

User Manual

Bytello AI



2026

1. Preface

This AI series of functions is specifically designed for educational scenarios, integrating features such as voice interaction, content expansion, real-time subtitles, intelligent computing, and video analysis to enhance teaching efficiency and the classroom interactive experience. The system supports Multi-Modal Machine Learning input and in-depth content analysis, is suitable for scenarios such as classroom teaching, and helps teachers achieve intelligent teaching.

2. Table of Contents

1. Ask AI: Supports keyboard and smart pen voice input, multi-language recognition, accurate conversation Q&A, and instruction execution.
2. Circle & Go: Select and identify content, generate teaching resources such as knowledge point introductions, relevant images and video resources, and test questions.
3. Live Subtitle: Generate multilingual subtitles and translations in real-time for videos and audio, breaking language barriers.
4. Video Pilot: Analyze video content to generate text summaries and timeline abstracts, and quickly grasp the core of the video.
5. Calculator Pro: Supports handwritten calculation, graphic parameter supplementation, and function image generation, enabling visualization of mathematical problems.

3. Function Details

3.1 ASK AI

3.1.1 Function Overview

Ask AI supports both keyboard and microphone voice input, has context understanding capabilities, supports multilingual recognition, understands mixed expressions in multiple languages (e.g., open Note), can accurately execute instructions such as device control (including some functions in Note) and knowledge Q&A, and improves classroom operation efficiency.

3.1.2 Core Function

| Category | Instruction Format and Example | Function Description |
|----------|--------------------------------|----------------------------------|
| System | Return to Home Page / Home | Return to Home Screen (Launcher) |

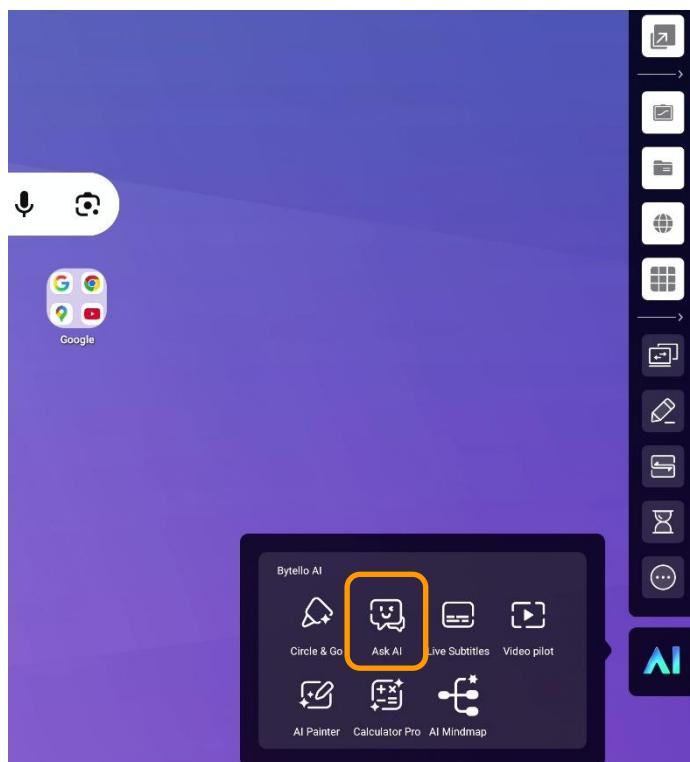
| | | |
|---------------------------------------|---|--|
| Control | Example: "Return to Home Page" | |
| | Back Example: "Back" | Return to the previous operation step |
| | Increase brightness / Decrease brightness Example: "It's too dark, increase brightness" | Adjust screen brightness in 10% increments |
| | Set brightness [value] Example: "Set brightness to 50" | Adjust the screen brightness to the specified value (0-100) |
| | Increase volume / Decrease volume Example: "The volume is too low, increase the volume" | Adjust the system volume in 10% increments |
| | Mute / Turn off sound Example: "Mute" | Immediately mute the system and confirm |
| | Unmute Example: "Unmute" | Re-enable system sound |
| | Shutdown Example: "Shutdown" | Requires secondary confirmation before executing the shutdown process |
| | | |
| File Operations | Open [File Name] Example: "Open Final Assignment.pptx" | Supports fuzzy search for files, opens them if found, and prompts the user if not found |
| | View [File Window] Example: "View Download Folder" | Open the specified window in the file manager; if multiple matches are found, list the options for selection |
| General operations of the application | Open [App Name] Example: "Open Browser" | Launch visible applications in Launcher or switch background applications to the foreground |
| | Close [App Name] Example: "Close Browser" | Close the specified application |

| ion | | |
|----------------------|--|---|
| Spark Application | Open [Resource Name] Example: "Open the 3D model of the human skeleton" | Open the specified resource window in the Spark application |
| | Close the resource window Example: "Close the 3D model of the human skeleton" | Close the current resource window in Spark |
| Browse r Application | Open [URL] Example: "Open the Google Maps webpage" | Launch the browser and visit the specified website |
| | Search [content] Example: "Search for the latest progress in artificial intelligence" | Launch the browser and use the default search engine to search for content |
| | Open [Resource Name] Example: "Open the simulation experiment of Newton's First Law" | Open the specified learning resource in the Note app |
| Note App | Insert Graphic / Insert [Graphic Type] Example: "Insert a circle" | Insert a graphic with the default color (approximately 30% of the screen width in size) |
| | Insert [Color][Shape Type] Example: "Insert a red rectangle" | Insert a graphic of a specified color |
| | Insert [number] [shape type] Example: "Insert three arrows" | Insert multiple graphics of a specified type at once (with quantity limits) |
| | Generate a mind map about [topic] Example: "Generate a mind map about Darwin's theory of evolution" | Begin automatically generating mind maps based on the specified topic |

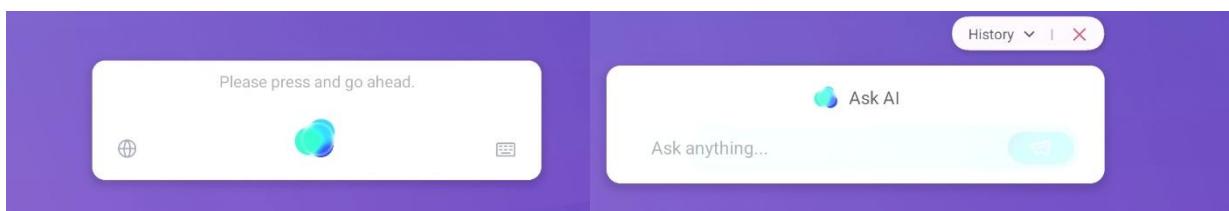
| | |
|---|--|
| Change the color to [Color] Example: "Change this color to blue" | Adjust the color of the currently selected view or graphic |
| Switch to [Pen Type] Example: "Switch to Marker" | Replace the current brush with the specified pen type |

3.1.3 Usage Steps

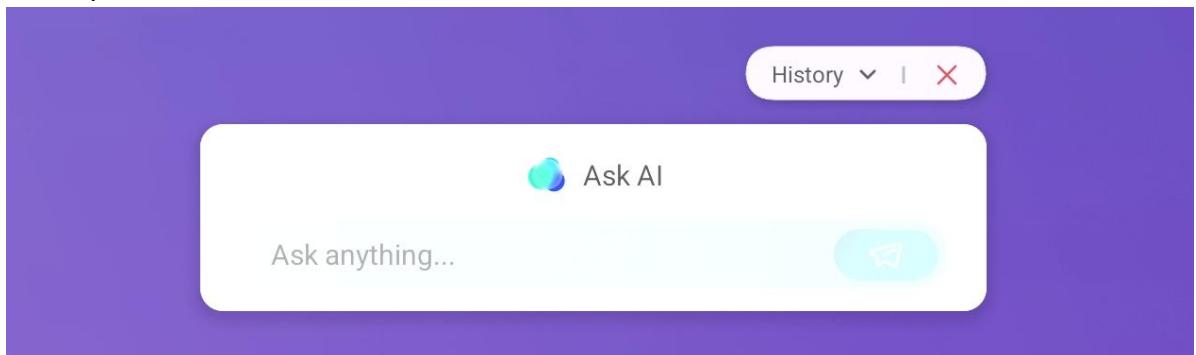
- Turn on Ask AI: Click the Ask AI icon on the AI action sheet.



- Select an input method: click the microphone icon to input by voice, or type in the text box to input by keyboard.



- Enter an instruction or question: Clearly pose a question or issue an instruction, such as "Explain Newton's First Law".



- View results and take action: Ask AI will display results, and further actions can be taken as needed.

Newton's first law, also known as the law of inertia, states that an object will remain at rest or continue to move at a constant velocity in a straight line unless acted upon by an external force. In other words, if nothing pushes or pulls on an object, its motion will not change.

This law highlights the natural tendency of objects to resist changes in their state of motion. For example, a book lying on a table will stay there until something moves it, and a rolling ball will keep rolling at the same speed and direction unless friction, a wall, or another force causes it to stop or change direction.

Newton's first law is fundamental to understanding how forces affect motion and forms the basis for much of classical physics. It emphasizes that motion does not require a cause, but a change in motion (acceleration or deceleration) always does.

Copy Share Note

Newton's first law explained Examples of Newton's first law

Newton's first law in daily life Inertia and Newton's first law

Newton's laws of motion summary

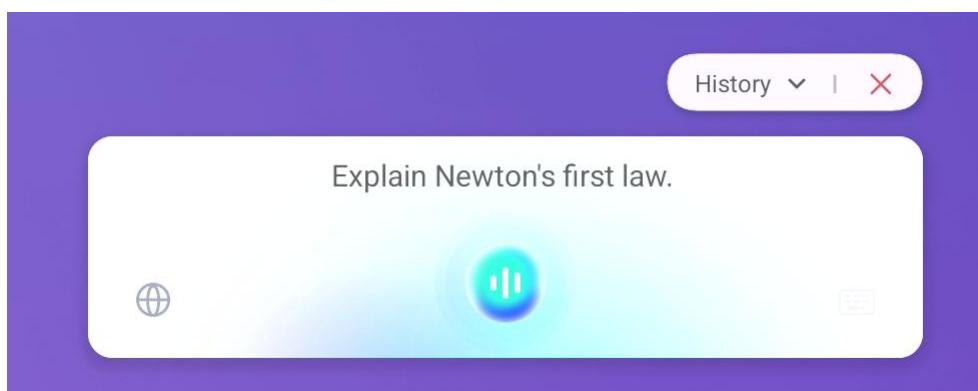
Ask anything...

Note: If you have purchased the AI Stylus, please follow the steps below for use

- Turn on Ask AI: Long-press the voice button on the voice pen to activate the Ask AI function



- Input instructions or questions: Aim at the voice pen and clearly ask questions or issue instructions orally, such as "Explain Newton's First Law".



- View results and take action: Ask AI will display results, and further actions can be taken as needed.

Newton's first law, often called the law of inertia, states that an object at rest will remain at rest, and an object in motion will continue moving at a constant velocity in a straight line, unless acted upon by an external force. In other words, objects do not change their state of motion (whether that is being at rest or moving uniformly) unless a force causes them to do so.

This law highlights the concept of inertia, which is the tendency of objects to resist changes in their motion. For example, if you slide a book across a table, it eventually stops because of the frictional force between the book and the table. If there were no friction or other forces acting on it, the book would continue moving indefinitely at the same speed and direction.

Newton's first law is fundamental in understanding how forces affect motion and forms the basis for much of classical mechanics.

Copy Share Note

Newton's first law explained Examples of Newton's first law

Please press and go ahead.

AI

3.2 Circle & Go

3.2.1 Function Overview

By selecting teaching content (text, formulas, images), you will generate extended content, including introductions, images, videos, test questions, simulation experiments, 3D graphics, etc., supporting instant classroom interaction and knowledge extension.

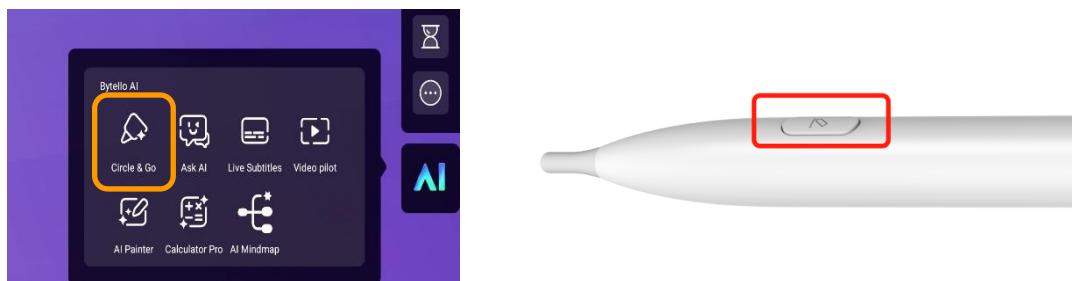
3.2.2 Core Function

| Content Type | Generated content | Application Scenarios |
|----------------|----------------------------------|---|
| Text paragraph | Knowledge point summary, related | Generate background materials when explaining |

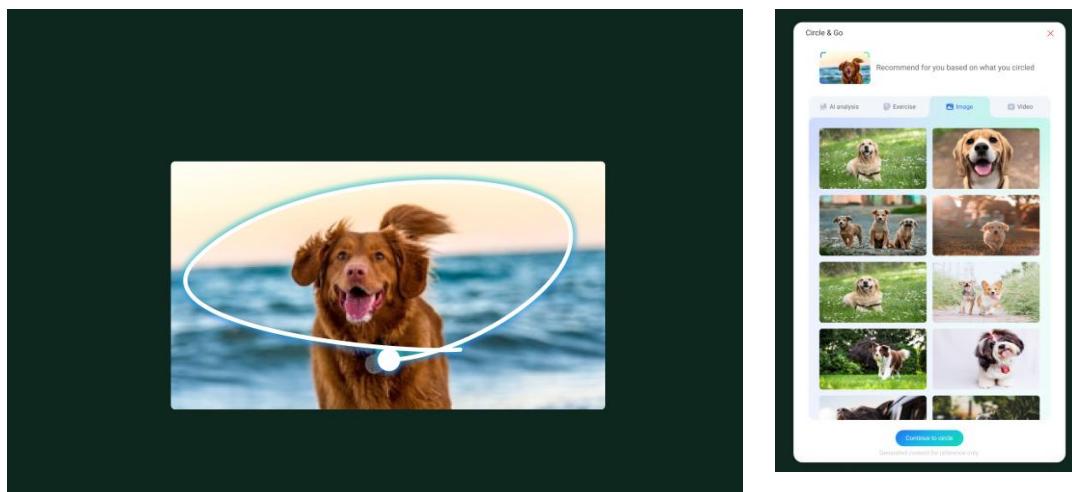
| | concepts | historical events |
|-------------------------|---------------------------------------|--|
| Formula/Question | Answer Explanation, Similar Questions | Generate practice questions after analyzing geometric problems in math class |
| Image | Image description, extended materials | Generate a 3D model link after presenting a cell diagram in biology class |

3.2.3 Usage Steps

- Turn on Circle & Go: Click the Circle & Go icon on the AI action sheet, or activate it using a shortcut (using a voice pen).



- Select content: Use a pen or finger to select the target content on the screen, requiring a closed-loop selection area.



- View Results: In the pop-up window, view the textual analysis, multimedia resources, and questions of the knowledge point, which can be inserted into NOTE with one click.

Noji chrysanthemum

The Noji Chrysanthemum is a cultivar of chrysanthemum known for its unique characteristics. Chrysanthemums are flowering plants native to Asia and northeastern Europe, and they are popular worldwide for their diverse colors and forms. The Noji variety likely has specific features that distinguish it, such as petal shape, coloration, size, or growth habits. If you're interested in cultivating or learning more about the Noji Chrysanthemum, there might be resources available from botanical gardens, nurseries, or horticultural societies that specialize in chrysanthemum varieties.

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Newton's second law describes the relationship between the acceleration of an object and the net force acting on it. When an object with a mass of 2 kilograms is subjected to a constant horizontal push of 5 newtons, what is the acceleration of the object?

A) 0.4 m/s^2
 B) 2.5 m/s^2
 C) 10 m/s^2
 D) 5 m/s^2

[Answer and Explanation](#) 

 Insert Note   



Note: If you have purchased the AI Stylus, please follow the steps below for use

- Turn on Circle & Go: Long-press the writing key of the voice pen to activate the Circle & Go function



- Select content: Use a pen to select the target content on the screen, requiring a closed-loop selection area.
- View Results: In the pop-up window, view text, multimedia resources, and questions, and insert a NOTE with one click.

3.3 Live Subtitle

3.3.1 Function Overview

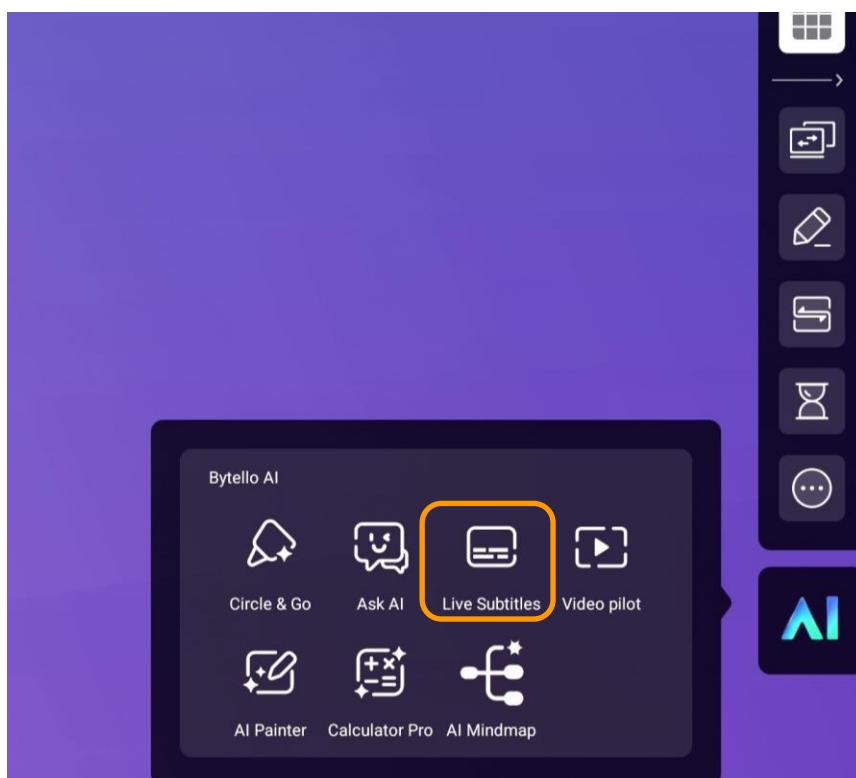
Generate real-time subtitles for video and audio, support multi-language translation, and cover system sounds and microphone input. Break language barriers and are suitable for foreign language teaching and online course scenarios.

3.3.2 Core Function

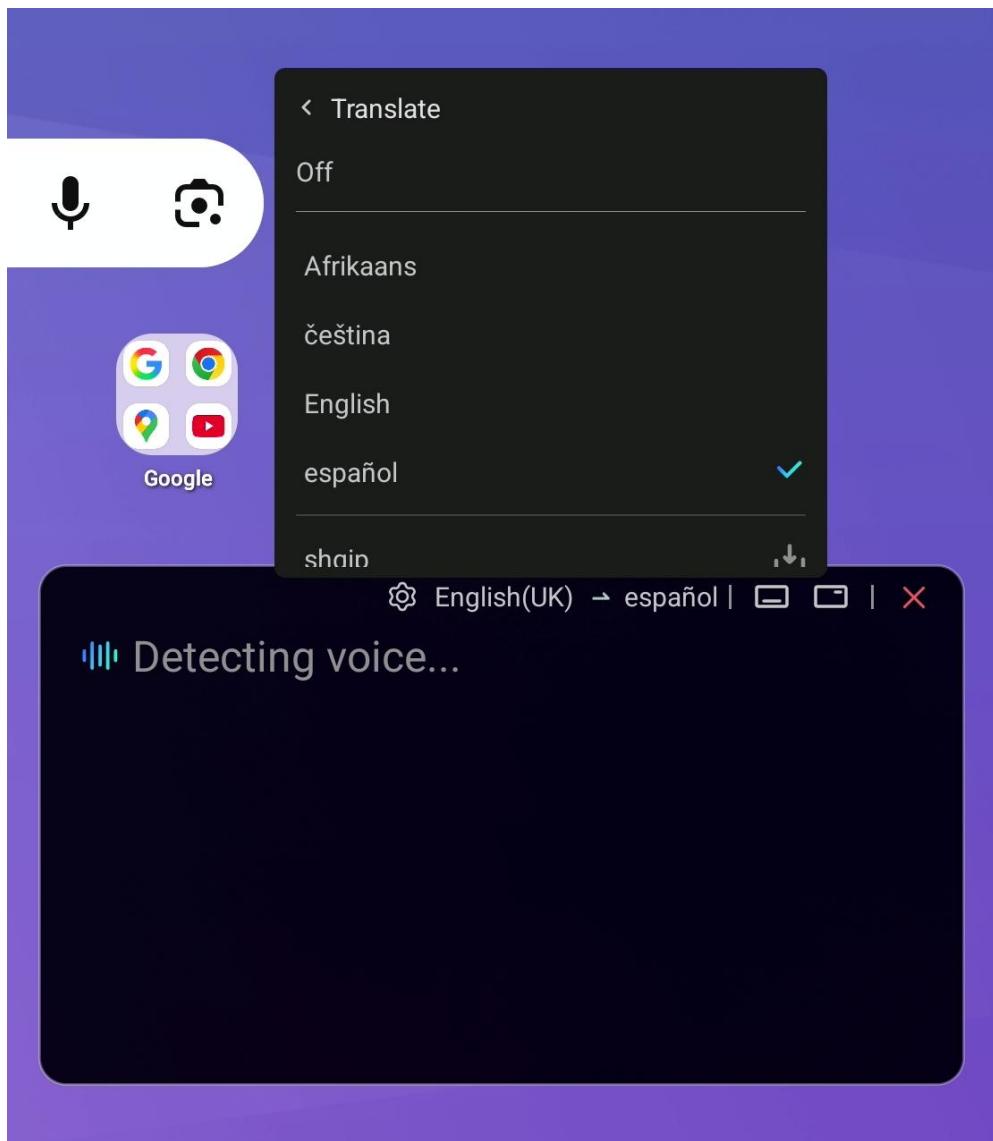
| Function Type | Specific Function | Supported Languages |
|-----------------------|--|--------------------------------|
| Live Captions | System audio transcription Microphone voice transcription | English, Spanish, German, etc. |
| Real-time translation | Comparison of bilingual subtitles | English, Spanish, German, etc. |

3.3.3 Usage Steps

- Turn on Live Subtitle: Click the Live Subtitle icon on the AI action sheet.



- Set parameters: select the subtitle language and the target translation language, such as English → Spanish, and adjust the subtitle position and subtitle window size.



3.4 Video Pilot

3.4.1 Function Overview

Automatically analyzes video content, generates text summaries, timeline outlines, and key knowledge points to help students quickly grasp the core of the video. Supports content export and sharing.

3.4.2 Core Function

| Function Type | Output content | Application Value |
|---------------|----------------|-------------------|
|---------------|----------------|-------------------|

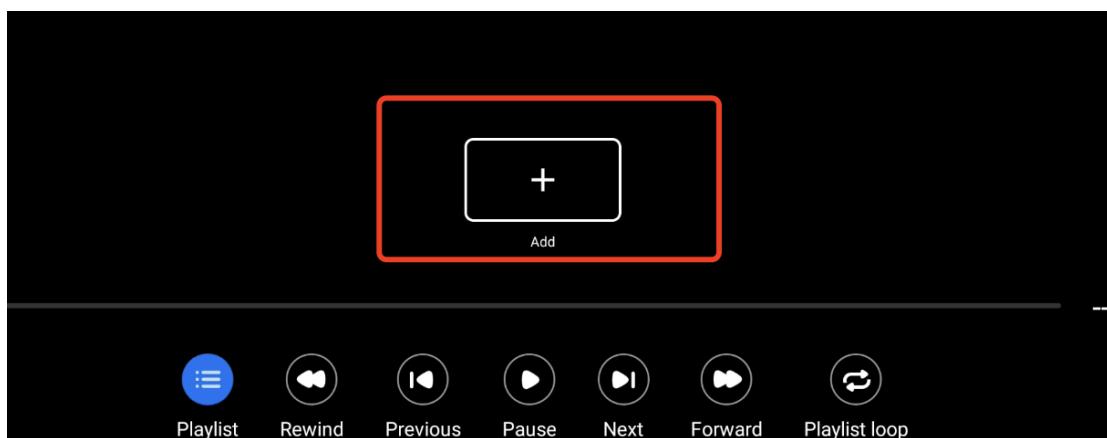
| | | |
|----------------------------|--|--|
| Content Summary | Video theme, key conclusions | Quick pre-class preview of video framework |
| Timeline Annotation | Segmented knowledge point index (e.g., 00:05-01:30 Newton's Law Explanation) | Classroom Positioning of Key Segments |

3.4.3 Usage Steps

- Turn on Video Pilot: When playing a video, click the "Video Pilot" icon; click the Video Pilot icon on the AI action sheet.



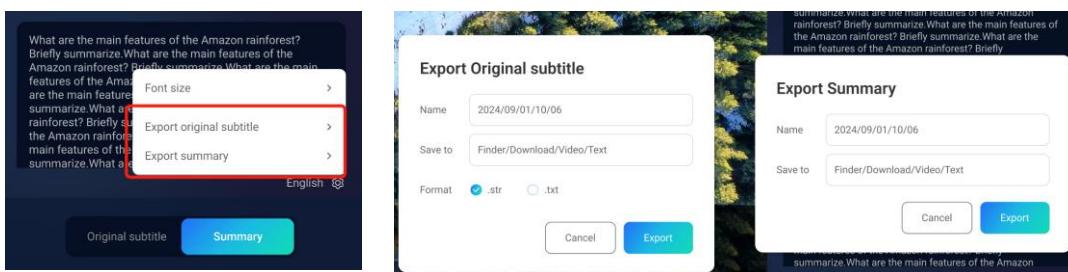
- Import Video: Click the "+" button to upload mainstream format videos such as MP4 and AVI via USB or locally.



- Analysis Content: Video Pilot automatically generates summaries and timelines.



- Export Content: Supports exporting summaries and timelines and storing them as SRT format files.



3.5 Calculator Pro

3.5.1 Function Overview

Supports handwritten formula calculation, graphic parameter supplementation, and function image generation, visualizing abstract mathematical problems, and is suitable for classroom demonstrations in mathematics, such as algebra and geometry.

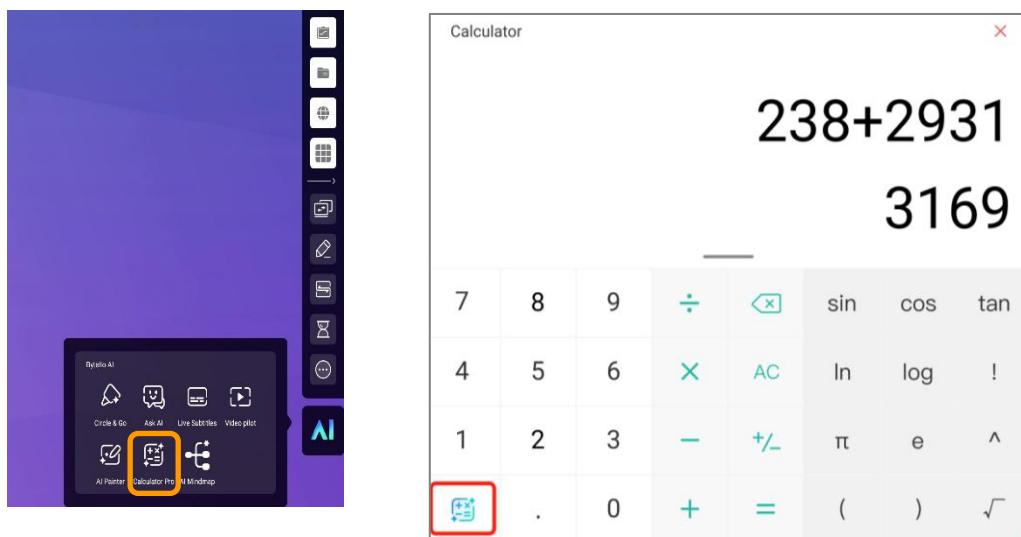
3.5.2 Core Function

| Functional Module | Operation Instructions | Example Scenario |
|--------------------------------|---|--|
| Handwritten calculation | Write arithmetic expressions directly (supporting horizontal and vertical forms), and after writing the "=" equal sign or "-" long horizontal line, the result will be automatically calculated and displayed | Classroom Demonstration of Arithmetic Problems |
| Graphics Computing | Draw triangles/circles, input side length/radius, and calculate | Explaining the area formula in geometry |

| | area/perimeter | class |
|----------------------------------|---|---|
| Function Image Generation | Write a function expression (e.g., $y=5x+3$) to generate the corresponding curve graph | Analyze the properties of functions in an algebra class |

3.5.3 Usage Steps

- Open Calculator pro: Click the Calculator pro icon on the AI action sheet; click Sidebar - Tools - Calculator, then click the Calculator pro icon in the bottom left corner.

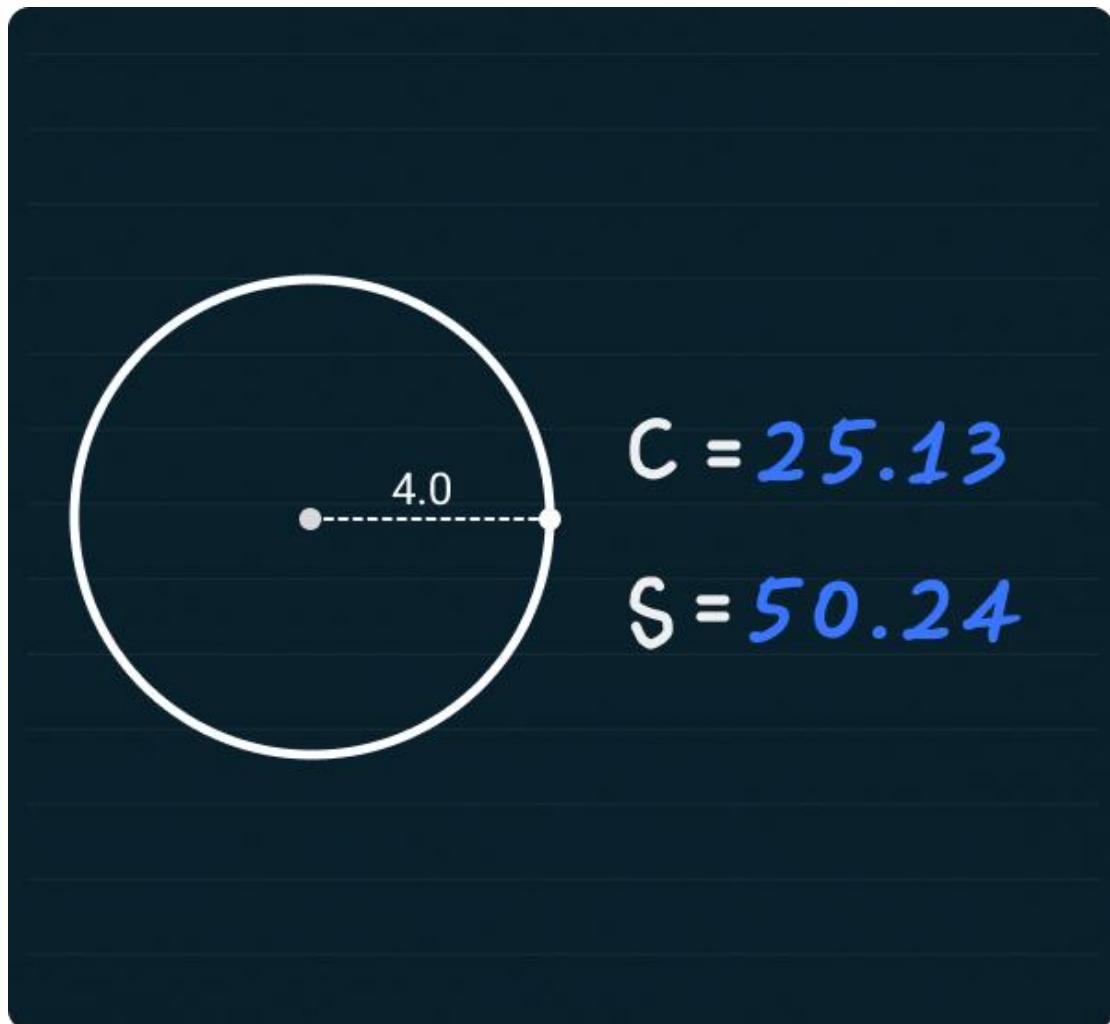


- Handwritten Input: Use a pen to write arithmetic expressions or formulas in the whiteboard area. When writing horizontal expressions, write the "=" equal sign, and the system will automatically recognize and calculate; when writing vertical expressions, write the "-" long horizontal line, and the system will automatically recognize and calculate.

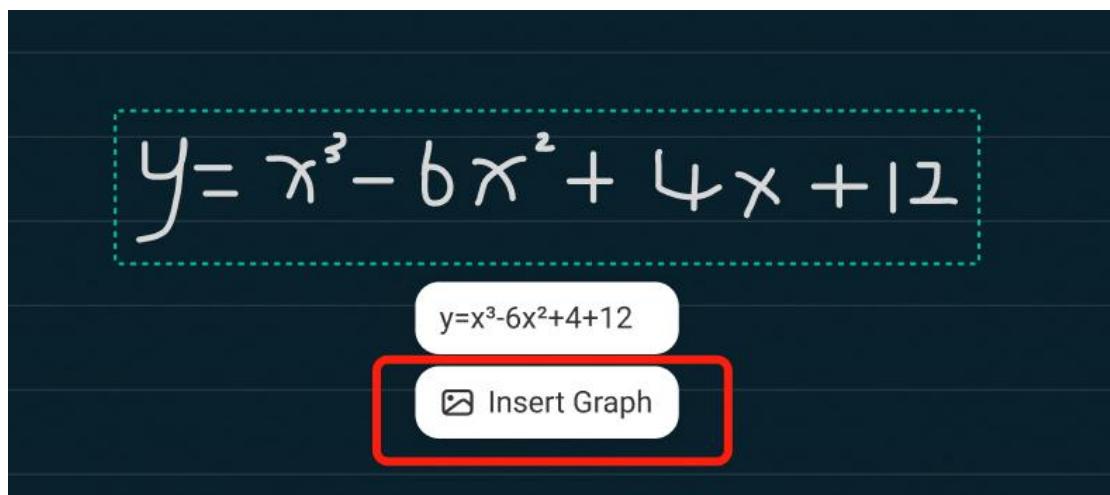


- Graphic operations: Select a graphic from "Graphics", drag anchor points to adjust the graphic, write parameters at the corresponding positions of the graphic (e.g., write

4.0 at the radius of a circle), write "C=" to display the perimeter result of the graphic, and write "S=" to display the area result of the graphic.



- Image Generation: After writing a function with a pen or finger, click the "Generate Image" icon to generate an image, which supports axis scaling.



Disclaimer: This user manual may be changed without prior notice.