



WARNING

THIS PAINTBALL MARKER IS NOT A TOY! Please read and understand this user guide before using your new E-Mag paintball marker. It is vital to your safety and to the safety of others that you accurately follow the information contained in this guide. If you have any questions, please refer to the contact information section.



THIS PAINTBALL MARKER IS NOT A TOY! This paintball marker should be treated as a dangerous instrument and should always be treated with respect. Never point a paintball marker at anyone not properly attired. This paintball marker can cause serious bodily injury including, but not limited to, blindness or even death. Please read all safety instructions and directions in this manual before using this paintball marker. Always wear approved safety goggles or an approved mask whenever you handle this paintball marker!



Do not point or shoot this paintball marker at animals. Do not point or shoot this paintball marker at any person unless you and your target are engaged in paintball activities and are wearing proper safety gear including approved paintball goggles, mask, and pads. Never shoot anyone at close range! Never load this paintball marker with anything except approved paintballs. Never put anything down the barrel except paintballs, barrel squeegees or barrel plugs. Do not attempt to repair this paintball marker by yourself. Follow all maintenance instructions carefully. If you are unsure about any aspect of the maintenance procedures contact your local dealer or Airgun Designs, Inc. at the number located at the end of this manual.



This paintball marker is always armed and cocked when an air supply is installed. Always engage the safety (located behind the trigger on the grip) and use an approved barrel bag/sock when an air supply is attached or installed. Disengage the safety and remove the barrel bag/sock only when on a playing field, the game has started and all players are wearing proper safety gear. When the red ring of the safety pin is showing, the safety is off and the paintball marker will fire.



Always chronograph this paintball marker before using it. Never shoot this paintball marker when the chronograph readings exceed 300 fps! There is a blow-off valve incorporated into the valve mechanism that will release air pressure if pressure exceeds a predetermined amount. This blow-off valve is factory set and is not user adjustable. Remember to wear proper approved goggles or masks when chronographing your paintball marker.



USE COMPRESSED AIR ONLY



Your X-mag is designed to run on compressed air only! It will not function at all on CO2 no matter what hoses, expansion chambers, etc. you use. We recommend that you purchase a high-quality compressed air tank and regulator for your X-mag. Working input pressure to the paintball marker is 600 psi to 1000 psi for best performance. Pressures over 1000 psi will damage the regulator and reduce performance.

BLOW-OFF VALVE



The blow-off valve is self-contained in the regulator piston and is not user adjustable. It is a safety device for venting gas from the paintball marker should abnormally high pressure occur in the regulator or air chamber. Always check your velocity any time the blow-off valve has vented.

FEEDING PAINTBALLS



When firing the paintball marker, it's important to remain aware of whether the loader is feeding paintballs at a sufficient rate. Due to the unique recoilless design of the X-mag, paintballs may not feed because the marker does not shake the loader. We strongly suggest that you use an agitator type loader to keep the balls feeding.

BOLT STICK



The bolt can stick forward causing the trigger to lock due to either paint chips wedging between the bolt and breech or when degassing the paintball marker, caused by turning off the tank and firing or shooting those last few blooping shots when the tank is empty. When the bolt sticks forward the trigger will not come forward. Remove the barrel and use a SQUEEGEE to push the bolt back until the trigger clicks forward.

EXHAUSTED GAS SUPPLY



The paintball marker will give very little indication that it is running out of gas; by the time you see the velocity drop you are 20-30 shots away from total shutdown. Additionally, if you use a compressed air tank with an on/off valve, make sure you open it all the way.

DO NOT OIL FILL NIPPLE



Do not let oil enter the fill nipple of your air supply. As the bottle is filled, the oil can vaporize in the bottle and reach flash point due to the temperature of the incoming pressurized air. This can cause a fire or potential explosion.



Thank you for selecting the Airgun Designs E–Mag Xtreme electronic paintball marker. Here at Airgun Designs we strive to continue our long history of producing quality products and service. Airgun Designs focuses on giving you, the player, the best possible value for your money. We hope that our policies reflect our commitment to you, the player, now and into the future.

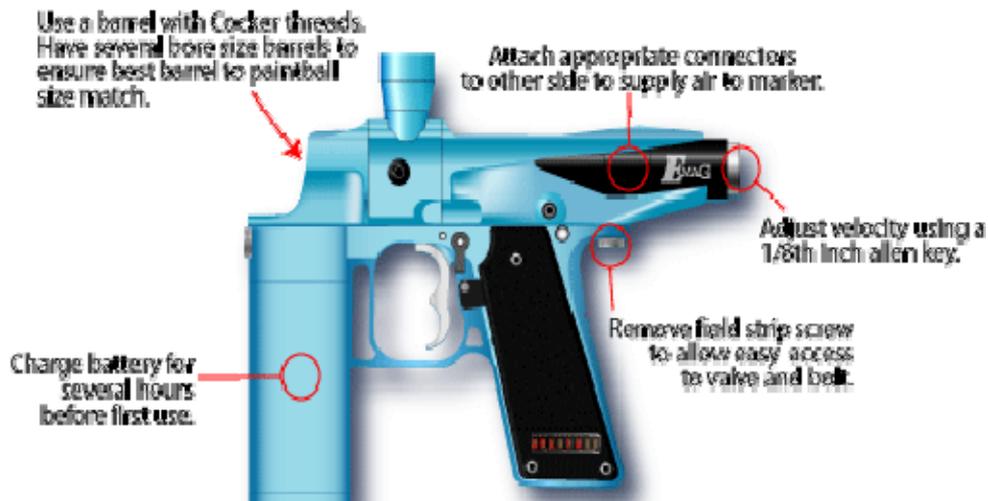
We want you to start enjoying the benefits of this product as soon as possible. To receive the best results from your marker, read this manual before using the X-mag

If you need more information or help with your X-mag please contact us. Our contact information is located at the end of this manual.

OUR ASSUMPTIONS

In this manual, we have tried to describe the X-mag as simply as possible. However, we have assumed that you are familiar with basic paintball principles such as:

- The correct use of a paintball marker and other paintball equipment.
- Safety practices of paintball.
- The correct use of tools and maintenance agents.
- That this product will be used exclusively for the game of paintball.



QUICK OVERVIEW OF HOW TO USE THE X-MAG

- Ensure that the battery has been charged overnight before first use.
- Introducing 600 to 1000 psi of air pressure to the paintball marker will charge and cock the marker.
- The X-mag uses a standard threaded Cocker barrel.
- The velocity adjustment nut is on the back of the valve body and requires only one complete turn to adjust from 200 to 300 fps.
- Field stripping to remove the valve and bolt is accomplished by unscrewing the knurled field strip screw located underneath the frame while the air supply is off.
- **THE SAFETY MUST BE "OFF" TO PULL THE TRIGGER BACK AND THE TRIGGER MUST BE PULLED (WITH SELECTOR SWITCH POINTING FORWARD, 9 O'CLOCK TO "M") TO SLIDE THE VALVE BODY OUT.**
- The X-mag body has a locking pin for alignment in the regulator body that allows the valve body to only come out part way before you must twist the valve body clockwise to continue sliding out the back. Once removed, the entire valve and bolt assembly is available for cleaning.
- When adjusting the velocity regulator, dry fire the paintball marker several times before chronographing to allow the regulator piston and spring to seat properly. Always start below your intended velocity and work your way up.



The X-mag is Airgun Designs' flagship marker. Starting with the worlds fastest recharging RT valve system and ending with the world's only manual override switch the X-mag can't be beaten for looks and performance.

The X-mag comes in a variety of feed styles to suit every type of play. AGD is the only marker manufacturer that designs interchangeable bodies into their markers so when your style changes your marker can too. The X-mag has an aluminum main body, which incorporates a modular feed system (patent pending). The modular system allows the whole feed tube to be removed and replaced with a different style. Currently available are center feed & warp feed modules in left and right handed versions.

A model of simplicity, the electronic version has only one more moving part over the mechanical 'Mag. A solenoid in the grip pulls the trigger to fire the marker on command from the electronic trigger.

The trigger is one of a kind and uses a magnetic sensor embedded in the grip to sense the position of the magnet in the trigger. Airgun Designs knows you like to fine tune your marker so we made the trigger FULLY ADJUSTABLE for stroke and tension. Many players get the trigger stroke down to a half a millimeter or better.

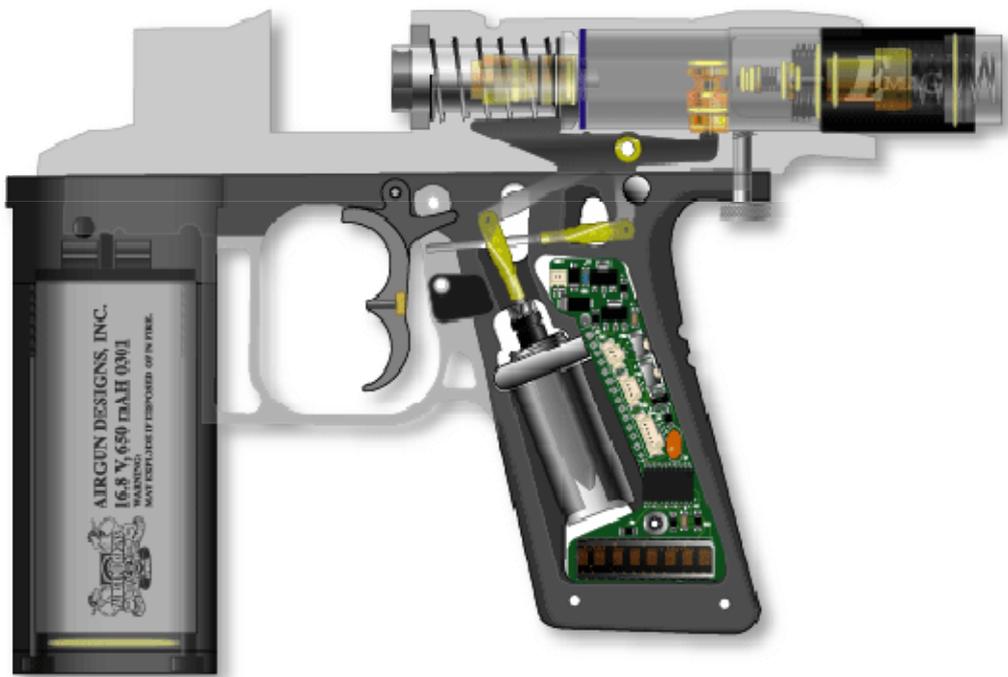
The single most unique feature of the X-mag is the Manual Override Switch located just behind the trigger, allowing you to completely bypass the electronics and fire the marker in manual mode with a flick of your thumb. We like to think of it as your primary and your backup marker in one! You never have to worry about dead batteries or broken wires taking you out of a game.

The front grip houses the removable Nickel Metal Hydride battery pack that can power you through 20,000 shots before recharging. Remove the battery and use the provided charger to juice up the battery from your car's cigarette lighter!

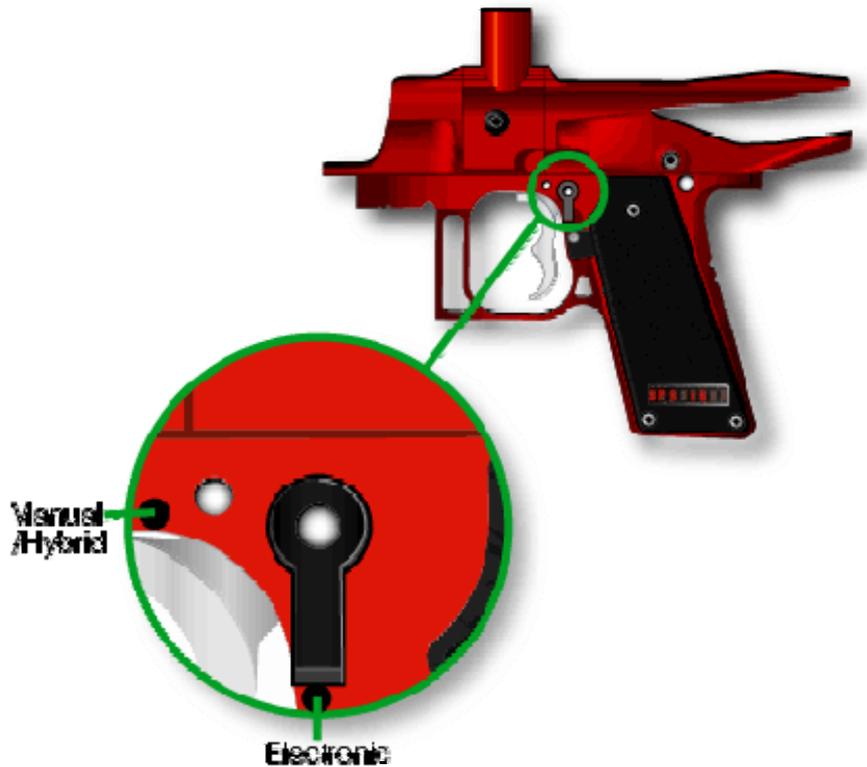
The LED display shows total shots, game timer, adjustable firing rate and shots since turned on.

The system works with standard Autococker barrels which hold the module in position. When you want to change the module, just unscrew the barrel by a few turns, remove one module, and replace it with another...It's that easy!

- Weight - no tank, hopper, barrel or sight rail - 2.7 pounds
- Length - 16 inches
- Aluminum 45 Grip frame standard
- L.E.D. Display features countdown timer, shot counter, plus many other features
- Tested beyond 20 shots per second without shoot down
- No visible wiring or components
- Trigger sensitivity fully adjustable
- Modular Feed system (patent pending) change feed type from Center Feed to Warp Feed in seconds; left, center and right feed modules optional
- New Cut & Carve versions now available, machined on a 4th Axis CNC Mill
- Revolutionary MAT system (Magnetically Actuated Trigger)
- Accepts standard Autococker barrels
- Revolutionary Dual selector, switches from Electric to Manual operation
- Operates on 18v Nickel Metal Hydride (NiMH) rechargeable battery pack



The X-mag has three modes of operation.



1. MECHANICAL MODE

Indicated by the selector switch positioned so that it points toward the “M” (9 O'clock Position) marked above the trigger on the left side of the grip frame and the electronic system disengaged. Disengage the electronic system by either removing the battery pack or turning off the power switch.

- This mode is purely mechanical.
- No shot count, timer, burst mode, etc. is available in this mode.
- This mode provides a “Reactive Trigger”, meaning the trigger is returned forward by gas pressure supplied from the valve.
- There is longer trigger travel and greater effort required to pull the trigger in this mode.
- Partial trigger pulls “half stroking” is possible in this mode.
- Emulates Automag RT/Pro

2. ELECTRONIC MODE

Indicated by the selector switch positioned so that it points toward the “E” (6 O'clock position) marked behind the trigger on the left side of the grip frame while the electronics is turned on.

- This mode is “purely” electronically controlled.
- The trigger pull will be light and short in this mode.
- Each time the trigger is pulled the electronics will activate causing a complete firing cycle to take place. This mode will not allow “half stroking.”

- The shot counter, count-down timer and various other LED indicators are active in this mode.
- The firing cycle is triggered via the Hall Effect Sensor in this mode.
- Eliminates the “Reactive Trigger” meaning the trigger is returned via the return magnet system located above and forward of the trigger.

3. HYBRID MODE

Indicated by the selector switch positioned so that it points toward the “M” (9 O'clock position) marked above the trigger on the left side of the grip frame while the electronics is switched on.

- This mode is a mixture or “Hybrid” of Mechanical and Electronic modes.
- The firing cycle is controlled electronically and is triggered via the Hall Effect Sensor.
- The trigger is “Reactive” and is returned via air pressure supplied from the AIR valve pushing the trigger rod forward.
- In this mode the Shot Counter, Count-Down Timer and various other LED indicators are active.



AGD 1.31	When marker is powered up display will indicate ROM revision information for several seconds.
██████████	While the marker has power, display will flash one pixel every four seconds to show it is on.
05:00	If marker is not counting down, display will indicate time ready to count down.
SHOTS 000	Press top button again to show number of shots fired since last power up.
TS 240	Press top button again to show total shots fired by this marker in its lifetime.
SPS 16	Shots Per Second: Limits the number of shots per second to the indicated number on the display.
ACS 00	Anti Chop Sensor 00=off, Set 01 = single color paint, 02 = two color paint.
GM T 05	Count Down Timer can be set from 5 to 35 minutes, in 1 minute increments.
STARTED	Press lower button to start timer if not running. Firing the marker will also start game timer.
STOPPED	Press lower button to stop clock and reset timer if counting down.
04:26	Displays minutes left in game. If not counting down, it is waiting for a trigger pull to activate timer.
LOW BAT	When the battery is low it will flash "low bat." every few seconds.

While the marker is powered up display will flash one pixel every four seconds to show it's on. When the battery is low it will flash "low bat." every few seconds.

- Press top button to show game timer: displays minutes left in the game. If not counting down, it is waiting for a trigger pull to activate timer.
- Press lower button to stop clock and reset timer if counting down. Starts timer if not running. Firing the marker can also start game timer.
- Press top button again to show number of shots fired since last power up.
- Press lower button: does nothing
- Press top button again to show total shots fired by this marker in its lifetime.
- Press lower button: does nothing.
- Press top button again to show shots per second limit. This will limit the firing rate to the indicated number of shots per second. The number is stored in memory and will come up again when you power up.
- Press lower button to change shots per second.
- Press the top button again to show Anti Chop Eye settings.
- Press lower button to change settings.
 - ACE 00 – ACE turned off
 - ACE 01 – Short delay
 - ACE 02 – Long delay for multi color and high contrast paintballs.
- Press top button again to show game timer. This will allow setting of the count down timer from five to thirty five minutes in one-minute increments. This setting will be saved in memory when power is off.
- Press lower button to increment timer between 5 and 35 minutes.
- Press top button again to go back to top of menu tree.

Software updates may not have all the features listed.

Keeping your X-mag clean and well lubricated will ensure years of faithful service. How often you maintain your marker should be based on playing conditions, frequency of play, and environment. Sand and dusty environments are harsh on o-rings and moving parts; playing at facilities near the coast can allow salt in the air to attack metal parts such as screws. Pay attention to your environment and how it can affect your playing equipment and create a maintenance schedule accordingly. Under normal operating conditions we recommend that you clean your marker after each day of play and lubricate it about once a month.

CLEANING

Always remember to wear approved paintball goggles and mask when cleaning your paintball marker if the marker is pressurized. After each use a paintball marker should be field stripped and all the exposed parts cleaned and inspected for wear or problems. Lightly lubricate all surfaces and reassemble according to instructions.

DO NOT USE "CLEANING" LUBRICANTS FOR FIREARMS OR SPRAYS SUCH AS "WD-40".

Lubricate with quality lubricants designed for pneumatic devices such as "Autolube."

LUBRICATION

If used regularly, we find that customers who properly lubricate their paintball markers once a week have the fewest problems. To lubricate your X-mag, apply 6 drops of AUTOLUBE into the air line running into the valve. Then gas up and dry fire the paintball marker several dozen times with the barrel removed to prevent oil build-up in the barrel. This cycles the oil throughout the marker and provides needed lubrication to internal parts.

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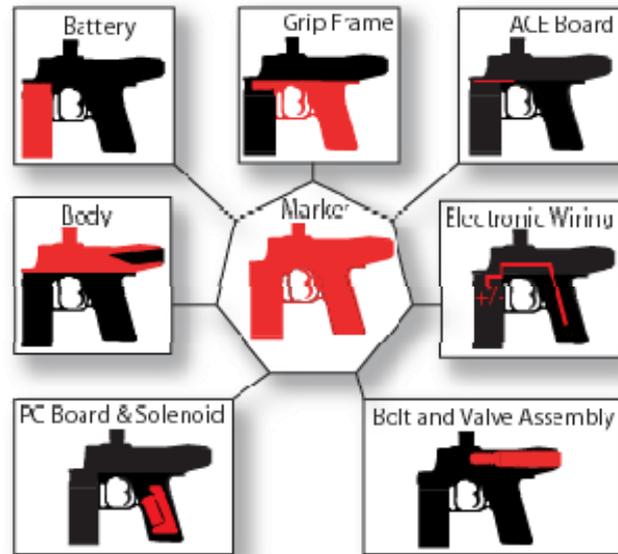
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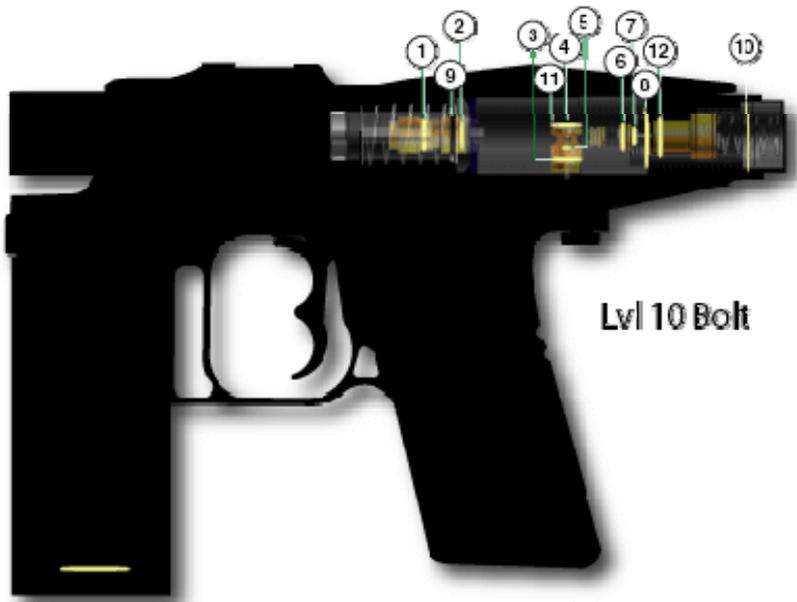
COMPONENTS



The X-mag is made up of seven essential modules:

- Battery
- Grip Frame
- ACE Board
- PC Board
- Electronic Wiring
- Valve Assembly
- Body

VALVE AND LVL 10 BOLT O-RINGS

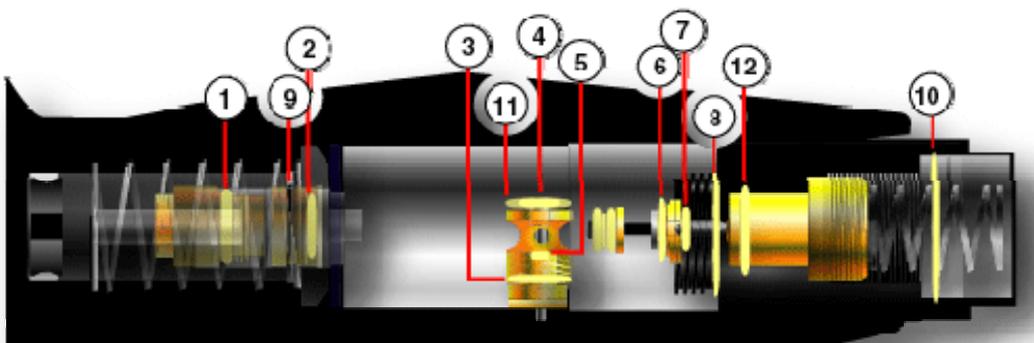


[Click here to view the O-ring Reference Chart.](#)
[Print the document at 100% and use as described.](#)

Determining which o-ring goes where can be confusing; especially if you have removed several at once. Place an o-ring on the picture of the o-ring reference chart till you find one the exact same size. Look at the Identity description to find out which one you have.

Never use the wrong o-ring as it will cause failures and can damage your marker. It is better to replace an o-ring that you suspect is causing trouble even though it looks OK. Tiny cuts or wear may be impossible to see with the naked eye.

VALVE ASSEMBLY O-RING LOCATION BLOW-UP



LVL 10 CARRIER

The diameter of the carrier is identified by a series of lines and/or dot, carved into the carrier body.

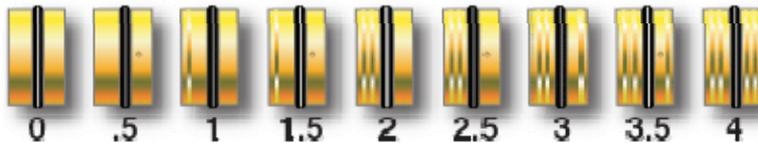
The diameter determines how snugly the o-ring fits into the carrier.

Refer to the chart for ID to Size relationship.

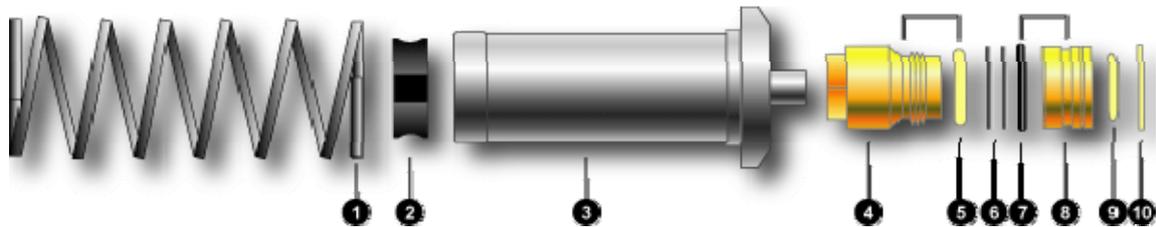
ID	Size
0	.314
.5	.316
1	.318
1.5	.32
2	.322
2.5	.324
3	.326
3.5	.328
4	.33



Size indicates
inside diameter.



LVL 10 COMPONENTS



1	Main Spring
2	Foamie
3	Superbolt II
4	Power Tube Tip
5	Power Tube Tip O-Ring
6	Shim (usually two)
7	Carrier O-Ring
8	Carrier
9	Power Tube O-Ring
10	Backing Washer

LVL 10 GENERAL INSTALLATION INSTRUCTIONS

1. Disassemble the marker, and remove the all components from the Power Tube.
2. Install the delrin backing washer (10) into the power tube. This component prevents the power tube o-ring from being pushed back into the air chamber in the valve.

3. Lightly oil a power tube o-ring (9) and place it into one of the carriers (8). Take the bolt (3) and push the carrier, o-ring first, onto the end of the bolt shaft. If it is hard to push on, try a larger sized carrier; if it slides on too easily, use a smaller carrier. you want the seal to be snug but provide as little friction as possible. Carrier sizes are used to compensate for inconsistencies in o-ring sizes.
4. Install a carrier o-ring (7) onto the carrier and lightly lubricate with oil. Slide the carrier, containing the power tube o-ring, into the power tube, o-ring end first.
5. Install the power tube tip (4), ensuring that it has the power tube tip o-ring (5) is in place. Do not over-tighten the power tube tip!
6. Install the bolt and spring (1) and reassemble the marker.
7. Gas the marker up and listen to determine if it is leaking down the power tube. If you hear a leak, push on the front of the bolt using a squeegee. If the leak changes tone try using the next smaller size carrier. When you no longer hear a leak move to the next step.
8. Disassemble the marker and remove the power tube tip. Install two shims, and make sure they are sitting flat so they don't get bent.
9. Reassemble and gas up the marker. Fire the marker while lightly pushing on the front of the bolt using a squeegee. You should hear air start to vent out the front of the bolt. If not, add an additional shim. If you add too many shims the marker will constantly leak out the front. If you find that the marker locks up after pinching a ball, add another shim.

ORIGINAL VALVE COMPONENTS



The LVL 10 system replaces the original bolt, which is no longer produced by Airgun Designs. The LVL 10 system is compatible with all AGD markers and should be used to prevent paintball breakage from balls that may get pinched in the breech. DO NOT install an original bolt into the X-mag.

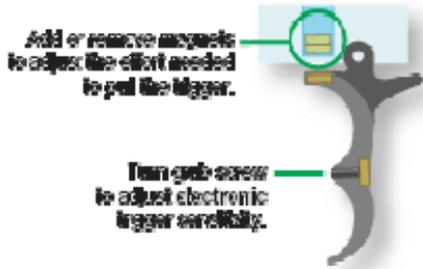


The Grip Frame contains all of the electronics that run the X-mag.

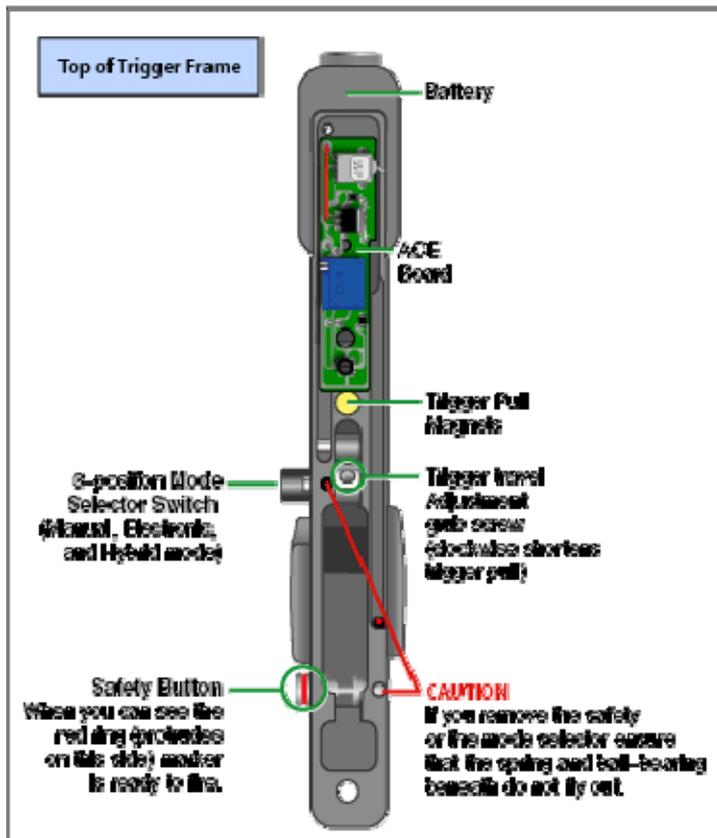
Make sure that the sear screw is removed before separating the grip frame from the body. Failing to do so may bend the solenoid sear shaft cause a failure.

TIP

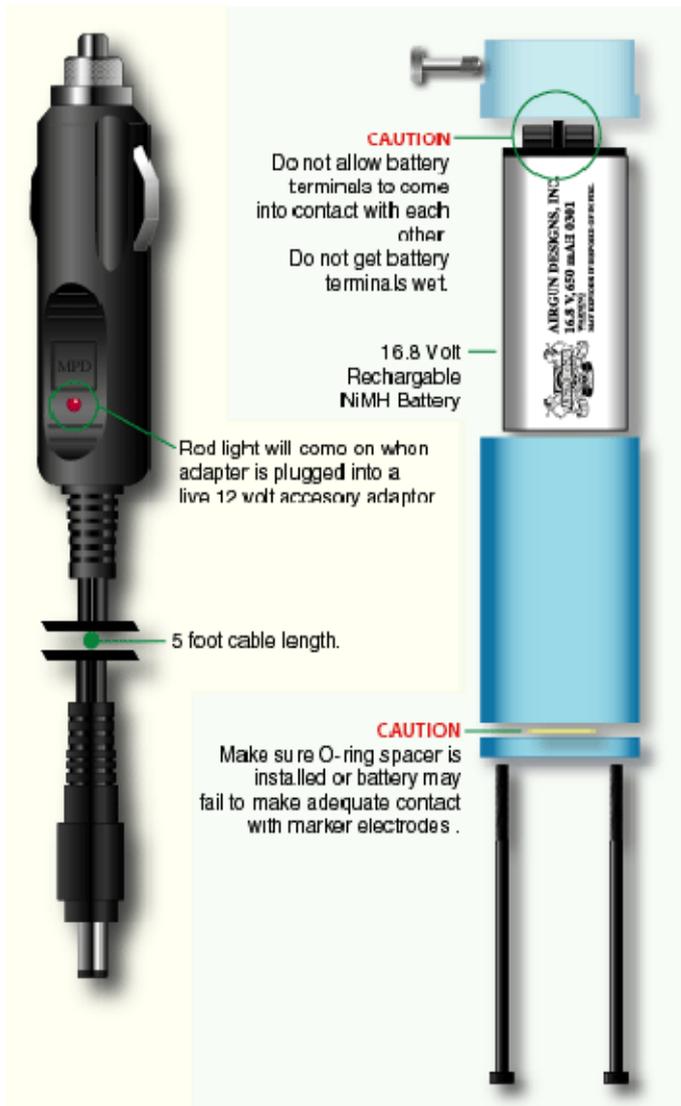
Adjusting the Trigger



Use an Allen Key to remove or install magnets into the top of the Grip Frame. The magnets will be attracted to the iron in the key, making removal very simple.

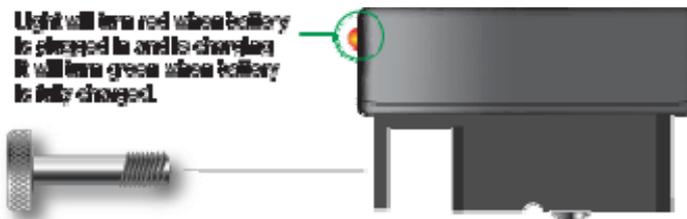


CHARGER AND BATTERY



BATTERY LEDS

Light will turn red when battery is plugged in and is charging
It will turn green when battery is fully charged.



CAUTION
Some batteries will turn light green when first plugged in.
In this case leave battery charging for several hours.

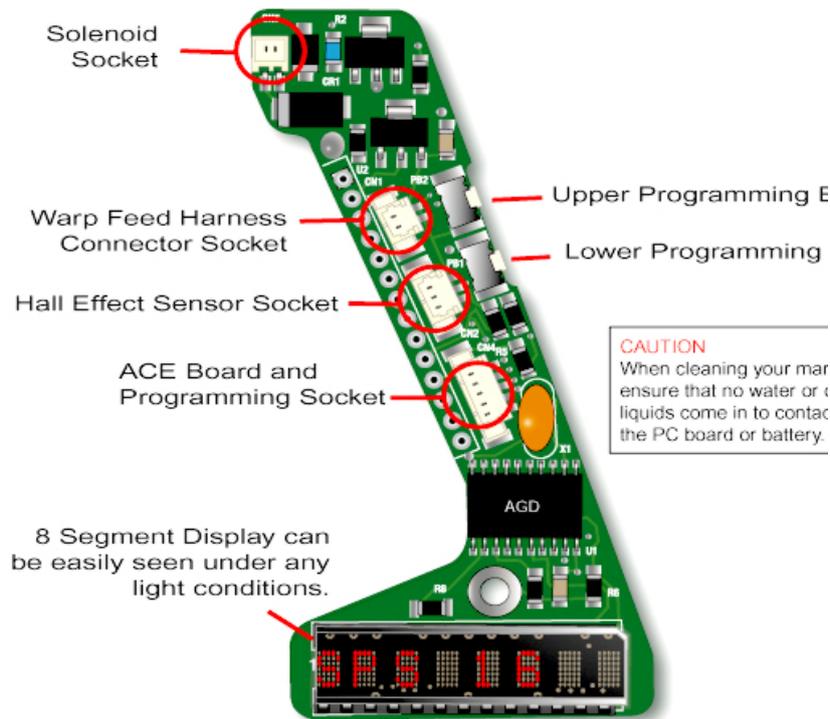


HOW TO CHARGE THE BATTERY

- Unscrew and remove the battery retaining screw (interchangeable with a

field strip screw).

- Slide the battery down and off the battery rail (located in front of the trigger guard).
- Slide the battery into the charging unit and press the field strip screw through the hole in the charging unit and into the battery.
- Insert one end of the power cord adapter into the charging unit and the other into a 12 volt power source such as an automobile cigarette lighter.
- While the battery is charging the light on the charging unit will appear red. The light will change to green when it is in trickle charge mode; trickle charge mode occurs when the battery is about 85-90% charged. At this point, the battery is ready for play. Trickle charge an additional 3-4 hours, if desired, to attain 100% charge.
- Some batteries may cause the green light to come on in a few minutes. Continue to trickle charge for several hours for a full charge.

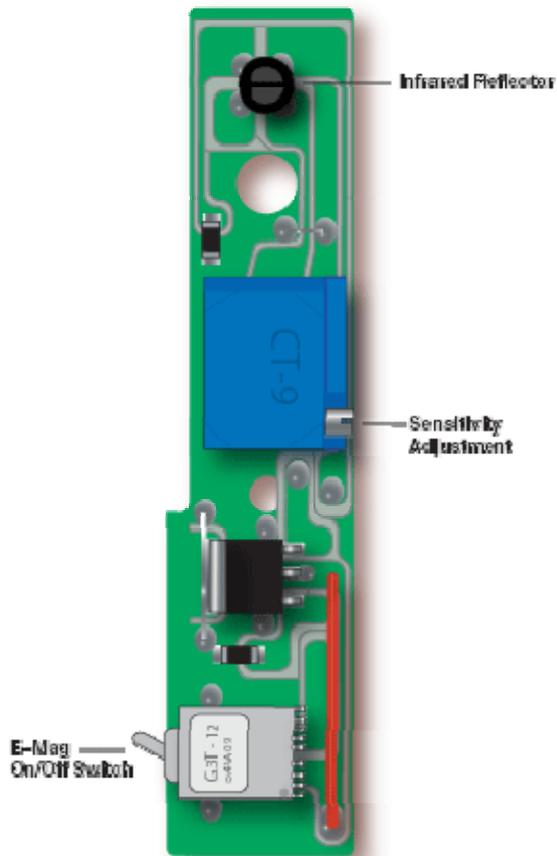


PC BOARD INFORMATION

- There are no user adjustable components located on the E-Mag Xtreme PC Board.
- Keep all liquids away from the components on the board at all times.
- Make sure that no wires are pinched when assembling and disassembling the marker. This can cause the insulating plastic cover on the wire to break, exposing the inner conductive wire to the frame of the marker. This in turn can cause a short or general failure of the marker.
- The frame carries the negative DC from the battery to the PC Board. Make sure that the screw that holds the PC Board in place is reasonably tight to ensure a good electrical connection.
- When removing wiring connector from the sockets make sure that no excessive force is applied to any one wire as this can cause a break. Grasp the wires as close to the connector as possible and gently pull straight up and out.
- When reinstalling the connectors into the sockets, note that they are keyed, and can only

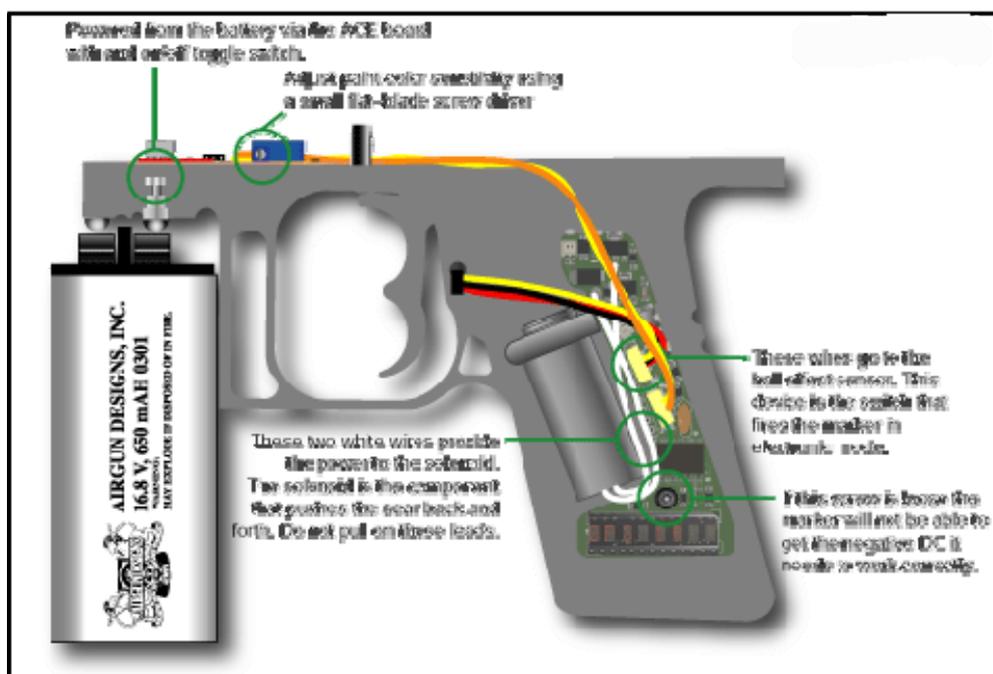
be reinstalled one way.





The Anti Chop Eye (ACE) board uses an infrared reflective sensor to determine if a ball is fully loaded into the breech.

Sensitivity can be adjusted to handle multi-colored paintballs. Insert the paintball, dark side down into the breech, pull trigger and rotate sensitivity adjustment pot using a small flat blade screwdriver until the gun fires. Then rotate pot clockwise 2 full turns.



GRIP FRAME PRECAUTIONS

Wires are used to connect the battery, ACE board, PC board, and optional warp feed unit.

When working on the X-mag make sure that you do not apply any excess force to the wiring by pulling on them. Also make sure that the wires do not get caught between the main body and grip frame when reassembling the unit.

As with any other electrical device, ensure that you do not get any water or other liquids on any of the boards, battery or wires.

If for any reason your marker should get wet internally, immediately remove the battery. Make sure that all components are thoroughly dry before attempting to reinstall the battery. If you are unsure about the correct method of drying your marker contact your local certified Airgun Design representative or give our [technical support](#) department a call.

WARP FEED CONNECTION

A cable is available to connect you X-mag to the Warp feed. If you are making your own cable, make sure that you have the correct connector for the PC board. Soldering wires directly to the PC board will immediately void your warranty. The PC board provides a positive 5V pulse for the warp feed.

Bolt and Valve Assembly

000157 Regulator Nut O-ring
000845 Regulator Nut Assembly
000799 Regulator Spring Inner
000800 Regulator Spring Outer
000822 Regulator Piston Assembly
000113 Regulator piston o-ring
000779 Valve pin o-ring
000844 Regulator seat o-ring

Regulator Valve

000432 Field strip screw
001446 On/Off Assembly
00123 On/off bottom o-ring
001498 On/off pin .712
000814 On/Off Top
000778 On/off small o-ring
000815 On/off Bottom

Valve Body

000123 Power tube o-ring Spacer
000781 Power tube tip o-ring
000819 Power tube tip Assembly
000796 Bumper
000802 Bolt Foamieless
000798 Bolt Spring

Battery Assembly

001220 Battery Assembly Bolt
001226 Battery Charger
001223 Battery Pack
001319 Battery Saver Plug (Yellow)
001388 12V Charger Cord

Grip Frame

001297 Grips (pair)
001307 Grip Screws
001304 Hall Harness
001420 Jumper Burst mode
001328 Nylon Bushing
001327 Nylon Washer
001225 PC Board
001331 Quad O-ring
001355 Warp Harness
001605 Nubbin, Molded Plastic

Body

001410 Rail
001386 Sear Assembly
001281 Sear Lock
001287 Selector Switch
001237 Solenoid
001286 Trigger Magnet Mount
001314 Trigger Pin
001224 Trigger Rod

Screws

000176 Front Frame Screw

Other O-rings

000157 Barrel O-ring
000782 Regulator Body

The secret to avoiding marker problems is to keep the X-mag clean and lubricated. Never use excessive force to assemble or disassemble the marker. Make sure that all components are correctly reinstalled before reassembling the marker. No part of the X-mag requires any more force than that which can be applied by hand.

When attempting to identify a suspected problem with the X-mag, first ensure that the following external conditions have been met:

AIR SUPPLY TO MARKER

- Minimum 1000 psi in bottle for testing purposes.
- Minimum output pressure from the bottle regulator is 600 psi.
- The bottle supply is turned on and connected correctly.

POWER SUPPLY

- If firing in electronic mode make sure battery is charged.
- Marker is switched on.
- Good batteries in Hopper.
- Good battery in Warp Feed (if installed).
- All components are dry.

PAINTBALLS

- Should be round and consistent in size.
- Do the AGD paintball drop test to make sure you are using quality paintballs.
- No dirt or moisture on shell surface.
- Any broken balls have been completely cleaned out of hopper, marker, and barrel.
- Paintballs have been matched to barrel size diameter. It's most important that they are not too large.

PROBLEMS AND SOLUTIONS

Marker goes full auto when trigger is pulled:

On/Off Pin is too short.

With charged battery attached, and marker switched on, nothing happens; no display:

Magnet in trigger is too close to Hall Effect Sensor; adjust.

With charged battery attached and marker switched on, marker does not fire, but display is on:

Magnet in trigger is too far away from Hall Effect Sensor; adjust.

Solenoid plunger doesn't move up and down freely when marker is degassed:

The two diagrams here, illustrate the plunger and sear, as viewed from the front.

Look closely at the diagram on the left. The vertical black and white line indicates where a straight plunger should be. The red and white dotted line indicates where this clevis is bent. A correct plunger should look like the diagram on the right.

Pull out the Sear Assembly in your marker and make sure plunger is not bent where it should line up with clevis. Bend the plunger until it is straight (Same as the one on the right).



PAINTBALLS

There are many different kinds of paintballs on the market, all with different specifications. The one thing that is consistent is that low quality paintballs will perform poorly in the X-mag. Always use fresh, high-quality paintballs and try many different types to find the best one suited to your paintball marker and playing conditions.

LOADER

An agitator loader such as a VL Revolution or HALO is mandatory for the efficient and effective use of your X-mag. Always keep at least twenty balls in the loader when fast firing. In order to assure the optimal feed rates and minimize ball chopping, we recommend the use of the Airgun Designs Warp Feed friction drive system. The Warp Feed system will consistently feed at a rate equal to the maximum firing rate of the X-mag.

Ball breakage may occur with the X-mag due to the incredibly high rates of fire achievable. If you find that the balls are cut in half in the breech, consider the purchase of a positive feed loader system combining an agitator with a Warp Feed. You can also reduce ball breakage by reducing the set rate of fire in Electronic mode.

BARREL BAGS/SOCKS

The ability to make the electronic trigger so sensitive means that if the trigger is accidentally bumped while the marker is live it can shoot multiple paintballs. The traditional barrel plug is great at preventing one paintball from exiting the barrel, but not multiples. We strongly recommend that you purchase a good barrel bag that will stop this occurring. The barrel bag should have a reinforced end.

ACCESSORIES

Airgun Designs has a variety of add-on products for your paintball marker, including left, right and center feed models, Warp feed, and complete air systems. Airgun Designs also carries hats, t-shirts, patches, gun cases, and other promotional items. Visit <http://store.airgun.com> to see our latest paintball products and accessories .

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