Features:

Unique Activation Codes
--Varying in 3-6 digits, there are over 100 unique codes in existence.

Parabolic Ramping
---Undeniably the most advanced ramping logic ever created. Unlike percentage ramping, parabolic is dynamic; always changing. The faster you shoot, the faster it ramps. The result is super smooth ramping you have to feel to believe.

2 Ways to Disable Ramping
--Ramping can be disabled simply by taping the power button or by holding the trigger down for 2 seconds.

AMB Software
---Anti Mechanical Bounce Software combined with a safe debounce setting will help your gun to NEVER bounce. Not even on slow pull tests.

ABS Software
---Anti-Bolt Stick programming helps to eliminate First Shot Drop Off. . Dipswitch 1 On = ABS on; Dipswitch 1 off = ABS off

Adjustable Debounce, Dwell, and MROF with Eyes off.
---Adjustable through programming menu.

AdvantagePB ™ LLC

Speedy 2 Shocker/Nerve Board User's Manual

For More Information Please See:
www.AdvantagePB.com
AdvantagePB LLC
103 Fulton Blvd.
Commack, NY 11725

Installing Your AdvantagePB Shocker/Nerve Board:

1. With the grip frame open, push out the two pins that are holding in your existing board.
2. Remove the battery from the wiring harness being careful not to damage the wires.
3. Carefully remove your existing board from the marker and disconnect the wire harness from your existing board.
4. Connect that same wire harness to the AdvantagePB Virtue Shocker/Nerve Board.
5. Place the Virtue Shocker/Nerve board back into the grip frame making sure the bottom of the board is in the slot of the grip frame.
6. Line up the two pins you removed in step 1, and push them back into place.
7. Last, reconnect the battery and close the grips.

LED Indicator:

The power button on the back of the marker also functions as a small blue LED, telling you the status of your marker:

Solid Blue   Eye Enabled / Ball in Breech
Flickering Blue   Eye Enabled / No Ball in Breech
Fast Flashing Blue Eye Disabled
Flashing Blue   Eye Malfunction

Eye Operation:

When the marker is turned on the eye system is automatically enabled. The eyes can then be turned off by pressing the power button for 1 second. When the eyes are disabled the max rate of fire will not go over 20bps.

The eye logic differentiates between a ball being fired, and something continually blocking the eye (like your finger). If the eye becomes blocked, the LED will flash blue, indicating an eye malfunction. When the object blocking the eyes is removed the eye will automatically return to working mode.

Ramp Activation Operating Instructions:

The activation codes for the Speedy 2 Shocker/Nerve Board have been done in a "Morse code" system. The activation codes vary in length from three to six digits and use "Taps" and "Presses." Taps are holding the power button for less then a ¼ of a second, and Presses are holding the power button for ¼ of a second or more.

To turn ramping on, the gun and eye must be on. Then tap in your activation code. The led will go out for ¼ of a second to indicate the code has been entered correctly, and Parabolic Ramping is now enabled. To turn ramping off at anytime, simply tap the power button, or hold the trigger for 2 seconds. There is no indicator to show when ramping is shut off.

Also, if the marker is not fired for 90 seconds, ramping is turned off.

Please note Speedy Boards will only ramp when the eye is on, and paint is being fired.

Your Activation Code:

_____

Programming Mode:

To access the programming mode of the Speedy 2 Shocker/Nerve Board Dipswitch 2 must be in the on position. When Dipswitch 2 is in the off position, the gun is in "Tournament Lock", and program settings cannot be changed.

With Dipswitch 2 in the on position, turn the marker on. The multi color LED on the board will then cycle through a rainbow of colors and stop on green, indicating that you are now in programming mode.

Tapping the trigger will then toggle through the different programming modes:

Green - Debounce Values 1 - 20 (stock setting is 5)
Debounce is the amount of time that the trigger has to be released before next trigger pull is allowed.

Red - Dwell Values 5 - 30 (stock setting is 12)
Dwell is the amount of time that the solenoid will be activated.

Blue – MROF with eyes off Values 5 - 20 (stock setting is 20bps)
When the Anti Chop Eye (ACE) is deactivated, this is your Max Rate of Fire. The MROF is unlimited when the eye is on.

To Change the Value of a Setting:
When the LED is lit for the desired setting, pull and hold the trigger until the LED Begins to flash. The LED will flash the number of times the current value is set to. When the LED stops flashing you then have 2 seconds to enter in the new value by tapping the trigger the amount of times you want the new value to be. After you have set the new value, the LED will flash through the rainbow of colors and stop on green indicating the new value has been set. To exit programming mode, set Dipswitch 4 to the down or off position.

Programming Example:

If you want to change the debounce to 2 you would:

1. With Dipswitch 2 in the on position, turn the marker on.
2. The multi-color LED will now cycle through a rainbow of colors and stop on Green.
3. Pull and hold the trigger until the LED starts to flash (factory default for debounce is 5, so the LED will flash 5 times).
4. When the LED stops flashing, quickly tap the trigger 2 times.
5. The LED will now flash 2 times, and then flash through the rainbow of colors, and stop on green, indicating the new value has been set.
6. To exit program mode, put dipswitch 2 back to the OFF position.

Please note the marker cannot be turned off while in programming mode.

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