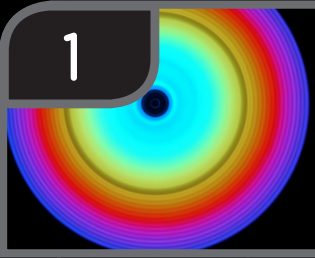
flowtoys

vision clubs :: flowOS 2.0

modes * adjust * kinetics

page 1

1 rainbow



adjust :: density, mapping
kinetic :: n/a
runtime :: 3 hr

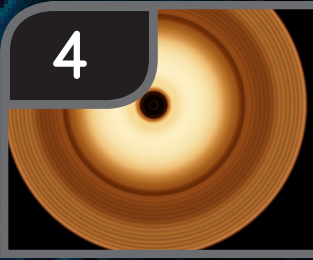
2 rainbow drops

adjust :: density
kinetic trigger :: low & med force
response :: rainbow speed & density
runtime :: 3 hr

3 bold

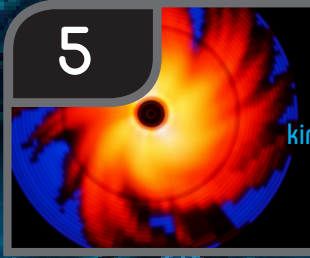
adjust :: hue, saturation
kinetic triggers :: med force & zeroG
responses :: brightness increase
runtime* :: 3+ static 1+ kinetic

4 lantern



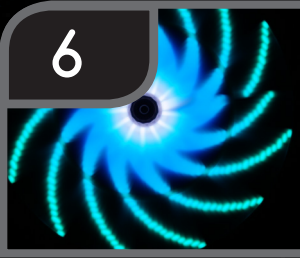
adjust :: hue, brightness
kinetic :: n/a
runtime :: 3 hr

5 fire



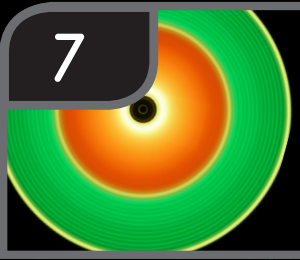
adjust :: hue
kinetic trigger :: low force
response :: activate flame
runtime* :: 3+ static 2+ kinetic

6 water



adjust :: hue
kinetic :: n/a
runtime :: 4+ hr

7 earth



adjust :: hue
kinetic :: n/a
runtime* :: 3 hr

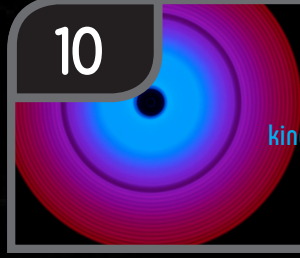
8 air

adjust :: hue, saturation
kinetic trigger :: low force
response :: activate sparkles
runtime* :: 3+ static 2+ kinetic

9 spirit

adjust :: hue
kinetic trigger :: low force
response :: activate pattern
runtime* :: 5+ static 3+ kinetic

10 pulse



adjust :: hue
kinetic triggers :: high force & zero G
responses :: activate pulse
runtime* :: 5 static 1+ kinetic

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flowtoys

vision clubs :: flowOS 2.0

modes * adjust * kinetics

page 2

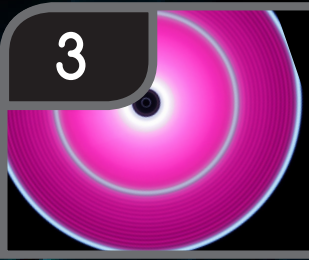
1 candy

adjust :: hue & saturation
kinetic trigger :: low force
response :: speed of handle
runtime :: 3 hr

2 petals

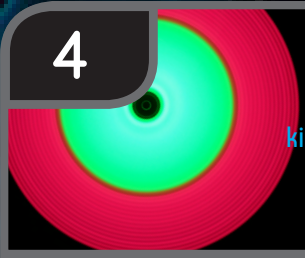
adjust :: saturation
kinetic :: n/a
runtime :: 3+ hr

3 love



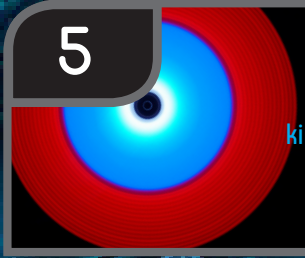
adjust :: hue
kinetic :: n/a
runtime* :: 3 hr

4 watermelon



adjust :: hue
kinetic triggers :: zero G
responses:: color swap
runtime :: 3 hr

5 freedom



adjust :: hue
kinetic triggers :: high force
responses :: activate effect
runtime* :: 3+ static 2+ kinetic

6 microdots

adjust :: saturation & dots density
kinetic :: n/a
runtime :: 6+ hr

7 unicorn

adjust :: hue
kinetic trigger :: low force
response :: activate sparkles
runtime* :: 3+ static 2+ kinetic

8 blue blazer

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 3+ hr

9 solar flare

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 4 static 2+ kinetic

10 strobe

adjust :: hue & strobe density
kinetic triggers :: variable force
responses :: hue change w/ force
runtime* :: 3+ hr

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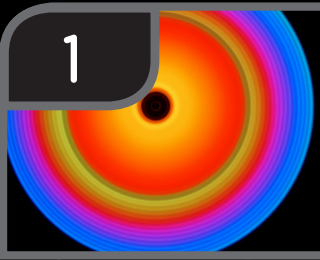
flowtoys

vision clubs :: flowOS 2.0

modes * adjust * kinetics

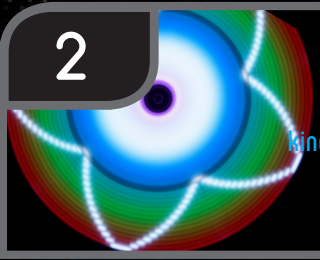
page 3

1 flamebow



adjust :: hue & mapping
kinetic :: n/a
runtime :: 3 hr

2 alicorn



adjust :: hue
kinetic triggers :: low force
responses :: activate effect
runtime :: 3+ static 2+ kinetic

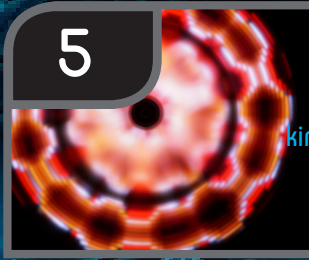
3 liquid sugar

adjust :: saturation
kinetic :: n/a
runtime* :: 3+ hr

4 rainbow dash

adjust :: hue & density
kinetic triggers :: high force
responses:: activate effect
runtime :: 3+ hr

5 fireball



adjust :: hue
kinetic triggers :: low force
responses :: activate effect
runtime* :: 3 hr

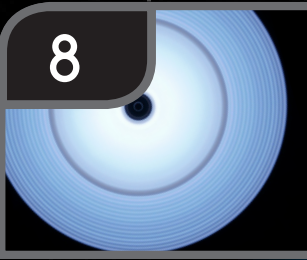
6 froth

adjust :: hue & density
kinetic trigger :: medium force
response :: speed of effect
runtime :: 4 static 3 kinetic

7 jammin

adjust :: hue
kinetic trigger :: low force
response :: speed of effect
runtime* :: 3 hr

8 bolder

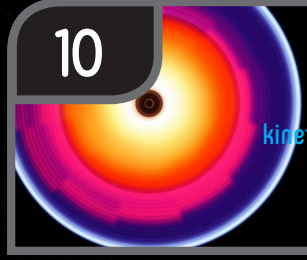


adjust :: hue, brightness
kinetic :: n/a
runtime* :: 2 hr

9 sunset

adjust :: hue
kinetic :: n/a
runtime* :: 3 hr

10 daybreak



adjust :: hue
kinetic triggers :: low force
responses :: activates effect density
runtime* :: 4 static 2+ kinetic

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vision clubs :: flowOS 2.0

bonus modes * adjust * kinetics

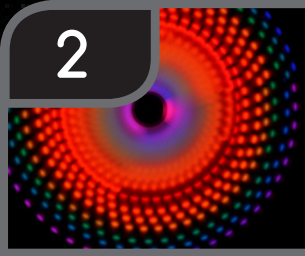
secret/experimental page 13

flowtoys

1 flames

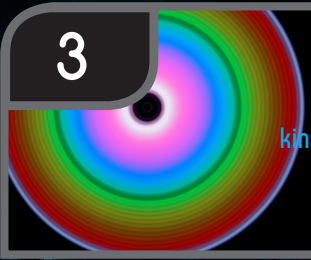
adjust :: hue
kinetic trigger :: low force
response :: flame intensity
runtime* :: 6+ static, 1+ kinetic

2 skittles



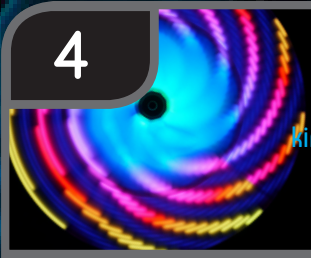
adjust :: hue & pattern
kinetic :: n/a
runtime :: 5+ hr

3 marvin's ex



adjust :: hue
kinetic triggers :: low force & zero G
responses:: reveals rainbow & pulse
runtime* :: 4 static, 2+ kinetic

4 party fish

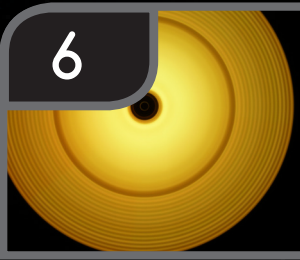


adjust :: hue & density
kinetic trigger :: low force
response:: activates fish effect
runtime :: 3+ hr

5 candle

adjust :: hue
kinetic trigger :: low force
response :: brightness decreases
runtime* :: 2+ static, 11+ kinetic

6 rainbow fade



adjust :: hue
kinetic :: n/a
runtime :: 3 hr

7 OG candy

adjust :: saturation
kinetic :: n/a
runtime :: 3+ hr

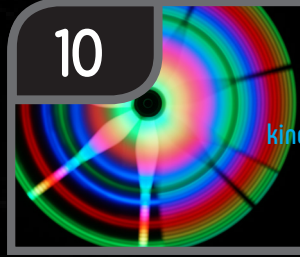
8 bouncer

adjust :: hue
kinetic trigger :: low force
response :: speed of bouncers
runtime :: 3 hr

9 ghost??

adjust :: hue
kinetic triggers :: med force & zero G
response :: temp hue shift
runtime :: 3 hr

10 rave9000



adjust :: density & brightness
kinetic trigger :: low force
response :: activates tracer effect
runtime* :: 4+ static, 5+ kinetic

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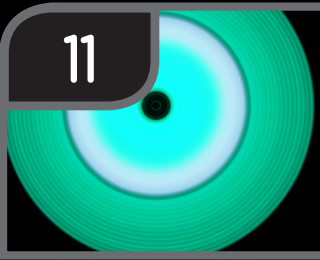
vision clubs :: flowOS 2.0

bonus modes * adjust * kinetics

secret/experimental page 13

11 balance point



adjust :: hue
kinetic :: n/a
runtime :: 3+ hr

12 expandoblob

adjust :: hue
kinetic trigger :: low force
response :: density
runtime :: 3 hr

13 baby spice

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 2+ static, 3 kinetic

14 responsive rainbow fade

adjust :: saturation & mapping
kinetic trigger :: low force
response:: hue shift
runtime :: 3 hr

15 poke bowl

adjust :: density
kinetic trigger :: low force
response :: brightness
runtime* :: 4+ static, 2+ kinetic

16 mr. bones

adjust :: density & mapping
kinetic :: n/a
runtime :: 3+ hr

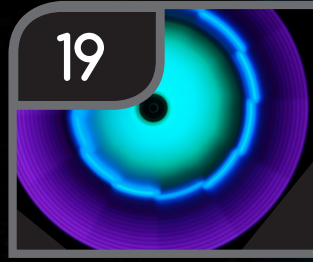
17 bonus bonanza

adjust :: pattern
kinetic trigger :: low force
response :: speed of pattern
runtime :: 3 hr

18 OG strobe

adjust :: hue & mapping
kinetic trigger :: low force
response :: brightness
runtime* :: 5+ static, 3 kinetic

19 lightning bug



adjust :: hue
kinetic :: n/a
runtime :: 3 hr

20 day club

adjust :: hue & mapping
kinetic :: n/a
runtime :: 3 hr

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bonus modes * adjust * kinetics

secret/experimental page 13

flowtoys

21 rainbizzle

adjust :: activates extra kinetic
kinetic trigger :: low force
responses :: rainbow speed & brightness of sparkles
runtime :: 3 hr

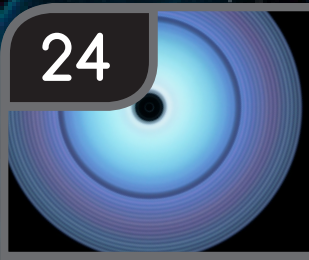
22 fruit basket

adjust :: hue
kinetic trigger :: medium force
response :: rainbow density
runtime :: 3 hr

23 marvin's mode

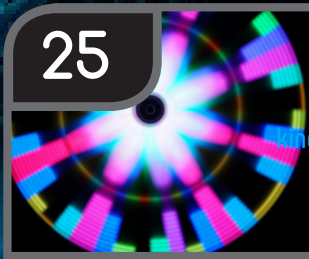
adjust :: speed of kinetic activation
kinetic trigger :: medium force
response :: saturation
runtime* :: 2 static, 4+ kinetic

24 hidden rainbow



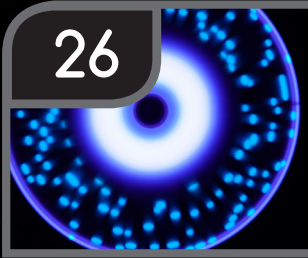
adjust :: saturation
kinetic :: n/a
runtime* :: 1+ static, 3+ kinetic

25 rainbow bridge



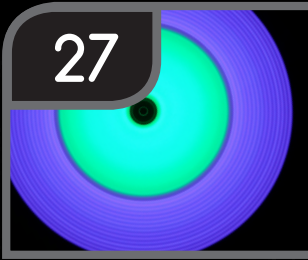
adjust :: hue
kinetic trigger :: low force
response :: activates effect speed
runtime :: 3+ hr

26 OG sparkles



adjust :: hue
kinetic :: n/a
runtime :: 3 hr

27 day club II



adjust :: hue
kinetic :: n/a
runtime* :: 3 hr

28 ghost

adjust :: hue
kinetic triggers :: medium force & zero G
responses :: brightness
runtime* :: 10 static, 1+ kinetic

29 sega genesis

adjust :: hue
kinetic trigger :: low force
response :: speed of handle
runtime* :: 3 hr

30 sean's bane

adjust :: hue
kinetic trigger :: low force
response :: saturation
runtime* :: 2+ static, 4+ kinetic

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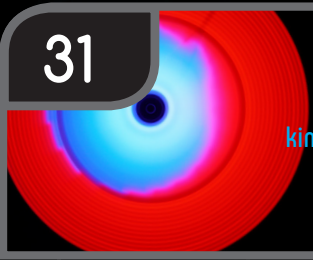
bonus modes * adjust * kinetics

secret/experimental page 13

31 gulp chug



adjust :: hue
kinetic trigger :: medium force
response :: reveals 2nd layer
runtime :: 3+ hr

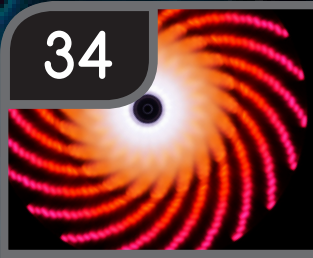
32 OG watermelon

adjust :: hue & density
kinetic :: n/a
runtime :: 3 hr

33 OG rainbow dash

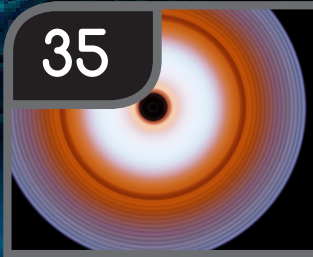
adjust :: hue & density
kinetic :: n/a
runtime :: 3 hr

34 saw fish



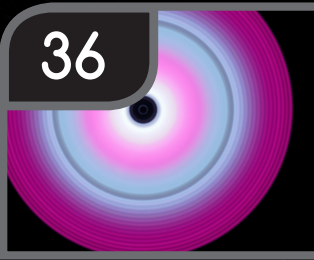
adjust :: hue & effect direction
kinetic :: n/a
runtime :: 3 hr

35 euro 1



adjust :: hue
kinetic :: n/a
runtime :: 3 hr

36 euro 2

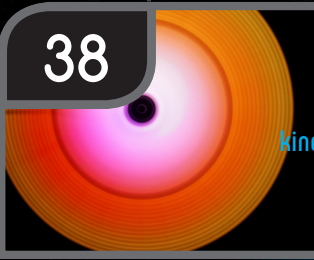


adjust :: hue
kinetic :: n/a
runtime :: 3 hr

37 OG rainbow drops

adjust :: hue
kinetic :: n/a
runtime :: 4 hr

38 alt pulse

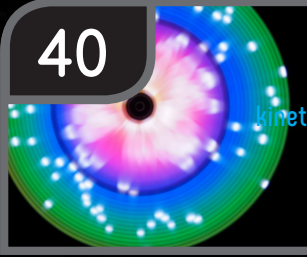


adjust :: hue
kinetic trigger :: medium force
response :: activates pulse
runtime* :: 3+ static, 2 kinetic

39 lightning storm

adjust :: hue
kinetic trigger :: low force
response :: speed of lightning
runtime :: 3+ hr

40 sparkle pony



adjust :: extra kinetic feature
kinetic triggers :: low force
responses :: brightness of sparkles & rainbow speed
runtime* :: 3+ static, 2+ kinetic

Adjust affects 1 to 2 parameters in a mode:
- In some cases, it's just 1 parameter, e.g. hue.
- In some, adjust affects 2 parameters simultaneously, e.g. hue & saturation.
- In many 2-color modes, the hue of one color adjusts at a different speed from the other color to enable you to get any combination of colors.

Length of adjust cycles vary: some are just 30 secs long, some are a few minutes long as different effects or color combinations are revealed.

Mapping is the location of a pattern on the club, e.g. handle, body etc.

*Runtimes are based on default brightness level, and can vary greatly depending on whether your clubs are moving. We indicate both static and kinetic runtimes where there is a significant difference.

Kinetic Awareness 2.0 enables motion responses with varying rates of buildup & decay. Motion responses are triggered by various amounts of force and types of movement:
- Low force
- Medium force
- High force/bumps
- Variable - effect changes based on amt. of force
- ZeroG e.g. stalls, floats, flats

Some modes have 2 levels of kinetic triggers, where e.g. low force might activate the effect, and high force creates a pulse.

These pics just show a snapshot in time - many modes & adjust change over time. Enjoy!

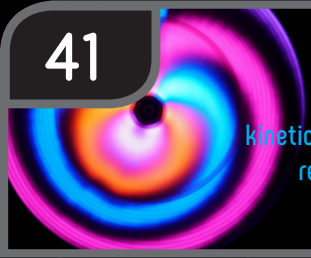
flowtoys

vision clubs :: flowOS 2.0

bonus modes * adjust * kinetics

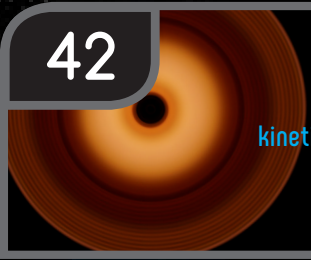
secret/experimental page 13

41 thing2



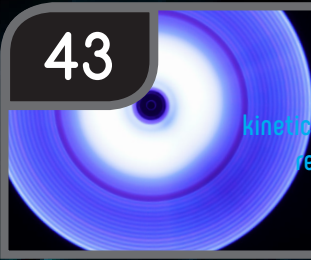
adjust :: hue
kinetic triggers :: medium force & zero G
responses :: density
runtime :: 3 hr

42 OG lantern



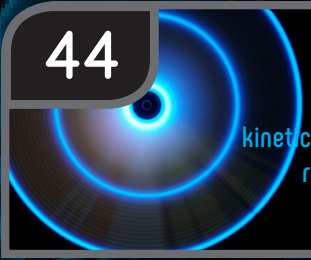
adjust :: brightness
kinetic trigger :: zero G
response :: brightness
runtime* :: 5+ static, 1+ kinetic

43 sorcerer



adjust :: hue
kinetic triggers :: low force & zero G
responses :: brightness & brightness of points
runtime* :: 10 static, 1+ kinetic

44 ice cream soda

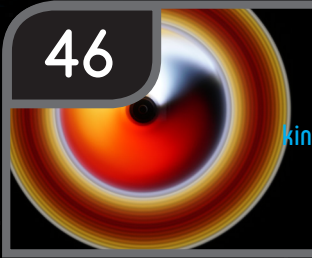


adjust :: hue
kinetic triggers :: low & medium force
responses:: brightness of points & body
runtime* :: 11+ static, 1+ kinetic

45 adventure time

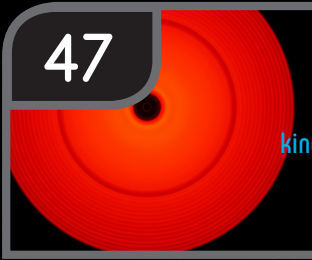
adjust :: speed & density
kinetic trigger :: low force
response :: speed of rainbow
runtime :: 3+ hr

46 candy corn



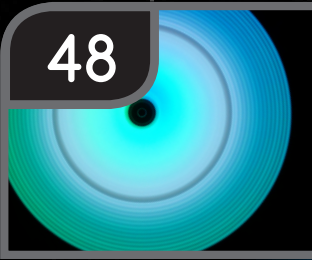
adjust :: hue
kinetic trigger :: medium force
response :: speed of effect
runtime :: 3 hr

47 indiana jones



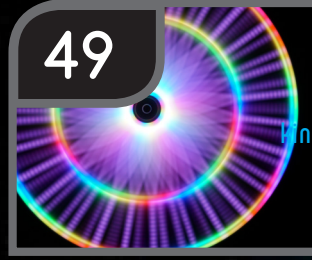
adjust :: saturation & mapping
kinetic trigger :: high force
response :: hue jump
runtime :: 3 hr

48 zen



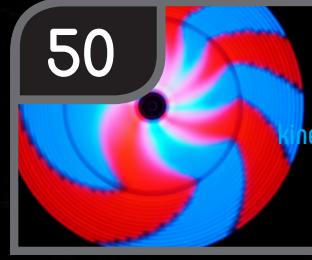
adjust :: hue
kinetic :: n/a
runtime :: 3 hr

49 candy crush



adjust :: hue
kinetic trigger :: low force
response :: speed of rainbow
runtime :: 3+ hr

50 5-O



adjust :: hue
kinetic trigger :: medium force
response :: speed of effect
runtime :: 3 hr

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