Expand” button
  - Click the group itself to open it
- Inside the group you can:
- Delete the group (blocks remain intact)
  - Edit the group



# 4 - CONDITIONS

## 4.1 - EDITING A CONDITION

The screenshot shows a table titled 'CONDITIONS' with five columns: 'Bloc de départ', 'Condition', 'Détail de la condition', 'Bloc d'arrivée', and a delete button. There are five rows of conditions. Row 1: 'ImageInt', 'Images interactives', 'caravane', 'Vidéo', '-'. Row 2: 'ImageInt', 'Reconnaissance vocale', 'Bonjour', 'QU', '-'. Row 3: 'ImageInt', 'Détection de mouvement', a slider, 'Intro', '-'. Row 4: 'ImageInt', 'Clic sur le visage', 'Nez touché', 'Exo', '-'. Row 5: 'ImageInt', 'Délai d'attente dépassé', '120 s', 'Quitter', '-'. Row 6: 'ImageInt', 'Sélectionner...', 'Sélectionner une condition pour créer un nouveau lien logique'. A teal 'Enregistrer' button is at the bottom right. Numbered callouts 1-9 point to various elements: 1 (trash icon), 2 (Bloc de départ), 3 (Condition), 4 (Détail de la condition), 5 (Bloc d'arrivée), 6 (delete button), 7 (Délai d'attente dépassé), 8 (Sélectionner...), and 9 (Enregistrer).

Bloc de départ	Condition	Détail de la condition	Bloc d'arrivée	
ImageInt	Images interactives	caravane	Vidéo	-
ImageInt	Reconnaissance vocale	Bonjour	QU	-
ImageInt	Détection de mouvement	<input type="range"/>	Intro	-
ImageInt	Clic sur le visage	Nez touché	Exo	-
ImageInt	Délai d'attente dépassé	120 s	Quitter	-
ImageInt	Sélectionner...	Sélectionner une condition pour créer un nouveau lien logique		

- 1 Delete all conditions linked to this block
- 2 The starting block of the condition
- 3 The selected condition
- 4 Condition-specific settings
- 5 The destination block after the condition is fulfilled
- 6 Delete condition button
- 7 Once the first condition is created, a delay condition is automatically added
- 8 You can create additional conditions from the same block
- 9 Save and close the condition editor

## List of Conditions

### **Response**

[Response Options]

If the condition links a “Question” block to another block, the scenario continues according to the expected response.

### **Voice Recognition**

[Expected Text]

The expected text is what the user must say for Buddy to move to the next block.

### **Interactive Image**

[Clickable Image(s)]

One or more interactive images can be configured. The condition corresponds to clicking one of the interactive images. Only one interactive image can be associated with a destination block.

### **Face Click**

[Touched Face Area]

Represents the robot face area touched by the user: Nose touched, Right eye touched, Left eye touched, Mouth touched. The user defines the touched area and destination block.

### **Noise Detection**

[Slider]

Transition between blocks depends on noise detection. You must define a sensitivity threshold. The higher the threshold, the more sensitive the detection.

### **Touch Sensor**

[Touched Sensor]

Transition depends on activating one of Buddy’s touch sensors: Right shoulder, Left shoulder, Torso, Right head, Center head, Left head

### Motion Detection

[Slider]

Transition depends on movement detection. You must define a sensitivity threshold. The higher the threshold, the more sensitive the detection.

### Person Detection

[Skeleton Detection]

Transition depends on detecting a person or skeleton. This is not facial recognition. The robot only detects whether a person is present.

### Click on Next Button

[Button Clicked or Not]

Transition depends on clicking the "Next" button displayed on the robot.

### Next

The transition occurs automatically when the current action ends.

### Timeout Exceeded

[Time in Seconds]

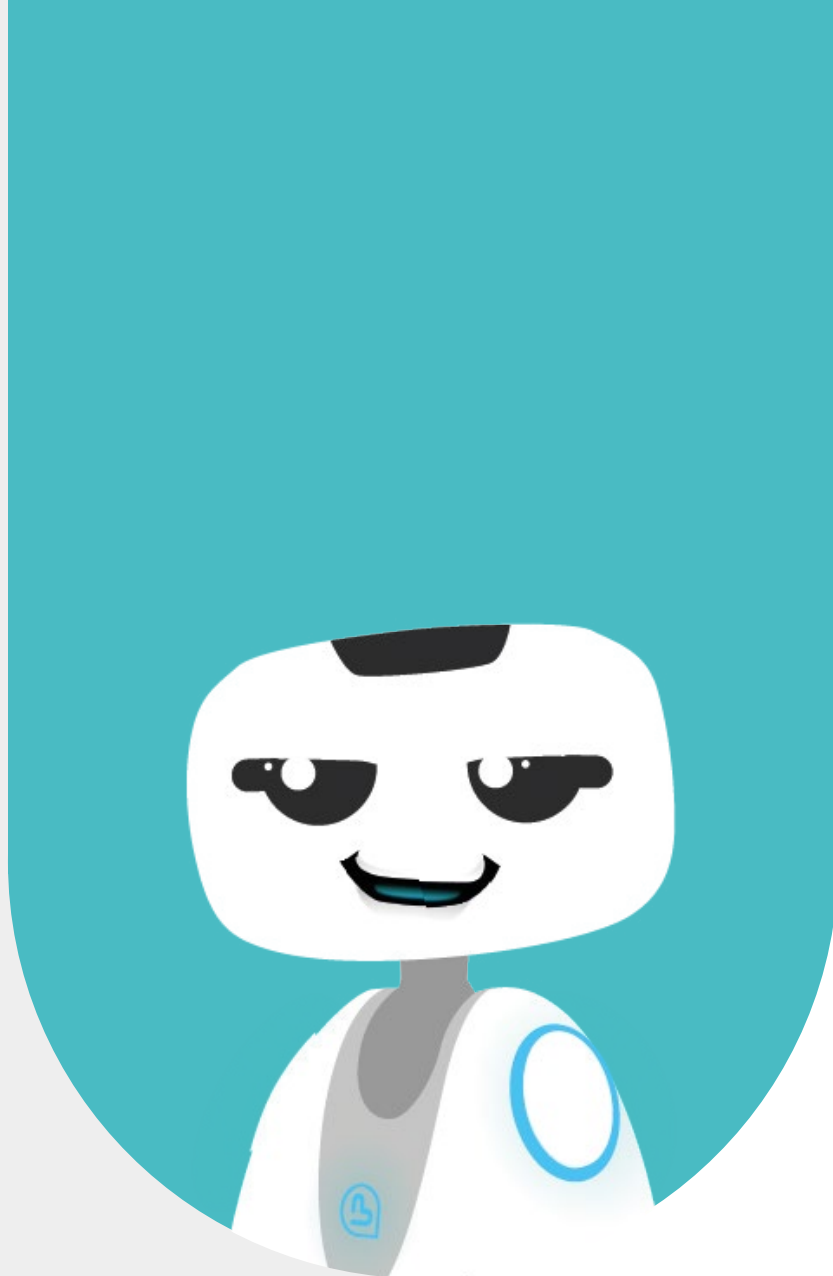
This condition is automatically added alongside all others. If the robot detects no activity while waiting for user input, the scenario automatically closes after the timeout. This condition is disabled by default when using the "Next" condition.

## Specific Conditions

**Response Condition:** Requires a "Question" block before the condition. Response options are configured in the "Question" block. If several response options exist, multiple conditions can be created from the same question block.

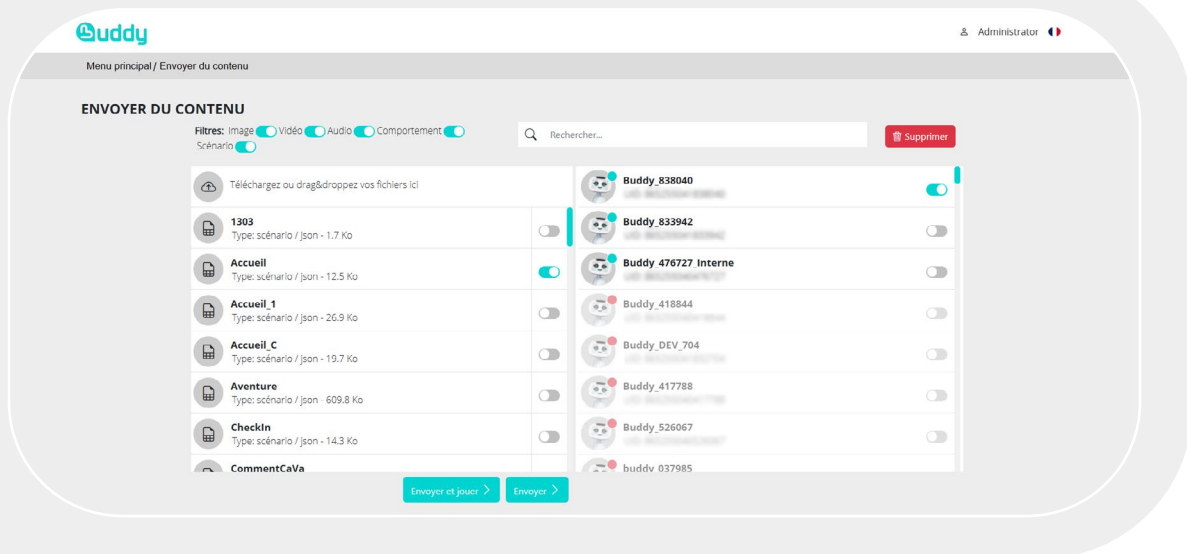
The same logic applies to:

- "Interactive Image" conditions
- "Menu Click" conditions



# 5 - SENDING A SCENARIO

## 5.1 - SENDING A SCENARIO



You can send a scenario to your robot:

- From the “Send Content” tab
- Or directly from the scenario editing page by clicking “Send”

If sent from the editing page, the scenario is automatically preselected in the left “Content” column. Robots linked to your account appear in the right column. To send content:

- Select one or more content items
- Select one or more robots

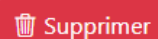
You can send several content items simultaneously. If your robot does not appear:

- Open the BuddyPlayer application
- Click “Reset” in the settings

Upload a local file from your computer



Delete content or a robot



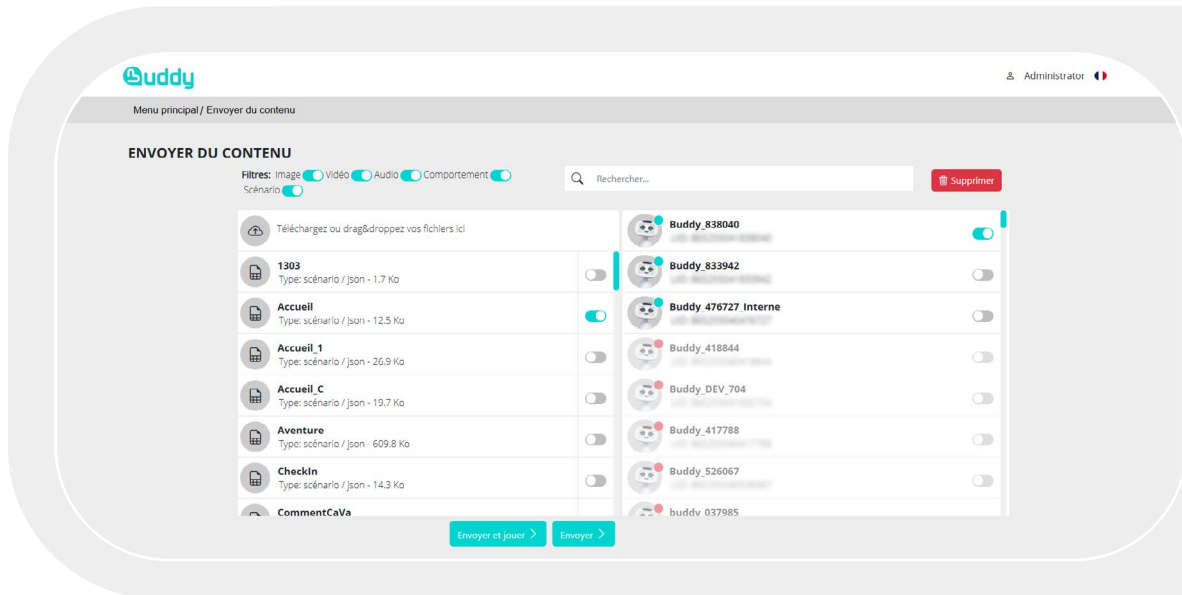
Send and instantly play the scenario on one or more robots



Send and save the scenario on the robot's Player



## 5.2 - ROBOT STATUS



- Selected Buddy robots appear in blue
- Powered-on robots connected to the internet appear in blue
- Offline or powered-off robots appear in red
- If an online robot is selected, “Send and Play” and “Send” buttons become clickable
- Offline robots cannot be selected

## 5.3 - SENDING OPTIONS

- Clicking “Send and Play” saves the scenario to BuddyPlayer and immediately launches it on Buddy
- Clicking “Send” only saves the scenario to BuddyPlayer without launching it



## 6 - CONTACT US



## 6.1 - CONTACT INFORMATION

Si vous souhaitez nous contacter pour plus d'informations, référez-vous aux adresses suivantes.

Support  
[service-client@buddytherobot.com](mailto:service-client@buddytherobot.com)

General Information  
[info@bluefrogrobotics.com](mailto:info@bluefrogrobotics.com)