

Shocker SFT

WARNING: Touching the 9 volt battery to the wrong connector will damage your board and void your warranty. This type of damage usually occurs when the owner does not pay attention when connecting the battery and accidentally tries to hook it up backwards. Even short contact like this will damage your board. Be extremely careful when changing your battery.

LED:

On Solid = Ball in breech

Slow Flashing = No ball in breech

Fast Flashing = Eye off

Dim = Program mode

Dip Switch's:

1. Eye sensitivity control when using break beam eyes ONLY. OFF is medium power for the emitter while ON is full power for the eye system. NOTE: Shockers come stock with reflective eyes so a gun with break beam eyes would have to be a custom install.
2. Tournament lock. You cannot go into program mode while this DIP is turned ON.

Activation:

Push and hold the button on the back of the frame until the LED light comes on. Hold the button again to turn the gun off. A tap will turn the eyes on and off.

Eye Operation:

With the gun on simply tap the back button or hold down the trigger if this feature has been activated in the register settings.

Example for programming your Predator:

1. Your tournament LOCK must be off if your board has that feature. We strongly suggest you turn your tournament lock on while playing.
2. Pull and hold the trigger then turn the gun on by using the button on the back of the gun
3. Release trigger
4. You are now in the REGISTER select area
5. Pull trigger the appropriate number of times to go to register. Example: 2 pulls will take you to the MROF register (register 2)
6. LED will flash the current setting of the register you selected
7. You are now in MODE select area
8. You can now pull the trigger to insert the new setting.
9. The LED will flash 2 times to indicate it has taken the new setting
10. You are now back in the REGISTER select area
11. You can now move to a new register by simple pulling the trigger the appropriate number of times or turn the gun off and back on to use the new settings

NOTE: If you select Register 1, you are expected to enter a fire mode, again in trigger clicks. After you have made a selection, the light will flash and *remain on*. The gun is now prepared to fire. We suggest you make the fire mode the last register you select as the board will reboot after it has been selected.

Programming advanced firing mode example on Predator board:

Player wishes his or her marker to ramp once they reach 6 bps but NOT start ramping until they have fired 10 shots.

1. Go into programming mode by turning your board on while holding the trigger back
2. LED will flash once to indicate you are in program mode
3. Release the trigger
4. Pull trigger 5 times to enter the RAMPING ROF register (register 5)
5. LED will flash the current setting
6. Pull the trigger 6 times to set this register to 6bps
7. LED will flash 2 times to indicate it took the new setting
8. Pull trigger 6 times to enter the RAMPING SHOT COUNT register (register 6)
9. LED will flash the current setting
10. Pull the trigger 10 times to indicate you wish the ramping to start after you have fired 10 shots
11. LED will flash 2 times to indicate it took the new setting.
12. Pull trigger 1 time to enter the FIRING MODE register
13. LED will flash the current setting
14. Pull trigger 6 times to enter FAST RAMPING mode
15. LED will flash 2 times to indicate that it took the new setting AND the gun will reboot and be ready to fire. The gun reboots automatically after you set register 1. This does not happen after any of the other registers.

5.0 Registers

Register	Default	Description
1	1	Firing Mode: <ol style="list-style-type: none"> Semi Auto Response Full Auto Smooth Ramp (debounce slowly drops) Assisted Ramp (turbo style ramping where it adds shots based on the rate of fire. Slower trigger pulls add less shots. Faster trigger pulls will add more shots.) Fast Ramping (Shots are added as soon as you reach the settings in register 5 and 6) Triplet Shot Ramping (fires 3 shots every time the trigger is pulled. This speeds up the faster you pull the trigger) PSP1 (3 shots semi then fast ramping) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) PSP2 (3 shots semi then super-fast ramping) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) PSP3 w/Triple Shot ramping (3 shots semi then fires 3 shots every trigger pull) (no need to set register 6 as this feature is built in. However, you can set the AFA ROF in register 5) NXL (3 shots then full auto) Breakout (Full Auto then fast ramping. Settings in registers 5/6 are honored) OMFG (cant really explain it but it is amazing) WARNING: Don't stand behind your own players when using this one. NXL Breakout First shot is full auto then 3 shots semi then full auto again. We have no idea why we do this stuff
2	20	Rate of Fire: This is the GLOBAL rate of fire. This controls the MROF in all modes with the eye on. IF register 11 is set to 1 this will also be your EYE off MROF. Otherwise your eye off MROF is controlled by the number you enter in register 11
3	10	Electronic and Mechanical Anti Bounce: A higher setting will keep the gun from firing extra shots with each trigger pull. The board monitors the noise and firing rate then adjust the mechanical debounce to work best with the electronic bounce settings.
4	14	Dwell: Bolt Forward Duration. Length of time the bolt stays forward
5	5	AFA ROF: 1 = off, 2 and above is the rate of fire that must be reached and maintained before the advanced firing modes activate.
6	3	AFA Shot Count: Actual number of trigger pulls before ramping activates
7	5	Fire Hold Off: Delay before the gun will fire again after cycling, in ms
8	1	Eye Hold Off: Delay before the gun will fire after seeing a ball, in ms. If you are using a slow hopper it might be necessary to increase this to avoid chopping.
9	1	Anti Bolt Stick: This is the time the board waits before increasing the dwell to compensate for a gun that has an issue with bolt stick. NOTE: Using this feature on a gun without this issue will result in the first shot being hotter. 1 = off 2 = 5s 3 = 10s 4 = 15s
10	5	Anti Bolt Stick Time: This is the increase in dwell when register 9 is engaged.
11	1	Eye Off Rate Of Fire: 1 = rate set in register 2, 2 and above equals the maximum rate of fire when the eyes are turned off. Example: If this register is set to 1 then the rate of fire you select in register 2 will be the same with the eyes on or off. If this is set to 11 then your eye off rate of fire will be a maximum of 11 bps.
12	1	ROF Additions in .20 of a second: 1 = off, 2 = .20, 3 = .40, 4 = .60, 5 = .80
13	1	Disable Eye thru trigger: 1 = yes, 2 = no (this feature allows you to turn the eyes off by holding the trigger back for 2 seconds)
14	1	Clearing Shot: 1 = yes, 2 = no (This allows you to fire a ball if you hold the trigger back for ¼ of a second in the event the eyes do not see a ball)
15	5	Shocker Board: Eye Type: 1 = Break Beam, 2-20 = Reflective with sensitivity control) 2 = most sensitive 20 being the least. YES we can see black paint with our new reflective eye logic. Currently our shocker board is the only one that uses a reflective eye system.

Warranty on boards and chip

1. All of our products feature a limited 90 day warranty to the original owner ONLY.
2. All items will be replaced or repaired at our discretion.
3. This warranty is for the original owner only and all shipping charges must be paid by the current owner.
4. If the defect is from the factory we will cover return shipping only.
5. Any modifications made by the user will completely void the warranty. This includes but it not limited to any self repairs, trigger switch changes, wiring work. If you work on the product in any way for a repair or modification then consider the warranty void.
6. If the customer has voided the warranty we will consider either replacing the item at a reduced cost or making the repair at our current service fee rate. This fee does not include the cost of parts or any additional expenses incurred during the repair process. If we replace the item at a reduced price then we will keep the damaged item.
7. Boards that are damaged during installation are covered under item 6 of this list.
8. Any products that are damaged by the owner will not be covered under this warranty.

Software upgrades and board warranty returns

When you send in your board you must include your service order number and ALL of your contact information. Without this info the upgrade and return could take quiet some time. We will not try to "HUNT" you down so boards that are sent in without this information will sit until we are contacted and the correct steps are taken to authorize the upgrade service.

NOTE: Any shocker boards that is used in a break beam eye install is covered under warranty ONLY if the install is done by us. Installing our board in a NON-TAG custom break beam eye install will void the warranty.