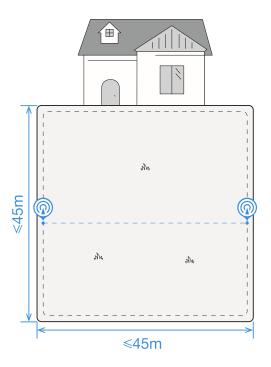
See the table below for detailed information.

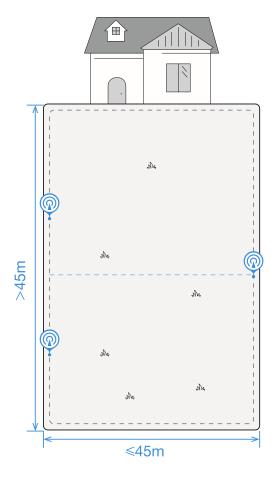
Note: Keep the Navigation Beacon away from trees, pools and pet houses.

1 The lawn is on one side

- Side length: ≤ 45 m (all sides)
- The number of Navigation Beacon needed: 2

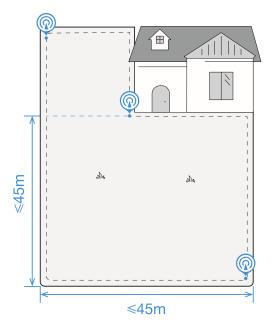


- Side length: 45-90 m (the distance marked out on left long side)
- The number of Navigation Beacon needed: 3

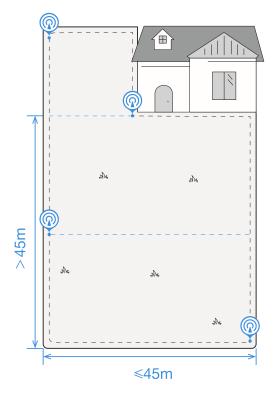


2 L-shaped lawn

- Side length: ≤ 45 m (all sides)
- The number of Navigation Beacon needed: 3

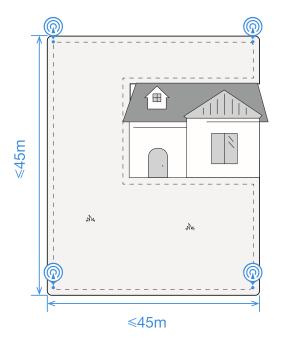


- Side length: 45-90 m (the distance marked out on left long side)
- The number of Navigation Beacon needed: 4

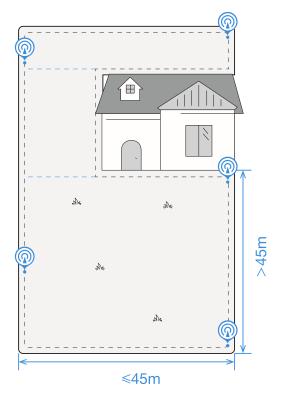


3 U-shaped lawn

- Side length: ≤ 45 m (all sides)
- The number of Navigation Beacon needed: 4

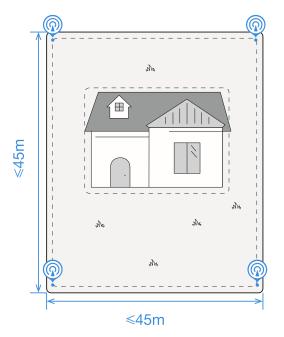


- Side length: 45-90 m (the distance marked out on right long side)
- The number of Navigation Beacon needed: 5

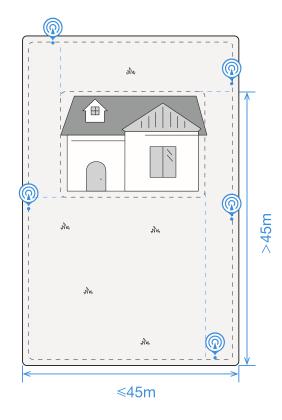


4 O-shaped lawn

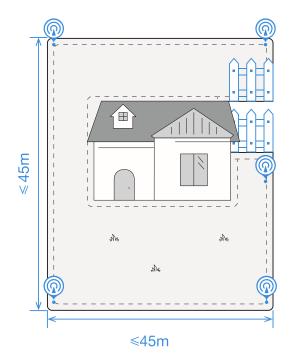
- Side length: ≤ 45 m (all sides)
- The number of Navigation Beacon needed: 4



- Side length: 45-90 m (the distance marked out on right long side)
- The number of Navigation Beacon needed: 5

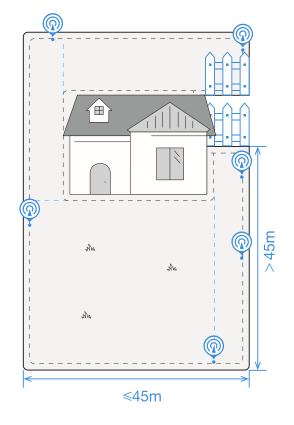


- Side length: ≤ 45 m (all sides)
- The number of Navigation Beacon needed: 5



- * With the obstacle higher than 60 cm

- Side length: 45-90 m (right long side)
- The number of Navigation Beacon needed: 6

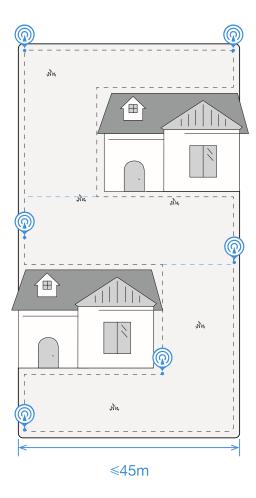




* With the obstacle higher than 60 cm

5 Irregular-shaped lawn

- Side length: ≤ 45 m (bottom short side)
- The number of Navigation Beacon needed: 6



Note: If your lawn type is very complex, it is recommended to contact Customer Service for a more reasonable plan.

CREATE THE MAP

1 Before mapping, the following tips need to be noted:

- 1. If your lawn is divided by paths with a height lower than 3 cm, please create a channel wider than 1.5 m when you create the map.
- 2. If your lawn is divided by paths with a height higher than 3 cm, please place an object with a slope equal in height to the path first (e.g. uphill mat) and create a channel wider than 1.5 m when you create the map.

