Player Profiles

The player profile setting lets you choose from the 4 different player Profile Settings (or memory banks). The default for each profile is listed below. Change as you see fit to quickly play different formats with all your desired settings.

- **NPPL** – Semi Auto; Unlimited; Timer; Debounce 3
- **PSP** – PSP Mode; 13.3bps; ROF Meter; Debounce 5
- **NXL** – NXL Mode; 12bps; ROF Meter; Debounce 5
- **Millennium** – Mill Mode; 12bps; Timer; Debounce 5

Many Users: Due to space confines caused by the 4C software. Your player profiles will be labeled 1,2,3,4 instead of NPPL, PSP, NXL and Millennium.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Firing Mode

- **Semi Auto** – One shot per pull of the trigger. Make your gun even more responsive by adjusting the trigger sensitivity, debounce, and anti mechanical bounce settings to shoot fast without bouncing the trigger!
- **PSP Mode** – First 3 shots are Semi Auto. The 4th shot shoots 3 shots per pull at your "Max Rate of fire". Make sure to cap your rate of fire if you are playing at the PSP. Let go of the trigger for 1 second and the 3 shot Semi Auto count restarts.
- **NXL Mode** – First 3 shots are Semi Auto. The 4th shot the marker shoots in 3 shot bursts per pull or full auto if you hold the trigger at your "Max Rate of Fire". Let go of the trigger for 1 second and the 3 shot Semi Auto count restarts.
- **Millennium** – First 3 shots are Semi Auto. The 4th shot the marker ramps 2 shots per trigger pull as long as you maintain a trigger speed of 6 balls per second. The gun will ramp to your "Max Rate of Fire". Let go of the trigger for 1 second and the 3 shot semi Auto count restarts. For Millennium play make sure to set the Max Rate of Fire to the legal limit.
- **Full Auto** – Hold down the trigger and fire fully automatic at your "Max Rate of Fire".
- **Breakout Mode** – Turn the gun on and the first shot shoots full auto as long as you hold the trigger. After releasing the trigger the gun goes in "Semi Auto" (or whatever your Post Breakout Mode is set to). Restart your marker when in this mode to repeat the Breakout function....

Modes Continued...

- **Burst Mode** – Set the Burst Shots setting in the programming menu and use this mode to fire between 2-5 shots per trigger pull.
- **Ramp Mode** – Not one Mode but hundreds, create virtually ANY MODE you desire. This "One Mode" can create any firing mode. Create a truly custom based on 5 Programming settings; Ramp Activation Speed, Ramp Percentage, Ramp Initiation, Ramp Reset Time, and Max Rate of Fire.

  – *Set the Ramp Initiation Shot Count to control how many purely semi only shots you want at the start of your string before the gun starts ramping (1-10). Once you reach the "Ramp Activation Speed" the marker will increase the rate of fire by your "Ramp Percentage" setting, up to your "Max Rate of Fire.*

- **Select-A-Mode** – Cycle through the firing modes on the fly. Focus on playing and having fun without stopping to enter the programming menu. Turn the gun on once you are in Select-A-Mode and tap the top button. The OLED Display will show the mode you are in. Press the power button to scroll through and change your mode to any mode in Virtue's firing mode (modes 1-9, training mode excluded). By default, Select-A-Mode starts in Semi Auto. When you restart the marker Select-A-Mode starts in the last previously used mode. Note: In Select-A-Mode, drills and timers are not active.
- **Training Mode** – Train to improve your rate of fire. The low dwell and eye logic will not allow you to fire a ball in Training Mode. The firing mode is set to semi auto, and the dwell is lowered to reduce the noise and air usage. Practice tapping the trigger as fast as possible.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Max Rate of Fire

The Maximum Rate of Fire is fully adjustable to the tenth of 1 second. The default setting is "Max" or unlimited. Set this setting to the speed you want to cap your rate of fire at.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Eye Malfunction ROF (Default 8)

The eye Malfunction Rate of fire is adjustable to the tenth of 1 second. This is the maximum rate of fire allowed when your eyes are not working, and the marker defaults into the Eye Malfunction mode to avoid future chopping of paint.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Adjustable Trigger Sensitivity (Default Medium)

The processor monitors the trigger speed and detects that as you shoot faster, a higher percent of processor power is devoted to monitoring the trigger to increase sensitivity. This allows the marker to be more responsive when you are shooting long streams of paint at high rates of fire. Adjustable to Off, Low, Med, High, Highest. The higher the setting, the faster your marker will shoot. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Anti-Mechanical Bounce (Default Low)

Anti-mechanical Bounce (AMB) allows you to adjust for mechanical bounce, which happens when "kick" from shooting causes the marker to fire extra shots. The default setting is "Low", and can be adjusted to Off, Low, Med, High, and Highest.*Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Drills (Default On)

Changing this setting to "Off" removes the Drill features. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Timer (Default On)

Changing this setting to "Off" removes the Timer Features. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Debounce (Default 5)

Changing this setting to "Off" removes the split screen feature that toggles you between the normal game screen, and the large Timer/ROF meter screen.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Dwell (Default Varies)

Dwell is the amount of time that the solenoid will be activated, and is adjustable to the tenth of 1 millisecond. Too high of a dwell setting will result in poor air efficiency and breaking paint. Too low of a dwell setting will lead to inconsistent velocities and rop off. The default Dwell setting varies depending on marker type.

Gun Type

Gun Type	Default Dwell
Angel 1 OLED Board	13
Dye Ultralight OLED Board	18
Ego 07/8 OLED Board	9
Ion/XE/E9s/Epiphany OLED Board	30 (QEV 12-16)
Marq 6/7/Rapper/Closer/Proteus/Viva OLED Board	8
Mini OLED Board	14
Proto SLG Vanish Board (Sear Timing)	12
Shocker OLED Board	12
G3/IQ OLED Board	14
Etek2 OLED Board	14
Geo OLED Board	15

Tech note: Some guns have their dwell measured in milliseconds, some in half milliseconds, so a value of 12 does not necessarily mean 12ms. it is actually 6ms. This does not affect programming, when programming, use the values listed in the table above (ie with the SLG) to get a dwell of 6ms you would enter the value of 12 not 6).

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Split Screen (Default On)

Changing this setting to "Off" removes the split screen feature that toggles you between the normal game screen, and the large Timer/ROF meter screen.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Eye Delay (Default 3.8)

The Eye Delay setting adds a small delay after the eye has seen a ball, before it allows the marker to shoot. Players using non-force fed loaders may need to raise this setting to prevent chopping. The value is adjustable 1-25, with 1 being the fastest (No Delay). *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Anti-Breech Bounce (Default High)

The Anti-Breech Bounce setting compensates for the last few balls in the loader that fall at a slower speed since they were not forced down by the other balls in the ball stack. The default setting is "High", and can be adjusted to Off, Low, Med, High, and Highest.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Anti-Bolt Stick (Default Varies)

The Anti-Bolt Stick setting increases the Dwell for only the first shot in a string after a delay in firing to ensure your gun does not have bolt stick or first shot drop off. This setting is different for every gun and is adjustable from "Off" to 20ms.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Post Breakout Mode (Default Semi-Auto)

The Post Breakout Mode setting only affects the Breakout Mode, Firing mode. This allows you to choose which firing mode your gun goes into after the full auto burst of Breakout Mode is over.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Ramp Activation Speed (Default 5)

The Ramp Activation Speed setting only affects Ramp mode, and defines the rate of fire you must achieve while your "Ramp After Shot" setting are being counted, or your gun is ramping. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Ramp Percentage (Default 500%)

Ramp Percentage affects the Firing Mode; Ramp Mode. This defines the percentage of shots that will be added to your gun once the Ramping kicks in.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Ramp After Shots (Default 1)

Ramp After Shots setting only affects the Firing Mode; Ramp Mode. This defines how many shots in a string you must take before Ramping can begin.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Ramp Reset Time (Default 1 second)

Ramp Reset Time affects the Firing mode; Ramp Mode. This setting is the time between shots, where if not reached, the Ramp Shot Count resets back to zero.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Burst Shots (Default 3)

Burst Shots affects the Firing Mode; Burst Mode. This is the number of shots that will shoot with each trigger pull while in Burst Mode. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Auto Shutdown Time (Default On)

Auto Shutdown turns your gun off if no shot is fired or button pressed for 10 minutes. This setting can be turned On or Off. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Audio (Default On)

Setting this option to off will disable all audio indicators. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Reflective Eye (Default On) Shocker Only

All 07/08 NXT Shockers and newer currently use a breakbeam eye system. All 03-06 SFT Shockers use a reflective eye system. Set the Reflective Eye mode to "On" if you have a 03-06 SFT Shocker. Set the Reflective Eye mode to "Off" if you have a 07/08 or newer Shocker. Failure to do so will cause your eyes to work in reverse. *Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)*

Four Eyes BPS (Default 17) Marq Only

When using a Four eye system with the Virtue board this setting will allow you to adjust when the upper set of eyes turn on. A higher setting might result in ball breakage, while too low of a setting would result in your marker shooting slower.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Closing Dwell: Flickering Yellow- Values 10 - 40 (default 18) - MINI Only

The Invert Mini requires power to the solenoid in both directions. This setting allows the user to adjust the amount of time the solenoid is energized in ½ millisecond increments to make the bolt return to the resting position. The default value is 18, which is equal to 9 milliseconds (x), and the values range from 10 – 40. Too high or too low of a setting will affect consistency and velocity.

Please refer to the step by step programming guide to see how to adjust this particular setting on your Virtue OLED board. (pg.9)

Troubleshooting

Virtue Boards are backed by a lifetime warranty and guaranteed to be free of any defects for life. If you encounter any problems with your gun please consult your gun's user manual first, as the problem may not be related to the Virtue Board.

Tip #1 when in doubt, replace the battery! Your marker will behave erratically if your battery is low.

Gun won't turn on:
1.Check to make sure the battery is connected securely
2.Replace the Battery

Won't go into programming mode:
1.Make sure tournament lock is unlocked

Rate of fire is slow:
1.Make sure you are using a fast hopper such as Halo or VLocity with fresh batteries
2.Reset your boards settings to factory default
3.Eyes may be dirty, damaged or blocked. Turn off the eyes and dry fire with no paint. If marker shoots fast, your eyes are dirty or damaged, or the eye wiring harness needs to be replaced.

Troubleshooting

Gun will not fire (solenoid may or may not click):
1. Make sure you are using a new 9 volt battery
2. Make sure the trigger is making contact with the microswitch
3. Reset your boards settings to factory default
4. Increase the Dwell

Poor air efficiency:
1. Decrease the dwell

Eyes are not working:
1. Make sure you are in the correct eye mode and that the eyes are on.
2. Check the eye wire harness for broken or pinched wires.
3. Clean and realign the eyes

Breaking too much paint:
1. Note: is it cold out? Paint gets brittle and breaks easily in the cold.
2. If not using a forcefeed hopper, increase the Eye Delay.
3. Verify that the eyes are turned on

Drop off:
1. Replace the battery
2. Lube the gun lightly. Make sure it is clean and fresh lube is present.
3. Increase the Anti Bolt Stick.
4. Increase the Dwell.

Features

Virtue Microboard VLocity Upgrade replaces the Vlocity Chip
• Virtue Vlocity software + 2way RF protocol software
• Two way RF communication Upgrade Port
• Faster, infinite once presser than the Standard Vlocity Chip
• Increased battery efficiency with new hardware
• Increased motor monitoring for less wear on the motor
• COM interface accepts VIRTUE RF 1 way or 2 way modules.
• H bridge to rotate motor both ways.
• Upgradable Software Via Wireless Transmission
• Adaptive control: Automatically adjusts speed based on the motor load and marker BPS setting
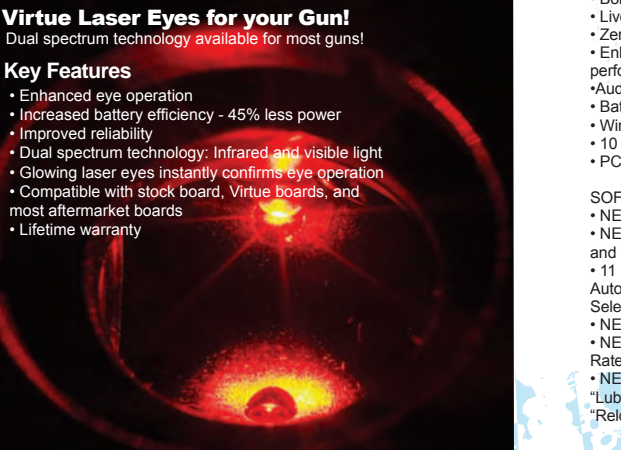• Gold plated contacts

Features

• Wireless RF Upgrade Port   • Sound and Eye Activated
• Preset Modes • Enhanced Anti-Jam Logic • Improved Battery Life
• 10 minute idle Sleep Mode • Less wear on the motor • Software adjustable eye sensitivity for better ball detection. • Buzzer • Upgradable Software Via Wireless Transmission • NEW Accelerometer Sensor - Adjusts performance based on movement. • Full color spectrum LED • 2-way Motor Rotation • Continuous motor load monitoring • Interface for future OLED screen.
• Adaptive control: Automatically adjusts speed based on the motor load and marker BPS setting

user MANUAL

www.virtuepaintball.com

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Virtue Laser Eyes for your Gun!
Dual spectrum tech today available for most guns!

Key Features
- Enhanced eye operation
- Increased battery efficiency - 45% less power
- Improved reliability
- Dual spectrum technology: Infrared and visible light
- Glowing laser eyes instantly confirm eye operation
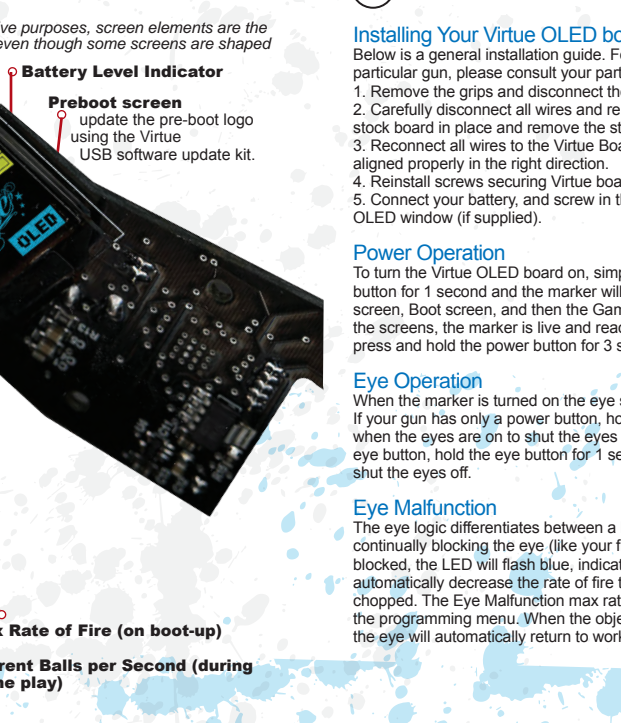- Compatible with stock board, Virtue boards, and most aftermarket boards
- Lifetime warranty

Features

DRILL MODES
* Laning Drill
* 30 Second Breakout Drill
* Gun Up Drill
* Reload Practice Drill
* Reload Monitor Drill
* Frice Player Drill
* "Ollie Lang" 3-Shot-Snap-Shot Drill
* "Russian Legion" 50 Shot Run and Shoot Drill
* Training Mode

HARDWARE FEATURES
- Power Efficient Organic OLED Display
- Bolt Cycle Tracking Lube Monitor™
- Live Rate of Fire Meter™
- Zero Power Drain
- Enhanced Processor Timers (more accurate settings and performance)
- Audible Speaker
- Battery Monitor
- Wireless 2-way RF Upgradable
- 10 Million Operations Per Second
- PC USB to COM Port Upgradeable

SOFTWARE FEATURES
- NEW Four Player Profiles – Adjustable custom saved presets.
- NEW Easy Trigger Programming w/ Fast Forward Trigger Scrolling and "Backwards" Power Button
- 11 Fully Adjustable Modes of Fire - Semi Auto, PSP, NXL, Millennium, Auto Response, Full Auto, Breakout Mode, Burst Mode, Ramp Mode, Select-A-Mode and Training Mode
- NEW 8 Drill Modes
- NEW Training Mode – Semi Auto Training with a Real-Time and Peak Rate of Fire Indicator
- NEW Status Prompts - OLED screen displays the status of your gun: "Lube Me", "Low Battery", "Eye Malfunction", "Eyes Off", "Loaded" and "Reload"

Features Continued

- NEW Adjustable Trigger Sensitivity – new setting controls processing power devoted to monitoring the trigger as the gun shoots faster. Reflective – Shocker)

OTHER STANDARD FEATURES
- Boot Loader Software (for future home updates)
- Factory Reset - quickly reset your board to Factory Defaults.
- Forced Shot w/ Eyes Enabled
- Tournament Lock - Lock all settings using a dip switch to make your gun tournament legal.
- Saved Settings - All settings stored in non-volatile memory so they are not lost when the battery is removed.
- Instant-On - Marker is on and ready to fire instantly, even while pre-boot and boot screens are showing.
- Idle Auto-Shutdown - After 10 minutes of inactivity your gun will turn off automatically to save battery life. This setting is adjustable.
- LED Ball Status Indicator

A1 board shown for illustrative purposes, screen elements are the same on all OLED boards, even though some screens are shaped and laid out differently.

Lube Monitor Gauge

Battery Level Indicator

Preboot screen update the pre-boot logo using the Virtue USB software update kit.

Status Display Displays Loaded, Reload, Eyes Off, Eye Malfunction, Low Battery, Lube Me, as well as the Timer, Programming Settings and other status displays.

Max Rate of Fire (on boot-up) or **Current Balls per Second (during game play)**

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Installing Your Virtue OLED board:
Below is a general installation guide. For precise details on your particular gun, please consult your particular gun's manual.
1. Remove the grips and disconnect the battery from the stock board.
2. Carefully disconnect all wires and remove the screw(s) holding the stock board in place and remove the stock board.
3. Reconnect all wires to the Virtue Board, making sure plugs are aligned properly in the right direction.
4. Reinstall screws securing Virtue board in place.
5. Connect your battery, and screw in the Virtue Supplied grips with OLED window (if supplied).

Power Operation
To turn the Virtue OLED board on, simply press the marker power button for 1 second and the marker will turn on, showing the Pre-boot screen, Boot screen, and then the Game Screen. Note that during all of the screens, the marker is live and ready to fire! To turn the marker off, press and hold the power button for 3 seconds.

Eye Operation
When the marker is turned on the eye system is automatically enabled. If your gun has only a power button, hold the power button for 1 second when the eyes are on to shut the eyes off. If your gun has a dedicated eye button, hold the eye button for 1 second when the eyes are on to shut the eyes off.

Eye Malfunction
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 and will automatically decrease the rate of fire to prevent balls from being chopped. The Eye Malfunction max rate of fire is now fully adjustable in the programming menu. When the object blocking the eyes is removed the eye will automatically return to working mode.

OLED Screen
The monochrome OLED screen tells you the status of your marker, starting with the Pre-Boot Screen when you turn the marker on, followed by the Boot Screen, and then the Game Screen.

Pre-Boot Screen
When you turn the marker on you will see the Pre-Boot Screen, which shows for one second. The Pre-Boot screen shows you the version number of the software on the board, and the graphics can be changed in the future via the Comm-to-USB download.

Boot Screen
The Boot Screen is shown right after the Pre-boot Screen and tells you what firing mode you are in, your max rate of fire, battery life, lube meter, and if the marker is Tournament Locked. This screen is shown for three seconds.

Battery Indicator
During the boot screen, the low battery indicator will show you the life of your battery. If the board is unable to get an accurate result, you will see two question marks inside the battery icon. If this happens, and you want to see your battery life shut the marker off and turn it back on, this time holding the power button until you hear the beep. Now you will see the status of your battery.

Lube Monitor
The Lube Monitor tells you when it's time to lube your marker. We recommend lubing your marker after a maximum of 9,000 shots. Each line of the three bars on the Lube monitor represents 3,000 shots. When you reach 9,000 shots the marker will say "Lube Me" when you turn it on. After lubing your marker tap the power button 5 times during the boot screen to reset the maintenance monitor back to zero. The screen will beep and say "Lube Monitor Reset" when completed. When completing this you can "Instant Reset" without lubing your gun at the same time for maximum performance.

Tournament Lock
Toggle the tournament lock on and off by adjusting dip switch 2. With dipswitch 2 in the on position (unlocked), your Virtue OLED board can be programmed. Flip dipswitch 2 to the off position (locked) to put your marker in tournament lock. When the tournament lock is on, you will see a small lock icon during the boot screen, and you will not be able to access the programming mode. Some OLED boards do not have tournament lock built into a button in the circuit board. To toggle the tournament lock on and off, hold this button in, while turning the marker on. As the marker turns on, the LED will blink either Red for tournament lock ON, or Green for Tournament Lock off.

Game Screen
The Game Screen shows the status of your marker while in use, along with Timer, ROF Meter, and Drills.
Reload – No balls in the breech. Reload as soon as possible.
Loaded - There is a ball in the breech, the eyes are working properly.
Eye Mal - The eyes are not working (unplugged, damaged, or blocked), and the marker is currently in Eye Malfunction Mode.
Eye Off – The eyes are currently turned off. If your marker has an eye button, tap it once to turn the eyes back on. If your marker does not have a eye button turn the marker off, then back on to enable the eyes.

Timer Operation
As long as the timer is enabled in the programming menu when you turn the marker on the timer is always active. To start the timer, take 2 quick shots. The timer will now start and beep when you have 1 minute left, again at 30 seconds, and again at 10 seconds, 9, 8, 7, 6, 5, 4, 3, 2, 1. To adjust the timer, double tap the power button. That will put you in "Set Sec" mode, where you can set the seconds of the timer (0-59). Tapping the trigger will move the timer up 1 second, and holding the trigger will Fast Scroll up the seconds. Tapping the power button again will put you in "Set Min" mode, where you can set the minutes of the timer (0-59). Tapping the trigger will move the timer up 1 minute, and holding the trigger will Fast Scroll up the minutes. Tap the power button again, and the Timer is now set.

ROF Meter
The ROF meter gives you live status on your current rate of fire with the Rate of Fire bars, as well as your peak rate of fire with the digital readout. When using the Timer or Drill modes, the ROF Meter cannot be seen. To access the Rate of Fire Meter, either disables the timer in programming menu and then ROF meter will always show when you turn the marker on, or if the timer is enabled, after you turn the marker on tap the power button once to go from Timer to ROF Meter. The ROF Meter's bars give a live reading of your rate of fire, while the digital readout gives you your peak rate of fire. Double tap the power button (Triple tap on the Virtue Shocker and DM Ultralite boards) to reset the digital readout.

Drill Operation
To access the Drill Modes, turn the marker on. Then tap the power button one time if the timer is enabled to go from Timer to ROF Meter, and then one more time to go from the ROF meter to the first drill (Laning Drill). If the Timer has been disabled in the programming menu turn the marker on and tap the power button once to go from ROF Meter to the first drill (Laning Drill). Each time you tap the power button you will move to the next drill until you eventually get back to the Timer.

Drill Modes are Live Modes. Which means your current firing mode, rate of fire, etc. will apply. You can start playing at anytime. If you are practicing the drill modes without paint you should shut your eyes off so you can perform the drill correctly.

Drill Modes
There are 8 programmed drills on the Virtue OLED board. However the possibilities of creating your own drill within the preset parameters are endless.

Laning Drill – Double tap the power button with this drill displayed and the gun will randomly beep after waiting 5-9 seconds. At the beep bring your gun up to firing position and fire 10 shots. Once you have fired 10 shots the gun will beep and tell you how long it took to get into position and fire your first 10 shot stream.

Drills Continued...
...your bunker and fire 1 shot. The gun will then randomly beep a third time after waiting 2 to 5 seconds. When you hear the third beep come out of your bunker and fire 1 shot. The screen will then show you the total time it took from the 3 beeps to the 3 shots. Remember your top score and try to beat it.

"Russian Legion" Endurance 50 Shot Drill – Double tap the power button with this drill displayed and then the gun will randomly beep after waiting 5-9 seconds. Run from your spot to the other team's flag station, while continuously shooting at a target in the opposing teams' flag station. Once you have fired 50 shots the gun will beep and tells you how long it took for you to complete the run. This drill improves running and shooting accurately, speed, endurance, and gets you used to running with your gun.

Factory Default Reset
To return all settings to the factory defaults, while in programming mode, hold the trigger for 10 seconds until you hear the marker make a double beep and the screen will then say "Factory Reset Completed".

Programming Your Virtue OLED Board
To program your Virtue OLED board follow these easy steps:
1. Hold the trigger, turn the gun on, boot release the trigger.
2. The OLED screen will display the first setting, "Player Profile". Tap the trigger to go to the next setting "Firing Mode". Tap the power button to go to the previous setting "Audio"
3. Once you have the setting you wish to adjust on the screen, hold the trigger down.
4. The marker will beep and the value of the setting will begin to flash.
5. With the value flashing, tap the trigger to raise the setting or tap the power button to decrease the setting. If you want to "Fast Scroll" through the values hold the trigger to scroll up or hold the power button to scroll down.
6. When you reach the value you want release the buttons and then after 2 seconds the value will be saved.
7. Once you are done programming your board turn the marker off, the screen will say "Settings Saved".

Drills Continued...

30 Second Breakout Drill - Line up your team to practice your opening breakout and first 30 seconds of the game against an opposing team. Double tap the power button with this drill displayed, and the gun will beep after waiting 5 seconds. On the beep everyone should Breakout, shoot their lanes etc. After 30 seconds the drill will end with a loud beep. Repeat this drill several times to practice various Breakouts – the first 30 seconds of a game are sometimes the most important!

Gun Up Drill – Double tap the power button with this drill displayed, and the gun will randomly beep after waiting 5-9 seconds. At the beep bring your gun up to firing position and fire 1 shot. Once you have fired, the gun will beep and tell you how long it took to get into position and fire off your first shot.

Reload Practice Drill – With no paint in your gun or hopper, have a full pod in your harness. The gun will randomly beep after waiting 5-9 seconds. When you hear the gun beep grab your pod and pour it into your loader then fire 1 shot. Once you have fired 1 shot the gun will beep and tell you how long it took you to reload and get into firing position.

Reload Monitor Drill – Set your gun to Reload Monitor Drill and go play paintball. Whenever the eyes see each other (no ball in breach, hopper empty) for more than half a second, the timer on the board will start counting from 0 up to 2 seconds (or whatever time in the Minutes you have the game timer set to; ie: 7 min = 7 sec; 3 min = 3 sec etc. If you go 7 seconds without reloading and shooting a ball, the gun will beep letting you know you took too long.

Frice Player Drill - Double tap the power button with this drill displayed and the gun will randomly beep after waiting 5-9 seconds. When you hear the gun beep run as fast as you can to your starting bunker; then dive or slide and fire 1 shot. Once you have fired 1 shot the gun will beep and tell you how long it took to get into position and fire off your first shot.

"Ollie Lang" 3-Shot-Snap-Shot Drill – Double tap the power button with this drill displayed and the gun will randomly beep after waiting 5-9 seconds. When you hear the beep come out of your bunker and fire 1 shot at a target. The gun will then randomly beep again after waiting 3 to 5 seconds. When you hear the second beep come out of...