USER MANUAL

Thank you for purchasing a Kosmos Juggling product.

Please take some time to read this simple manual in order to get full benefit and care of the Kosmos Juggling illuminated and magnet-programmable products.

This manual is a guide for the following products of the old line (from 2006) to the latest edition (2003). Here you will find all the necessary information about our products.

- Nebula 2.1
- Orbit 2.1
- Flower Poi 2.1
- Chronos 2.1
- Nunchakus 2.1

All Kosmos Juggling illuminated products are the result of many years of experience, which have allowed us to standardize some use and quality features. Still, we expect to keep growing with you in order to be able to offer better products and performance, so do not hesitate to contact us to share any concerns you may have at www.kosmosjuggling.com

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INTRODUCCION

NEW FEATURES

All products covered by this manual has some new features:

> * Dual Program (some models): these products can store up to 2 custom program. This feature improves the product customization by duplicating the programming choices. It also enables to the user to use both programs or only one. When using this feature during performances, the any of the stored programs can be activated or switched from one to the other one with no necessity of entering program mode. Every program stores it own colors and parameters.

> * Incorporation of the innovative magnetic programming® system, developed by Kosmos Juggling. This system was launched in 2006 with the first magnetprogrammable clubs, and now extends to all items increasing colour options, stage performance, durability and user-friendliness.

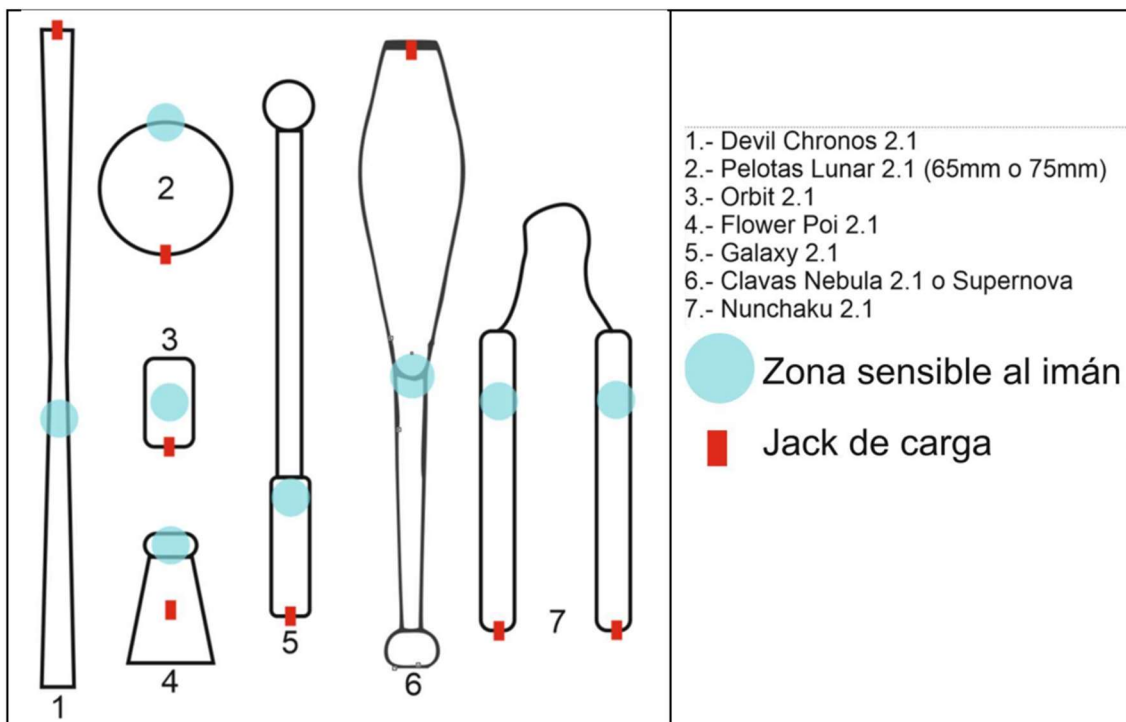> * New internal design based on balanced development philosophy and armoured core mechanism.

GENERAL FEATURES

* New stand-by.
* Magnetic programming.
* NiMh batteries, light and minimum "memory effect". They are also safe for airplane transportation
* 3 to 6 hours of continuous operation (depending on the program)
* Shockproof design.
* Ultra Brightness RGB LED technology
* A wide variety of bright colors to be freely chosen and more than 1500 possible combinations (depending on the model)
* Multi multicolored programs for juggling and swing performances.
* DEMO mode displays all the modes automatically
* Memorization of operating 1 or 2 program

USE INSTRUCTIONS

The magnetic programming technology allows to control the illuminated product by sliding a magnet close to the "sensitive" area, whose location depends on each product. The circles below indicate the location of this area in each product.

1.- Devil Chronos 2.1
2.- Pelotas Lunar 2.1 (65mm o 75mm)
3.- Orbit 2.1
4.- Flower Poi 2.1
5.- Galaxy 2.1
6.- Clavas Nebula 2.1 o Supernova
7.- Nunchaku 2.1

Zona sensible al imán

Jack de carga

The product glows in red every time the magnet is detected.
The blue circle shows the magnetic sensitive zone and the red square shows the charge hole.

Turning on and off

The products with dual programming feature allows to activate 1 or 2 any programfro m the program list. In case of 2 program are activated, is possible to switch from first one to second one without entering on program mode.
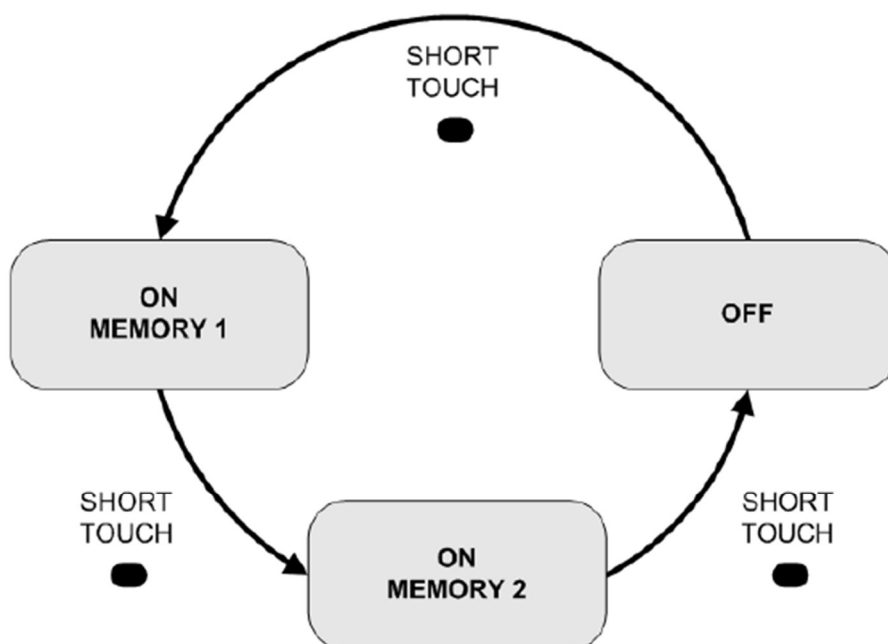
One active memory operation:

1) Switch on the illuminated product by sliding the magnet over the sensitive area. The product will always glow in the previously saved program.
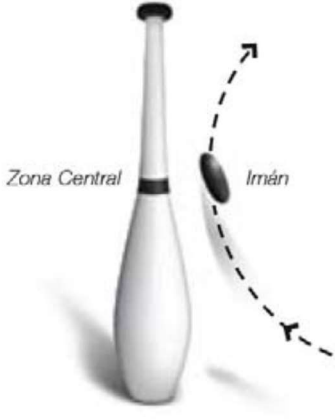2) Switch it off by sliding the magnet again. The program stored in position 2 is not active.
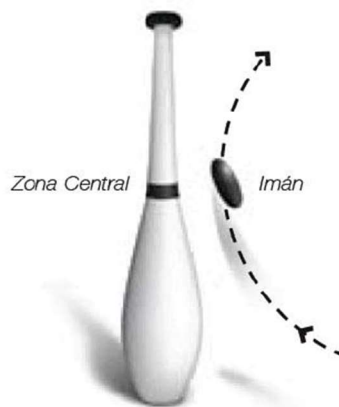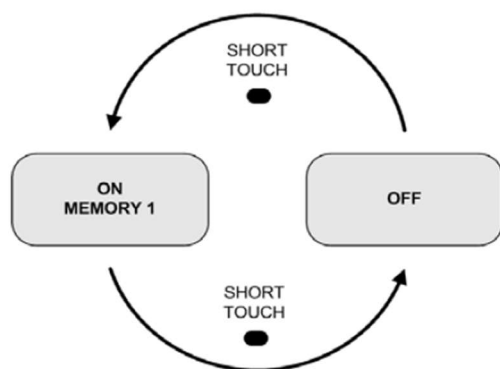
Two active memory operation:

1) Switch on the illuminated product by sliding the magnet over the sensitive area. The product will always glow in the program stored in position 1.
2) Slide the magnet again to switch to the program stored in position 2.
3) Switch it off by sliding the magnet again.

How to change the operation mode

	1)Switch on the illuminated product 2)Enter the programming menu by keeping the magnet close to the sensitive area until the red light turns off. When it is already off, move the magnet away. The programming menú will now be active.
	3) Change the active program by sliding the magnet over the sensitive area. You will get a different program every time. Take a look of the program description chart on this manual.

In all illuminated products with Magnetic Programming® technology, some operation modes can be fully customized in one or two colors. This means that it is possible to freely choose the color or colors to be used and combined in one operation program. This unique feature increases the possible color combinations to over 1500.

How to save the desired program.

Once you have found the desired program and colours, you must save it in memory position 1 by keeping the magnet close to the sensitive area until the red light goes off. When moving the magnet away, a 6 second scrolling bar in red will be displayed. If you wait until the scrolling bar reaches its end, the option of second program will be disabled and the operation will be like "one active program operation".

How to activate the second memory.

After the storing the first program and remove the magnet, the 6 second scrolling bar will be displayed. Slide the magnet before the scrolling bar reaches its end to actívate the second memory. Chose the desired program by sliding the magnet in same way as choosing memory 1 (see programming table) and store it by keeping the magnet until the red light goes off. Operation now corresponds to "two active program operation".

Operation and program selection chart
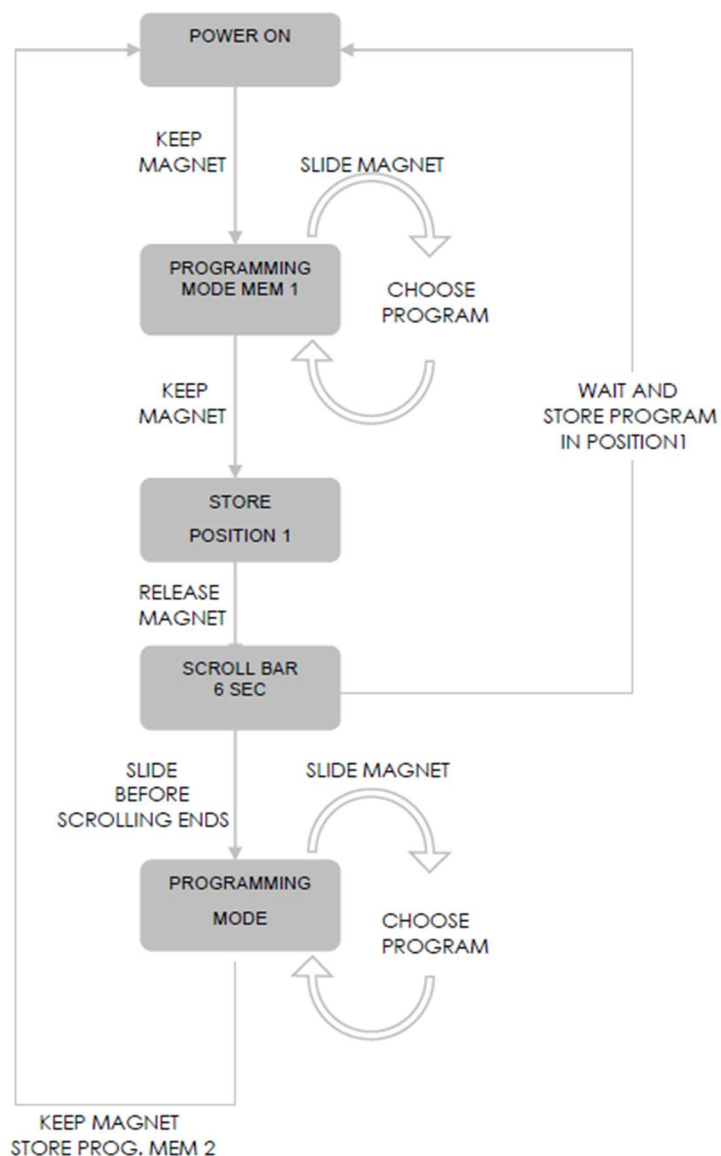
Note:
* Program mode does not deactivate by itself after a certain time.
* Turn-off operation is not possible while in program mode
* The program list is cyclic, so after displaying the last mode in the program table it will begin in MODE 1 again.
* Take a look on the program chart at the end of this manual.

Battery charging

The illuminated product will lose brightness when battery level is low. If the battery reaches a very low level, the illuminated product will only glow in red. If the battery reaches a critical low level, the illuminated product will flash a red light and then it will be turned off by the battery protection circuitry.

We recommend a complete battery charge (14 hours) when the brightness is low. The approximate battery life is specified in the program table for each model. Normal life is about 3 hours. Extended life is between 3 and 6 hours.

The batteries can be charged by using any multicharger available in Kosmos Juggling:

- Special USB charger sold by Kosmos

You can also use another standard AC adaptor in case of missing or broken charger, because the charging regulator has been included inside every illuminated product. This way you just need to buy an AC adaptor with the following specification:

* Output: 9 to 24VDC (12V recommended) / 300mA
* Connector type: female plug, 2,1mm
* Polarity: Negative to centre (built in reverse polarity protection in every product)

How to charge the batteries.

To charge the battery you should plug any of the charger outputs to the product charging connector.

If the product is on, it will turn off when receiving charge. This way, it is easy to check the charging procedure: if the juggling product does not turn off, it means there is some abnormal behaviour.

The charging time is 14 hours for full charge. It is possible to make partial charges by charging 7 hours, then using the product for a while and then charging again.

Note: charging the product for more than 14 hours will not increase the glowing time. In case you forget the charger connected to the product for longer time, the protection circuitry will avoid any overload.

Simultaneous charging of different Kosmos Juggling products connected to the same charger is allowed.

System reset

Every time the product is charged, a restart occurs. This reset does not clear the program memory. If for any reason a reset is needed just plug the charger into the AC outlet supply.

Looking after your product

The illuminated products have been designed for usual falls and kicks during juggling play. The casing material allows impacts on its surface. Use a soft cloth with water or non corrosive soap to clean it.

* Avoid any liquid contact in the charging connector zone.
* Make a full battery charge prior to store your illuminated product for long periods.
* Make a full charge at least one every 3 month.
* Avoid exposures to extreme cold or hot conditions.
* Avoid shocks on the charging connector when the AC adaptor plug is inserted.
* Do not use under the rain.

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment

In order to avoid unwanted operation, never transport the magnet close to the illuminated products sensible zone.

Twelve-month warranty

Every illuminated product and the AC adaptor are warranted for 12 months if no signs of abnormal use are present. Keep the purchase receipt and the warranty card with the serial number and purchase date to valid the warranty.

The following damages are not covered by the warranty:
> * Corrosion on charging connector due to moisture
> * Case damages due to use of any kind of solvent
> * Damages due abuse or not proper use.

MODE	DESCRIPTION	BATTERY LIFE
1 *	**Rainbow effect, slow. Choose COLOR 1** Runs a 42 full colored step sequence. Before to jump to next program, current color is stored in memory as COLOR 1	Normal
2	**Color stored in program 1 (color 1) glows still** Last color shown in program 1 was stored and glows still. There are 42 color possibilities.	Normal
3	**Color 1 + medium speed STROBE** Color selected in program 1 (COLOR1) glows with STROBE FLASH at medium speed. There are 42 color possibilities.	Long
4	**Color 1 + fast speed STROBE** Color selected in program 1 (COLOR1 glows with STROBE FLASH at fast speed. There are 42 color possibilities.	Long
5 *	**Rainbow effect, slow. Choose COLOR 2** Runs a 42 full colored step sequence. Before to jump to next program, current color is stored in memory as COLOR 2	Normal
6	**Sequence COLOR 1 & COLOR 2 at low speed** Colors selected in programs 1 (COLOR1) & 5 (COLOR2) are sequenced at low speed. There are mode than 1500 possibilities.	Long
7	**Sequence COLOR 1 & COLOR 2 at medium speed** Colors selected in programs 1 (COLOR1) & 5 (COLOR2) are sequenced at medium speed. There are more than 1500 possibilities.	Long
8	**Sequence COLOR 1 & COLOR 2 at high speed** Colors selected in programs 1 (COLOR1) & 5 (COLOR2) are sequenced at high speed. There are more than 1500 possibilities.	Long
9	**Rainbow effect, slow speed + STROBE** Runs a 42 full colored step sequence plus fast strobe flash. This program is specially designed for juggling and spinning practice.	Long
10	**Rainbow effect at medium speed** Runs a 42 full colored step sequence. No color selection	Normal
11	**Sequence of 8 non conventional colors + STROBE** Runs a sequence of blue, orange, light blue, emerald, yellow, violet and light green plus strobe flash. This program can be selected for fast and dynamic juggling scenes.	Long
12	**Two color sequence with slow automatic change** Runs a 2 color sequence. Every color is changing gradually at different speed.	Normal
13	**Multi combination sequence + STROBE** Two color sequence is running and changing the colors every 2 seconds.	Long
14	**Sequence of 2 colours with Colour1 + white** Runs a sequence of Colour1 + white flashes	
15	**Beating mode** Runs a beating sequence red, green and blue	
16	**DEMO Program** Shows program 1 to 11, changing automatically every 15 seconds. The previously selected COLOR 1 & 2 will be displayed. Note: while in program mode, this program is identified by blinking red.	Long