

Instructions.

To programme the balls.

Remove the plug with the socket pointing upwards.

The ball will pulse through 7 colours.

Red, Green, Yellow, Blue, Magenta, Cyan and White.

You can select which colours you want by tilting the ball upside down briefly while that colour is alight.

As you tilt the ball it will blink off for a fraction of a second.

You can choose 1, 2, 3, 4, 5, 6, or 7 colours.

If you do not select any colours, the ball will select all of them for you.

To select the speed of flashing. (7 speeds.)

The ball will sequence through the colours again, this time, flashing.

Select the speed you want by tilting the ball upside down briefly, as before, as the colours change.

Red. Very, very fast.

Yellow. Very fast.

Green. Fast

Blue. Approximately a quarter of a second.

Magenta. Approximately half a second.

Cyan. Approximately 1.2 Seconds.

White. Approximately 2.5 Seconds.

If you do not select any speed, the ball will select all of them for you.

It will flash at the slowest speed for about 10 seconds then get progressively faster every 10 seconds until it is at the fastest speed. It will then get slower.

If you have only selected one colour, it does not matter what speed you select, it will stay on constantly.

Brightness. (4 levels.)

The ball will then light in Green for 2 seconds at full brightness, then dim through 3 further stages.

Select the brightness that you want by tilting the ball upside down.

Strobe.

If you select anything but the brightest, the ball will then light in Magenta for 2 Seconds. This enables you to select a strobe effect.

Sleep.

At the end of programming the ball will sleep until you tilt it. This enables you to programme the remaining balls. To start the balls just tilt them upside down.

Deep Sleep.

After use, if you do not move the ball for a time (approximately 20 seconds) the ball will go into a deep sleep. This is a very low power setting, and the ball may be left like this. To wake ball out of deep sleep mode, hold it with the charging socket upwards and tap the ball down onto something. It will remember how it was last programmed.

Changing the Programme.

To change the programme, insert the plug for a few seconds, and start all over again.

Note.

It is best if you wake the ball up before trying to reset it.

Charging the Batteries.

To charge the batteries inside the balls, connect to the charger supplied. The ball will light in red to show that it is charging. For a normal charge set the voltage to 9 or 12 volts (It makes no difference. The batteries are protected by internal circuitry.) A full charge will take 10 hours. If you want to leave them on charge for an extended period switch it to 6 volts. The batteries used have no memory effect so there is no need to run them down completely.

Advanced Instructions

Recalling previous choices

As you complete programming the ball it will automatically save the settings. You can recall the last 4 choices.

To do this, hold the ball with the plug pointing down then remove it.

The ball will light White for 2 seconds. During this time turn the ball upright.

The ball will then light in Red, Green, Yellow and Blue.

To select the last chosen settings select Red. For the one before last select Blue. Etc.

After you have made your choice, the ball will go to sleep and wait for you to tilt it.

The next time you programme the ball the new settings will be saved in the first (Red) location and the previous settings will be shuffled along through the other locations and the one that had been in the last (Blue) location will be lost.

If you do not select any of these, the ball will flash a sequence of Green and Magenta. This is its serial number.

Special Save

You can also save your favourite settings to a more permanent location.

To do this, programme the ball with the settings that you want and then put the plug in to turn the ball off. Hold the ball with the plug pointing down then remove it. The ball will light White for 2 seconds. Keep it pointing down and the ball will start flashing White to show that you are in the favourites section. Keep it pointing down and the ball will change to Magenta for 2 seconds. This indicates that you want to save. While the ball is Magenta, turn the ball upright. The ball will then light in Red, Green, Yellow and Blue for 2 seconds each. Tilt the ball to select one of these locations to save your favourite to. This will then stay in that location until you over write it.

The ball will then go to sleep and wait for you to tilt it.

If you do not choose any of the four settings the ball will go to sleep and wait for you to tilt it before displaying your last settings. It will not have saved this in your favourites.

To recall your favourite

Hold the ball with the plug pointing down then remove it. The ball will light White for 2 seconds. Keep it pointing down and the ball will start flashing White to show that you are in the favourites section. While the ball is flashing White, turn the ball upright. The ball will then light in Red, Green, Yellow and Blue for 2 seconds each. Tilt the ball to select whichever location your favourite is in. After you have made your choice, the ball will go to sleep and wait for you to tilt it.

If you do not choose any of the four settings the ball will load the last sequence that you saved and go to sleep waiting for you to tilt it.

www.programme-a-balls.co.uk