

## Predator 10.2 Manual for all guns

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### 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. The board should light up, and power on, when this happens release both the power switch and the trigger switch. The board will then change color again and stay at that color; 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 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, you may either wait for the board to display what the register is already set to by blinking, or you may begin to give the register its new setting. 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 firing mode to fully automatic which is adjusted by the firing mode register, register 1, and it is setting 3 in the firing mode register you would first enter programming mode (see step 2) then pull the trigger 1 time, to enter the firing mode register, and then pull the trigger 3 times to set it to fully automatic. 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 one like discussed above you can select another register the same way as outlined in Step 3. 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.

## Advanced Programming:

### Changing Register Banks:

Some marker versions of the 10.2 Predator board come equipped with the ability to program 6 different banks of settings. The reason for this is that you can have different settings assigned in different banks, for example if you play a PSP tournament series, and a NXL Tournament series, and you obviously have different modes for each of those tournaments you don't have to re-program your board each time, you will just assign the settings to different banks.

### How to change Banks:

To change banks hold down the trigger, and power button like described in step 2 of normal programming but this time instead of releasing both the power button and the trigger once the board powers on release only the power button and continue to hold the trigger down. The board will begin to cycle through the different colors signifying what bank you are in. Release the trigger at the desired bank and the gun will then be put into Ready to Fire mode with those banks settings. When you enter Programming mode now you will be editing that banks settings. To change banks just repeat the above process.

### Bank Color Chart:

Bank 1 = RED

Bank 2 = GREEN

Bank 3 = BLUE

Bank 4 = PURPLE

Bank 5 = AMBER

Bank 6 = TEAL

### Predator 10.2 Registers

Register Number and Name	Range of Settings	Description
1. Firing Mode	1-15	<p>Setting</p> <ol style="list-style-type: none"> <li>1. <b>Semi-Auto</b></li> <li>2. <b>Auto Response:</b> Fires on the pull, and release of each shot.</li> <li>3. <b>Full Auto:</b> The gun will fire automatically as long as you are holding the trigger down.</li> <li>4. <b>Smooth Ramp:</b> The gun will slowly lower its debounce setting letting you shoot faster.</li> <li>5. <b>Assisted Ramp:</b> 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.</li> <li>6. <b>Fast Ramping:</b> The gun will begin to add shots based on the settings in register 5 and 6.</li> <li>7. <b>3 Round Ramping:</b> The gun will fire 3 times each trigger pull and slowly add to the rate of fire as you fire faster.</li> <li>8. <b>PSP1:</b> 3 shots in semi auto then the gun will go to fast ramping</li> <li>9. <b>PSP2:</b> 3 shots in semi auto then super fast ramping. (Not legal in PSP Play)</li> <li>10. <b>PSP3:</b> 3 shots in semi auto and then 3 round burst.</li> <li>11. <b>NXL:</b> 3 shots and then full auto.</li> <li>12. <b>Breakout:</b> Full auto, and then fast ramp. (Full auto only when first turned on)</li> <li>13. <b>OMFG:</b> The gun will continue to fire for one full second at a accelerated rate of fire after you stop pulling the trigger.</li> <li>14. <b>NXL Breakout:</b> First shot is full auto, then turns to standard NXL.</li> <li>15. <b>Sniper Mode:</b> 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.</li> </ol>
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	Gun Dependent	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	Gun Dependent	How long your bolt will stay forward. It is only recommended that advanced users change this setting.
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 breach. 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 <b>Shocker:</b> 1= Break Beam Predator eyes or NXT Eyes being used 2-20 = Sensitivity of reflective eyes (20 is high sensitivity, 1 is low sensitivity) <b>NME/Interceptor</b> 1-20 = Sensitivity of reflective eyes (20 is high sensitivity, 1 is low sensitivity)
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
18. Power Off Behavior	1-100	How many minutes your gun waits until it will turn itself off because of inactivity. 1 = Off 2-100 = How many minutes it will wait
19. Eye Logic Type	1-2	Only for use in guns like the Smart Parts Shocker that have supported both types of eye logic. 1 = Break Beam (NXT, Predator Install) 2 = Reflective (SFT)