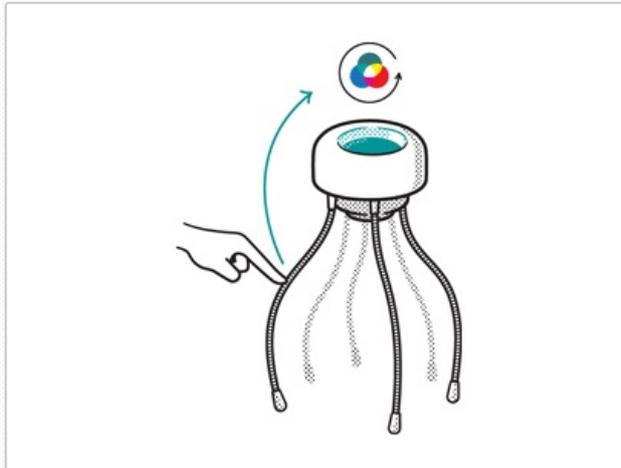


Getting Started with Clyde

Touchy Feely



Touchy Feely is the personality module that turns Clyde into a touch lamp. Once installed, Clyde's legs become touch-sensitive and control the colour of the ambient light in the eye.

To install it, you will have three easy steps to follow:

1. Install the Touchy Feely board
2. Install a wire through Clyde's leg (or more, up to six)
3. Connect the wire(s)

The software necessary for the 'Touchy Feely' behaviour comes pre-installed on your Clyde.

What You Need

Before starting, make sure you have all of the following with you:

- Clyde
- Touchy Feely module

- at least one of the green wires (you should have six, if you want to wire more than one leg)
- the little flat screwdriver
- Touchy Feely manual, although the same information is within this document.

Installing the Touchy Feely Module

*If you've already installed *Afraid of the Dark*, then you know what's required to install a module. Nothing new is required. You can just go ahead and install it. If this is your first module installation, please read on.*

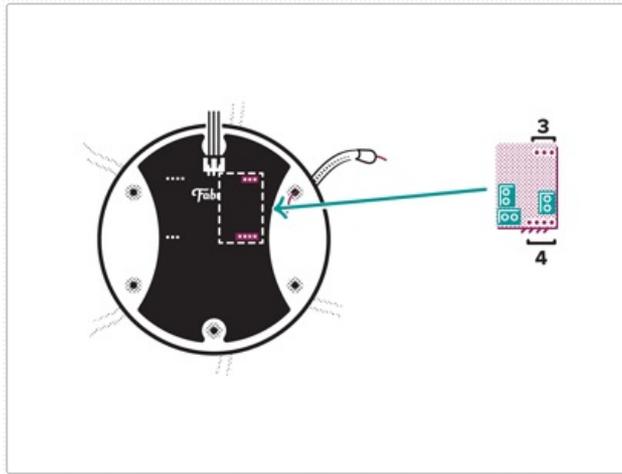
Before doing anything to Clyde, do unplug it. It's much safer without electricity.



To install the board, you will have to open up Clyde but don't worry, Clyde doesn't bite. Grab Clyde's head, and give it a slight counter-clockwise twist, then gently pull upwards to disengage the top part of the head. It will stay attached by a small wire, and that's fine.

On the main Clyde board, which you should see now that Clyde is opened up, there are two places where you can add modules, which we will refer to as module docks. There is only one way to insert a module into a dock. A dock has one end with four pin slots, and one with three pin slots. Clyde modules come with corresponding pins, four on one end, three on the other end.

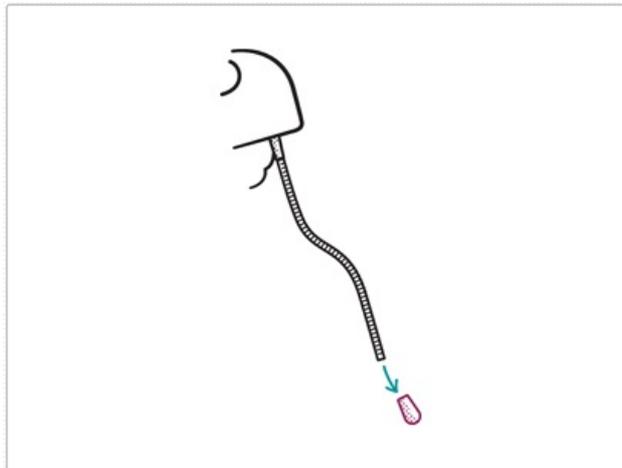
The Touchy Feely board is the widest of the two extra boards that you have received with Clyde. The board is identified under the Fabule logo, with version number and batch number. It needs to be inserted into a module slot. Our drawings show it being inserted into the right module block, but either one will do. There's really just one way you can fit the module into its block. Insert all seven pins carefully. Do a visual inspection to ensure all pins are in properly.

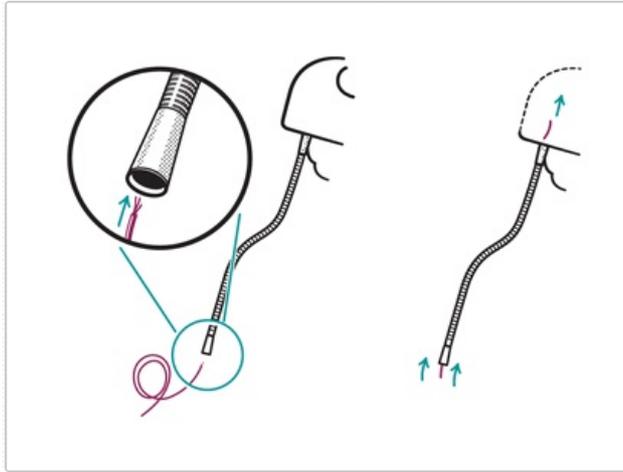


Inserting a Wire into Clyde's Leg

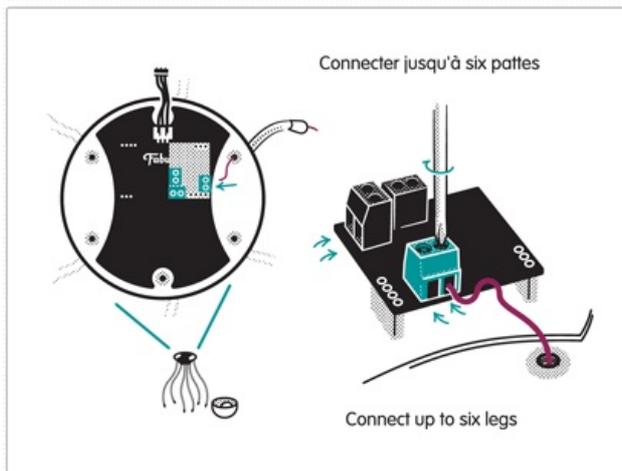
The green wires are relatively easy to handle as they are somewhat thick. All legs can be converted to "sensitive legs", but only one Touchy-Feely wire per leg. You cannot pass a Touchy-Feely wire in a leg that already has wires. You can choose to wire more than one leg, depending on how you think you will interact with Clyde.

First remove one of Clyde's boots. Straighten the leg as much as you can. Push the wire through the leg. This can be done from any direction. Should you have issues when pushing the wire, you can use the following trick. Use dental floss and a small nail. Attach the nail to the floss. Drop the nail in the leg, let gravity do the work. Once the nail is out, pull it so you have access to the floss. Twist the green wire around the floss and tie the floss around the green wire. Pull the floss back out of the leg, it will pull the wire in for you. The Touchy-Feely wire should extend from top to bottom of the leg for better behaviour. You can put Clyde's boot back on, and move on to another leg, if you wish.

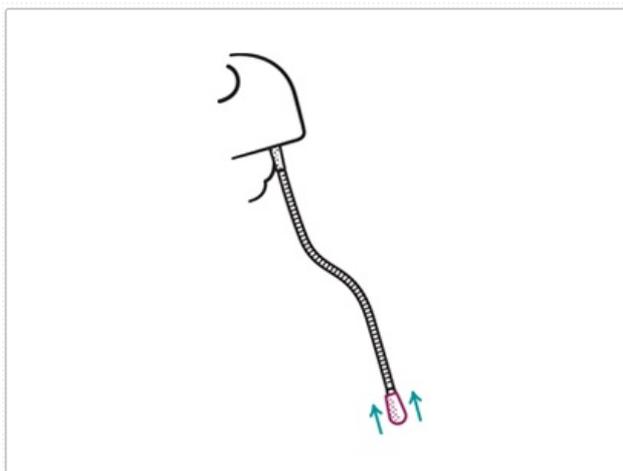




Connecting the Wires to the Module

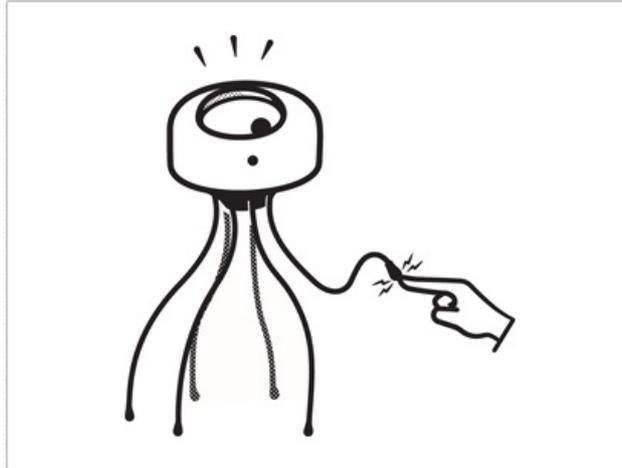


The module has three green screw terminals, each with two screws. They are interchangeable, so just pick one, any one. You will need one screw per wire.. Unscrew the screw head and insert the wire. The metal from the wires should make contact with the metal in the screw terminal. Screw all the Touchy-Feely wires in place. Tug on each wire slightly. They should not come out of the header.



Moment of Truth!

At this point, you're done with the hardware. You can close Clyde up, and power it up. The eye should turn teal on power up to indicate calibration. Play with your new Touchy-Feely legs and watch the ambient light change colours. There may be a slight delay before it starts working. Don't worry. You can either rub your hand up and down the leg, or just hold the leg or even just touch the leg with a single finger. All these interactions should work. Try each active leg, just to be sure.



Fun with Touchy-Feely

For a fun effect, wrap one wired leg around another wired leg after you power Clyde up. Watch Clyde's ambient light change colours on its own. As long as the leg touches something, the colour will change.

More Fun with Touchy-Feely

Let's make Clyde laugh. If you tap a wired leg repeatedly approximately five or six times, you will in effect tickle Clyde, and Clyde will laugh by flashing its ambient light in many colours. A sure hit with kids!

Common Pitfalls

Ambient light changes colour constantly

This happens when something triggers the Touchy-Feely module. So far, known causes have been:

- power cable or usb cable touching the sensitive leg
- two wires inside the sensitive leg
- a curtain blown by the wind and coming in contact with the sensitive leg
- a spider climbing the sensitive leg - yes that's freaky and nightmare inducing. We know, we're sorry for the visual.

Ambient light does not change colours at all

Assuming it worked at least once, then the hardware and software are fine. It happens once in a while that Clyde doesn't want to play nice. Moving the leg, turning the ambient light on and off, even unplugging-replugging Clyde may be necessary. In no circumstances is punching Clyde recommended. Ever. Clyde will eventually stop pouting.

If you've never been able to control the ambient colour, then verify all your connections, the most likely culprit would be the contact between the green wire and the screw head. It must be metal to metal. Maybe you will need to strip a bit more of the encasing.

About Fabule

Founded by designers, Fabule makes unique domestic devices with a lot of personality. We are committed to creating smart products that make you feel smart. You can easily open, upgrade, tinker with or repair anything we design, and make it truly yours.

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