



flowtoys

vision spin32 :: flowOS 2.6

modes * adjust * kinetics

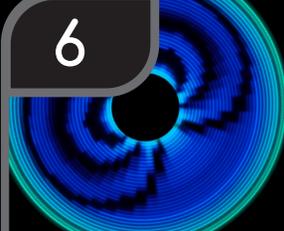
page 1

1 **rainbow**



adjust 1 :: density
adjust 2 :: mapping
kinetic :: passive & zeroG
runtime :: 3 hr

6 **water**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 4+ hr

2 **rainbow drops**



adjust 1 :: density
adjust 2 :: mapping
kinetic :: passive & zeroG
runtime :: 3 hr

7 **earth**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

3 **bold**



adjust 1 :: hue
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ static 1+ kinetic

8 **air**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3+ static 2+ kinetic

4 **lantern**



adjust 1 :: hue
adjust 2 :: brightness
kinetic :: n/a
runtime :: 3 hr

9 **spirit**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 5+ static 3+ kinetic

5 **fire**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: passive
runtime :: 3+ static 2+ kinetic

10 **pulse**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 5 static 1+ kinetic

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modes * adjust * kinetics

page 2

1 **candy**



adjust 1 :: density
adjust 2 :: saturation
kinetic :: active & zeroG
runtime :: 3 hr

6 **microdots**



adjust 1 :: saturation
adjust 2 :: density
kinetic :: passive & zeroG
runtime :: 6+ hr

2 **petals**



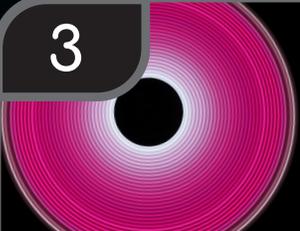
adjust 1 :: saturation
adjust 2 :: special
kinetic :: n/a
runtime :: 3+ hr

7 **unicorn**



adjust 1 :: speed
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ static 2+ kinetic

3 **love**



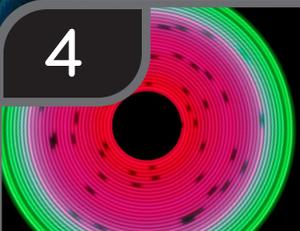
adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

8 **blue blazer**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3+ hr

4 **watermelon**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

9 **solar flare**



adjust 1 :: hue
adjust 2 :: special
kinetic :: active & zeroG
runtime :: 4 static 2+ kinetic

5 **freedom**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3+ static 2+ kinetic

10 **strobe**



adjust 1 :: hue
adjust 2 :: density
kinetic :: active & zeroG
runtime :: 3+ hr

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modes * adjust * kinetics

page 3

1 **flamebow**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: passive
runtime :: 3 hr

6 **froth**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 4 static 3 kinetic

2 **alicorn**



adjust 1 :: hue
adjust 2 :: brightness
kinetic :: passive & zeroG
runtime :: 3+ static 2+ kinetic

7 **jammin**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3 hr

3 **liquid sugar**



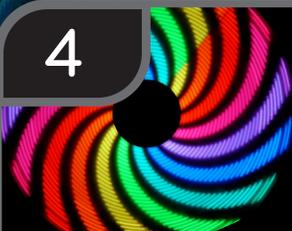
adjust 1 :: saturation
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ hr

8 **bolder**



adjust 1 :: hue
adjust 2 :: brightness
kinetic :: n/a
runtime :: 2 hr

4 **rainbow dash**



adjust 1 :: density
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3+ hr

9 **sunset**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

5 **fireball**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3 hr

10 **daybreak**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive
runtime :: 4 static 2+ kinetic

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bonus modes * adjust * kinetics
secret/experimental page 13

1  **flames**

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 6+ static, 1+ kinetic

6  **rainbow fade**

adjust 1 :: hue
adjust 2 :: mapping
kinetic :: n/a
runtime :: 3 hr

2  **skittles**

adjust 1 :: hue
adjust 2 :: density
kinetic :: n/a
runtime :: 5+ hr

7  **OG candy**

adjust 1 :: saturation
adjust 2 :: saturation
kinetic :: n/a
runtime :: 3+ hr

3  **rainbow brite**

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 4 static, 2+ kinetic

8  **bouncer**

adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

4  **party fish**

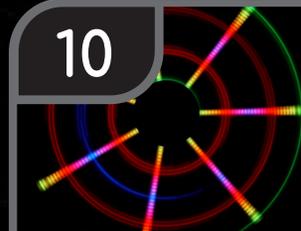
adjust 1 :: hue
adjust 2 :: density
kinetic :: active & zeroG
runtime :: 3+ hr

9  **kinetic colors**

adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

5  **candle**

adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 2+ static, 11+ kinetic

10  **rave9000**

adjust 1 :: density
adjust 2 :: brightness
kinetic :: active & zeroG
runtime :: 4+ static, 5+ kinetic

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bonus modes * adjust * kinetics

secret/experimental page 13

11 **balance point**

adjust 1 :: hue
 adjust 2 :: n/a
 kinetic :: n/a
 runtime :: 3+ hr

16 **mr. bones**

adjust 1 :: density
 adjust 2 :: mapping
 kinetic :: n/a
 runtime :: 3+ hr

12 **expandoblob**

adjust 1 :: hue
 adjust 2 :: n/a
 kinetic :: active & zeroG
 runtime :: 3 hr

17 **bonus bonanza**

adjust 1 :: special
 adjust 2 :: n/a
 kinetic :: passive & zeroG
 runtime :: 3 hr

13 **baby spice**

adjust 1 :: hue
 adjust 2 :: n/a
 kinetic :: active & zeroG
 runtime :: 2+ static, 3 kinetic

18 **OG strobe**

adjust 1 :: hue
 adjust 2 :: mapping
 kinetic :: active & zeroG
 runtime :: 5+ static, 3 kinetic

14 **responsive rainbow fade**

adjust 1 :: saturation
 adjust 2 :: mapping
 kinetic :: active & zeroG
 runtime :: 3 hr

19 **lightning bug**

adjust 1 :: hue
 adjust 2 :: hue
 kinetic :: n/a
 runtime :: 3 hr

15 **poke bowl**

adjust 1 :: density
 adjust 2 :: n/a
 kinetic :: active & zeroG
 runtime :: 4+ static, 2+ kinetic

20 **earth spin**

adjust 1 :: hue
 adjust 2 :: mapping
 kinetic :: passive
 runtime :: 3 hr

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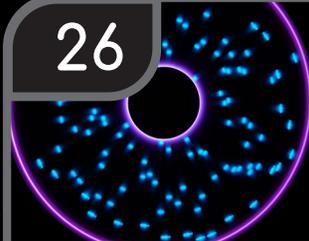
secret/experimental page 13

21 **rainbizzle**



adjust 1 :: special
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

26 **OG sparkles**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

22 **fruit basket**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

27 **day club II**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

23 **marvin's mode**



adjust 1 :: speed
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 2 static, 4+ kinetic

28 **ghost**



adjust 1 :: hue
adjust 2 :: saturation
kinetic :: active & zeroG
runtime :: 10 static, 1+ kinetic

24 **hidden rainbow**



adjust 1 :: saturation
adjust 2 :: n/a
kinetic :: n/a
runtime :: 1+ static, 3+ kinetic

29 **sega genesis**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

25 **rainbow bridge**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ hr

30 **sean's bane**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 2+ static, 4+ kinetic

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31 **gulp chug**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3+ hr

36 **euro 2**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

32 **zebra stripes**



adjust 1 :: hue
adjust 2 :: special
kinetic :: passive & zeroG
runtime :: 3 hr

37 **OG rainbow drops**



adjust 1 :: hue
adjust 2 :: special
kinetic :: passive
runtime :: 4 hr

33 **rainbow dashish**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 3 hr

38 **thing1**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3+ static, 2 kinetic

34 **coral**



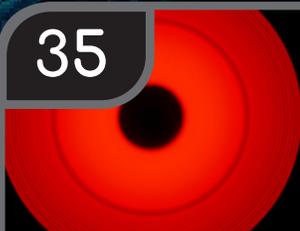
adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 3 hr

39 **lightning storm**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3+ hr

35 **thumb light**



adjust 1 :: special
adjust 2 :: special
kinetic :: active & zeroG
runtime :: 3 hr

40 **sparkle pony**



adjust 1 :: special
adjust 2 :: n/a
kinetic :: passive & zeroG
runtime :: 3+ static, 2+ kinetic

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41 **thing2/ nebula**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

46 **flintstones/candycorn**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime :: 3 hr

42 **OG lantern**



adjust 1 :: brightness
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 5+ static, 1+ kinetic

47 **indiana jones**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: active & zeroG
runtime :: 3 hr

43 **sorcerer**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 10 static, 1+ kinetic

48 **zen**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

44 **ice cream soda**



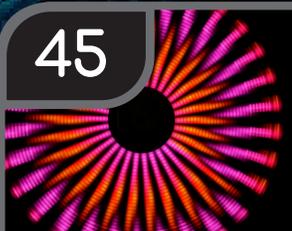
adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 11+ static, 1+ kinetic

49 **candy crush**



adjust 1 :: hue
adjust 2 :: n/a
kinetic :: n/a
runtime :: 3+ hr

45 **adventure time**



adjust 1 :: hue
adjust 2 :: mapping
kinetic :: active & zeroG
runtime :: 3+ hr

50 **5-O**



adjust 1 :: hue
adjust 2 :: hue
kinetic :: active & zeroG
runtime :: 3 hr

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