

Individual dip switches do not set modes, only the combination of all 4

| Kila Drive TM PROMASTER/FREESTYLE Version 2.0 |     |     |     |   |  |
|---|-----|-----|-----|---|--|
| dip   | dip | dip | dip | mode                                      |  |
| 1   | 2   | 3   | 4   |   |  |
| off   | off | off | off | Marker ON: semi only                      | Marker ready to be used:<br>ROF unlimited: Semi auto: EYE ON: SSR 1  |
| on  | off | off | off | Marker ON: user defined firing mode & ROF | Marker ready to be used with any combination of settings from 1 (fire mode), 5 (eye), 7 (ROF), 10(SSR)<br>Example: PSP 3, dry fire & ROF=13BPS.<br>Example: Ramp 2, Eye ON & ROF=unlimited |
| on  | on  | on  | on  | Marker ON: PSP mode                       | Marker ready to be used.<br>ROF=15BPS: PSP RAMP 2: EYE ON: SSR 1   |

| PROMASTER/FREESTYLE |   |     |     |     |                 |                       |  |     |     |    |
|---------------------|---|-----|-----|-----|-----------------|-----------------------|--|-----|-----|----|
| settings            | dip   | dip | dip | dip | mode            |                       |  | min | max |    |
| 1                   | 2   | 3   | 4   |     |                 |                       |  | 1   | 16  |    |
| 1                   | off   | off | off | on  | program setting | fire mode             |  |     |     |    |
|                     |   |     |     |     |                 | 1                     | semi: one shot per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 2                     | nxl full auto: after 4 trigger pulls full auto   |     |     |    |
|                     |   |     |     |     |                 | 3                     | PSP 3: after 4th trigger pull, 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 4                     | PSP 2: after 4th trigger pull, 2 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 5                     | PSP ramp 3: After 4th trigger pull and ramp activation point is met, 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 6                     | PSP ramp 2: After 4th trigger pull and ramp activation point is met, 2 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 7                     | PSP active ramp: After 4th trigger pull and ramp activation point is met, 2 or 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 8                     | break out 1: 3 shot for first 15 seconds then semi-auto  |     |     |    |
|                     |   |     |     |     |                 | 9                     | 3 shot: On 2nd trigger pull, 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 10                    | 2 shot: On 2nd trigger pull, 2 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 11                    | ramp 3: When ramp activation point is met, 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 12                    | ramp 2: When ramp activation point is met, 2 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 13                    | active ramp: When ramp activation point is met, 2 or 3 shots per trigger pull  |     |     |    |
|                     |   |     |     |     |                 | 14                    | break out 2: 3 shot for first 5 seconds then semi-auto   |     |     |    |
|                     |   |     |     |     |                 | 15                    | break out 3: PSP Ramp 3 18BPS for first 15 seconds then PSP ramp 2 15BPS   |     |     |    |
| 16                  | break out 4: PSP Ramp 3 18BPS for first 5 seconds then PSP ramp 2 15BPS |     |     |     |                 |                       |  |     |     |    |
| 2                   | off   | off | on  | off | program setting | debounce              | length of time trigger is ignored after trigger pull. Low settings may result in trigger bounce.   | 1   | 50  | mS |
| 3                   | off   | off | on  | on  | program setting | dwel                  | length of time bolt is in forward position allowing air to push ball.  | 5   | 24  | mS |
| 4                   | off   | on  | off | off | program setting | delay                 | added delay time after ball reaches final shooting position. Gravity feed hopper may need higher settings. The higher the setting the slower the max rate of fire.   | 0   | 50  | mS |
| 5                   | off   | on  | off | on  | program setting | eye                   | set the eye usage  | 1   | 3   |    |
|                     |   |     |     |     |                 | 1                     | eye on   |     |     |    |
|                     |   |     |     |     |                 | 2                     | eye off: limited 11BPS or 15BPS by Setting 12  |     |     |    |
| 3                   | dry fire: limited by setting 7. Max19BPS                                |     |     |     |                 |                       |  |     |     |    |
| 6                   | off   | on  | on  | off | program setting | Bolt Delay            | Delay for bolt to move past eyes. Unless extreme cases this setting will not cause marker to fire faster or slower. Setting to low may cause marker to dry fire.   | 1   | 34  | mS |
| 7                   | off   | on  | on  | on  | program setting | ROF                   | max rate of fire or unlimited.   | 1   | 10  |    |
|                     |   |     |     |     |                 | 1                     | 11BPS  |     |     |    |
|                     |   |     |     |     |                 | 2                     | 12BPS  |     |     |    |
|                     |   |     |     |     |                 | 3                     | 13BPS  |     |     |    |
|                     |   |     |     |     |                 | 4                     | 14BPS  |     |     |    |
|                     |   |     |     |     |                 | 5                     | 15BPS  |     |     |    |
|                     |   |     |     |     |                 | 6                     | 16BPS  |     |     |    |
|                     |   |     |     |     |                 | 7                     | 17BPS  |     |     |    |
|                     |   |     |     |     |                 | 8                     | 18BPS  |     |     |    |
|                     |   |     |     |     |                 | 9                     | 19BPS  |     |     |    |
| 10                  | unlimited rate of fire. Will fire as fast as loader feeds paintballs    |     |     |     |                 |                       |  |     |     |    |
| 9                   | on  | off | off | on  | program setting | Ramp activation point | higher number will start ramping at lower BPS: 4=agressive 1=least aggressive  | 1   | 4   |    |
| 10                  | on  | off | on  | off | program setting | 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. | 1   | 3   |    |
| 11                  | on  | off | on  | on  | program setting | Mechanical Bounce     | Higher number filters out more mechanical bounce.  | 1   | 5   |    |
| 12                  | on  | on  | off | off | program setting | failed eye ROF        | ROF if eyes fail   | 1   | 2   |    |
|                     |   |     |     |     |                 | 1                     | 11BPS  |     |     |    |
| 2                   | 15BPS: only use with true force feed hoppers.                           |     |     |     |                 |                       |  |     |     |    |
| 13                  | on  | on  | off | on  | program setting | H delay               | Hopper delay: stop broken balls when hopper runs near empty  | 1   | 2   |    |
|                     |   |     |     |     |                 | 1                     | active   |     |     |    |
| 2                   | OFF   |     |     |     |                 |                       |  |     |     |    |
| 14                  | on  | on  | on  | off | program setting |                       | not used   |     |     |    |

## Version 2.0

### Check setting:

1. Turn Marker OFF.
2. Set dip switches to desired setting. Example debounce = off,off,on,off
3. Turn marker on.
4. LED will flash the settings current value. Example if debounce is 8mS the LED will flash 8 times.
5. Turn marker off.
6. Set the dip switches to desired mode of operation. Semi only, User defined or PSP.
7. Marker ready to be used when power switch is turned ON.

### Program setting:

1. Turn Marker OFF.
2. Set dip switches to desired setting. Example debounce = off,off,on,off
3. While marker is OFF, pull trigger and hold. Make sure barrel bag is used and marker is not connected to air source.
4. Turn ON Marker and release trigger.
5. LED will flash the settings current value. Example if debounce is 8mS the LED will flash 8 times.
6. LED will stay off for 2 seconds and then turn on and stay on.
7. Now slowly pull the trigger the desired number of times to enter the setting. Each time you pull trigger the LED will momentary go out to show recognition of the trigger pull. Example if you want debounce to be 10mS you should slowly pull the trigger 10 times.
8. After a few seconds of trigger inactivity the LED will go out.
9. LED will now flash the settings new value. Example if debounce is 8mS the LED will flash 8 times.
10. Turn Marker OFF
11. Next you can use the above *Check Settings* procedure to verify entered setting was valid and stored. Entering an invalid setting will result in setting reverting back to factory default.
12. Set the dip switches to desired mode of operation. Semi only, User defined or PSP.
13. Marker ready to be used when power switch is turned ON.

### Disabling the Eye sensor by trigger:

Refer to *Failed EYE ROF* setting for max rate of fire after turning eye sensor off.

1. Turn Marker OFF.
2. Pull trigger and hold.
3. Turn Marker ON.
4. Continue to hold trigger while LED is ON.
5. After 1<sup>st</sup> flash of LED Release trigger. (About 2sec)
6. Eye sensor is now disabled and max ROF is limited to 11BPS or 15BPS.

Dry Fire: ROF set by setting 7: 19BPS max rate of fire.

1. Turn Marker OFF.
2. Pull trigger and hold.
3. Turn Marker ON.
4. Continue to hold trigger while LED is ON.
5. Continue to hold trigger after 1<sup>st</sup> LED flash
6. Release trigger when LED starts to continuously flash. (About 5sec)
7. Eye sensor is now disabled and max ROF is limited by ROF setting 7. (max 19bps)