

dye[®]

MXR[®]

DESIGNED FOR THE ART OF WINNING



MANUAL

5.5.26

DYEPAINTBALL.COM



WARNINGS:

- This DYE marker is not a toy. Misuse may cause serious injury or death.
- Please read, understand and follow the directions in this DYE marker manual.
- Eye protection that is designed specifically for paintball and meets ASTM/CE standards must be worn by user and persons within range.
- Recommend 18 years or older to purchase. Persons under 18 must have adult supervision.
- Always treat this DYE marker as if it were loaded and able to fire.
- Only use compressed air or nitrogen gas in the DYE marker. DO NOT USE CO2.
- Do not exceed 850 psi input pressure.
- Ensure all screws and components are tightened and secured before gassing up.
- Always chronograph this DYE marker before playing paintball.
- Never shoot this DYE marker at velocities in excess of 300 feet per second, or at velocities greater than local or national laws allow.
- Never look into the barrel or breech area of the DYE marker when it is switched on and able to fire.
- Always fit a barrel-blocking device to your DYE marker when not in use on the field of play.
- Do not point the DYE marker at anything that you do not intend to shoot.
- Do not shoot at people, animals, houses, cars, or anything not related to the sport of paintball.
- Do not fire the DYE marker without the ARC X bolt locked in place.
- If you read these instructions and do not fully understand them or are unsure of your ability to make necessary adjustments properly, call DYE or your local pro shop for help.

INFO:

Designed in the Republic of California. For more info go to dyepaintball.com
 DYE USA: 12105 Kirkham Road, Poway, CA, 92064, USA
 DYE Europe: Dye Precision Germany, GmbH, Im Lehbühl 6, DE-77652 Offenburg, Germany
 DYE Taiwan: No. 47, DaWei Rd, Dali Dist, Taichung City 412, Taiwan
 Copyright ©2024 DYE Precision, Inc. The stylized "dye" logo, "sphere" logo are either registered trademarks, or design trademarks of DYE Precision, Inc.
 WARNING: Cancer and Reproductive Harm www.P65Warnings.ca.gov
 Made in Taiwan

LEGAL:

Approved Paintball Eye Protection Required For Use
 Protection De Vision A Porter Pemdant Le Jue
 Protection D'Oeil Approuvee De Paintball Requite L' Usage

MXRs, ARC X Bolt:Dye Precision Inc. U.S. and Int'l PATENTS PENDING
 U.S. PATENT #5,613,483; 5,881,707; 6,474,326; 7,765,998; 7,997,260
<https://shop.dyepaintball.com/pages/dyeprecision-com-patents>

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MXR

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BOOMSTICK-ULI

- Unmatched accuracy
- 8.5 inch control bore
- 3 inserts included
- Self-centering 3 piece design
- Precision multi-stage honing
- Internal diameter tolerance +/- 0.001"

T.A.A.C. DETENT

- T.A.A.C. = Tri-Axial Alignment Control
- True multi-directional ball control
 - Exceptional paint handling
 - Adjustable control band
 - Durable aluminum design
 - Protection from breech wear

MECH FRAME COMPATIBLE

- MXR mechanical frame (sold separately)
- Ready for any format
- Quickly swap between E-frame and M-frame setups

3-VOLT POWER
2 x AA Batteries

- Operates on refined MOS V3 system
- Utilizes 2 standard AA batteries

ULTRALITE 45 FRAME
PATENTED

- Superior ergonomic hourglass shape
- Optimized dual finger trigger design
- Exceptional comfort
- Superior grip

MAG X REACH TRIGGER

- Superior trigger speed
- All-new trigger design
- Magnetic return force
- Adjustable trigger angle
- Full travel adjustment
- Minimized trigger play

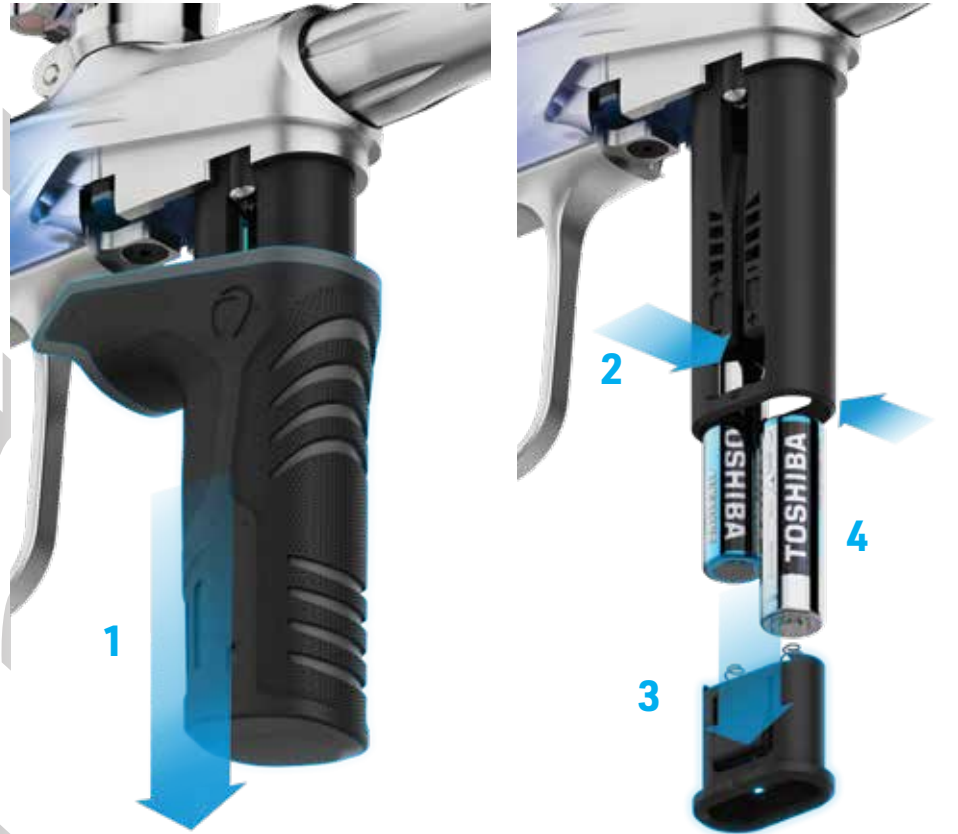
ARL X BOLT

- Exceptional efficiency
- Superior shot consistency
- Incredibly soft, quiet shot
- Active recoil cancellation
- Dwell insensitive
- Low operating pressure
- Long service cycle

SLAP 2
ASA

- Intuitive, easy to use design
- Simple slide and lock operation
- Shielded design prevents degassing
- Rugged enclosed design
- All aluminum construction

POWER SUPPLY



- 1- Pull the fore grip cover down and remove.
- 2- Squeeze the battery cover tabs in.
- 3- Remove battery cover.
- 4- Install two high quality AAs into the battery housing. Ensure the AA batteries polarities are installed as displayed on the housing. Slide the battery cover back into the housing until it locks in place. Push the fore grip cover up until it clicks into place.

NOTE: For rechargeable batteries, verify the dip switch settings to ensure the Rechargeable Battery Protection Mode is "on."

⚠ WARNING!

- A LOW BATTERY WILL NOT BE ABLE TO POWER BOTH THE ACE EYE AND THE TRIGGER SWITCH CAUSING ACE EYE FAILURE.
- IF THE BATTERY IS LOW, IT MAY NOT BE ABLE TO POWER THE SOLENOID CORRECTLY. THIS WILL EFFECT THE MXR VELOCITY, CAUSING IT TO BECOME INCONSISTENT AND/OR LOW.



AIR SUPPLY

The MXR should be operated using air / nitrogen gas only. DO NOT USE CO2. Tank output pressure should not exceed 850psi. The recommended tank output pressure is 450-650psi.

1. GASSING UP THE MXR

Screw your air system into the Slap2 ASA and slide the sled rearward until it locks in the rear engaged position.

2. DEGASSING THE MXR

Pull down the sled to disengage the air until you hear air escape the Marker.

TURNING ON MXR

- To power on your MXR marker depress and hold the joystick located on the back of the grip frame, for 2 seconds. The LED will illuminate and the boot screen will illuminate on the OLED display.
- The anti-chop eye system is automatically powered on during boot up.
- To turn the eyes ON or OFF, toggle and hold the joystick down towards 6 O'clock for 2 seconds.



LED LIGHT COLOR INDEX

- The LED light provides feedback for the anti-chop eye system.
- To get the best performance out of your MXR, it is recommended that you use a motorized loader system. Preferably the Dye LT-R or R-2 Loader.

- Blue:** Boot sequence
- Red:** Breech is clear, no ball (Eyes on)
- Green:** Ball in breech ready to fire (Eyes on)
- Blinking Red:** Eyes are off
- Blinking Green:** Eye Failure

BARREL



The MXR comes with the Boomstick UL-1 barrel system and 3 bore diameter options .680" .684" and .688". Choose the appropriate size insert for the paint you are using. Too tight of ball to barrel match will increase the chances of paintball barrel breaks. Too loose of ball to barrel match will negatively impact velocity and may result in a higher than desired operating pressure.

NOTE: Ensure a barrel sock is installed at all times the marker is not in use.

LOADER



To install your DYE loader, swivel the feedneck arm away from the feedneck body and rotate the thumb wheel clockwise to tighten, or counterclockwise to loosen the grip on your loader. Once the loader is inserted, rotate the feedneck arm toward the feedneck body taking care not to over tighten.

CHECK VELOCITY

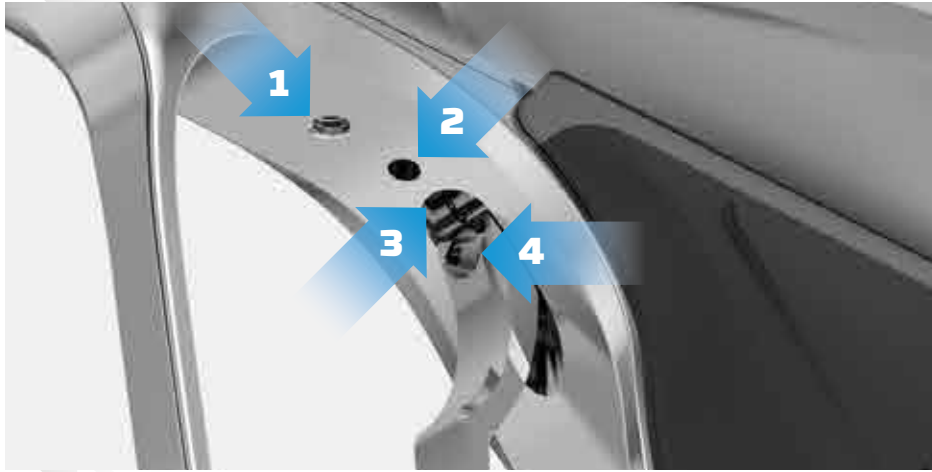


Velocity is controlled with the brass reg adjuster located at the bottom of the ASA. To adjust your velocity, use the provided 1/8" Yellow allen wrench to turn the adjustment clockwise to decrease or counterclockwise to increase. Make adjustments in small increments.

WARNING!

- PLEASE READ, UNDERSTAND AND FOLLOW THE DIRECTIONS IN THIS DYE MARKER MANUAL.
- EYE PROTECTION THAT IS DESIGNED SPECIFICALLY FOR PAINTBALL AND MEETS ASTM/CE STANDARDS MUST BE WORN BY USER AND PERSONS WITHIN RANGE.
- ALWAYS TREAT THIS DYE MARKER AS IF IT WERE LOADED AND ABLE TO FIRE.
- ONLY USE COMPRESSED AIR OR NITROGEN GAS IN THIS DYE MARKER. DO NOT USE CO2.
- ALWAYS CHRONOGRAPH THIS DYE MARKER BEFORE PLAYING PAINTBALL.
- NEVER SHOOT THIS DYE MARKER AT VELOCITIES IN EXCESS OF 300 FEET PER SECOND, OR AT VELOCITIES GREATER THAN LOCAL OR NATIONAL LAWS ALLOW.
- NEVER LOOK INTO THE BARREL OR BREECH AREA OF THE DYE MARKER WHEN IT IS SWITCHED ON AND ABLE TO FIRE.
- ALWAYS FIT A BARREL-BLOCKING DEVICE TO YOUR DYE MARKER WHEN NOT IN USE ON THE FIELD OF PLAY.
- DO NOT POINT THE DYE MARKER AT ANYTHING THAT YOU DO NOT INTEND TO SHOOT.
- DO NOT SHOOT AT PEOPLE, ANIMALS, HOUSES, CARS, OR ANYTHING NOT RELATED TO THE SPORT OF PAINTBALL.

TRIGGER ADJUSTMENT



1. Post-travel adjustment.
2. Pre-travel adjustment.
3. Breakaway magnet resistance.
4. Reach angle adjustment.

The Mag X Reach Trigger system is fully adjustable. You do not need to remove the trigger or the frame to make adjustments. To adjust, use a 5/64" (Blue) allen wrench.

1. POST-TRAVEL (the ending point of the pull)
Rotating the post-travel adjustment clockwise will shorten the overall trigger pull by reducing the travel after the micro switch has been activated.
NOTE: If the screw is adjusted too far, the trigger will not be allowed to travel far enough to depress the switch and fire the marker.

2. PRE-TRAVEL (the starting point of the pull)
Rotating the pre-travel adjustment screw clockwise will shorten the overall trigger pull by moving the trigger closer to the activation point.
NOTE: If the screw is adjusted too far, the trigger will be held against the switch and the marker will not be able to fire.

3. BREAKAWAY MAGNET RESISTANCE
This screw is accessed in front of the trigger blade. Rotating the screw clockwise will increase the force required to pull the trigger.
NOTE: If the screw is adjusted too far, it can act as the pre-travel setting.

4. REACH ADJUSTMENT
Loosening the reach adjustment setscrew, the angle of the trigger blade can be set by the user.
NOTE: Ensure that the trigger blade does not restrict movement of the trigger. The blade should not make contact with the frame when the trigger is pulled. Also, make sure the blade is installed straight and that it does not bind at the top of the frame or this may prevent proper trigger movement.

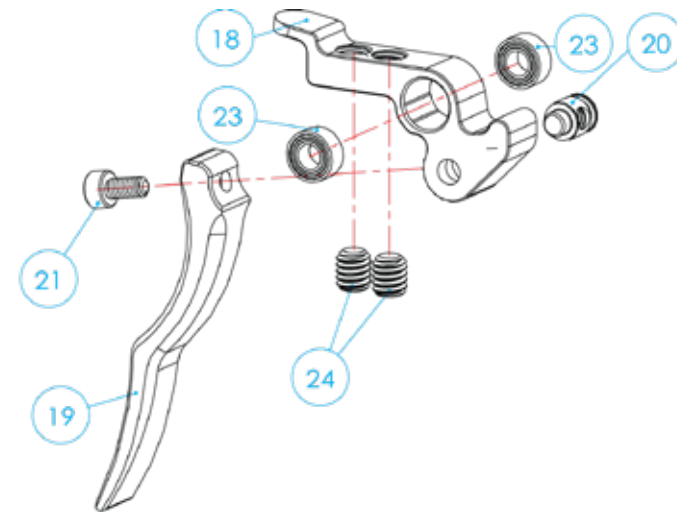
MAG X REACH TRIGGER



Your marker features the MAG X REACH trigger system. The pre-travel, post-travel, and rake angle are adjustable using the 5/64" (Blue) allen key provided.

- Superior trigger speed
- All-new trigger design
- Magnetic return force
- Adjustable trigger angle
- Full travel adjustment
- Minimized trigger play

MAG X REACH TRIGGER COMPONENTS



- PARTS LIST**
- 18 - Mag X Reach Trigger Top
 - 19 - Mag X Reach Trigger Bottom
 - 20 - Trigger Axle
 - 21 - M 2.5*6 Socket Head Screw
 - 23 - Roller Bearing
 - 24 - 8-32 x 3/16 Set Screw

⚠ WARNING!

BE SURE THE TRIGGER IS NOT ADJUSTED TO THE POINT WHERE IT IS TOO SENSITIVE AND MAY CAUSE ACCIDENTAL DISCHARGE OF THE MARKER.

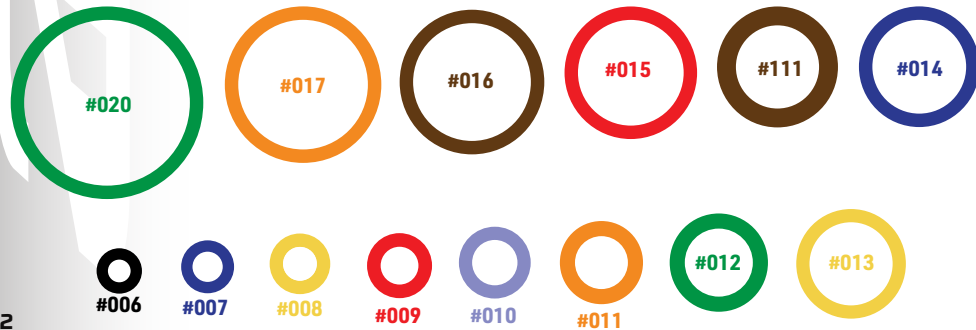
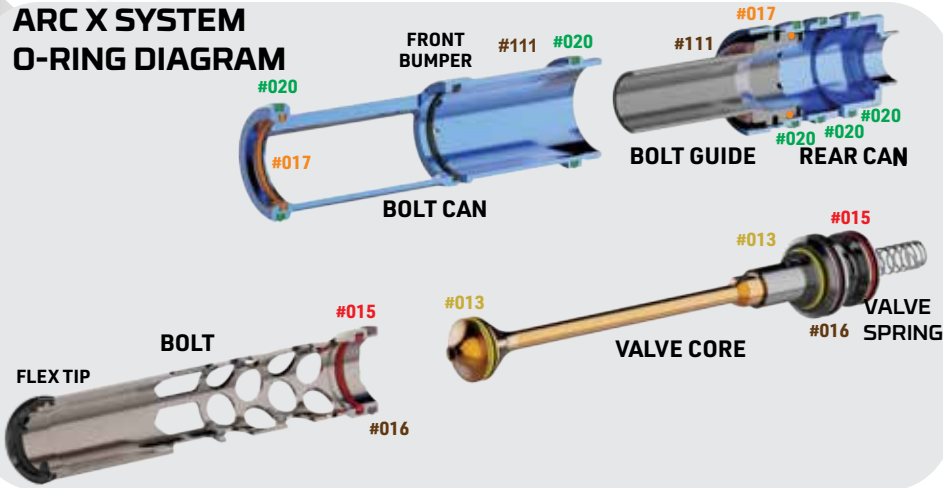


Regular maintenance of the ARC X bolt is important to the performance of the MXR. Use DYE Slick lube Advanced when servicing the MXR. It is recommended that the ARC X bolt is serviced with a light coating of fresh lube every 4,000 to 8,000 shots, depending on playing conditions. During service, check condition of o-rings and be sure the ARC X bolt moves back and forth without excessive force.

If you do not grease the ARC X Bolt you will run the risk of damaging o-rings. This will create excessive friction and drag on the moving components, which will result in reduced performance. When greasing the ARC X Bolt, pay special attention to all O-rings that are on the bolt and that ride on a surface of the bolt as well as those on the reaction core.

⚠️ WARNING! ALWAYS REMOVE THE AIR SUPPLY AND RELIEVE ALL GAS PRESSURE IN THE MXR.

ARC X SYSTEM O-RING DIAGRAM



TAKING OFF GRIPS



UL STICKY GRIP REMOVAL

1. Lift up and away at the bottom front corner of the grip
2. Once the grip clears the locking groove on the front strap of the frame, grab the grip and lift back. This will release the top 2 locking tabs and the middle front locking tab
3. Repeat this process for the other side of the grip and then slide the grip back off the frame

UL STICKY GRIP INSTALLATION

1. Slide the grip onto the frame from the rear
2. Pivot the grip forward and down just enough to allow the upper rear locking tab to slide into place then allow the grip to pivot back up and guide the upper front and middle front tabs, slide into place.
3. Once the 3 locking tabs are seated into position, press the front strap rubber into the locking groove
4. To complete installation, repeat this process with the other side of the grip.

⚠️ WARNING!

WHEN SERVICING YOUR MARKER:

- MAKE SURE YOUR HOPPER IS REMOVED FROM THE MXR.
- MAKE SURE THERE ARE NO PAINTBALLS IN THE BREACH OF THE MXR.
- ALWAYS REMOVE THE AIR SUPPLY AND RELIEVE ALL GAS PRESSURE IN THE MXR BEFORE DISASSEMBLY.
- WHEN USING THE MARKER IN TEMPERATURES BELOW 50° FAHRENHEIT, IT MAY BE NECESSARY TO LUBE THE ARC X™ BOLT MORE FREQUENTLY.
- THE MXR CAN HOLD A SMALL RESIDUAL CHARGE OF GAS AFTER THE AIR SUPPLY HAS BEEN REMOVED. ALWAYS DISCHARGE THE MARKER IN A SAFE DIRECTION TO RELIEVE THIS RESIDUAL GAS PRESSURE.

REMOVING ULTRALITE FRAME



If there is ever a reason to remove the UL frame from the MXR body make sure to follow these steps.

- Remove the front grip to expose the front mounting screw.
- Remove the bolt kit to expose the rear mounting screw.
- Use a 3/32" (Red) allen wrench and remove both front and rear mounting screws.

The MXR utilizes a positive force connector to link the body and frame electrical components together. There are no wires to disconnect when removing the frame from the body.

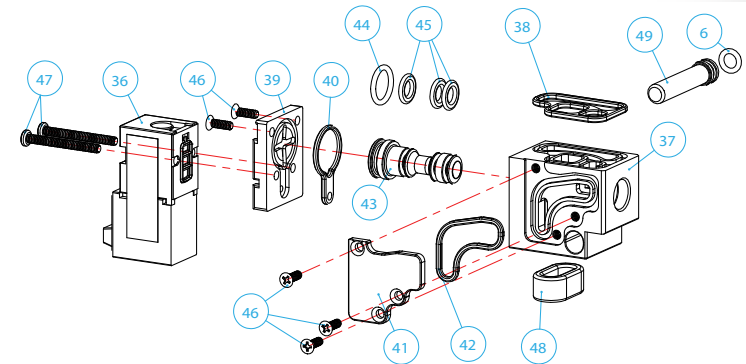
NOTE: BE SURE THAT THE FRAME AND TRIGGER ASSEMBLY ARE KEPT CLEAN. IF THERE IS EXCESS DIRT OR PAINT BUILD UP AROUND THE TRIGGER, THE TRIGGER WILL NO LONGER MOVE FREELY. IN ADDITION, PAINT AND DIRT CAN CAUSE THE MICRO SWITCH TO NOT FUNCTION PROPERLY OR FAIL.

REMOVING SOLENOID



To access the solenoid assembly, remove the frame from the body. See frame removal instructions. Once frame is separated from body press the brass solenoid retaining pin out and unplug the pilot lead wire from the main circuit board. The solenoid assembly can now be pulled up and out of the top of the frame.

SOLENOID COMPONENTS



PARTS LIST

- | | |
|---|--|
| 6 - O-ring 1*3, N70 | 42 - Gen 2 Solenoid Side Plate Gasket |
| 36 - Solenoid 3v Pilot(L60mm) | 43 - Gen 2 Solenoid Piston |
| 37 - Gen 2 Solenoid Body | 44 - 1x6mm N70 O-ring |
| 38 - Gen 2 Solenoid Body Gasket | 45 - 3*6*0.8mm Solenoid N70 O-ring |
| 39 - Gen 2 Solenoid Sub Manifold | 46 - M 1.6*5(P0.35)Phillips Head Screw |
| 40 - Gen 2 Solenoid Sub Manifold Gasket | 47 - M 1.7*16 Head Screw |
| 41 - Gen 2 Solenoid Side Plate | 48 - Gen 2 Lower Solenoid Gasket |
| | 49 - Gen 2 Solenoid Retaining Pin |

DISASSEMBLE HYPER 6 REGULATOR



NOTE: IT IS IMPORTANT TO KEEP THE SEAT AND PISTON FACE CLEAN OF ALL DIRT AND DEBRIS. CLEAN THE SEAT AND PISTON FACE AND APPLY FRESH GREASE EVERY 6 MONTHS OR 75,000 - 100,000 SHOTS, DEPENDING ON PLAYING CONDITIONS.

HYPER6™ REGULATOR DISASSEMBLY INSTRUCTIONS

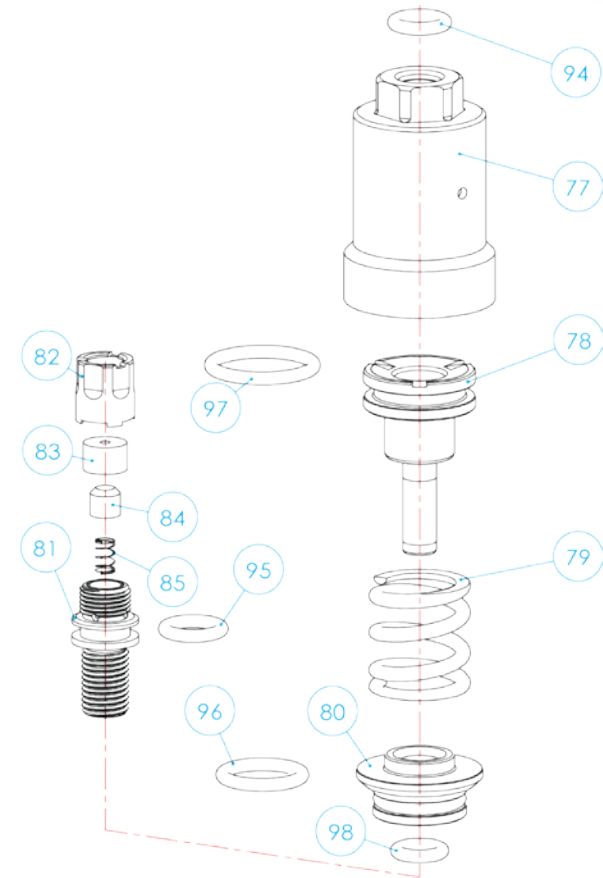
The Hyper6™ assembly is housed in the SLAP 2 ASA assembly. A fouled Hyper6™ cartridge can be quickly removed for service. In most cases, the only seal that needs to be serviced is the regulator seat, located in the brass reg adjuster screw.

- Remove the sticky grip panels.
- Unscrew and remove the 2 screws retaining the Hyper6™ assembly. Pull down to remove it from the frame.
- Unscrew and remove the Hyper6™ reg cap. The Hyper6™ piston, spring, and isolator plate may or may not come off within the reg cap.
- If the piston, spring, and isolator plate remain in the reg cap, use your fingers to remove the isolator plate. Insert a flat faced tool, like an allen wrench, through the top hole of the reg cap and gently push the piston out of the bottom of the reg cap.

CHANGING THE HYPER6™ REG SEAT

- With the regulator cap and isolator plate off, use a 1/8" allen wrench to turn the brass adjustment screw clockwise to remove the purging seat assembly.
- Unscrew and remove the brass retainer using a 1/8 allen wrench in the adjustment screw and an adjustable wrench to hold the regulator seat retainer.
- Be careful not to lose the check valve and spring under the reg seat.
- Place the regulator seat cap on a flat surface and use a 3/16" allen wrench to press the seat from the retainer.
- To install a new reg seat, turn the seat retainer over and press a new reg seat into the retainer.
- Lube the O10 o-ring and install the adjustment screw assembly into the ASA body using a 1/8" allen wrench and turning it counter clockwise.

HYPER 6 COMPONENTS



PARTS LIST

- 77 - MXR Reg Cap
- 78 - Hyper6 IM Reg Piston
- 79 - Hyper6 IM Reg Spring
- 80 - Hyper6 Isolator Plate
- 81 - H6 Regulator Adjuster Screw
- 82 - H6 Seat Cover
- 83 - H6 Reg Seat
- 84 - Purge Valve
- 85 - Pressure Relief Spring
- 94 - #009 N70 O-ring, Red
- 95 - #010 N70 O-ring, Purple
- 96 - #012 N70 O-ring, Green
- 97 - #014 N70 O-ring, Blue
- 98 - #008 N90 O-ring

⚠ WARNING!

THE HYPER6™ CAN HOLD A SMALL RESIDUAL CHARGE OF GAS, ALWAYS DISCHARGE THE MARKER IN A SAFE DIRECTION TO RELIEVE THIS RESIDUAL GAS PRESSURE. EXCESSIVE DIRT AND DEBRIS CAN AFFECT THE HYPER6™'S PERFORMANCE AND INCREASE THE NEED FOR SERVICE.

SLAP 2 ASA



AIR SUPPLY

The MXR should be operated using air / nitrogen gas only. DO NOT USE CO2. Tank output pressure should not exceed 850psi. The recommended tank output pressure is 450-650psi.

1. GASSING UP THE MXR

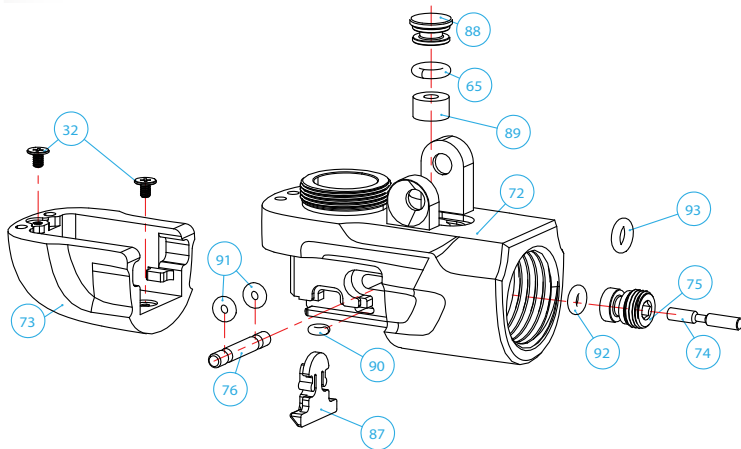
Screw your air system into the Slap2 ASA and slide the sled rearward until it locks in the rear engaged position.

2. DEGASSING THE MXR

Pull down the sled to disengage the air and until you hear air escape the Marker.

NOTE: If the SLAP 2 ASA is difficult to activate, please verify your tank output pressure.

SLAP 2 ASA COMPONENTS



PARTS LIST

- 32 - M2*3mm Flat Head Screw
- 65 - #008 N70 O-ring
- 72 - SLAP 2 ASA Body
- 73 - SLAP 2 ASA Slide Cover
- 74 - SLAP 2 ASA Push Pin
- 75 - SLAP 2 ASA Pin Guide
- 76 - SLAP 2 ASA Cross Pin

- 87 - SLAP 2 ASA Locking Clip
- 88 - SLAP 2 ASA Filter Cap
- 89 - Copper Air Filter
- 90 - #003 N70 O-ring
- 91 - #004 N70 O-ring
- 92 - #005 N70 O-ring, yellow
- 93 - #007 N70 O-ring, blue

DISASSEMBLE SLAP 2 ASA



All seals in the SLAP2 ASA are accessed through the rear of the where the tank threads in.

DISASSEMBLY

1. Use small pliers or tweezers to pull the airport push pin out of the pin guide.
2. Use a 1/8" allen wrench and unscrew the pin housing form the ASA body.
3. The pin housing contains the primary 005 yellow o-ring. Inspect the o-ring and replace as needed.

ASSEMBLY

4. After applying lube to the seals, screw the pin housing back into the ASA body
5. Press the push pin back into the pin housing. Make sure the flat end of the push pin goes into the housing, and the concave end is visible after installation.

The SLAP2 slide cover only needs to be removed for general cleaning.

TO REMOVE THE SLIDE COVER

1. Move the slide cover to the off position
2. Using a small allen key or pick, reach in slightly off center from the top front area of the ASA slide cover the slide ASA clip down.
3. With the ASA clip in the down position the slide cover will slide straight off the front of the Airport body.
4. When you are ready to reattach the Slide cover align the slide bars inside the cover with the guide grooves and push the cover back and into the ON position. This will automatically move the ASA clip into the locked position.

⚠ WARNING!

EVEN WITH THE AIR SUPPLY REMOVED FROM THE MARKER, GAS MAY STILL BE INSIDE. BE SURE TO VENT THIS GAS. MAKE SURE THERE ARE NO PAINTBALLS IN THE BREECH AND DRY FIRE THE MARKER IN A SAFE DIRECTION.

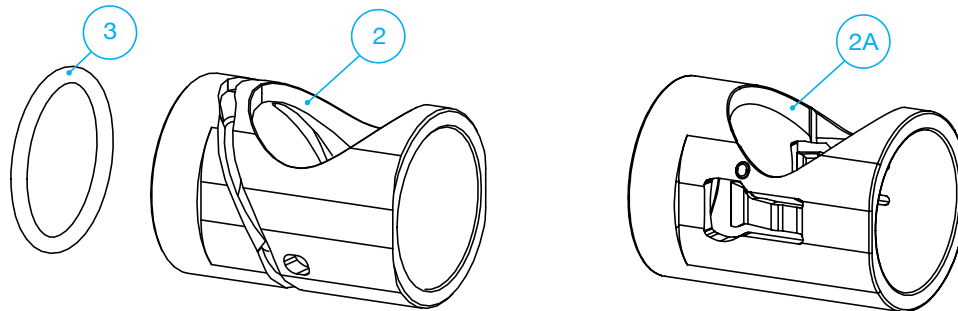
T.A.A.C. - TRI AXIAL ALIGNMENT SYSTEM



The T.A.A.C. Detent System controls the paintball's position in the breech on all three axis of movement with 1 standard o-ring. The only maintenance required is to replace the o-ring if it ever breaks or shows excessive wear or damage. To remove the T.A.A.C. system from your marker, remove the barrel, then remove the breech sleeve by reaching in from the front of the breech and pulling the sleeve straight out the front of the Marker. To reinstall, make sure the T.A.A.C. system is aligned correctly and push the sleeve into the breech until it is fully seated into position. You should feel it "click" into position.

T.A.A.C. PARTS

Note: The KDP Breech sleeve is an optional clear polycarbonate detent system that interchangeable with T.A.A.C. Sleeve



PARTS LIST

- 2 - T.A.A.C. Breech Sleeve
- 3 - 106 -14x2mm N70 O-ring Black
- 2A - KDP Breech Sleeve

Note: If desired, paint handling can be turned by using different size and different durometer o-rings

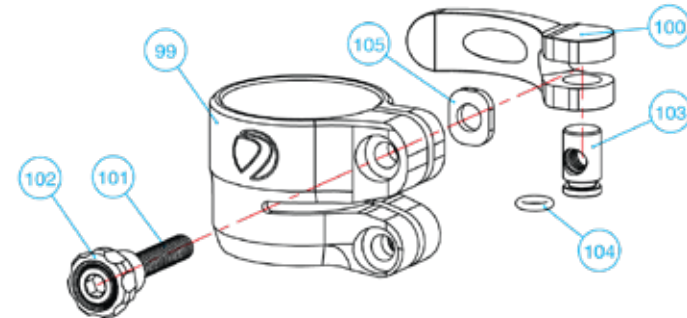
LEVELOCK FEEDNECK



All metal, adjustable Leverlock Clamping Feedneck securely locks in loader for a compact, lower profile. Fits most loaders.

To install your DYE loader, swivel the feedneck arm away from the feedneck body and rotate the thumb wheel clockwise to tighten or counterclockwise to loosen the grip on your loader. Once the loader is inserted, rotate the feedneck arm toward the feedneck body taking care not to over tighten.

FEEDNECK PARTS



PARTS LIST

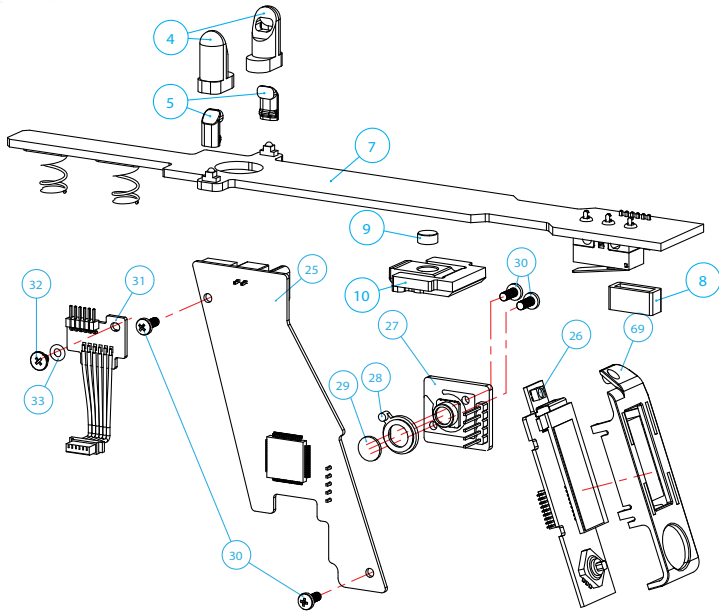
- 99 - Lockdown2 Feedneck Collar
- 100 - Lockdown2 Cam Lever
- 101 - 8-32, 1" Hex Screw
- 102 - Feedneck Knob Wheel
- 103 - Lockdown2 Lever Pin (Brass)
- 104 - 4*1.2 EP 70 O-ring
- 105 - Lockdown2 Feedneck Washer

CIRCUIT BOARD LAYOUT



The MXR electrical layout was designed with separate components for quick isolated service access. The upper board contains the eyes, power connectors, and the micro switch is retained by a single clip. The transfer connector, OLED, and main board are separately mounted inside the grip frame.

CIRCUIT BOARD COMPONENTS - Produced prior to May 2026

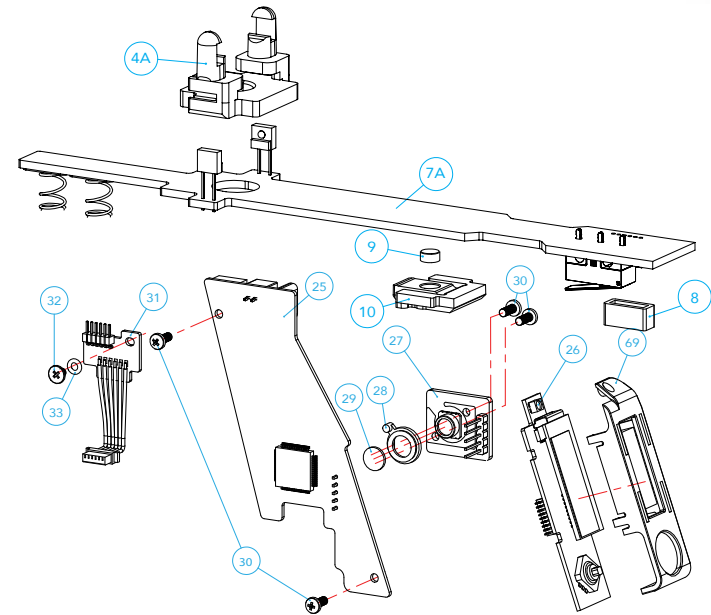


PARTS LIST

- 4 - TAAC EYE Tower Seal
- 5 - TAAC IR EYE Tower
- 6 - O-ring 03*05*t1.0,N70
- 7 - MXR Body Board Set
- 8 - Connector Rubber Cover
- 9 - Magnet D4*2mm
- 10 - MXR Board Retaining Clip
- 25 - MXR Main Circuit Board Set

- 26 - MXR OLED Board Set
- 27 - MXR Pressure PCB Set
- 28 - Pressure Seal Pad, NBR70,grp
- 29 - Steel Mesh Filter
- 30 - M2*5 Philips Head Screw
- 31 - MXR Transfer Board Set
- 32 - M2*3mm Flat head Screw
- 33 - 2*1mm N70 O-ring 1x2mm
- 69 - MXR OLED Holder

CIRCUIT BOARD COMPONENTS - Produced beginning May 2026




PARTS LIST

- 4 A - IM Body Board Mounting Bracket
- 6 - O-ring 03*05*t1.0,N70
- 7 A - IM MXR Body Board Set
- 8 - Connector Rubber Cover
- 9 - Magnet D4*2mm
- 10 - MXR Board Retaining Clip
- 25 - MXR Main Circuit Board Set

- 26 - MXR OLED Board Set
- 27 - MXR Pressure PCB Set
- 28 - Pressure Seal Pad, NBR70,grp
- 29 - Steel Mesh Filter
- 30 - M2*5 Philips Head Screw
- 31 - MXR Transfer Board Set
- 32 - M2*3mm Flat head Screw
- 33 - 2*1mm N70 O-ring 1x2mm
- 69 - MXR OLED Holder

MOS - METHOD OPERATING SYSTEM

5-WAY JOYSTICK CONTROL INDEX

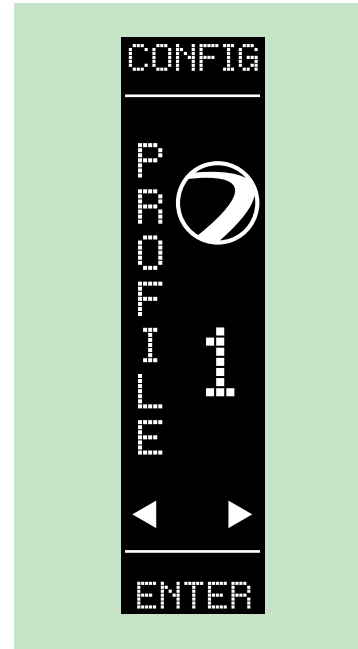
	PLAY MODE	SETTINGS ADJUSTMENT MENUS	
1	ENTER CONFIGURATION MODE (HOLD 2 SEC)	VALUE UP (TAP)	EXIT (HOLD 2 SEC)
2	GAME TIMER START/STOP (TAP)	GAME TIMER RESET (HOLD 2 SEC)	SCROLL RIGHT THROUGH MENU (TAP)
3	EYES ON/OFF (HOLD 2 SEC)	VALUE DOWN (TAP)	
4	SYSTEMS CHECK (TAP)	SHOT COUNT RESET (HOLD 2 SEC)	SCROLL LEFT THROUGH MENU (TAP)
5	POWER ON - HOLD 1 SEC. OFF - HOLD 1 SEC.	SELECT (TAP)	SAVE VALUE (TAP)

The MXR is powered by DYE's Method Operating System. The MOS gives the operator unrestricted access to precision tuning, and unsurpassed performance. The 5-way Joystick control and high contrast OLED display screen provide an intuitive user interface. The optimized MOS programming logic ensures lightning fast response time, long battery life, precision tuning, and dual player profiles to store your exact playing specifications. Communication between frame and body is facilitated through the Freewire connector pins. Press fit pins ensure a positive connection between performance driving hardware and the MCU. DYE Freewire connector pins eliminate awkward wire routing, and dramatically improving serviceability.

WARNING!

- THE MXR IS NOT WATER RESISTANT. EXCESS MOISTURE WILL CAUSE DAMAGE TO ELECTRONIC PARTS.
- KEEP THE BOARD AND ALL ELECTRICAL COMPONENTS CLEAN OF DIRT, PAINT, AND MOISTURE.
- TO CLEAN THE BOARD, USE CANNED AIR. IF A MORE AGGRESSIVE CLEANING METHOD IS NEEDED, LIGHTLY SCRUB THE COMPONENTS WITH A SOFT, DRY BRUSH. HEAVY SCRUBBING WILL DAMAGE THE BOARD.

MENU SELECTIONS



PROFILE SELECTION

To enter into Profile programming toggle and hold the joystick Up for 2 seconds. This will take you to the Profile Selection menu. Scroll left or right to move through menu options. Press the center of the joystick to select. There are 2 fully adjustable profiles and 1 locked Factory default profile.

Once you have selected your desired profile, toggle the joystick up and hold the joystick in this position to return to Play Mode screen, or press the CENTER of the joystick to enter into the Settings Adjustment menu.

PROFILE SETTINGS

Profile settings will affect the MXR's shooting performance. These settings are not adjustable when the tournament lock is on.



GENERAL SETTINGS

Data is collected and reviewable through the general settings menu. You can analyze data, display controls, and system parameters. Scroll LEFT OR RIGHT to display menu options. Press the CENTER of the joystick to select the displayed menu option. Once selected, the setting's values can be adjusted using the joystick. Once the desired value or setting has been entered, press the CENTER of the joystick to save the value, and continue scrolling through menu options.

NOTE: To exit scroll until the "exit" screen appears and then press the CENTER of the joystick.

NOTE: At any point you can also toggle and hold the joystick UP to exit to the profile selection screen.

PLAY SCREENS

PLAY SCREEN

You are able to select between 3 play screens depending on what information you wish to display. Option 1 is the default setting. For more play screen options select Play Screen under profile settings.

PLAY SCREEN 2

PLAY SCREEN 3

SYSTEM CHECK SCREENS

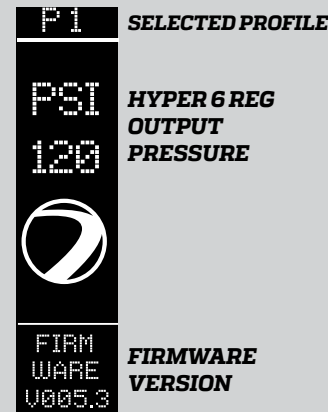
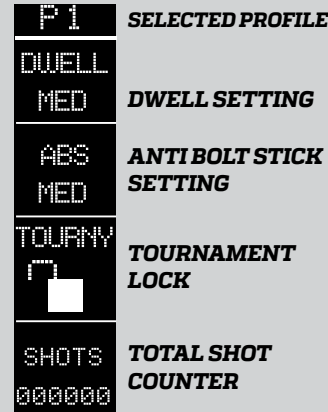
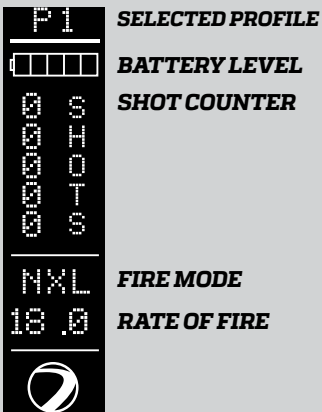
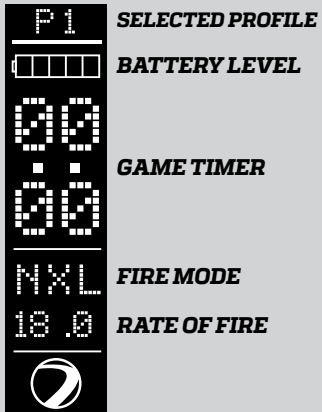
SYSTEM CHECK SCREEN

From the play screen you can quickly access the two Systems Check Screens by tapping the joystick LEFT. Tap once for Systems screen #1, tap a second time for Systems screen #2, the System Check Screen gives you an overview of the gun's key performance setting, tourney lock status, operating pressure, and software version.

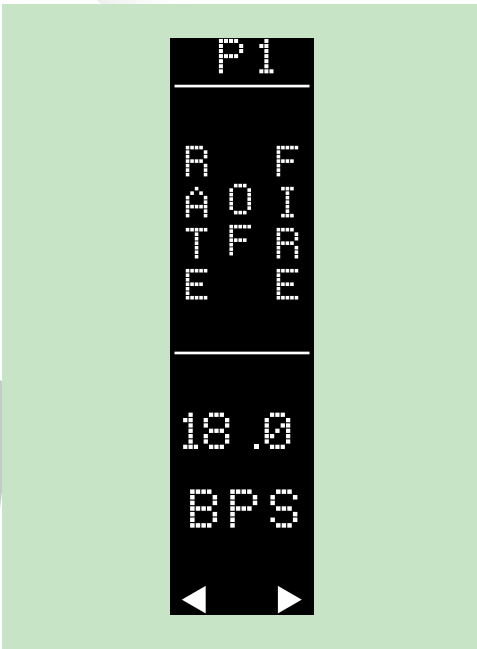
After 10 seconds of no activity, the System Check display will revert to the Play screen.

SYSTEM CHECK SCREEN 2

On the second System Check screen the gun's operating pressure is displayed. The MXR has an internal pressure sensor that takes real time readings of the Hyper6 regulator's output pressure. The gun must be aired up for the pressure sensor to acquire a reading.



PERFORMANCE SETTINGS

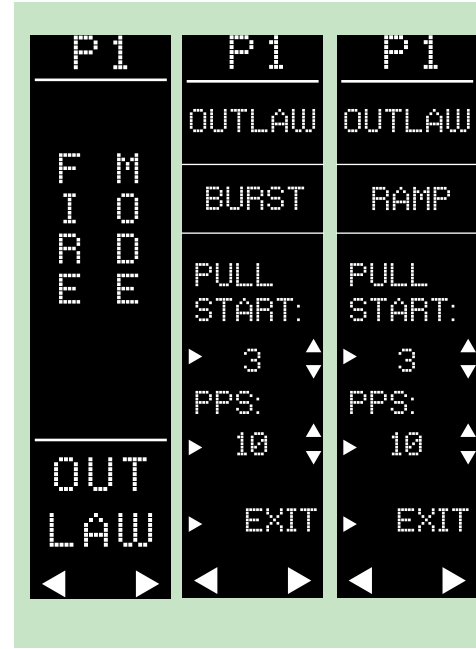


RATE OF FIRE

Values 1 - 18 (Factory Default 12.5 bps) The ROF setting is used to set the maximum rate of fire. ROF is adjustable by 1/10th per second.

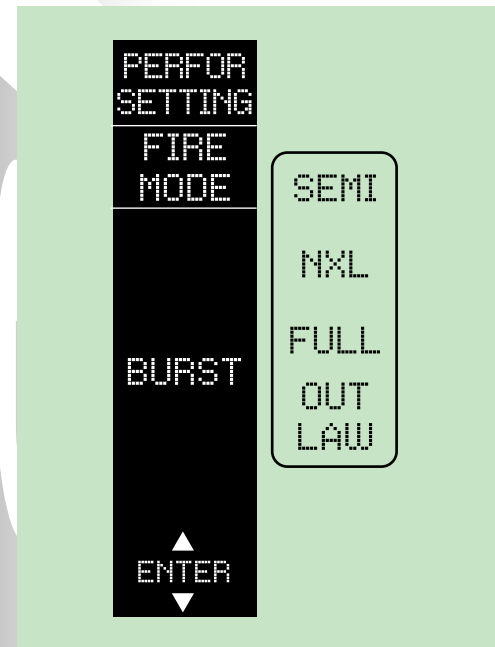
Note: Always test your ROF over the chronograph or rate of fire measuring device before entering the field of play. Chronographs are typically not calibrated and results can vary from device to device.

PERFORMANCE SETTINGS



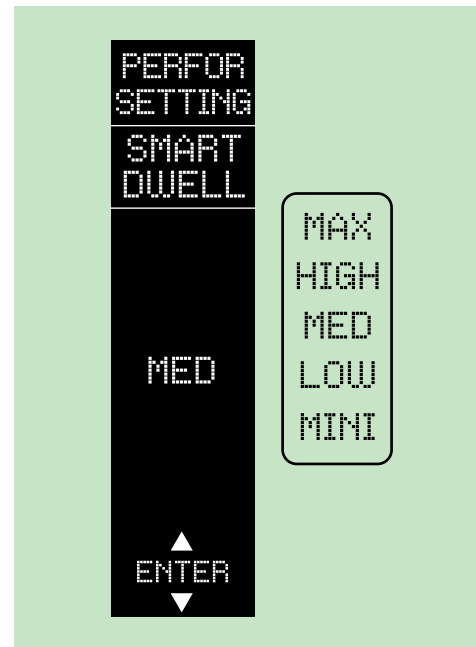
OUTLAW

Customize pull per second, pulls to start, burst of ramp. Select Outlaw mode and follow prompts to customize fire mode.



FIRE MODE

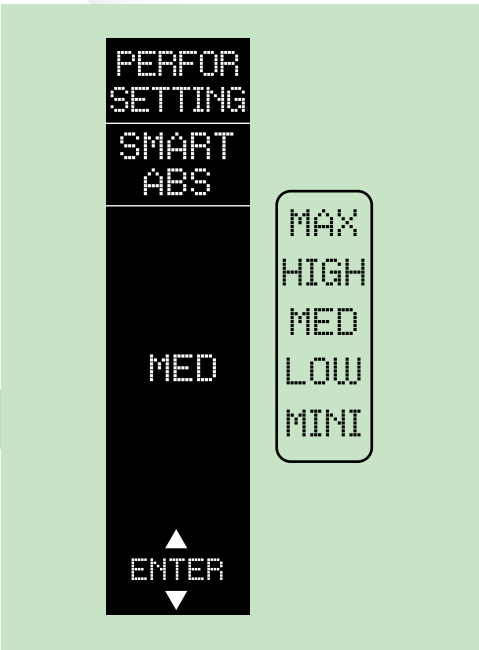
(Factory Default Semi-Auto)
Choose 4 different fire modes:
Semi-Auto:
One trigger pull = One shot
NXL:
NXL Ramp Compliant
Full:
Continuous fire with trigger depressed after 3rd trigger pull
Outlaw:
Set it up to your preference.



DWELL

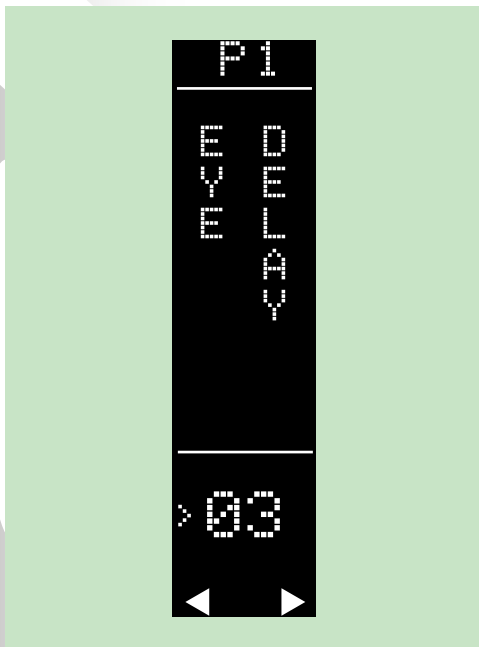
Dwell is the amount of time, in milliseconds, that the solenoid is activated for each shot. Setting the dwell too high will decrease rate of fire, setting the Dwell to low will not be sufficient to ensure the marker will cycle properly.

PERFORMANCE SETTINGS



ABS ON/OFF

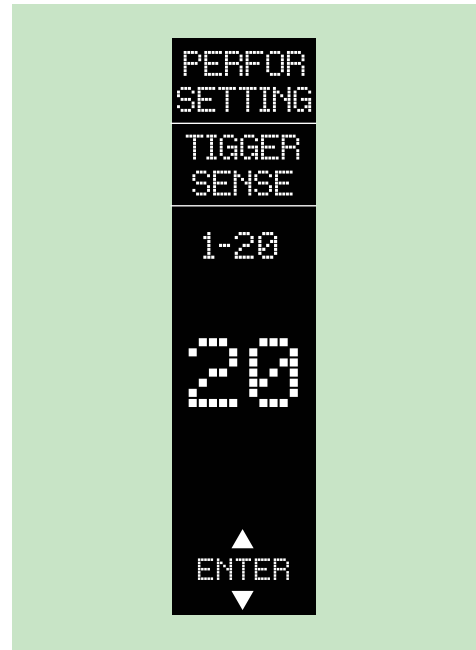
ABS is the amount of time, in milliseconds, that the dwell is increased for the first shot after a period time of no shots. This is to help prevent bolt stick, and first shot drop off.



EYE DELAY

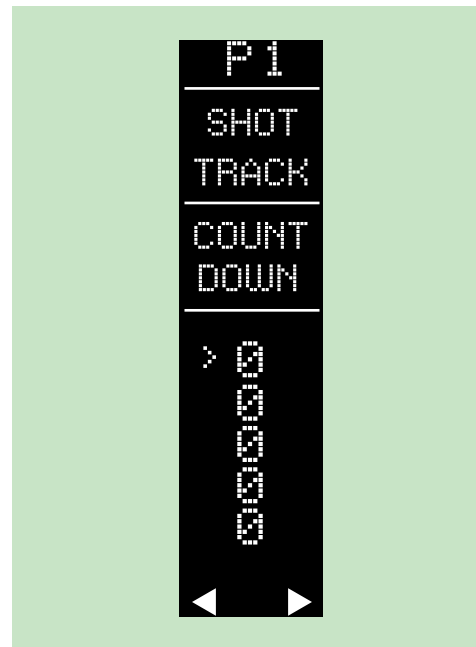
Values 01-20 (Factory Default 8)
 Eye Delay is the amount of time, in milliseconds, that the eyes must read a paintball in the breech before the MXR is allowed to fire. This helps to prevent ball chop in the breech. It is recommended to increase the Eye Delay for slower feeding loaders.

PERFORMANCE SETTINGS



TRIGGER TOUCH

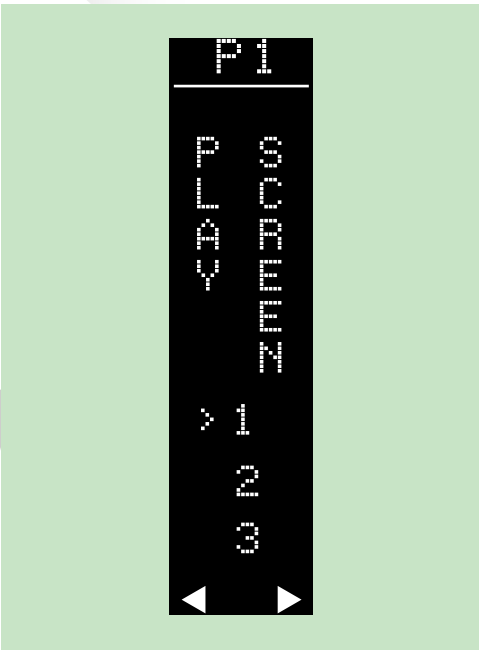
Values 1 - 20 (Factory Default 10)
 Trigger sensitivity is the amount of time that the trigger must be released before the next trigger pull is allowed.



SHOT TRACKER

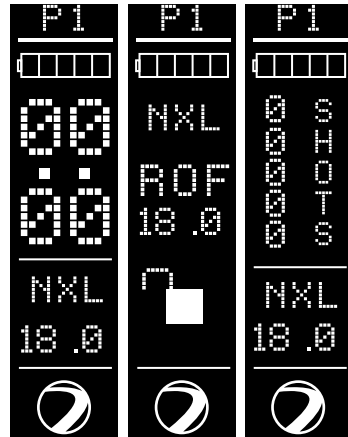
The shot tracker helps you monitor your paint consumption during a game or a day. Choose between countdown and sum track. The shot tracker can be set to zero from the settings menu and reset from the play mode screen. To reset from the Play mode screen, press and hold the joystick left for 2 seconds. When you select countdown track in the data settings menu, you will be prompted to enter your how much paint you will start with. Tap joystick up and down to adjust. When starting count is displayed, tap center of joystick to save. Once you exit to the play screen every shot will be tracked.

PERFORMANCE SETTINGS

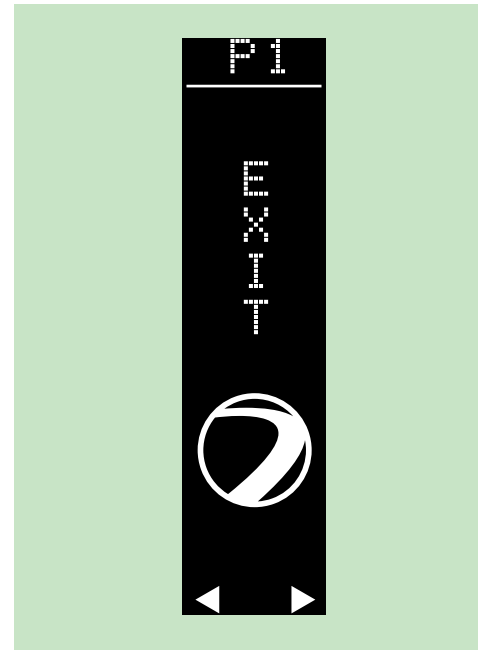


PLAY SCREEN

Values 1-3 (Factory Default 1) Select the best play mode screen for your style of play.

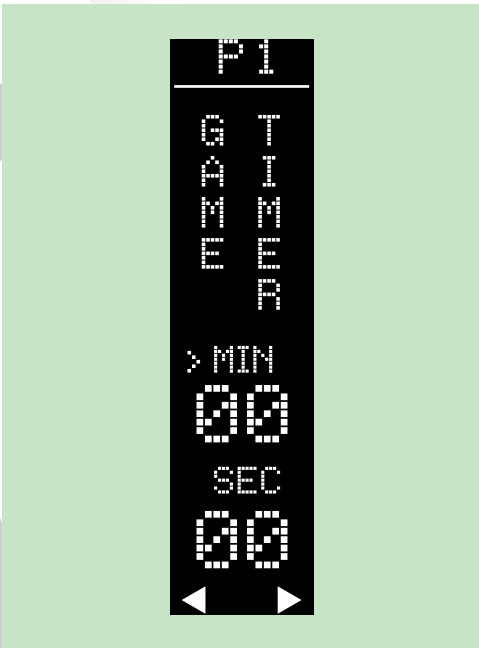


PERFORMANCE SETTINGS



EXIT SCREEN

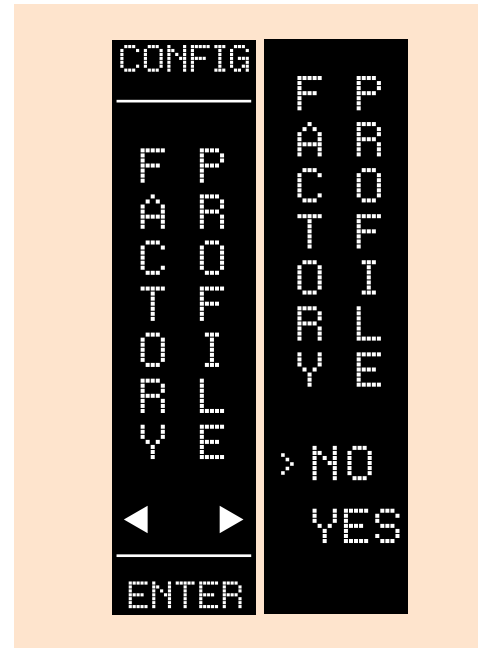
Selecting Exit will return you to the previous menu layer. At any point in the menu tree you can toggle and hold the joystick UP to exit to the previous menu layer. You may need to Exit more than once to return to the play screen.



GAME TIMER

Set countdown game timer. (Default 2:30) To operate game timer in play mode, press the joystick right to start and stop the game timer, toggle and hold the joystick RIGHT for 2 seconds to reset.

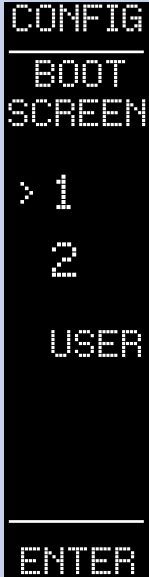
FACTORY PROFILE SETTING



FACTORY PROFILE

The Factory profile is locked and cannot be modified. Factory setting allows the gun to be returned to the factory baseline for trouble shooting, without losing any of the users personal settings in profile 1 or 2.

GENERAL SETTINGS

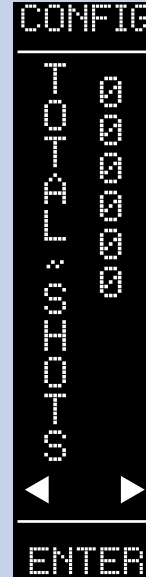


BOOT SCREEN

Select you favorite Boot screen from the 2 pre-set options. The user is able to choose between 2 pre-set boot up screen options, or select to have the user's name displayed on boot up.

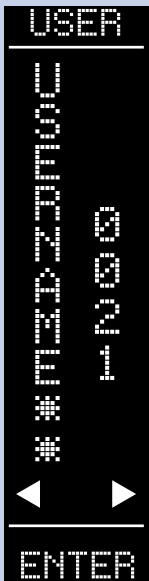


GENERAL SETTINGS



TOTAL SHOTS

The total Shot Counter cannot be reset, it is used to monitor systems and service schedules. The total Shot Counter also indicates that the gun was tested at the factory prior to shipping. It is also a strong indicator of how much use the MXR has seen in its life.



USER NAME

Personalize your MXR by entering a custom username.

Move the joystick up and down to scroll through letters, numbers, and special typescript. Move the joystick left and right to change the next character.

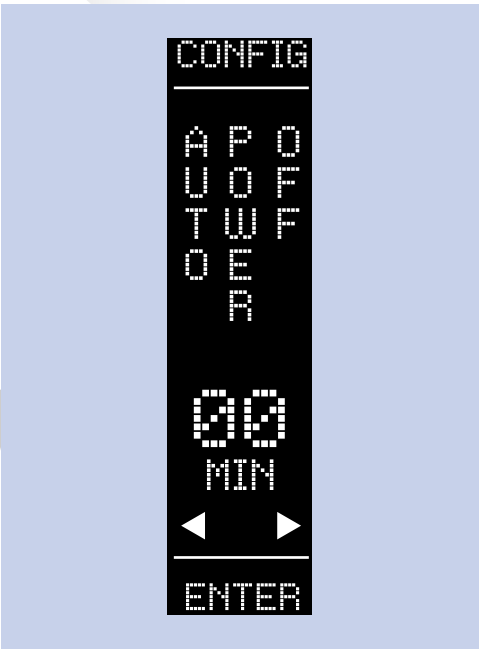
The option is available to display the username during boot up. This can be done from the Boot Screen configuration screen in the General Setting menu.



SCREEN SLEEP TIME

Values 15 sec - 10 min (Factory Default 1 min)
The screen will go to sleep after a predetermined amount of time. This is to conserve battery life when playing. To activate the screen, tap the joystick in any direction.

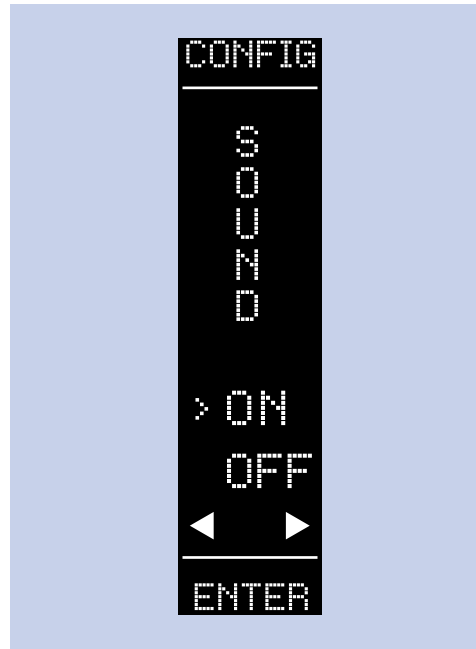
GENERAL SETTINGS



AUTO POWER OFF

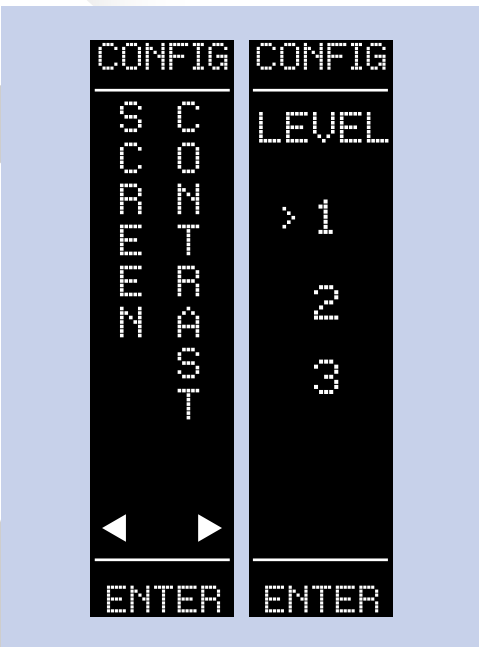
Values 10 - 60 min
 (Factory Default 10 min)
 The board will automatically shut down if the marker is not used for a set period of time. You can adjust the shut off time.

GENERAL SETTINGS



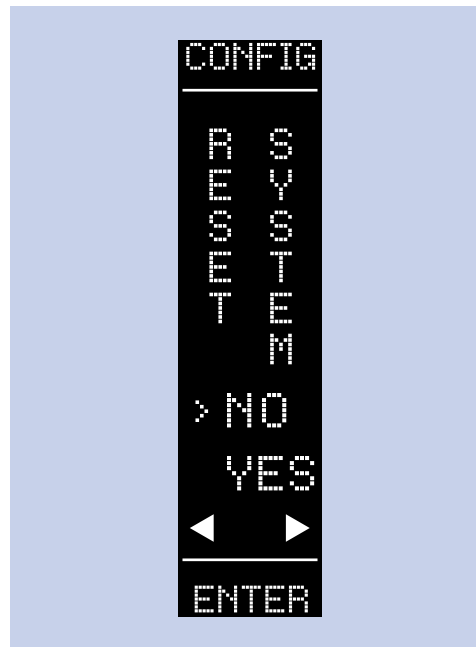
AUDIO ON/OFF

(Factory Default ON)
 Turn the sound off or on for navigation. The game timer alarm cannot be turned off.



SCREEN CONTRAST

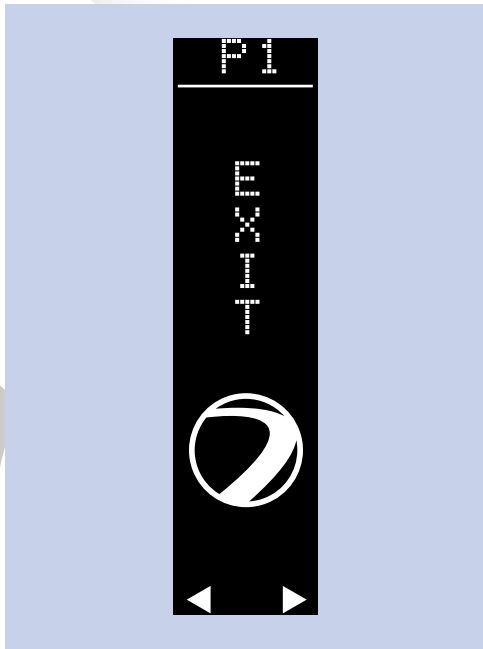
Control the screen brightness for better visibility of the screen.



RESET SYSTEM

At any time you can reset the profile you are in to Factory Default settings.

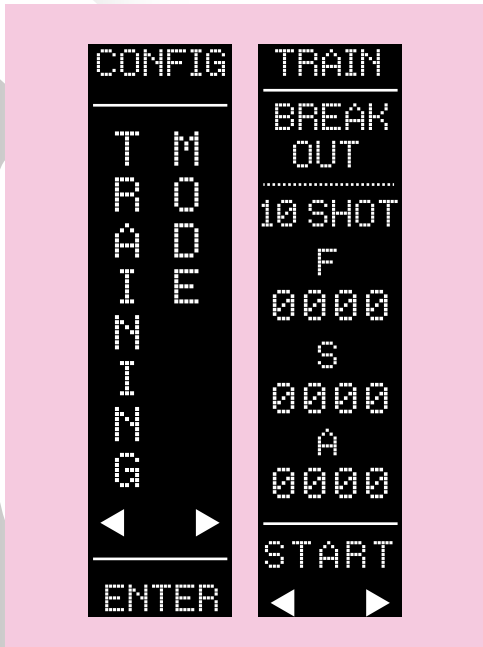
GENERAL SETTINGS



EXIT SCREEN

Selecting Exit will return you to the previous menu layer. At any point in the menu tree you can toggle and hold the joystick UP to exit to the previous menu layer. You may need to Exit more than once to return to the play screen.

TRAINING MODE SETTINGS

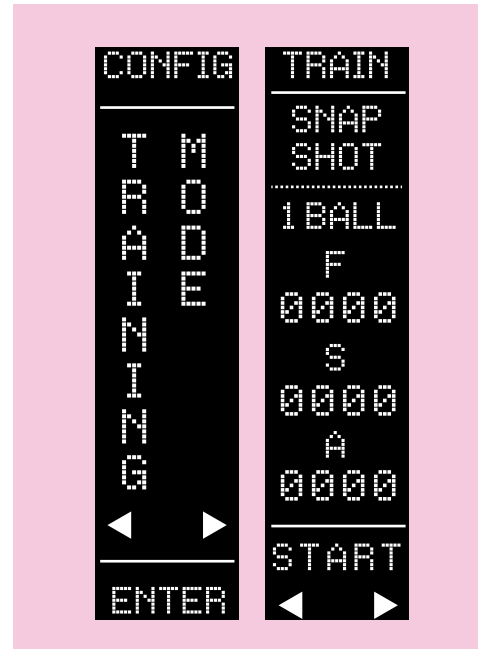


BREAKOUT

Designed to help improve speed and accuracy when standing and shooting from the starting box.

- Line up at the starting box, with a designated target down field.
- Press the joystick and wait for the beep.
- On the beep, turn, aim, and fire 10 shots (the MXR will only allow 10 shots to be fired). When you reach 10 shots, the MXR will beep twice.
- On the double beep, reset at the starting box and wait for the next single beep.
- Repeat 5 times to complete 1 set.
- At the end of the 5th rep, the MXR will beep 3 times and display your fastest, slowest, and average response time it took you to turn and shoot 10 balls.

TRAINING MODE SETTINGS

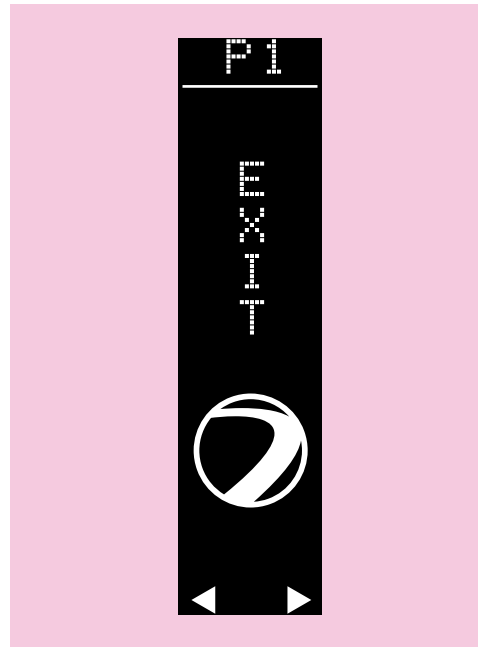


SNAP SHOT

Designed to improve speed, accuracy, and muscle memory when snap shooting from behind cover.

- Set up behind any bunker with a designated target down field. From behind the bunker press the joystick and wait for the beep.
- On the beep, lean out from behind cover, aim, shoot one ball (the MXR will only allow one ball to be fired), and return to cover.
- Wait for the next beep and repeat.
- You will repeat 10 times to complete one set.
- At the end of the 10th rep the MXR will beep 3 times, display your fastest, slowest, and average time it took you to shoot one ball.

EXIT SCREEN



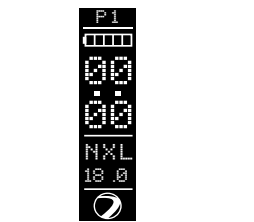
Selecting Exit will return you to the previous menu layer. At any point in the menu tree you can toggle and hold the joystick UP to exit to the previous menu layer. You may need to Exit more than once to return to the play screen.

MXR MENU TREE

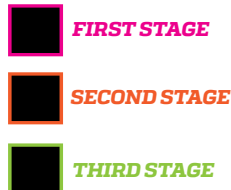
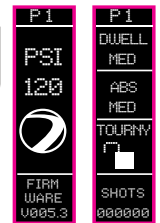
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CONTINUED FROM PAGE 40

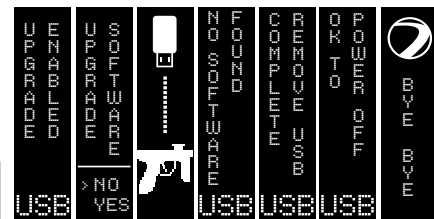
BOOT SCREEN DEFAULT PLAY SCREEN



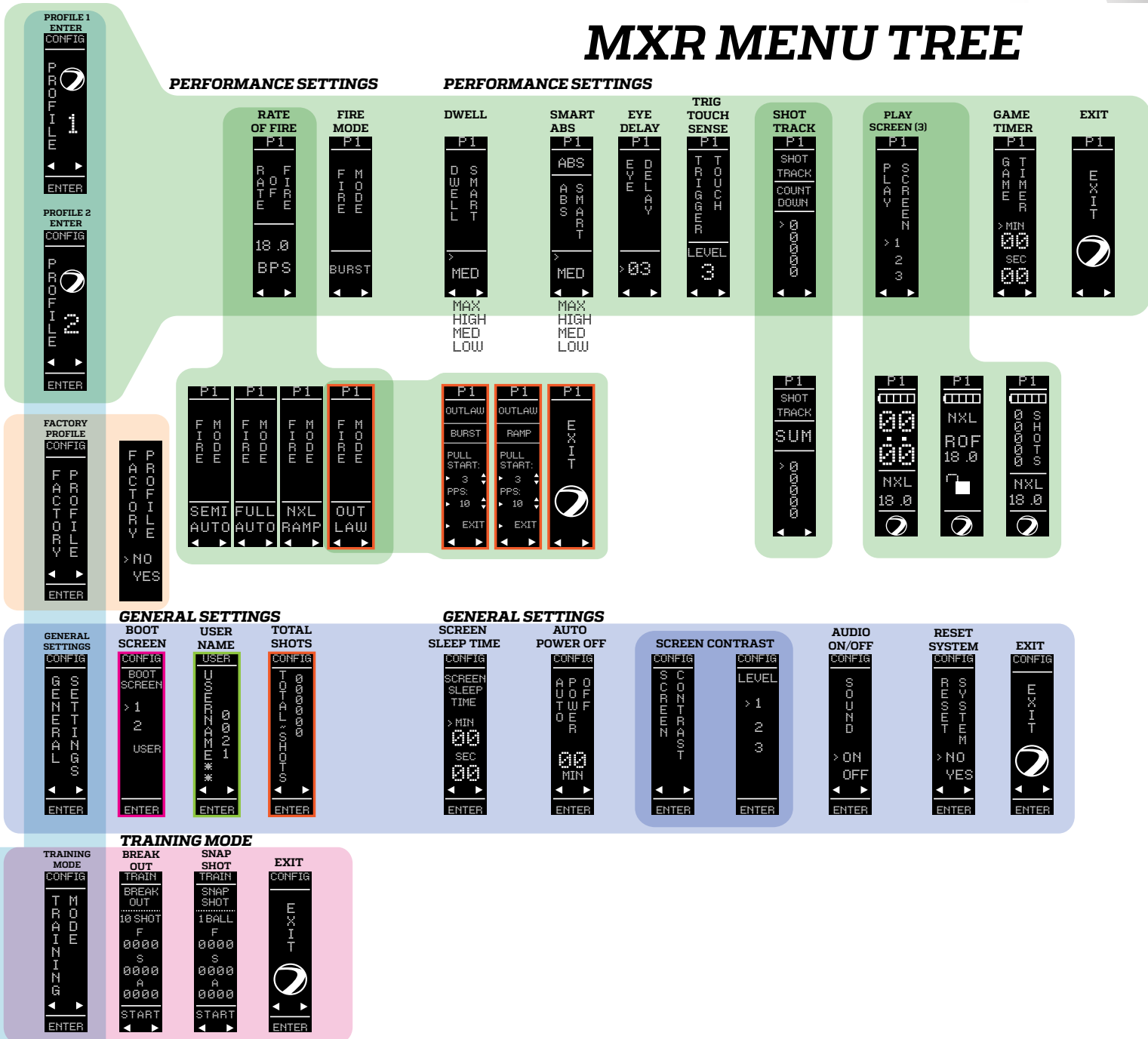
SYSTEM CHECK



USB UPGRADE AND SYNC



MXR MENU TREE



LED COLOR INDEX



-  **SOLID BLUE:**
Boot Sequence
-  **SOLID RED:**
Breach is Clear
-  **SOLID GREEN:**
Ball in Breach
-  **BLINKING RED:**
Eyes Off
-  **BLINKING GREEN:**
Eye Failure
-  **BLINKING BLUE:**
Low Battery

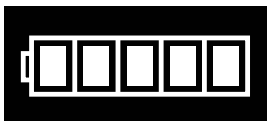
LED LIGHT COLOR INDEX

The LED light provides feedback for the anti-chop eye system. To get the best performance out of your MXR it is recommended that you use a motorized loader system. Preferably the Rotor R2 Loader.

- Blue:** Boot sequence
- Red:** Breach is clear, no ball (eyes on)
- Green:** Ball in breach, ready to fire (eyes on)
- Blinking Red:** Eyes are off
- Blinking Green:** Eye failure
- Blinking Blue:** Low Battery

BATTERY LEVEL INDICATOR

100% Battery



60% Battery



0% Battery



LOW BATTERY

When the battery level drops below 30% the LED light will flash **Blue**. When the low battery alert flashes, the battery should be replaced as soon as possible to prevent improper function.

 **WARNING!**

A LOW BATTERY WILL NOT BE ABLE TO POWER BOTH THE ACE EYE AND THE TRIGGER SWITCH, CAUSING ACE EYE FAILURE. IF THE BATTERY IS LOW, IT MAY NOT BE ABLE TO POWER THE SOLENOID CORRECTLY. THIS WILL AFFECT THE MXR'S VELOCITY, CAUSING IT TO BECOME INCONSISTENT AND/OR LOW.

SWITCH SETTINGS



DIP SWITCH SETTINGS

To change the dip switch settings, open the right side of the grip. Once the grip is open, locate the dip switches on the main board.

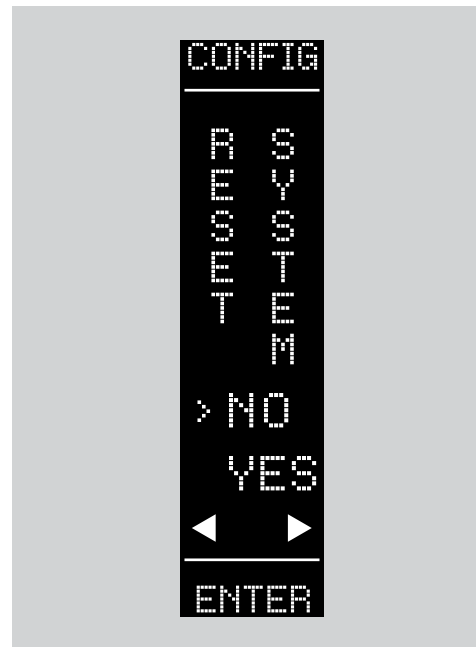
DIP SWITCH 1 - TOURNAMENT LOCK - View the system check screen to see if the lock is engaged. The padlock icon will display as locked or unlocked. To engage the tournament lock: slide #1 switch into the ON position. To unlock: slide switch #1 into the OFF position.

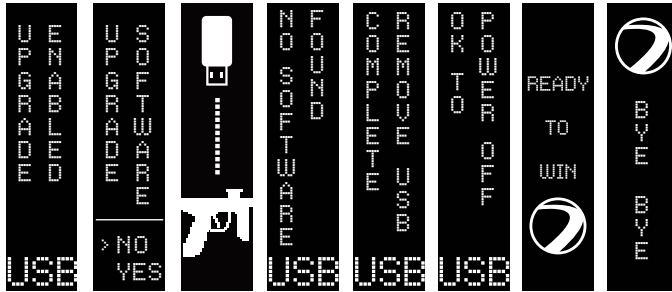
When the tournament lock is engaged, settings that could affect the gun's performance will not be able to be adjusted until the tournament lock is turned off.

DIP SWITCH 2 - RECHARGEABLE BATTERY PROTECTION MODE - For players wishing to use rechargeable batteries, the MOS system provides voltage protection to prevent damage to the batteries by depleting them beyond a minimum threshold. To activate the rechargeable battery protection mode: slide switch #2 into the ON position. For non-rechargeable, standard batteries: slide switch #2 into the OFF position.

TOURNAMENT LOCK

To view the if the tournament lock is engaged or not, tap the joystick once to the left. This will prompt System Check screen #1 to be displayed. On this screen you will see the Tournament Lock padlock icon either locked or unlocked.





Periodically DYE will release new updated software for the MXR. The new software will be available on www.dyepaintball.com

TO UPDATE YOUR OR OPERATING SYSTEM FOLLOW THESE SIMPLE DIRECTIONS.

Save the new operating software to any USB C flash drive. A USB C flash drive is included with the MXR. If this flash drive is not available, any USB C with a memory capacity of 16gb or smaller will work.



Power on your MXR, the USB sync screen will be displayed.

It will take several seconds for the MXR MOS operating system to read and sync with the flash drive.

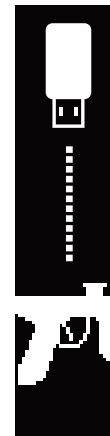


If the flash drive is blank, or the software is damaged the "No Software Found" screen will be displayed.



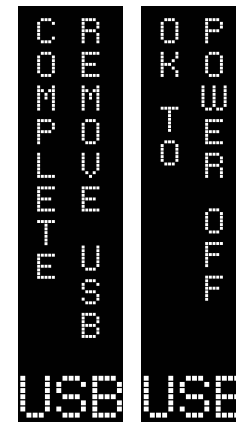
Confirm you wish to upgrade the software.

Press the Center of the joystick to initiate the upgrade process.



The system will begin to upgrade the software. This may take several minutes.

Do not unplug the USB until you are prompted to do so.



Once the cable has been unplugged the board will automatically power off. This signifies the upgrade is done, and the MXR is ready for use.

LEVEL 0 SERVICE

PREVENT MAINTENANCE WEEKLY

- + WIPE BOLT CLEAN AND APPLY FRESH LUBE
INSPECT SEALS FOR DAMAGE
- + CHECK SCREWS ARE TIGHT
- + INSPECT AND CLEAN BREECH SLEEVE
- + PSI BETWEEN 120-130
- + CONFIRM SETTINGS
SMART DWELL: MED
SMART ABS: MED
EYE DELAY: 8

LEVEL 1 SERVICE

BOLT, SOLENOID LEAK / POOR CYCLE

- + SERVICE BOLT KIT - REPLACE O RINGS
 - + ORANGE 017 - FRONT CAN
 - + YELLOW 013 - FRONT VALVE
 - + RED 015 - BOLT GUIDE
- + WIPE CLEAN - APPLY FRESH LUBE
- + SERVICE SOLENOID
 - + REPLACE BLACK #6 - 2ND SOLENOID SPOOL SEAL
 - + WIPE CLEAN AND APPLY FRESH LUBE
- + SERVICE HYPER REG
 - + REPLACE YELLOW 008- REG PISTON SHAFT
 - + INSPECT REG SEAT, REPLACE OR FLIP AS NEEDED
 - + WIPE CLEAN AND APPLY FRESH LUBE

LEVEL 2 SERVICE

LEAK BETWEEN BODY AND FRAME

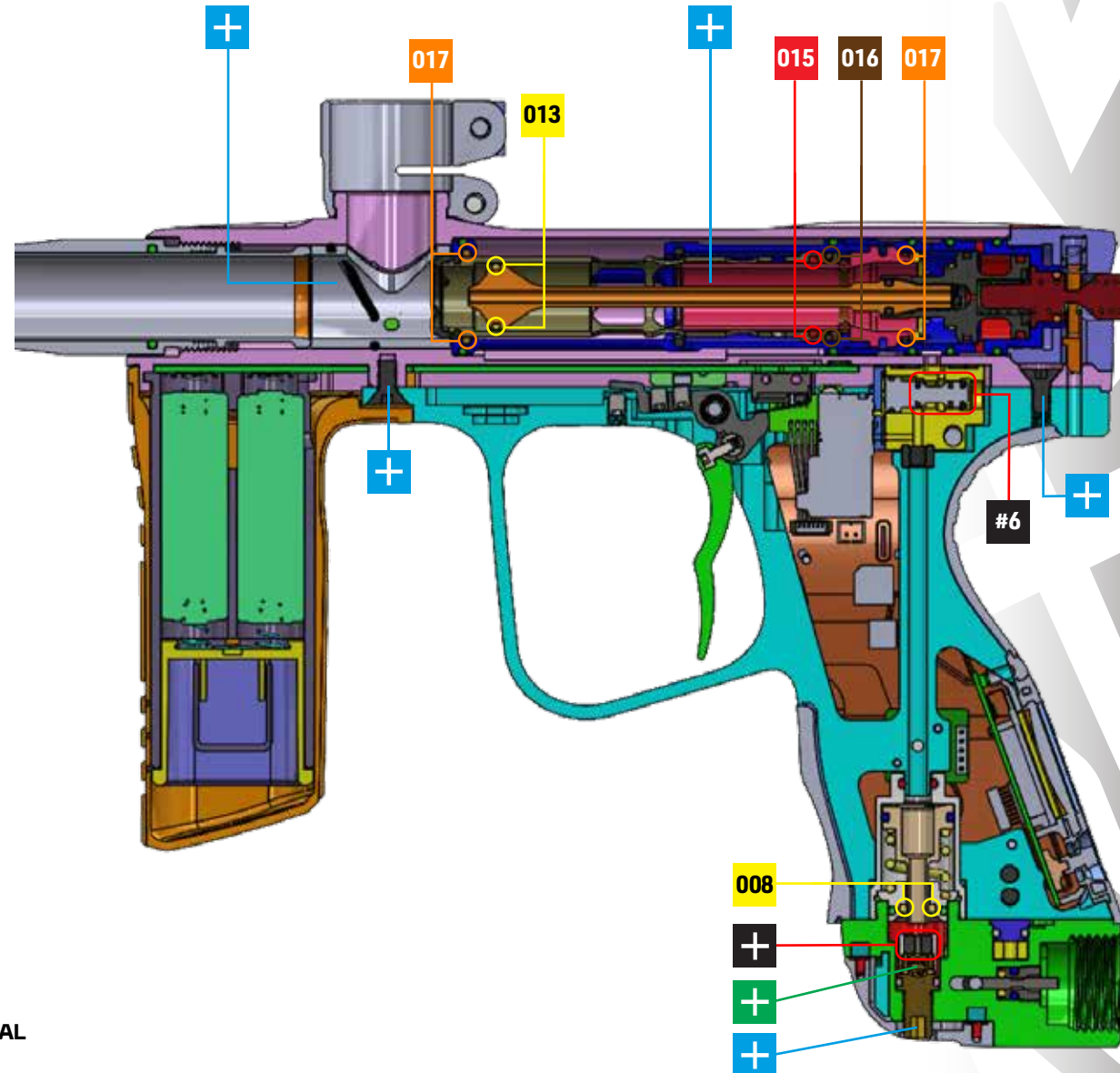
- + SERVICE BOLT KIT - REPLACE O RINGS
 - + BROWN 016 - BOLT SAIL
 - + ORANGE 017 - REAR OF BOLT GUIDE
- + WIPE CLEAN - APPLY FRESH LUBE

LEVEL 2 SERVICE

LOW VELOCITY / POOR FPS / EFFICIENCY

- + SERVICE SOLENOID
 - + REPLACE BLACK #6 - 1ST AND 3RD SOLENOID SPOOL SEAL
 - + WIPE CLEAN - APPLY FRESH LUBE
- + SERVICE HYPER REG / ASA
 - + INSPECT AIR FILTER, CLEAN OR REPLACE AS NEEDED

DIAGRAM



AIR LEAKS**AIR LEAKING FROM THE BACK OF AIRPORT**

- Check the O-ring on the air system.
- If needed change the O-ring and try again.
- The O-ring normally used is O15 but some manufacturers might use a different size.
- Consult the manual of the air system you are using.

AIR LEAKING BETWEEN FRAME & AIRPORT

- Make sure airport mounting screws are tight.

AIR LEAKING FROM THE HYPER6™ REGULATOR

- First locate the position of the leak.
- For disassembly instructions consult the technical section under Hyper6™ regulator.
- If the leak is coming from the bottom of the regulator you will need to disassemble the regulator and change the O10 O-ring and the seat on the brass seat retainer mounted inside the Hyper6™ regulator.
- If the leak comes from the small hole in the middle of the regulator, heard at the bottom of the frame, there are four possible O-rings causing the problem
 - The **O14 blue O-ring** on the piston
 - The **O08 yellow O-ring** inside the regulator cartridge
 - The upper **O08 red O-ring** on the top of the regulator cartridge
 - The **O12 green O-ring** on the isolator plate.

AIR LEAKING BETWEEN BODY AND FRAME

- Pull out the Bolt kit
- Change the O17 seal O-ring and the rear O20 O-ring on the outside of the cylinder bolt can, and the O20 O-ring on the outside of bolt guide.
- If the solenoid is leaking, remove the solenoid by unscrewing the two screws mounting it down.
- Apply some lube to the gasket underneath the solenoid and reassemble, making sure that the solenoid is well tightened into the body.
- Remove the sub manifold and lube the solenoid switch lightly.
- Hyper6™ may be supplying too low of air pressure.
- Make sure the Hyper6™ is set correctly.

AIR LEAKING FROM BACK OF THE MXR

- Check that the bolt kit is fully locked into the MXR.
- If above does not solve the leak, remove the bolt kit and change the O20 O-ring on the back cap.
- Change the O11 color O-ring located in the stem of the push button.
- Lube well and re-insert the bolt kit into the MXR.
- Check bolt kit break down picture for O-ring locations.

AIR LEAKS**AIR LEAKING FROM FRONT OF THE MXR/ DOWN THE BARREL**

- Remove the Bolt kit from the marker and change the O17 O-ring located inside of the bolt can, the O13 O-Ring on the reaction rod, and the O15 O-ring located on the reaction stabilizer.
- Lube well and reassemble.

AIR LEAKING FROM SLAP ASA OR BLEED HOLE

- Make sure airport is in full on or off position.
- Check O06 O-ring behind pin housing.

OTHER ISSUES**DOUBLE FEEDING**

- If more than one ball is feeding at a time into the breech of your MXR, check to see if the TAAC Detent Band is missing or damaged.
- Make sure the Detent Band and breech sleeve are properly assembled and installed.
- If using a force feed loader, check the tension setting.

BREAKING PAINT

- Make sure you use high quality paintballs and that they are stored according to the manufacturer's instructions.
- Make sure your loader is working well and that the rate of fire is not set higher than the maximum feed rate of the loader.
- Check that the barrel you are using is not too tight for the paintballs you are using.
- Make sure the ball detent system is working properly.
- Be sure the velocity is not set too high.
- Ensure the flex bolt tip is in place and is not damaged.

PROBLEMS WITH ELECTRONICS**MXR WON'T TURN ON**

Make sure the batteries are new and have a full charge.

MXR SHOOTING SLOW WHEN EYE IS ON AND BLINKING GREEN

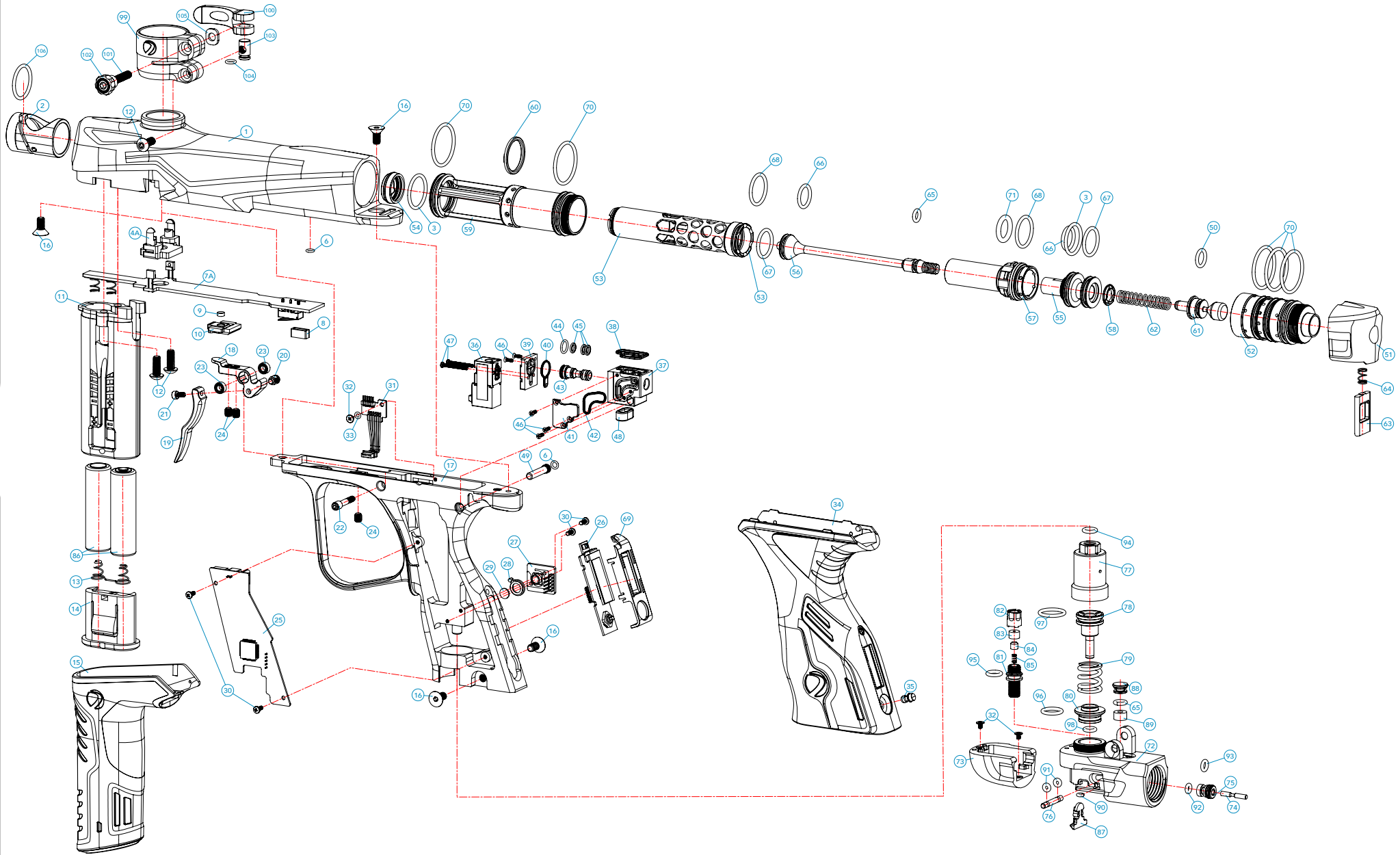
- The eyes are not working correctly. Clean the eyes.
- You'll know that they are clean if the LED turns red when there is nothing inside the breech of the MXR.
- Make sure the eye towers are installed correctly and not blocked paint or debris.
- The battery may be low. In this case, the battery should be changed as soon as possible.

SOLENOID WILL NOT ACTIVATE / TRIGGER NOT WORKING

- Check that the trigger adjustment is not set so that the micro switch cannot activate. You should hear a small "click" when pulling the trigger. If the MXR fires once when turned on but not after that, your trigger is set so that the micro switch is always activated. Re-adjust the trigger.
- Make sure the solenoid pilot is properly plugged into your board.

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CONTINUED FROM PAGE 49



#	NAME
1	MXR Body
2 / 2A	TAAC Breech Sleeve / KDP Breech Sleeve
3	O16 N70 O-ring, Brown
4A	IM Body Board Mounting Bracket
6	1x3mm N70
7A	IM MXR Body Board Set
8	Connector Rubber Cover
9	Magnet D4*2mm
10	MXR Board Retaining Clip
11	Gen2 Battery Housing
12	8-32 x 7/16 Cup Head
13	Battery Cap Connection Spring
14	MXR Battery Cap
15	MXR Front Grip
16	8-32 x 3/8" Flat Head Screw
17	MXR Frame
18	Mag X Reach Trigger-Top
19	Mag X Reach Trigger-Bottom
20	Trigger Axle
21	M2.5*6 Socket Head Screw
22	Gen 2 Trigger Pin
23	Roller Bearings SR144ZZ
24	8-32 x 3/16" Set Screw
25	MXR Main Circuit Board Set
26	MXR OLED Board Set
27	MXR Pressure PCB Set
28	MXR Pressure Seal Pad
29	Steel Mesh Filter
30	M2*5 Philips Head Screw
31	MXR Transfer Board Set
32	M2*3mm Flat Head Screw
33	2*1mm N70 O-ring
34	MXR Sticky Grip W/ OLED Lens
35	Gen 2 on/off button, Clear

#	NAME
36	DYE Solenoid 3v Pilot
37	Gen2 Solenoid Body
38	Gen2 Solenoid Body Gasket
39	Gen2 Solenoid Sub Manifold
40	Gen2 Solenoid Sub Manifold Gasket
41	Gen2 Solenoid Sideplate
42	Gen2 Solenoid Sideplate Gasket
43	Gen2 Solenoid Piston
44	1*6mm N70 O-ring
45	3* 6*t0.8 mm N70 O-ring
46	M1.6*5 Phillips Head Screw
47	M1.7*16 Head Screw
48	Gen2 Lower Solenoid Gasket
49	Gen2 Solenoid Retaining Pin
50	O11 N70 O-ring, Orange
51	MXR Back Cap Cover
52	MXR Valve Can
53	MXR Bolt
54	Flex Tip Bolt Tip - Flex Black
55	MR Valve Sail
56	MXR Bolt Shaft
57	MX Bolt Guide
58	ARC-X Valve Bumper
59	MXR Can
60	Gen2 Can Bumper
61	MXR IM Backcap Button
62	ARC-X Bolt Valve Spring
63	MXR IM Bolt Door Gate
64	MXR Bolt Door Gate Spring
65	O08 N70 O-ring
66	O13 N70 O-ring, Yellow
67	O15 N70 O-ring, Red
68	O16 N70 O-ring, Brown
69	MXR OLED Holder
70	O20 N70 O-ring, Green

#	NAME
71	111 N70 O-ring, Brown
72	SLAP2 ASA Body
73	SLAP2 ASA Slide Cover
74	SLAP2 ASA Push Pin
75	SLAP2 ASA Pin Guide
76	SLAP2 ASA Cross Pin
77	MXR Reg Cap
78	Hyper6 IM Reg Piston
79	Hyper6 IM Reg Spring
80	Hyper6 Isolator Plate
81	H6 Brass Seat Retainer (MXR)
82	H6 Seat Cover (MXR)
83	H6 Molded Seat (Hole 1.5)
84	Pressure Relief Brass Pad
85	Pressure Relief Spring
86	1.5V AA Battery
87	SLAP2 ASA Locking Clip
88	SLAP2 ASA Filter Cap
89	Copper Air Filter
90	O03 N70 O-ring
91	O04 N70 O-ring
92	O05 N70 O-ring, Yellow
93	O07 N70 O-ring, Blue
94	O09 N70 O-ring, Red
95	O10 N70 O-ring, Purple
96	O12 N70 O-ring, Green
97	O14 N70 O-ring, Blue
98	O08 N90 O-ring
99	Lockdown2 Feedneck Collar
100	Lockdown2 Feedneck Cam Lever
101	8-32 x 1" Hex Screw
102	Feedneck Knob Wheel
103	Lockdon2 Lever Pin (Brass)
104	4*1.2 EP70 O-ring
105	Lockdown2 Feedneck Washer
106	14x2mm N70 O-ring Black

DYE Precision, Inc. warrants for one year to the initial retail purchaser, from the initial date of purchase, that the paintball marker and regulator are free from defects in materials and workmanship, subject to the requirements, disclaimers and limitations of this warranty. Disposable parts, normal maintenance and standard wear and tear parts such as batteries, o-rings and seals are not warranted. The solenoid and electronic components on the marker are warranted for six months. This warranty does not cover scratches, nicks, improper disassembly, improper re-assembly, misuse, neglect or improper storage. Modification to the product will void the warranty. The only authorized lubricant for the marker is Slick Lube Advanced™. Use of any other lubricant will void your warranty. This warranty is limited to repair or replacement of defective parts with the customer to paying shipping costs. Warranty card and proof of purchase must be submitted to DYE Precision for warranty to be in affect. This warranty is not transferable. This warranty does not cover performance. Paintball markers are non-refundable.

TECHNICAL SUPPORT

Our Technical Support Departments are open Monday through Friday. DYE Precision, Inc. can be reached at 858-536-5183 ext.276 from 8am to 5pm PST.

DYE Europe can be reached at +49 7811203020 from 8am to 4pm GMT.

DYE Asia can be reached at 886 (0) 4-2407-9135 from 9am to 5pm GMT +8 hours.

Additional support and international contacts are available through our website, www.dyepaintball.com

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For more information and videos on all aspects of the MXR use the QR code below.

Quick Start, Maintenance, Adjustments and Tips are just some of the informational videos available.



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