

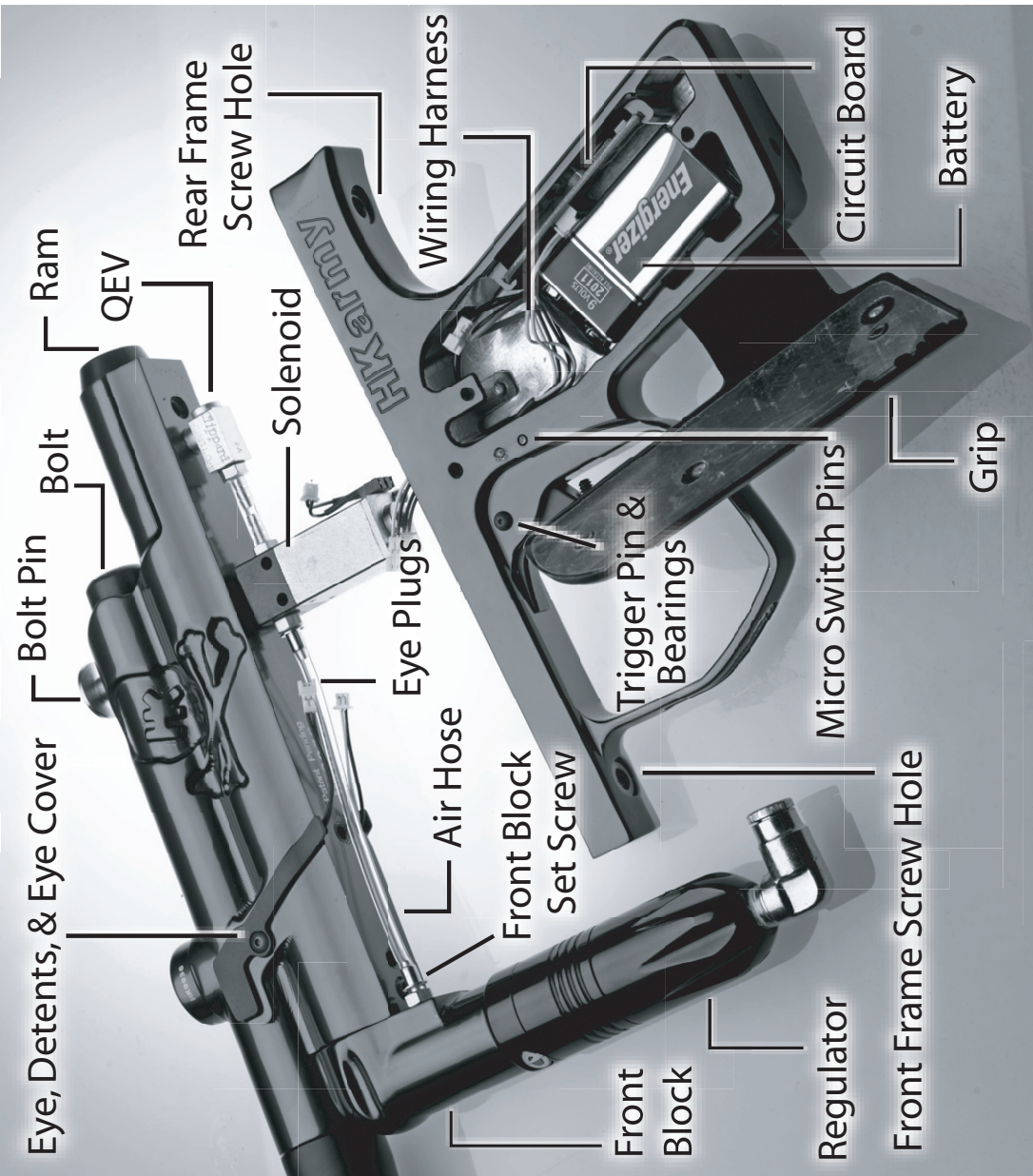


INFINITY LEGEND

OPERATION AND MAINTENANCE MANUAL



PLEASE READ ALL OPERATING INSTRUCTIONS BEFORE USING THE LEGEND PAINTBALL MARKER



Eye, Detents, & Eye Cover

Bolt Pin

Bolt

Ram

QEV

Rear Frame Screw Hole

Solenoid

Wiring Harness

Circuit Board

Battery

Eye Plugs

Air Hose

Front Block Set Screw

Trigger Pin & Bearings

Micro Switch Pins

Grip

Front Block

Regulator

Front Frame Screw Hole

TABLE OF CONTENTS

WARNINGS

Important Safety Instructions and Guidelines.....page 1

OPERATING INSTRUCTIONS

Turning your LEGEND on/off.....page 2

Turning your LEGEND Eyes on/off.....page 2

Propellant Air/Nitrogen supply.....page 2

Bolt Removal.....page 2

Battery Replacement.....page 2

Trigger Adjustment.....page 3

Velocity Adjustment.....page 3

High Pressure vs. Low Pressure.....page 3

LED MENU AND PROGRAMING

LED Colors and Meanings.....page 4

Tournament Lock.....page 4

Trigger Programingpage 4

Dwell.....page 5

Debounce.....page 6

Eye Mode.....page 6

BIP Delay.....page 6

Rate of Fire (MROF).....page 6

Eye Power.....page 6

Firing Mode.....page 6

Programming Complete.....page 7

MAINTENANCE

General Care and Cleaning.....page 7

Ball Detent Replacement.....page 7

LEGEND Eye Service.....page 8

Exhaust Valve Stem Replacement.....page 8

Ram Removal and Lubricationpage 9

APPENDIX

Warranty.....page 10

Troubleshooting.....page 10

Terminology.....page 12

WARNINGS FOR SAFE LEGEND HANDLING

- The LEGEND is NOT a toy.
- Careless or improper use, including failure to follow instructions and warnings within this operating manual and attached to the LEGEND could cause death or serious injury.
- Do not remove or deface any warnings attached to the LEGEND
- User and any person within range while using the Legend must wear Paintball industry standard eye/face/ear and head protection designed specifically to stop paintballs and meeting ASTM standard F1776 (USA).
- Must be at least 18 years of age to purchase a LEGEND
- Persons under the age of 18 must have adult supervision while using or handling the LEGEND.
- Observe all local and national laws, regulations and guidelines.
- Use only on professional paintball fields where codes of safety are strictly enforced.
- Use compressed air/nitrogen gas only! Do NOT use CO2!!!
- Do NOT exceed 1,000 psi input pressure from your air Bottle.
- Use 68-caliber paintballs only.
- Keep LEGEND off until ready to shoot.
- Treat marker as if it were loaded at all times.
- Never point the LEGEND at anything that you do not intend to shoot.
- Do not shoot at fragile objects, such as windows.
- Always measure the markers velocity before playing paintball.
- Never shoot at velocities above 300 feet per second.
- Never look down the barrel or breech area of the LEGEND while the marker is under pressure.
- Never put your finger or foreign objects into the breech or feed tube of the LEGEND.
- Always turn the LEGEND off when not in use.
- Always fit the LEGEND with a barrel-blocking device when not in use on the paintball field.
- Always remove any paintball from the LEGEND when not in use.
- The LEGEND can hold a small amount of air, typically 2 or 3 shots, when degassed.
Always discharge the marker in a safe direction to relieve this air.
- Always store the LEGEND in a secure place.
- This operating manual MUST always accompany the product in the event of resale or new ownership.
- Should you be unsure at any stage, you must seek expert advice.

OPERATING INSTRUCTIONS

Turning your LEGEND on/off

To turn your LEGEND on:

Press the button on the back of the frame for 1 second. The LED will light orange and stay orange for several seconds after release of the button. The LED will then blink slowly green, normal mode, and blink slowly red if in competition mode.

To turn your LEGEND off:

Press the button on the back of the trigger frame and hold for 2 seconds. The LED will blink red, let go of the button and the LEGEND will turn off.

Turning your LEGEND eyes on/off

In order to “dry fire” the marker, the eye system must be bypassed or turned off. When the eye system is enabled, the marker will not fire unless there is something present in the breech.

To bypass or turn off the eye system

1. Press the on/off button for ½ second.
2. The LED will slowly blink orange, indicating that the eye system has been bypassed.
3. Repeating this procedure will enable the eye system.

WARNING: *The marker will fire when the trigger is pulled if the eye system is already bypassed or something is detected in the breech.*

Propellant Air/Nitrogen Supply

The LEGEND is designed to operate on air/nitrogen gas. This needs to be supplied to the LEGEND at an ideal regulated pressure of 400 to 500 psi, using a suitable inline paintball regulator.

Bolt Removal

The bolt is manufactured from plastic, Delrin, so that it does not seize in the body due to the high operating speeds. Eventually the bolt will show signs of wear depending on the usage and environment of use. It is important that the bolt is kept free of dirt and grit, as this will cause accelerated wear. We recommend that you clean the bolt after each use.

To remove the bolt

1. Pull the bolt pin up about a half an inch.
2. Then pull the bolt towards the rear of the marker.

To replace the bolt

1. Put the bolt back into the upper tube of the body. Make sure the bolt pin is aligned with the groove in the lower ram
2. Push downward on the pin.

Battery Replacement

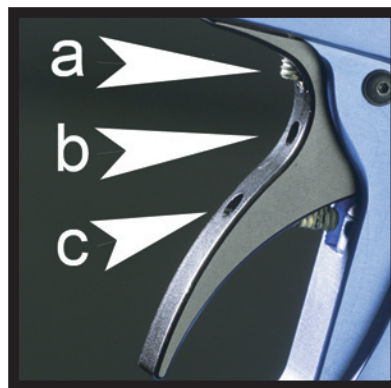
1. Turn the LEGEND off. (see previous page)
2. Remove the left grip panel by removing the two 6/32 screws.
3. Carefully remove the battery from the compartment.
4. Use a small screwdriver to remove the battery terminal from the battery.
5. Replace battery and be sure to mount the grip panel on before usage.

Trigger Adjustment

The trigger return stroke, over-travel and toe adjustments should be carried out in the order shown and will enable the user to have total adjustment on the feel and trigger movement.

The trigger has three 6/32 set screws in it for total adjustment. The setscrew on the top of the trigger controls the force of the magnet. Turn the magnet clockwise or in to increase the force of the magnet. The middle magnet controls where the trigger contacts the micro switch during the stroke. The bottom magnet controls the rear (over-travel) travel, so that the micro switch does not become damaged.

Top Setscrew (a)	Return magnet adjustment
Middle Setscrew (b)	Micro switch sensitivity adjustment
Bottom Setscrew (c)	Trigger stop



Velocity Adjustment

The In-Line regulator, located vertically on the front of the marker, controls the Velocity.

To decrease the velocity, turn the setscrew on the side of the In-Line regulator clockwise or in.

To increase the velocity, turn the setscrew on the side of the In-Line regulator counter-clockwise or out. *Note: The pressure can be read from the left side of the marker by adding a pressure gauge.*

The pressure should be regulated to between 180 – 280 psig, depending on the dwell setting. Low dwell equals high pressure and high dwell equals low pressure. Recommended Dwell setting is “10”.

High Pressure vs. Low Pressure

The LEGEND was designed to shoot very brittle paint by using low pressure and higher dwell. You can also make the LEGEND very air efficient by raising the pressure and lowering the dwell. Each player should play with the settings to find the best setting for them.

Factory Recommended Settings is:
Inline Working pressure 220 P.S.I.
Dwell Setting “10”

LED MENU

LED Colors and Meanings

The LED used by the LEGEND can light up in one of 3 colors. The LEGEND uses this to indicate to the user when certain events are occurring. This is a breakdown of what the LED states represent:

Blinking Green (once per second)	Normal operation, anti-chop system is enabled, Eye Mode 2 (rate of fire capped at user preset).
Blinking Green (twice per second)	Normal operation, anti-chop system is enabled, Eye Mode 3 (unlimited rate of fire).
Blinking Orange	Normal operation, anti-chop system is disabled.
Blinking Red	Battery is low.
Red/Green Toggle	There is an error with the anti-chop system (Eye Mode 3 only)
Flickering Green	Object is detected in the breach.

Tournament Lock

Some tournament series may call for a tournament lock on the electronics. This means that you may not be able to change certain settings during league play

To put the LEGEND into tournament lock mode

1. Turn the LEGEND off.
2. Remove the left grip panel and circuit board.
3. On the back of the circuit board there are five pins, starting with one at the top and five on the bottom.
4. Use a small piece of wire and short pins 2 to 5.
5. While holding the wire on pins 2 and 5, turn the power on. The LED will light up green, orange, red in that sequence.
6. Let it run through the sequence a few times and turn the power off.
7. Now you MUST remove the battery and wait a 5 seconds.
8. Replace the battery, circuit board and grip panel.
9. When you turn the LEGEND back on the LED should blink slowly red, instead of green.

Trigger Programming

The Dwell, Debounce, Eye Mode, BIP Delay, MROF Cap, Eye Power and Firing Mode functions are programmable by following these instructions:

1. Turn the LEGEND off.
2. During programming, make sure that your marker has a barrel-blocking device in place and the air/nitrogen supply is disconnected. Although it is not possible to fire the marker while in the programming mode, it is always good to practice safe marker handling.
3. Pull the trigger and hold it in the back position.
4. Now turn your LEGEND on by pressing the button on the back of the trigger frame. During this time the LED will light up green.
5. Now release the trigger. The LED will change to red. The marker is now in the trigger-programming mode

By pulling and releasing the trigger, the LED will change color, advancing to the next programming feature. This is known as the Programming Menu. The following colors equate to the feature selected:	Solid Red	Dwell Programming mode.
	Solid Green	Debounce programming mode.
	Solid Orange	Eye Mode programming mode.
	Flickering Red	Ball In Place Delay (BIP Delay) programming mode.
	Flickering Green	Rate of Fire (MROF) cap programming mode.
	Flickering Orange	Eye Power programming mode.
	Alternating Green/ Orange	Firing Mode programming mode.

6. Once you have reached the last feature (alternating green/orange), an additional trigger pull will start the sequence over again.
7. When you decide which programming mode you want to change, pull the trigger and hold it until the LED goes out, then release the trigger.
8. There will be a 2 second pause, and then the LED will flash the same color of the programming mode you are in (red=Dwell, green = Debounce, orange= eye mode, etc.) The LED will flash corresponding to the number associated with that feature. For example, if you are in the Debounce programming mode and the settings are factory default at 10ms, you should see the LED flash green 10 times in a row, indicating the Debounce is set to 10 ms. The flashing of the LED shows you the current setting before you change it.
9. Once the LED is done flashing, there is a 5 second time period to begin programming the new setting. To change the setting, pull and release the trigger the number of times equal to how you wish to program the feature. On each pull of the trigger, the LED will light up (indicating the pull was detected). If you decide not to change the feature setting, simply do not touch the trigger at all for 5 seconds. The LED will then blink green/red alternately to indicate there was a programming error, and then go back to the programming menu. The feature setting will not be changed.
10. Once you have pulled and released the trigger the number of times you wanted the feature setting to be, do not touch the trigger. After 5 seconds, the LED will flash a rainbow of colors indicating that the feature setting change has been detected. After this, the marker is in the programming menu again.
11. If you programmed a feature outside of its specifications the LED will blink green/red alternately indicating that there was a programming error.

Each feature and it's programming is described in detail below:

Dwell

Trigger programming for the changing the dwell is different than any other feature as there are two steps involved instead of one due to allowing for .1 ms increments.

1. After selecting the Dwell programming feature, and once the LED stops flashing you can now pull and release the trigger once for every full 1ms of time you want the dwell to be.
2. Once you have pulled the trigger the number of times that you want the full milliseconds to be, after 2 seconds pause the Led will blink orange and then off.
3. You can then pull the trigger again, but this time with each trigger pull being 1/10th of a millisecond.

The default Dwell is 10.0ms. The lowest Dwell time is 4.0 ms and the longest allowable time is 50.0ms. According to the solenoid valve manufacturer, the dwell should never be below 6.0ms for proper operation. Each valve will vary, due to operating pressure.

Debounce

Pull and release the trigger once for every 1ms of time you want the setting to be. For example, if you were programming the debounce to 6ms, you would pull and release the trigger 6 times. The default Debounce setting is 10ms.

Eye Mode

Pull and release the trigger the number of times necessary to set the Eye Mode to what you want to use. The following is a list of possible Eye Modes and the flashes (also trigger pull required):

- 1 flash - Eye Mode 1 (Bypassed mode)
- 2 flashes - Eye Mode 2 (uses MROF cap)
- 3 flashes - Eye Mode 3 (monitors bolt) also known as force Mode
- 4 flashes - Eye Mode 4 (Simulate mode)

If you pull and release the trigger more than 4 times, then the LED will toggle green/red alternately to indicate there was a programming error, and then go back to the programming menu. The default Eye Mode is 3

BIP Delay

The BIP Delay is a programmable time delay between when the eye sensor first sees the ball until the bolt starts its forward travel.

Pull and release the trigger once for every 1ms of time you want the setting to be. For example, if you were programming the BIP Delay to 5ms, you would pull and release the trigger 5 times. The default BIP Delay setting is 3ms.

MROF Cap

Pull and release the trigger once for the number of times you want the Max. Rate of Fire (MROF) cap to be. For example, 20 pulls/releases would be 20 bps MROF. The MROF cap is only used with Eye Mode 2. In Eye Mode 3, the max. rate of fire is unlimited. The default MROF cap is 20 bps.

Eye Power

Pull and release the trigger once for the number of times you want the Eye Power to be. Each trigger pull/release represents a level increase. So, a setting 5 would make the eye more powerful (able to see through liquid paint) than a setting of 4. Higher values use more battery power. The default Eye Power is 20.

Firing Mode

Pull and release the trigger the number of times necessary to set the Firing Mode to what you want to use.

The following is a list of the possible Firing Modes and the flashes (trigger pulls required):

- 1 flash = Semi-Auto (NPPL Legal)
- 2 flashes = 3 shot ramping (PSP Legal)
- 3 flashes = 3 shot full auto (NXL Legal)

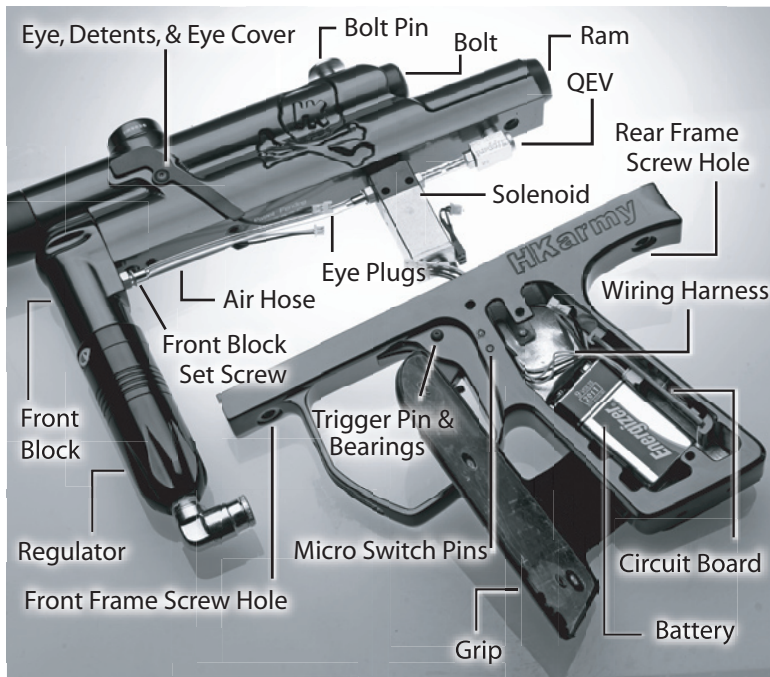
If you pull and release the trigger more than 3 times, then the LED will flash green/red alternately to indicate there was a programming error, and then go back to the programming menu. The default Firing Mode is 1.

Programming Complete

1. Once you pulled and released the trigger the number of times necessary to set the function, wait a few seconds. The LED will flash red/green/orange in rapid succession (numerous times) to let you know that the new setting has been saved.
2. After this, the LED will return to the color representing what the current programming menu item is. At this point, you can once again pull and release the trigger to toggle between Dwell, Debounce, Eye Mode, Etc.

You can perform a complete reset, and restore all of the settings to the factory defaults. To do this, just hold down the trigger for a full 6 seconds. It does not matter what programming mode you are in. The LED will start flashing red, letting you know that a reset operation is being performed. After this occurs, you will be back to the programming starting point. DO NOT release the trigger until you see the LED flashing red of the reset will not occur.

MAINTENANCE



General Care and Cleaning

The LEGEND should only be cleaned externally using a synthetic oil moistened cloth only.

- Under NO circumstances should you use hydrocarbon-based oil, as these will cause extreme damage to the internal seals, e.g. WD40, Vaseline, Engine oil, or 3in1.
- The ram shaft and internal parts that are accessible during disassembly should be lubricated with oil (lightly), DO NOT use grease.
- The frequency of lubrication should be before every event or at least every 20,000 shots.
- The LEGEND should never be immersed into water or damage will occur to the electronics.

Ball Detent Replacement

There are two anti-double ball detents that can be removed for cleaning or replacement. These are located beneath the eye covers on either side of the body.

LEGEND Eye Service

The LEGEND uses a dual optical eye (beam break) system to detect when an object is present in the breech and ready to fire.

1. The eye system is located under the same covers that holds the anti-double ball detent.
2. One 4-40 screw holds the eye cover to the body. Remove the screw and pop out the eye and clean or replace as necessary.



WARNING: Do not pull on eye wires. Use a small pick or screwdriver to pop the eye out of its slot. If necessary you can use a small Allen Wrench to push the eyes out from inside the breech of the gun.

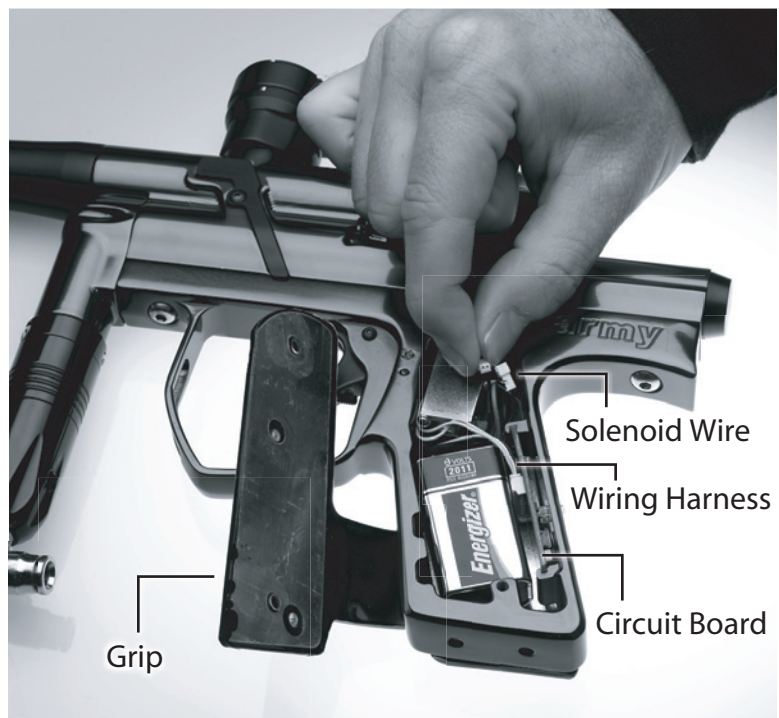
Exhaust Valve/ Cup Seal Stem Removal

The exhaust valve/ cup seal is consumable item that will eventually wear out. Excessive wear of the exhaust valve is caused by dirty air or failure to keep it clean.

To replace the exhaust valve:

1. Unplug the solenoid from the wiring harness.
2. Remove trigger frame.
3. Unplug both eye connector
4. Remove the front block set screw.
5. Remove front block.
6. Exhaust Valve assembly should fall out. (Do not lose main spring)
7. Unscrew Black Exhaust Valve from Valve Stem

To reassemble proceed steps 6 -1 in that order.



Step 1

Ram Removal

The ram will need to be oiled on a regular base. Use the following steps to do so:

1. Remove the rear frame screw.
2. Remove the bolt by pulling up and back on the bolt pin.
3. Use a small Allen wrench and push the ram housing back through the slot under the bolt.
4. Simply separate Ram (heavy Stainless Steel part) from Ram Housing (Black Aluminum part)
5. Clean and oil lightly...DO NOT use grease!



Step 3



Step 4

While reassembling, make sure that the ram housing is oriented correctly with the holes facing the bottom of the body. Push the Ram housing all the way in while tightening rear frame screw.

Appendix

Terms of Warranty

Infinity Paintball Products warrants your Legend Paintball Marker to be free from all manufacturing and production defects for a period of one year from the time of original purchase. Warranty does not cover accidental damage, wear and tear, and unreasonable force. Warranty does not cover perishable parts such as O-rings; Exhaust valve, solenoid, beam break eye sensor wiring harness, springs, and screws. WAS circuit board carries it's own lifetime warranty through Wicked Air Sportz.

Trouble Shooting

Breaking Paint

Many factors can cause breaking paint. Below is a list of the most common things to check.

1. Is your paint Brittle? Or has it been exposed to cold weather? Follow storage instructions on the side of your box of paint
2. Is your Legend free of dirt or debris? Make sure your Legend is clean. Remove the bolt and loader and clean both the breech and feed neck
3. Does your Legend have both ball detents in good working order? If one or both ball detents are missing. Your Legend will not feed paint properly. Replace ball detents with factory replacements.
4. Is your paint too large for your barrel I.D.? A paintball should be small enough to fall through a barrel or be blown through with the force in your lungs. If the ball gets stuck in the barrel, your barrel I.D. is too small for that paint. Switch to a larger I.D. barrel
5. Is the velocity or inline pressure too high? Your inline pressure of the gun should be lower than 300 psi. Use a gauge on the side of the gun to check your inline pressure. If your pressure is too high, then your velocity is most likely too high as well.
6. Is your ball in place delay too high? It is possible to chop paint when your loader runs low on paint if your ball in place delay is too low. Try raising your ball in place delay to 3+ setting.

Air leak inside gun

If you hear an air leak inside the gun. It is very important to find the direct source of the leak.

Follow these steps:

1. Remove the grip frame from the gun.
2. Make sure you unplug the solenoid wire and eye's before you pull the grip frame from the body.
3. Once you have the body and frame separated, turn the air source on and find the exact source of the leak.
(Use soap water if needed)

Common leaks locations:

1. Either end of the long clear air hose (fix; replace hose & check inline pressure)
2. Brass fittings screwed into the front block or Solenoid Valve (fix; tighten brass fittings with wrench)
3. Crack between the front block and body of the gun (fix; remove front block and replace O-ring with #112)
4. From the bottom of the Solenoid Valve (contact technical support for a replacement, Do not try to open)

Velocity fluctuation

Bad paint or dirty guns causes most Velocity fluctuations.

1. Make sure your gun and barrel is clean. Use hot water to clean your barrel and a clean battle swab to clean your gun.
2. Most paintballs are not round. If your paint has been sitting for a long period of time it most likely is less round than New paint. Try new (good quality paintballs) before you contact technical support.
3. Check to see if your anti-blow back O-ring is still in the gun. To do this, follow these steps.
 - a. Remove your loader and all paintballs from the gun
 - b. Turn the power to gun off
 - c. Remove the air source (air tank) from the gun
 - d. Remove the bolt from the gun
 - e. Remove the barrel from the gun.

4. Once you have done step a-e, look for an O-ring located between the barrel threads and the breech of the gun. This O-ring should be very hard to locate use a flashlight if needed. If this o-ring is missing, replace it with a #017 O-ring.

Gun will not fire

1. Does your gun have a new battery?
2. Check all wire connections from the circuit board to the solenoid.
3. Your gun should not fire if you LED is blinking green slowly. You must put paint in the gun or turn your eyes off to dry fire.

Slow rate of fire.

Slow rates of fire are usually caused by a slow loader or loader low on batteries.

If your loader is in good working order. Check these things.

1. What is the eye mode your gun is set to? Eye mode 1 (two blinks) used the rate of fire cap. Eye mode 3 (three blinks) Does not use the rate of fire cap. To shoot fast Eye mode 3 is recommended.
2. Check your ball in place delay settings (Fast blinking Red)? Try lowering the ball in place delay through the circuit board. You may experience ball Chopping problems if you B.I.P.D. is set below 3.

Excessive air consumption.

Air consumption can be adjusted by changing many settings.

1. Set your dwell between 8 – 12, 10 is recommended.
2. Check your inline pressure. If your pressure is to high, you will use too much air.
3. Check to see if your anti-blow back O-ring is still in place. (Read above section #3 in Velocity fluctuation)
4. It is possible that your hammer return spring may have become damaged. (Contact technical support for a new spring)
5. If your paint is too small for your barrel. You will use excessive amount of air when firing.

Low Velocity

1. Check that your dwell setting is set at 10 (recommended). Raising the dwell will increase your velocity.
2. Check your battery life, a higher dwell setting should raise your velocity until you can replace the battery.
3. Adjust your inline regulator. On the side of the regulator, move the setscrew out to raise velocity or screw in to lower.
4. If your paint is too small for your barrel. Try using a barrel with a smaller I.D.

Excessive trigger bounce

You can adjust more or less trigger bounce in your gun with both programming the circuit board and adjusting the trigger Setscrews.

1. Raising your d-bounce through your circuit board is the easiest way to fix this problem. Raising your d-bounce will not slow your rate of fire until you get to 50 ms. Recommended d-bounce setting is 3 – 12.
2. Adjust your micro switch firing position. To do this adjust the middle set screw on the trigger. Or adjust the strength of your return magnet using the setscrew located at the top to the trigger.

Terminology

DWELL

Dwell is the amount of time that the Solenoid valve is energized. This is measured in milliseconds (1/1000th of a second). The user can alter the Dwell only when in NORMAL mode. In COMPETITION mode, the Dwell menu item is not available.

Possible values are from 4.0ms to 50.0ms. The factory default is 10.0ms. Changes are made in 0.1ms units via the trigger.

DEBOUNCE

Debounce is the amount of time the trigger switch must be stable in the up position before checking for another trigger pull. Debounce is an electrical filter that filters out unwanted trigger pulls created by the micro switch. This time is measured in milliseconds. The user can alter the Debounce only when in NORMAL mode. In COMPETITION mode, the Debounce menu is not available. Possible values are from 1ms to 50ms. The factory default is 10ms. Changes are made in 1ms units.

MROF CAP

The maximum rate of fire (MROF) cap sets the maximum cycling speed of the marker when eye mode 2 is used. Setting this value to low will reduce the usable speed of the marker. Possible values are from 10bps to 30 bps. The factory default is 15 bps. Changes are made in 1 bps units.

EYE POWER

The eye power controls how much power the eye system uses when transmitting infrared energy to the receiver. Setting this value too low will cause problems if debris such as paint, dirt, etc. is between the transmitter and receiver. Setting this value too high can cause problems with paintballs using clear shells. Possible values are from 1 to 20. The factory default is 20. Changes are made in 1-unit increments.

FIRING MODE

The firing mode determines how the marker will fire. Possible modes are semi-auto, 3 shot ramping, and 3 shot full-auto. The firing mode controls how the marker fires regardless of the other settings. Factory default is Semi-Auto. Changes are made in 1-unit increments.

RESET

This option will reset ALL of the settings to the factory defaults. If you find that you are having problems remembering the factory defaults, just use this option to reset your board and start over. The user reset can only be used while in NORMAL mode.

EYE MODE

The Eye Mode can be set to four different modes:

Eye Mode 1 (Bypass Mode)	The anti-chop system is disabled. When this occurs, the maximum rate of fire is limited to 13 balls per second to help prevent chopping of balls in the breech.
Eye Mode 2	In this mode, the marker will not fire unless the eye system detects something in the breech. This mode uses a rate of fire cap to determine the maximum cycling speed. The eye system will never be automatically bypassed in this mode, as the bolt is not monitored.
Eye Mode 3 (Force Mode)	In this mode, the marker will not fire unless the eye system detects something in the breech. This mode works by monitoring the bolt position, thus the maximum rate of fire is unlimited.
Eye Mode 4 (Simulate Mode)	In this mode, a ball is simulated to be in the breech. This allows the user to fire the marker with just air, at full speed the marker is capable of firing. This mode can be used for practicing trigger pull techniques, without wasting paint. You should not use paint with this eye mode.
BIP Delay Mode (Ball In Place Delay)	The BIP Delay is a programmable time delay between when the eye sensor first sees the ball until the bolt starts its forward travel. The BIP Delay is a feature that allows you to adjust for differences in the eye sensor, and the loader being used. When using a slower gravity feed loader, it may be necessary to have a longer BIP Delay to prevent balls from being chopped. Possible values are from 1ms to 50ms. The factory default is 3ms. Changes are made in 1ms units.

Technical Support

Our Technical Support Department is open
Tuesday Through Saturday from 11am to 6pm , PST

We can be reached at 310-914-3481

You can also E-mail your technical questions to

info@infinitypaintballproducts.com

Patent Pending

Infinity Paintball Products, LLC
11919 W. Pico Blvd, Los Angeles, CA 90064



Infinity Paintball Products, LLC ••• 11919 W. Pico Blvd, Los Angeles, CA 90064 ••• 310-914-3481