vision spin9 :: flowOS 2.6
modes * adjust * kinetics
page 1

flowtoys

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

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

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

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

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

6 — water
adjust 1 :: hue
adjust 2 :: n/a
kinetic :: passive
runtime ::v 4+ hr

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

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

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

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

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.

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   active :: visibly responds to low/medium/high forces, bumps, catches etc.
   passive :: mode discreetly changes between static & kinetic play
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   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.
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vision spin9 :: flowOS 2.6
modes * adjust * kinetics
page 2

flowtoys

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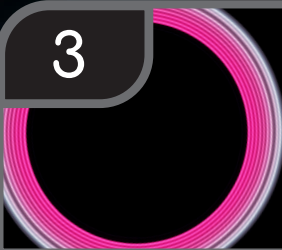adjust 2 :: special
kinetic :: n/a
runtime :: 3+ hr

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

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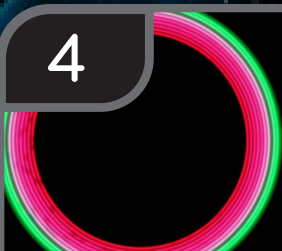adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

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

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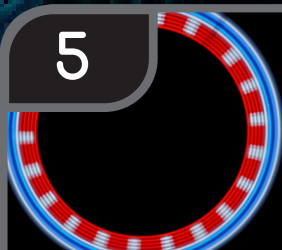v kinetic :: active & zeroG
runtime :: 3 hr

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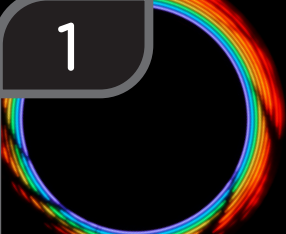These pics just show a snapshot in time - many modes & adjusts change over time. Enjoy!

flowtoys

1 — flamebow

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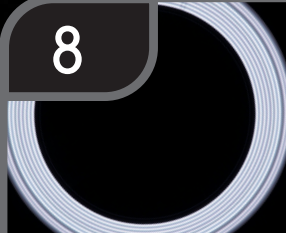kinetic :: active & zeroG
runtime :: 3 hr

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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flowtoys

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
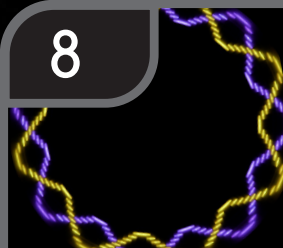adjust 2 :: saturation
kinetic :: n/a
vruntime :: 3+ hr

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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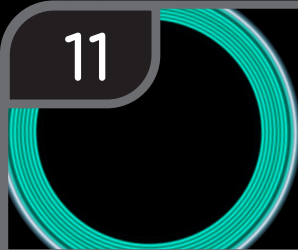
flowtoys

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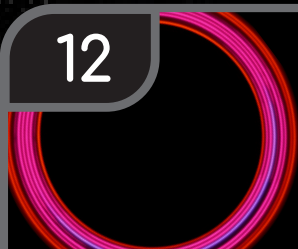adjust 2 :: n/a
kinetic :: n/a
runtime :: 3+ hr

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
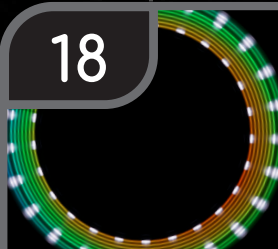runtime :: 3 hr

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
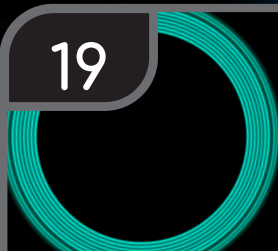runtime :: 5+ static, 3 kinetic

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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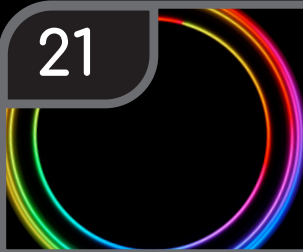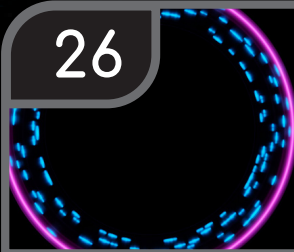
flowtoys

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

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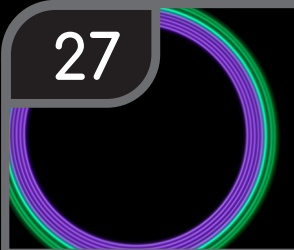adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

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

27 day club II
adjust 1 :: hue
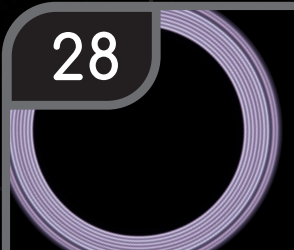adjust 2 :: hue
kinetic :: n/a
runtime :: 3 hr

23 marvin's mode
adjust 1 :: speed
adjust 2 :: n/a
kinetic :: active & zeroG
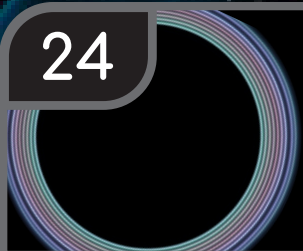runtime :: 2 static, 4+ kinetic

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
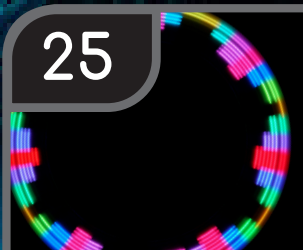kinetic :: n/a
runtime :: 1+ static, 3+ kinetic

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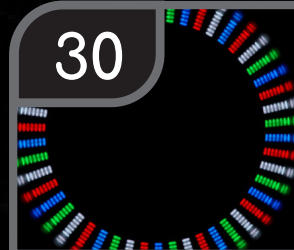adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3 hr

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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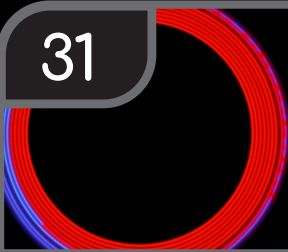
vision spin9 :: flowOS 2.6
bonus modes ⋆ adjust ⋆ kinetics
secret/experimental page 13
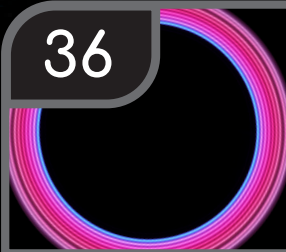
flowtoys

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

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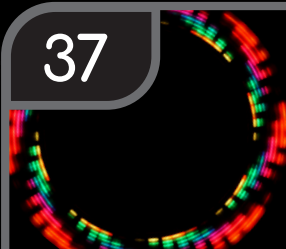adjust 2 :: n/a
kinetic :: n/a
runtime :: 3 hr

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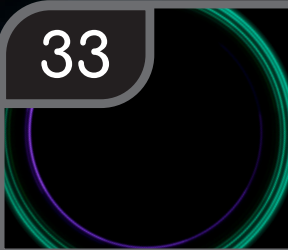runtime :: 3 hr

37 OG rainbow drops
adjust 1 :: hue
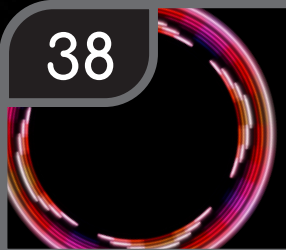adjust 2 :: special
kinetic :: passive
runtime :: 4 hr

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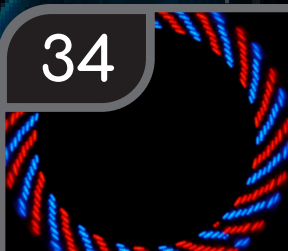kinetic :: passive
runtime :: 3 hr

38 thing1
adjust 1 :: hue
adjust 2 :: mapping
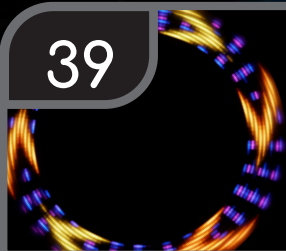kinetic :: active & zeroG
runtime :: 3+ static, 2 kinetic

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

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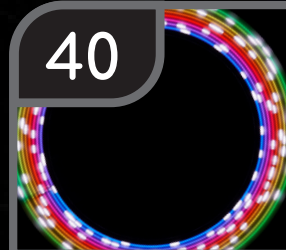adjust 2 :: hue
kinetic :: passive & zeroG
runtime :: 3+ hr

35 champagne
adjust 1 :: hue
adjust 2 :: n/a
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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