ATOM

Heads up!

These lights come "battery locked"

To unlock, simply hold down the button until you see a turquoise flashing light, then let go. Your light should now be on.

Setting Up Your Gloves:

1) Place each Atom in a finger of a glove. Note the direction of each button.

2) Put the gloves on your hands. You can either have the lights on top of your fingers (resting on your fingernails) or on the bottom (resting on your finger pads). Experiment and see what works best for you!

Using Your Atoms:

1) Click the button once to turn the Atom on to its first slot.

2) Continue to click the button to cycle through the 7 available slots on the chip.

3) To turn off the Atom, hold down the button until the light turns off, then release. Continuing to hold down the button will access the Mode Control Features.

Color Selection

Mode	Colors
Kinetic Mode	9 Colors
Geo / Multi Mode	3 Colors
Spectrum/Meta Sandbox	15 Colors

1) Turn the Atom on, and click through to the slot you wish to program.

2) Hold the button down until the light turns off; continue holding the button until you see a blue light (1st color), then release.

3) The light will start pulsing white. To cancel color selection, hold down the light until the light flashes, then let go.

4) Click through the 39 available colors, and when you've found the one you want to pick, hold down until the light flashes. If you release right as you see the light flashing, the color will be selected. If you keep holding down, the light will cycle through our three true brightness control levels, simply release on the brightness setting you wish to pick.

5) After each color selection, you will be taken to our Demo View, where you can see how the slot looks so far. You can continue selecting colors, or hold down until the light flashes to finish color selection.

6) If you select the maximum number of colors for any given mode, the light will flash white and exit color programming.
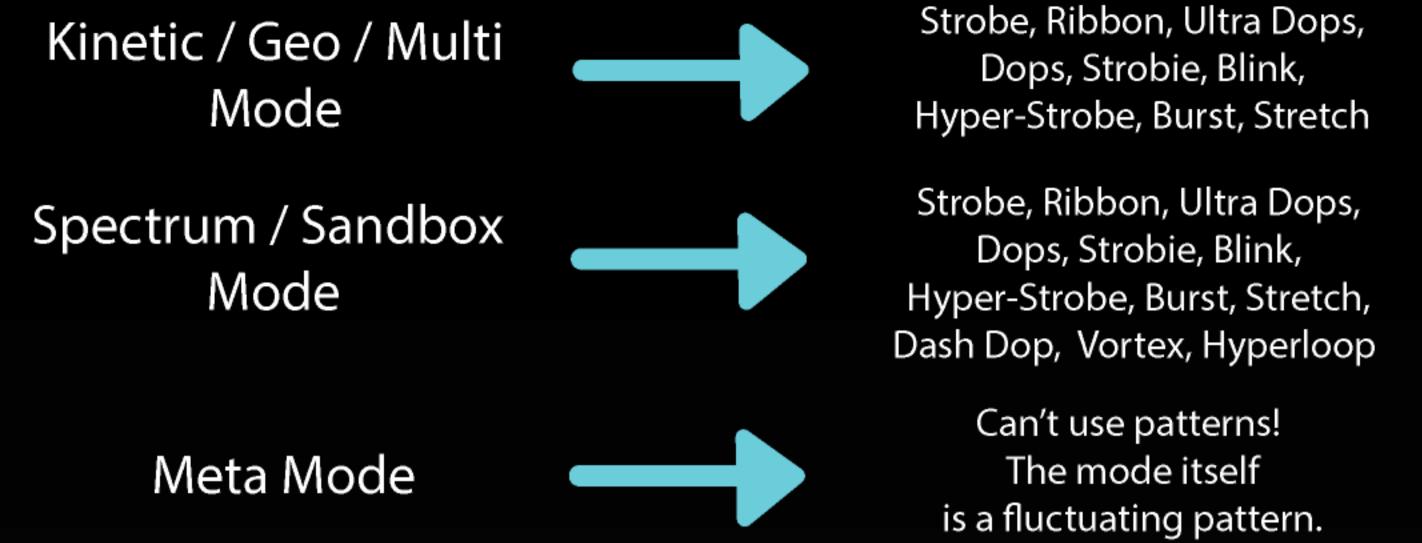
New "Flick" Motion Feature

While in color programming, making a hard flicking motion will now cycle a color backwards. You can cycle all the way back to Demo View.
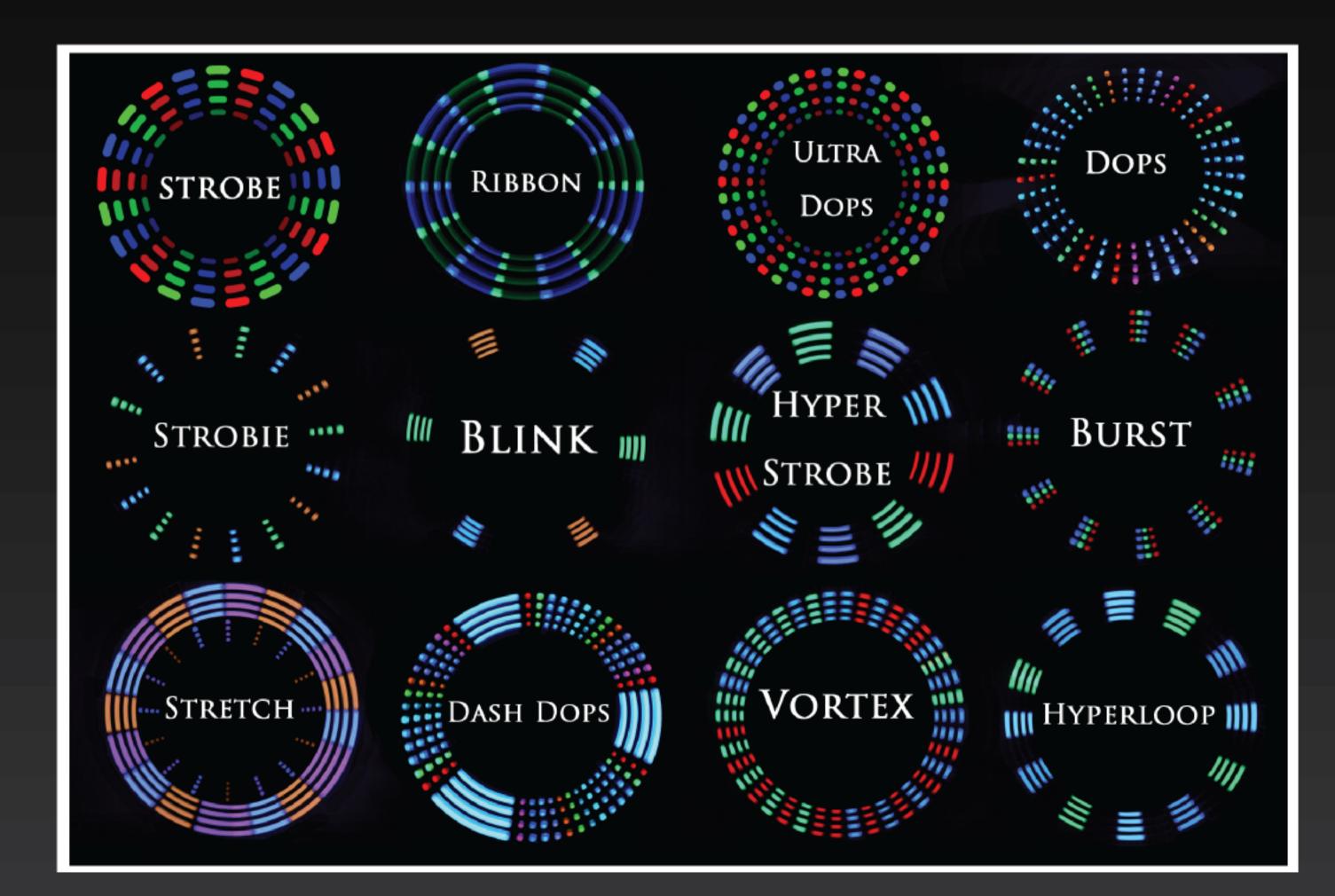
White	Blank	Red	Green	Blue
Solar Flare	Sunkiss	Gold	Lemon	Kiwi
Acid	Nymph	Seafoam	Aqua	Ocean
Sky	Nebula	Viridian	Lake	Aurora
Dusk	True Violet	Candy	Rose	Magenta
Love	Blush	Peach	Leaf	Mint
Dream	Neptune	Comet	Stardust	Moon
Lavender	Blossom	Cloud	Warm White	

Pattern Selection

Mode	Patterns
Kinetic / Geo / Multi Mode	Strobe, Ribbon, Ultra Dops, Dops, Strobie, Blink, Hyper-Strobe, Burst, Stretch
Spectrum / Sandbox Mode	Strobe, Ribbon, Ultra Dops, Dops, Strobie, Blink, Hyper-Strobe, Burst, Stretch, Dash Dop, Vortex, Hyperloop
Meta Mode	Can't use patterns! The mode itself is a fluctuating pattern.

To enter Pattern Selection, navigate to the slot you would like to program a new pattern in. Hold the button down until the yellow light (second color), and release.

Here you can cycle through the 12 different flashing strobe patterns on the Atom. To choose a strobe, hold down the button until the light flashes and let go.

STROBE, RIBBON, ULTRA DOPS, DOPS, STROBIE, BLINK, HYPER STROBE, BURST, STRETCH, DASH DOPS, VORTEX, HYPERLOOP

Dynamic Strobe Patterns

Stretch - A pattern that starts off as a Dops and slowly stretches to a Ribbon over time. This means that in one single mode, you'll be able to show off some of the Gloving community's favorite patterns without ever having to change modes.

Dash Dops - The first color chosen is the "dash," each color after adds a single "dop," which changes the strobe as you add more colors. This creates a very versatile strobe that can change into a variety of different patterns.

Vortex - Beginning with the first two colors programmed, this Vortex pattern will flash and rotate in the next color chosen every 12 strobes. All of the colors programmed will cycle in a continuous loop.

Hyperloop - This mode begins with the first 3 colors you've programmed, and these will always strobe in a "hyper strobe" fashion. When selecting more than 3 colors in your mode's palette, a new color will cycle through your set every 5 seconds, replacing the first color in your pattern. All of your colors will continue to cycle through in a continuous loop.

Mode Selection

To enter Mode Selection, navigate to the slot you would like to program a new mode in. Hold the button down until the purple light (third color), and release. Here you can cycle through the 6 different modes on the Atom. To choose a mode, hold down the button until the light flashes and let go. You can choose the same mode in more than one slot if desired.

Modes

Kinetic Mode –9 total available color slots, and compatible with all 8 classic strobe patterns and stretch. (Blends through the colors chosen based on speed)

Geo Mode – 3 total available color slots, compatible with all 8 classic strobe patterns and stretch. (Blends through chosen colors based on angle)

Multi Mode - 3 total available color slots, compatible with all 8 classic strobe patterns and stretch. (Adds chosen colors based on speed)

Spectrum Mode – 15 total available color slots, compatible with all classic and all dynamic patterns. (Fades through the colors of the spectrum, increase speed for the chosen strobe)

Meta Mode - 15 total available color slots. This mode is a pattern in itself! (Starts off as a hyperstrobe, then morphs into a strobie pattern and then goes into a full dops effect leaving clean crisp trails)

Sandbox Mode – 15 total available color slots (9 available slots when using Sandbox Switch), compatible with all classic and all dynamic patterns.

Kinetic Mode
SLOW — FAST

Geo Mode
3C STROBE

Meta Mode
Slow — Fast

Multi Mode
SLOW   MEDIUM   FAST

Spectrum Mode
SLOW   FAST

Sandbox Switch:

Sandbox Switch allows users to switch between two or three different patterns based on speed.

To program Sandbox Switch, click to a slot with Sandbox Mode and enter pattern selection. After finding the first pattern you'd like, hold down until you see the yellow light cycling through three brightness levels (Threshold Selection). The different brightness levels indicate the speed thresholds you can select. The higher the brightness, the more speed it will take to make the pattern switch. Releasing on one of the thresholds will take you back to pattern selection for the second pattern. Repeat the previous steps if you wish to add a third pattern. To program the colors in a specific threshold, enter color section. While on Demo View, hold down until you see the blue light cycling through two or three brightness levels. These levels indicate your first (low), second (medium), and or third (high) patterns. Release on the threshold you wish to program and you will be taken to color programming. When using Sandbox Switch, only 9 color slots are available. Repeat the previous steps to program the other threshold colors.

Move to Front:

You can rearrange the order of your slots however you like. Start by going to the slot you would like to be first. Hold the button down until the green (fourth light), The slot has now been moved to the front, and will be the first visible if you turn the light off and back on.

There is also a conjure feature built into the Atom. If you use move to front on the light's first slot, this will turn it into a single on / off light. To exit conjure mode, hold down the light for a short period of time and it will return to normal.

Chip2Chip 2.0

Slot Transfer

Slot Transfer lets you send a single slot to another Atom. To access slot transfer, click over to the slot you would like to send and hold down.

Continue to hold the button down until the white (fifth light) and release. You will know if the light is sending the data if the chip begins flashing white and yellow.

Point this Atom within an inch of the Atom you'd like to send the slot to. The Atom receiving information should have been turned off on the slot you'd like to overwrite and button side up, it will flash blue twice. This will send only that single slot to the other Atom.

Chip Transfer

This feature on the Atoms allows transferring modes and colors between chips. You can either transfer a single slot, or all seven. When you turn off an Atom, it's ready to receive information. After two minutes, it will deactivate to save battery life.

To transmit all seven slots from an Atom, turn it off, then hold down until the light turns white and release. The light will begin flashing yellow and white, showing that it's transmitting. Point it at the button of the target Atom to send. Make sure they are within an inch of each other. When the target Atom receives the slots, it will flash blue twice. You can now click the button on the transmitting Atom to end its transmission.

Battery Lock:

A new feature on the Atom is our Battery Lock.

Battery Lock allows you to place your lights in a locked setting to prevent any battery drain when not in use.

To access Battery Lock, with the light off, hold the button down until the turquoise (second light) and let go. Your Atom will turn off and be locked. To exit Future Lock, hold the button down until the turquoise light and release. All Atoms will come with Future Lock pre-programmed.

Master Reset:

To reset your Atom back to the factory settings, turn the light off, then proceed to hold down until the red (third light) and release.