



Sci-Fi Board Manual

For

Autococker

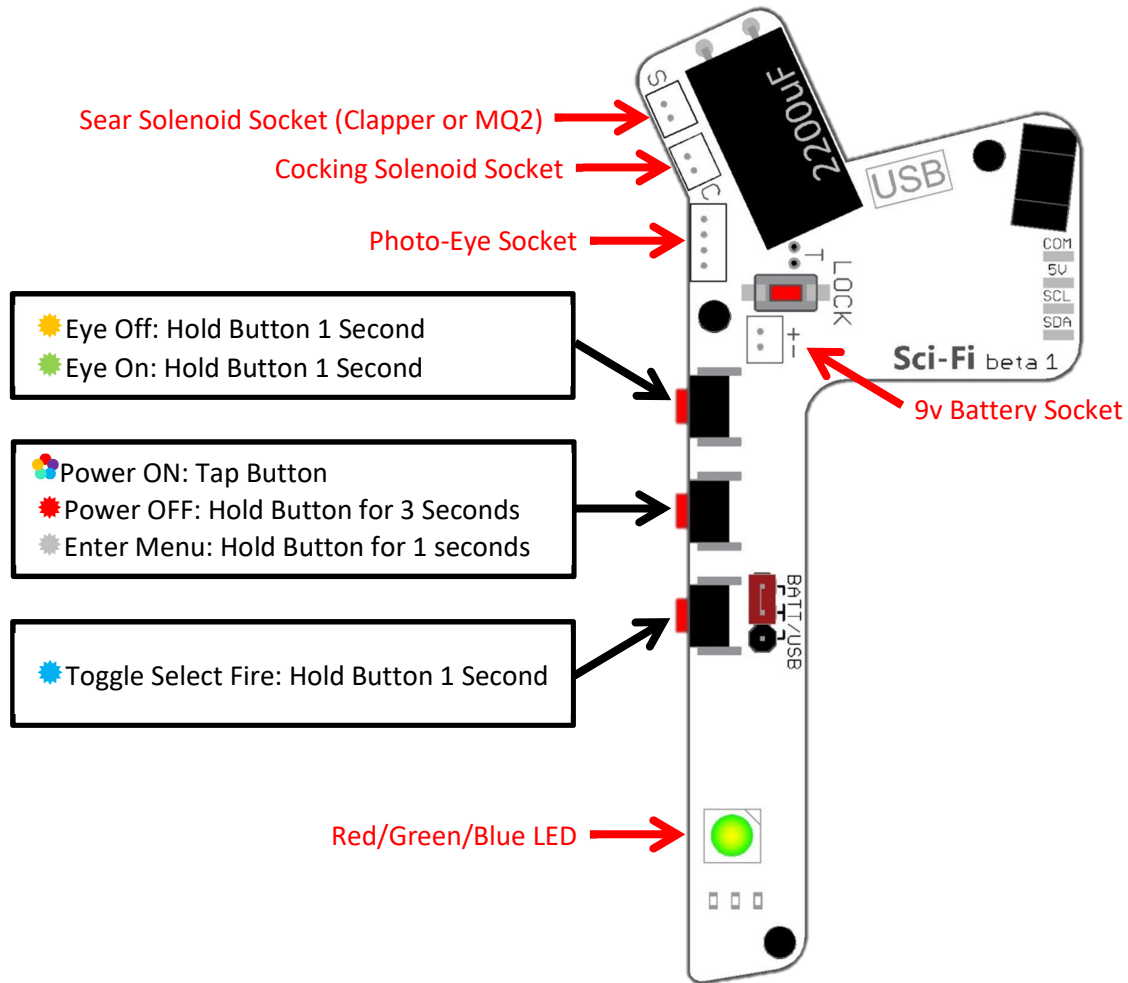
Software v2.4

Attention:

- A Paintball Marker is NOT a toy. Misuse can result in injury or death.
- Please understand the operation of this board before using it.
- Test your marker using safe practices to ensure proper board settings.
- Always make sure your board uses settings approved by the paintball field or event.
- ALWAYS wear eye protection that is specifically designed for paintball & conforms to the ASTM / CE standards.

There is a software update available for your board!
Visit the www.SciFi-Paintball.com to download the latest board software. The update can be installed a from a PC via usb.

FIRING READY MODE:



Turn on board: Tap Center Button

🌈 The board boots up with a rainbow cycle of led colors, then enters FIRING MODE

The marker is now ready to fire

A PURPLE led will flash every 8 seconds while in firing mode

Turn off board: Hold Center Button for 5 seconds

🔴 RED led is solid

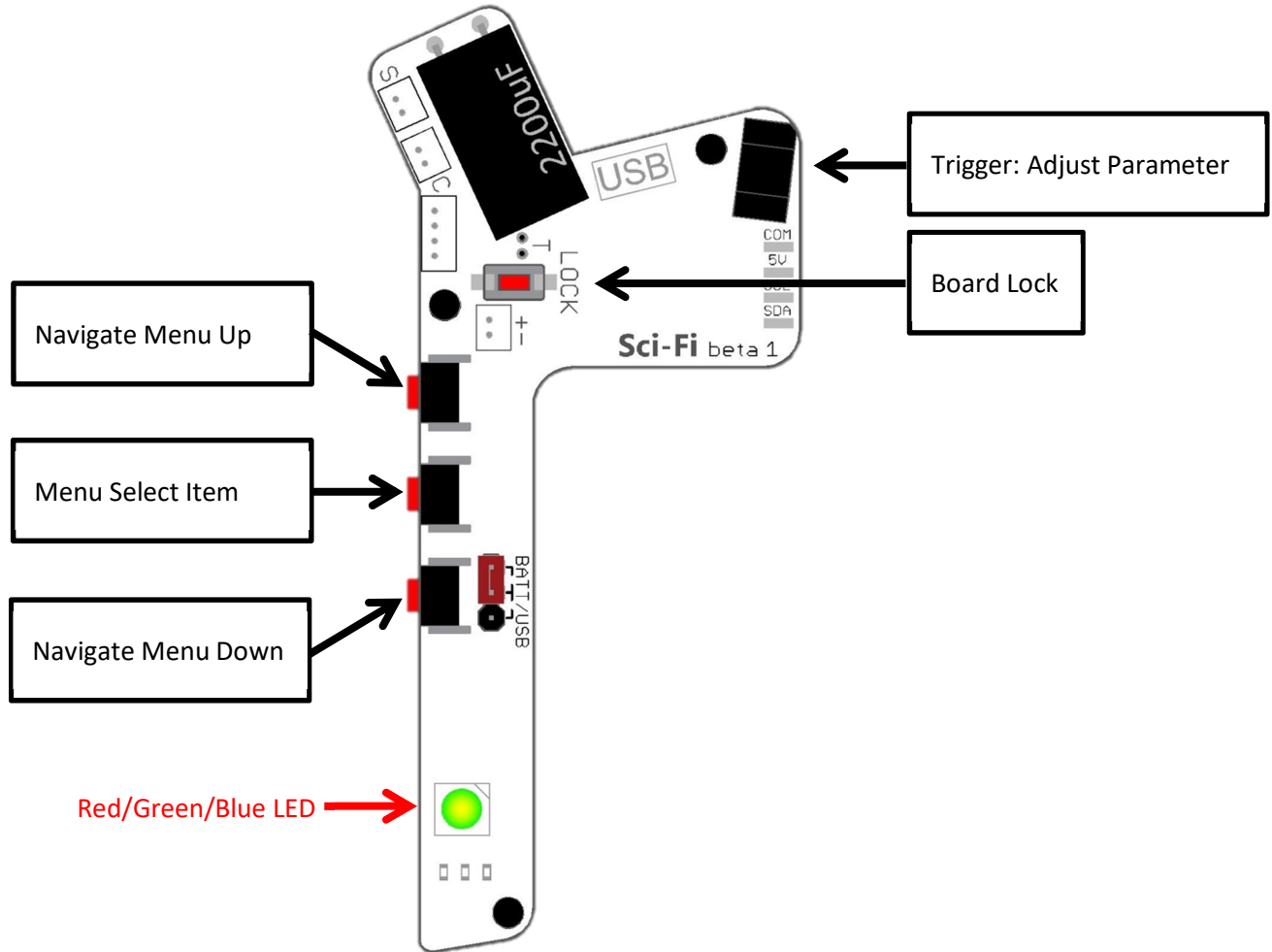
Turn off the Photo-Eye: Hold Top Button for 1 second

☀️ YELLOW led flashes once

Turn on the Photo-Eye: Hold Top Button for 1 second

🌿 GREEN led flashes once

MENU MODE:



Enter MENU Mode: Hold Center Button for 3 seconds

- ☀ WHITE led appears
You are now in MENU Mode, the marker will not fire
Bluetooth is only available in Menu Mode

Exit MENU Mode: Tap Center Button while WHITE led

- ☀ The led turns OFF
The marker is now ready to fire
A PURPLE led will flash every 8 seconds while in firing mode

Tournament Lock: Tap the Lock Button to Unlock the marker.

- ☀ RED led flashes for 1 second

NOTE:

The board boots to a Locked state. No setting can be changed, either by buttons or bluetooth, while the board is locked. If you unlock the board, it will return to the locked state when you Exit MENU Mode. This ensures that no setting can be changed without pressing the inner Lock Button.

The App can still connect while the board is locked, although no settings can be changed.

Navigate the menu: Tap the Up or Down Buttons

Tapping the Up Button moves to the next parameter.

Tapping the Down Button moves to the previous parameter.

The led will flash a sequence of colors to indicate the current Setup Parameter

Edit a parameter: Tap the Center Button and Trigger

Tap the Center Button to select a parameter for editing

The led will turn off.

Pull the trigger (X) number of times to change the parameter value

When done pulling the trigger wait 5 seconds, the current value will be saved and the board will return to the MENU.

If the trigger is not pulled, no changes will be made. The board will return to the menu after 5 seconds.

This chart shows all of the Setup Parameters and the led flash sequence for each parameter.

Example: Setting Eye Debounce On

Unlocking the board with the Lock Button will automatically Enter the Menu

The Board can also be Unlocked after entering the Menu

Enter MENU

Tap the Up Button until you see 3 quick GREEN flashes (●●●)

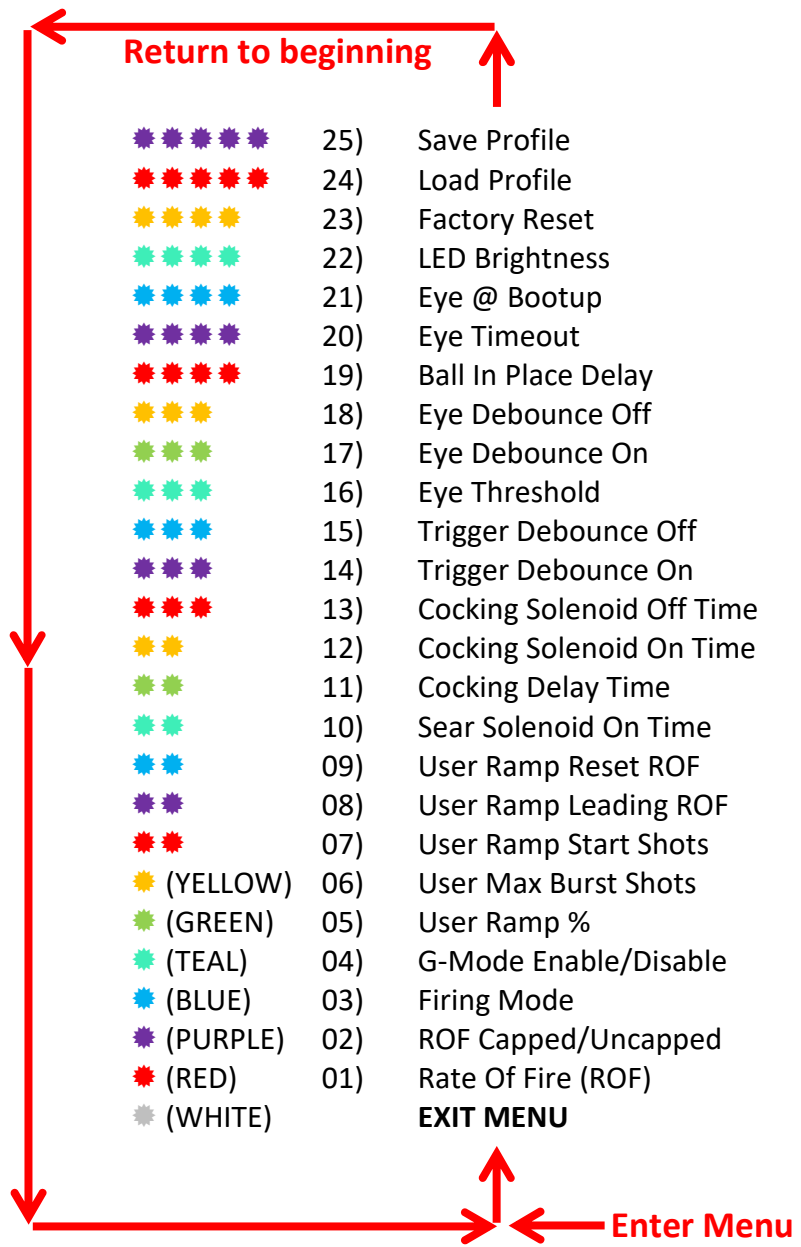
3 quick GREEN flashes (●●●) = Eye Debounce On Parameter

Tap the Select Button to edit

Pull the Trigger 18 times

Wait 5 seconds

Board returns to MENU & Eye Debounce On is set to 1.70ms



🔴 1) Rate Of Fire (balls per second)

This is the maximum shots per second the marker will fire. All firing modes are limited by this setting. This setting will be bypassed if the Rate Of Fire Cap/Uncapped setting is set to Uncapped.

***Default: 9.00 bps

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	9.00	10.00	10.20	10.50	11.00	11.50	12.00	12.20	12.50	13.00
Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	13.50	14.00	14.50	15.00	15.50	16.00	16.50	17.00	17.50	18.00
Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	18.50	19.00	19.50	20.00	20.50	21.00	21.50	22.00	22.50	23.00

🟡 2) Rate Of Fire Capped/Uncapped

If set to Capped, the marker rate of fire will be limited to the Rate Of Fire setting.

If set to Uncapped, the marker will not be limited and will fire as fast as it is capable of firing.

***Default: Capped

Trigger Pulls	1	2
Value	Uncapped	Capped

🟢 3) Firing Mode

***Default: Semi Auto

Trigger Pulls	Firing Mode
1	Semi Auto
2	Full Auto
3	3 Shot Burst
4	Auto-Response
5	PSP Ramping
6	Millennium Ramping
7	NXL Ramping
8	User % Ramping
9	God Mode
10	User Burst
11	Classic
12	Sniper
13	Select Fire

1 shot fired for each trigger pull.

Shoots for as long as the trigger is held down.

3 shots fired for each trigger pull. Trigger must be held down.

Shot fired when the trigger is pulled and also when released.

Ramps to 3 shot bursts @ max ROF, per PSP rules.

Ramps to 1 extra shot @ max ROF, per Millennium rules.

Ramps to 1 extra shot @ max ROF, per NXL rules.

Ramps to 1 extra shot up to max ROF with custom settings.

Fully adjustable burst style ramping with custom settings.

Adjustable burst fires (2 to 5) shots fired for each trigger pull.

Like a mech cocker, the backblock is open while trigger is held.

Marker waits for trigger release before re-cocking.

Switch modes while playing by holding the bottom button 1 sec.

4) G-Mode Enable/Disable

When Enabled, the marker will boot up into Full Auto firing mode for the first trigger pull.

***Default: Disabled

Trigger Pulls	1	2
Value	Disabled	Enabled

5) Ramp % (only for User % Ramping Firing Mode)

While in User % Ramping firing mode, this setting controls the ramping rate of fire.

If the Ramp % is set to 250 %, and if the trigger is pulled 5 times per second, the marker will fire at 12.5 balls per second.

***Default: 200 %

Trigger Pulls	1	2	3	4	5	6	7	8	9	10	11
Value	100	150	200	250	300	350	400	450	500	550	600

6) User Max Burst Shots (only for God Mode & User Burst Firing Mode)

While in User Ramping firing mode, this setting controls how many times the trigger must be pulled within 1 second to sustain ramping.

***Default: 2.00 bps

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	2.00	2.50	3.00	3.50	4.00	4.50	5.00	5.50	6.00	6.50

Trigger Pulls	11	12	13	14	15	16	17
Value	7.00	7.50	8.00	8.50	9.00	9.50	10.00

7) User Ramp Start Shots (only for God Mode & User % Ramping Firing Mode)

While in User Ramping & God Mode firing mode, this setting controls how many shots must be fired before ramping is enabled

***Default: 4 shots

Trigger Pulls	1	2	3	4	5	6	7	8	9	10	11
Value	2	3	4	5	6	7	8	9	10	11	12

8) User Ramp Leading ROF (only for God Mode & User % Ramping Firing Mode)

This setting controls how fast you must pull the trigger before ramping is enabled.

***Default: 1.00 bps

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	1.00	1.50	2.00	2.50	3.00	3.50	4.00	4.50	5.00	5.50

Trigger Pulls	11	12	13	14	15	16	17	18	19
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9) User Ramp Reset ROF (only for God Mode & User % Ramping Firing Mode)

This setting controls how fast you must maintain to pull the trigger or ramping will disabled.

***Default: 2.00 bps

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	1.00	1.50	2.00	2.50	3.00	3.50	4.00	4.50	5.00	5.50

Trigger Pulls	11	12	13	14	15	16	17	18	19
Value	6.00	6.50	7.00	7.50	8.00	8.50	9.00	9.50	10.00

10) Sear Solenoid On Time (milliseconds)

This setting controls how long the Sear Solenoid will be energized.

***Default: 5.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	3.50	3.60	3.70	3.80	3.90	4.00	4.10	4.20	4.30	4.40

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	4.50	4.60	4.70	4.80	4.90	5.00	5.10	5.20	5.30	5.40

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	5.50	5.60	5.70	5.80	5.90	6.00	6.10	6.20	6.30	6.40

Trigger Pulls	31	32	33	34	35	36	37	38	39	40	41
Value	6.50	6.60	6.70	6.80	6.90	7.00	7.10	7.20	7.30	7.40	7.50

11) Cocking Delay Time (milliseconds)

This setting controls how much time the marker waits before energizing the Cocking Solenoid.

The delay begins when the Sear Solenoid is energized.

***Default: 7.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	0.00	0.50	1.00	1.50	2.00	2.50	3.00	3.50	4.00	4.50

Trigger Pulls	11	12	13	14	15	16	17	18	19	20	21
Value	5.00	5.50	6.00	6.50	7.00	7.50	8.00	8.50	9.00	9.50	10.00

☀☀ **12) Cocking Solenoid On Time (milliseconds)**

**When the Eye is disabled, this setting controls how long the Cocking Solenoid will be energized.
When the Eye is enabled, this setting is bypassed.**

*****Default: 40.00 milliseconds**

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	20.00	20.50	21.00	21.50	22.00	22.50	23.00	23.50	24.00	24.50

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	25.00	25.50	26.00	26.50	27.00	27.50	28.00	28.50	29.00	29.50

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	30.00	30.50	31.00	31.50	32.00	32.50	33.00	33.50	34.00	34.50

Trigger Pulls	31	32	33	34	35	36	37	38	39	40
Value	35.00	35.50	36.00	36.50	37.00	37.50	38.00	38.50	39.00	39.50

Trigger Pulls	41	42	43	44	45	46	47	48	49	50
Value	40.00	40.50	41.00	41.50	42.00	42.50	43.00	43.50	44.00	44.50

Trigger Pulls	51	52	53	54	55	56	57	58	59	60
Value	45.00	45.50	46.00	46.50	47.00	47.50	48.00	48.50	49.00	49.50

Trigger Pulls	61	62	63	64	65	66	67	68	69	70
Value	50.00	50.50	51.00	51.50	52.00	52.50	53.00	53.50	54.00	54.50

Trigger Pulls	71	72	73	74	75	76	77	78	79	80	81
Value	55.00	55.50	56.00	56.50	57.00	57.50	58.00	58.50	59.00	59.50	60.00

***** 13) Cocking Solenoid Off Time (milliseconds)**

This setting controls how long the Cocking Solenoid must remain de-energized before the next shot may occur.

*****Default: 30.00 milliseconds**

Trigger Pulls	1	2	3	4	5	6	7	8	9	10	
Value	20.00	20.50	21.00	21.50	22.00	22.50	23.00	23.50	24.00	24.50	
Trigger Pulls	11	12	13	14	15	16	17	18	19	20	
Value	25.00	25.50	26.00	26.50	27.00	27.50	28.00	28.50	29.00	29.50	
Trigger Pulls	21	22	23	24	25	26	27	28	29	30	
Value	30.00	30.50	31.00	31.50	32.00	32.50	33.00	33.50	34.00	34.50	
Trigger Pulls	31	32	33	34	35	36	37	38	39	40	
Value	35.00	35.50	36.00	36.50	37.00	37.50	38.00	38.50	39.00	39.50	
Trigger Pulls	41	42	43	44	45	46	47	48	49	50	
Value	40.00	40.50	41.00	41.50	42.00	42.50	43.00	43.50	44.00	44.50	
Trigger Pulls	51	52	53	54	55	56	57	58	59	60	
Value	45.00	45.50	46.00	46.50	47.00	47.50	48.00	48.50	49.00	49.50	
Trigger Pulls	61	62	63	64	65	66	67	68	69	70	
Value	50.00	50.50	51.00	51.50	52.00	52.50	53.00	53.50	54.00	54.50	
Trigger Pulls	71	72	73	74	75	76	77	78	79	80	81
Value	55.00	55.50	56.00	56.50	57.00	57.50	58.00	58.50	59.00	59.50	60.00

***** 14) Trigger Debounce On Time (milliseconds)**

This setting controls how long the trigger must be held before a trigger pull is registered.

Default: 2.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10	
Value	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	
Trigger Pulls	11	12	13	14	15	16	17	18	19	20	
Value	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90	
Trigger Pulls	21	22	23	24	25	26	27	28	29	30	
Value	2.00	2.10	2.20	2.30	2.40	2.50	2.60	2.70	2.80	2.90	
Trigger Pulls	31	32	33	34	35	36	37	38	39	40	
Value	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90	
Trigger Pulls	41	42	43	44	45	46	47	48	49	50	51
Value	4.00	4.10	4.20	4.30	4.40	4.50	4.60	4.70	4.80	4.90	5.00

*** 15) Trigger Debounce Off Time

This setting controls how long the trigger must be released before a trigger release is registered.

Default: 2.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	2.00	2.10	2.20	2.30	2.40	2.50	2.60	2.70	2.80	2.90

Trigger Pulls	31	32	33	34	35	36	37	38	39	40
Value	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90

Trigger Pulls	41	42	43	44	45	46	47	48	49	50	51
Value	4.00	4.10	4.20	4.30	4.40	4.50	4.60	4.70	4.80	4.90	5.00

*** 16) Eye Threshold

This setting controls how much light is required to activate the photo-eye

***Default: 350

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	200	250	300	350	400	450	500	550	600	650

Trigger Pulls	11	12	13	14	15	16	17
Value	700	750	800	850	900	950	1000

*** 17) Eye Debounce On Time

This setting controls how long the eye must be activated before a ball is detected.

Default: 2.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	2.00	2.10	2.20	2.30	2.40	2.50	2.60	2.70	2.80	2.90

Trigger Pulls	31	32	33	34	35	36	37	38	39	40
Value	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90

Trigger Pulls	41	42	43	44	45	46	47	48	49	50	51
Value	4.00	4.10	4.20	4.30	4.40	4.50	4.60	4.70	4.80	4.90	5.00

☀☀☀ 18) Eye Debounce Off Time

This setting controls how long the Eye must be de-activated before an empty breech is detected.

Default: 2.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	2.00	2.10	2.20	2.30	2.40	2.50	2.60	2.70	2.80	2.90

Trigger Pulls	31	32	33	34	35	36	37	38	39	40
Value	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90

Trigger Pulls	41	42	43	44	45	46	47	48	49	50	51
Value	4.00	4.10	4.20	4.30	4.40	4.50	4.60	4.70	4.80	4.90	5.00

☀☀☀☀ 19) Ball In Place Delay

After a ball is detected, how much time the marker waits before de-energizing the Cocking Solenoid.

***Default: 2.00 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	0.00	0.50	1.00	1.50	2.00	2.50	3.00	3.50	4.00	4.50

Trigger Pulls	11	12	13	14	15	16	17	18	19	20	21
Value	5.00	5.50	6.00	6.50	7.00	7.50	8.00	8.50	9.00	9.50	10.00

☀☀☀☀ 20) Eye Timeout

When the Eye is enabled, this is how long the marker will look for a ball before de-energizing the Cocking Solenoid.

***Default: 1000 milliseconds

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	100	150	200	250	300	350	400	450	500	550

Trigger Pulls	11	12	13	14	15	16	17	18	19	20
Value	600	650	700	750	800	850	900	950	1000	1050

Trigger Pulls	21	22	23	24	25	26	27	28	29	30
Value	1100	1150	1200	1250	1300	1350	1400	1450	1500	1550

Trigger Pulls	31	32	33	34	35	36	37	38	39
Value	1600	1650	1700	1750	1800	1850	1900	1950	2000

21) Eye @ Bootup

Bounce & Break indicate the type of eye hardware.

Enable & Disable indicate if the eye will be "ON" when the board boots up.

Default: Bounce/Enabled

Trigger Pulls	1	2	3	4
Value	Bounce/Disabled	Bounce/Enabled	Break/Disabled	Break/Enabled

22) LED Brightness

This setting controls the brightness of the Red/Green/Blue LED.

The LED is always at 80 % while in Menu Mode.

***Default: 70 %

Trigger Pulls	1	2	3	4	5	6	7	8	9	10
Value	10	15	20	25	30	35	40	45	50	55

Trigger Pulls	11	12	13	14	15	16	17	18	19
Value	60	65	70	75	80	85	90	95	100

23) Factory Reset

Factory Reset will change every setting to its default value. User Profiles will not be affected.

Trigger Pulls	1	2
Value	Cancel	Reset

24) Load Profile

Load stored settings from one of the 5 available profiles.

Trigger Pulls	1	2	3	4	5
Value	1	2	3	4	5

25) Save Profile

Save the current marker settings in to one of the 5 available profiles.

Trigger Pulls	1	2	3	4	5
Value	1	2	3	4	5