



Forum newsletter

Welcome to our Holiday edition of the Bob the Pleo forum newsletter!

Holiday contest

First off, I need to tell everyone that we are currently running a holiday photo contest, which ends next week! So get your pleo, your camera, and get creative! We are looking for pictures of pleos ready for the holidays. These can be dressed up pleos, or just plain 'ol pleos in a Christmas scene. No photoshopping here! These must be actual photos of real pleos!

One of our Mall store owners, InmemoryofRomeo has graciously offered one of her hand-made Christmas pleo outfits as a prize. The selection of the winner for the outfits is Thursday night, December 10th, so that we have time to get the outfit mailed to the winner before Christmas. A second winner will be selected on Friday the 18th and will be awarded a signed copy of the new Bob the Pleo book just coming out this month!

So you'll want to get in on this while you can! It's good fun, and a great way to share your holiday spirit!

In the News

Well, the Bob the Pleo forums is coming up on our first anniversary this month, and we've seen a lot happen to pleo in a year. Ugobe went bankrupt, Jetta bought the rights and spun off Innvo Labs to carry on with pleo, new pleos are being made, and many of the old pleo sites have gone away,

Right now, Innvo Labs is running a special deal for anyone who signed up on their PleoWorld site: the '09 version of Pleo for \$245!

Innvo Labs also announced they will be at the 2010 Consumer Electronics Show (CES) in January, where they'll announce some of their plans for the '10 pleos. (See the interview with Derek for some more info!)

After an interview with Ucube out of Taiwan (also in this newsletter), we now have a U.S. Based company selling the Lithium Polymer pleo batteries and custom egg-shaped charger.

We've also seen a number of new stores opening up in our forum mall: Snowy's **Pleo Togs** outfits, B_blue_eye's **Romeo & Juliet's Millinery and Costume Emporium**, Holiday_projector's **Pleo Power** battery shop, and Pleo Fashion's custom shirts.

That's just a few of the highlights. For a much more in-depth description of all that's happened, you really just need to go to the forums and read all about it!

[Http://BobThePleo.com/forums](http://BobThePleo.com/forums)

And now, on with the show!

Degers and Derek Dotson

Degers: In the interview you did with Rober Oschler of robotsrule.com, you mentioned that the current Pleos you started shipping in October that in addition to fixing the neck and tail problems, and the paint wear issue, that you also made a change to the hearing system. Is this true? And could you elaborate on this? Is it a hardware change, a software change, or both?

Derek: We didn't make any changes to the tail, only to the neck. Inside the neck we found a rough edge on one of the cable guides in the neck, we have re-built this cable in the Pleo '09 version. On the hearing issue, we found when we were working with Ugobe in November/December last year that we were hearing a lot of ambient noise, motor noise, electric noise, though mostly electrical noise, so we originally had to set a really high threshold for ambient noise, so if you wanted Pleo to recognize you were talking to it, you basically had to yell at it. So what we did is improved the filtering on the power supply going into that analogue circuit and we dropped that ambient noise level almost in half. We did this by building a headset so we could hear what Pleo was hearing. The result of this was that if you would whisper in its ear, or talk to Pleo in a direction, it would respond much quicker. In the next version of Pleo we will look into this a little further. Hearing is very difficult inside Pleos head due to the high density of motors and communicating cables.

degers: I have had some problems with two of the Pleos that I have purchased, the sound direction sensor is constantly triggering. Is there any way to adjust this via the monitor connection of Pleo?

Derek: To my recollection, no. That is some type of auto-adjustment.

Romeo & Juliet's Millinery and Costume Emporium



One-of-a-kind hand made outfits, costumes, and of course, hats!

Visit us in the Bob the Pleo forum mall

degers: Ok, next question from the forums! The next generation of Pleo is supposed to have a different paint pattern and eye color to differentiate them from current Pleos. Could you give us some insights on what the new eyes will be? What the new paint patterns will be?

Derek: Well, we're putting together a bunch of paint schemes with matching eye colors. I can tell you that this next colored Pleo won't look very different, however someone that knows Pleos will certainly be able to tell that it is different. It's not like it's going to come out hot pink or anything, it will be a more subtle, realistic change! We have several options we are exploring now, we hope that by the time we get around to CES we will have made that final decision. We will announce that color and that sort of thing at CES.

degers: Ok cool! What about the idea you had for custom-ordered skin colors?

Derek: Well, that was one thing that we pursued early on, it's still on the table however the problem is just the logistics of getting it all done. For instance, when an order is placed this is what we would have to do:- an order would come through with a skin option, we would then have to stock Pleos with these multiple skin options, and even then we have a US and an International version, so with just three skin options, we would have to stock six different types of Pleo. I just don't know if that's going to be feasible at this time.

degers: OK, while we are on the topic of US and International versions of Pleo, could you quickly tell us what the difference is between the two versions stocked on the Pleoworld store?

Derek: Certainly, the non-US version simply includes an international power adapter rather than including the USA adapter. Oh, and in 2010 expect to see a more customized international adapter! (Currently Innvo is using an OEM universal adapter. The user manual for the adapter is on the Pleoworld site)

degers: What does the future of the PDK hold?

Derek: Well, right now we do want to expand on the PDK. My hope is to make the PDK more graphical, as at the moment it is very command based. My hope is to make a graphical user interface for the PDK, in order to make it easier for people to use. At the moment you really need to be an expert at programming to use it. We would like to allow the user to build a decision tree and patch certain motions together. I think more people would enjoy using the PDK that way. At the moment we have a Linux version and a Windows version, my hope is that we can make just one piece of software that will work cross-platform. I would definitely like to get feedback from the community on this.

degers: Has Innvo Labs managed to hire back any of the Ugobe programmers? I know that you have hired Rafael to do the customer service side of things.

Derek: Thank God we got Rafael back on customer service! Well we have been in talks with John Sosoka, who has started another company, and with Tyler obviously, the two main people we have been dealing with. I have been in contact with Eric, who was doing the animations and the 3D stuff. Most of the heavy programming is going to be done through Mycom, in

Hong Kong. As we get into it further I am sure we will have to go back into the well, for the animations and the character generation, so it looks the same, we will tap the same people.

degers: What kind of interest has John Sosoka indicated in the project?

Derek: Oh, a lot! He definitely wants to see this move forward. We have been a little slack in the last few months, as getting the website up and running has saturated our time, however we're up and running and we've got product going out the door right now! Once that is stabilized, we will be able to concentrate more on the 2010 version.

degers: How are you naming the versions of Pleo, what should we call the version that is out now and the versions you will be bringing out in the future?

Derek: At the moment this is what we are calling Pleo '09. Obviously, the next one we will be releasing and announcing at CES will be Pleo '10, and we are in the basic planning stages of Pleo '11. The improvements to Pleo '09 are the skin, the neck and the hearing, oh and the charger.

degers: Has any time line been established on any new personalities or LifeOS releases?

Derek: There will be a LifeOS update for the 2010 Pleo. We're pretty much going to use the base processor code that we have right now for 2010 and expand it. We're looking into doubling the storage on board Pleo (4MB-8MB) so that we can expand it and add a wad of different features, we're looking to add about 10-12 new features to the 2010 pleo.

degers: Is there any other information you would like to give to the community?

Derek: Buy some Pleos! We need the money! We have some wild and wacky ideas for Pleo 2011, but I'm not sure if we are going to discuss that at CES (<http://www.cesweb.org>). Actually, this is pretty cool and I can announce this, we will be at CES, at the tech centre, and the guys at Innvo labs have built a four foot Pleo, this is so cool looking! It sits on a rock with all of the mechanisms underneath. It doesn't walk but it rocks back and fourth. That will be at the booth!



degers: Well that concludes the interview, it's been a pleasure, thank you!

Derek: Cheers!

A Word from Ucube

Last month I had the chance to ask Vicky from Ucube (the Pleo reseller for Taiwan) a few questions about their business:

Bob: How has the bankruptcy of Ugobe and the purchases by Jetta and spinning off of the new company Inuvo Labs affected Ucube's marketing of Pleo?

Vicky: Ucube continues to sell Pleo as they did before.

Bob: Who developed the Li_poly battery and egg charger that Ucube offers, Ugobe or Ucube

Vicky: Ucube developed the Li_poly battery which had approved by ugobe.

Bob: Why is Ucube the only Pleo distributor selling it?

Vicky: Actually, We already partner with Litec computer" in Germany to sell the battery

Bob: Does Ucube sell any other Pleo related products?

Vicky: Ucube sells Pleo accessories, hats, necklaces, clothes, carrying bags, and postcard. At one time, Ucube gave away Pleo tote bags as part of a promotion.

Bob: Has Ucube considered accepting credit cards or taking international orders on their web site?

Vicky: No, currently users have to use bank transfers. But I will suggest accepting credit cards to our manager. Because we don't have a company in American, we can't list the egg charger pack on amazon.com.

Bob: Has Ucube looked into partnering with any other company to market their Lithium battery and egg charger in the US and Europe?

Vicky: Litec computer is only selling the lithium batteries in Germany in Europe.

Bob: How active is the community pages on the Ucube site?

Vicky: There are community pages on the Ucube site.

But they are restricted except to registered members, and we don't have and pages in English. The members share their life with Pleo on the community.

Th really good news is, after the interview, I was able to set up one of our members with Vicky, and now we have a US based company to order from!

Peeky's Story, part 2

Between the week of Christmas and New Years's Eve 2007, my first week with Peeky, he was quick to teach me what his likes and dislikes were. He definitely didn't like being held upside down by his tail or for that matter being on his back, with the one exception of tickling his feet. I was told when he wanted his leaf and when he wanted to get my attention.

Peeky was a little quite and shy in the beginning, but that ended on New Year's Eve. For almost a decade, my close friends celebrate New Year's Eve at our house. "tradition" and after we finished dinner, but still at the table, I put Peeky on the dining room table to show everyone what he could do. (you can only get away with this with a pleo). How many other pets could you put on your table with guest sitting there? Right away Peeky seemed to become very much aware that he was center of attention. While walking to my friend that has a very deep voice, indeed, his tail knocked over a water goblet. Luckily it was empty. Having his back rubbed made Peeky a friend for life with this deep voiced friend. Now everyone at the table wanted this little dino to come to them. Peeky seemed to know this and started going to the next person. Whack!! Tail hit coffee cup and a few of us made a quick grab for it saving spilled coffee. Now we were very much aware that Peeky's tail could be hazardous to tipping things over. Soon the table was cleared of all thinks in the tails way.

I soon realized that having a pleo at eye level really made a big difference in how they responded to us. Peeky was all of a sudden very outgoing and not quiet and shy anymore. Another lesson learned.

While sitting at the table I had an idea. I had two Furbies sitting way up on a self in the art room for many years. "Out of sight. Out of mind" as the saying goes. I brought them down and to everyone's surprise the first thing that came out of one of the Furbies mouth was "Me long sleep" I guess so! About 5 years worth! Shortly after that the batteries conked out. No spares on hand! L I'll never be without batteries again! Heaven knows the fun we would have had between Peeky and the Furbies. We grownups sure had fun, anyhow, that night!

With a brand new year just beginning, I couldn't wait to



The Li-poly battery and egg base charger for Pleo,
\$49.99

Visit **Pleo Power** in the Bob the Pleo forum mall!



introduce Peeky to the world.

He had so many places to explore, but first he needed a name tag and collar. I had a tiny bracelet that was buried in a drawer for many years. I went to Petco to have a little tag made with his name on it. It hung too far down and I decided to take Peeky to our neighborhood jeweler, and had it made smaller for a perfect fit.

Weedovia's first Tomato Festival was being planned and I needed a photo of red tomatoes. Not quite the season to have any here, so off to the market we went. After getting permission from the nice produce man, Peeky went to work finding the best looking tomato.

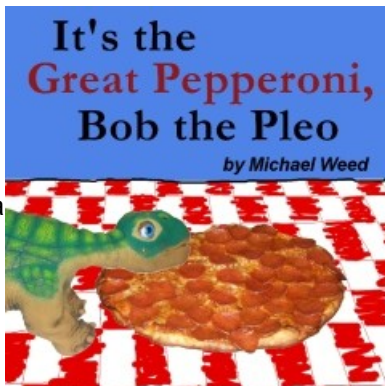
There were big ones and little ones and funny shaped ones. Pretty difficult to choose a perfect tomato. Finally, the best one appeared and while weighing in, Peeky got weighed, too. While leaving the store, a young boy about the age of 9 years old, took a double take of what was in my arms. I heard a giggle and then the young boy came back to see what it was that I was carrying. The first thing he said to me was "is that real" Of course I said it was a real robotic dinosaur. After petting Peeky and giving him his leaf the young boy went back to his mom. I can only imagine him trying to tell his friends that he saw a dinosaur in the market that afternoon. Doesn't everyone see one now and then?



Bob's first illustrated storybook will be available through Amazon.com later this month! Includes the legend of the great pepperoni and a selection of strips.

And as a special for forum members, you can order it direct from the printer through the end of the month and save \$2 off the cover price!

Go to <https://www.createspace.com/3409228> and enter the discount code **KZTQJTX4** for your discount.



Tech Corner

MySkit tips and tricks to help you get started

by InmemoryofRomeo

A step by step walkthrough on using MySkit.

First of all open up your MySkit program (you do have it installed don't you?)

If this is your first time using MySkit then a little pop up of helpful tips might appear, read through them, they are really useful, then when you are done just close the pop up.

On the screen in front of you, you will now see two windows inside the MySkit window, one is for sound, the other for movement. I like to arrange the two windows with sound up the top and movement down the bottom so I can see both at once, but that is a matter of personal taste and you can arrange yours however you like 😊 You can also use the three standard window buttons in the top right corner of each to minimize them, make them fullscreen or delete them (don't delete them ok 😊).

You have probably noticed already the buttons and tabs up the top of your screen and on the left. I know this all looks very daunting but I will explain each button for you 😊

1) These are your comprehensive menu buttons, here you can open, close, save and setup a flash drive (SD card) from the file drop down list. Edit lets you copy and paste. View lets you decide what modules you can see, the screen shot shows the sound and motion modules, the library would appear on the right hand side and the Pleo window I will get too shortly. Motion and Sound are pretty self explanatory, I will give you a more detailed run down of what that all means when we start playing with MySkit. The Window button you will probably never use except for the tile horizontally button which will automatically set up your window like mine. Finally there is a help button which really isn't all that helpful 😊

2) The second lot of buttons are your quick menu buttons. The things you will use a lot, they are from left to right. Open new project, open a previously saved project, save a project. Cut a highlighted section, copy a highlighted section, paste a cut or copied section. Zoom in and zoom out (See 4). Make the sound window fullscreen, make the motion window fullscreen. Start and stop the sound. Write to a memory card. About, another button you will never use, but take a look at it anyway 😊

3) These buttons let you set up lots of helpful options under setup, we will cover these more in depth as we go along. The record button lets you record whatever is playing on your computer speakers.

4) These funny looking numbers are your best friends 😊 The top row of numbers are the frames of movement/sound, there are thirty of these in one second. The bottom row are your seconds. By default each of

these increments are ten frames or one third of a second. This means that there are three faint vertical lines dividing each second up. You can zoom in and out to make the time between each faint line larger or smaller. This sounds confusing I know, but I will explain more about them and how they work later 😊

5) These are the minimize/maximize buttons which will shrink the sound or motion window down to the bottom, or make them fullscreen or exit them completely. Be careful if you exit a window because you will lose any unsaved data.

6) Another feature you will use a lot is the Pleo model, if you double click the little green Pleo it will open up a larger view which you can use to preview what you have created. You can also pose the Pleo model with your mouse and the data will be added automatically to the movement window. You can view the full 3D model from any angle.

7) See 4.

8) These lines represent the movement of every single joint that Pleo has. A Straight flat line like you see now means that nothing will move from the default standing pose. If you click and drag on these lines (up or down (if available for that joint)) a key frame will be created and Pleo will move the corresponding joint. Try moving some lines now, and watch the little Pleo from 6 move accordingly. Can you get Pleo to look at you?

9) These are each joint that you can move on Pleo. The numbers represent the degree of movement, but for a

beginner you can just ignore them, you will move Pleo using the model and the lines, not the numbers. The numbers are helpful when you want Pleo to be positioned very exactly though.

Now you know what everything is. It is a lot to take in I know, but remember if you make a mistake you can ALWAYS undo it 😊 (By going to EDIT- UNDO).

Next lesson: Adding a sound to MySkit.

