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 fingertips) 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 ring.
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

- Kinetic Mode: 9 Colors
- Geo / Multi Mode: 3 Colors
- Spectrum / Meta Mode: 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 from here until the light flashes, then let go.
4) Click through the 19 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.

Pattern Selection

- Kinetic / Geo / Multi Mode
- Spectrum / Sandbox Mode
- Meta Mode

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.
Dynamic Stress Patterns

- 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 all of the unique swimming habits that your particular game might have changed modes.
- Dash Dops - The first color chosen is the 'dash', each color after adds a single 'stop', which changes the swim style as you add more colors. This creates a beautiful and versatile style that can change with 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 15 seconds. All of the colors programmed will cycle in a continuous loop.

Hyperspace - This mode begins with the first 3 colors you've programmed, and these will always strobe in a "hypper" strobe fashion. When selecting more than three colors in your modes palette, a new color will be added for every fourth second, 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 strobe you would like to program in and press the Mod button to enable a "mode select in progress" screen. Once selected, you can then choose a specific mode by selecting the mode on the display. 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 strobe if desired.

Modes

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

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

Multi Mode - 3 total available color slots, compatible with all 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 on the spectrum, increase speed for the chosen strobe).

Meta Mode - 15 total available color slots. This mode is a pattern in itself. When started on a strobe, it morphs into a strobe pattern and then goes into a full dots effect leaving only clear trails.

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

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 to use, select the pattern, then adjust through three brightness levels (Threshold Selection). The different brightness levels indicate the speed thresholds you can select. To increase the brightness, the more speed it will take to make the pattern switch. Releasing on one of the thresholds will cause the switch to go to the next selected pattern. Repeat the previous steps if you wish to add a third pattern. To program the colors in a specific threshold, color, color section. While on Dimm View, hold down until you see the "blue" light cycling through two or three brightness levels. These levels indicate your first, second, third, and fourth (high) limits. 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 three thresholds.

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 screen shows "front". The slot has now moved to the front, and will be the first visible if you turn the light off and back on.

There is also a conure feature built into the Atoms. If you use one mode to front on the first slot, it will turn into single on all light. To exit conure mode, hold down the light for a short period of time and it will return to normal.

Chip 2 Chip 2.0

Transit Switch

Chip 2 Chip Switch allows you 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 to use, select the pattern, then adjust through three brightness levels (Threshold Selection). The different brightness levels indicate the speed thresholds you can select. To increase the brightness, the more speed it will take to make the pattern switch. Releasing on one of the thresholds will cause the switch to go to the next selected pattern. Repeat the previous steps if you wish to add a third pattern. To program the colors in a specific threshold, color, color section. While on Dimm View, hold down until you see the "blue" light cycling through two or three brightness levels. These levels indicate your first, second, third, and fourth (high) limits. 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 three thresholds.

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 screen shows "front". The slot has now moved to the front, and will be the first visible if you turn the light off and back on.

There is also a conure feature built into the Atoms. If you use one mode to front on the first slot, it will turn into single on all light. To exit conure mode, hold down the light for a short period of time and it will return to normal.