# Predator 10.2 Manual DM Boards

Thank you for your purchase and support of Predator Electronics. Our goal is to provide you, the customer, with the best possible products and customer service available in the paintball industry to date.

**Disconnect your battery when storing the Gun. The battery will slowly drain even when the board is turned off.**

# <u>Quick Start Guide</u>

**To use your new DM board with Predator 10.2 software follow these steps.**

**Step 1: (Preparation)** Place a barrel condom over the end of your barrel. Be aware of your surroundings, and make sure you always wear a face mask when playing paintball.

**Step 2: (Turning on the Predator)** Hold down the top button for approximately 2 seconds. The LED will flash RED, and then will turn either GREEN, or TEAL (Light Blue). See chart below to see what these colors mean.

**Step 3: (Shooting)** If your LED turned Teal, you should have paint in the breach. Remove your barrel condom, shoot the other team.

If your LED turned GREEN, please load your hopper, remove your barrel condom, and then shoot the other team.

PLEASE NOTE: when being fired upon, one should either "Duck", or shoot faster… we recommend the latter.

**To turn off your Predator board**, press the top button for approximately 2 seconds, until the LED turns off.

**To bypass your Anti-Chop eyes,** press the bottom button for 1 second, until the LED starts blinking RED.
**To engage your Anti-Chop eyes**, press the bottom button for 1 second, until the LED goes to a solid color.

### Predator 10.2 LED Indicators

| LED Color | Meaning |
|---|---|
| Solid RED | Booting UP |
| Solid Green | Board ON, Eyes ON, No paint in Breech |
| Solid Teal (Light Blue) | Board ON, Eyes ON, Paint in Breech **Ready to shoot** |
| Blinking Red | Eyes Bypassed **Ready to shoot** |
| Solid Dark Blue | Programming Mode |

# HOW TO PROGRAM YOUR PREDATOR BOARD:

Programming your Predator board is a very easy process that is done completely through your trigger and power button.

**Step 1: (Preparation)** Place a barrel condom over the end of your barrel and remove your air tank and hopper from your marker and make sure that there is no pressure in your gun, or paintballs loaded in the breech.

**Step 2: (Entering Programming Mode)** Pull your trigger, and continue to hold it down while pressing the power button. Hold the trigger and power button for 2 seconds, and then release them both. The board will light up RED for a moment, and then change to Dark BLUE; you are now in programming mode.

**Step 3: (Selecting a Register)** Now that you are in programming mode you will want to pick which register you would like to adjust. Registers are accessible by pulling the trigger a certain a number of times, for example, if you would like to adjust your rate of fire, which is set by register two, you would pull the trigger two times once you have entered programming mode. Once you enter a register, the board will blink red the same number of times that it is already programmed to, so for example if your rate of fire is set to 10bps, the board will blink 10 times when you first enter the rate of fire register.

**Step 4: (Setting a Register)** Now that you have selected your register, wait for the board to display what the register is already set to by blinking. To enter your own setting, pull the trigger the same number of times you would like the board to be set to.  For example if you would like to set your rate of fire to 15 BPS you would first enter programming mode (see step 2) then pull the trigger 2 times, to enter the rate of fire register, and then pull the trigger 15 times to set it to 15 BPS. Once you have entered your new setting the board will flash two times confirming that the entry you put in was accepted.

**\*\*NOTE\*\* When programming if you are adjusting the firing mode register, once you have programmed in your new setting the board will exit Programming Mode and enter Ready to Fire Mode where your gun will be active, and each trigger pull will attempt to fire the gun. We suggest the firing mode should be the last setting you adjust as it will exit programming mode after its programming. This is why it is very important to make sure your gun is de-gassed and unloaded while programming.**

**Step 5: (Continuing to Program or exit programming mode)**
Once you have programmed the register of your choosing, as long as it was not register 1 like discussed above you can select another register to program the same way as outlined in Steps 3 & 4. At any time if you would like to end your programming just hold down the power button and your gun will turn off, then you can restart and begin playing.

**For more detailed programming instructions, and for detailed descriptions of the different registers and modes, please download and read the Full Predator manual found at**
**www.TheAngelGuy.com**
**At the bottom of the home page you will see a link for "Predator Manuals"**
**Download the 10.0 manual**

## Predator 10.2 Registers

| Register Number and Name | Range of Settings | Description |
|---|---|---|
| 1. Firing Mode | 1-15 | Setting<br>1. **Semi-Auto**<br>2. **Auto Response:** Fires on the pull, and release of each shot.<br>3. **Full Auto:** The gun will fire automatically as long as you are holding the trigger down.<br>4. **Smooth Ramp:** The gun will slowly lower its debounce setting letting you shoot faster.<br>5. **Assisted Ramp:** The gun will add shots depending on the rate at which you are firing. The faster you are firing, the more shots will be added, the slower you are firing the less shots will be added.<br>6. **Fast Ramping:** The gun will begin to add shots based on the settings in register 5 and 6.<br>7. **3 Round Ramping:** The gun will fire 3 times each trigger pull and slowly add to the rate of fire as you fire faster.<br>8. **PSP1:** 3 shots in semi auto then the gun will go to fast ramping<br>9. **PSP2:** 3 shots in semi auto then super fast ramping. (Not legal in PSP Play)<br>10. **PSP3:** 3 shots in semi auto and then 3 round burst.<br>11. **NXL:** 3 shots and then full auto.<br>12. **Breakout:** Full auto, and then fast ramp. (Full auto only when first turned on)<br>13. **OMFG:** The gun will continue to fire for one full second at an accelerated rate of fire after you stop pulling the trigger.<br>14. **NXL Breakout:** First shot is full auto, and then turns to standard NXL.<br>15. **Sniper Mode:** Waits 1/3 second to fire after you pull the trigger to steady your shot. If you start to pull the trigger fast it will turn to semi auto, and return to sniper mode after one second of you not pulling the trigger. |
| 2. Rate of Fire | 1 or 10-40 | This register sets your max rate of fire with the eyes on. Setting the register to 1 completely removes any max setting and the gun will cycle as fast as you pull the trigger with no limits. The lowest this can be set to is 10bps. |
| 3. Electronic and Mechanical Debounce | 1-10 | Increasing this number will adjust how sensitive your trigger this. A higher setting being less sensitive and a lower setting more sensitive. If you are having problems with your gun shooting extra shots, first make sure that register 16 & 17 are set to 1, and then adjust this register. |
| 4. Dwell | 1-25 | How long your bolt will stay forward. It is only recommended that advanced users change this setting.<br>Older Angels should be 18<br>Low pressure Angels should be 10 |
| 5. AFA Rate of Fire | 1-40 | The Rate of fire you must reach before your ramping kicks in. Setting this to 1 will turn it off and the firing modes will stay at their default settings. |
| 6. AFA Shot Count | 1-40 | Number of shots you fire before your special ramping will enable. Once you enter your ramping, after 5 seconds of no shots the counter will reset. |
| 7. Fire Hold off | 1-20 | How long before the gun will fire again after cycling in milliseconds. |
| 8. Eye Hold off | 1-6 | How long before the gun will fire after detecting a ball in the |

| | | breech. Increase this number if you have a slower/non-force feed hopper. |
|---|---|---|
| 9. Anti-Bolt Stick | 1-5 | This setting adjusts how much of a dwell increase will be used if you anti-bolt stick activates. 1 = off, after that 2 = 2ms, 3 = 3ms…. |
| 10. Anti-Bolt Stick Time | 1-60 | Number of seconds that the gun will wait before instigating the Anti-bolt stick dwell increase set in register 9. |
| 11. Eye off Rate of Fire | 1, 10-40 | The rate of fire your gun will default to if you turn off your eyes. If set to 1, this feature will match the rate of fire you set in register 2. |
| 12. Rate of Fire Additions | 1-5 | Additions to your rate of fire by .2 seconds. 1 = Off, max rate of fire set in register 2 2 = .2 bps 3 = .4 bps 4 = .6 bps 5 = .8 bps |
| 13. Disable eye through trigger | 1-2 | Allows you to hold down the trigger while in Ready to Fire mode for 2 seconds to turn off the eyes. 1 = Off 2 = On |
| 14. Clearing Shot Activation | 1-5 | Sets the amount of time you need to hold down the trigger to bypass the gun and fire a shot without the eyes seeing a ball in the breech. 1 = Off 2 = ¼ of a second 3 = ½ of a second 4 = ¾ of a second 5 = 1 second |
| 15. Eye System Control | 1-20 | Only applies to certain guns **Needs to be set to 1 for all DM Guns** |
| 16. Return Fire Activation | 1-2 | Will add shots to your rate of fire if you fire for a short burst, stop, and then fire again so you will return fire at a faster rate. 1 = Feature off 2 = Feature on **Does not work well with semi auto style modes and will add unwanted shots |
| 17. Adaptive Fire Activation | 1-2 | Will lower your rate of fire by 1bps after a long string of firing to help you conserve paint 1 = Feature off 2 = Feature on **Does not work well with semi auto style modes and will add unwanted shots |