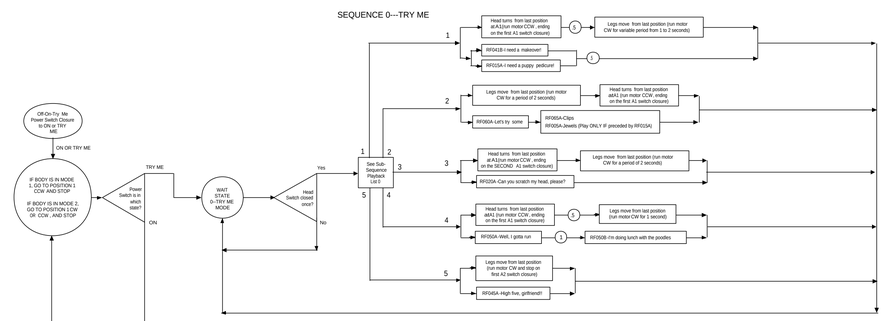
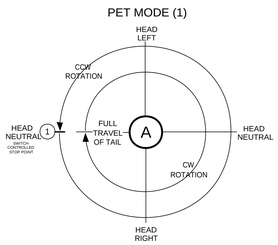
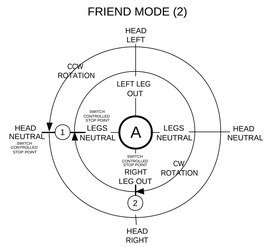
--- RealTalkin ' Pup --- PRODUCTION LEVEL Flowchart & Dialogue with TRY ME MODE----Version 2.6----MARCH 18, 2003 Designed and compiled by Kevin Gray

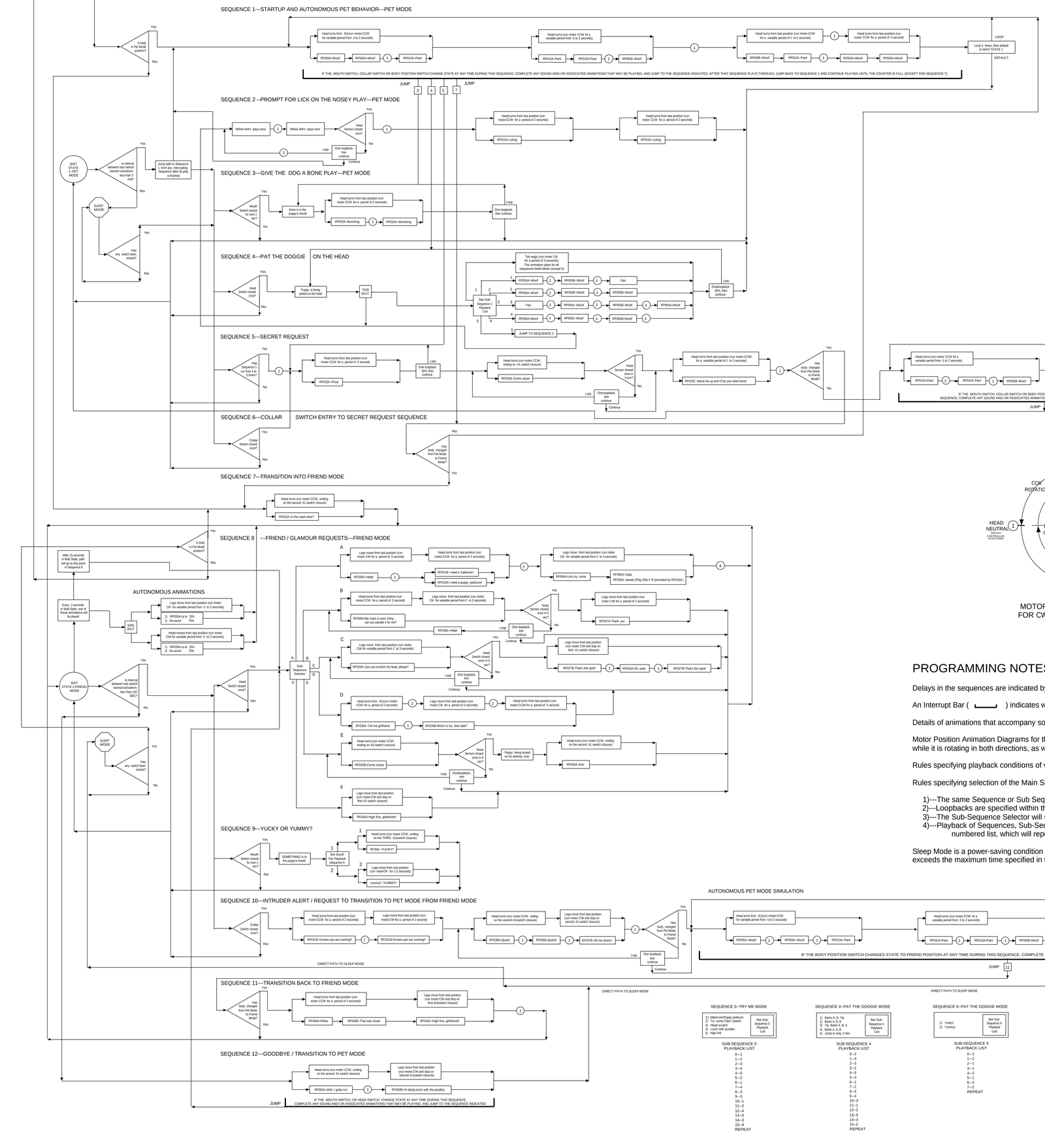




MOTOR A ANIMATION DIAGRAM FOR CW AND CCW ROTATION IN PET MODE (1)



MOTOR A ANIMATION DIAGRAM FOR CW AND CCW ROTATION IN FRIEND MODE (2)



MOTOR A ANIMATION DIAGRAM FOR CW AND CCW ROTATION IN PET MODE (1)

MOTOR A ANIMATION DIAGRAM FOR CW AND CCW ROTATION IN FRIEND MODE (2)

PROGRAMMING NOTES

Delays in the sequences are indicated by this symbol (3). The value is in seconds, or fractions thereof.

An Interrupt Bar (⎵) indicates where a Sequence is interruptible, by what, and where the path should go if an interrupt takes place. Otherwise, interrupts are not permitted.

Details of animations that accompany sounds and phrases are specified in both PET and FRIEND modes; the details are called out in this flowchart as part of the path structure.

Motor Position Animation Diagrams for the single motor (A) are supplied with this flowchart. They illustrate the type and sequence of possible motions for the motor in the two different modes, while it is rotating in both directions, as well as the switch-controlled stopping points available in each mode and rotation direction.

Rules specifying playback conditions of various sounds, such as weighting, are included in the flowchart where necessary. If there are only two items, the weighting is 50% for each.

Rules specifying selection of the Main Sequence, sound samples, or Sub-Sequences within a Sequence are as follows:

1)---The same Sequence or Sub Sequence will not be played twice in a row.
2)---Loopbacks are specified within the Sequence itself.
3)---The Sub-Sequence Selector will select the next sub-sequence in a random manner, with Rule 1 as a guide.
4)---Playback of Sequences, Sub-Sequences or sound samples may also be specified by a Sound File or Sequence Playback List, which lists the order of play for various items on a numbered list, which will repeat after a specified point. There are three of these Playback Lists associated with this product; they are listed below.

Sleep Mode is a power-saving condition that the path enters when the interval between switch / sensoractivations exceeds the maximum time specified in the Sequence, or when the program specifically enters Sleep Mode. It can be exited by closing any of the switches on the toy--Head, Collar, Mouth, or Pet/Friend mode switch).