flowtoys

1 rainbow
adjust :: density
kinetic trigger :: low force
response :: rainbow speed
runtime :: 6 hr

2 rainbow drops
adjust :: density
kinetic trigger :: low force
response :: rainbow speed
runtime :: 11 hr

3 bold
adjust :: hue, saturation
kinetic triggers :: variable & zeroG
responses :: brightness
runtime* :: 7 static, 2 kinetic

4 lantern
adjust :: hue, brightness
kinetic :: n/a
runtime :: 4 hr

5 fire
adjust :: hue
kinetic trigger :: low force
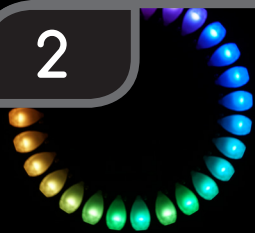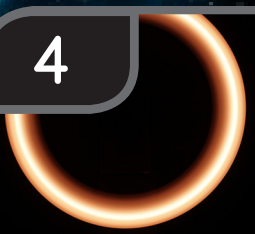response :: activate effect
runtime* :: 4 static, 6 kinetic

6 water
adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 4 static, 8 kinetic

7 earth
adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 7 static, 6 kinetic

8 air
adjust :: hue
kinetic trigger :: low force
response :: activate effect
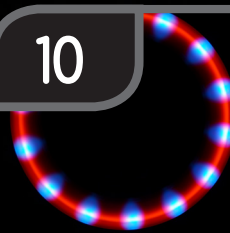runtime* :: 9 static, 5 kinetic

9 spirit
adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 13 static, 10 kinetic

10 pulse
adjust :: hue
kinetic triggers :: low & high force
responses :: effect, pulse
runtime* :: 10 static, 3 kinetic

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

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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
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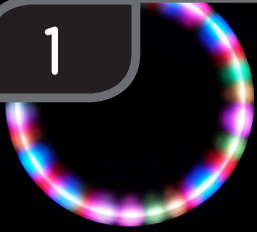*Photos are taken with capsule light in a pod shell.*

flowtoys

1 candy

adjust :: saturation
kinetic trigger :: low force
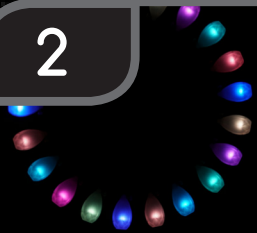response :: activate effect
runtime :: 6 hr

6 microdots

adjust :: saturation
kinetic trigger :: low force
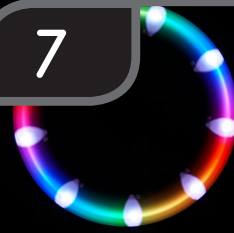response :: activate effect
runtime* :: 9+ static, 13 kinetic

2 petals

adjust :: saturation & density
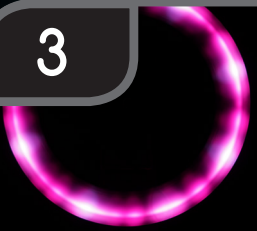kinetic :: n/a
runtime :: 14+ hr

7 unicorn

adjust :: rainbow brightness
kinetic trigger :: low force
response :: activate effect
runtime* :: 9+ static, 5+ kinetic

3 love

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & saturation
runtime* :: 7 static 5+ kinetic

8 blue blazer

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime :: 6+ hr

4 watermelon

adjust :: hues
kinetic triggers :: low & high force
responses:: effect & brightness
runtime* :: 13 static, 5+ kinetic

9 solar flare

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & brightness
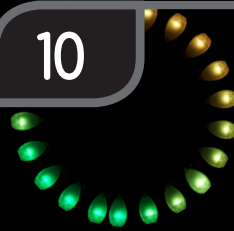runtime* :: 10+ static, 3 kinetic

5 freedom

adjust :: hues
kinetic triggers :: low force & zeroG
responses :: effect & saturation
runtime* :: 6+ static, 4 kinetic

10 strobe

adjust :: hue
kinetic trigger :: variable force
response :: hue shift
runtime :: 13 hr

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flowtoys

1 flamebow

adjust :: hue
kinetic trigger :: low force
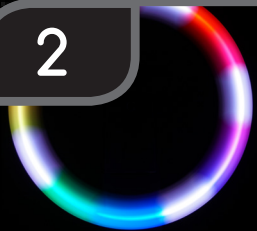response :: activate effect
runtime :: 7+ hr

6 froth

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & saturation
runtime* :: 6+ static, 3+ kinetic

2 alicorn

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & brightness
runtime* :: 9+ static, 2+ kinetic

7 jammin

adjust :: hues
kinetic triggers :: low & high force
responses :: effect & speed
runtime* :: 3 static, 10+ kinetic

3 liquid sugar

adjust :: saturation
kinetic triggers :: low & high force
responses :: effect & saturation
runtime* :: 7 static, 2 kinetic

8 bolder

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

4 rainbow dash

adjust :: density
kinetic trigger :: low force
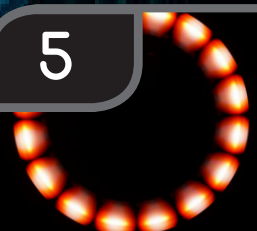response:: activate effect
runtime* :: 6+ static, 5+ kinetic

9 sunset

adjust :: hue
kinetic trigger :: low force
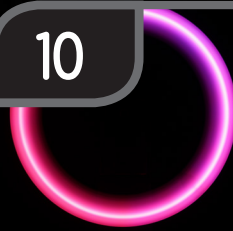response :: activate effect
runtime :: 4+ hr

5 fireball

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & brightness
runtime* :: 10+ static, 3+ kinetic

10 daybreak

adjust :: hue
kinetic trigger :: variable force
response :: hue shift
runtime* :: 6+ static, 4+ kinetic

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capsule 2.0 :: flowOS 2.0
bonus modes ∗ adjust ∗ kinetics
secret/experimental page 13

flowtoys

1 — fireball purps

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime :: 6+ hr

2 — gold

adjust :: n/a
kinetic triggers :: high force & zero G
responses :: brightness & hue shift
runtime* :: 9+ static 1+ kinetic

3 — watery purps

adjust :: n/a
kinetic triggers :: low & high force
responses :: effect & brightness
runtime* :: 10+ static, 3+ kinetic

4 — pretty blips

adjust :: hue
kinetic triggers :: low force & zero G
responses:: effect & pause on color
runtime* :: 6+ static, 3+ kinetic

5 — candle

adjust :: hue
kinetic triggers :: medium force
responses :: brightness decrease
runtime* :: 3+ static, 21+ kinetic

6 — slow fade

adjust :: hue & randomize speed
kinetic :: n/a
runtime :: 5 hr

7 — party petals

adjust :: density
kinetic triggers :: low & high force
responses :: brightness inc & dec
runtime* :: 16+ static 5+ kinetic

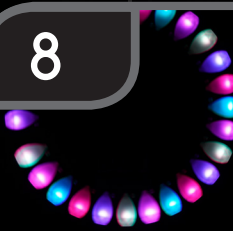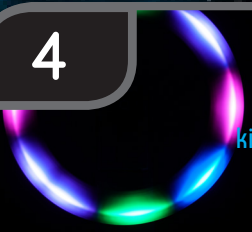## 8 — petalsy

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & hue blending
runtime* :: 5+ static, 8+ kinetic

9 — americish

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime :: 7+ hr

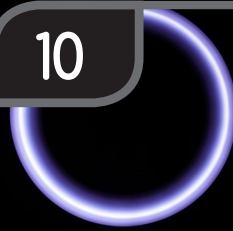## 10 — ghost

adjust :: hue & saturation
kinetic triggers :: med force & zero G
responses :: brightness increase
runtime* :: 21+ static 2+ kinetic

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capsule 2.0 :: flowOS 2.0
bonus modes * adjust * kinetics
secret/experimental page 13

flowtoys

11 cotton candy

adjust :: hue
kinetic triggers :: variable & high force
responses :: hue shift
runtime :: 7+ hr

16 mr. bones

adjust :: density
kinetic :: n/a
runtime :: 5+ hr

12 toon time

adjust :: hue shift
kinetic trigger :: low force
response :: activate effect
runtime :: 7+ hr

17 unicorn farts

adjust :: rainbow blip density
kinetic trigger :: low force
response :: brightness increase
runtime* :: 21+ static, 9+ kinetic

13 nice blips

adjust :: n/a
kinetic triggers :: low & high force
responses :: effect & brightness
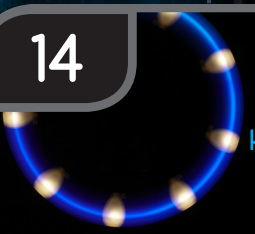runtime* :: 16+ static, 2+ kinetic

18 thing1

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 5+ static, 8+ kinetic

14 leprechaun's delight

adjust :: hues
kinetic triggers :: medium force
responses :: brightness & hue shift
runtime* :: 5+ static, 13+ kinetic

19 hidden rainbow

adjust :: saturation
kinetic triggers :: med force & zero G
responses :: saturation/ rainbow reveal
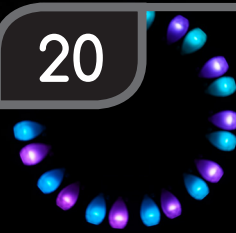runtime* :: 3+ static, 7+ kinetic

15 wild berry

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime :: 13 hr

20 thing2

adjust :: hue
kinetic triggers :: low & high force
responses :: effect & hue shift
runtime* :: 3+ static, 13+ kinetic

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capsule 2.0 :: flowOS 2.0
bonus modes ⋆ adjust ⋆ kinetics
secret/experimental page 13

flowtoys

21 good morning
adjust :: hue
kinetic triggers :: variable & zero G
responses :: brightness & saturation
runtime* :: 21+ static, 5+ kinetic

26 thing4
adjust :: hue
kinetic trigger :: variable force
response :: hue shift
runtime :: 5+ hr

22 thing3
adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 5 static, 9+ kinetic

27 thing5
adjust :: hue
kinetic triggers :: high force & zero G
responses :: rainbow decays
runtime* :: 3+ static, 10+ kinetic

23 sorcerer
adjust :: hue
kinetic triggers :: variable & zero G
responses :: brightness & saturation
runtime* :: 21+ static, 2+ kinetic

28 white to color
adjust :: hue
kinetic triggers :: variable & zero G
responses :: saturation & color reveal
runtime* :: 6+ static, 3+ kinetic

24 rgb kinetic
adjust :: hue
kinetic triggers :: variable & zero G
responses:: hue shift in diff directions
runtime :: 5+ hr

29 alt spirit
adjust :: hue
kinetic trigger :: variable force
response :: hue shift
runtime* :: 13 static, 7+ kinetic

25 phasers
adjust :: hue
kinetic trigger :: variable force
response :: hue shift
runtime* :: 9+ hr

30 juggling ball exp 1
adjust :: hue
kinetic trigger :: zero G
response :: hue shift
runtime :: 4+ hr

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bonus modes * adjust * kinetics
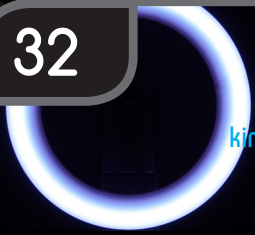### secret/experimental page 13

flowtoys

31 — juggling ball exp 2

adjust :: hue
kinetic trigger :: high force (catches)
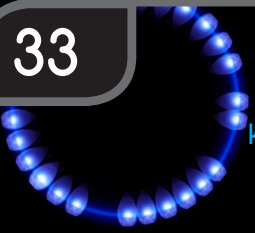response :: saturation increase
runtime* :: 4+ static, 5+ kinetic

32 — juggling ball exp 3

adjust :: hue
kinetic triggers :: high force & zero G
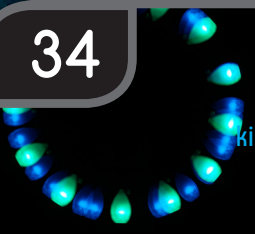responses :: sat dec & brightness inc
runtime* :: 10+ static, 1+ kinetic

33 — thing6

adjust :: hue
kinetic trigger :: low force
response :: activate effect
runtime* :: 3+ static, 10+ kinetic

34 — phase in

adjust :: hue
kinetic triggers :: low force
responses:: effect & brightness inc
runtime* :: 16+ static, 10+ kinetic

35-50 — repeats 19-34

repeats due to memory restrictions
50 modes to match vision props

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