

Your Cosmoneer is running open source test code!

To modify our code, download and install Arduino v1.6.10. Then, install the library zip files in the project subfolder.

Your loaded version is:
Evolution_18_2_MX-3A_STEM

<https://git.io/vQ3iM>

Replacement 3D parts:

<https://www.thingiverse.com/thing:2159548>

<https://www.thingiverse.com/thing:2154587>



You'll find plenty of our Cosmoneer resources and useful information by visiting any one of the links below.

Manuals & Documentation

<http://cosmospioneering.com/manuals-and-docs/>

Cosmoneer User Community

<http://cosmospioneering.com/community/>

GitHub Repository

<https://github.com/cosmospioneering/Cosmoneer-Proto>

Detailed Assembly Guide:

<http://www.instructables.com/id/Cosmoneer-Proto/>

Contact Us



PO Box 591 Damascus, MD 20872

240-200-4189

Cosmoneer@cosmospioneering.com

<http://www.cosmospioneering.com>

 - @Cosmoneer

 - facebook.com/cosmos.pioneering

COSMOneer Quick Start Guide

Congratulations on your purchase!

Your adventure in space exploration begins here. Please take a moment to familiarize yourself with your personal desktop spacecraft.



Unboxing & Setup

Before removing your Cosmoneer from the box, please ensure you have a location available where your Cosmoneer will be level, safe & sound, and have an outlet within 3ft.

Find a smooth surface where you can lay out the parts. Carefully pull the Cosmoneer and its support components from the box and place them on your surface.

Pull the hook and spool from the Ziploc bag and insert the spool into the top of the hanger. Thread the string

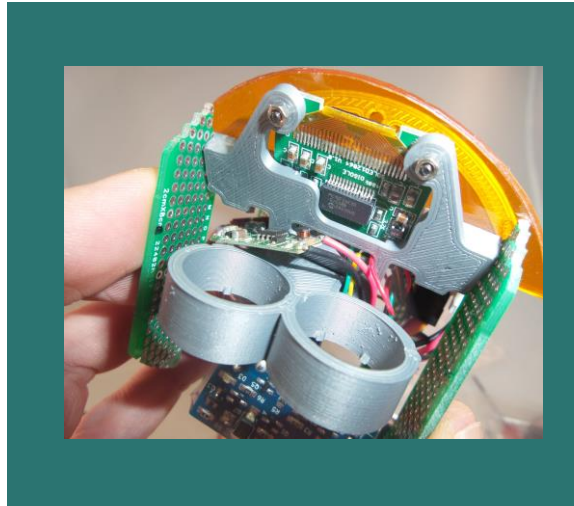


so it spills over the edge towards the center of the coil.



Place the unit in your chosen location and connect the power. It is normal for the coil to get warm during use.

We recommend you use an adhesive or no-slip surface to prevent damage to your Cosmoneer from a fall during normal operation.



With the Cosmoneer in hand, place an equal number of the provided pennies into each of the wells in the rear of the Cosmoneer (shown above.)

To sphere or not to sphere?

Your Cosmoneer can operate from within the 100mm sphere, or it can run while exposed to the harsh environment you have chosen. The sphere will smooth the Cosmoneers' operations a bit, due to added mass.

If your Cosmoneer is experiencing high rotational speed, use the sphere. If you need more power, remove the sphere and suspend from the internal arch in front of the display which will allow you to reduce the coil airgap.

Using the sphere

Correctly placing the Cosmoneer into the sphere has been simplified via rubber guides. To start, grasp the sphere half containing the guides, open side facing up.

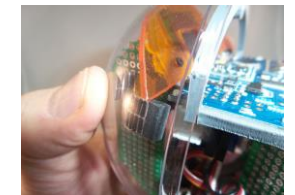
The guide opposite the hanger loop is where the coil of the Cosmoneer will sit. With the Cosmoneer in your other hand, lay it on its back and align the coil hanger as shown. Be



sure to align the dash panel against the guides at the opposite end of the sphere.

With everything

aligned, join the sphere halves together, making sure the pennies don't fall out of the holder.



Launch!

To launch, simply place the craft onto the hook and adjust the spool so the craft is suspended just above the coil. Your Cosmoneer will power up in about ten seconds. Have fun!