Hoops sent out after March 2016 will have the following changes:

LOCK/UNLOCK with button pushes. Save move will work with the hoop locked. The older LOCK move now works as COLOR LOCK.

Sensitivity control 3 levels

Flip moves are more precise, more predictable and stable.

Front and back flips trigger on the vertical, side flips trigger on the horizontal.

Saved quivers takes a full 360 front or back flip to move to next hoop.

In other quivers 360 is needed only for the first flip. If you do continuous flips then each 180 will trigger.

Side flips to move quivers in saved are also 360 then 180.

Hoops sent out after April 6th 2017 will have the following additional upgrades/changes:

New hoops:

quiet quiver…hoop #3 is a new "color mixer"

Hoop #7 bump mode segmented rainbow. BUMP mode at low sensitivity is activated in this hoop (no need for the BUMP sensitivity move) Each time you bump this hoop, with a reversal or paddle or break etc, it will change colors. The position of your hands when you paddle is important – don't whack the hoop too hard, just make sure the bump targets the general area of the connector. Once you know the sensitivity move you can change sensitivities of the bump.

9 pack…in the bitmap quiver there are **5 new additional hoops with geometric patterns.**

9 pack…new quiver which is 5th quiver and contains 5 or 6 new hoops - color mixer and color geometries. As you side flip through the 9 pack you will go to the first hoop in each quiver – the first hoop in this quiver appears white and flickering like a superstrobe hoop. The first hoops in the quiver just before and after this are both sequencing segments. Some of these new hoops in the color mixer quiver look particularly interesting in different color schemes so you can use color flip mode with or without bump mode to play with these. Some of them take a few seconds to fade into a new color scheme so give them time. They will create different patterns with different color combinations.

In the magic quiver there are 4 new hoops.

To navigate to the magic quiver do side flips in the 9 pack orientation and go past a rasta colored flickering hoop to a rainbow pulsing hoop and the next hoop you see will be filled with a solid peach color if the hoop is horizontal and the switch to your left…this is the first hoop in the magic quiver and is angle responsive so the colors will change as you shift the hoop. Its faster to back side-flip from the default starting bitmap quiver and the magic quiver is the 3rd quiver back…as you do back side-flips you will go to a pink hoop then a white/grey hoop and then you will find the peach colored first hoop of the magic quiver.

These 4 new "gravity ball" hoops are for playing with a ball of light that travels around the tube - the ball falls around the hoop and oscillates back and forth till it comes to rest, like a normal small ball would do in a tube…and the gravity of earth, the moon, mars and Saturn are approximated in each of the 4 hoops.(with some artistic license). In the magic quiver these 4 hoops are ordered in terms of gravity. Moon (yellow and white) Mars (red and orange) Earth (blue and green) and Saturn (purple and blue). You can use color flip on these hoops. You can get the ball zooming around the hoop if you like. In compose mode you can even make a mirror ball that travels in the opposite direction so you have 2 balls that pass through each other. Color flip will work in these hoops. (3rd quiver from the last quiver in the 9 pack)

In the last quiver of the 9 pack (do a complete 360 back-side flip from the bitmap quiver to get to these autocycling hoops) the last two hoops in that quiver (a back-flip to get to each) are autocycling bitmaps, the last hoop in the quiver has the geometric ones, and the hoop before that has some favorites from the original bitmap quiver. You can use tap BPM to adjust the cycling speed of these two autocycling hoops.

NEW BUMP MODE:

This will allow you to shift things with a bump.

SENSITIVITY BUMP MOVE: same as regular sensitivity move = LEFT HAND ISOFLIP, continue onto LH counter clockwise isolation all the way around. The levels and confirmation colors are: low sensitivity = 1 blue bar. Medium sensitivity – 2 yellow bars. High sensitivity = 3 pink bars. Low sensitivity + BUMP = 1 blue bar + RED.

Medium sensitivity + BUMP = 2 yellow bars + RED. High sensitivity + BUMP = 3 PINK bars + RED.

To turn the **BUMP mode OFF** do the sensitivity move and select one of the first three sensitivity settings – the single blue, the double yellow or the triple pink (any of these three without the added red bars of the bump mode settings)

NOTE that the sensitivity settings including BUMP sensitivity are GLOBAL like the brightness levels and affect the whole psikohoop. . The exception to this is that sensitivity can be applied individually to different hoops in the saved quivers.

In orientations other than compose mode the default bump response is color shift : so if you want the hoops to shift colors when you do a bump/break/reversal? Do the sensitivity move (left hand isoflip and then isolate) and keep on isolating past the firsts three selections till you see a red bar next to the selection color, and set the psikohoop to one of the three sensitivity levels. Now when you bump etc you will shift colors and stay in the same hoop.

NOTE: color flip doesn't work in the first hoop of the quiet quiver – its an angle responsive hoop and is shifting colors already based on the angle/orientation of the hoop. Other angle responsive hoops will also not respond to the color bump mode (for example the first hoop in the magic quiver of the 9 pack)

Want to have the hoops on manual shuffle (but don't want to have to do a whole flip move each time)? Set the orientation to autocyle/shuffle mode (2 right hand isoflips = green confirmation) either before or after setting the sensitivity to one of the bump sensitivity levels. Now every time you bump/paddle/break/reverse/etc, it will shift to the next hoop. To restate: When both autocycle and bump mode are turned ON then the hoops do not autocycle but wait for a bump and then shift to next hoop. This also works in compose mode and in random mode.

The bump is not as accurate as the flip move, but of course much faster to do and with practice you can get up to near 100% accuracy. You need to be aware of the location of the switch/connector area and paddle right on that area or in such a way that the touch of your movement gives the connector area sudden acceleration or deceleration or change of direction or vibration etc.
You should not use excessive force – that would be like smashing your cell phone repeatedly against a wall or jumping on it or throwing it down a flight of concrete steps…you gots to treat your psikohoop with some respect! By using the higher bump sensitivity settings you can get a shift from a gentle tap of the finger…but that tap has to be in the right place or delivered in a certain way. Play with it till you get the feel of it at different sensitivity levels.

To change the target response of the BUMP move from color shift and hoop shuffle/autocycle to other aspects of the displays, you need to go into compose mode in the second to last screen (pink indicator).

BUMP MODE has its own screen in compose.
You can either import a hoop you want to customize or you can compose your own hoop in compose mode and use the pink screen to vary BUMP responses. Then you can save the hoop you make.

Remember that in compose mode reversing the isolation doesn't select like in the other quivers. Here in compose mode you can isolate in either direction and when you find something you like, you can LOCK with three button pushes, or just stop isolating and continue hooping, or flip to another screen and continue composing the hoop or flip to the next screen which is white and is a screen which doesn't recognize isolations (but does recognize other signal moves), and/or save that hoop with the save move.

The hoop you make in compose mode to have a particular BUMP response, will be set to the same sensitivity you set in sensitivity move. (whether you have set normal sensitivity or bump sensitivity). Global BUMP is disabled in compose mode. This is because the global BUMP default response of changing colors would interfere with the specific responses you may want to target in the pink BUMP screen of compose mode. But the sensitivity level will still apply, whether you have set it to normal sensitivity or bump sensitivity. For example, if you set the global BUMP sensitivity to HIGH, then when you go to compose mode, there will be no general bump responses, but in the pink screen when you specify which BUMP response you want, that will respond at the HIGH sensitivity you set. Or if you have not set any custom sensitivity level (you have not done the sensitivity move or have done a global reset, the sensitivity will be at medium. If you are in compose mode pink screen choosing bump responses and you want to vary sensitivity level, flip to the white screen, then do the sensitivity move and set to one of the three sensitivity levels (regular or bump) and flip back to the pink screen and check it out.

The default sensitivity of the psikohoop is set to 2 (medium sensitivity) If you have set the sensitivity of the whole psikohoop to a certain value (1,2 or 3) then any hoop you make in compose-BUMP mode will also be in that sensitivity setting.

In the pink 7th screen the wheel turn now selects different responses (targets) of the bump mode. To get familiar with these its good to LOCK each response after you get the confirmation color…so isolate clockwise till you get a yellow hoop and then press button 3 times to LOCK. Now you can check out this mode without going into another BUMP response by mistake.

Once you get a response that you like, you can flip through compose mode screens to see how that looks with different colors, segment patterns, LED effects etc. If you find something you want to save then either LOCK the hoop and save it or flip to the white screen and save it from there.

Isolating clockwise:
Red….no response
Yellow…flash first color of color scheme over the current display
Green…white flash over the current display
Aqua….over dark…first color of color scheme flashes in a dark hoop.

So for example if you want a white flash on a dark hoop, set the hoop to white in the first screen of compose, then nb backflip to the pink screen and isolate to the aqua or blue selections.
NOTE: If you have set the hoop to have segments and a secondary segment pattern (side flip in green screen of compose) then the secondary segment pattern is lit and the primary segment pattern is dark.
Blue…this alternates two colors (from the color scheme you selected) over a dark hoop. So, for example, if you are doing reversals back and forth then you can alternate flash colors with each direction of spin. *To change the colors to get two bold/bright contrasting or complementary colors:* A lot of the color schemes use pastels or similar colors so if you want you can alternate between trying the two bumps in this blue part of the wheel and going into the next purple part to bump to another color scheme and then back to this one to try it out till you find the colors you want.
Purple…cycle color schemes…this is like the default bump mode in the other quivers.
Light pink…cycle segments…each bump will change the segment pattern but keep the same colors and effects.
White….this will momentarily make any effect faster – so a fade, a strobe or a sequence will speed up for an instant with each bump. In the default it will make the display you have flash once.

OTHER CHANGES IN COMPOSE MODE:
In compose mode the 3 o'clock LOCK move has been disabled –because after adding additional functions in compose it was getting confusing for the hoop to LOCK while held at 3 o'clock. Use the button push LOCK and UNLOCK in compose and also use the white screen which is intended for adding other signal moves or saving the hoop. (you can save a locked hoop as well).
In compose mode/ LED effects = green screen some modes have been added. Going clockwise (of course in compose you can "scroll" in either direction) we already had steady, fade, strobe, sequence, and now these have been added: Shift slow, shift fast, ball rolling, color mixer and then as you continue isolating you keep cycling through the choices - steady, then back to fade, strobe,… etc

HERE ARE SOME ADDITIONAL SIGNAL MOVES
The first two are useful in navigating and finding specific hoops and quivers:
This move allows you to go directly to a specific hoop in a quiver:
SELECT_HOOP = LH HALF-BACK, RH ISOFLIP = light green confirmation… then isolate through the hoops of that quiver. Reverse the isolation to select = white confirmation. This is often a faster way than flipping to take a quick look at the hoops of a quiver and to find a specific one.

To go directly from a hoop in the KIX quiver to the appropriate quiver in the 9 pack:
FIND_PACK =Lt Hand ISOFLIP, QUARTER TURN CCW, SIDE FLIP (it's the same move as the customize move that you use to go into compose mode from other quivers, but done with the left hand.)

This move allows you to vary the segment pattern of the current hoop:
SELECT_SEGMENTS = RH ISOFLIP, LH on top ISOFLIP (the left hand on top isoflip can also be done by switching positions of the right hand and doing another right hand isoflip) = white confirmation. Then clockwise isolation ..goes through a very wide selection of segment patterns. Reverse the isolation to select= white confirmation.
Many hoops already have complex segment patterns and color schemes, so you will get unpredictable results. Try this first in the 8th hoop of the quiet quiver (it's a rainbow flowing hoop with all the LEDs lit) or in the 2nd quiver of the 9 pack. The segment pattern you select is not carried into other hoops. You can LOCK and/or save the hoop with the new segment pattern and you can do a half off into another quiver or a full off and shut the hoop down and the next time you go back to the same quiver that adjusted/segmented hoop will be there for you….but if you flip out of that hoop it will clear your segment selection.

This move gives you more options for BPM responses:
(The simple TAP BPM move gives red flash or cycles colors or cycles hoops depending on what other modes are selected. This move allows you to vary the flash color, change brightness on the beat, change the speed of the effect and combinations of those)
SELECT_BPM_RESPONSE = RH HALF-BACK, LH ISOFLIP
You will now see a green hoop with a line of varying colored LEDs to your left side. There is a red LED nearest to the connector. Somewhat similar layout to what you see in the save move. The red LED is your cursor and you move it by isolating the hoop to the left, counterclockwise. That first red LED is actually sitting on the first white LED and is at #1 below which is no BPM response…..use that position to cancel a response that is set or to exit without setting anything. The next 5 white LEDs (each separated by a green) indicate the next 5 BPM responses you can select:
1 BPM_RESPONSE_NONE,…use to cancel BPM response already set or exit without setting
2 BPM_RESPONSE_FLASH OVERLAY pulsing/flash is first color of color scheme
3 BPM_RESPONSE_BRIGHTNESS, try with varying brightness levels set
4 BPM_RESPONSE_SYNC, speed of effect
5 BPM_RESPONSE_SYNC_FLASH, effect speed plus flash.
6 BPM_RESPONSE_SYNC_BRIGHTNESS, effect speed plus brightness

#2 flash overlay/pulsing is best on hoops that have some dark space.
#4 sync effect speed is best on hoops that sequence, also effective on fades

When you have moved your red cursor to the position/BPM response that you would like,
reverse the isolation and the hoop will turn a solid yellow color. This is the signal that its now ready for you to do the TAP BPM move. TAP near to the connector, making the taps as even and clear as possible. When the hoop recognizes three taps with an even interval it will select that response. In the quiet quiver, 9 pack, and kix quiver all the hoops will now have this BPM response.

This BPM response will be cleared when you do a half off or full off However if you are autocycling, the cycle speed and BPM will be remembered.
In the saved quivers each hoop acts independently and the BPM response will only apply to the one hoop, and will be saved/remembered.
In the random quiver the select BPM response move will affect both the cycling speed and the response you selected. However you can now adjust the cycling speed with flips and BPM response will be at some multiple or fraction of the cycling speed (so will integrate with the beat)
If you have set BUMP mode to ON, then in random quiver the BPM response will work and the hoop cycling/shuffling will be responding to the BUMP.

OVERVIEW OF BPM and some BUMP RESPONSES:
If you want to have the colors change with the beat = set to color flip and then BPM..or if you want manual control just use the BUMP mode. You have three sensitivity levels for BUMP.
If you want the whole hoop display to change with the beat = autocycle and tap bpm or bpm response. Or for manual control use the BUMP mode.

If you want the segment patterns to change with the beat = in compose mode use the pink screen and light pink indicator on the isolation selection, and BUMP will then change segment patterns for that hoop. Note you can then save that hoop.
If you want the hoop to superimpose a strobe or flash of color (on top of the existing display) = tap bpm gives red flash, bpm response 2 and 5 give primary color flash – that means the first or main color in any of the psikohoops color schemes.

Try this on a hoop that has lots of dark spaces (so you can see the flash clearly) – set BPM response #2 (flash) and then do a color flip move – as you flip the hoop both the color of the main display and the color of the flash will change. You could also set the BUMP sensitivity and then the hoop and flash will both change color on a bump.

If you want the hoop to vary brightness with the beat = 3 and 6
If you want the hoop to have its effect or sequence speed tied into the beat =4
If you want the hoop to have its effect or sequence speed tied into the beat and also flash a color with the beat =5
If you want the hoop to have its effect or sequence speed tied into the beat and also vary brightness on the beat = 6

This move is similar to the side flip arc control in quiet quiver, but allows you to expand control of the lit/dark arcs:
ARC CONTROL = LH ISOFLIP, RH on top ISOFLIP, then isolate counter-clockwise to choose and reverse the isolation to select (white confirmation).
(YOU COULD ALSO DO THE SECOND ISOFLIP WITH LEFT HAND IF YOU CHANGE HAND POSITIONS, BUT THEN YOU STILL NEED TO ISOLATE WITH RIGHT HAND TO SELECT THE SETTING YOU WANT)

Here is a list of the ARC controls, which can be used in all quivers. There is also a screen in compose mode (purple screen) which allows you to use these more interactively.
1/ Movement controlled dark section
2/ movement controlled white section.
3/ Movement controlled light section
4/ a fixed dark section about 1/3 of hoop
5/ a fixed dark section about ½ hoop
6/ a fixed dark section about ¾ of hoop
7/a fixed white section about 1/3 hoop
8/ a fixed white section about ½ hoop
9/ a fixed white section about ¾ hoop
10/ back to the original hoop…no arcs.
In compose mode there is a purple screen which gives the same ARC controls, but
you can isolate in either direction and then flip to other screens to control colors, segments, effects etc.
NOTE: In this purple screen its tricky to find the right selection that selects no ARC control so it may be easier to do 2 side flips (pink confirmation each time) and this clears the ARC settings.

Twins sync
You can sync up a pair of psikohoops or multiple psikohoops so that the cycling/shuffling/changes of display… are synced.

If BUMP mode is ON, first set the sensitivity to a non-bump mode setting, otherwise the psikohoop will not autocycle/shuffle but will wait for your bump.

Try sync in the last quiver of the 9 pack. From the default starting quiver in the 9 pack (bitmaps) do a back side flip into the last quiver of the 9 pack. Then do a back-flip into the last hoop in that quiver. It will be the geometric bitmaps on autocycle. If you do another backflip you will get to the next hoop back which is an autocycling hoop using some of the favorites from the original bitmap quiver. This hoop will be easier to start with because the displays are more distinct one from the other.

Navigate all of the psikohoops to the same hoop (one or other of these two in the last quiver of the 9 pack). . The hoops will be autocycling but they wont be in sync yet.

With both hoops held with switches at 9 o'clock, press button of both hoops down for ½ second to a second or so – just long enough for the orientation confirmation color PINK to show and then take your finger off both hoops at the precise same moment….both hoops should be in sync.

It may take a couple tries to get the timing of the finger release, and you will immediately see if the two hoops are changing at exactly the same time. If not in sync then line both hoops up with switch at 9 o'clock again, press the button of each down at the same moment and release toward the end of the pink confirmation color.

If BUMP mode is ON these hoops wont be autocycling – they will be waiting for a bump to trigger a shift to the next display. With several performers this would be another way to sync changes in color or hoop. All the performers would bump the hoop on the same beat. This could be especially effective with the hoops set to dark/flash in compose mode, and all the hoops would flash at the same time, or in a certain sequence or rhythm created by the hoop dancers, in whatever colors had been set.

More complicated is to sync up whole quivers so the hoops are cycling/shuffling in sync.
Once again make sure the BUMP mode is not engaged.
Try first without setting your own BPM and accepting the default approx. 84 BPM:
1/ Choose an orientation and quiver.
2/ Do the autocycle move on each hoop, in whatever quiver you have chosen (not random or compose)
Each hoop will now be autocycling but not in sync. If the hoops are not autocycling then check the sensitivity move to check you are on one of the regular sensitivity levels (without red bars) and not the BUMP sensitivity (red bars after the sensitivity indicators).

3/ Do A LOCK move: Press button 3 times = blue confirmation…you can do this on both hoops simultaneously or one after the other.

4/ Do an UNLOCK move: Press button 2 times. This LOCK/UNLOCK calibrates the timing of the autocycle by resetting the main hoop timers. IF you don't do this step the hoops will drift out of sync with each other.

Now comes the tricky part because you have to time this exactly and do both or multiple hoops at same exact instant…and the orientation of the hoops has to be the correct one. If you are trying to sync the quiet quiver then the connectors should be vertical, if you are trying to sync the kix quiver the hoops have to be horizontal, and if you are trying to sync the a quiver in the 9 pack or the saved quivers, then the connectors have to be vertical and at 9 or 3 o'clock. If you are working with just 2 hoops you can do this yourself, but for more hoops you will need partners.

5/ When you have the hoops oriented correctly, do a **half-off** on both hoops and **release button at same exact instant.** You need to release the button **after** the orientation color appears and **before** the actual hoop display appears. Hoops autocycle in sync at around ¾ second or 84 BPM

If not exact sync then do step 5/ again = half-off and release (no need to do the LOCK/UNLOCK steps again if you are working with the same quivers).

If you want the hoops to be in sync and at a BPM that you set yourself: (same as above but with extra steps 2A and 2B.)

1/ Choose an orientation and quiver. Turn both hoops on in that orientation.

2/ Do the autocycle move on each hoop, in whatever quiver you have chosen (not random or compose)

Each hoop will now be autocycling but not in sync. If the hoops are not autocycling then check the sensitivity move to check you are on one of the regular sensitivity levels (without red bars) and not the BUMP sensitivity (red bars after the sensitivity indicators).

2A/ Do the tap bpm move for both hoops : **LEFT HAND ISOFLIP, LT HAND ISOFLIP**

Both hoops will now be yellow and waiting for your bpm taps. The trick is now to move the hoops to the correct orientation without making any of the movement trigger the tap BPM. Then you will have them both waiting for the taps which need to be done to both hoops at same time… If the BPM is falsely set (by the hoops bumping together in a rhythm or somehow getting tap inputs as you move them into position), then you will have to do the TAP BPM move again, on one or both hoops.

2B/ In the correct orientation, tap both or all hoops at the same time to choose your bpm.

3/ Do a LOCK move: Press button 3 times (blue confirmation)

4/ Do an UNLOCK move: Press button 2 times

BPM will now be synched.

Now comes the tricky part because you have to time this exactly and do both or multiple hoops at same exact instant…and the orientation of the hoops has to be the correct one. If you are trying to sync the quiet quiver then the connectors should be vertical, if you are trying to sync the kix quiver the hoops have to be horizontal, and if you are trying to sync the a quiver in the 9 pack or the saved quivers, then the connectors have to be vertical and at 9 or 3 o'clock. If you are working with just 2 hoops you can do this yourself, but for more hoops you will need partners.

5) When you have the hoops oriented correctly, do a **half-off** on both hoops and **release the buttons at same exact instant.** You need to release the button **after** the orientation color appears and **before** the actual hoop display appears. Be precise….