RAMPAGE GEN 4 ADVANCED PROGRAMMING GUIDE
FEATURING APE's EXCLUSIVE DUAL CODE SOFTWARE!

ADVANCED PROGRAMMING MODE:

Advanced users can gain access to the enhanced programming capabilities of the board via the Advanced Programming Menu. To start the Advanced Programming Menu, press and hold the trigger and power button until the Battery Level LED indicator goes out and the LED begins to flicker Red/Green/Blue (about 5 seconds). Release the trigger and power button.

You have now activated the Advanced Programming Menu. Use the trigger to scroll to the Menu option you want, then tap the power button. Each choice provides access to a specific group of marker setpoints as outlined herein. The programming of these advanced feature setpoints is identical to all other setpoints (refer to the Gen 4 User Manual).

When operating in "Advanced" mode, an *"Escape/Back"* option (Red/Green/Blue flicker) is available at the end of each setpoint group enabling you to restart the Programming Menu and access or program any other group of setpoints without having to power down the marker.

Global Setpoints

Boot Profile
Defines which profile is loaded when the marker is powered on.

Tourney Profile
Defines which profile is loaded when the marker is powered on and the Tourney Lock switch is activated.

Eye Type (*Shocker Only) Selects break-beam or reflective eyes.
(1 = Breakbeam (default) / 2 = Reflective)

Noid Pulse (**Mini Only) Define the solenoid Open/Close pulse duration
(1—20 ms / 5 = Default)

Tourney Rule Setpoints

Ramp Semi Shots
Defines the number of Semi shots required before any ramping is allowed. If set to 8 (none) no semi shots are required for ramping.

Ramp Pull Rate
This is the trigger pull rate (trigger pulls per second) that needs to be achieved before ramping. Any semi shots defined must first be satisfied prior to ramping by pull rate. Likewise, if this setpoint is 8 (off), the marker will ramp immediately after the defined number of semi shots are satisfied.

Ramp Mode
Determines which firing mode to ramp to. (1=Burst, 2=Reactive, 3=Full Auto, 4=Percent ramping).

Ramp Value
This value is associated with the Ramp Mode. In Burst mode, it's the number of shots in a burst. In Reactive mode it's the number of shots fired with each trigger pull and release. In Percent ramping, it's the percentage of ramping used (Ramp Firing Value x 100).

Ramp Reset
Determines the amount of time the trigger can be at rest and still remain in the current ramping stage before reverting back to Semi Mode. This time value is entered in seconds. If set to 8 (off), the marker reverts back to semi mode immediately after your current trigger pull rate drops below the

Programming Menu Options

Setpoint Group	LED Indicator*
Program Custom Profile 1	Red Flicker
Program Custom Profile 2	Green Flicker
Program Custom Profile 3	Yellow Flicker
Program Global Setpoints	Blue Flicker
Program Tourney 1 Rules	Purple Flicker
Program Tourney 2 Rules	Teal Flicker
Program Tourney 3 Rules	White Flicker

Each Custom Profile is a complete set of marker setpoints. Refer to the Marker Control Setpoint Table in the Gen4 User Manual for setpoint ID's.

Global Setpoints

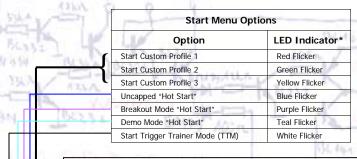| Setpoint	LED*	Values
Boot Profile	Solid Red	1-3, 4=default
Tourney Profile	Solid Green	1-3, 4=default
Eye Type* Noid Pulse**	Solid Yellow	See Global Setpoints

Tourney Rule 1 Setpoints (PSP 3 Default)

Setpoint	LED*	Values
Ramp Semi Shots	Slow Flash Red	1-7, 8=none
Ramp Pull Rate	Slow Flash Green	1-7, 8=off
Ramp Mode	Slow Flash Yellow	1-4
Ramp Value	Slow Flash Blue	1-3
Ramp Reset	Slow Flash Purple	1-7, 8=off

Tourney Rule 2 Setpoints (NXL Default)

Setpoint	LED*	Values
Ramp Semi Shots	Fast Flash Red	1-7, 8=none
Ramp Pull Rate	Fast Flash Green	1-7, 8=off
Ramp Mode	Fast Flash Yellow	1-4
Ramp Value	Fast Flash Blue	1-3
Ramp Reset	Fast Flash Purple	1-7, 8=off

Tourney Rule 3 Setpoints (Millennium Default)

Setpoint	LED*	Values
Ramp Semi Shots	Flicker Flash Red	1-7, 8=none
Ramp Pull Rate	Flicker Flash Green	1-7, 8=off
Ramp Mode	Flicker Flash Yellow	1-4
Ramp Value	Flicker Flash Blue	1-3
Ramp Reset	Flicker Flash Purple	1-7, 8=off

ADVANCED STARTUP MODE:

Your board has advanced start up features which are only available by invoking the Start Menu. The Start menu lets you start up your marker in any of your 3 Custom profiles and provides fast access to our "Hot Start" features (Breakout Mode, Uncapped Firing, and Demo mode). Trigger Trainer Mode is also accessed from the Start Menu. To start the Advanced Programming Menu, press and hold the power button only until the Battery Level LED indicator goes out and the LED begins to flicker Red/Green/Blue (about 5 seconds).

Start Menu Options

Option	LED Indicator*
Start Custom Profile 1	Red Flicker
Start Custom Profile 2	Green Flicker
Start Custom Profile 3	Yellow Flicker
Uncapped "Hot Start"	Blue Flicker
Breakout Mode "Hot Start"	Purple Flicker
Demo Mode "Hot Start"	Teal Flicker
Start Trigger Trainer Mode (TTM)	White Flicker

Instantly reconfigures your marker to whatever values are SET in any of your 3 Custom Marker Profiles.

The Uncapped "Hot Start" will temporarily uncap the rate of fire for all firing modes without having to go into programming mode. When you power cycle your marker, the rate of fire returns to the default setting.

The Breakout Mode "Hot Start" will enable a one-time breakout mode activation of "mode 1" (full auto on 1st pull) when you start the marker.

The Demo Mode "Hot Start" allows you to dry fire your marker without paint (Eye Mode 4). The marker will bypass all eye processing and fires at the programmed BPS Eyes On rate. When you power cycle your marker, the Eye Mode returns to the default Eye Mode setting.

To use TTM, pull the trigger as fast as you can. Your per second pull rate is displayed in real time as you pull (Blue - 1 to 5 pulls / Green - 6 to 10 pulls / Yellow - 11 to 15 pulls / Red - 16 to 20 pulls). When the trigger is released, the led will flash in Blue with the average pull rate you achieved, then flash in Red with the max pull rate you achieved. Start another group of trigger pulls to re-measure your per second rate. To exit TTM, power off the marker.

*NOTE: Shocker User LED colors:
Purple = Red & Blue / Teal = Green & Blue / White = Red & Green & Blue

FOR SUPPORT OR ASSISTANCE WITH YOUR RAMPAGE BOARD
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