

HYPERION HOOP

Owner's Manual

Revised 3/30/2023

Includes Hyperion Phoenix, Lite, and Core hoops

This manual has information for casual and advanced users, plus troubleshooting and repair information. You probably don't need to read the whole thing, but we recommend at least skimming the first section.

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This product is not a toy and is not intended for use by children under 14.

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Important Notes

Your hoop comes loaded with more than two thousand patterns and is ready to use, but please read this section first!

For hoops with removable batteries:

- Use only 14500 size lithium-ion rechargeable batteries in your hoop (10440 size for the Hyperion Lite).
- Put only **one battery at a time** in your hoop.
- Don't try to use the hoop's batteries in a device designed for regular AA batteries. The higher voltage may cause damage to the device.
- Don't short the battery terminals! The battery can get extremely hot or even catch fire. Don't keep it in a pocket with your car keys, for example. We're speaking from personal experience on this one.
- When the hoop shows a single flashing red light, the battery is nearly dead. Shut off the hoop, change batteries, or connect it to a USB charger. Draining the battery more than necessary will shorten the battery's life.

Phoenix hoops ship with their battery disconnect switch in the 'off' position. This switch is located inside the open end of the hoop. Press this switch until it clicks to activate your hoop. You'll normally only use this switch for long-term storage or shipping. Out is 'off', in is 'on'.

Right out of the box your hoop may be a bit out of round. Leave it flat on the ground, preferably in a warm place, and it will return to its normal shape.

Batteries come partially charged. You can use them right away but they might not last long until they've been fully charged. If you're the patient type, you can put them in the charger while you read this manual.¹

About this Manual

This is very possibly the longest manual ever written for a hoop that includes no information on how to actually hoop. Don't be intimidated by the size of the manual or the number of buttons on the controls – you can get started by just turning on the hoop and experimenting. It's safe to press any button on either remote to see what happens. All of the functions that have lasting effects require a button to be held down. Everything else can be undone by turning the hoop off and back on again.

¹Or if you're like 90% of new hoop owners, you're probably only reading this manual now because you ran all of the batteries down as soon as you got the hoop out of the box and now you have to wait for them to recharge. We understand.

Software updates for the hoop can add and change features and the functions of the remote controls. This manual applies to the latest software version at the time it was printed. If you install software updates, you should check the Hyperion website for updated instructions.

This manual covers the original Hyperion Hoop, the Hyperion Phoenix, Hyperion Lite, and Hyperion Core.

Turning on the Hoop – Removable battery models

Put a charged battery in the open end of the hoop, with the positive end (marked with a '+') facing out. Be careful – leaving a battery in backwards could damage the charging circuit in older hoops. Adding a bit of tape to the '+' end of the battery can make it easier to identify by sight and feel².

Connect the two ends of the hoop. A spring button locks the connector into one of two positions. The outer hole is the 'off' position, and the inner is the 'on' position. The hoop should turn on as soon as the connector is closed completely.

Turning on the Hoop – Internal battery models

Phoenix hoops have two power switches. One is located inside the open end of the hoop. This is the battery disconnect switch, and it's used to completely disconnect the internal batteries. You can normally leave this switch on unless you're not planning to use your hoop for an extended period, if you need to ship your hoop, or if you need to reset the electronics.

Once the battery disconnect switch is on, you can turn on the hoop by pressing the button located next to the USB port, or hold down any button on the remote.

Note that the batteries *will not charge* when the battery disconnect switch is off.

² We like to use glow-in-the-dark tape to make the batteries easy to find in the dark. Especially when you drop them on the ground in the middle of a crowd at a music festival.

Startup


The hoop will always display a short startup pattern to indicate it's starting and to test all of the LEDs. The first LED will light red and the last will light blue, and all of the LEDs will light either white or green (depending on the software version) in quick succession. If you don't see the red and blue LEDs or if any of the other LEDs fail to light, follow the troubleshooting information found later in this manual.


Out of the box, your hoop is set to shuffle mode and will change to a random pattern every 10 seconds. The default brightness is about 75%.

Changing Patterns and Modes

Most of the hoop's functions are controlled by the two remote controls. The small keychain remote has just the basics. The large remote has more options and buttons to jump directly to favorite patterns and folders.

The patterns that come loaded on the hoop are organized into 16 folders. The hoop will start out playing patterns from every folder. You can access a specific folder by pressing one of the 16 unlabeled color buttons on the big remote. The first button, in the upper left, corresponds to the first folder, with the folders arranged in alphabetical order. This manual won't list the details of the pattern folders because they're frequently being updated and occasionally reorganized. Generally each folder sticks to a theme, like rainbows or characters and logos.

If you press a folder button, the hoop will only play patterns from that folder until you choose another folder or press the 'next folder'  button to exit folder mode.

To make the hoop stay on the current pattern, press the play/pause button or hold the  button. To resume cycling through patterns, press the button again.

When its battery runs low, the hoop will start dimming the LEDs to squeeze a few more minutes out of the battery. Once the battery is too low to keep the hoop running, it will switch to showing a single blinking red LED.

In some cases the hoop might die before giving a low battery warning, particularly if you put in a battery that was already almost dead. If this happens, the pattern will freeze and will usually appear red or orange. Remove the dead battery promptly; leaving a battery to run down until it's completely dead will shorten its life.

Charging

Removable batteries are charged using the provided 2-slot charger, which comes with its own instruction manual. They can also be charged more slowly, one at a time, when installed in the hoop if the hoop is connected to a USB power source. Note that the Hyperion Lite does not have an internal charger.

Non-removable batteries must be charged via USB. Simply plug your hoop in to any USB power source with the provided cable, or any Micro-USB cable.

Automatic Sleep Mode

When it's flat on the ground and not moving, the hoop will automatically go to sleep after a few seconds. It'll wake up again as soon as you move it. This function can be turned off in the configuration file. It's useful for working with multiple hoops on stage or if you're just taking a break at a festival. It still uses some power, though, and shouldn't be left in sleep mode for more than a couple of hours.

What To Do If Something Goes Wrong

If you have trouble with your hoop, please jump to the troubleshooting section of this manual for things to check and fixes for common problems.

What's in the box?!

Your hoop comes with an accessory pack that contains several items. The contents may vary a bit from what's in this manual, but presently the kit includes:

- **Battery charger.** (Removable battery models only.) Charges one or two batteries at a time, and is powered by an AC cable or USB, depending on the model. The charger includes its own manual. It's not nearly as interesting as this manual.
- **Remote controls.** We'll get to those a little later on.
- **USB cable.** A standard micro USB type B cable like most cell phones use for charging. You can use this both to charge the battery and to connect the hoop to a computer.
- **Spare remote control battery.** CR2025 size coin cell. Both remotes have a small battery tray at one end that can be pulled out after squeezing the tab in with a fingernail.
- **Petroleum jelly.** If the connector gets too tight to open and close easily, a tiny dab of this stuff will help it slide.
- **Sandpaper.** You can use this to add some grip to your hoop.
- **Manual.** Looks like you've figured this one out already.
- **O-ring.** Earlier models sometimes had a small gap between the ends of the hoop that was filled by an o-ring, and this one was included as a spare. It's still included in case your hoop develops a gap over time as it breaks in.
- **Hex key.** Also called an Allen wrench – it's the black L-shaped metal tool. 0.050" size for current hoops, 0.035" for older ones. This tool can be used to disassemble your hoop or to tighten the screws if they start to work loose.

Grip

Your hoop ships smooth, with no grip treatment. One of the most popular ways to add grip is to lightly sand the inside of the hoop. The accessory pack includes two different grades of sandpaper that you can use to customize the grip to your liking. You can also add grip with tape – ½” gaffer tape or 3M Nexcare first aid tape both work well. Sanding and taping will both tend to cause the hoop to collect more dirt. See the maintenance section for cleaning tips.

If you add tape to your hoop, be sure you don't cover up the remote control receiver. The receiver is located on the inner edge of the hoop, just below the USB port.

About the Name

It's pronounced hy-PEER-ee-en. In Greek mythology, Hyperion ("The High One") was the Titan of light, son of Gaia (goddess of Earth) and Uranus (god of the sky). It's also the name of a moon of Saturn³, a great series of books by Dan Simmons, the genus of a really scary-looking beetle, the world's tallest known living tree, Los Angeles' main sewage treatment plant, an unfinished epic poem by John Keats, Jim Raynor's flagship in StarCraft, and a horribly boring piece of database reporting software that this author used in a previous life when it was called something else. The hoop's named after the Titan, though.








³Saturn seems like the obvious answer when you think of hoop-themed celestial bodies, but Jupiter's largest moon, Ganymede, is named for the mythological Trojan youth abducted by Zeus to be his cup-bearer, and in ancient Greek art as far back as 500 BC he's depicted with a hoop. He's also shown running naked and holding a cockerel while rolling his hoop, which honestly sounds a little like my last time at Burning Man.

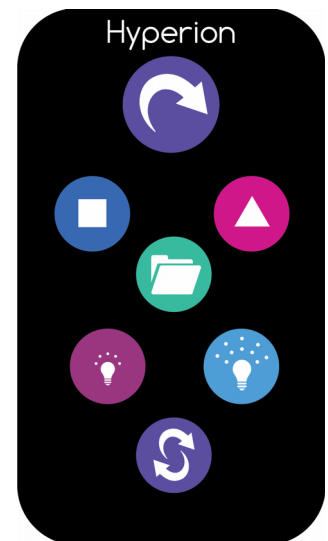
Remote Control Functions

Your hoop comes with two remote controls: a 7-button keychain remote with the most commonly used functions, and a 44-button remote with more functions and presets.



























The instructions here are for the current versions of the remotes. If you have an older hoop, the remotes may have different labels. The functions are all the same, only the labels have changed.

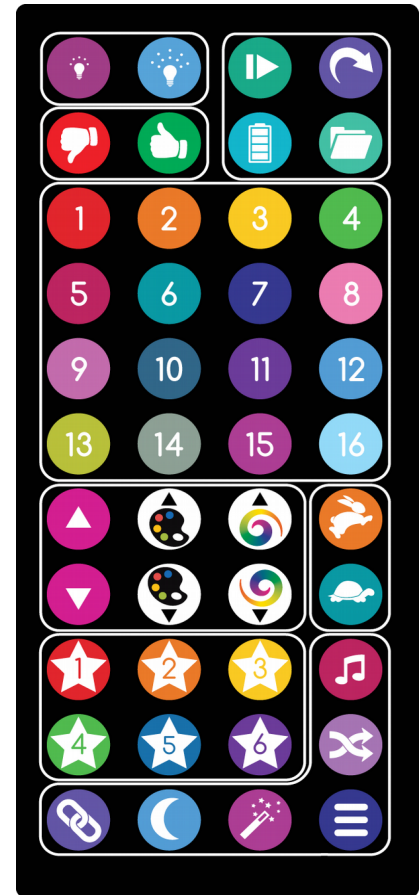
Keychain remote functions

	Press for next pattern, hold to toggle shuffle mode
	Press for next chaser mode, hold to change chaser motion
	Next pattern motion mode
	Next folder
 	Brightness up/down
	Press to change rotate interval, hold to stay on current pattern







44-Key remote functions (from upper left to lower right)



Brightness up  / down 
 Hold current pattern or resume auto-play
 Next pattern
  Playlist management
 Show battery level
 Next folder
 -  Jump to folder 1-16
  Next / previous pattern
  Next / previous palette
  Change motion mode
Faster  / slower  auto-play time
 -  Saved favorite patterns
 Sync to music tempo
 Shuffle on / off
 Wireless link control
 Sleep
 Special functions
 Menu / other functions







For best results, aim the remote control directly at the receiver. It's located on the inner edge of the hoop below the USB port.

Any Hyperion remote will work with any Hyperion hoop. If you're using multiple hoops close together, you can disable the hoop's remote receiver temporarily to avoid interference during a performance. To disable the remote receiver, press    . The hoop will briefly flash yellow, and the remote control will be disabled until the next time the hoop is powered on. You can also disable the remote in the configuration file.


Favorites and Playlists

Buttons  through  can be used to quickly access your favorite patterns. They come preset to some of *our* favorites. Press one of the numbered star buttons to jump to the preset pattern. To save the currently playing pattern to a preset, hold the preset button down until the hoop flashes green. Favorites are saved to the config.ini file.

A preset can also hold multiple patterns as a playlist. To create a new playlist or add a pattern to a playlist, press  and then a numbered star button ( - ) and the current pattern will be added to that button's playlist.

To remove a pattern from a playlist, press  while the pattern is playing, followed by the button for the playlist you want to remove it from.

Pressing the preset button for a playlist advances to the next pattern in the list. Holding down the preset button (to set a favorite, as described above) will delete the playlist for that button.

Playlists also help solve the problem of finding the names of patterns you like. Each playlist is stored as a text file with a simple list of pattern names. The playlist file for  is called 'favorite1.txt'. You can use this, for example, to find patterns you plan to use in a choreography script, or that you want to edit. Simply plug the hoop in via USB and check the playlist file with a text editor.

About Pattern Files, Chasers, and Motion Modes

In its most basic mode, the Hyperion plays repeating light patterns at a constant rate, read from a pattern file one line at a time. Simple patterns, like fine texture patterns, may play through the entire pattern file and repeat faster than 100 times a second. Slower color fading patterns might take several seconds to repeat, and some patterns are constant. More than two thousand patterns come pre-loaded on your hoop. More information about creating and managing patterns can be found later in this manual.

Some modes use only a single pattern file to create a pattern. Others use combinations of *overlay* or *palette* files as well to create more complex effects. Each pattern file can optionally have a configuration file (with the same name as the pattern file but with a .ini file type) that tells the hoop how to combine the files and what effects to apply.

Overlays are special single-line patterns, stored in their own folder, which the hoop can display on top of regular patterns. Most often they are relatively simple, consisting of points of light. Overlays can be set to move independently of the

pattern. They work best with dark or sparse patterns. Bright, dense patterns will tend to wash out the overlays and make them hard to see.

Palettes are also image files, but instead of defining a pattern, they provide a set of colors that are applied to other pattern files. Not all patterns are designed to work with palettes.




Several motion modes control how the chasers and patterns move. You can use the motion mode buttons on the 44-key remote to select modes. Some of the modes will rotate the pattern or chasers at a fixed rate and some will cause them to react to the motion of the hoop. Try rotating the hoop on each axis to get a feel for how the different motion modes work.

Customizing your Hoop

You can add, remove, and reorganize patterns on your hoop, change its configuration, and edit playlists from almost any computer without special software.

To access the hoop, connect it using a micro USB cable. The port is located on the side of the hoop, opposite the connector button. The hoop shows up as a mass storage device, like a USB flash drive.

Patterns are stored as BMP image files. See below for detailed instructions on creating and editing patterns. The pre-loaded patterns are grouped into folders, and the 'next folder' remote button will skip from one folder to another. You can create new folders or reorganize the existing ones to change the grouping. Note that only one level of folders is read by the hoop; sub-folders will be ignored.

If you hold the  button while a pattern is playing, the pattern will be marked as skipped and will no longer be played. To restore all skipped patterns, press  and then hold .

The file 'config.ini' contains the hoop's configuration, including the startup pattern and all of the timing options. It can be edited with a text editor like Notepad (Windows) or TextEdit (Mac). The file itself contains detailed instructions on all of the settings.

All of the pattern files (and new ones as they become available) can be downloaded from the Hyperion website at <http://www.hyperionhoop.com>, so don't worry if you delete pattern files and change your mind later.

Creating Patterns

Patterns (as well as overlays and palettes) are stored as BMP image files on the hoop's internal drive. Patterns are played one line at a time, at a default rate of 240 lines per second.

Any image editing program that supports saving BMPs can be used to create patterns. The hoop supports bit depths of 1, 4, 8, 16, 24, and 32 bits per pixel. Not all image editors will let you choose the bit depth. If you do have the option, using the lowest bit depth available will save space on the hoop. Patterns with more colors will require higher bit depths.

Patterns with a 1-bit depth are a special case. Normally these would be black and white images, but the hoop applies a rainbow effect to the foreground color for 1-bit images.

Patterns smaller than half the size of the hoop will be repeated around the circumference of the hoop. Larger patterns will be scaled up or down smoothly to fit. For example, if your hoop has 160 LEDs, a 20 pixel wide pattern will be repeated 8 times around the hoop. An 80 pixel wide pattern will be scaled up to 160 pixels. The hoop will read files up to 256 pixels wide.

About Our Hoop Models

Hyperion hoops shipped before May of 2016 or with serial numbers below 161705 are first generation (Gen 1) hoops unless they have been upgraded. When connected to a computer, Gen 1 hoops will show a total disk space of about 16 MB. Gen 2 hoops are 24 MB or above. Gen 1 hoops will have a small green or white wire visible on the end of the LED strip in the clear connector piece when the connector is open.

All Gen 1 and Gen 2 hoops are 3/4", take a removable battery, and are equipped with classic Bluetooth connectivity. Gen 2 hoops feature a faster and more powerful processor and more pattern storage space. They can also have their connector and controller board easily removed and replaced without disassembling the hoop. See the maintenance section for more information.

Gen 3 hoops are equipped with WiFi connectivity instead of Bluetooth. Gen 3 includes the Phoenix version, which has internal batteries, no battery compartment (and no LED gap), and a power switch. Removable battery Gen 3 hoops are physically identical to Gen 2 hoops except for the Bluetooth hardware and run the same software with the same processor type.


Hyperion Core hoops are 3/4" and don't have WiFi or Bluetooth. Their software is similar to Gen 2.


Hyperion Lite hoops are 5/8", have a smaller battery, and aside from not having a built-in USB battery charger work like the Hyperion Core.

Phoenix hoops made by SpinFx (those shipped prior to July 2018) have an entirely different processor and hardware design, but are still supported and have had some software updates made to more closely match Hyperion hoops. Those hoops are not covered by this manual.


Infrared (IR) Syncing

All of our hoop models are capable of very short range IR communication. This can be used to sync up any number of hoops, across models, and have them display the same pattern at the same time, and change patterns together.

To perform an IR sync, just aim the remote at one hoop and tap the 'link'  button until the LEDs around the hoop turn yellow for a moment, then bring it near the other hoops to be synced.

For the sync to work properly, all of the hoops need to have exactly the same set of patterns loaded. You can check the patterns by holding the 'magic wand'  button for a second. The hoop will show a series of colors unique to the loaded pattern set. Two hoops that have the same color sequence should have the same patterns loaded.

If the hoops don't have the same patterns, they will sync the timing of their pattern changes but the patterns they display will be different.

The IR sync system has three settings: Off, Accept, and Offer. Tap the 'link'  button once to see the current setting. Off is dark red, Accept is green, and Offer is yellow. In Off mode, the hoop won't participate in IR sync at all. Out of the box, your hoop is set to Accept mode and will accept any other hoop's offer to sync.


If a hoop is set to Offer mode, it will send out an IR signal every few seconds, with a range of about a foot or two (half a meter). If a hoop in Accept mode receives the signal, it will give an orange flash and sync up to the offering hoop. The link status will now show orange while it's synced.


Once a hoop has accepted a sync offer, it will be part of that sync group and will not join another group unless the sync is broken first. It will also start sending offer signals of its own.

If two hoops that aren't already synced to a group are both offering to sync, the hoop that has been powered on the longest will become the leader.

It's important to understand that unlike Bluetooth or WiFi linking, IR sync doesn't use an ongoing connection. Once the hoops are synced, they can be moved any distance apart and will keep doing the same thing, *unless* settings are changed with the remote.

If you do change the settings on one of a synced group, as soon as the changed hoop comes within range of the others in the group, the others will re-sync with the new settings.


To stop the sync, either turn the hoop off or tap the 'link'  button until the lights turn red.

You can save your current sync settings the same way you save the other settings, by holding down the green folder  button until the hoop restarts.

Bluetooth Linking (Gen 1 and Gen 2 hoops)

It's possible to link two hoops via Bluetooth to synchronize their timing and to transfer motion data from one hoop to the other for interesting effects. Before trying, make sure you have the latest software update available. Please note that these instructions apply to Gen 1 and Gen 2 hoops with Bluetooth hardware. Bluetooth-equipped hoops are not able to sync with WiFi-equipped hoops.

There are some quirks to be aware of when linking hoops. It takes 2-3 seconds before a hoop is ready to connect or be connected to after it's turned on, and the Bluetooth search doesn't always succeed on the first try. If you place the hoops next to each other with their connectors close together when you turn them on, they'll attempt to communicate over short-range IR first, and this will make linking faster and more reliable.

Pressing the 'link'  button will attempt the link. Try to aim the remote only at one of the hoops. If they both try to start the link, they may both start talking at the same time and neither will hear the other.

The hoop should show a repeating blue-yellow-blue pattern while it's searching for another hoop. If more than one other hoop is in the area, it might not find the closest hoop first. Again, holding the hoops close together so they can communicate via IR will help this.

If it connects, both hoops will show blue-green-blue and then will be linked. Changes on one hoop should show up on the other as well. Once they've connected once, the hoops will remember their last partner and will try to connect to the same hoop again next time you press the link button.

If the hoop shows blue-red-blue, it failed to connect to anything.

WiFi Connectivity

Gen 3 hoops are equipped with WiFi connectivity, which can be a little more complicated to set up, but is faster and much more flexible, and allows a large number of hoops (and poi) to be synced up and controlled at the same time and configured from a web browser.

You don't need an existing WiFi network to use the WiFi features. If there isn't an access point available, a hoop can be set up to act as an access point on its own. Of course, an isolated hoop won't have an Internet connection, but other hoops can connect to it, along with mobile devices.

WiFi hoops support three network modes: WiFi Direct, Access Point (AP), and Client (STA). In Client mode, the hoops can connect to a 2.4 GHz (802.11b/g/n) WiFi network. In AP and Direct modes, they create their own network, which you can join with a PC or mobile device for setup and control.

WiFi Direct Mode

Out of the box, your hoop is set up to use WiFi Direct, also known as WiFi Peer-to-Peer. WiFi Direct is a special WiFi mode that doesn't require a router. The hoop will create a WiFi Direct network that other devices can join. The WiFi channel is selected automatically.

Some devices are able to connect to a WiFi Direct network without disconnecting from their regular WiFi network – for example, your phone can be connected to your home WiFi and to the hoop at the same time. See below for instructions on connecting an Android device in WiFi Direct mode.

Apple iOS devices don't support WiFi Direct. However, the WiFi Direct group will still show up like a legacy WiFi network that almost any WiFi device can connect to; you just won't be able to connect to more than one network at a time. The network name will start with 'DIRECT-' in your list of available networks.

Access Point Mode

The hoop can also be set up as a conventional WiFi access point. There's not much difference between access point (AP) mode and WiFi Direct mode if you don't need to connect to two networks at once; AP mode is included mostly because WiFi Direct is a relatively new standard and some devices have odd quirks in Direct mode.

Client Mode

In client mode (technically 'station' mode, or STA for short), the hoop connects to an existing WiFi network. To connect, you'll need to let the hoop know which network to join and what the password is, if the network is secure.

If you have the hoop scan for open (unsecured) networks, it will connect to the open network with the strongest signal. Once it's connected, it will remember the network name and try to connect automatically when it sees that network again.

If your network is secured, you have a few options for setting up the hoop. The simplest is to use WiFi Protected Setup (WPS) push button mode, sometimes called "WiFi Simple Config", "Push 'n Connect", "PBC", or "Quick Secure Setup".

To use WPS, select the WPS scan option from the hoop's link menu, described in the remote control section below. The scan will run for two minutes. While it's scanning, press the WPS button on your router. On some routers, this button might be a soft button in the router's web interface rather than a physical button. If all goes well, the hoop should find the router, obtain the password, and connect automatically.

WPS doesn't always work, and not all routers support WPS. If WPS is not an option, you can either use a WiFi-capable device to connect to the hoop's WiFi Direct network and change the networking settings through the web interface, or you can connect the hoop to a computer via USB and enter the network information in the config.ini file.

Setting up Multiple Devices

Once you have one hoop configured to use or create a network, it can share its network setup with other hoops and poi using its short-range infrared (IR) link.

The IR link is very short-range – the hoops need to be held together, not more than a few inches apart, to exchange data. A hoop that is already connected to a network will share its login information with one waiting to connect. The hoop receiving the login information will flash purple briefly and then attempt to connect to the network.

The hoop doesn't send IR signals while it's in motion, so make sure you hold it still until you see the flash.

Choosing a Mode

WiFi Direct and AP modes are useful for connecting a few hoops or poi at the same time and will work even if you're not in range of an existing WiFi network. Both modes require one device to act as a central hub and don't automatically pick a new group owner if that hub device isn't present. This means that if the group owner is off or its battery fails, the whole group will lose the ability to communicate until they're reconfigured. The hub device can also handle only a limited number of connections.

Client mode allows a very large number of devices to be connected at the same time and typically has better reliability at long range, and also makes access to your hoop easy for other devices on the network. If you're using your hoop at home or on stage where you have a fixed network to connect to, this is the mode you'll usually want it in.

Your hoop remembers the last few WiFi networks it connected to, including networks hosted by other Hyperion devices. If the hoop configured to be group owner finds a network it knows when it starts up, it'll connect to that network as a client. If no known networks are in range, it will start its own network. For example, if you normally use the hoop on your home network but sometimes use it at the beach, it will still create its own network when it doesn't find your home network.

WiFi Link Menu

To check the hoop's link status, press the 'link' button on the 44-key remote (lower left corner). The middle three lights indicate the link status:

- ○○○ ●●● (White) Not connected / WiFi disabled
- ●●● ●●● (Green) Connected to network as client
- ●●● ●●● (Yellow) Couldn't find network
- ●●● ●●● (Violet) Hosting network in access point mode
- ●●● ●●● (Red) Hosting network in WiFi Direct mode

To change link modes, hold down the link button until the display begins to flash. Press the link button to cycle through the available options. After a few seconds of inactivity, the device will exit the menu and change modes. The link options are:

- ○○○ ●●● (White) Turn WiFi off
- ●●● ●●● (Green) Connect to network
- ●●● ●●● (Violet) Switch to access point mode
- ●●● ●●● (Red) Switch to WiFi Direct mode
- ●●● ●●● (Cyan) Start WPS push button scan
- ●●● ●●● (Orange) Scan for open (unsecured) networks
- ●●● ●●● (Red/Yellow/Green) Check for software updates

While the link menu is active, you can hold down the link button for two seconds to forget the current network connection. The saved password will be deleted and the device will not automatically reconnect to that network again.

The software update option only works if the device is connected to a network with an Internet connection. If a software update is found, it'll be downloaded and installed immediately. The update process typically takes less than a minute. If no updates are available, the hoop will go back to playing patterns.

You can also hold the magic wand button while the link menu is active to wipe out and reload all of the pattern files. This process takes about 10-20 minutes. Be sure you have a fresh battery installed before using this option. Stopping the transfer may result in corrupted files, but this can be fixed by simply repeating the process and letting it finish.

Accessing the Web Interface (WiFi Hoops Only)

Each hoop has its own built-in web server. Out of the box, the hoop is configured to create its own WiFi network, with the network name 'hyperion' and password 'hyperion'. You can connect to this network using a PC or mobile device. The hoop can be reached at <http://192.168.1.101>. Other hoops and poi on the network can be found in the 'Group' menu.

If the hoop is connected to a network with Internet access, you can find it by going to <http://my.hyperionhoop.com>. The site will display any Hyperion devices that have registered themselves on your network.

The web app is mostly self-explanatory and has its own help system. For up-to-date information on using the web app, please see <http://www.hyperionhoop.com>.

Art-Net™ Support (WiFi Hoops Only)

Art-Net is a network protocol for carrying DMX512 lighting data. Art-Net support is enabled by default on your WiFi-equipped hoop. With it, you can use any modern lighting control console or lighting design software to control it.

The DMX512 universe number and start address can be configured in the config.ini file or through the web interface. The defaults are universe 0 and slot 1. Presently only a single profile is defined, and the slots are assigned as follows:

- 1 Master brightness (0 = off, 255= max)
- 2 Pattern rotation rate (0 = ignore, 1 = max left, 128 = none, 255 = max right)
- 3 Overlay rotation rate (0 = ignore, 1 = max left, 128 = none, 255 = max right)
- 4 Pattern folder select (0 = ignore selection)
- 5 Pattern number selection within folder (0 = ignore selection)
- 6 Palette line number (0 = ignore)
- 7 Pattern line number (0 = ignore)
- 8 Mapped pattern selection (0 = ignore)
- 9-11 R/G/B values for palette substitution slot 1
- ...
- 54-56R/G/B values for palette substitution slot 16

Settings in every slot except for master brightness are ignored if set to 0. The rotation rates for the pattern and overlay layers are both centered at 128 (50%) for easy control with a single knob or fader.

Patterns can be selected using the combination of slot 4 (folder select) and slot 5 (pattern select). This is a simple way to access all of the patterns loaded on the device. To directly access specific patterns, you can also use slot 8 to choose a pattern from a prepared list. To use this feature, create a file on the hoop called 'dmx.ini' and add a line for each pattern in the form 'pattern<n>=<filename.bmp>'. For example:

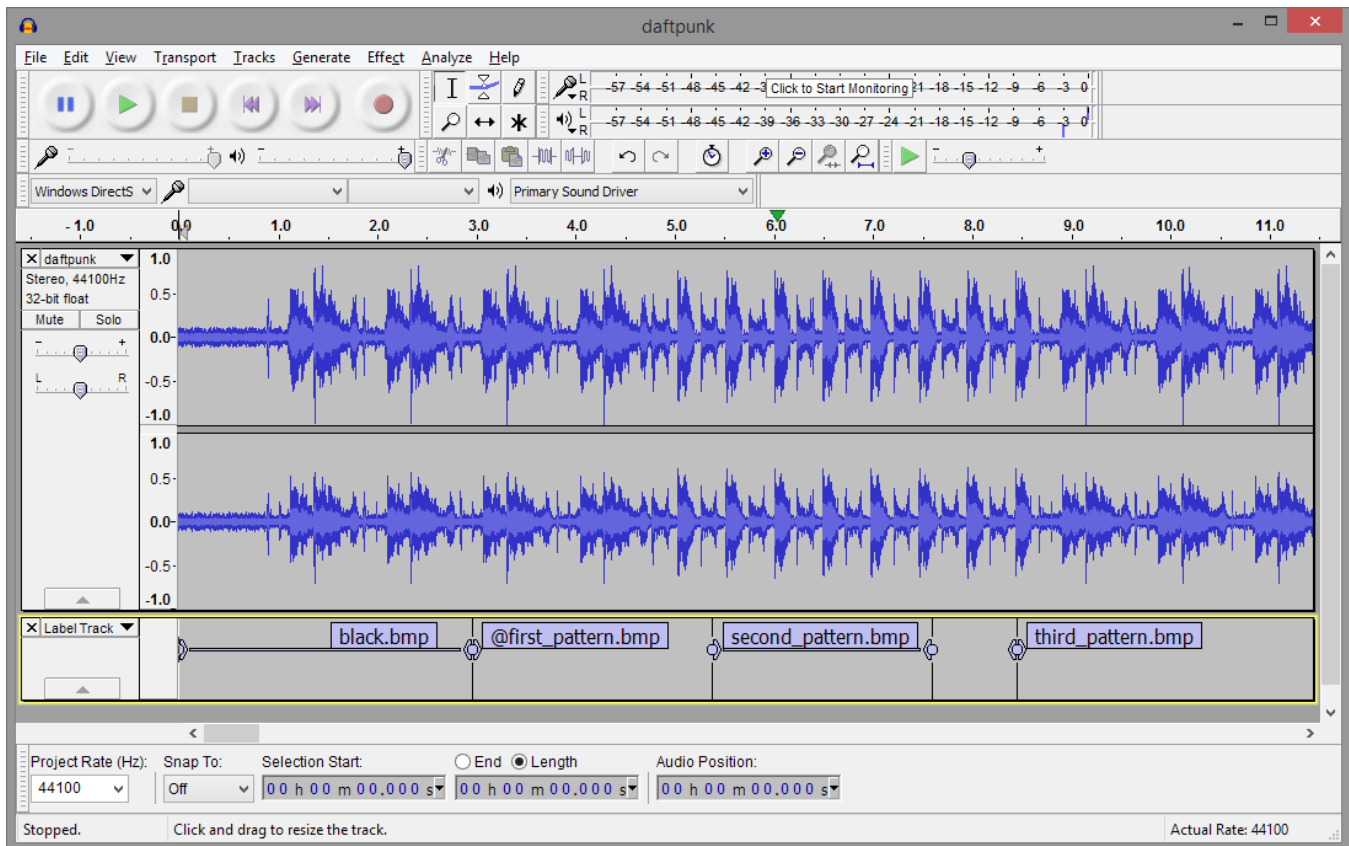
```
pattern1=my_first_pattern.bmp  
pattern2=my_second_pattern.bmp
```

Slots 6 and 7 control the palette and pattern playback line number, respectively. In normal operation the hoop will step through each line of the palette and pattern in sequence, but these slots allow direct control of which lines are displayed. See the section on advanced pattern customization for more information on how these can be used.

The rest of the slots represent the red, green, and blue intensity values for 16 color substitution slots. These colors replace placeholder colors in the pattern.

Choreographing Patterns to Music

You can program your hoop to change patterns in sync with a song using the free audio editor Audacity, available from <http://audacity.sourceforge.net>. Load the song in Audacity and place pattern changes by hitting control-B to insert labels with the names of pattern files to be played. Drag the handles of the label to set the duration of the pattern.



If you create a label with a duration of 0, the hoop will keep playing that pattern until it reaches the next label. A label with a duration that's not 0 will play for only that length of time, and then the hoop will switch back to the previous pattern. You can use this feature to have the hoop play one pattern and easily punctuate parts of the song with other patterns.

In the example above, the script begins with a pattern called black.bmp. This is a completely black pattern so that the hoop starts the performance blacked out. The @ symbol at the second label tells the hoop to stop the script and wait there until motion is detected. The performer might walk on stage during the blackout section and then wait in position until the appropriate music cue. As the performer starts hooping, the script resumes and plays first_pattern.bmp.

Since first_pattern.bmp has no duration, this is now the default pattern for the script. It plays until the script reaches second_pattern.bmp, and then the hoop

switches patterns for the duration of that label. When it's over, it switches back to `first_pattern.bmp` and stays there until the script reaches `third_pattern.bmp`.

When you're done creating a script, save the project file on your computer. The Audacity project will include a file ending in `.AUP` and a set of audio files. Only the `.AUP` file is needed for the timing information; simply copy it to the hoop to use it as a playlist. The `.AUP` file should be stored in the top level folder (not in a sub-folder), and you can launch it by making it a preset on the remote. For example:

```
favorite1=daftpunk.aup
```

This launches `daftpunk.aup` when you press the `DIY1` button on the remote.

You'll need a way to make sure the music starts at the proper time. There are three ways to accomplish this:

1. Manually - simply press the button on the remote when the music reaches the first label.
2. Start a label with '@', as in the example above. The hoop will wait for sudden motion before starting the script. Just start hooping when the music reaches the proper point.
3. Start a label with '!'. The hoop will give a quick visual count-in so you can start the music at the right moment.

If you begin the label with `#`, the contents of the label will be displayed as persistence-of-vision text on the hoop.

LED signals

Your hoop uses various color patterns to show its status and settings:

	USB Connection Status
Single blue	Connected to computer
Single yellow	Charging
Single green	Finished charging
Single red (flashing)	Low battery – replace battery or turn off hoop
Red-yellow-green	Updating software – don't turn off
Single red chaser	Files have changed – scanning and sorting
	At Startup
White chaser	Normal startup, with one red LED at one end and blue at the other
Green chaser	Software is a beta or special debugging version
Every 3 rd red, 2 flashes	Security lock is enabled and a code must be entered to start
Green-green-green-green	Security code prompt – one LED will turn off with each button press
	Responses to Commands
Alternating red/yellow	Pattern will be excluded from auto-play
All red	Changed chaser mode
All green	Changed chaser motion mode
All blue	Changed pattern motion mode
Every 3 rd yellow	Remote control locked
Every 3 rd blue	Hoop is now in sequential mode
Every 3 rd red	Hoop is now in shuffle (random) mode
All greens on	Rotate mode off (pause / stay on current pattern)
Every 10 th green	Slow rotate mode
Every 5 th green	Medium rotate mode
Every 3 rd green	Fast rotate mode
Blue-blue (repeating)	Reformatting file system
Green dot with blue trail	File download is in progress – blue portion shows progress
	Bluetooth Linking
Blue-green-blue	Attempting to connect to other hoop using Bluetooth
Green-blue-green	Waiting for other hoop to connect
Blue-yellow-blue	Searching for another hoop to connect to
	Errors (See Troubleshooting Section)
Blue-blue-blue	No patterns found or unable to start a particular pattern
Blue-blue-blue-red	Drive not formatted, or incorrect format
Red-red-green	Flash memory failure
Red-red-red-yellow	Internal error – please let us know what you were doing when this happened
Red-red-blue	Error measuring battery voltage
Red-red-red	Motion sensor self-test failure

At startup, the hoop will briefly show a red light at one end and a blue light at the other, with two white or green lights racing around from opposite ends. This lets you easily check that the size of the hoop is set properly and that all of the LEDs are working.

If the files on the hoop have changed since it was last started, the hoop will show a single red light that will move around the hoop as the files are scanned and sorted. This should only take a few seconds.

Batteries – Care, Safety, and Disposal (Removable Battery Models)

Your hoop is designed to work with lithium-ion rechargeable batteries (14500 size for 3/4” hoops and 10440 size for 5/8” hoops). They’re the same size as common AA or AAA batteries, but their voltage is more than twice that of alkaline batteries. A regular alkaline battery will not power up the hoop, and using the hoop’s batteries in a device designed for alkaline batteries may damage or destroy the device – be careful not to get the two confused. Don’t use non-rechargeable batteries of any type in your hoop.

14500 size batteries may vary quite a bit in length from one brand to another. We’ve sized your hoop’s battery compartment to fit the supplied batteries securely. Some brands may be too long to fit. See the maintenance section for adjustment tips.

We’ve tested many brands and types of batteries for real-world performance. The batteries we deliver with hoops and sell as spares are the best we’ve found.

Lithium-ion batteries store a large amount of energy and can release it quickly if mistreated. Don’t put them somewhere (like in a bag or pocket with car keys) where the ends of the battery might short out. Don’t wrap them in foil. Shorting a battery will cause it to heat up quickly and possibly even catch fire. Never use obviously damaged batteries.

The batteries are not considered hazardous waste and can be safely thrown away when they’re worn out, but we recommend checking to see if your area has a battery recycling program.

With typical usage, batteries will last more than two years. With heavy use they may need to be replaced sooner. Even with perfect treatment, the maximum expected life is about five years. If your hoop isn’t running as long as it used to, your batteries may be worn out.



Charging (Removable Battery Models)

Your hoop comes with a charger that will charge two batteries at a time. You can also charge the battery in the hoop through the USB port using a PC or charger with a micro USB connector. The battery can only be charged this way while the hoop is in the 'on' position. The internal charger is slower than the wall charger and will typically take about two hours to charge a battery. Note that the Hyperion Lite does not have an internal USB charger.

We provide high quality UL-listed chargers and we haven't had a single reported charging incident with them, but you should still never charge batteries near flammable materials.

If a battery gets run down too low or is left in storage for too long, the wall charger may not be able to recharge it. The hoop's internal USB charger has a recovery mode, however, and charging the battery in the hoop for 10-20 minutes should let you finish charging normally. Keep in mind that every time a battery is run down too low it will lose some capacity.

Charging (Internal Battery Models)

Charge your internal battery hoop using a micro-USB cable like the one provided. A yellow LED indicates that the hoop is charging, and green means the charge is complete. If the LED turns green immediately, unplug the cable and plug it in again.

Keeping Out Dust and Water

Should you find yourself hooping in dusty conditions (say, in the middle of a vast, dry, alkali lakebed) or in the rain, we recommend sealing up at least the USB port. A small piece of tape or a sticker can be used to cover up the port without interfering with your hooping.

If you need your hoop to be totally waterproof you'll also need to tape over the gap between the ends of the hoop and the two small pins or screws that hold the insides of the hoop in place. Be sure the ends of the tape overlap – the hoop material resists most adhesives so the tape should be stuck securely to itself. Silicone 'rescue tape' works great for this.

Hoops are naturally attracted to swimming pools, lakes, and other bodies of water, so be careful. Water is the #1 cause of catastrophic hoop damage.

If your hoop does get water in it, remove the battery and try to get the hoop dry as quickly as possible. Open the connector and hang the hoop with the open ends down to let the water drain.

Except for Gen 1 and Lite hoops, remove the controller board (see the maintenance section of this manual) and dry it separately. You can dunk the board in rubbing alcohol (higher purity is better) to drive out water and shake it dry.

For safety, you should discard any battery that has gotten significantly wet.

Transportation, Storage, and Shipping

We recommend storing your hoop with the connector in the 'off' position, or in the 'on' position with the battery removed. Storing it flat or hanging it will help keep it round.

Phoenix hoops should have the battery disconnect switch set to the 'off' position for safety when shipping, or to keep the internal batteries from slowly draining when the hoop isn't used for more than a few weeks.

If your hoop is made of HDPE it can coil down for ease of carrying. We don't recommend leaving it like that for long periods, though, or it may take longer for the hoop to regain its normal shape. Polypro hoops can be coiled partially but are more prone to cracking; we recommend not coiling a polypro hoop by more than about one third.

The hotter the hoop gets, the softer the tubing will become. If it's left in a hot car it will be faster to deform. It's better to lay the hoop flat in the trunk than to leave it propped up on a seat, lest your hoop end up looking like a Salvador Dali painting. If it does get out of round, don't worry – just leave the hoop on a flat surface somewhere warm for a while with the connector closed and it will eventually return to a round shape.

Polypro hoops are particularly sensitive to temperature changes and in cold weather can crack, splinter, or kink more easily.

We ship hoops partially coiled down to save space. If you ship your hoop like this, be sure to tape it or otherwise secure the ends so they don't force their way through the box and impale unwary postal workers.

Cleaning and Maintenance

Your hoop will inevitably accumulate dirt, scuffs, and scratches through normal use. Surface dirt can be cleaned with a cloth, water, and dish soap. Be sure to keep water out of the USB port and the battery area. 'Goo Gone' works well for removing stubborn tape residue.

Deeper scuffs and scratches can be polished out using ultra-fine #0000 steel wool. Close the hoop and tape over the seam and USB port first to avoid getting pieces of steel wool in the electrical contacts, and wear gloves to prevent splinters. Wipe off any stray bits of steel wool using a damp cloth. Fine grit sandpaper will remove even deeper scratches from HDPE.

If there's dust or dirt in the USB port or battery compartment, blow it out with compressed air or 'canned air' duster spray.

The connector may become more difficult to open over time. If this happens, wipe it down inside and out with rubbing alcohol to clean it. Your hoop comes with a packet of petrolatum lubricant; a small amount rubbed on to the connector will make it slide more easily. Wipe it on, close and open it a few times, and then wipe off the excess with a paper towel.


Security

Sadly, hoop theft is a real problem, particularly at music festivals. Your hoop has a few security features, but your first line of defense should always be to keep an eye on your hoop.

Cable Lock Port

Your hoop has a lock slot built in to the connector near the button. The slot is compatible with Kensington brand laptop cable locks. A lock won't stop a determined thief, but it'll make it difficult to run off with the hoop without causing major damage. Locking the hoop to something immovable like a tree, or even locking it to a backpack, will make your hoop a less appealing target for would-be thieves.



Software Lock

Your hoop can be set up to require a lock code to be entered before it will start. To enable the lock feature, press and hold the green  button until the hoop flashes red twice. It will then prompt you to enter a new code by showing four blue lights.

Pick any sequence of four buttons on either remote control. As you press each button, a light will turn off to show your progress. When you've entered four button presses, the prompt will change to four red lights. Enter the same code again to confirm.

If the codes don't match, the hoop will flash red and go back to normal operation. If they match, the hoop will flash blue to confirm that the code was set.

While the lock feature is enabled, the hoop will flash red twice when it's turned on and then show four green lights to prompt you for the code. Enter it and the hoop will start playing patterns as usual. Don't forget your code! If you do, you'll need to contact us with your hoop's serial number and we'll provide you with unlocking instructions, but we'll need to verify your identity first and the process could take some time.

To turn the lock feature off, hold the green  button again and when prompted for the new code press the  button (upper right corner) on the large remote four times, and again to confirm.

Serial Numbers

Your hoop has a unique serial number stored electronically in the controller. The same serial number is shown on the clear label near the battery compartment, along with the hoop's size.

If your hoop is stolen, file a police report immediately. Send a copy to info@hyperionhoop.com and we'll list your hoop as stolen in our database. If a stolen hoop turns up, we'll contact the registered owner and the police.

Serial numbers also indicate when your hoop was made. The first two digits represent the year and the next two represent the week of the hoop's assembly. The warranty doesn't start until your hoop ships so the serial number alone won't tell you if it's still under warranty, but it'll give you a good idea of how old the hoop is.

Etiquette

Hooping can be a very social activity, but don't forget common courtesy when you're hooping around others. Be aware of the space you're occupying, and be considerate. Don't ask a crowd to move for you, though they may be willing to move on their own to let you dance. Don't hoop where you might cause a hazard or get in someone's way. And of course, make sure that the venue is appropriate for a bright, distracting display.

Updating Hoop Software

New software (also called firmware when installed in a device like this) is periodically released for the hoop to add new features and fix any bugs that might turn up. You can download the latest update from <http://www.hyperionhoop.com>. The update takes the form of a single file named 'fw____.bin', with a series of numbers in the name indicating the version.

Turn on the hoop, connect it to a computer, and copy the latest firmware file to the hoop's root folder – the top level, where you'll find all of the pattern folders and the config.ini file. Unplug the USB cable and the hoop will display a red-yellow-green pattern and begin loading the update. Do not turn off the hoop until the update completes and the hoop restarts. The update process should take no more than 10 seconds.

Once the update is complete, it's safe to remove the firmware file. If the file is an older version than the software currently running on the hoop, it will be ignored.

Gen 1 and Gen 2 hoops take different firmware, but both versions are packed together in the same file so you don't need to worry about which is which.

WiFi-capable hoops can also download their updates directly from the network. See the WiFi networking section for more details.

Troubleshooting

We hope your hoop will work flawlessly for you every time you use it, but in case something does go wrong, here are some things to check:


Hoop won't turn on

If you have a Phoenix hoop, make sure the battery disconnect switch (inside the open end of the hoop) is turned on. Try switching it off and back on again. When the switch plunger is pressed in, the hoop should be on.

Make sure the battery is charged. For removable battery hoops, make sure the battery is installed '+' side out. Try a different battery. If you have a voltmeter, a freshly charged battery should read at least 4 volts. For Phoenix hoops, leave the hoop plugged in to charge for at least 20 minutes and make sure the battery disconnect switch is in the 'on' position.

If the hoop still won't turn on, plug it in to a computer. If no lights turn on and the computer doesn't respond, contact customer service for assistance. Note that Hyperion Lite hoops will not light up LEDs when plugged in to a computer without a battery.

Single green or yellow LED stays lit

A single green LED normally indicates that the hoop is powered through the USB port, and a single yellow LED indicates that it's charging. If these LEDs are on when the hoop is not plugged in, it may be getting a false signal from the charger chip. Try holding down the  button for a few seconds. This will tell the hoop to temporarily ignore the charger signal. Setting 'disable_charger=true' in config.ini will disable the charger status check entirely, but the charger will still function.

Hoop pauses between patterns

Several things can cause pauses, or the appearance of pauses, between patterns. Gen 1 hoops with early software versions are slow to sort pattern files. If you have an old Gen 1, make sure it's up to date. Gen 1 hoops are slower to change patterns, but the change shouldn't take more than ¼ second.

Watch the hoop carefully to see if it displays two chasers just before the pause. This is the startup signal and indicates that the hoop reset. If it does this while the hoop is standing still, contact customer service. If the reset happens while the hoop is in use, see the section below about resets.


If the pause lasts the length of one normal pattern change, the hoop may be displaying a pattern that is all black (not loaded by default but commonly used in scripts) or possibly invalid or corrupted.

Hoop resets while hooping or when dropped

If the hoop resets while it's in use, there may be a loose connection or a break in the LED circuit. For removable battery hoops, the battery spring tension may need to be adjusted. You can test this by inserting a small piece of aluminum foil made into a ball about the size of a pea before you install the battery. If this fixes the problem, see the section on disassembly for instructions on adjusting the spring position.

If that doesn't fix the problem, or if you have a hoop without removable batteries that resets when bumped, the hoop likely has a bad connection internally and will require repair.

Hoop shows three blue LEDs

The hoop will briefly show three blue LEDs if it tries to start a pattern and isn't able, for example if a named favorite preset doesn't exist, or if the file is corrupted and can't be read. The hoop should resume playing other patterns after a moment, or when you press the  button.

If the hoop always shows three blue LEDs, this indicates that it was not able to find any patterns to play. If this persists when you restart the hoop, make sure the battery is fully charged and connect it to a computer and see if you can access the pattern files. If the drive is blank or appears corrupted, see the section on reformatting your hoop.

Part of hoop is always dark or stuck displaying a constant pattern

The LED strip may be damaged. Signals are passed from one LED to another, starting from the end with the USB port. A damaged LED can make all of the LEDs after it malfunction, and the hoop will need to be returned for repair. This applies only to hoops made before 2017. Newer models will keep running with a bad LED.

Hoop doesn't respond to remote control

If the hoop works with the other remote, the problem is in the remote control. To check if the remote is functioning, try aiming it at your phone's camera while you hold one of the buttons. You should be able to see the IR LED at the end of the remote flickering on the screen. If the remote isn't working, replace the battery (CR2025 type) – a spare is included in your accessory pack. If the remote still doesn't function, it will need to be replaced.


The hoop's remote receiver is located on the inside edge of the hoop near the USB port. Try aiming the remote directly at this spot, and make sure it isn't covered by tape.

Hoop freezes on orange, pink, or red pattern

Each LED in the hoop has separate emitters for red, green, and blue. The blue ones require the highest voltage, followed by green. If the voltage from the battery drops too low, blues will fade first and then greens, leaving the hoop with a sunset color palette – oranges, pinks, and reds. The hoop will normally try to detect a dying battery and shut itself off before it reaches that stage, but if the battery is old or in poor condition the voltage may drop too fast and leave the hoop's controller temporarily frozen. Try it with a new battery.

If the hoop does this with a fresh battery, it may be a sign of damage to the power control circuit. Contact customer service for more information.

Hoop won't sleep and motion-reactive patterns move while hoop is stationary

If your hoop won't sleep automatically when motionless and flat on the ground, or if motion-reactive patterns move slowly even when the hoop isn't moving, the motion sensors may need to be re-calibrated. Place the hoop flat on the ground and hold down the  button until the hoop resets.

Advanced Configuration Options

The config.ini file can take several options which may be useful for troubleshooting or dealing with hardware malfunctions and special situations.

bt_pin=nnnn – Sets the Bluetooth PIN to the specified 4-digit code.

gamma_correction=true/false – The hoop normally has gamma correction enabled ($\gamma = 2.2$). This helps keep images from looking washed out and makes them more closely match what you see on the screen. You can disable gamma correction if you need linear brightness response for some reason.

disable_charger=true – Hoop ignores external charging and power signals. Use this option if the hoop shows a single green or yellow LED when not connected to power, or if you want to display patterns while powering the hoop via USB. Holding the POWER button has the same effect until the hoop is restarted.

disable_sensors=true – Motion sensors are ignored and all motion-related functions are disabled.

skip_bad_led=n – Disables a single specified LED. Use this if one or more emitters on an LED fails and it's displaying incorrect colors. LED 0 is the first LED on the end of the hoop with the USB port. This is just a temporary measure to reduce the appearance of a bad LED.

allow_downgrade=true – If for some reason you need to go back to a previous firmware version, setting this option will allow you to load a version older than what's currently loaded. Don't set this option with more than one firmware file present, or the hoop will get stuck in a loop until the extra files are deleted.

ignore_low_battery=true – Setting this option will cause the hoop to keep running until the battery voltage is too low to continue. Use this only if you're having trouble with the hoop shutting off prematurely, and be sure to take the battery out as soon as the pattern starts to freeze or turn red/orange.



disable_ir_credentials=true – Set this option to prevent the hoop from sharing its WiFi connection information over IR.

frame_rate=n – Sets the desired frame rate in frames per second. If this is set too high, the hoop will automatically reduce the setting to the maximum frame rate possible for the configured number and type of LEDs. Hoops default to this maximum rate. In some cases, particularly for users with photosensitive epilepsy, it may be desirable to lower this setting to reduce the potential for strobe effects.

Reformatting

If for some reason the hoop's drive becomes corrupted and unreadable, it may need to be reformatted. You can format it like you would any USB drive (in FAT16 format) but the hoop is also capable of reformatting itself. We recommend using the hoop's own format function to make sure it's formatted correctly⁴.

WiFi-capable hoops can reformat themselves and download all of the patterns at the same time. See the WiFi link menu section for more information.

To reformat using the remote: Power up the hoop and within the first 10 seconds after startup, hold down the  button on the large remote for several seconds until the hoop begins to blink red. Press the green  button to confirm the format, or any other button to cancel. *Formatting will erase all files on the hoop!* The process will take several seconds to complete and then the hoop will restart.

Disassembly

Should you need to disassemble the hoop for repairs, begin by identifying the two 3/4" set screws that hold in the guts. On current hoops, these are #4-40 screws with a 0.050" socket head. Older hoops use #2-56 screws with 0.035" heads. In either case, a suitable hex key is provided in your hoop's accessory pack – it's the small black L-shaped tool.

Gen 2, Gen 3, and Core hoops can have the head assembly, with the connector and controller board, removed separately. Just remove the set screw nearest the USB port and gently wiggle the connector free. You may need to press down on the tubing to make room for the USB connector to slide out. A flat flex cable connects the controller board to the LED strip and may be secured with tape. You can remove the tape and unplug the cable from the controller.

For a Gen 1 hoop, or to access the LED strip on a Gen 2 or 3 hoop, you'll need to remove the guts entirely. Remove both the head and tail screws and gently pull out the guts by the head.

To put everything back in, loop a length of balloon ribbon or string through the slot in the tail piece below the battery spring and use it to fish the guts back into the tubing. Align the USB port first before re-installing the pins or screws.

Current hoops have a tail piece with three positions for the screw. By removing the screw and repositioning the tail piece, you can adjust the battery spring position.

⁴When formatting manually, we recommend setting the allocation unit size to 512 bytes. Pattern files are usually small and a larger allocation unit setting will waste space. In Windows, "format /a:512" will set the allocation unit size properly.

Hyperion Hoop Full Warranty

This warranty covers defects in materials and workmanship, with the exceptions stated below, for two years (one year for Hyperion Lite hoops), effective from the date you receive the product. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

What is not covered:

This warranty does not cover physical damage that kinks or breaks the tubing, water damage, worn out batteries, or normal wear and tear, including scuffs, scrapes, and scratches.

If you drop the hoop and something breaks inside, that's covered – your hoop's internal parts are intended to take the stresses that come with normal use. If you snap the hoop in half, that's not covered, but we provide repair services for a nominal fee. We believe strongly in the right to repair and any reasonable attempt to repair the hoop yourself will not void this warranty.

How to get warranty service:

Contact us at info@hyperionhoop.com or call 1-800-274-4076 (+1 805 619 4515 from outside the US) to arrange warranty service. No warranty registration is required, but if you buy a hoop used, we strongly recommend that you contact us so we can update our records; this helps us reunite lost or stolen hoops with their rightful owners.

If the hoop fails in the first 90 days after you receive it, we will provide a pre-paid return shipping label (US and Canadian customers) or reimburse first-class mail shipping costs to return the hoop to us or an authorized repair facility. Beyond 90 days, returning the hoop (including insurance and suitable packaging) is your responsibility.

What we will do:

We will repair or replace the hoop, at our option, and return it to you. Repair may require replacement of the tubing, so keep in mind that you may not get back any grip tape or other modifications you've made to the tubing. If we fail to repair the hoop after a reasonable number of attempts, we will replace it or issue a full refund of the purchase price, at your choice.

FCC Part 15 Notice

This device complies with Part 15 of the FCC Rules Operation is subject to the following two conditions: this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no grantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by tuning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CE Declaration

This device complies with the essential protection requirements of the European Parliament and of the Council Directive 2004/108/EC on the approximation of the laws of the Member States relating to electromagnetic compatibility. Assessment of compliance of the product with the requirements relating to electromagnetic compatibility was based on the following standards:

EN 55022 : 2006

EN 61000 - 3 - 2 : 2006

EN 61000 - 3 - 3 : 1995+A1 : 2001+A2 : 2005

EN 55024 : 1998 + A1 : 2001+ A2 : 2003

EN 61000-4-2 /-3 /-4 /-5 /-6 /-11

Hyperion (WiFi) and Hyperion Phoenix:
Contains Transmitter Module FCC ID: QOQ-WGM110

Hyperion (Bluetooth):
Contains Transmitter Module FCC ID: T9J-RN42

Hyperion Lite/Core:
No transmitter module (IR only)