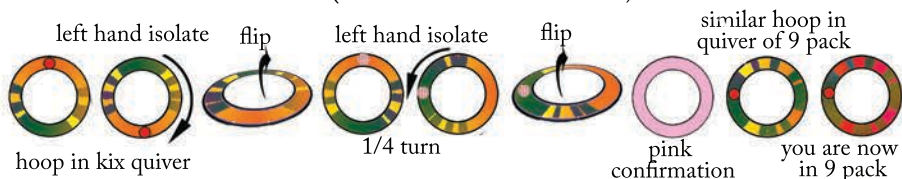
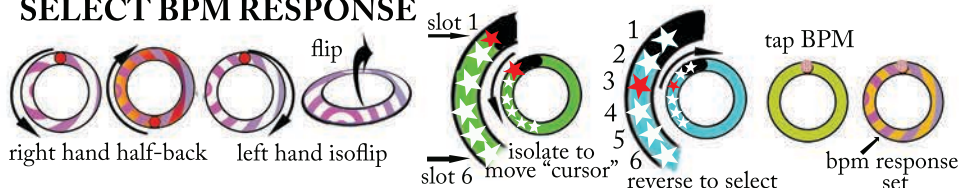


FIND IN PACK move (FROM KIX TO 9 PACK)



SELECT BPM RESPONSE



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

2/ bpm response = flash color over display

3/ bpm response = pulse brightness

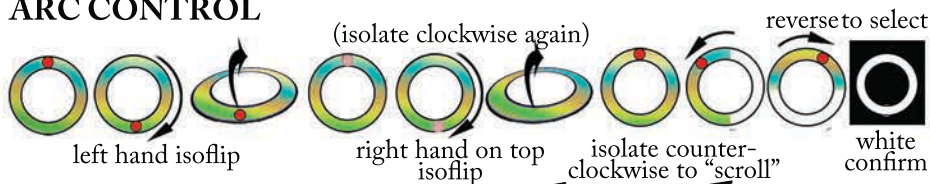
4/ bpm response = sync speed of effect

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

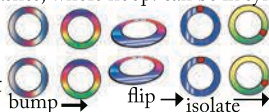
9/ a fixed white section about 3/4 hoop

10/ back to the original hoop...no arcs

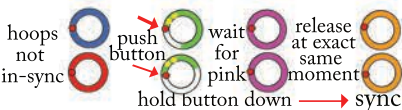
MULTIPLE HOOPS SYNC

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**

