

DXS PULSE™ Loader Manual

Congratulations! You have just purchased the most effective Paintball Loader ever made! Utilizing the most reliable and intelligent technologies available today, The PULSE™ represents the return of reliability and simplicity to electronic loaders, while surpassing the performance, speed, quickness, and dependability of all other systems.

Result: Your Game just got better!

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1. Getting Started

- Remove your PULSE™ from the box
- **Read ENTIRE OWNERS MANUAL before operating loader !!!!**
- Ensure that there are no paintballs in loader

2. Installing Batteries

- Remove screw from front battery door (To remove, turn counter-clockwise – “Lefty Loosey”)
- Remove battery holder from battery compartment
- When using AA batteries, tape batteries together to ensure good performance
- Install batteries – PAY ATTENTION TO POLARITY MARKINGS!
- Fully connect batteries to connector inside loader: *be gentle with battery wires.*
- Place battery pack inside loader
- Ensure all wires are inside door area: *do not crimp or pinch battery wires.*
- Replace battery door and replace screw: (To replace, turn clockwise – “Righty Tightly”)
Do not over tighten screw to battery door – you are screwing into plastic!
- LOW BATTERY INDICATOR: When your battery needs replacing, your L.E.D. indicator lights will blink randomly. As soon as possible, change your batteries according to directions.
- For best results with AA batteries, Use quality ALKALINE BATTERIES.

3. Attaching Loader to Marker

- Loosen your marker’s feed neck (if adjustable*)
- Gently place PULSE’s feed neck inside marker’s feed neck or elbow
- Make sure loader is straight, with fill-lid toward rear
- * Snug down your marker’s adjustable feed port – DO NOT OVERTIGHTEN!

4. Turning Loader ON: The power button is on the back, below the fill door.

- **GREEN MODE**:**
For use with **ELECTRONIC MARKERS** that already have the ***PULSE RF Transmitter installed*** -
 - TO START, **press and hold** the power button for 2 – 3 seconds.
 - When the GREEN light comes on, your PULSE is in RF mode, ready to rock.
- **RED MODE**:**
For use on electronic markers **WITHOUT** the **PULSE RF Transmitter installed**, and for use with **NON-ELECTRONIC MARKERS** –
 - TO START, **press and hold** the power button for 2 – 3 seconds.
 - When the GREEN light comes on, release and re-press power button one quick time.
 - The RED or PULSE mode is now active.

Turning Loader OFF: The power button is located on the back of your PULSE

- To turn loader off, **press and hold** the power button for 3 – 5 seconds.
- When the L.E.D. light goes off, your loader is now off.
- NOTE: If loader runs continuously for 2 minutes your PULSE will shut off automatically.

5. **Loader Modes

- **GREEN MODE** (Maximum Performance R.F. Synchronized Ramping) :
 - a. In **Highest Performance Green Mode**, your loader coordinates every rotary feed pulse to your marker's electronic program-mode shooting signal, via wireless R.F. signal sent from your marker to the PULSE loader, perfectly matching every shot. (Delivers maximum battery life!)
GREEN MODE requires R.F. Mating between your PULSE and Marker (below)
- **RED MODE** (Standard High Performance)
 - b. In standard Pulse Mode, your loader sends constant test pulses to sense paintballs in your feed neck. Your loader remains always ready for instantaneous speed-delivery through your marker.

6. R.F. Mating your PULSE loader to your Marker's transmitter

When you first use your PULSE together with an R.F. transmitting electronic marker, the PULSE must get electronically "mated" to that specific marker's unique RF Signal, the same as a garage door opener mates to each specific door. It only takes a few seconds. To mate:

- Make sure that your marker is powered up and ready to fire with no paint in it, and a barrel-blocking device properly in place.
- Press the loader's On/Off button **and keep it depressed** until the green light flashes slowly.
- With the loader L.E.D. light flashing slowly, pull the trigger on your marker.
- When your marker fires you should see the loader L.E.D. light flashing fast.
- This indicates that your marker has synchronized itself to your loader and is ready for play.
- Release the On/Off button
- Turn your loader on by pressing the On/Off button for 4 seconds and release.
- Your loader will be ON in the RF mode.
- TEST: To test to see if your marker has mated correctly, gently hold the feed cone from spinning, using your fingers. While holding the feed cone, pull the trigger on your marker multiple times. What you should feel is the feed cone beginning to turn every time you pull the trigger on your marker, which means that your marker is sending an instantaneous "SHOOT" signal to your PULSE loader for every time you fire your marker.

- If your marker does not have the RF Transmitter installed yet,, then you must run the loader in the RED MODE. To turn the loader to the red mode, with the loader already on in the green mode just push the power on/off button and instantly release it and you should see that the led light has displayed red color.

7. Filling your Loader

- Open your loader carefully by pushing up on the lid and separating the magnetic seal
- Load your paintballs carefully inside you loader.
- For best results, do not to overfill loader
- Once loader is full, close lid and make sure it is secure
- (**DraXxuS™** or **DXS™** Paintballs recommended for maximum performance)

8. Removing your PULSE Loader

- Make sure loader Power is OFF
- Open lid and empty loader of all paintballs
- Once loader is empty, loosen the feed neck of your marker, twist PULSE loader back and forth while gently pulling upward.
- Once your loader is free of the feed neck your loader is ready for cleaning and storage.

9. Cleaning and Storage

- Remove your PULSE feed tray by pressing the quick release buttons on both sides of your loader
- While pushing the quick release buttons, gently pull the feed tray toward rearward until it is clear of the PULSE loader body
- If there is broken paint inside loader or feed tray, use a clean paper towel and wipe clean.
- **DO NOT RUN WATER THROUGH YOUR LOADER TRAY OR BODY. THIS WILL HARM YOUR LOADER AND MAY CAUSE PERMANENT DAMAGE**
- Once all broken paint is clean, carefully slide feed tray back into the PULSE body until the quick release buttons snap back into place.
- Ensure feed tray is fully in place by turning loader on to make sure you have power.
- Turn loader off and store in safe place

10. Troubleshooting

SYMPTOM:

Slow Loader / Loader not working

Loader Jamming

Loader not feeding correctly

CAUSES:

Low battery / Dead batteries

Loader over-filled

Paintballs out of round

Loader in wrong mode

Broken Paint in Loader Tray

SOLUTIONS:

Replace batteries

Leave room for ball movement

Use DXS, DraXxuS, or other Procaps brand

R.F. mode emits a Green Light, for electronic Markers with the RF PULSE™ Transmitter already installed.

Standard Pulse™ mode emits a Red light:
For guns without the RF PULSE™ Transmitter, hold On/Off button until the loader is off. Turn loader on until Green mode light comes on, then release button and push button once more for Red (Standard Pulse) mode.

Remove tray and clean with clean dry cloth or new paper towel.
DO NOT USE WATER ON FEED TRAY!

I have installed new batteries and thoroughly cleaned my PULSE loader,

Visit your local PULSE Service Center or call Procaps Direct 866.688.8880 for all service.

but it is still not functioning.

11. PAINTBALL SAFETY PRECAUTIONS:

Always wear ASTM-Approved Paintball-specific mask with eye, face and ear protection at all times.

Never point at or shoot at anyone not wearing ASTM-Approved Paintball mask.

Treat and respect every paintball marker as if it is loaded.

Always use approved Barrel Blocking Devices and use your marker's Safety until ready to shoot.

Remove Air Source before adjusting, disassembling, or working on any marker.

Never look down the barrel of any paintball marker.

Follow warnings listed on CO2 and Compressed Gas sources.

Never attempt to shoot anything other than .68 caliber paintballs.

Always measure marker velocity and adjust to within prescribed field limits. Never exceed 300 f.p.s.

Always transport your marker in a gun case or marker bag to avoid confusion.

NEVER use your marker for illegal vandalism, terrorism, or other punishable offenses. Always store markers unloaded and de-gassed, locked in a safe place.

Failure to follow these safety precautions may result in bodily injury including blindness and deafness.

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