Predator Alias Intimidator Board

w/ The Below The Belt Bubble Monkey Death Code Pre-Installed

You might not realize this but you have just purchased one of the most devastating control boards to be developed for the sport of paintball. We have given you total programming control so please read the directions carefully so you will understand everything your new Predator is capable of doing. Our code has been optimized for the extremely fast rate of fire that all timmies can achieve so set your rate of fire high and hold on. We revolutionized the service industry and now have attacked the electronics market with our new products.

LED:
Teal = Ball in breech Blue = No ball in breech Red Flashing = Eye off Green = Program mode
Dip Switches:
1. Anti Bolt Stick (on = ABS activated. This can be set in the registers)
2. Tournament lock (on = will not allow board to go into programming mode)
3. Factory reset (Hold down the eye on/off button while turning the gun on. You will see the LED flash a few times to indicate that the factory settings have been restored)
4. Use on custom programed boards only

Activation:
Push the top button on your frame and hold until the LED activates.
Eye Operation:
Push and hold the #1 button to activate or deactivate the eyes. Your new Predator board is capable of using the stock eye harness. The EYE logic in your new board has been redesigned so that it can “see” and follow all of the activity in the breech of your Alias. The board boots up with the eyes turned on. If you wish to dry fire the gun to test the rate of fire you must turn the eyes off by holding down button #1 until the LED flashes RED.
Back Buttons:
Top (on/off) turns the gun on and off.
Button #2 Deactivates the eyes.
Button #3 is unused at this time.
Example for programming your Predator:

1. Your tournament LOCK must be off (this is DIP 2 on your board). We strongly suggest you turn your tournament lock on while playing.
2. Pull and hold the trigger then turn the gun on by using the button on the back of the gun
3. Release trigger (LED turns GREEN)
4. You are now in the REGISTER select area
5. Pull trigger the appropriate number of times to go to register. Example: 2 pulls will take you to the MROF register (register 2)
6. LED will flash the current setting of the register you selected
7. You are now in MODE select area
8. You can now pull the trigger to insert the new setting.
9. The LED will flash 2 times to indicate it has taken the new setting
10. You are now back in the REGISTER select area
11. You can now move to a new register by simple pulling the trigger the appropriate number of times or turn the gun off and back on to use the new settings

NOTE: If you select Register 1, you are expected to enter a fire mode, again in trigger clicks. After you have made a selection, the light will flash and *remain on*. The gun is now prepared to fire. We suggest you make the fire mode the last register you select as the board will reboot after it has been selected.

Programming advanced firing mode example on Predator board:
Player wishes his or her marker to ramp once they reach 6 bps but NOT start ramping until they have fired 10 shots.

1. Go into programming mode by turning your board on while holding the trigger back
2. LED will flash once to indicate you are in program mode
3. Release the trigger
4. Pull trigger 5 times to enter the RAMPING ROF register (register 5)
5. LED will flash the current setting
6. Pull the trigger 6 times to set this register to 6bps
7. LED will flash 2 times to indicate it took the new setting
8. Pull trigger 6 times to enter the RAMPING SHOT COUNT register (register 6)
9. LED will flash the current setting
10. Pull the trigger 10 times to indicate you wish the ramping to start after you have fired 10 shots
11. LED will flash 2 times to indicate it took the new setting.
12. Pull trigger 1 time to enter the FIRING MODE register
13. LED will flash the current setting
14. Pull trigger 6 times to enter FAST RAMPING mode
15. LED will flash 2 times to indicate that it took the new setting AND the gun will reboot and be ready to fire. The gun reboots automatically after you set register 1. This does not happen after any of the other registers.

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Speed and Other Features of the Alias Predator Board: A little note from Bob

If you feel that your gun is not shooting fast enough it could be that you are a little grandma fingered slow ass or your debounce is a bit high. Lowering your debounce is the most common fix for a slow gun even if you do have granny fingers. This can be adjusted in register 3 by using the programming method above. It is not uncommon to have a debounce setting as low as 2 or 3 provided that your trigger has a decent amount of return pressure. A trigger that does not use the return spring usually means a fast rate of fire but this is also accompanied by a trigger that will allow the gun to shoot more than 1 shot per pull when it is not appropriate. In most leagues this will get you a penalty or even removed from the event. Set your trigger correctly and you will have a fast but controllable gun.
CAUTION: Removing the return spring in your trigger will cause the gun to bounce and the trigger to wear out faster than it should.

The majority of the technical support calls we get at TAG are from users that have accidentally changed some of the settings on the board. This is usually done by turning the gun on with the trigger pulled. We find that this usually happens when you allow someone else to look at your gun or use it. We do not understand why there is such a need to turn the gun on with the trigger pulled but it does happen. When this is done you are now pulling the trigger and changing all kinds of crazy stuff. Not Good !!

If your gun was working fine then it comes back from a friend DEAD, try checking the dwell and rate of fire. These are the two registers that usually end up at 1 or 2 for a setting. If you find that your board is not working as it should it is always best to check the battery. Even though we have used some of the finest electronics that can be produced we cannot help you if the battery is dead. I am sure I do not have to tell you this but it is always a great idea to change your batteries in ALL of your equipment before an important tournament. I would also suggest testing your gun before you have to use it. You would be surprised how many players come to our tents at major events with guns that do not work and they found his out right before they needed to play. Take the time before the event and check ALL of your equipment. Your team members will love you for it.

The second most common reason for technical support calls at our office are from users that refuse to read the freakin' manual. If you have gotten this far then there is a good chance you will not be making one of these calls. However, once you get to the bottom of this page why don't ya go back and practice settings some of the registers before you really have to do it right before a game. You should have gotten this manual sheet and a REGISTER settings sheet. If you are missing any of these they can be found on our website. Just follow any link that says "MANUALS". You can also send us an email at ilostmydamnmanualandnowmycrapdontwork@tagsportz.com

With all of the current boards on the market I really do appreciate you trusting in my product enough to give it a try in your gun. I stand behind what I have made so please feel free to call us anytime for technical support. I have technicians that are willing to assist you with even the slightest issues and at any time you can ask to chat with me if you feel the problem would be better directed towards Da One Dat B In Charge.

sincerely,

Bob Sandifer

ps: Don't be a pansy. Play ball like you mean it.

5.0 Registers

Register	Default	Description
1		**Firing Mode:** 1. **Semi** 2. **Auto Response** 3. **Full Auto** 4. **Smooth Ramp** (anti bounce 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
2		**Rate of Fire:** 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		**Electronic Antibounce:** A higher setting will keep the gun from firing extra shots with each trigger pull. The "standard" debounce of not trusting a switch once its been tripped until x milliseconds later
4		**Dwell:** Bolt Forward Duration. Length of time the bolt stays forward
5		**AFA ROF:** 1 = off, 2 and above is the rate of fire that must be reached and maintained before the advanced firing modes activate.
6		**AFA Shot Count:** Actual number of trigger pulls before ramping activates
7		**Fire Hold Off:** Delay before the gun will fire again after cycling, in ms
8		**Eye Hold Off:** 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		**Anti Bolt Stick:** This is the time the board waits before increasing the dwell to compensate for a gun that has an issue with bolt stick. NOTE: Using this feature on a gun without this issue will result in the first shot being hotter. 1 = off 2 = 5s 3 = 10s 4 = 15s
10		**Anti Bolt Stick Time:** This is the increase in dwell when register 9 is engaged.
11		**Eye Off Rate Of Fire:** 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		**ROF Additions in .20 of a second:** 1 = off, 2 = .20, 3 = .40, 4 = .60, 5 = .80
13		**Disable Eye thru trigger:** 1 = yes, 2 = no (this feature allows you to turn the eyes off by holding the trigger back for 2 seconds)
14		**Clearing Shot: 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		**EYE Test**
16		**Cycle Antibounce:** The number of milliseconds after the gun has fired that the switch will be ignored, this is to prevent the action of the gun from tripping the trigger
17		**Mechanical Antibounce:** This suppresses spikes in the switch, so if it turns on/off VERY fast (not because the trigger was pulled but because the switch was wiggled by the action) it will not trigger a shot, this was the problem with shockers. the default on this is 2.5 milliseconds (the value/2 is used) so the trigger must be pulled for at least 2.5 milliseconds for it to be 'believed' as a real pull)