

Orientations of the Psikohoop

To access different quivers, turn the hoop ON with the button in these positions. (button ● facing you)

when BUMP mode turned on,
bump shifts hoop colors

Confirmation color
will then appear



QUIET quiver

Front and back flips to select hoops



SAVED quivers

Side flips to access the other 2 quivers



COMPOSE mode
quiver

Flip to change screens and modes
Wheel turns to select settings



9 PACK quivers

Side flips to access each of 9
or more quivers.



QUIXOTIC (kix) quiver

(button faces up ●↑)

A wide variety of hoops



RANDOM quivers

(button faces down ●↓)

when BUMP mode
turned on, bump shifts
hoop

Front flips to speed up.

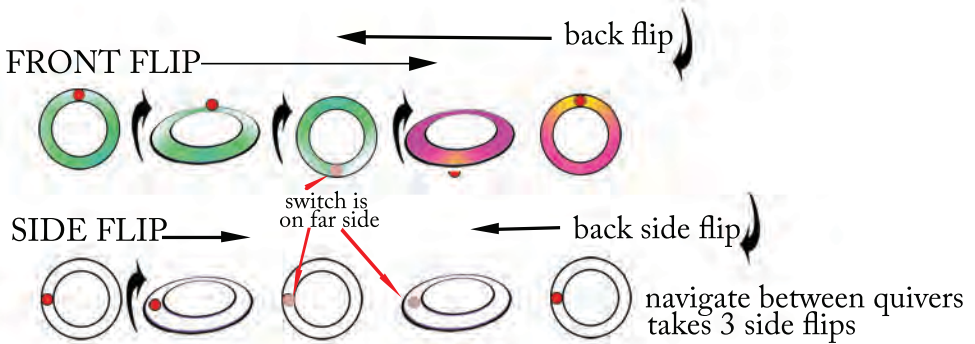
Backflips to slow down.

Side flip locks (red) unlocks (green)

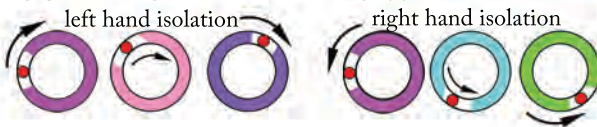
After side flip:

then front-flips give manual shift,
backflips select countless
truly random hoops

SIGNAL MOVES

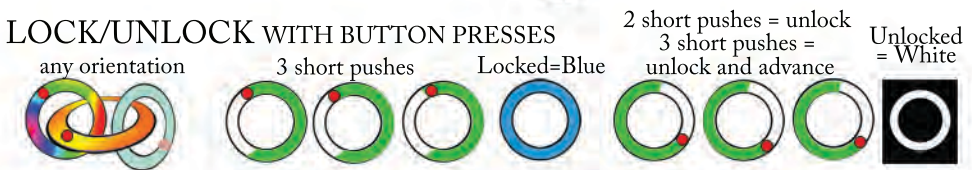


ISOLATION / MERLINS WHEEL

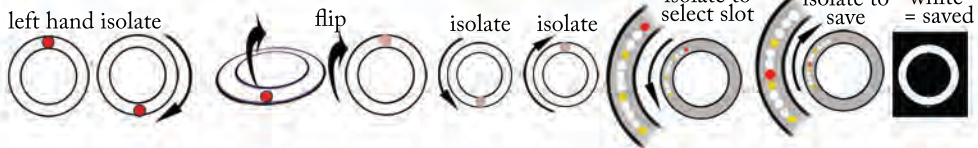


ISOLFLIP =
ISOLATION + FLIP

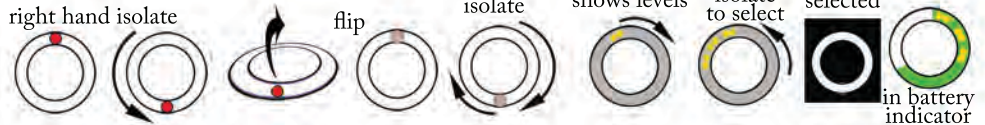
LOCK/UNLOCK WITH BUTTON PRESSES



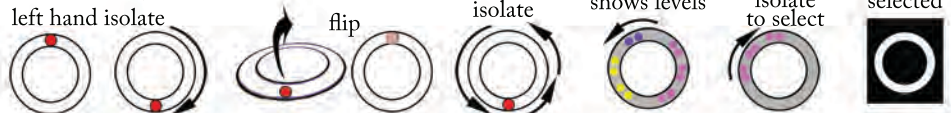
SAVE



BRIGHTNESS



SENSITIVITY



SENSITIVITY BUMP CONTROL: CONTINUE THE ISOLATION FROM SENSITIVITY CONTROL TO ANY OF THESE 3 LEVELS

BUMP SENSITIVITY

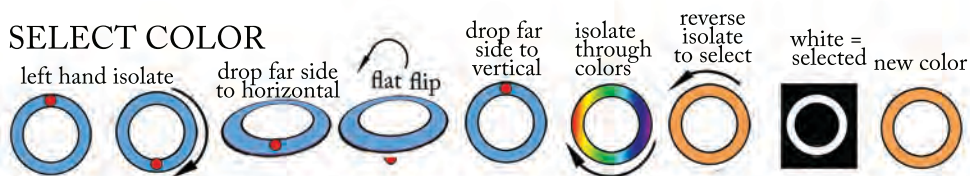
LEVEL 1

LEVEL 2

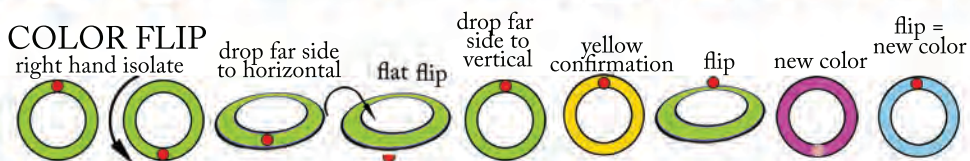
LEVEL 3

REVERSE WHEEL TO SELECT

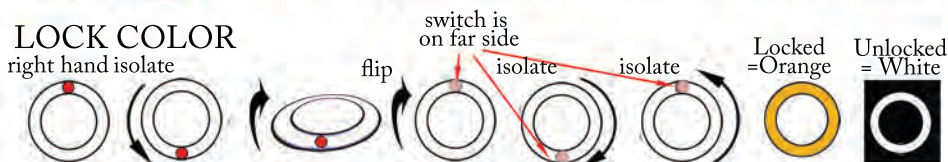
SELECT COLOR



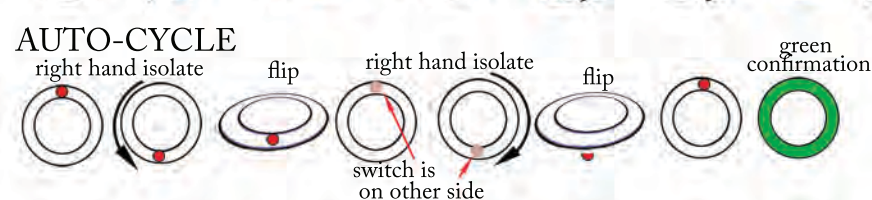
COLOR FLIP



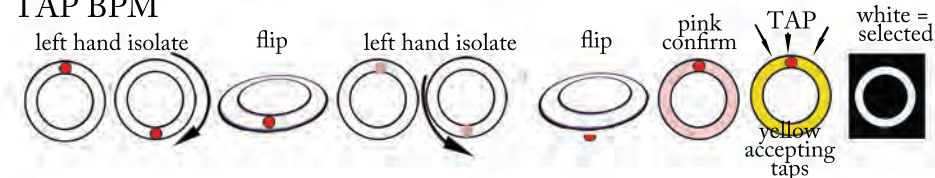
LOCK COLOR



AUTO-CYCLE



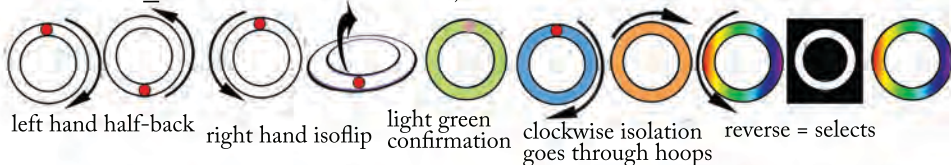
TAP BPM



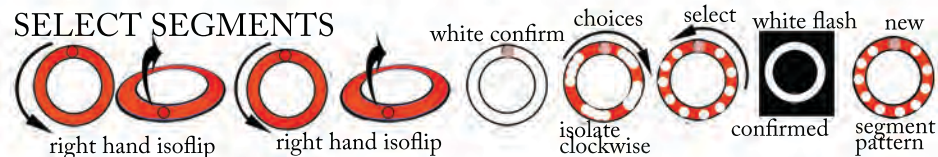
ARC CONTROL



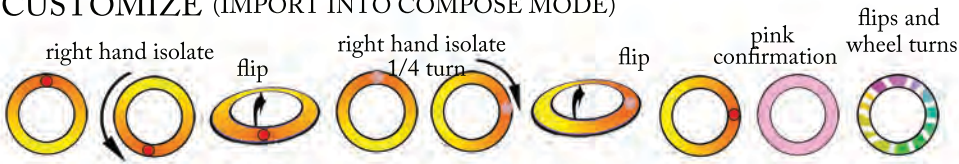
SELECT_HOOP = LH HALF-BACK, RH ISOFLIP



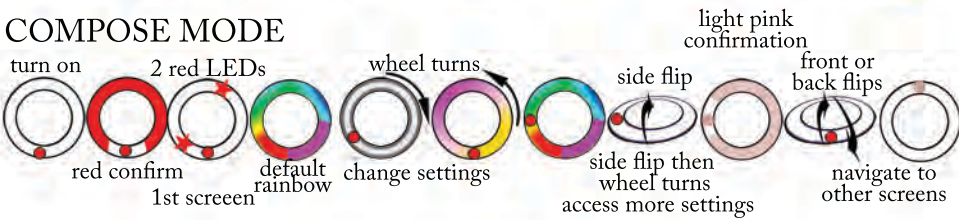
SELECT SEGMENTS



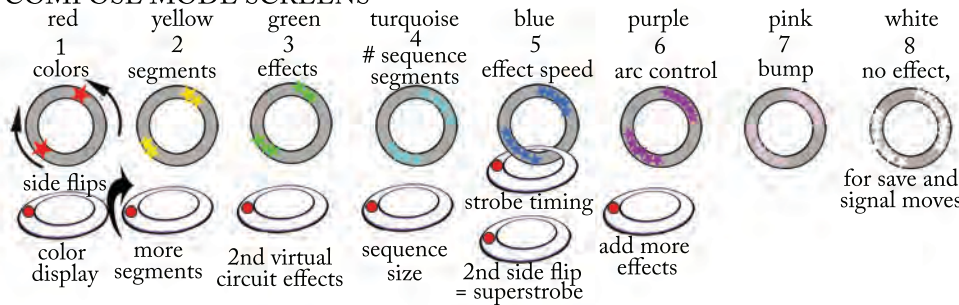
CUSTOMIZE (IMPORT INTO COMPOSE MODE)



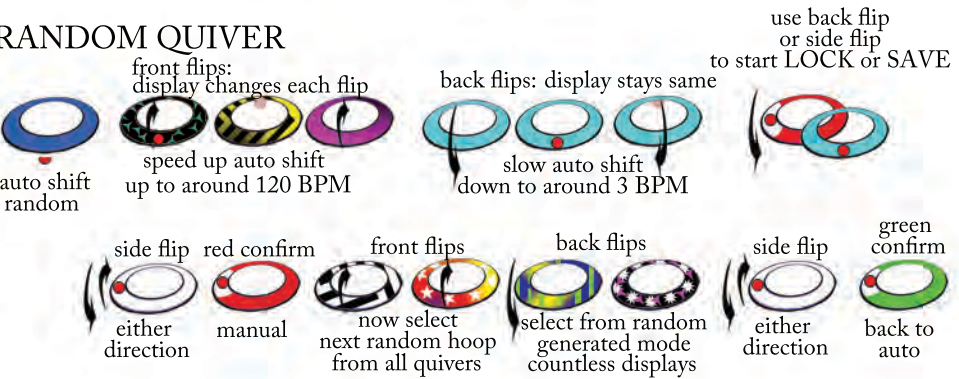
COMPOSE MODE



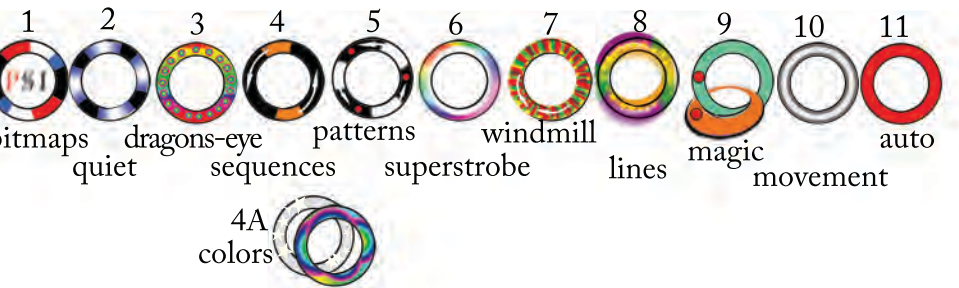
COMPOSE MODE SCREENS



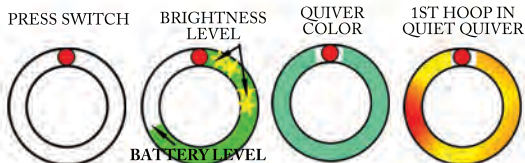
RANDOM QUIVER



QUIVERS OF THE NINE PACK here shows 1st hoop in each quiver

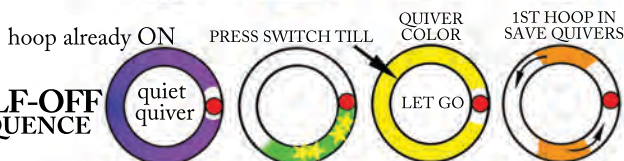


ON SEQUENCE



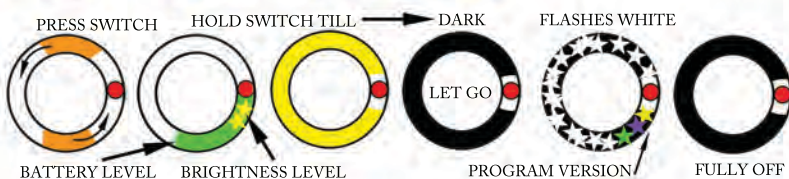
sequence will be the same in all orientations though quiver colors will be different

HALF-OFF SEQUENCE



use to access more quivers by changing orientations without turning hoop off

OFF SEQUENCE



LEFT HAND ISOFLIP



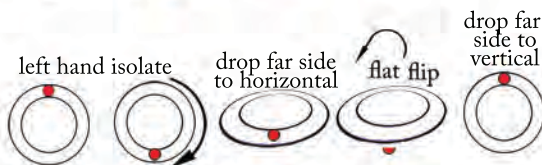
USED IN SAVE MOVE AND TAP BPM

RIGHT HAND ISOFLIP



USED IN TOGGLE LOCK, AUTO-CYCLE AND BRIGHTNESS CONTROL

LEFT HAND ISOFLAP



USED IN SELECT COLOR

RIGHT HAND ISOFLAP



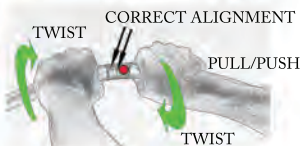
USED IN TOGGLE COLOR FLIP

HALF-BACK



with right hand used in lock color and select bpm

CONNECT DISCONNECT



USB PORT

USB PORT

USB PORT

FRAGILE

TAKE extra CARE

CHANGE DISPLAYS: FLIP MOVE - START WITH SWITCH AT THE TOP AND FACING YOU.
SLOW AND STEADY MOVEMENT



ACCESS DIFFERENT HOOPING ENVIRONMENTS: TURN THE HOOP ON IN ANY OF 6 ORIENTATIONS



NAVIGATE: SIDE FLIP - 3 SIDE FLIPS NAVIGATES BETWEEN QUIVERS (9 PACK AND SAVED QUIVERS)

LOCK/UNLOCK WITH BUTTON PUSH: 3 SHORT FAST BUTTON PUSHES,
BLUE= LOCKED, WHITE = UNLOCKED

SAVE: LT HAND ISOFLIP, HALF-BACK. WHEEL MOVES RED DOT TO SLOT YOU WANT.
(MOVE WHEEL TO LEFT, TOWARDS RED DOT). REVERSE WHEEL (CLOCKWISE, TO THE RIGHT) TO SELECT.



SELECT COLOR: LT HAND ISOFLAP 180 HORIZONTAL, EASE HOOP DOWN TO VERTICAL. THEN WHEEL TO CHANGE COLOR SCHEMES AND REVERSE WHEEL TO SELECT



TOGGLE COLOR FLIP: RT HAND ISOFLAP 180 HORIZONTAL, EASE HOOP DOWN TO VERTICAL. THEN DO FLIPS TO CHANGE COLORS



COLOR LOCK: RT HAND ISOFLIP, HALF-BACK. ORANGE= LOCKED, WHITE = UNLOCKED

TOGGLE AUTO-CYCLE: RH ISOFLIP, RH ISOFLIP



TAP BPM: LT HAND ISOFLIP, LT HAND ISOFLIP. YELLOW CONFIRMATION, THEN TAP EVENLY NEAR SWITCH. CONTINUE TAPS TILL WHITE FLASH



BRIGHTNESS CONTROL: RT HAND ISOFLIP, CONTINUE ONTO RH CLOCKWISE ISOLATION ALL THE WAY AROUND TILL YELLOW BARS CHANGE. REVERSE WHEEL TO SELECT



SENSITIVITY CONTROL: LT HAND ISOFLIP, CONTINUE ONTO LH COUNTER-CLOCKWISE ISOLATION TILL SEE A SINGLE PAIR OF BLUE, TWO PAIRS OF YELLOW, 3 PAIRS OF PINK. REVERSE WHEEL TO SELECT

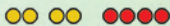


SENSITIVITY BUMP CONTROL: CONTINUE THE ISOLATION FROM SENSITIVITY CONTROL PAST THE LAST SELECTION

BUMP SENSITIVITY



LEVEL 1



LEVEL 2

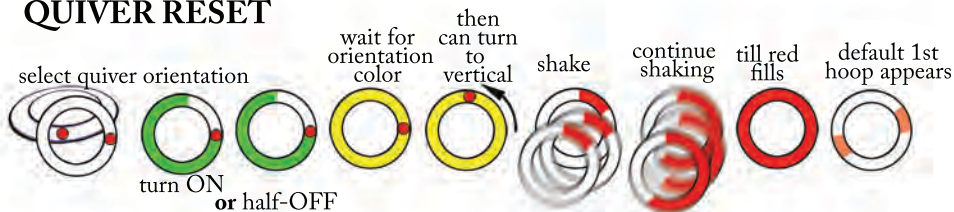


LEVEL 3

REVERSE WHEEL TO SELECT

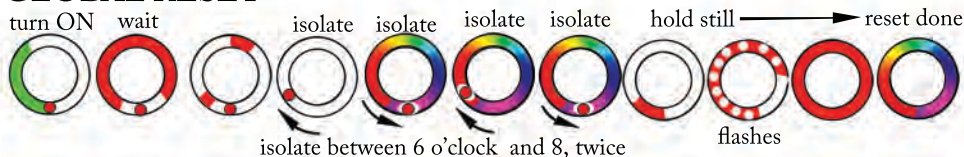
THIS ACTIVATES COLOR CHANGE ON BUMP.
FOR OTHER BUMP CONTROLS GO TO PINK SCREEN IN COMPOSE

QUIVER RESET



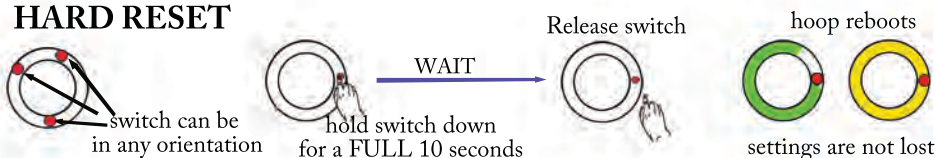
TURN HOOP ON OR HALF OFF IN DESIRED ORIENTATION WAIT FOR QUIVER COLOR CONFIRMATION. SHAKE AND CONTINUE SHAKING TILL RED ARC COMPLETES

GLOBAL RESET



TURN ON IN COMPOSE MODE. SWITCH AT 6 O'CLOCK. WAIT FOR 2 RED DOTS. WHEEL TURN FROM 6 TO 8 AND BACK, THEN AGAIN FROM 6 TO 8 AND BACK. WAIT TILL RED ARC COMPLETE OR CANCEL RESET BY MOVING HOOP WHEN FLASHES

HARD RESET



USE IF HOOP WONT TURN ON EVEN IF CHARGED. ALSO IF HOOP LOCKS UP.

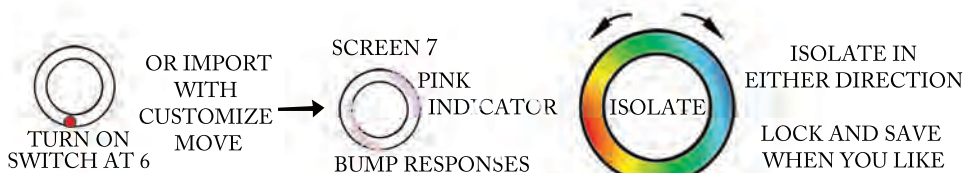
BUMP CONTROLS

SENSITIVITY MOVE → 3 BUMP SENSITIVITY LEVELS (GLOBAL) = COLOR SHIFT

TURN OFF WITH SENSITIVITY MOVE → ANY OF THE THREE SENSITIVITY LEVELS

PLUS AUTOCYCLE MOVE → BUMP TO NEXT HOOP (QUIVER OR ORIENTATION)

COMPOSE MODE: BUMP TARGETS DIFFERENT EFFECTS:

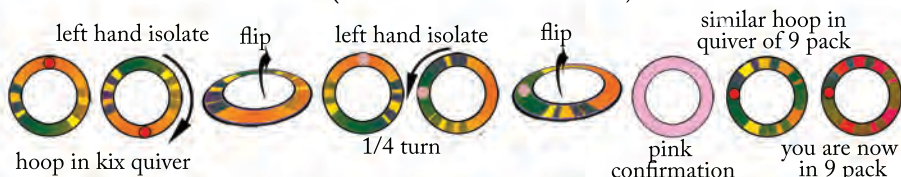


colors of flashes are based on colors in your selected color scheme from screen 1 or other hoop
IF GOING CLOCKWISE, selections and confirmation colors are:

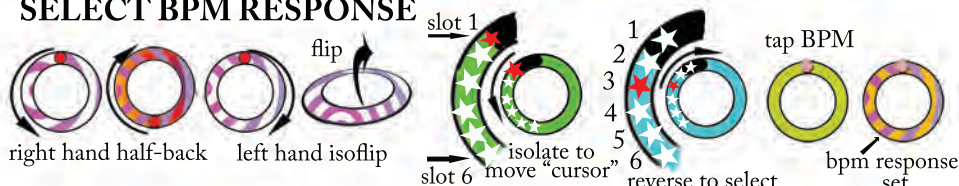
- 1/ YELLOW flash 1st color over current display
- 2/ GREEN flash white over current display
- 3/ AQUA dark hoop, flashes 1st color
- 4/ BLUE alternates two colors over dark hoop

- 5/ PURPLE cycle color schemes
- 6/ PINK cycle segment patterns
- 7/ WHITE momentarily speeds up any effect like fade, strobe or enquence
- 8/ RED no response - use this to clear

FIND IN PACK move (FROM KIX TO 9 PACK)



SELECT BPM RESPONSE



1/ bpm response = none...use to cancel responses

2/ bpm response = flash color over display

3/ bpm response = pulse brightness

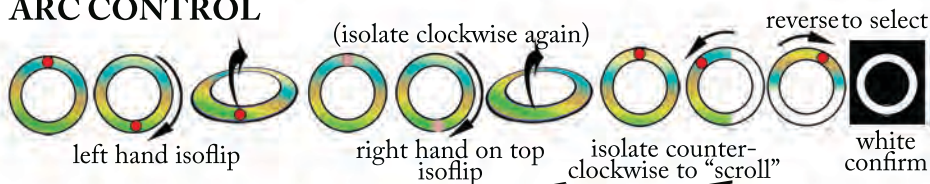
4/ bpm response = sync speed of effect

5/ bpm response = effect speed plus flash

6/ bpm response = effect speed plus brightness

Works in Random, works with BUMP. Works with other signal moves e.g color flip.

ARC CONTROL



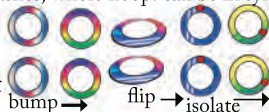
- 1/ Movement controlled dark section
- 2/ movement controlled white section
- 3/ Movement controlled light section
- 4/ a fixed dark section about 1/3 of hoop
- 5/ a fixed dark section about 1/2 hoop

- 6/ a fixed dark section about 3/4 of hoop
- 7/ a fixed white section about 1/3 hoop
- 8/ a fixed white section about 1/2 hoop
- 9/ a fixed white section about 3/4 hoop
- 10/ back to the original hoop...no arcs

MULTIPLE HOOPS SYNC

A/ **manual sync** using bump, flips, signal moves, compose mode isolations, and synchronous movement

movements change color, segment pattern, flashes, whole hoop: can be in sync



~~no bump mode~~ B/using hoops that autocycle displays
e.g last two hoops in last quiver of 9 pack:
(they each cycle 7 bitmap-picture hoops)



C/ **full quiver sync**

