HAPPY YUYU
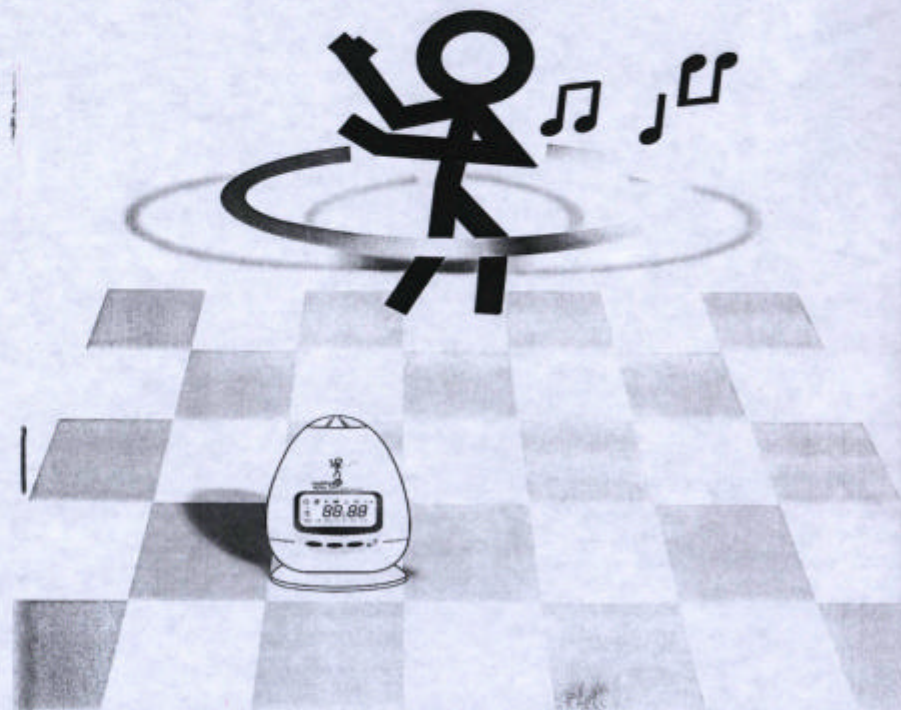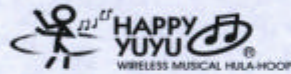WIRELESS MUSICAL HULA-HOOP

ALL NEW WIRELESS MUSICAL HULA-HOOP !!

Fitness Products for 21 St. centry New life.

HAPPY YUYU
WIRELESS MUSICAL HULA-HOOP

Electrical Hula Hoop Operation Manual

The properties and functions of the Newly designed Musical Wireless Hula-

Hoop

This musical wireless hula-hoop is the biggest innovation to decades of hula hoop history. The traditional hula-hoop could only provide exercises to waist consuming the energy for health building and limited reduction function to the fats of waist. HAPPY YU YU musical wireless hula hoop is designed with following additional new functions :

The Newly developed wireless transmission receiver unit.

- Set the appropriate number of swings, exercising time in accordance to the weight and exercising period to work out the referral calories consumption meeting the control and conveniences of personal exercising plan.
- Recording the number of swings of the current application and of the same day so as the exerciser could adjust the exercising volume accordingly.
- Specific music playing function providing music encouragement making exercise to become an entertainment.
- Check and note the number of swings, period or time and alarm displayed when playing.
- With time/alarm/days of week displayed and could be used as a clock when not playing.

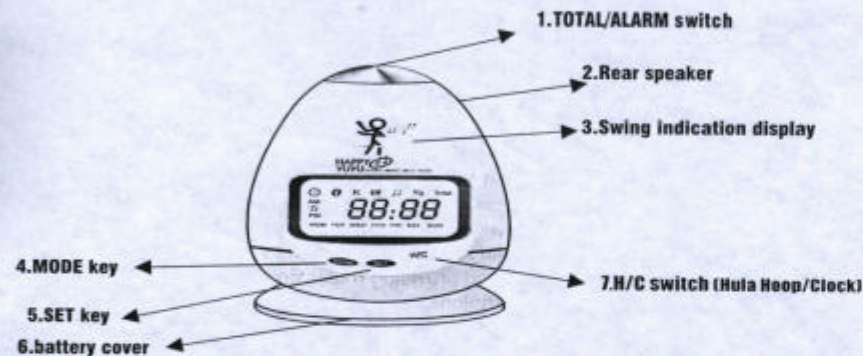Specific constructed hula-hoop assembly cap ring :

- Projected cap ring provides light rhythm when exercising offering massage functions to waist and belly to slimming the body shape while at the same time increase exercising functions and shortening the exercising period.
- 8 sections movable ring could be reduced in accordance to the personal requirement. Convenient assembly, flexible application suitable for various weight of members in the family. (It is suggested that take out the transmission section is order to prevent the possible damages from children.)

This is a humanized design technical device, which could satisfy the personal weight reduction and health plan while shortening the time of exercising and
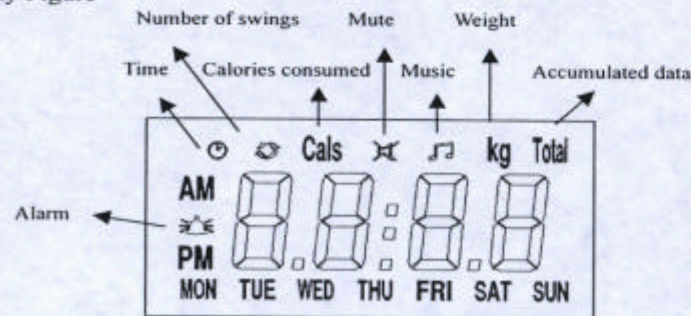
making exercise to become an entertainment and increase exercising interest. This is a product for personal as well as family application and group or contesting games.

★ **In order to operate properly and keep the product quality in best condition, please read the instruction carefully.**

Appearance of receiver and operation device figures

1.TOTAL/ALARM switch

2.Rear speaker

3.Swing indication display

4.MODE key

5.SET key

6.battery cover

7.H/C switch (Hula Hoop/Clock)

Display Figure

Number of swings   Mute   Weight

Time   Calories consumed   Music   Accumulated data

⊙ ⊘ Cals ⊠ ♫ kg Total

AM
☀
PM
MON TUE WED THU FRI SAT SUN

Alarm

1.**Total / Alarm switch** : To switch OFF the alarm, stop alarm and music playing . Check the accumulated time, calories consumption and total number of swings that day.

2.**Rear speaker** : Speaker located at rear of the main unit to broadcast music and alarm.

3.**Swinging indication display** : The Hula-Hoop display is in form of stopwatch when it is under normal operation.

4.**Mode button** : Under [Clock] mode, it is used to set weekdays, Hours, Minutes and alarm time check. When it is under [Hula] mode, it is used to set the time of playing (swinging), number of swings, calories consumed, Mute function switch, music selection, and weight set.

5.**Set button** : To set and adjust time, alarm time and various setting functions of Hula-Hoop.

6.**Battery covers** : Where the battery is located. Open to replace the battery when required.

7.**Hula/Clock switch** : To set Hula-hoop time / time display, just press and release to switch between hula Hoop+Clock.

This unit uses wireless data transmission and receiving devices. There are two major parts in the unit; one is the hula-hoop equipped with wireless transmitter and the other one is the wireless receiver. In order to provide accurate data, the distance between hula-hoop and receiver shall be within 3 metres without any obstacles in the way.

1.**Battery / adapter installation** :

Battery compartment is located at the bottom of the main unit and use 4 AA size batteries in accordance to the direction marked. Install the battery cover as Indicated below drawing A

Please follow the drawing B installation to connect the adapter and receiver. **(The adapter and battery is not included.)**

A B
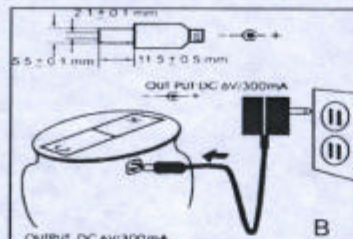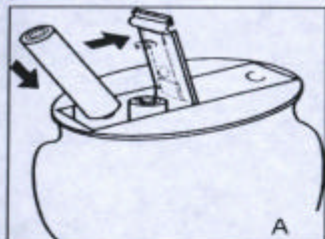
★ **Indoor use suggest use adapter, but do not take off the clock battery, because the adapter only supply the Hula-Hoop electricity.**

★ **If music is playing after batteries are installed press the H/C button twice to clear to factory setting.**

CAUTION

- 1.Don't mix the used and new batteries, normal and rechargeable battery in the same unit.
- 2.Replace the battery according to the direction indicated to avoid short circuit.
- 3.Battery support is used separately for Hula/Clock, the indication " C " and " H" on battery cover represent clock and hula hoop respectively. Please make sure to install battery in both "C" and "H" since it will not work if only one function is installed

2.Description of time , alarm function and setting :

After the batteries are installed, the display shows " Monday " AM 1:00 which means it is under [Clock] Mode. Reset the time to current hours. Alarm time can then be set accordingly.

A : Time set :
1. Press MODE key and hold for 4 seconds until MON start flashing Release MODE key.
2. Press SET button to set the day of the week and then press again MODE key once to confirm the setting.
3. Press SET to set the 12 hours range of the day and then press MODE once to confirm the setting.
4. Press SET again to adjust the minutes of the day and then press MODE once to confirm the setting.
5. Press SET key to set the 12 hours range of the alarm clock and then

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press MODE once to confirm the setting
6. Press SET key to set the minutes of the alarm clock and then press holds MODE key for 4 seconds to leave the time resetting function. The release MODE key.

★ **Under time adjustment mode, if any adjustment key is not pressed for 15 seconds, it will automatically leave the time resetting function.**

B : Alarm clock function switch and setting :
1. After the alarm clock is set according to the above mentioned procedures, press once the TOTAL/AL key, the sign 🕭 will disappeared which means the alarm clock is OFF. Press TOTAL/AL key once, the sign 🕭 will shine means alarm function on.
2. Press TOTAL/AL key hold for 3 seconds will display the time of alarm set for confirmation.
3. Press once on the TOTAL/AL key when the alarm music is activated will stop the music playing.

3.Description and setting on general functions of Hula Hoop
Under [HULA] mode, hula-hoop provides following functions :
1. " 🕐 "To set the time of hula hoop application
2. " 🔄 " To set the number of swings.
3. " Cals " To set the calories consumed
4. " 🔇 " To set the mute ON or OFF
5. " 🎵 " To set the music playing. There are two kinds of rhythm divided "1" and "2".
6." Kg " To set the weight in Kgs of the user to calculate the calories consumed. The system-preset weight is 55 Kgs.

4. Hula-Hoop switch description :
A : 1.Press once the [H/C] key to enter into hula-hoop function mode.
2.Press [MODE] key to select calculation item; 🕐 sign means the time count of hula hoop played; 🔄 sign the calculation of number of swings of hula hoop played; Cals sign means the calculation of calories consumed.
3.The time count will start as soon as the hula-hoop is used. When 🕐 is selected, it displays the time of hula-hooping.
4.When we start to play the hula-hoop, the main unit will start playing music until the hula-hoop stops or falls to the ground. There will be special tone when the hula-hoop falls on the ground. The main unit

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counting function will stop now and will start to activate again when the hula-hoop starts swinging again. Calculation value will start accumulate continuously.

5. When the Hula-Hoop is not used for more than 5 minutes or press the HULA/CLOCK key to leave Hula-Hoop function and enter into time display function.

B : To set the Hula-Hoop :
First press HULA/CLOCK key to enter into Hula-Hoop functions :
a. To set time of swinging :
1. Press MODE key for 4 seconds until ". : " sign starts twinkling. Release The MODE key.
2. Press SET key to adjust the time in minutes. Press+hold SET key for 4 seconds unit " : " sign display starts flashing, release the SET key. Press again the SET key to adjust the tens of minutes. Press [MODE] once to confirm the setting made and enter into number of swings setting mode.

b. To set the number of swings :
Press SET to adjust the unit digit of the number of swinging. Press and hold SET for 2 seconds to confirm the setting and the ten units of swings will start twinkle. Release SET and press again to adjust the ten digits of swings. Press holds SET for 2 seconds to confirm the setting and the hundred units of swings will start twinkle. Release SET and press again to adjust hundred units and enter into thousand units setting. Press set hold for 3 seconds to confirm the setting and the thousand units of swings will start twinkle. Press MODE to confirm all the settings made and enter into Calories consumption setting mode. [To skip hundred or thousand digits setting, just press MODE after the ten digits setting to enter into calories consumption mode.]

c. Calories consumption setting:
When the hundred and thousand unit setting is "zero", the means the number of swings can be set at least 10 circles.

Press SET key to adjust the unit digit of calorie consumption. Press and hold SET for 3 seconds to confirm the setting and ten units of calorie consumption will start flashing. Press SET to adjust and enter into hundred units setting. Press once the MODE key to confirm the numbers set and enter into MUTE switch.

d. Mute switch setting:
Press SET once to activate " ON" the mute function. There will be no music. when the hula-hoop is operated. Press again once the SET will "OFF" the

mute function which means the hula-hoop will play music. Press MODE to confirm the setting and enter into base music selection function.

e. Setting of base music :
Press SET to select the base music 1 or 2. There are two different tunes. Press once SET key to adjust "1" or "2". Press MODE once to confirm and enter into weight setting mode.

f. Weight setting :
Press SET to adjust the weight in Kgs. of the user. Adjust the unit first and then press holds for 3 seconds SET until the ten units start flashing. Release SET key and press SET again to adjust the ten units. Press MODE for 3 seconds to confirm the setting made and exits Hula-Hoop setting mode.

★ To activate any functions (time of application, number of swing, calories consumption) set in the hula-hoop, press MODE key for 3 seconds to enter into setting functions. Select the item with MODE key. If number of swings is selected the sign will ⟳ start flashing, which means; the set number of swings will start calculation at the same time when the hula-hoop starts swinging. When it comes to the number set, a completing music will sound.

When the used unit exceed setting unit can be executed, Press SET key hold for 3 seconds to clean the unit.

★1 KG [metric] means 2.2 lbs. [British System]

5. Checking functions :
A : Number check and zero return.
When the Hula-Hoop is playing, various numbering systems will start counting until the Hula-hoop stops. When a descending tone sounds it means that all targets have been reached. Reset targets as required.
The various counting devices will start accumulation when the Hula-Hoop is played again until it is returned to the time mode. The numbers of accumulation are the total numbers of the current application. If it enters into hula hoop function mode when it return to time mode, all the various counting will start from zero when we start to use the hula hoop again. We could also set from zero by pressing SET for 3 seconds.

★ It will return to time mode when the hula-hoop is not used for more than 5 minutes.

B : Checking of total accumulative numbers.

Main unit will record the data of various functions of current play or the total accumulation numbers of the day. Therefore, the numbers displayed under normal function mode are the numbers of the last play. Press TOTAL/AL KEY to display the total accumulative data played that day. The accumulative data will be kept until the 12 : 00 of the next day. All the data will automatically start counting from zero when the hula-hoop is played again. If not playing, the accumulative data will keep the records.

CAUTION :

1. This product is not for children, spinal patient or under weight people.
2. Please use according to your individual conditions. Not to use continuously for more than one hour.
3. The data provided shall not be used as medical reference.
4. Make sure there is enough of space and no obstacles around for better transmission.
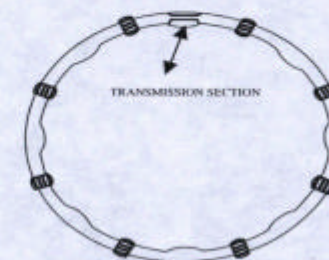5. Clear space when playing to avoid any injury.

HULA HOOP MAIN UNIT ASSEMBLY FIGURE
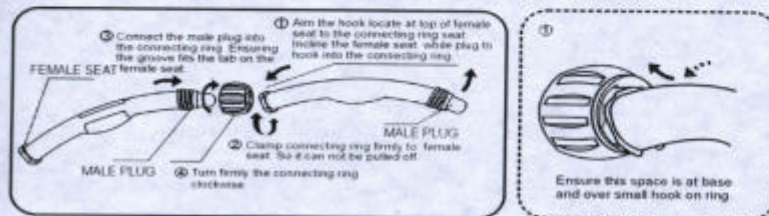
BATTERY ASSEMBLY FIGURE
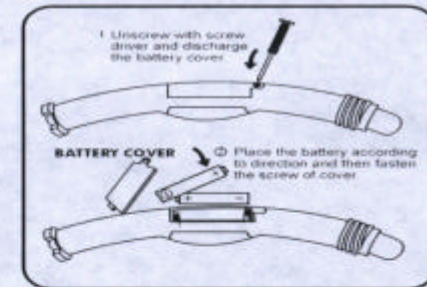
ASSEMBLED HULA HOOP FIGURE

DO NOT PRESS DOWN

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