

Heads up!

These lights come "battery locked"

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

Setting Up Your Gloves:

- 1) Place each lon 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 lons:

- 1) Click the button once to turn the chip on to its first mode.
- 2) Continue to click the button to cycle through the 8 available modes on the chip.
- 3) To turn off the lon, hold down the button until the light turns off, then release. Continuing to hold down the button will access the Control Features.

Color Selection

- 1) Turn the chip on, and click through to the mode you wish to program.
- 2) Hold the button down until the light turns off; continue holding the button until you see a blue light (2nd color), then release.
- 3) The light will start pulsing white. If you accidentally entered color selection, you can easily exit by holding down the button from here until the light flashes, then let go. If not, continue to step four.
- 4) Click through the 38 available colors. When you've found one you like, simply hold down the button until the light flashes, then let go. The color has now been selected. If instead you continue holding down past the first flash, the light will cycle through our three true brightness control levels. From here, simply release on the brightness level you'd like to choose.
- 5) After each color is picked, you will be taken to Demo View. Demo View lets you see a preview of how the mode looks so far. From here you can continue selecting colors, or hold down until the light flashes to save and exit color selection.
- 6) If you select the maximum number of colors for any given mode, the light will flash white and exit color programming.

Color Palette



Randomizer

To access the Randomizer, hold down the button on any mode, and let go on the (first color) yellow light. The Randomizer will generate a random color set from our 38 color palette (using tints as well), every time you hit the button. Once you find the color set you like, simply hold down the button till you see a white flash then let go. This will exit you from the randomizer and save your chosen color set.

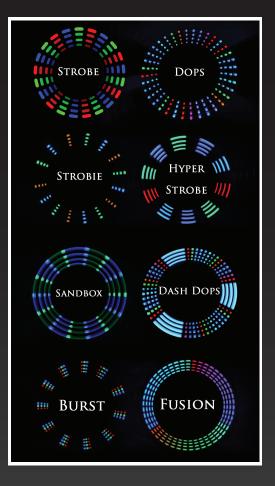
Chip2Chip Communication

Chip Transfer

Chip Transfer allows users to send all 8 modes and color sets between lons. Every time you turn off an lon, it's ready to receive information. After two minutes, it will deactivate to save battery life.

To transmit all 8 modes from an lon, turn it off, then hold the button down until the light turns white (first color), and release. The light will begin flashing yellow and white, indicating that it's sending information. Point it at the button of the receiving lon to send. Make sure they are within an inch of each other. When the receiving lon accepts the transfer, it will flash blue twice. You can now click the button on the transmitting lon to end its transmission.

Mode Palette



Strobe, Dops, Strobie, Hyperstrobe

These classic modes have a plethora of possibilities by allowing up to 8 colors in your set.

Sandbox

A classic favorite from the Kinetic makes its return to the lons. With the combination of our true brightness control options and proper blank placement, just about any strobe or ribbon can be made.

Dash Dop (Dynamic Mode)

This mode involves a long dash of the first color chosen, followed by a single short dop for each color after that. This creates a very versatile strobe that can change into a menagerie of different patterns based upon how many colors you choose.

Burst (Dynamic Mode)

With Burst you can program up to 8 colors, which will allow 2 sets of 3 colors, along with two extra colors. If less than a full set of 3 colors is chosen, that strobe section will only include what was chosen. This mode will always have a flicker effect regardless of how many combinations you choose to include.

Fusion (Dynamic Mode)

A consistent strobe that fades between colors quickly. Depending on how many colors you pick, there will be a rainbow like effect between all the colors chosen.

Demo Loop

When the light is first turned on, it will be in "Demo Loop". The demo loop will cycle through the 8 modes that your chip has, starting at the first mode, then cycling to the next every 12 seconds. If you click the button again, this will exit you from demo loop and put you in your first mode.

Conjure Mode

To put the lon into conjure mode, navigate to the mode of your choice and hold down until the light turns green (third light). Release, and conjure mode is activated. Now, pressing the button will turn the chip on and off, rather than cycling through the modes. To leave conjure mode, simply hold down until the light turns off, then release.

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 lon will turn off and be locked. To exit Battery Lock, hold the button down until the turquoise light and release. All lons will come with Battery Lock pre-enabled.

Master Reset:

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

Help and Troubleshooting

- The optimal distance for chip to chip transfer is 1-2 inches.
- Chip to chip will only work if the receiver has been turned off for less than two minutes. If you are having trouble transferring, try turning the receiver on and back off.
- When the batteries begin to get low, the chip can begin to gain some faults. Chip to chip might not work effectively, they might turn off, etc. To avoid these issues, replace the batteries to regain full accessibility.



