Reflex Paintball Customs (R.P.C.) Emag Board Programing Guide

Enter program mode by **powering the circuit on while holding the trigger down**. After all colors flash to signify program mode has been entered, cycle to the value **by pulling the trigger the corresponding number of times**. To change the value **hold down the trigger for 1 second** until all colors flash again to signify that system is ready to receive the new value. **Pull the trigger the number of times that equals the new value desired** (ex: if the new value desired is 10, pull the trigger 10 times). The system will flash all colors to signify a new value has been input, then flash back the number just entered for confirmation to the user. If a change in value is not desired, do not input any value (no trigger pulls) and the system will flash all colors to signify that nothing has been entered and will flash the LED to show theuser the current value.

For changing different user selectable parameters make sure to pay attention to what each value means and the minimum values allowed.

Programing Modes in order with LED color in parentheses

1 = firing mode (**white**) (see below for possible values)

2 = debounce (**red**) input values: 1 - 30 (in mS)

3 = dwell (**green**) input values: 1-30 - (1 = 11mS, 30 = 41mS)

4 = Mechanical debounce (**light blue**) input values: 1 - 30 (in mS)

5 = anti bolt stick (abs) value (**yellow**) input values: 1 - 30 (in mS)

6 = Mild ramp value (**purple**) input values: 1 - 10 (1 is slowest ramp, 10 is max ramp)

7 = ramp start (**dark blue**) input values: 3 - 15 (in bps, what bps will allow ramp to start)

8 = zburst value (**red to white**) input values: 2 - 6 (number of balls in burst mode per trigger pull)

9 = rof cap (**purple to gold**) input values: 5 - 50 (in bps, only integer value)

10 = rof_tenths (**red to dark blue**) input values: 1 - 10 (in tenths of bps added to rof cap value - 1 = .1, 9 = .9, 10 = .0)

11 = rof off dirty eyes (**purple to white**) input values: 5 - 50 (in bps, only integer value)

12 = reflective/breakbeam/none **(red to yellow**) input values: 1 - 3 (1 = reflective, 2 = b-beam, 3 = no eyes)

13 = defaults (**dark blue to white**)

Firing modes by number of inputs

1 = "semi-auto uncapped"

2 = "semi-auto capped"

3 = "auto-response"

4 = "Mild Ramp"

5 = "Max Ramp"

6 = "Z-Burst"

7 = "Full Auto"

8 = "PSP auto-response

9 = "PSP Mild"

10 = "PSP Max"

11 = "PSP z-burst"

12 = "PSP full auto"