Worlds Largest Paintball Community

Home   Community   Manuals   Troubleshoot   Store   Dealer Login   Contact Us

Universal **T-Board** (Open bolt version)

Installation of the Universal T-Board (Two Button, Open Bolt Version)

     See install Manual

Functionality

The Universal T_Board function much like a stock board, however, the setting and LED functions are different. To turn on the marker, (Instant On - off) tap and release the power button on the membrane pad, (Instant On - on) the marker will turn on as soon as power is applied. The marker is now ON and in fire mode. The color of the LED will denote the firing mode that the marker is in (see below). To put the marker in Safety, tap the power button while Live. The LED will flicker green quickly. To return to firing mode, tap the power button again. When the marker is turned "on", the saved settings are used. To turn off the marker, (Instant On - off) depress and hold the power button for 2 sec, (Instant On - on) switch off.

Note1: When you first connect power to your T-board, it will power up immediately and Disco the LED to load the default settings.. Use the Membrane pad to turn off. Everytime after that the T-board will function as you set it up to.

Note2: DIP switch 1 is the Tournament lock. Turn ON for tournament settings.

Shot Q�ing - If enabled, when the trigger is pulled and no ball is in the breech, the marker will wait up to .25 sec for a ball to enter the breech and will AUTOMATICALLY fire. This feature prevents "lost" shots because your fingers are faster than your hopper, and is still legal on most fields since it does not add shots.

ABS (Anti-Bolt Stick) - If enabled, the first shot will have the ABS dwell (dwell + ABS setting). All other shots will have the standard dwell. If the marker is not fired for 10 sec, the first shot will have the ABS setting again.

Force Semi Mode - If the trigger is pulled and held long enough (Force Semi Time), the marker is automatically set to semi mode, the eyes disabled, and ROF set to 13bps. This is to guarantee the marker will function, regardless of the eye or mode.
Note: This feature is disabled on any mode that requires you to hold the trigger. (NXL, Nitro, Auto)

To disable/enable the eyes - push the eye button (membrane pad) or setup button on the board until the LED turns RED (disabled, ROF capped), BLUE (disabled, ROF uncapped) or GREEN (enabled). When the eyes are disabled, the marker is capped at 13bps, regardless of MROF setting.

Changing Modes of Fire
1. Turn OFF marker. Hold down trigger and turn marker ON. The LED will cycle through its colors very quickly (Disco), let go of the trigger after the LED cycle. You are now in the Modes Menu.
2. Simply press the trigger to cycle through the modes. The color of the LED indicated which mode you are in...

-Red - NPPL Semi
-Green - Reactive Trigger
-Blue - 3 Round Burst
-White - Full Auto
-Red - CFOA (capped semi)
-Purple - Nitro
-Yellow - PSP Ramping
-Teal - NXL Auto

3. Once you have selected the mode you want, tap the ON button on the membrane pad (or pull and hold the trigger if not using the membrane pad), the LEDs will cycle again to indicate that your setting has been saved.
4. The marker has returned to Live Mode with your desired mode of fire.

Adjusting Setting
With your ION T-Board, you have full control over how your marker shoots. Below are the instructions for changing your settings. This may sound confusing at first, please read the sample below the chart.

1. Turn Off marker
2.Press and HOLD the EYE button (Setup button if you don't have a membrane pad).
3. While holding the EYE button, tap the POWER button
4. Continue to hold the EYE button, the LED will flash red once, pause, then flash once again. At this time you can let go of the EYE button and you are now in Setup1 (Reference Chart Below). IF you continue to hold the EYE button after the first LED blink, and the second LED blink, it will then blink twice together. If you let go, this will bypass Setup1 and bring you straight to Setup 2. If you hold the EYE button until the LED blinks 3 times together and release the EYE button, this will restore the default settings.
5. Once you are in your desired Setup Menu, the LED color will indicate which setting you are currently in. Pull the trigger X amount of times to set your setting. The first pull of the trigger sets the value at its minimum, each pull after that increments the value based on the chart below.
6. Tap the EYE button to move on to the next setting. You can also ignore a setting and bypass to the next setting by not pulling the trigger, and just tap the EYE button till the LED indicates the setting you desire.
7. When finished with your settings, you can tap the POWER button to enter Live mode, from any setting or Setup Menu. If you cycle through all the settings, the marker will automatically exit the menu, and enter live mode.
8. The LEDs will cycle quickly to indicate your settings were saved.

Setup1	Default	Min(ON)	Max(OFF)	Incrmnts	Color
ROF*	15	9	50	1 bps	Red
Dwell	7ms	2	256	1ms	Green
Debounce	5ms	0	256	1ms	Blue
Eye Delay	15ms	1	256	1ms	Purple
Eye Type	Break	Break	Bounce	toggle	Teal
Force Semi	2 sec	0.5	none	.5 sec	White
Setup2					
Shot Q�ing	ON	ON	OFF	toggle	Teal
ABS	0ms	0ms	256	1ms	Yellow
After Nitro	Semi	n/a	n/a	cycle	Purple
Trigger speed	5bps	5bps	None	1bps	Red
Trig pulls to ramp	4 pulls	2 pulls	256	1 pull	Blue
Training	OFF	ON	OFF	toggle	Teal
Training Dwell	10ms	1	256	1ms	Green
Auto-Off	OFF	ON	OFF	Toggle	White
Instant On	OFF	ON	OFF	toggle	Purple
Setup3					
Restore Default	n/a	n/a	n/a	n/a	n/a
Setup4					
Eye Alignment	n/a	n/a	n/a	n/a	Red

*ROF NOTE: The Eye Delay and Dwell directly affect your Max ROF. If your dwell is very high (stock ION - 34ms) you will not be able to increase your ROF over 20bps without the board activating its protection mode. This protection mode will lower your ROF to 7-9bps to prevent damage to your board. you must lower your dwell and eye delay to get higher ROF rates.

Setup1

ROF - Firing speed of the marker - Min. 9bps -
Dwell - Time Solenoid is on - Min. 2ms - Increments 1ms
Debounce - Debounce of trigger - Min. 0ms - Increments 1ms
Eye Delay - Delay after eyes check to ensure ball is completely in chamber.
Eye Type - Breakbeam or bouncebeam.
Force Semi - Time needed to force marker into semi mode - Min. 0.5 sec - Increments 0.5 sec.

Setup2

Shot Q�ing - If the trigger is pulled and no ball is in the breach, the marker will wait for up to � sec for a ball to enter the breach and then will AUTOMATICALLY fire.
ABS - On first trigger pull, ABS is disabled, after that, each trigger pull will increment the ABS 1ms
After Nitro - The LED will blink Purple followed by the color of the switched mode. Pull the trigger to cycle the modes.

Trigger Speed - Minumum Trigger pull speed to activate ramping. I.E. 5bps
Trig pulls to ramp - number of trigger pulls needed to start ramping.
Training - Allows the marker to be aired up and fired without actually firing a ball (Provided the Training Dwell is properly set and supported by marker design, ION, EGO, ect).
Training Dwell - Dwell used for Training. It should only be enough to hear the marker partially cycle. Should not be able to actually fire a ball.
Auto-Off - Marker will automatically turn off if not fired or in safe mode after 10 minutes.
Instant On - When Off, marker must be turned on using the membrane pad (ION), if On, marker will turn on as soon as power is supplied (Spyder).

<u>Setup3 -</u> restores default factory settings

<u>Eye Alignment Tool</u>

When in the Eye Alignment Tool, the LED will light up when the eye is properly aligned. If the eye is blocked or misaligned, the LED will NOT light. this tool is used to verify that your eyes are clean and functioning.

TROUBLESHOOTING:

PDF Created with deskPDF PDF Writer - Trial :: http://www.docudesk.com