

NOX RELOADED

Changing Settings

All of the major settings on the NOX Board may easily be changed using trigger programming. A pushbutton tournament lock toggle is employed to prevent programming the settings on the field during play.

**NOX is not responsible for settings that the user sets to make their guns illegal for certain tournaments (NPPL or PSP). It's the users responsibility to insure the filter settings are set to specific tournament standards. Also NOX is not responsible for dirty, worn or user setup "TOO BOUNCY" switches. Specifications for products may change without notice.

NOTE: Be sure to follow all safety precautions before programming the settings as to prevent accidental firing of the marker.

1. Entering The Programming Menu

As shipped, the tournament lock is unlocked by default. To enter the main programming menu, power up the marker and hold the trigger in for five seconds until the LED changes its normal blink style to let you know that the programming menu is now active.

2. Changing Menu Selections

The NOX board provides a large range of settings that can be changed by trigger programming. Each setting has a different blink pattern in the main programming menu.

1. firing mode (main menu, 1 blink)
 - a. semi, (1) blink
 - b. capped semi, (2) blinks
 - c. PSP 3 ball burst, (3) blinks
 - d. NXL, full auto, (4) blinks
 - e. Millennium, (5) blinks, (uses ramp point)
 - f. linear ramp (6) blinks, (uses ramp point and ramp level)
 - g. training mode, (7) blinks
2. eye mode (main menu, 2 blinks)
 - a. delay shot on empty breech, (1) blink
 - b. drop shot on empty breech, (2) blinks
 - c. disable eye check, (3) blinks
3. dwell (6-25 ms) (main menu, 3 blinks...)
4. trigger debounce (set 1-25)
5. paint debounce (0-15 ms)
6. mechanical debounce (set 0-10)
7. drop-off adjustment (0-15 ms)

8. ramp point (2-12 bps)
9. ramp level (set 1-3)
10. rof (14-20 bps, 21 for unlimited)
11. rof fine, added to rof in 1/4 bps (0 = 0, 1 = 1/4, 2 = 2/4, 3 = 3/4)
12. bypass rof (8-14 bps)

To change a selection while in the main programming menu, use short trigger pulls. Each time the trigger is pulled and released, the number of blinks will indicate the new menu selection. To return to a previous menu selection, keep pulling the trigger and the menu will wrap around and start over.

3. Viewing the Current Setting

To view the stored setting of the current menu selection, hold the trigger in for two seconds and release. The LED will now go back to normal blinking, and blink out the setting, repeating after a short pause. To return to the programming menu without making any changes, use one short trigger pull. All of the settings may viewed this way without having to go through the full programming cycle.

4. Changing the Current Setting

After viewing the current setting, you may change it by holding the trigger in for two seconds and releasing. The LED will now blink out the minimum value for this setting. In some cases the minimum value is zero (FSDO and Paint Delay) and the LED will not blink at all. To increase the value of the setting, use short trigger pulls. There is no time limit and the LED will continue to blink out the new value, repeating after a short pause. To keep the new setting, hold the trigger in for two seconds and release. This will save the value of the setting on the board and return to the main programming menu. In the case that you don't want to keep the new setting, hold the trigger in for five seconds and release. The programming cycle will be aborted and return back to the programming menu.

5. Exiting Programming Mode

The only way to exit programming mode is to power off the marker. Any changes that were saved to the board during programming will be remembered and restored each time the marker is powered on.

6. Changing the Tournament Lock Status

First you will need to gain access to the NoX board by removing the right-hand grip panel to expose the battery compartment. The small white pushbutton on the bottom of the FS board (FSP and Cyborg boards have

a small gold button on the back of the board) functions as the tournament lock toggle. Pressing and holding the button for one second will toggle the state of the lock and the LED will blink one time for unlocked and two times for locked. Releasing the button will return the marker to normal operation. This setting is remembered like the other settings when the marker is powered off. This allows for easy entry into main programming menu when set to unlocked without the need to open up the grips.