



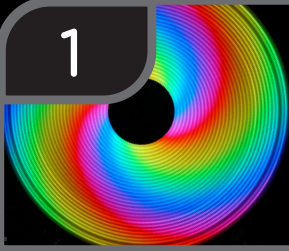
flowtoys

# vision spin32 :: flowOS 2.6

modes \* adjust \* kinetics

page 1

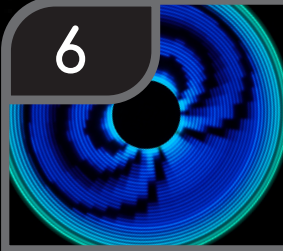
1



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

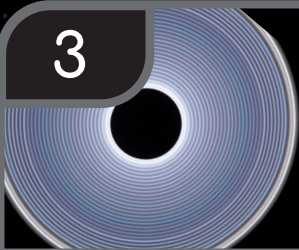
7



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

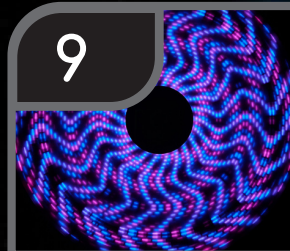
4



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

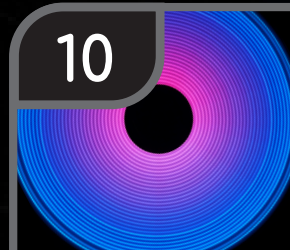
5



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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flowtoys

# vision spin32 :: flowOS 2.6

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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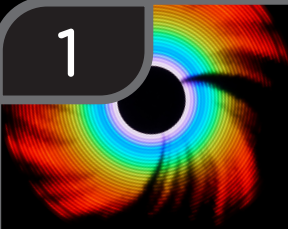
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modes \* adjust \* kinetics

page 3

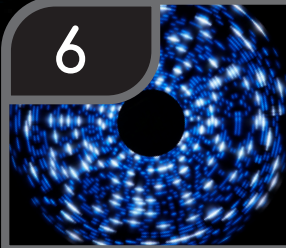
1



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

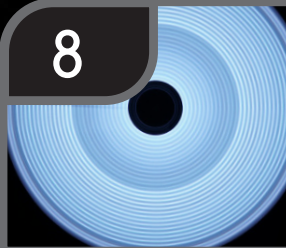
3



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

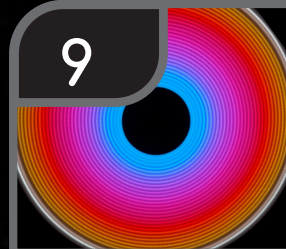
4



rainbow dash

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

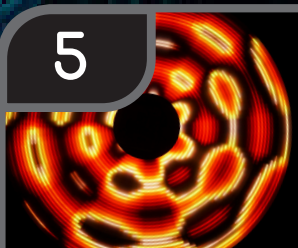
9



sunset

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

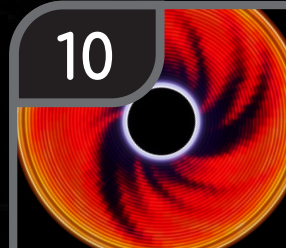
5



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

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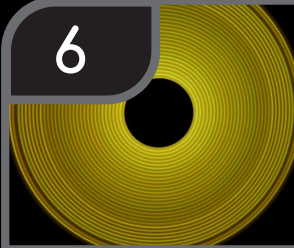
1



flames

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

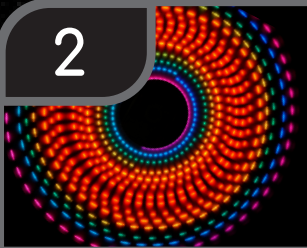
6



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

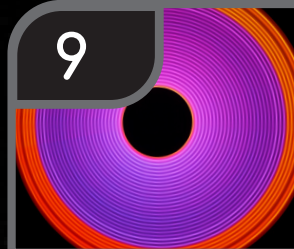
4



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

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## 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

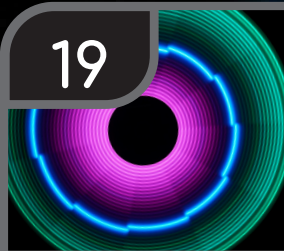
14



## responsive rainbow fade

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

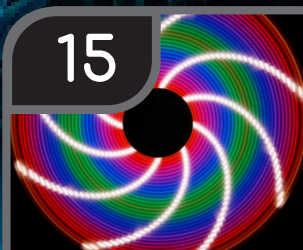
19



## 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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bonus modes \* adjust \* kinetics

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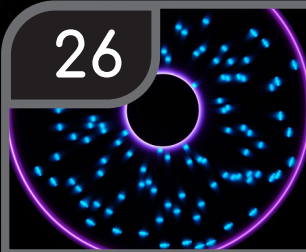
21



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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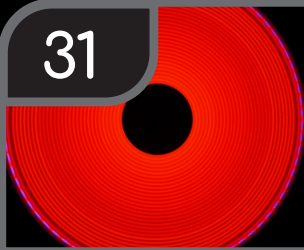
flowtoys

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bonus modes \* adjust \* kinetics

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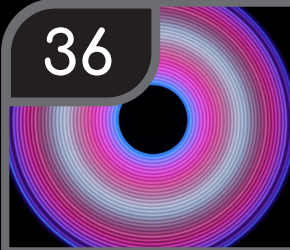
31



gulp chug

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

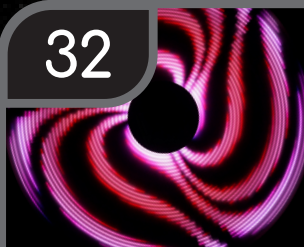
36



euro 2

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

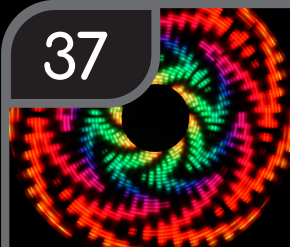
32



zebra stripes

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

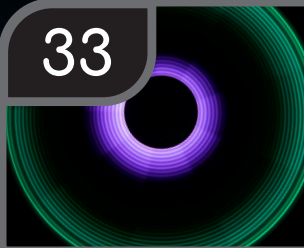
37



OG rainbow drops

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

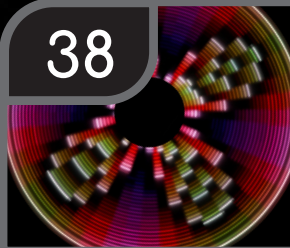
33



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

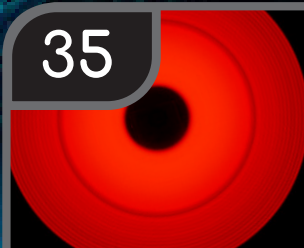
39



lightning storm

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

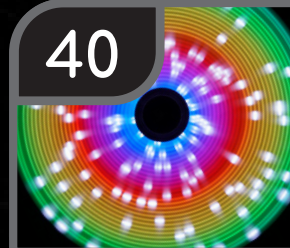
35



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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bonus modes \* adjust \* kinetics

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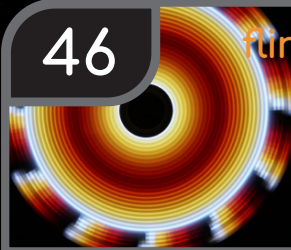
thing2/ nebula



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

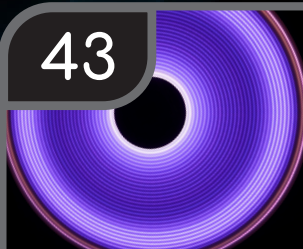
indiana jones



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

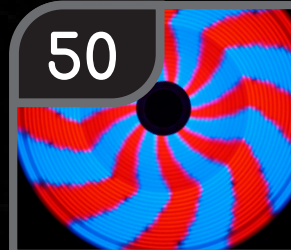
adventure time



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

Entering **Adjust** affects 1 to 2 parameters in a mode. Length of adjust cycles vary from 30 secs to a few minutes as different effects are revealed.

**hue** :: color

**saturation** :: difference from pure color to white. Desaturated colors look pastel.

**density/speed** :: spacing/speed of a pattern.

**mapping** :: location & direction of a pattern on a prop, e.g. handle, body, mirrored, reversed

**special** :: varies depending on mode. Sometimes an effect is only active when in adjust, or a layer of the pattern is revealed or removed.

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

**Kinetic Awareness** detects when your prop is kinetic vs. static, and adjusts the pattern dynamically to make it sublime when still, and spectacular in motion. Plus it responds in different ways to different forces that make your prop come alive.

**active** :: visibly responds to low/medium/high forces, bumps, catches etc.

**passive** :: mode discreetly changes between static & kinetic play

**zeroG** :: responds to stalls, floats & flats

**n/a** :: no kinetic effects

Some modes have multiple kinetic triggers, e.g. low force might activate an effect, high force changes it, and zeroG creates a pulse.

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