



**DYE PRECISION, INC.**  
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# **DYE AUTOCOCKER/ULTRALITE MANUAL**

# Safety First!

**WARNING:** Do not operate this marker without proper eye & face protection. Do not put any part of your body directly in back of the cocking block when you activate the trigger. When the cocking block is in the rearward position, do not place anything between the cocking block and the main body. Failure to follow these instructions may cause damage to the marker and possible injury to the operator.

**WARNING:** Regulators, by design, can hold pressure to the marker after removal of the air or CO<sub>2</sub>. Prior to starting any work, ensure all pressure has been released from the marker.

**WARNING:** Always wear proper eye protection when working on a paintball marker. If you are uncertain of your skills, have adjustments and repairs made by a qualified technician. Any damage caused by improper adjustment is not covered under warranty.

**WARNING:** Some states have laws about paintball play. It is your responsibility to know and follow the laws of the state where you play.

**WARNING:** Failure to follow all instructions and heed all warnings may result in serious and permanent injury.

**WARNING:** Autocockers, in general, can fire paintballs rearward with the bolt removed. Do not, under any circumstances, remove your bolt and fire your marker.

**WARNING:** All paintball markers must be chronographed. Do not play where paintball velocities exceed 300 feet per second (92 meters per second).

**WARNING:** Observe the rules of safe play and the rules of safe paintball marker handling at all times.

# Maintenance

Always wear proper eye protection when working on a paintball marker. If you are uncertain of your skills, have adjustments and repairs made by a qualified technician. Any damage caused by improper adjustment is not covered under warranty.

## **Factory Approved Lubricants**

*KC Trouble Free - Paintball Gun Oil*

*Battle Lube*

*Super Lube*

*DO NOT USE PETROLEUM BASED LUBRICANTS*

## ***Cleaning Your Marker***

It isn't necessary to completely disassemble your marker to clean it. DYE recommends the following cleaning be done after each day of play.

1. Remove air source and ensure no air is held in marker by the regulator.
2. Remove bolt and barrel.
3. Wipe down marker with a clean cloth.
4. Lubricate the threads and all moving parts with factory approved lubricants and reassemble.
5. DYE recommends you place 4-6 drops of oil in the input air line and fire the marker 20-30 times without the barrel. This will distribute the oil throughout the marker and lubricate the internals.

## ***Velocity***

Your DYE Autococker was thoroughly tested and inspected prior to leaving the factory.

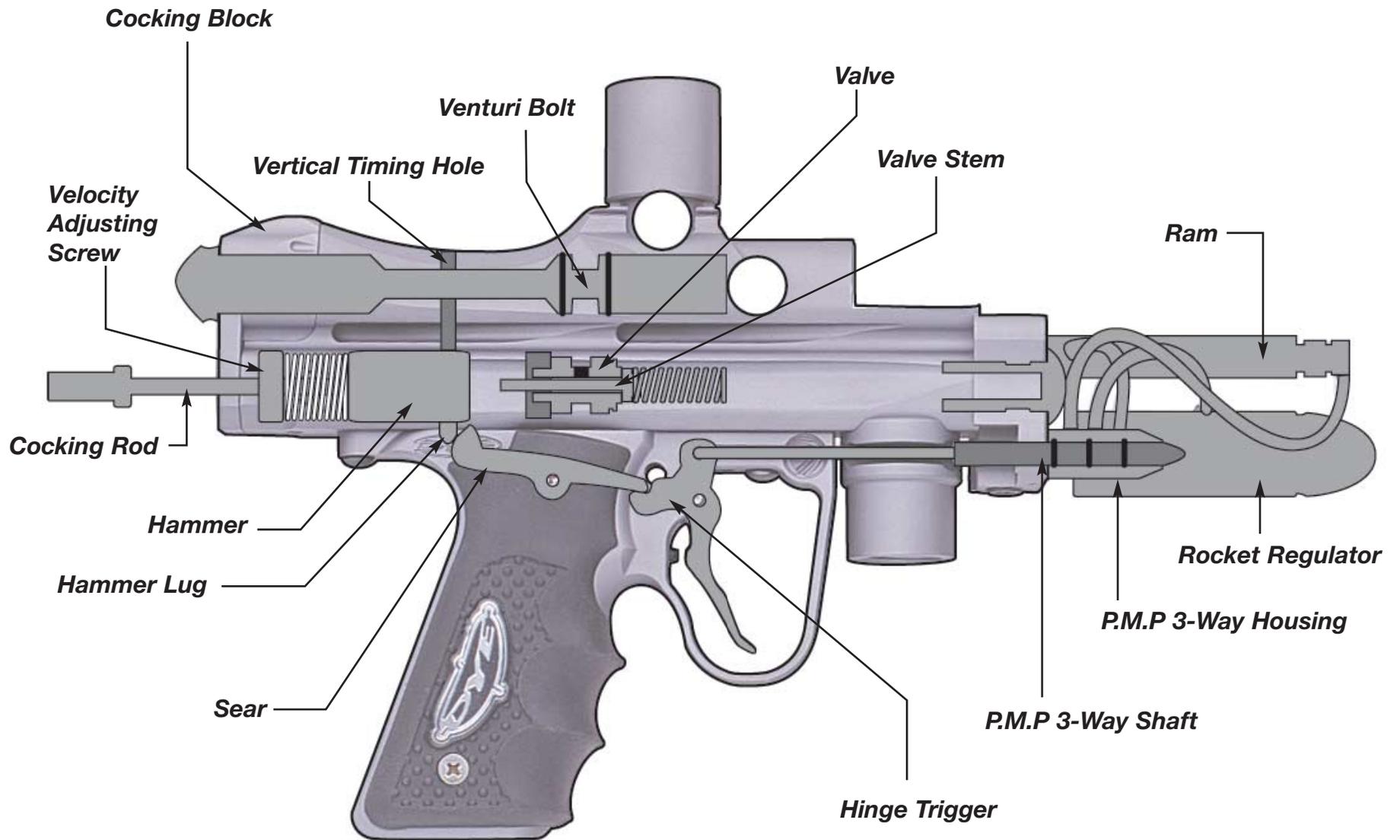
To adjust the velocity:

1. Remove the cocking rod in the rear of the marker.
2. Insert a 3/16" allen wrench until it engages the velocity adjusting screw.
3. Turn the wrench clockwise to increase velocity, counter-clockwise to decrease velocity.
4. Turning the wrench 1/4 turn will adjust the velocity approximately 30 FPS.

Always use a chronograph to verify that your marker's velocity does not exceed the maximum safety limit of 300 FPS and that it meets local field regulations.

## ***NOTE:***

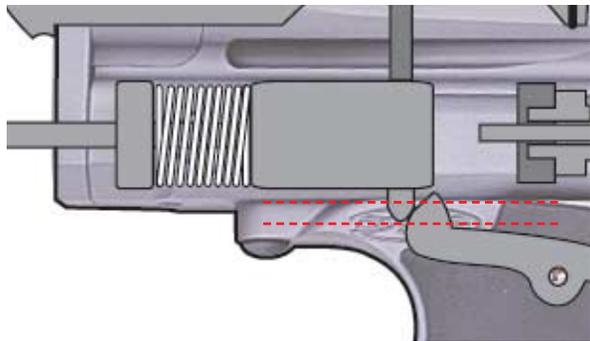
*DYE does not set the velocity prior to leaving the factory. You MUST set the velocity using a chronograph to within field and safety limits prior to playing.*



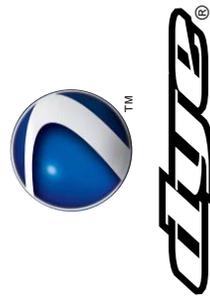
# Timing

Timing is defined as the time between the firing of the marker and the re-cocking of the marker. You can adjust the timing of your gun by changing the amount of overlap between the hammer lug and the sear. This adjustment is typically made by raising or lowering the hammer lug using a 1/8" allen wrench through the vertical timing hole drilled into the main body. Turning the wrench clockwise will "close" the timing, or make the firing and re-cocking events closer together. Timing too close can cause excessive blow-back in the feed tube, chopped balls, not firing and low velocity.

Turning the wrench counter-clockwise will "open" the timing, increasing the time between the firing and re-cocking events. Timing too far apart can cause your marker not to cock and may cause velocity fluctuations.



Overlap = Timing



## WARRANTY CARD FOR DYE COCKER

NAME: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_  
 CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_  
 PHONE: \_\_\_\_\_ E-MAIL: \_\_\_\_\_  
 DATE OF PURCHASE: \_\_\_\_\_

Type of Gun Purchased:  DYE COCKER  DYE ULTRALITE COCKER

Where did you purchase your gun?

- DYE Direct
- Paintball Store
- Internet Retailer
- Paintball Field
- Do you wish to receive specials via the internet?
- Do you wish to be added to the DYE mailing list?

How old are you?  012-17  018-25  026-35  036-45  045+

Would you consider yourself  Rookie  Novice  Amateur  Professional

What magazines do you read or subscribe to?

- Paintball Sports International
- P8NT Magazine
- Paintball Games International
- Action Pursuit Games
- FaceFull
- Crossfire

*Send this card back with a copy of proof of purchase in order to receive a one-year warranty against manufacturer's defects. This warranty does not include maintenance and tuning which may be needed to keep your gun in proper working order. DYE is not responsible for problems caused by improper maintenance and care. See instruction book for proper maintenance and care. DYE is not responsible for work performed on the gun by any other entity. There will be a charge associated with any work for repair to the gun which is not related to manufacturer's defects or workmanship.*