

SBK Wrist Blaster switches/buttons descriptions

POWER SWITCH:

(software power, not hardware)

OFF = Power OFF

While in power off, can enable/disable optional smoke device with fire button.

ON = Power ON

Power the wrist blaster (some leds effects) but cannot fire without turning on the cyclotron.

Can goes in Party Mode with Intensify button/switch.

INTENSIFY SWITCH/BUTTON:

OFF = Party Mode OFF

ON = Party Mode ON

Play music from /01 folder.

You can play next with fire button short press, or previous with long press.

Party Mode only works when Power is On but Cyclotron is OFF.

ACTIVATE SWITCH:

OFF = Capture Mode

Keep firing when firing button is pressed until overheat, about 20-25 seconds.

Cooldown while not firing.

Heat level displayed on bar meter : fuller the bar, hotter it is.

ON = Burst Mode

Fire a short burst when Fire Button is pressed.

You can fire rapidly 5 shots before overheating.

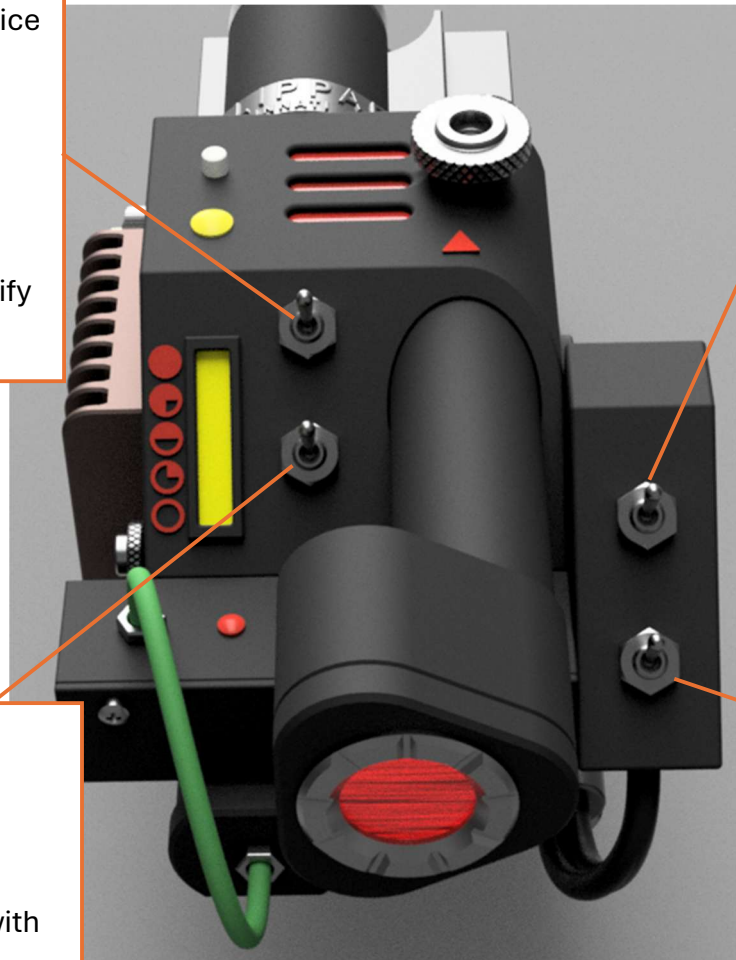
There is a cooldown mechanic so waiting a little between shots make it possible to fire many shots without overheating.

CYCLOTRON SWITCH:

OFF = Cyclotron OFF

ON = Cyclotron ON

While cyclotron ON, you can fire with fire button. Fire type depends on Activate switch state for Capture Mode or Burst Mode.



VOLUME POT:

(software volume)

Coded DFPlayer software volume potentiometer. When completely off, the amplifier module is hardware muted with MUTE pin.

OPTIONAL HUE POT:

If this option is enabled in the Config file, this pot changes fire strobe color.

If enabled but not potentiometer is connected, fire strobe color will be random, which could also be a cool effect...

FIRE BUTTON:

When Power and Cyclotron switches are ON, use this button to fire.

In Party Mode, use this button to play next (short press) or previous (long press) tunes on the SD card /01 folder.

When Power switch is OFF, use this button to enable/disable optional smoke effects devices

