You are now the owner of the most advanced control board in the paintball industry. By installing our Predator you now have the ability to control each and every aspect of your firing sequence. Not only can you tell your gun to ramp but you are now able to select when, where and what type of ramping you need for your particular event. We feel that total control is the only way to make sure your investment will get you through this season and every playing season in the future.

With this purchase you now have the ability to get FREE upgrades on your code for life. This means that you will never have outdated code or be charged for a required update. This is only one of th ways we show our dedication to the most important player in the industry… you.

Be the hunter not the hunted.

Register	Default	Description
1	1 semi	**ODIN Firing Mode:** **1** = Semi (1 Shot per trigger pull. **2** = Auto Response (Fires on Pull and Release of Trigger) **3** = Full Auto (The gun will fire as long as the trigger is held back. ROF is controlled by the speed of the hopper)
2	20 bps	**Rate of Fire:** This is the GLOBAL rate of fire. This controls the MROF regardless if the eyes are on or off.
3	10 ms	**ATB:** Anti Trigger Bounce. A higher setting will keep the gun from firing extra shots with each trigger pull.
4	10 ms	**BFD:** Bolt Forward Duration. Length of time the bolt stays forward
5	5 ms	**Fire Hold Off:** Delay before the gun will fire again after cycling in ms
6	1 ms	**Eye Hold Off:** Delay before the gun will fire after seeing a ball in ms. If you are using a slow hopper it might be necessary to increase this to avoid chopping.
7	1	**AFA Modes:** **1** = No enhancements (default) **2** = Smooth Ramping (ATB drops slowly) **3** = Fast Ramping (ATB drops rapidly and shots are added) **4** = NXL (First 3 shots are semi, the 4th shot is full auto until the trigger is released. If the trigger is released for more than 1 second the cycle starts over again.) **5** = PSP/CFOA The first 3 shots are standard semi then on the 4th shot the gun will ramp to the maximum rate of fire you set in register 2 as long as the trigger is being pulled and released. If the trigger is released for more than 1 second the cycle starts over again. **6** = Breakout with Smooth Ramping (Full auto first shot then smooth ramping) **7** = Breakout with Fast Ramping (Full auto first shot then fast ramping)
8	off	**Anti Bolt Stick:** This is the time the board waits before increasing the dwell to compensate for a gun that has an issue with bolt stick. NOTE: Using this feature on a gun without this issue will result in the first shot being hotter. 1 = off 2 = 5s 3 = 10s 4 = 15s
9	5 ms	**Anti Bolt Stick Time:** This is the increase in dwell when register 8 is engaged.
10	off	**AFA Level:** 1 = off, 2 and above is the rate of fire that must be reached before the advanced firing modes activate. Example: If you set this to 5 and you have a ramping mode activated your gun will not ramp until you reach 5bps.
11	N/A	Skipped to separate the new registers. If you change anything in this register your gun will only shoot when you point it at your own players.
12	1	**Rate of fire increment:** 1 = Off Other wise it will increase the rate of fire by 1/5. Example; ROF set to 14bps register 12 set to 2 ROF will equal 14.2 bps 1 = Off 2 = .20 3 = .40 4 = .60 5 = .80
13	1	**Eye Type:** 1 = Stock Reflective Vision System 2 = Break Beam

Programming advanced firing mode example on the Predator SFT board:

Player wishes his or her shocker to ramp to the loaders speed once they reach 6bps.

1. Go into programming mode by turning your Shocker on while holding the trigger back
2. LED will flash once to indicate you are in program mode and will stay dim
3. Pull trigger 7 times to enter the AFA register (7)
4. LED will flash the current setting
5. Pull the trigger 3 times to select mode 3 (fast ramping)
6. LED will flash 2 times to indicate it took the new setting
7. Pull trigger 10 times to go to register 10
8. LED will flash the current setting
9. Pull the trigger 6 times to indicate you wish the ramping to start at 6bps
10. LED will flash 2 times to indicate it took the new setting.
11. Turn the gun off and back on to use the new settings.

Eye Operation:

The eye validates itself every shot. If it detects stuck-on or stuck-off faults it will put the gun into the rate of fire pre determined by register 2 and blink the light continuously to indicate trouble. This ensures that if the eye is damaged or inoperable during a game, the gun will continue to cycle. The board will continue to check for paint to see if it can reactivate the anti chop system.
On = Ball in breech
Slow Flashing = No ball in breech
Fast Flashing = Eye off

Dip Switch 1 is your eye sensitivity control. Down (off) is full power while Up (on) makes the eye less sensitive. This can be used in the event you decided to screw up your game (and lower the performance of your $1000 marker) by using really cheap paint. We would really hope you never have to use this DIP in the UP position. We only added this feature because we all do some really stupid stuff from time to time.

To turn the eyes off during play simply tap the on/off button on the back of the frame and the light will quickly flash to indicate that the eye has been deactivated. You can also turn the eyes off by holding the trigger back for 2 seconds.

If your gun has been milled for a break beam style eye system you can connect our Predator Pro+ eye harness (purchased separately) into the 4 pin port on the board. Once you set register 13 to mode 2 your break beam eyes will be activated. More info on our break beam eye conversions can be found on our website.

Programming:

To program the Predator the tourney lock must be off (DIP switch 2 on the board) then pull and hold the trigger, turn the power on and release the trigger. The gun will fire with the tournament lock on and off. However, while the tournament lock is activated you cannot move through the registers. We strongly suggest you turn the tournament lock on while playing.

The light will flash bright blue then turn to a “dim” blue. Now you are expected to select a register as listed above. Click the trigger an appropriate number of times, then wait, the light will flash what that current registers setting is. After this you are expected to enter a register.

DIM LED = Your shocker is in program mode

Example for setting dwell:

1. Pull and hold the trigger then turn the gun on by using the button on the back of the gun.
2. Release trigger when the light flashes once then goes dim.
3. Pull trigger 4 times to go to register 4(dwell).
4. Led will flash the current setting.
5. You can now pull the trigger to insert the new dwell setting. 15 trigger pulls = 15ms dwell

When you are finished setting the registers turn the gun off and back on to use the new settings.

NOTE: If you select Register 1, you are expected to enter a fire mode, again in trigger clicks. After you have made a selection, the light will flash and *remain on*. The gun is now prepared to fire. We suggest you make the fire mode the last register you select as the board will reboot after it has been selected.

Function and Operation:
Pushing an holding the button on the rear of your grip frame will activate the shocker.
The gun will go into a sleep mode after 12 minutes of non-use. To wake the gun, simply pull the trigger or hit the power button.

LED Operation:
Slow Flashing = Empty Breech **Constant** = Ball In Breech **Fast Flashing** = Eyes Off **Dim** = Program mode