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Features

1. 16x2 Character Alpha Numeric LCD Display
2. Adjustable LCD Contrast
3. The Range is 1 inch to 2 feet, depending on the loudness of the marker
4. Displays Fastest ROF in Milliseconds And Balls Per Second
5. Displays Average ROF and Slowest ROF in Balls Per Second
6. 25 Shot Memory, Displays the BPS of each of the first 25 shots
7. Low Battery Indicator
8. 30 Minute Power Save
9. 99min Game Timer
10. 12mhz Oscillator, 3 times faster than most chips used in paintball guns today
11. Upgradeable Firmware With Removable Chip
12. Most Accurate Way Of Timing ROF For The Use Of Paintball Markers
13. Operates off of 1,9 Volt Battery (Battery Included)

Overview Of Basic Operation

Pressing Button 1 will Turn/Off, Clear settings, and restart timers. Pressing button 2 will scroll through different views/settings, including Fastest MS/BPS, Slowest BPS, Average BPS, and Shot 1-25.

Turning On/Off

Press Button 1 for 1 second to turn on ShotTimer(TM). To turn it off you can press and hold down Button 1 for 2 seconds.

Changing The View

You can press Button 2 to scroll through all of the views. Fastest MS/BPS displays the fastest recorded ROF in Milliseconds and Ball Per Second. Slowest BPS shows the slowest recorded ROF in Balls Per Second. Average BPS shows the average recorded ROF in Balls Per Second. Shot 1-25 allows you to toggle and view the Milliseconds and Balls Per Second of the first 25 shots during a shot stream.

Clearing The Settings

You can press Button 1 to clear a setting. Press Button 1 and it will clear Fastest MS/BPS, Slowest BPS, Average BPS, and Shot 1-25. Press Button 1 while in the Game Timer view and it will only reset the Game Timer.

Using ShotTimer(TM) To Get Accurate Readings

- Step 1. Switch the view to the view you would like to see by pressing/releasing Button 2.
- Step 2. Before checking there markers ROF clear the setting by pressing Button 1.
- Step 3. Once you capture a few shots by placing ShotTimer(TM) a few inches beside the barrel, check and look at the setting. To Repeat start at Step 1 or Step 2 as required.

