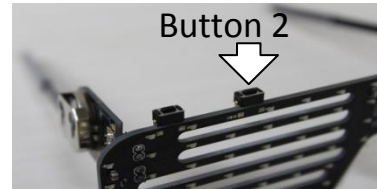
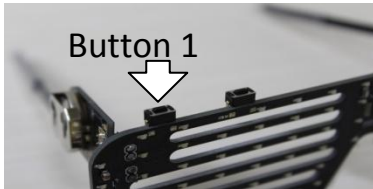
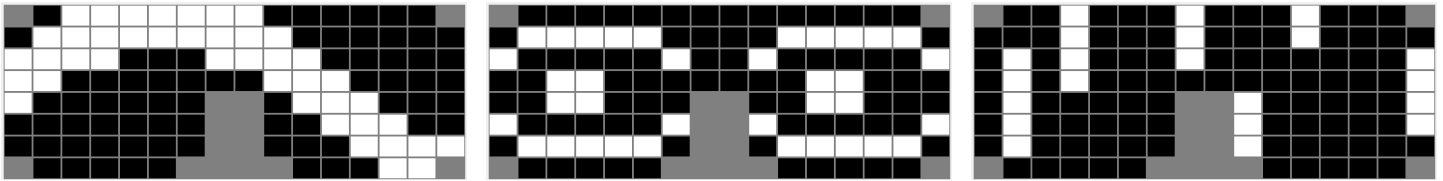
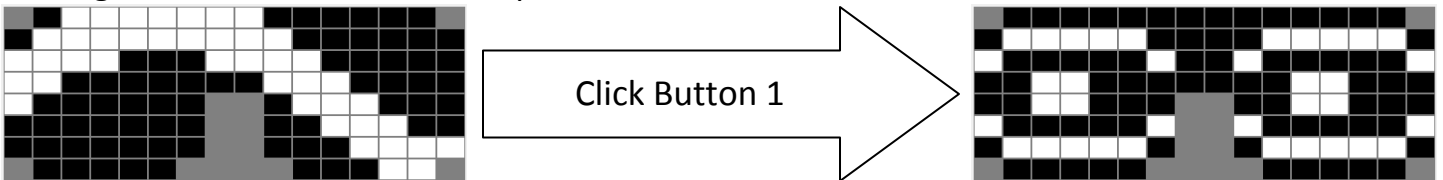


Basic Operation

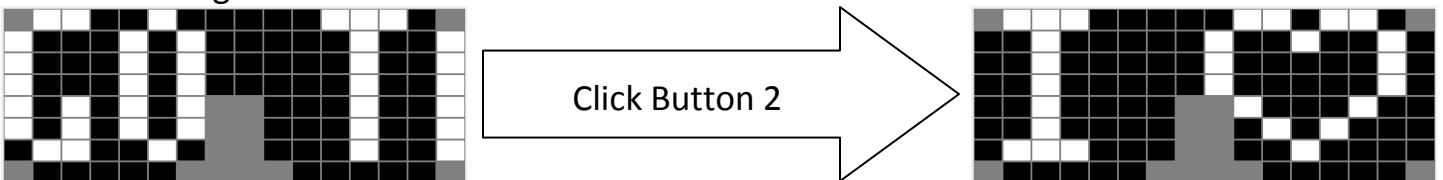
The PEGS will start up in *Party Mode*. They will automatically cycle through all the pre-programmed patterns until you click one of the buttons.



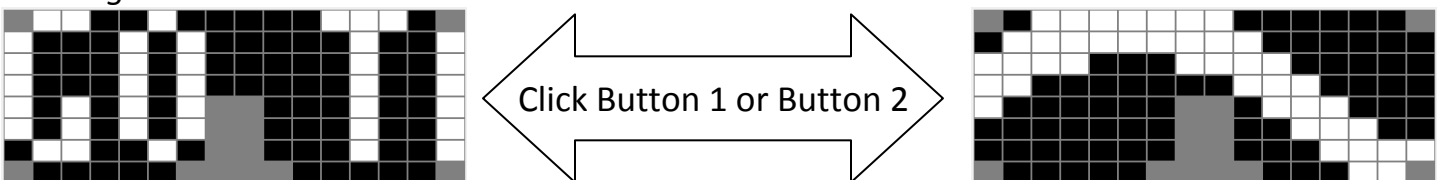
If you click **Button 1** they go into *Pattern Mode* with the *Sine Wave* (first pattern) selected. Click again to advance to the next pattern.



If you click **Button 2** they go into *Scrolling Text Mode*. Click again to advance to the next custom message.

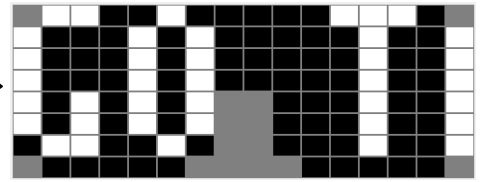
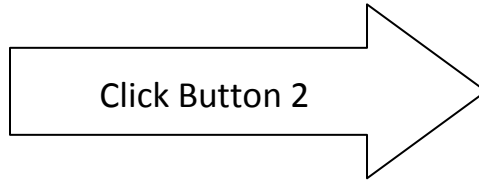
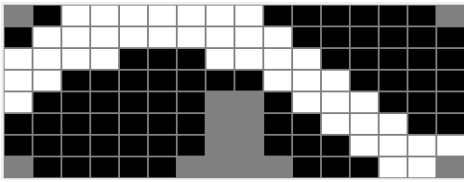


You can switch between modes by clicking **Button 1** for *Pattern Mode* and **Button 2** for *Scrolling Text Mode*.

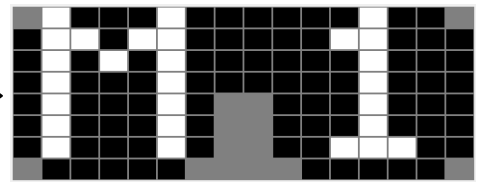
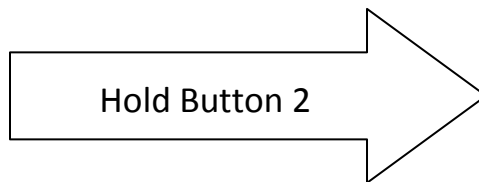
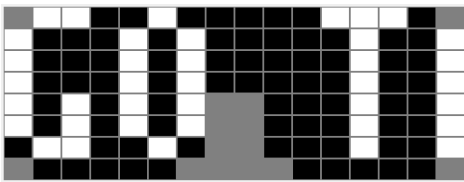


Programming Text:

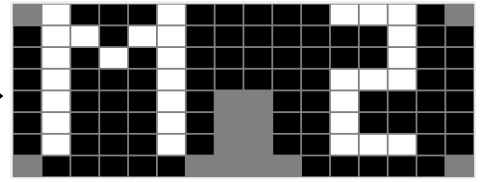
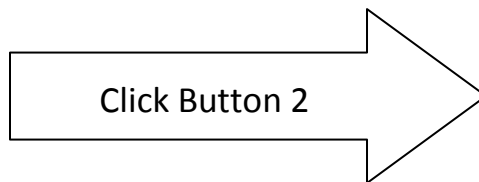
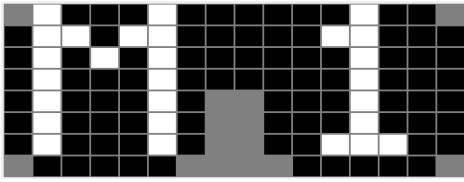
Select *Scrolling Text Mode* by turning on your PEGS and clicking **Button 2** after the intro animation is over.



Now that you are in *Scrolling Text Mode* hold down **Button 2** for three seconds. The display will change and read "M 1" meaning memory location 1. You have 4 memory locations; each location can hold a maximum of 50 characters.

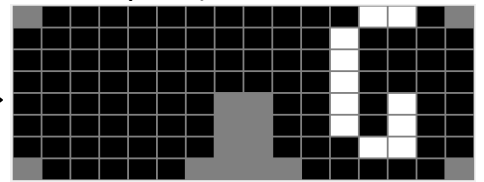
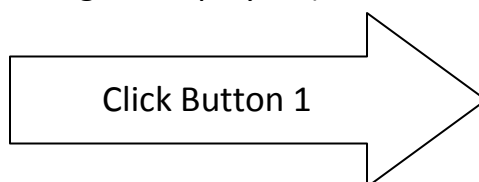
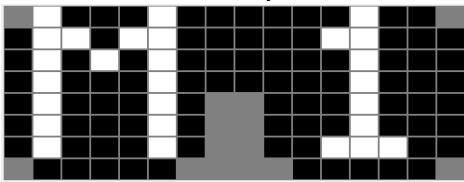


You can cycle through the memory locations by clicking **Button 2**.

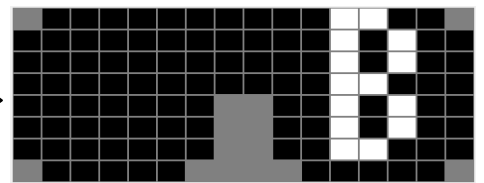
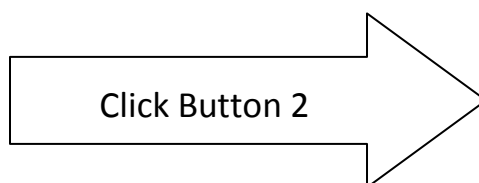
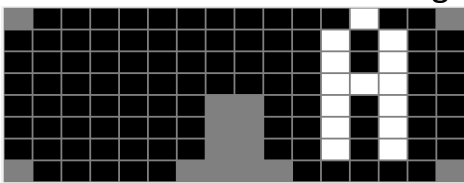


Click **Button 1** to select the currently displayed memory location.

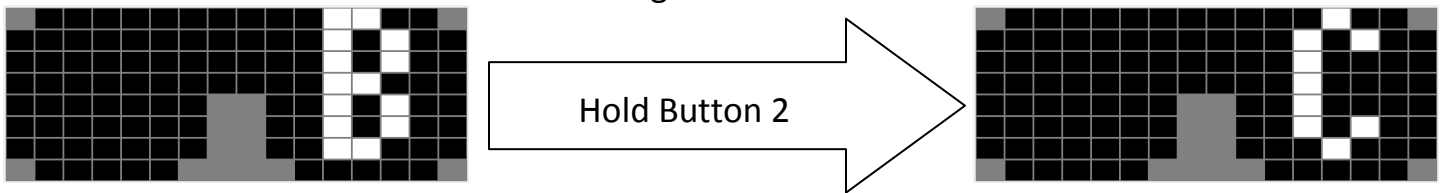
The first letter of your custom message is displayed (if it is blank, it is a space).



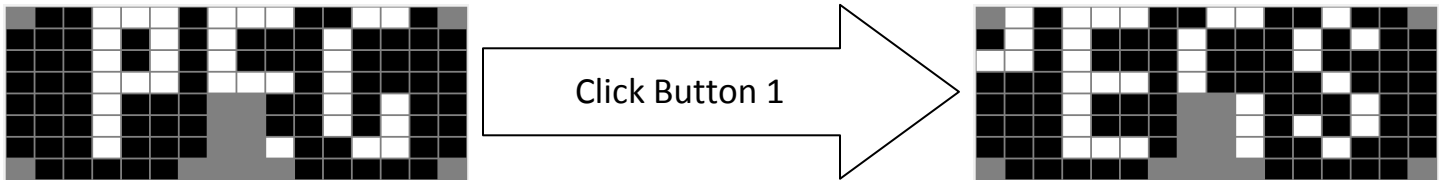
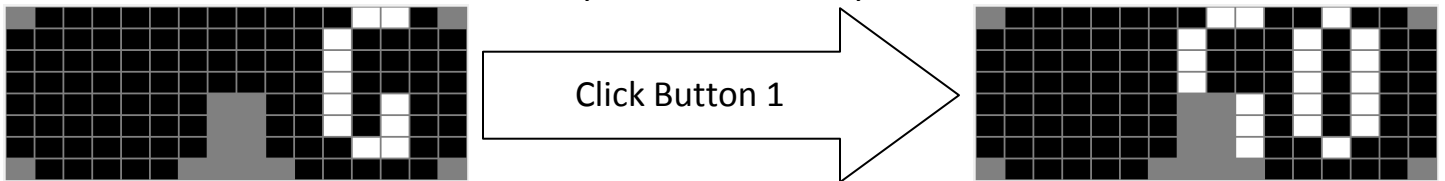
Click **Button 2** to scroll through the characters.



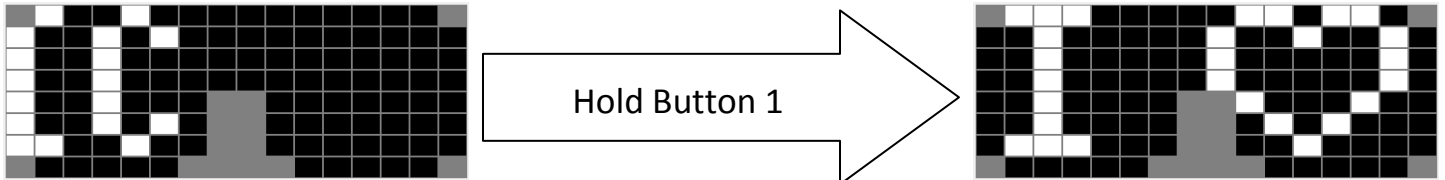
Press and hold **Button 2** to fast scroll through the characters.



Click **Button 1** to select the current character and advance to the next one. The previous characters will shift over to the left so you can see what you've selected.



Press and hold **Button 1** to save your message and exit *Programming Mode*. You are now in *Scrolling Text Mode* and your custom message is displayed.



*Your text repeats immediately after your last selected character, so leave a few spaces at the end to keep it from running together.