

1.2C Kila VIBE™ Alias LCD

ON/OFF Operation

To turn ON marker momentarily press the ON/OFF button.

To turn OFF marker press and hold the ON/OFF button. After 1 second LCD screen will go blank. Now release the ON/OFF button. Marker is now OFF.

Mode Selection

The LCD is a two-button membrane and menu driven system. To bring up menu options for the gun, hold down both buttons approx. 1 second. Upon release you will be placed in the first menu. The 1st button scrolls through the available menus. The 2nd button is for entering a selected menu. Once inside of a given menu, the 1st button increments through settings. The 2nd button is used to save the setting and exit out of the menu. Below are the definitions for the menus:

- **DWL:** Determines how long the bolt stays forward before repeating cycle.
- **EYE:** Activates or deactivates the eye sensor with options.
 - **Eye On:** Marker fires only when ball is present at time of trigger pull.
 - **Eye Off:** Marker fires at time of trigger pull. Eye sensor deactivated and max speed limited by "OffROF".
 - **Dry Fire:** Marker fires at time of trigger pull. Eye sensor deactivated and max speed by limited "ROF".
- **BIP:** Ball in Pace: Determines how long after trigger pull and eye sensor recognition the marker begins to fire. BIP is also used to slow down the marker's top speed. Higher numbers slow the marker down more.
- **Bolt:** The time the eye sensor is ignored. This time allows the bolt to move forward.
- **ROF:** Sets max rate of fire. Unlimited when blank.
- **PSP:** Turns on/off psp mode. Psp mode allows ramping on after 4th trigger pull. If off ramping can begin on 2nd trigger pull.
- **Deb:** Determines time after trigger pulls which further trigger activity is ignored.
- **MBNCE:** Mechanical bounce setting is used to stop marker recoil from causing an added shot. "0" deactivates and higher numbers decrease sensitivity of mechanical bounces happening.
- **Comp mode:** This menu allows you to change trigger response modes.
 - **Full Auto:** Marker fires one ball at the time of trigger pull unless trigger is rapidly pulled and released more than 4 times in a second then holding in trigger will result in the marker shooting fully automatically.
 - **Ramp 3:** Marker fires one ball at the time of trigger pull unless trigger is rapidly pulled then may shoot 3 balls. Ramping based on time between trigger pulls and Ramp BPS setting.
 - **Ramp 2:** Marker fires one ball at the time of trigger pull unless trigger is rapidly pulled then may shoot 2 balls. Ramping based on time between trigger pulls and Ramp BPS setting.
 - **3 Shot:** Marker can fire 3 balls per trigger pull.
 - **2 Shot:** Marker can fire 2 balls per trigger pull.
 - **Active Ramp:** Marker fires one ball at the time of trigger pull unless trigger is rapidly pulled then may shoot 2 or 3 balls. Ramping based on time between trigger pulls and Ramp BPS setting. The faster the trigger is pulled the more aggressive the ramp.
 - **Semi Auto:** Marker fires one ball at the time of trigger pull.
 - **Breakout:** Marker uses "3 shot" for 5 sec then shifts to semi.
 - **BreakROF:** Marker ROF is set to 18BPS for 5 sec then shifts to 15BPS.
- **Ramp BPS:** Adjustable setting that is used with ramp modes to determine when marker starts ramping. Adjust between 4,5 and 8BPS. If trigger is pulled at a rate

faster than this setting marker can add extra shots when certain ramping modes are used.

- **SSR:** Shot Sequence Registration: Max number of trigger pulls stored during one shooting sequence. Higher number can store more trigger pulls. Sequence of more than one and debounce set too low can lead to more trigger bounce.
- **Off ROF:** Failed eye max ROF. 11BPS or 15BPS.
- **H delay:** If enabled hopper delay temporary slows the marker down when board senses that the hopper is running low on paintballs. This helps avoid chops when shooting the hopper empty. Patent Pending
- **HDAP:** Hopper delay activation point. This setting can be tuned to match hopper that is used with marker. Every paintball load time is compared with this setting to help determine if hopper is running low or if there is a hopper malfunction. When hopper is low or malfunction occurs the Vibe/chirp warning will alert user. If vibe/chirp is incorrectly going off this setting can be increased or turned off. Patent Pending.
- **Teye:** Enables the 4C system enhancing eye option. Must have separate eye boards to use this feature. Patent Pending

LOCK

With lock ON the settings are not accessible thru the menu. Also the trigger activated dry fire mode is deactivated. The display window of the LCD will show "L" on the 2nd line of the screen if in lock.

CAP

Marker will be limited to selectable BPS while using ROF. While in this mode the top line of LCD will read "ROF 15" if rate of fire was set to 15BPS.

Eyes can be disabled without entering the menu. With marker off, hold trigger in and turn on marker. Keep trigger pulled until the LCD goes to its normal screen and "OFF" is on the bottom left of the screen, now release trigger.

To activate competition lock:

1. Turn off marker
2. Open up grip frame to gain access to the circuit board.
3. Press and hold rectangle button on the board.
4. Turn marker ON. The display will show "L" on the bottom line.
5. Turn marker OFF.
6. Leave off for at least 30 seconds.
7. Reassemble grip
8. Ready to use with competition mode

To turn OFF competition lock follow the same procedure. When not activated the display will not show "L" on the LCD.

Load Time: Pressing button 1 will show user the last hopper load time. This is the time (mS) for the paintball to fall into the breech. Higher numbers result from slow hoppers while low numbers result from fast hoppers. This measurement should be used to set the "HDAP". Example: set HDAP to load time + 20mS.

Put your hopper to the test.

Cycle Time: Pressing button 2 will show user the last cycle timing. This number indicates the marker cycle time. Included is the bolt speed and hopper load time. Higher number means slower ROF while low number mean high potential ROF.