

# Frenzy 5.0 OLED Board Instructions

## **Power Marker On**

- > Press and hold power button for 1 full second.
- > Home screen will then appear.
- > Release power button.

## **Power Marker Off**

- > Press and hold power button to begin power-off countdown immediately.
- > Screen will then read 3... 2... 1... Power then shuts off, screen goes blank.
- > If power button is released before countdown sequence completes, home screen regenerates as if power button had never been pressed.

## **Power Eyes Off**

- > Eyes always default to “On” when marker is powered “On”
- > Pull and hold trigger until eye indicator disappears to power eyes “Off”
- > Pull and hold trigger once again until eye indicator reappears to power eyes back “On”

## **Eye Indicator**

- > Numeric display, located just left of the eye indicator, displays either “2C” or “4C”, depending on which type of eyes are currently installed.
- > Eye indicator upper 50% lights when top eye sensor detects a presence.
- > Eye indicator lower 50% lights when bottom eye sensor detects a presence.
- > The eye indicator will continuously flash “X” if any sensor, or communication pathway, throughout the entire eye system is obstructed or fowled for any reason.
- > Once our program detects the eye system is fowled, the program will immediately default the maximum ROF (rate of fire) to 11 BPS. This slower BPS (ball per second) rate will help minimize paintball breakage due to improper staging.
- > The eye indicator will continue to flash until eye obstruction or lack of communication has been resolved in full.

## **Tournament Lock**

- > Power marker on.
- > Press and release tournament lock button.
- > Current setting will appear for 1 full second and then return to home screen.
- > Each press of the tournament lock button will toggle from “Lock on” to “Lock off” displaying the setting chosen by user.

## **Enter Main Menu**

- > Power marker off.
- > Pull and hold trigger while pressing power button for 1 full second.
- > Main menu will appear displaying the current software version.
- > Release trigger to reveal the first menu category, firing mode.

## **Exit Main Menu**

- > Power marker off.

## **Main Menu Categories**

### **Firing Mode**

- > Semi-automatic, Uncapped

- > Semi-automatic, Cap Adjustable
- > 3-shot Burst, Uncapped
- > 3-shot Burst, Cap Adjustable
- > Full-automatic, Uncapped
- > Full-automatic, Cap Adjustable
- > PSP 3-shot, Cap Adjustable
- > PSP Ramp, Cap Adjustable
- > Millennium Ramp, Cap Adjustable

#### Rate of Fire Cap

- > 1 to 20 BPS

#### Game Timer

- > 1 to 90 minutes

#### Debounce

- > 1-50mS (1mS increments)

#### Mechanical Debounce

- > 1-5

#### Trigger Switch Filter

- > 1-50

#### Dwell

- > 1 to 16ms (0.5mS increments)

#### Caliber

- > 68 Caliber (default setting)
- > 50 Caliber (re-configures 4C Eyes to function with .50 caliber paintballs)

#### Bolt Delay

- > 1 to 25mS (1mS increments)

#### Text Orientation

- > Right Hand Text (reads top to bottom)
- > Left Hand Text (reads bottom to top)

#### Factory Reset

- > Reset NO
- > Reset YES

### **Game Timer**

- > Game timer may only be operated from the home screen.
- > Game timer will always begin countdown from numeric value chosen within the timer menu.
- > To initiate the game timer, double click the power button.
- > Game timer will then begin flashing the current numeric value.
- > Count down will begin immediately at first trigger pull by user.
- > To exit the game timer and return to home screen, double click the power button once again.
- > Home screen will then return back to standard display of current firing mode.

### **Battery Meter**

- > Battery meter displays 6 bars of power at the crest of battery strength.
- > Entire battery meter will flash continuously once down to only 1 bar of power.
- > Battery meter will continue to flash until low strength battery has been replaced.

### **BPS Readout**

- > Achieved BPS registers immediately after users shot string.
- > 3 seconds after last shot, BPS readout automatically resets to "00" value.