Tuning

Tournament Lock

The Pimp Kit™ comes stock with the Tournament Lock on. Tournament Lock mode is toggled if both Dwell buttons are held when the power is turned on. The light will turn solid Green when the Tournament Lock is OFF. The light will turn solid Red when the Tournament Lock is ON. Once the Tournament Lock has been changed, the Pimp Kit™ must then be turned off and on again to adjust settings. The Tournament Lock must be turned off to adjust the BIP, Fire Mode, ROF, ETS or use the reset function.
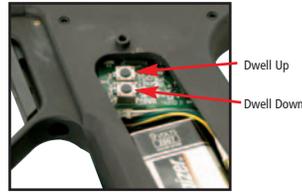
Dwell Adjustment

Dwell adjustment is how long the valve is held open. Higher Dwell usually leads to higher velocity. Dwell adjustment can be made in any live mode and it can be adjusted whether the Tournament Lock is on or off. The Dwell buttons are located directly on the left hand side of the board and are visible once the grips are removed. The upper button adjusts the Dwell up and the lower button takes the Dwell down.

Setting the Ghetto Board

Each time you press the Dwell button, the light should blink Green. The led glows Orange once any setting has been adjusted to its maximum or minimum.

Board Adjustments-Instructions for BIP, Fire Mode, ROF (eye off), ROF (eye on) and ETS

Hold down the trigger and switch on the marker. Keep holding the trigger until the led changes from Orange to Red(4 seconds). If the led stays unlit then the EVIL® Pimp Kit™ is locked–see Tournament Lock Section. You're now in the settings menus and the marker should now be blinking Red. To cycle through the different options, pull the trigger. The led flashes a color to indicate the option selected. Red=Ball In Place, Red to Green=Mode of Fire, Orange=ROF (eye off), Orange to Green=ROF (eye on), Green=Electronic Trigger Sensitivity. Just hold down or press the up or down Dwell buttons located under the grip on the left side of the marker to change the setting of each option. Each time you press the Dwell button, the light should blink Green. The led glows Orange once any setting has been adjusted to its maximum or minimum. When you're done changing all the settings, just turn the marker off and then on again and you're ready to go.

Ball in Place Adjustment (BIP) - Red Flashing

This delay allows the the paintball to fully seat in the chamber. Raise the BIP delay if you are using a slower hopper or having problems chopping or breaking paint.

Fire Mode - Red to Green

Your 7.0 Ghetto Board allows you to play in any league in the world by offering variable fire modes
1) Semi auto
2) X3 ramp mode after 4 trigger pulls - cap set by ROF Eye On
3) X3 ramp mode with 15.4 bps cap so it is PSP legal

Rate Of Fire Adjustment Eye Off (ROF) - Orange Flashing

This ROF adjustment only affects the EVIL® Pimp Kit™ when eye is off.

Rate Of Fire Adjustment Eye On (ROF) - Orange to Green

This caps your maximum rate of fire with the eye on.

Electronic Trigger Sensitivity (ETS) - Green Flashing

This allows the sensitivity of the EVIL® Pimp Kit's trigger switch to be adjusted. The lower the number, the higher degree sensitivity. Some fields and tournaments are very strict about bounce and this allows you to customize your marker so it is always legal.

Reset Function

This will reset all adjustments done to the board back to the default stock settings (see back). It can be done only when the Tournament Lock is disabled. To reset the board, hold the trigger for a full 20 seconds while turning the marker on. The led will strobe between Green and Orange when it has been reset.

Dwell Up

Dwell Down

Pimp Kit 7.0 Board Instructions

LED Settings Menu Colors	Dwell	Ball in Place Delay	Fire Mode	ROF-eye off	ROF-eye on	ETS
	Adjustable if marker is ON	red flashing	red to green	orange flashing	orange to green	green flashing
min	4ms	0ms	default = X3 ramp / range of settings:	1 bps	12 bps	1ms
max	20ms	25.5ms	1) semi-auto bps adjustable (press the button all the way down)	20 bps (15 bps in PSP mode)	uncapped (setting 36)	126ms
default	10ms	2ms	2) X3 ramp mode	15 bps	uncapped (the highest ROF setting is 35, 36 = uncapped)	10ms
increment*	1/2ms	0.1ms	3) X3 ramp mode, psp legal 15.4 bps limit (press the button all the way up)	1 bps	1 bps	1ms

*increment is how much it changes when you press the up or down button.