Frenzy 3.0 Board Instructions

Basic Operation

To power on marker press power button once and release.

To turn off eyes pull and hold trigger while powering on board. LED will flash white then release.

To power off marker press power button and hold LED will flash orange then red and board will power itself off.

LED Indications

Both 2C and 4C® equipped markers:

Green (flashing) = Eyes on. No paintball staged in chamber.
White (flashing) = Eyes off.
Red (flashing) = Low Battery. Change battery immediately to avoid failure.
Orange (flashing) = Eye Malfunction. Most likely, paint from ball breaks has blocked eye vision.

2C equipped markers:
Violet (flashing) = Bottom eye tripped. Paintball properly staged in chamber.

4C® equipped markers:
Aqua (flashing) = Top eye tripped. Also use this to test top eye.
Blue (flashing) = Bottom eye tripped. Paintball properly staged in chamber.

Programming Options

Dip Switch 1 Fine Tune Cycle Delay

(Off) = Fine tune cycle delay off.
 (On) = 2ms fine tune cycle delay on.

Dip Switch 2 Programmable Debounce

Note: Stock Debounce setting is 6ms. Debounce is programmable from 1ms to 50ms.

To check current Debounce setting:
1. Power off board.
2. Set dip switch 2 to the (On) position.
3. Power on board.
4. LED will flash current Debounce setting then board will power itself off.

To set desired Debounce:
1. Power off board.
2. Set dip switch 2 to the (On) position.
3. Pull and hold trigger while powering on board.
4. When LED turns white release trigger.
5. LED will turn off and then flash current Debounce setting.
6. LED will then turn green awaiting your response.
7. Pull trigger to set desired Debounce. Example: Debounce of 6 = 6 trigger pulls.
8. LED will flash back the Debounce setting you programmed then the board will power itself off.

9. Set <u>dip switch 2</u> back to the (Off) position then reboot your board.

<u>Dip Switch 3</u> Programmable BPS (balls per second)

Note: Stock setting is Unlimited BPS. BPS setting is programmable from 11 to Unlimited.

To check current BPS setting:
   1. Power off board.
   2. Set <u>dip switch 3</u> to the (On) position.
   3. Power on board.
   4. LED will flash current BPS setting then board will power itself off.

To set desired BPS:
   1. Power off board.
   2. Set <u>dip switch 3</u> to the (On) position.
   3. Pull and hold trigger while powering on board.
   4. When LED turns white release trigger.
   5. LED will turn off and then flash current BPS setting.
   6. LED will then turn green awaiting your response.
   7. Pull trigger to set desired BPS. Example: 13 BPS = 3 trigger pulls.
     1 pull = 11 BPS
     2 pulls = 12 BPS
     3 pulls = 13 BPS
     4 pulls = 14 BPS
     5 pulls = 15 BPS
     6 pulls = 16 BPS
     7 pulls = 17 BPS
     8 pulls = 18 BPS
     9 pulls = 19 BPS
    10 pulls = Unlimited BPS
   8. LED will flash back the BPS setting you programmed then the board will power itself off.
   9. Set <u>dip switch 3</u> back to the (Off) position then reboot your board.

<u>Dip Switches 4 and 5</u> Programmable Fire Modes

(Off) (Off) = Normal semi-automatic mode
(Off) (On) = 3-shot burst mode (activated when 4 BPS is achieved)
 (On) (Off) = Ramping mode (activated when 4 BPS is achieved)
 (On) (On) = Full-automatic mode (activated when 4 BPS is achieved)

<u>Dip Switch 6</u> Programmable Dwell

Note: Stock Dwell setting is 8ms. Dwell is programmable from 4ms to 25ms.

To check current Dwell setting:
   1. Power off board.
   2. Set <u>dip switch 6</u> to the (On) position.
   3. Power on board.
   4. LED will flash current Dwell setting then board will power itself off.

To set desired Dwell:
   1. Power off board.

2. Set <u>dip switch 6</u> to the (On) position.
3. Pull and hold trigger while powering on board.
4. When LED turns white release trigger.
5. LED will turn off and then flash current Dwell setting.
6. LED will then turn green awaiting your response.
7. Pull trigger to set desired Dwell. Example: Dwell of 8ms = 8 trigger pulls.
8. LED will flash back the Dwell setting you programmed then the board will power itself off.
9. Set <u>dip switch 6</u> back to the (Off) position then reboot your board.

<u>International Programming Options</u>

Frenzy 3.0 European Mode (Removal of 3-shot burst and Full-automatic modes)
1. Power off board.
2. Set <u>dip switches 4 and 5</u> to the (On) position.
3. Pull and hold trigger while powering on board.
4. When LED flashes white press power button once, then LED will turn aqua.
5. Release trigger and LED will turn green awaiting your response.
6. Pull trigger 10 times then wait until board powers itself off.
7. Set <u>dip switches 4 and 5</u> back to the (Off) position.
8. When you power on your board it will be locked in European Mode.
9. Use <u>dip switch 3</u> to cap your BPS output in compliance with tournament regulations.

Frenzy 3.0 Australian Mode (Semi-automatic mode only)
1. Power off board.
2. Set <u>dip switches 4 and 5</u> to the (On) position.
3. Pull and hold trigger while powering on board.
4. When LED flashes white press power button once, then LED will turn aqua.
5. Release trigger and LED will turn green awaiting your response.
6. Pull trigger 13 times then wait until board powers itself off.
7. Set <u>dip switches 4 and 5</u> back to the (Off) position.
8. When you power on your board it will be locked in Australian Mode.
9. Use <u>dip switch 3</u> to cap your BPS output in compliance with tournament regulations.