

The logo for 'Tactical Drone' features the word 'TACTICAL' in a small, spaced-out, sans-serif font at the top. Below it, the word 'DRONE' is written in a much larger, bold, sans-serif font. The letters of 'DRONE' are filled with a light gray color and have a dark gray outline. The entire text is contained within a dark gray rectangular frame that has a slight upward curve at the bottom.

USERS MANUAL

The 'MACDEV' logo is rendered in a bold, italicized, sans-serif font. The letters are black with a thick white outline, giving it a three-dimensional, blocky appearance.

Manufactured by  
MacDev Paintball - Australia  
[macdev.net](http://macdev.net)

## ***Tactical Drone Users Manual***

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### **Caution!**

**This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by user and persons within range. Recommend 18 years or older to purchase. Persons under 18 must have adult supervision. READ USERS MANUAL CAREFULLY BEFORE USING THIS PRODUCT.**

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- Inline regulator
- Drivetrain

# Introduction

## QUICK SETUP

### INSTALLING A PRESET AIR SYSTEM

Before installing a preset air system, loosen the venting ASA knob as shown. This will ensure that air supply is off. Screw the preset air system into the venting ASA.

### TURNING THE AIR ON AND OFF

To turn the air onto your gun, screw the ASA knob all the way in as shown.

**NOTE: when you unscrew the ASA cap to turn the air off again, your marker usually stores one shot. Point the marker in a safe direction to fire off that shot before entering a safe area.**

### INSTALLING A LOADER

Loosen the feed strap screw, then slide a loader into the feed tube. Ensure that the loader is pushed all the way to the bottom of the feed tube. Secure the loader in place using the feed strap screw.

### SWITCHING YOUR DRONE ON AND OFF

Turn your marker on by pushing the power button on your membrane pad. The indicator LED will show either solid red (no paintball loaded) or solid green (paintball loaded). The marker is now ready to fire. To turn your marker off, press and hold the power button until the indicator LED is extinguished.

### UNDERSTANDING THE BEAM SENSOR

Your beam sensor allows your marker to detect if a paintball is correctly loaded. When your marker is turned on, your indicator LED will use colour to report the beam sensor status.

The status reporting is:

Red LED - no paintball loaded

Green LED - paintball loaded (ready to fire)  
Red flashing LED - sensor disabled  
Orange flashing LED - sensor malfunction

#### DISABLING THE BEAM SENSOR

If you would like to fire the marker without paintballs, you must first disable the beam sensor. This can be done by holding the trigger in whilst the marker is turned on. After a short period, the indicator LED will flash red, this indicates a disabled beam sensor. To re-enable the beam sensor, simply hold the trigger again until the LED returns to a solid colour.

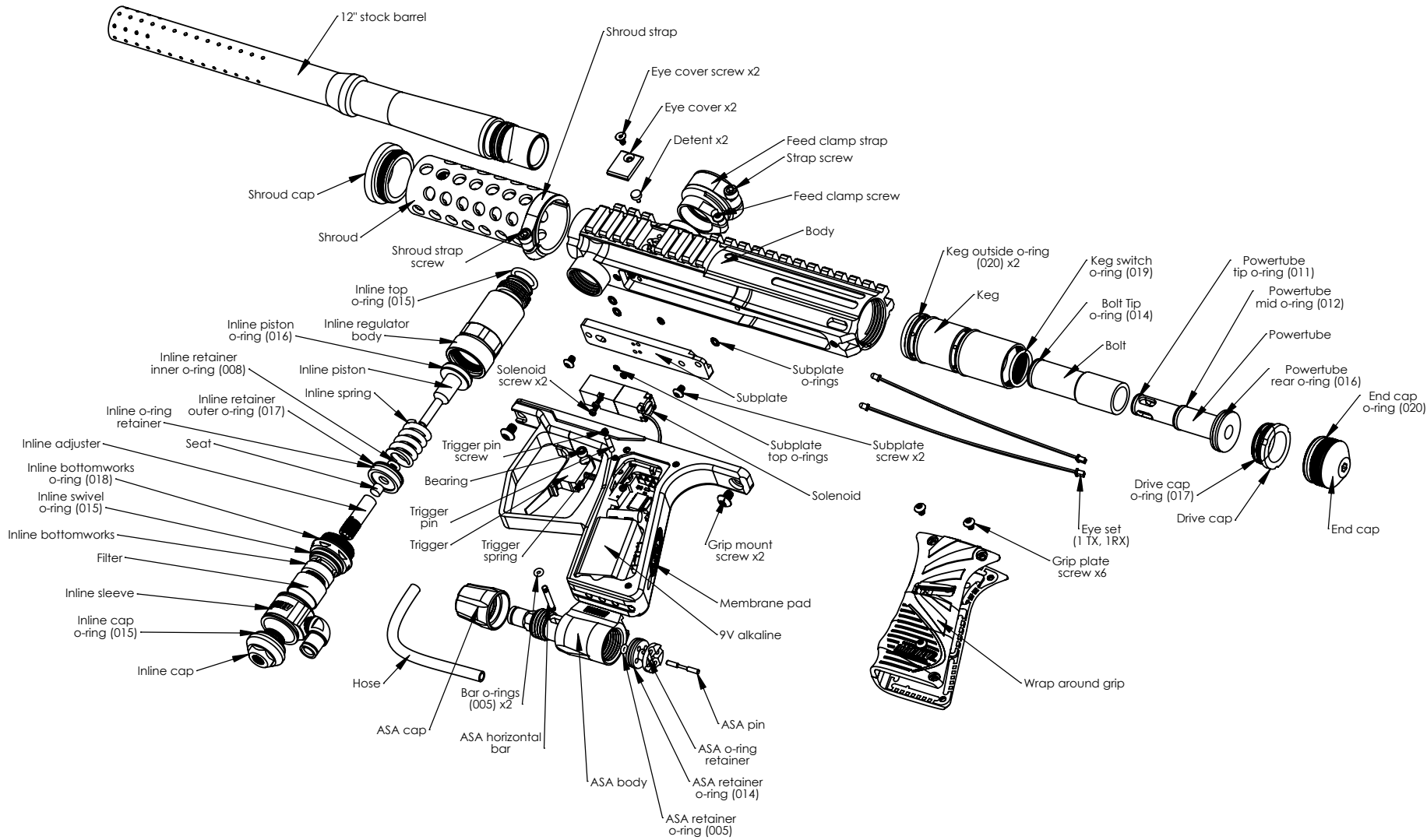
#### ADJUSTING THE VELOCITY

Your marker velocity is adjusted using a 1/8" hex key at the bottom of the inline regulator. Turning the hex key clockwise will decrease velocity, whilst turning counter clockwise will increase velocity.

#### REPLACING THE BATTERY

After using the marker for some time, the battery will require replacement. A low battery is indicated by a flashing orange light at the time of powering up the marker.

To replace the battery, place the marker down with the barrel facing to your left and the feed tube facing away from you. Use a 5/64" hex key to remove the three screws on your wrap around grip. Open the wrap to reveal the battery. Lever the battery out from the bottom using your hex key. Take care not to break any components during this process. Install a new high quality alkaline 9V (type 6LR61) battery by pushing the battery bottom in first and then gently pressing the top terminals into place.



# Programming your Drone

About the tourney lock

Programming the software

Debounce (Blue)

Dwell (Red)

Fire mode (White)

Rate of fire - ROF (Green)

Loader delay (Yellow)

Anti mechanical bounce (Teal)

Anti bolt stick (Purple)

Ramp start (Flickering blue)

Cycle filter (Flickering red)

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Bolt tracking delay (Flickering green)



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