

Welcome!

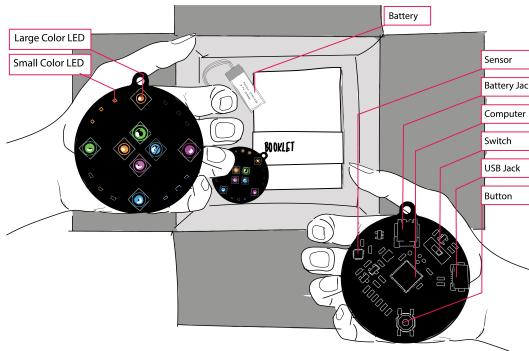
We're so excited that you are ready to use your SpinWheel! This page provides details on the contents of your kit and instructions for turning it on for the first time!

Contents

Your kit contains a SpinWheel, a battery, a micro USB cable and, if you ordered one, a paper copy of the SpinWheel Field Guide.

The SpinWheel has four main components: a power source (the battery), a sensor (for motion and magnetic fields), a set of lights (the light emitting diodes, or LEDs), and a micro computer (the brain of the device).

The SpinWheel contains sensitive electronic components. While they are securely soldered to the device, they can break if jostled excessively. For this reason, it is important to be gentle with your SpinWheel when attaching the micro USB cable, and when putting it into a backpack, purse, or pocket. It is also particularly important to treat the battery with care; do not puncture or bend it. Storing the SpinWheel in a smaller pocket within your bag or in the box you received it in will help keep it safe.



Unboxing the device

Quick start

1. The battery of your SpinWheel might not be attached when you receive it. Before attaching the battery, slide the switch on the back of the SpinWheel to be on "USB." Then firmly insert the battery connector into the battery jack on the circuit board. If you have difficulty, see our troubleshooting guide at spinwearables.com/troubleshoot.
2. To turn on the SpinWheel, flip the switch on the back to "BAT" (for "battery"). You should see it turn on and light up brightly!
3. The SpinWheel comes preloaded with several basic animations. You can press the button on the back of the SpinWheel to toggle between different animations.
4. To turn off the SpinWheel, flip the switch to "USB".
5. To charge, plug a micro USB cable into the USB jack on the back of the SpinWheel, set the switch to "USB" and charge using a computer or USB-to-wall converter. Note: the battery may require charging before use. Reaching full charge takes approximately 1 hr.

The switch on the SpinWheel should be set to "USB" whenever it is plugged into your computer, whether to charge or to program. You should also keep the switch in this position when you are not using the SpinWheel and for long term storage to protect the battery from discharging.

Congratulations! Your SpinWheel is now ready to use! To begin exploring the exciting ways your SpinWheel can be used, start with the *Color Coding* page online at spinwearables.com/intro. The rest of the online materials can be found in our virtual guide at spinwearables.com/book