

# PredatORR Registers

Register	Def	Description
1	1	<b>Firing Mode:</b> 1. Semi 2. Auto Response 3. Full Auto 4. Smooth Ramp: (debounce slowly drops) 5. Assisted Ramp: (turbo style ramping where it adds shots based on the rate of fire. Slower trigger pulls add less shots. Faster trigger pulls will add more shots. 6. Fast Ramping: (Shots are added as soon as you reach the settings in register 5 and 6) 7. Triplet Shot Ramping: (fires 3 shots every time the trigger is pulled. This speeds up the faster you pull the trigger) 8. PSP1: (3 shots semi then fast ramping) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) 9. PSP2: (3 shots semi then super-fast ramping) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) 10. PSP3 w/Triple Shot ramping: (3 shots semi then fires 3 shots every trigger pull) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) 11. NXL: (3 shots then full auto) 12. Breakout: (Full Auto then fast ramping. Settings in registers 5/6 are honored) 13. OMFG: (cant really explain it but it is amazing) WARNING: Don't stand behind your own players when using this one. 14. NXL Breakout: First shot is full auto then 3 shots semi then full auto again. We have no idea why we do this stuff 15. Cocker Original: Bolt stays open as long as the trigger is pulled 16. Sniper Mode: Gun does not recock until the trigger is released. If you fire faster than one shot per second, sniper mode drops into semi-auto and cocks the gun normally.
2	15	<b>Rate of Fire:</b> This is the GLOBAL rate of fire. This controls the MROF in all modes with the eye on. IF register 11 is set to 1 this will also be your EYE off MROF. Otherwise your eye off MROF is controlled by the number you enter in register 11
3	10	<b>De-Bounce:</b> A higher setting will keep the gun from firing extra shots with each trigger pull. The board monitors the noise and firing rate then adjust the mechanical debounce to work best with the electronic bounce settings.
4	10	<b>Sear Pulse:</b> How long a pulse is sent to the sear to keep it down.
5		<b>AFA ROF:</b> 1 = off, 2 and above is the rate of fire that must be reached and maintained before the advanced firing modes activate.
6		<b>AFA Shot Count:</b> Actual number of trigger pulls before ramping activates
7	5	<b>Fire Hold Off:</b> Delay before the gun will fire again after cycling, in ms after the bolt has been closed
8	0	<b>Eye Hold Off:</b> 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.
9	10	<b>Bolt Open Hold Off:</b> How long after the hammer is dropped before the bolt will open in ms
10	40	<b>Bolt Open Dwell:</b> How long to hold the bolt open if the eye cannot be seen.
11		<b>Eye Off Rate Of Fire:</b> 1 = rate set in register 2, 2 and above equals the maximum rate of fire when the eyes are turned off. Example: If this register is set to 1 then the rate of fire you select in register 2 will be the same with the eyes on or off. If this is set to 11 then your eye off rate of fire will be a maximum of 11 bps.
12		<b>ROF Additions in .20 of a second:</b> 1 = off, 2 = .20, 3 = .40, 4 = .60, 5 = .80
13		<b>Disable Eye thru trigger:</b> 1 = yes, 2 = no (this feature allows you to turn the eyes off by holding the trigger back for 2 seconds)
14		<b>Clearing Shot:</b> 1 = yes, 2 = no (This allows you to fire a ball if you hold the trigger back for ¾ of a second in the event the eyes do not see a ball)
15	10	<b>Eye Sensitivity:</b> 0 - 20 with 20 being the least sensitive
16		<b>Cycle Debounce:</b> How long after cycle starts before it will fire again
17		<b>Anti Mechanical Debounce:</b> How long after cycle starts before it will fire again.