PROMOBOT

2022

Administrator Web Interface

2022

Table of contents

1. General Information

The instructions are intended for owners of the Promobot robot v3 and v4, and contain a description as well as instructions on how to use the web interface. Access to the web interface allows the owner to view and edit the settings and the linguistic database of the robot, as well as obtain analytics and additional information.

The owner of the robot receives the manufacturer's generated login and password for authorization in the Promobot web interface. The owner creates his/her own user profile and gains access to their robots.

This document only reflects the interface capabilities for the owner.

2. Terms and Definitions

The Promobot web interface is part of the Promobot information system designed to store, retrieve and process information related to linguistic database services, analytics, configuration and administration of Promobot robots.

Linguistic database is a database containing a set of rules and phrases, used as a reaction of the robot to certain phrases or events.

A case is a structure similar to a linguistic database that replaces the user linguistic database, when the robot is used in a specific scenario.

A rule is a robot's response to a recognized human phrase.

An anchor is a parameter for connecting several rules.

A phrase is a text segment or an action that the robot responds with in a particular situation.

An action is a command to perform a certain action during the robot's speech. The list of available actions is given in **section 5**.

A macro is a variable that can be automatically replaced with a predefined text or function. The list of available macros is given in **section 6**.

3. Getting Started

Open the main page of the web interface.

Login to the website by clicking the "Login" button, highlighted in the picture below.
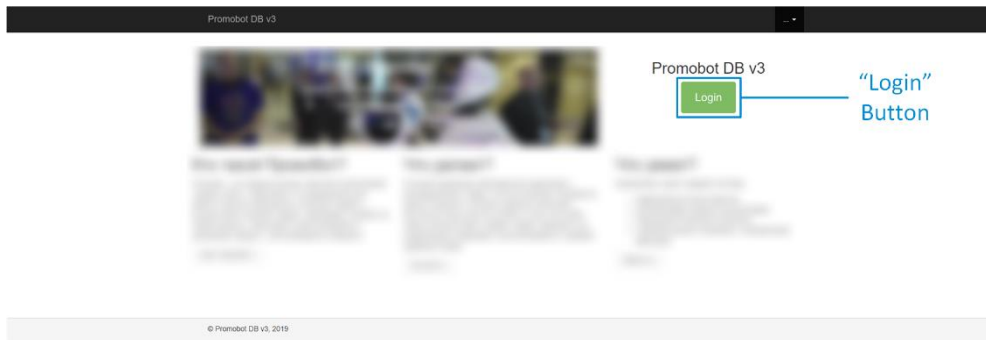
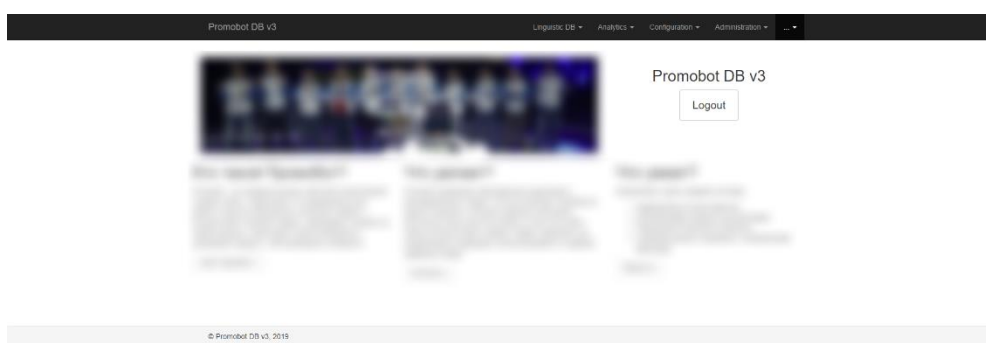In the page that opens, enter your login and password, and then click the "Login" button.

4. Description of Sections

The following sections are available to the robot's owner:

4.1. Linguistic Database (DB)

The "Linguistic database" section is designed to manage the linguistic database of Promobot.
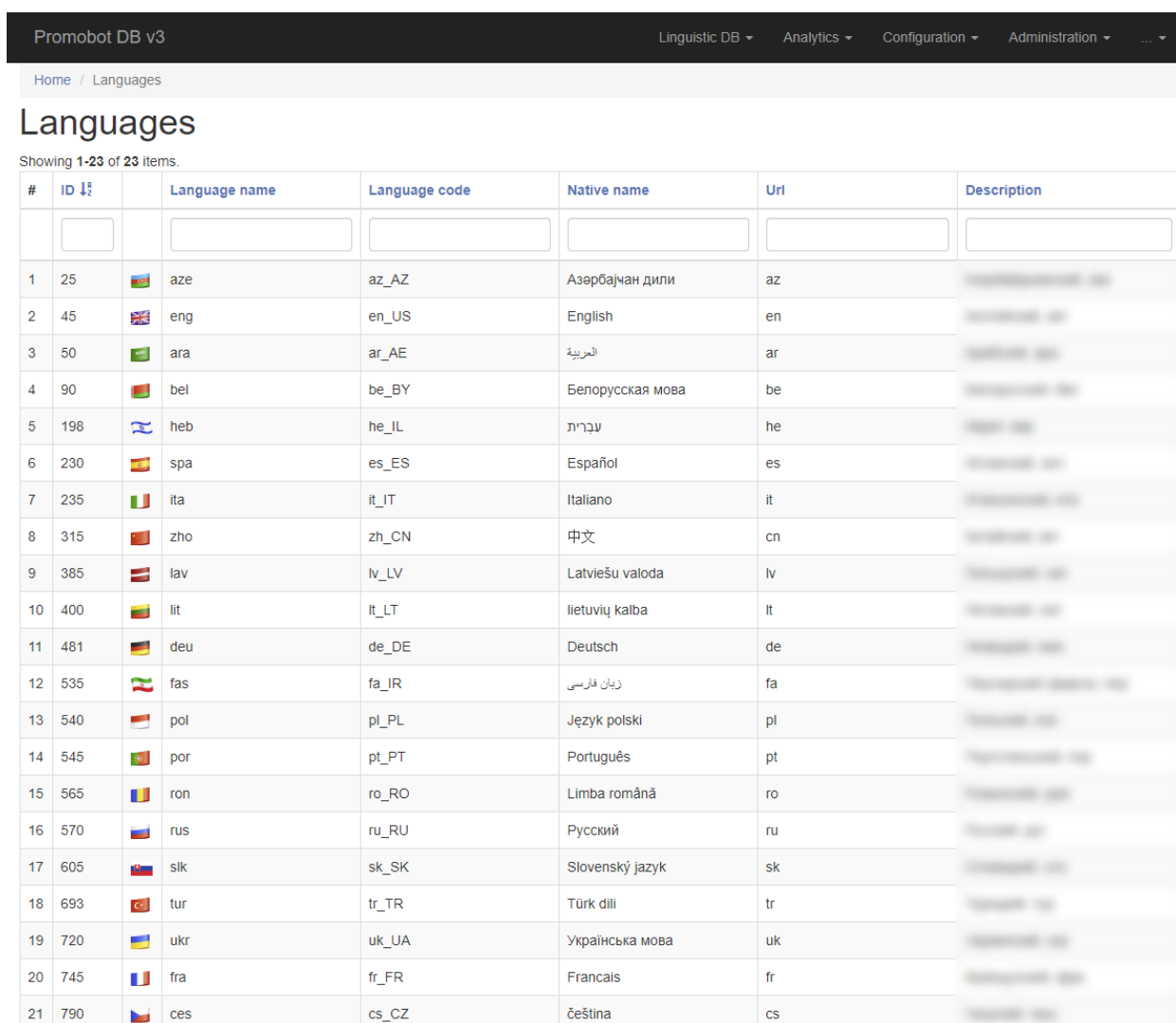
The content of the section is divided into the following groups:

Administration

4.1.1. Languages

This screen contains information about available languages. Localization allows the robot to serve users who speak different languages. The current language can be changed in the settings of the robot. When filling the linguistic database, one of the available languages should be chosen.

The language of the web interface is determined by the user's selected language (see Administration-Users).

| Promobot DB v3 | | | | Linguistic DB ▾ | Analytics ▾ | Configuration ▾ | Administration ▾ | ... ▾ |

Home / Languages

Languages

Showing **1-23** of **23** items.

#	ID ↓		Language name	Language code	Native name	Url	Description
1	25		aze	az_AZ	Азәрбајҹан дили	az	
2	45		eng	en_US	English	en	
3	50		ara	ar_AE	العربية	ar	
4	90		bel	be_BY	Беларуская мова	be	
5	198		heb	he_IL	עברית	he	
6	230		spa	es_ES	Español	es	
7	235		ita	it_IT	Italiano	it	
8	315		zho	zh_CN	中文	cn	
9	385		lav	lv_LV	Latviešu valoda	lv	
10	400		lit	lt_LT	lietuvių kalba	lt	
11	481		deu	de_DE	Deutsch	de	
12	535		fas	fa_IR	زبان فارسی	fa	
13	540		pol	pl_PL	Język polski	pl	
14	545		por	pt_PT	Português	pt	
15	565		ron	ro_RO	Limba română	ro	
16	570		rus	ru_RU	Русский	ru	
17	605		slk	sk_SK	Slovenský jazyk	sk	
18	693		tur	tr_TR	Türk dili	tr	
19	720		ukr	uk_UA	Українська мова	uk	
20	745		fra	fr_FR	Francais	fr	
21	790		ces	cs_CZ	čeština	cs	

- ID - identifier of the language in the system;
- Name - three-letter country code;
- Code - locale of the language;

- Native name - regional name of the language;
- URL - two-letter country code;
- Description - description of the language.

4.1.2. Facial Expressions

This screen contains information about the available facial expressions of the robot. Expressions are displayed on the front matrix in the form of animation and are used to visualize the alleged emotions of the robot in the process of its communication with the user. Emotions (facial expressions) can be specified when creating rules and phrases.

| Promobot DB v3 | | Linguistic DB ▾ | Analytics ▾ | Configuration ▾ | Administration ▾ | ... ▾ |

Home / Facial expression

Facial expression

Reset

Showing **1-8** of **8** items.

#	ID ↓↑	Name	Language	Description
			▼	
1	0	Usual	English	Usual
2	1	Surprised	English	Surprised
3	2	Angry	English	Angry
4	3	Sad	English	Sad
5	5	Laughing	English	Laughing
6	7	Smiling	English	Smiling
7	8	Scanning	English	Scanning
8	9	Hearts	English	Hearts

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- ID - identifier of facial expression in the system;
- Name - name of the facial expression;
- Language - language of the expression's name;
- Description - description of the facial expression.

4.1.3. Types of Phrases

This screen contains information about the existing types of robot phrases. The phrases are applied only in a certain context.

- ID - identifier of the phrase type in the system;
- Name - name of the phrase type;
- Description - description of the phrase type.

There are several types of phrases:

1) Greetings for unrecognized persons

The phrases used by the robot in the presence of an unrecognized person (procedure of acquaintance has not been performed). The robot uses facial recognition to determine the presence of a person.

2) Greetings for recognized persons

The phrases used by the robot in the presence of a recognized person (procedure of acquaintance has been performed). The robot uses facial recognition to determine the presence of a person.

3) Promotional materials

The phrases said by the robot periodically when it is not interacting with a person.

4) Unrecognized phrases

The phrases said by the robot if it is unable to respond to a person's phrase using the algorithms in the linguistic database.

5) Questionnaire

A list of questions used for a survey when the Loyalty program is activated.

6) Additional phrases

The phrases said by the robot after the standard response (using the rule) to continue communication. The additional phrases are added if there is no output anchor or video. The frequency of use is determined by the parameters.

7) Navigation phrases

The phrases said by the robot upon arrival at a certain place when the navigation system is activated.

8) Change of subject

The phrases said by the robot after the standard response (using the rule) to change the subject of the conversation. The phrase is selected according to the response category.

9) Greeting after acquaintance

The phrases said by the robot immediately after the acquaintance procedure. These phrases are similar to the "Greetings for recognized persons" phrases. If this type of phrases is not specified, the robot will not say anything after the acquaintance.

4.1.4. Age Category

This screen contains a list of age-specific categories determined by the robot. The age category defines the approximate age range that the determined age of the visitor suggests. Age categories are used to create more targeted phrases.

| Promobot DB v3 | | | | Linguistic DB ▾ | Analytics ▾ | Configuration ▾ | Administration ▾ | ... ▾ |

Home / Age categories

Age categories

Showing **1-10** of **10** items.

#	ID ↓	Description	Age from	Age to (non-strict boundary)	Owner	Robot
1	0	default	0	100	Administrator2	default
2	1	Children	0	18	Administrator2	default
3	2	Students	18	25	Administrator2	default
4	3	Middle age	25	35	Administrator2	default
5	4	Elderly age	35	100	Administrator2	default

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Description - description of the age category;

- ID – identifier of the age category in the system;
- Age from – minimum age in the category;
- Age to – maximum age in the category;
- Owner – owner who specifies the robots for each category;
- Robot – robot assigned to the category.

4.1.5. Rule Priority

This screen contains the rule priority information. If multiple rules apply to one question (recognized phrase), the rule with the highest priority will be chosen.

- ID - priority identifier in the system;
- Name - priority name;
- Description – priority description.

In addition to the rule priority, the sources of the answers are also divided into levels. The search for the answer to the recognized phrase is done in the following order (by default):

1) Database of the robot

The robot's database includes the rules created for the selected robot and the specific owner. These rules will only work on this robot.

2) Database of the owner

The owner's database includes the rules created for a certain owner. These rules will work on all of the owner's robots.

3) General database

The database of general answers includes rules created by Promobot. These rules will work on any robot.

4) Internet

This level contains answers found by the robot on the Internet.

5) Low priority database of the robot

The low priority database of the robot includes the rules indicated as low priority created for the selected robot and the specific owner. These rules will only work on this robot.

6) Low priority database of the owner

The low priority database of the robot includes the rules indicated as low priority created for a certain owner. These rules will work on all of the owner's robots.

7) Database of general answers with low priority

The database of general answers includes the rules indicated as low priority created by Promobot. These rules will work on any robot.

8) Unrecognized phrases

This level includes the answers to phrases that were not answered at any other level. Unrecognized phrases are used when the robot is not able to find an answer, but must respond.

The priority of the sources can be configured in the settings of the robot in the linguistic database section.

Configuration

4.1.6. Cases

In this section, you can view, edit and create cases. A case is a structure similar to a linguistic database that replaces the user linguistic database, when the robot is used in a specific scenario. You are able to select a case for the rule or phrase.

Rules or phrases can be assigned to a specific robot (not default) in the Rules and Phrases menu sections. The cases of both the specified and default robots will be available for selection. When selecting cases for a rule or phrase of a default robot, only cases of the default robot will be available.

- Name - name of the case;
- Description - description of the case;
- Language - language of the case;
- Owner - owner of the case;
- Robot - robot that the case refers to;
- Creator - creator of the case;
- Created - time when the case was created;
- Editor - last editor of the case;
- Last edited - last time the case was changed.

To add a new case, click the "Create" button:

Be sure to fill in the following fields: "Name", "Language", "Owner" and "Robot", then click the "Create" button.

We recommend choosing names for cases that will help determine the purpose of the case. It is better to choose non-repeating names so that it will be easier to determine whether the rule or phrase belongs to the correct case.

4.1.7. Categories

In this section, you can view, edit and create categories for phrases.

Categories separate the phrases into groups, allowing more efficient filtering and analysis.

- Name - name of the category;
- Owner - owner of the category;
- Language - language of the category;
- Cases – case that the category belongs to;
- Creator - creator of the category;
- Created - time when the category was created;
- Editor - last editor of the category;
- Last edited - last time the category was changed.

To add a new category, click the "Create" button:

Be sure to fill in the following fields: "Name", "Language", "Owner" and "Cases", then click the "Create" button.

We recommend choosing names for categories that will help determine the purpose of the category. It is better to choose non-repeating names, so that it will be easier to determine whether the rule or phrase belongs to the correct category.

4.1.8. Anchors

In this section, you can view, edit and create anchors.

An anchor can be set at the beginning or end of a phrase or rule. After a phrase or rule is triggered with an anchor at the end, the robot will respond to the rules with the same anchor indicated at the beginning. Therefore, the robot will adhere to a predefined dialogue.
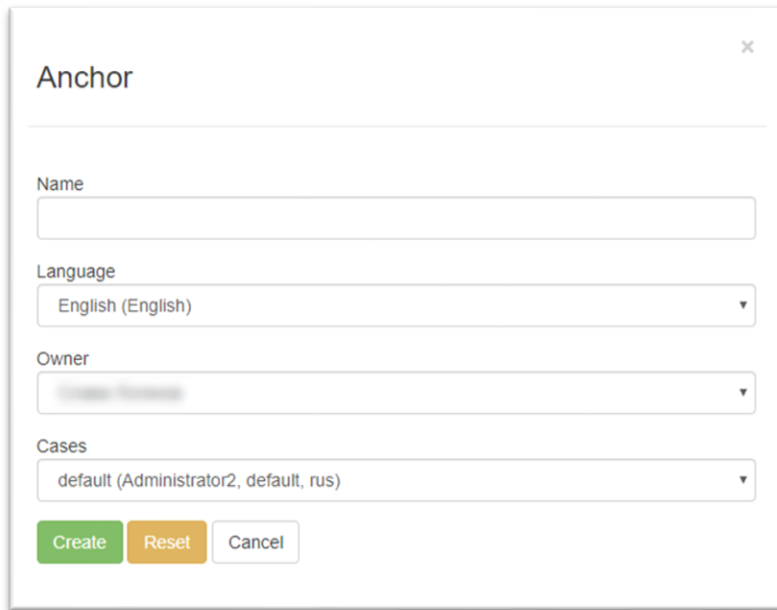
- ID - identifier of the anchor;
- Name - name of the anchor;
- Owner - owner of the anchor;
- Language - language of the anchor;
- Case - case that the anchor belongs to;
- Creator - creator of the anchor;
- Created - time when the anchor was created;
- Editor - last editor of the anchor;
- Last edited - last time the anchor was changed.

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To add a new anchor, click the Create button:

Fill in the "Name" field, then click the "Create" button.

Question-and-answer system

4.1.9. Controller Activated Phrases

In this section you can view, edit and create controller activated phrases.

Controller activated phrases are said by the robot in certain scenarios. Controller activated phrases allow the robot to participate in various presentations and speak the specified phrases exactly at the moment when it is required. Existing phrases can be filtered by one or more criteria using the filtering tool to the left of the list:

After selecting the required values, click "Show". To reset the filter, click "Reset". The "Enter text" field is for searching controller activated phrases by the entered text fragment.

To create a new phrase, click the "Create" button
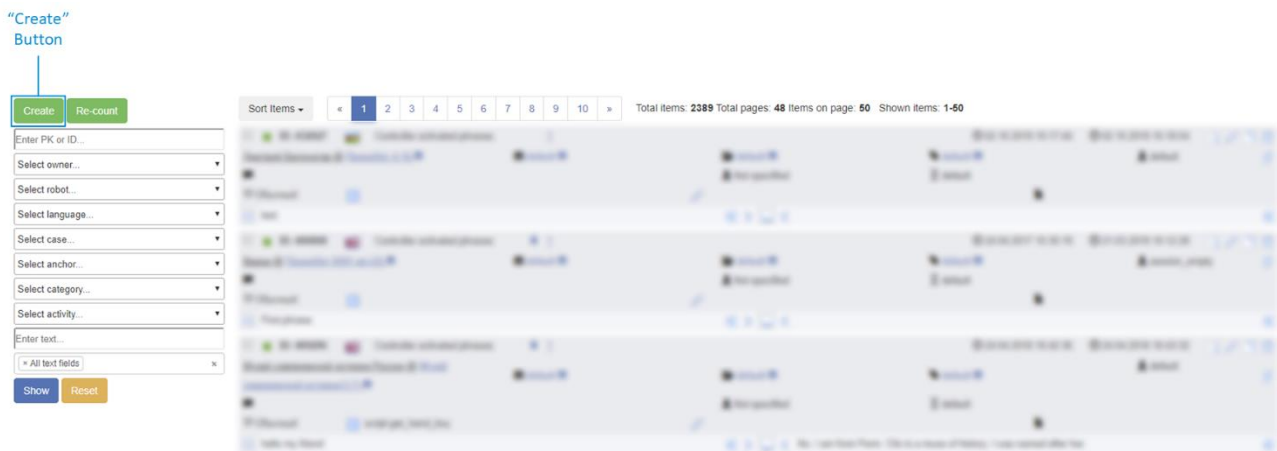
After that, the new phrase will appear in the edit mode with a "Temporary" status.
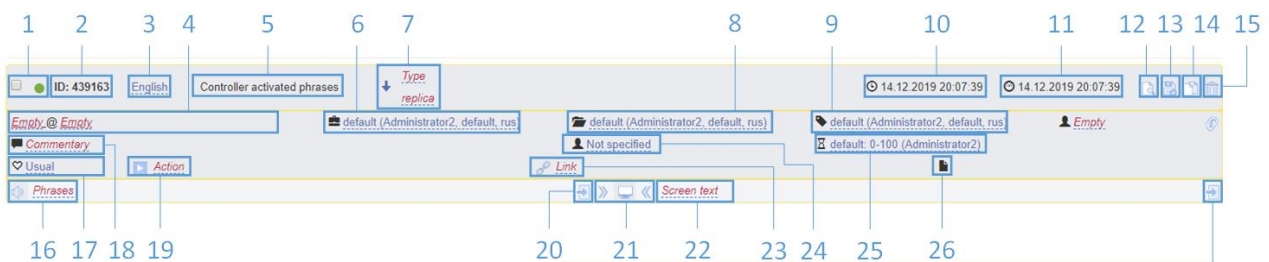
- 1 – Selection box (used for selecting multiple phrases at a time) and the button for activating/deactivating a phrase;

- 2 – Identifier of a phrase. The identifier is unique for each phrase. The identifier cannot be changed. When clicked, the value will be copied to the clipboard;
- 3 – The "Language" field is used to indicate the language of the entered phrase. The robot's language can be changed in settings. For controller activated phrases, the language indicated in the owner's settings is set by default;
- 4 – "Owner" and "Robot" fields. The Owner field is required to indicate the owner of the phrase in the database. By default, the user who creates the phrase will be selected as the owner. The Robot field is used to create phrases attached to the selected robot. These phrases will only be used on the selected robot. The owner can only choose the robots that belong to them. Initially, this field is not set and the robot must be selected for the phrase to work correctly;
- 5 – "Phrase Type" field shows "Controller activated phrases" (special type of a phrase);
- 6 – The Case field contains the case that the phrase belongs to. The phrases with a specified case work only when the case is active. Initially, the default case is selected, the main linguistic database of the robot;
- 7 – Buttons to control the sequence of phrases and the number of the phrase;
- 8 – The Category field is used to specify the category that the created phrase belongs to. Initially, the category for the phrase is set to default;
- 9 – "Anchor" field allows to specify an anchor at the end of a phrase;
- 10 – Date and time when the phrase was created. When you hover the cursor, a pop-up window shows the creator of the phrase;
- 11 – Last date and time when the phrase was changed. When you hover the cursor, a pop-up window shows the author of the last change;
- 12 – View button. Not in use;
- 13 – Save button. In viewing mode, the Save button is replaced by the Edit button;
- 14 – Button for duplicating the phrase;
- 15 – Button for deleting the phrase;
- 16 – Text of the phrase;
- 17 – Facial expression of the robot. Sets the facial expression that is shown on the face of the robot when it says the phrase. The list of available facial expressions is given in the corresponding section;
- 18 – Phrase comment. Used as additional description;
- 19 – Actions. The list of available actions is given in the corresponding section;
- 20 – Button to copy text to clipboard;
- 21 – Button to copy spoken text to the screen text (displayed at the bottom of the screen);
- 22 – Screen text;
- 23 – URL link or link to a file;
- 24 – Gender of the user;
- 25 – Age category;
- 26 – File on the robot (not in use).

Click the "Save" button to save the phrase.

In the example above, the "Robot" field is indicated as "Choose robot". The robot must be specified for the phrase to work correctly.

If the numbers of the phrases for the selected owner, robot, and language are duplicated or missing, then it is necessary to use the Re-Count button. For re-counting, the language, owner and robot must be selected. Recalculation occurs when you click on the corresponding button or when creating a new phrase. Recalculation when creating a new phrase is done automatically. When recounting, numbers are assigned in the order that the phrases are created.

4.1.10. Phrases

In this section, you can view, edit and create phrases.

Phrases with no settings for gender or age will be used alongside phrases filtered by these criteria. This means that though phrases can be categorized by gender and age, non-specified phrases will be used in conversation with as well. It is recommended to always include at least one phrase with non-specified gender and age category in case the robot is unable to identify the gender and/or age of the person.

If a robot is specified in the phrase's settings, phrases from the robot's local database will be used instead of the common database. This system works in a similar pattern for each type of phrase.

Existing phrases can be filtered by one or more criteria using the filtering tool to the left of the list:

After selecting the required values, click "Show". To reset the filter, click "Reset". The "Enter text" field is for searching phrases by the entered text fragment.

The image below shows a tool for copying and transferring phrases. To copy or to transfer, select one or more phrases by clicking the selection box in the upper-left corner of the phrase field. Then, specify where the selected phrase(s) is/are being transferred to; you must specify the target robot and the owner. The "Enter a comment" field allows a comment to be added during the transfer.

To create a new phrase, click the "Create" button in the upper-left corner of the screen.
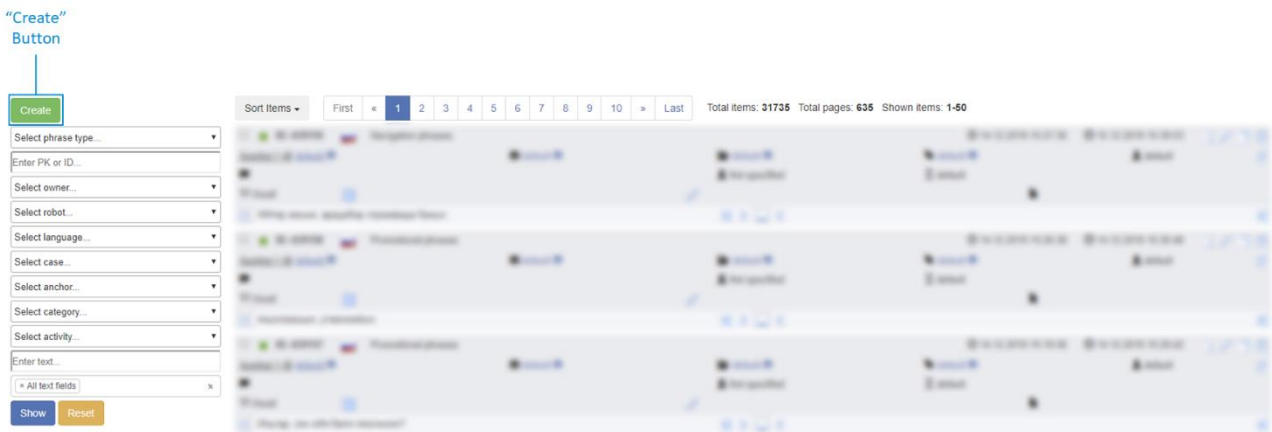
After that, a new phrase field will appear in edit mode:
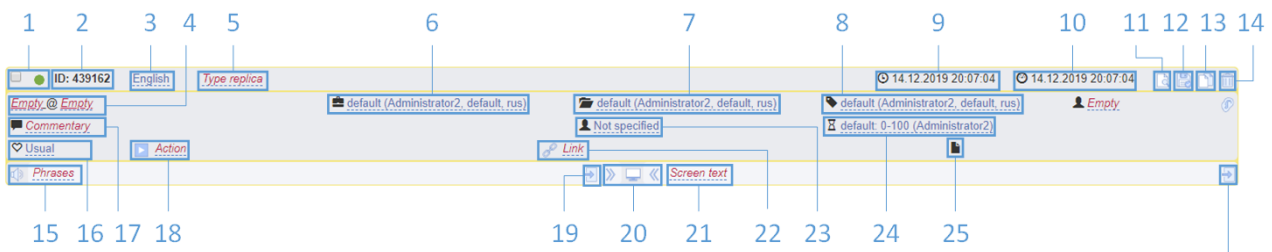
1 – Selection box (used for selecting multiple phrases at a time) and the button for activating/deactivating a phrase;

2 – Identifier of a phrase. The identifier is unique for each phrase. The identifier cannot be changed. When clicked, the value will be copied to the clipboard;

3 – The "Language" field is used to indicate the language of the entered phrase. The robot's language can be changed in settings. For phrases, the language indicated in the owner's settings is set by default;

4 – "Owner" and "Robot" fields. The Owner field is required to indicate the owner of the phrase in the database. By default, the user who creates the phrase will be selected as the owner. The Robot field is used to create phrases attached to the selected robot. These phrases will only be used on the selected robot. The owner can only choose the robots that belong to them. Initially, this field is not set and the robot must be selected for the phrase to work correctly;

5 – "Phrase Type" field shows "Phrase type" (special type of a phrase);

6 – The Case field contains the case that the phrase belongs to. The phrases with a specified case work only when the case is active. Initially, the default case is selected, the main linguistic database of the robot;

7 – The Category field is used to specify the category that the created phrase belongs to. Initially, the category for the phrase is set to default;

8 – "Anchor" field allows to specify an anchor at the end of a phrase;

9 – Date and time when the phrase was created. When you hover the cursor, a pop-up window shows the creator of the phrase;

10 – Last date and time when the phrase was changed. When you hover the cursor, a pop-up window shows the author of the last change;

11 – View button. Shows all phrase fields.

12 – Save button. In viewing mode, the Save button is replaced by the Edit button;

13 – Button for duplicating the phrase;

14 – Button for deleting the phrase;

15 – Text of the phrase;

16 – Facial expression of the robot. Sets the facial expression that is shown on the face of the robot when it says the phrase. The list of available facial expressions is given in the corresponding section;

17 – Phrase comment. Used as additional description;

18 – Actions. The list of available actions is given in the corresponding section;

19 – Button to copy text to clipboard;

20 – Button to copy spoken text to the screen text (displayed at the bottom of the screen);

21 – Screen Text;

22 – URL link or link to a file;

23 – Gender of the user;

24 – Age category;

25 – File on the robot (not in use).

Click the "Save" button to save the phrase.
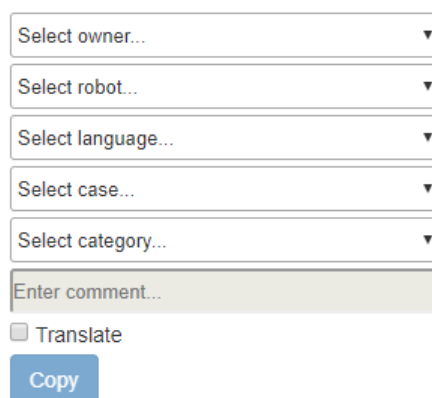
4.1.11. Rules

In this section you can view, edit and create rules. Existing rules can be filtered by one or more criteria using the filtering tool to the left of the list:

After selecting the required values, click "Show". To reset the filter, click "Reset". The "Enter text" field is for searching phrases by the entered text fragment in the "Question" and "Answer" fields as well as in the "Comment" field.

The image below shows a tool for copying and transferring rules. To copy or to transfer, select one or more rules by clicking the selection box in the upper-left corner of the rule field. Then, specify where the selected rule(s) is/are being transferred to; you must specify the target robot and the owner. The "Enter a comment" field allows a comment to be added during the transfer.

To create a new rule, click the "Create" button in the upper-left corner of the screen.

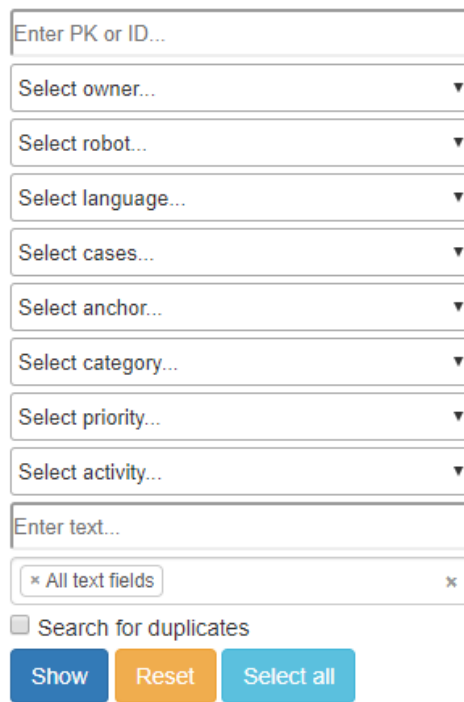"Create" Button
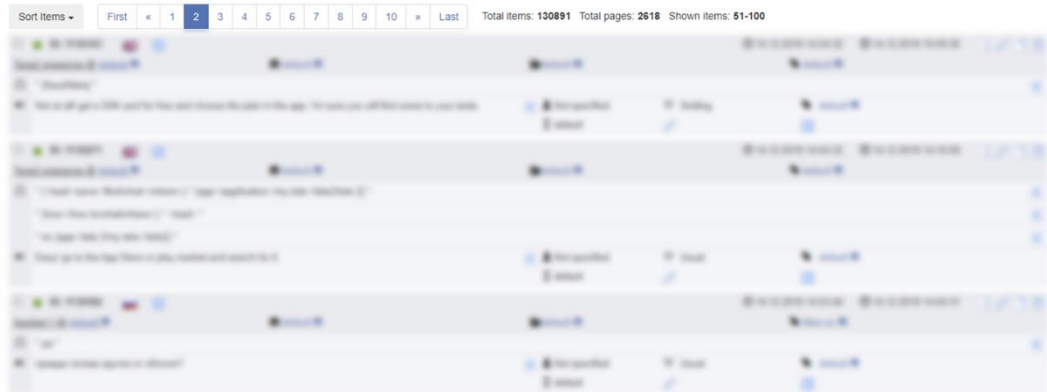
After that, a new rule field will appear in edit mode.
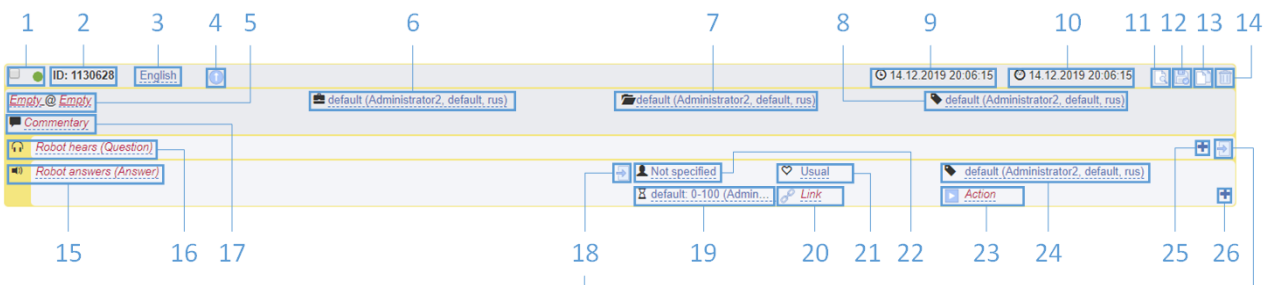
1 – Selection box (used for selecting multiple rules at a time) and the button for activating/deactivating a rule;

2 – Identifier of a rule. The identifier is unique for each rule. The identifier cannot be changed. When clicked, the value will be copied to the clipboard;

3 – The "Language" field is used to indicate the language of the entered rule. The robot's language can be changed in settings. For rules, the language indicated in the owner's settings is set by default;

4 – Rule priority;

5 – "Owner" and "Robot" fields. The Owner field is required to indicate the owner of the rule in the database. By default, the user who creates the rule will be selected as the owner. The Robot field is used to create rules attached to the selected robot. These rules will only be used on the selected robot. The owner can only choose the robots that belong to them. Initially, this field is not set and the robot must be selected for the rule to work correctly;

6 – The Case field contains the case that the rule belongs to. The rules with a specified case work only when the case is active. Initially, the default case is selected, the main linguistic database of the robot;

7 – The Category field is used to specify the category that the created rule belongs to. Initially, the category for the rule is set to default;

8 – "Anchor" field allows to specify an anchor at the beginning of a rule;

9 – Date and time when the rule was created. When you hover the cursor, a pop-up window shows the creator of the rule;

10 – Last date and time when the rule was changed. When you hover the cursor, a pop-up window shows the author of the last change;

11 – View button. Shows all rule fields.

12 – Save button. In viewing mode, the Save button is replaced by the Edit button;

13 – Button for duplicating the phrase;
14 – Button for deleting the phrase;
15 – Answer(s) given by the robot;
16 – Text fragment(s) recognized by the robot;
17 – Rule comment. Used as additional description;
18 – Button to copy text to clipboard;
19 – Age category;
20 – URL link or link to a file;
21 – Displayed emotion of the robot when answering the question. The list of available emotions is given in the corresponding section;
22 – Gender of the user;
23 – Actions. The list of available actions is given in the corresponding section;
24 – "Anchor" field allows to specify an anchor at the end of a rule;
25 – Button for adding a question;
26 – Button for adding an answer.

Formatting rules:

1. Filling in the "Question" field

When filling in this field, you can specify several text fragment(s) that can be recognized by the robot to have the same answer. To add an additional line, click the corresponding button. The " * " symbol is a replacement for any set of symbols, words or their absence, it can be used to fill in the gaps between keywords. The symbol "~" is a replacement for any ending, prefix or repeated part of the word. The format "{*/*}" (for example, {want/wish}) allows to list several variants of keywords or phrases.

2. The "Answer" field

When filling in this field, you can specify several answers to provide a variety of responses to the recognized phrase. For each option, you can specify additional parameters (gender, age category, facial expression, action, link, file and anchor). This allows the answers to the questions to be more targeted. When filling in the answers, you can specify the proper stress of a word to improve pronunciation by adding the "+" symbol (by default it does not work on V.4 robots, because another synthesis is used).

Click the "Save" button to save the rule. The following is an example of a rule.
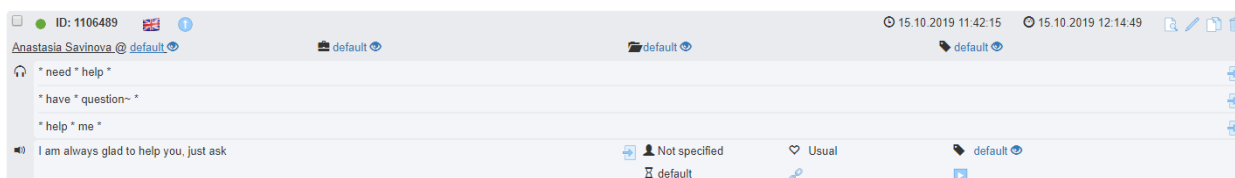
4.2. Analytics

This section contains analytical information. During operation, the robot Promobot is able to collect interaction data. Later, this data can be analyzed to assess usage statistics and work analytics.

4.2.1. Dialogue with Users

This section contains information about recognized and answered phrases during communication between the users and the robot.
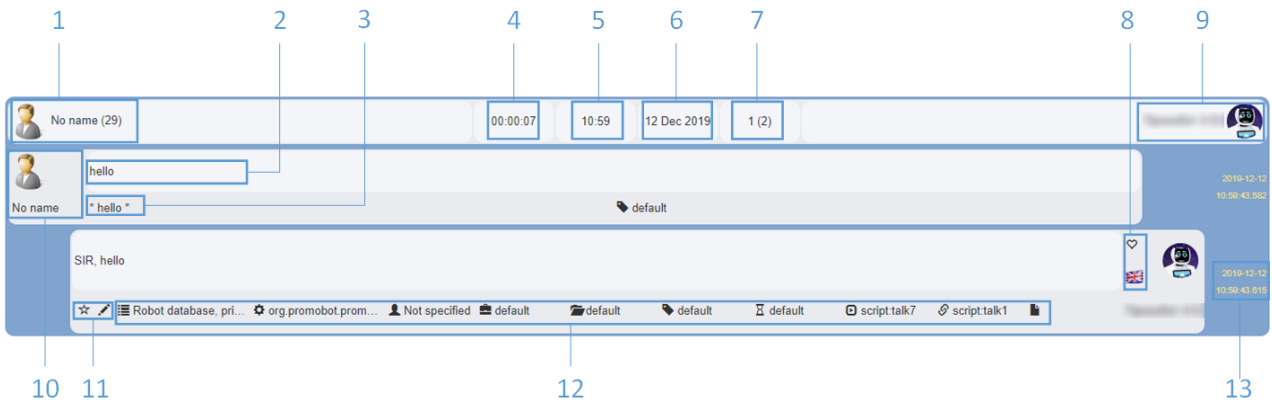
1   – Information about the user;
2   – Used phrase or robot rule;
3   – Used rule;
4   – Duration of the dialogue (hover over it to see all information about the dialogue);
5   – Start time of the dialogue;
6   – Date of the dialogue;
7   – Number of the user's phrases and the total number of phrases;
8   – Facial expression and language of the robot while saying the phrase;
9   – Information about the robot;
10   – Information about the user after facial recognition;
11   – Button to view the user profile and/or edit a rule or a phrase;
12   – Information about the rule or the phrase;
13   – Date and time.

The settings of two robots can be compared using a special tool to the left of the list:

When using the comparison tool, the selected filters are saved when you go from the settings page to the comparison page, and when you change the robot on the comparison page. The "Show identical" button displays the settings that are the same for the compared robots.

4.3. Configuration

This section provides various tools for remote viewing and configuration of the robot's configuration parameters.

4.3.1. Robot Settings

This screen allows you to remotely edit the robot settings.

- Robot - robot that a parameter is set for;
- Parameter - parameter of the robot (includes the application, group and name);
- Value - value of the parameter;
- Creator - creator of the parameter;
- Created - date and time when the parameter was created;
- Editor – last editor of the parameter;
- Edited – last time the parameter was modified.

The settings of two robots can be compared using a special tool to the left of the list:

When using the comparison tool, the selected filters are saved when you go from the settings page to the comparison page, and when you change the robot on the comparison page. The "Show identical" button displays the settings that are the same for the compared robots.

4.4. Administration

This section provides administration tools.

4.5. Users and Robots

4.5.1. Users

This screen allows you to manage the user profiles.

First	«	1	2	3	4	5	6	7	8	9	10	»	Last	Total items: **539** Total pages: **27** Items on page: **20** Shown items: **1-20**

#	Login ↓ᵃᶻ	Name	Role	Email	Status	Language	Supervisor	Created	Description	
			▼		▼	▼	▼			

- Login - login to access the system;
- Name - user name;
- Role - user's role in the system;
- Phone – user's phone number;
- Email – user's e-mail address;
- Status – user's status;
- Language - language of the web interface;
- Created - date and time when the user was registered;
- Description - description of the user profile.

Click on the desired column title to sort the table. By selecting an item in the drop-down list under the column title you can filter the records in the table.

4.5.2. Robots

This screen allows you to manage robot profiles.

#	ID ↓ᵃᶻ	Name	Owner	Age	A	R	Online	Description	IP address
	▼		▼				▼		

- Name - name of the robot in the system;
- Owner - current owner of the robot;
- Age - age of the robot in the system;
- Status - status of the robot's activity;
- Description - description of the robot;
- IP address - IP address assigned to the robot.

5. Actions

Actions can be set in a designated field when setting up rules, phrases or a controller activated phrases.

Types of actions:

1. Turn off the microphone for the specified time (in seconds) - mute: <time>.

    Example: mute: 5

2. Move the robot to the specified point - navigation: <point number>.

    This function requires the robot to be in the autonomous movement mode.

3. Recognize the face and say the recognition result - recognize: <option>.

    Recognition occurs after the end of the robot phrase. The robot guesses the gender and age of the recognized face and offers new users to get acquainted.

    For example:

    "You are a man, in my opinion you are from 24 to 27 years. I wasn't able to get to know you" (if already acquainted, it addresses the user by name)

    Possible options:

- Name;
- Gender;
- Age.

    Example:

    Facial recognition, says the age - recognize:age

    You can specify several options using the symbol "&".

    Example:

    Facial recognition, says the name, gender and age - recognize:name&gender&age

4. Meeting procedure - meeting.

    Starts the acquaintance procedure by saying the given text, if the following requirements are met: the person's face is not recognized and there is sufficient storage in the database of recognized users. If there is no storage in the database, the robot will say a pre-defined phrase.

5. Loyalty program - dataCollect.

    When using this action, the robot will request data: name, phone, e-mail, and date of birth. The received data will be saved in a separate folder in *.json format. After receiving the data, the robot will continue to communicate in normal mode.

6. Ask a question - question: <text>.

    Shows the question on the screen in a dialog box (the answer options are: Yes/No).

The possible answers are specified after the question mark and are separated by the symbol "|".

Example: question:How old are you?Younger than 20|20-30|30-40|Older than 40

A question must end with "?". Everything before the question mark will be used as a question, everything that is after will be used as options for an answer.

7. Play music - play:1.mp3&nowait.

While the music file is playing, the optional <nowait> parameter is used to play the music and simultaneously say the text.

8. Script execution - script: <script name>.

Starts execution of the script.

Available scripts:

Action	File name	Description and features
Lower the actuator	act_down	Lowers the actuator to the lower position, sets the arms to the neutral position, sets the torso to the vertical position.
Turn arms around	around	Raises both hands to the level of the torso, slightly turns to the right and lowers back to the original position.
Dance	dance	The dance program. Used upon request to start dance.
Dance	dance1	Alternative dance
Issue the card	dispense_card	Issues a card from the dispenser.
Turn the volume down	DownVolume	Reduces the volume.
Face search	face	Rotates the robot head, lowers and raises the actuator for 25 seconds. Used to search for a person. **Only for Promobot V.3.**
High-five	get_five	Raises its hand to give a "high five". Raises its hand for 7 seconds, then lowers it.
High-five with the other hand	get_five_dr	Uses left hand to give a "high five".
Handshake with a man	get_hand_boy	Raises right hand and waits for a handshake for 10 seconds, opens its hand and drops it into the original position.
Handshake with a man with the other hand	get_hand_boy_dr	Uses left hand for handshake.
Handshake with a woman	get_hand_girl	Raises right hand with palm up, waits for 10 seconds, then drops it into the original position.
Handshake with a woman with other hand	get_hand_girl_dr	Raises left hand with palm down, waits, then drops it into the original position.

Goodbye	goodbye	It raises its right hand and waves
Turn head to center	head_center	Returns head of the robot to the central position
Turn head to the left	head_left	Turns head of the robot to the left
Reset head position	Head_reset	Returns head of the robot to the initial position
Turn head to the right	Head_right	Turns head of the robot to the right
Greeting	hello	Raises a hand to greet
"I do not know"	hz	The robot shrugs its shoulders
Illumination effect "Rotation"	leds_carousel	The robot head's LEDs rotate in white
Illumination effect "Fill"	leds_fill	The robot head LEDs fill in white
Raise the left hand	Left_up	Raises the left hand
"Look"	look	Points to the screen with a hand. This script has typically be used with "Look at the screen" phrase.
Calibration reset	reset	The robot recalibrates
Raise the right hand	Right_up	Raises the right hand
Turn off	shutdown	Prepares the robot for power off. Lowers the actuator in the lower position, sets hands, torso and neck to the neutral position.
Strong denial	Strong_no	Crosses hands and rotates the head
"Take the check"	Take_check	Points to the check printer after a check has been printed.
"Take a photo"	Take_photo	Points to the photo printer after a photo has been printed.
Prescripts	talk1, talk2, talk3, talk5, talk7, talk10, talk21-talk41 (all numbers from 21to 41)	Movements, used during the speech of the robot
Payment terminal test	Terminal	Checks the mechanism of the payment terminal. **Only for Promobot V.3.**
Left hand test	test_hand_left	Makes a movement by the left hand
Right hand test	test_hand_right	Makes a movement by the right hand
Head and body test	test_rotate_head	Makes a movement by the head and the body
Increase volume	UpVolume	Increases the volume

Make a wave	wave	Makes a wave, rotates its hand. It is used when waiting for an interaction with a user
Reset the position of all servomotors	zero_all_servos	Resets the position of all servomotors

We recommend the Promobot Motion Studio service for creating/designing scripts.

9. Start the browser - browser.

Opens the website specified in the answer. The address bar and virtual keyboard will appear. Without specifying "browser" in the action, the site will be opened in the mode without an address bar and keyboard.

10. Start the case – lingvoCase:<name>:<level>.

The selected case will be activated on the robot when the action is activated. <name> indicates the name of the started case. To avoid malfunction, we strongly recommend you not to use the ":" symbol or the word "**cancel**" in the name of the case.

You can indicate one of the case levels below:

- lingvoCase:case:replace the case replaces the existing linguistic database entirely (by default)
- lingvoCase:case:extend – the case extends the user database (general+user+robot+case), the robot searches for an answer in all databases and chooses the answer with the highest weight, e.g.: case+1000, level+100, anchor+10.

11. Stop the case – lingvoCase:cancel.

Stops the current case.

6. Macros

Macros can be used when the robot answer field is filled.

1. The robot name is {name}.
2. The user name is {user}.
3. The company name is {company}.
4. Current time is {time}.

    Example pronunciation: "it is 15:25 now"

5. Current date is {date}.

    Example pronunciation: "Today is February 25, 2015, Wednesday"

6. Current weather is {weather}.

    Example pronunciation: "air temperature is -2 degrees, clear"

7. Current city is {city}.
8. Date that the robot was manufactured — {dateofcreation}
9. Number of people who talked to the robot — {visitors}
10. List of the top topics of conversation with the robot — {themes}

    There are a maximum of 3 themes. The theme is taken from the category field in the rules. You can request only one of the themes — {theme1}, {theme2}, {theme3}

11. Quality of the Internet connection {internet}

    The robot will say one of 4 phrases based on the ping value to the server that is specified in the /network/ipPing parameter.

    Examples of phrases:

    • <20 – I'm in paradise, the Internet here is just gorgeous. Beep bee bop.
    • 20-50 MS – the Internet here is good, I'm quite comfortable. Thanks for asking.
    • 50-100 MS – the quality of the Internet could be better! You also prefer normal food, not dumplings?
    • >100 MS – the Internet Speed does not please me at all! But I need it like air!

12. Battery charge — {battery}

    Examples of phrases:

    • >75% – The battery level is alright, it is charged up to 80 percent. I was charging all night.
    • 50-75% – Seems to be good, the life of the battery is okay. 64 percent, to be exact.
    • 25-50% – There is still charge in the battery! I have 29 percent now.
    • <25% – Honestly, I would like to charge. I have 7 percent now.

13. Number of robot reboots for today — {reboot_count}

Example of a phrase: "I have been rebooted 5 times today"

14. Working time of the robot since being turned on {uptime}

Examples of phrases:

• <1 hour – I have just started working today, working for 29 minutes.
• 1-2 hours – I'm still full of energy, have worked only 1 hour 15 minutes and can work at least another eternity.
• 2-4 hours – you know, the robot always has work. Today I have been working for 3 hours 9 minutes.
• >4 hours – Oops, I'm busy as a bee today. Not less than 6 hours and 20 minutes.

15. RSS feed - {RSS [http://ria.ru/export/rss2/politics/index.xml]}.

The answer will use the text from the RSS feed.

16. List of answers - {one/two/three}.

In the answer, only one of the options will be used.

17. Question fragment— {*1}.

The part of the user question text will be used in the answer, it should be under the * symbol with the specified numerical order.

18. Play music - {play: 1.mp3&nowait}.

While the music file is playing, the optional <nowait> parameter is used to play the music and simultaneously say the text. The audio file must be preloaded onto the robot.

19. Pause in pronunciation - {pause: 5}.

In a given place of an answer phrase, a pause with a specified duration in seconds (for example, 5 seconds) will be executed.