

Features:

Unique Activation Codes

--Varying in 3-6 digits, there are over 100 unique codes in existence.

Parabolic Ramping

---Undeniably the most advanced ramping logic ever created. Unlike percentage ramping, parabolic is dynamic; always changing. The faster you shoot, the faster it ramps. The result is super smooth ramping you have to feel to believe.

2 Ways to Disable Ramping

--Ramping can be disabled simply by taping either membrane button or by holding the trigger down for 2 seconds.

AMB Software

---Anti Mechanical Bounce Software on the chip combined with a safe debounce setting will help your gun to NEVER bounce. Not even on slow pull tests.

ABS Software

---Anti-Bolt Stick programming helps to eliminate First Shot Drop Off.

Adjustable Debounce, Dwell, Eye Delay, and MROF with Eyes off.

---Adjustable through programming menu.

Functions and Looks Just Like A Stock Chip

---LEDs are the same color, the boot sequence is the same, the eye button works, and you even program the chip just like a stock chip.



Speedy 2 DM4/DM5 User's Manual

For More Information Please See:

www.AdvantagePB.com

AdvantagePB LLC
103 Fulton Blvd.
Commack, NY 11725

Installing Your AdvantagePB Chip:

---To remove the existing chip gently teeter the chip out. You can accomplish this by using a small Allen key or screwdriver to wedge underneath one side of the chip, then underneath the other side until the chip is ready to be removed.

---When installing the new chip be gentle and align the semi-circle depression on the chip with the semi-circle symbol on the board. You may need to bend the prongs in slightly. Please do so gently.

LED Indicator:

Solid Green - Ball in Breach; Gun is ready to fire

Solid Red - No Ball in Breach

Flashing Red - Eyes disabled

Blinking Green - Eye malfunction

Eye Operation:

When the marker is turned on the eye system is automatically enabled. The eyes can be toggled on and off by holding the eye button for 1 second.

Please note that our eye logic can tell the difference between a ball being fired, and something continually blocking they eye (like your finger). If the eye becomes blocked, the LED will flash green, indicating an eye malfunction. When the object blocking the eyes is removed the eye will automatically return to working mode (solid red or green LED).

Ramp Activation Operating Instructions:

The activation codes for Speedy chips have been done in binary code and come in a variety of three to six digits, with the On/off membrane representing 1, and the eye membrane representing 0.

To turn ramping on, the gun and eye must be on. Then tap in your activation code. The led will brighten for a ¼ of a second to indicate the code has been entered correctly, and ramping is now enabled.

To turn ramping off at anytime, tap either membrane button, or hold the trigger for 2 seconds. There is no indicator when ramping is shut off.

Also, if the marker is not fired for 90 seconds, ramping is turned off.

Please note Speedy Chips will only ramp when the eye is on, and paint is being fired.

Your Activation Code:

Programming Mode:

To access the programming mode of the Speedy 2 DM4/5 Chip, the 4th Dipswitch must be in the up or on position. When the 4th Dipswitch is in the down or off position, the gun is in "Tournament Lock", and program settings cannot be changed.

To enter programming mode, turn the gun off and put Dipswitch 4 in the Up or On position. Next, turn the marker on. The LED will then cycle through a rainbow of colors and stop on solid green

Tapping the trigger will then toggle through the different programming modes:

Green - Debounce Values 1 - 20 (stock setting is 5)
Debounce is the amount of time that the trigger has to be released before next trigger pull is allowed.

Red - Dwell Values 5 - 30 (stock setting is 18)
Dwell is the amount of time that the solenoid will be activated.

Blue – MROF with eyes off Values 5 - 24 (stock setting is 24bps)
When Anti Chop Eye (ACE) is deactivated, this is your Max Rate of Fire. The MROF is unlimited when the eye is on.

When the LED is lit for the desired setting, pull and hold the trigger until the LED Begins to flash. The LED will flash the number of times the current value is set to. When the LED stops flashing you then have 2 seconds to enter in the new value by tapping the trigger the amount of times you want the new value to be. After you have set the new value, the LED will flash through the rainbow of colors and stop on green indicating the new value has been set. To exit programming mode, set Dipswitch 4 to the down position

Programming Example:

If you want to change the debounce to 3 units:

1. With the marker off, and Dipswitch 4 in the up position, turn the marker on.
2. The LED will now cycle through a rainbow of colors and stop on green.
3. Pull and hold the trigger until the LED starts to flash (stock setting for debounce is 5, so the LED will flash 5 times).
4. When the LED stops flashing, quickly tap the trigger 3 times.
5. The LED will now flash through the rainbow of colors and stop on Green indicating the new value has been set.
6. To exit programming mode, set Dipswitch 4 to the down or off position.

Please note the marker cannot be turned off while in programming mode.

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