Connecting a Warp Feed to an Intelliframe

So you want to trigger your Warp Feed every time you pull the trigger? Sounds like a great idea! This step by step picture story will guide you through this process. You'll need only a few parts from Radio Shack and some common household tools to make it happen. So what the heck are we waiting for? Lets get started!

Here are the parts you'll need from Radio Shack:

3/32" (2.5mm) Phone Plugs 274-289

Stranded Hook-Up Wire 22 gauge   278-1224

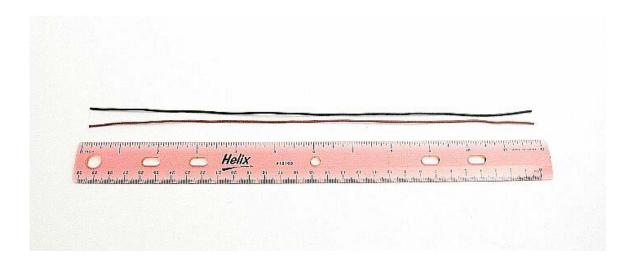**Roller Lever Switch   275-017**

Round Head Machine Screws 64-3010

Steel Machine Hex Nuts 64-3017
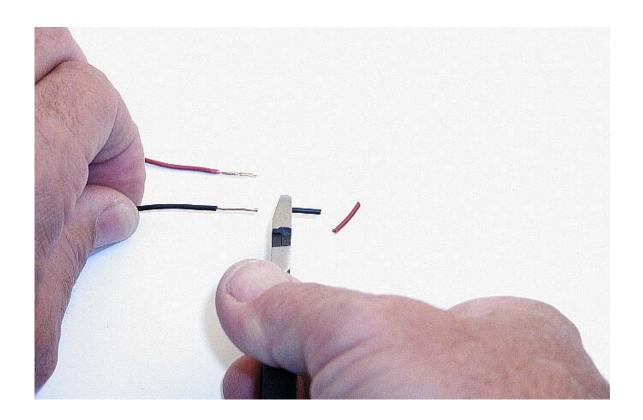
You'll also need the following tools:
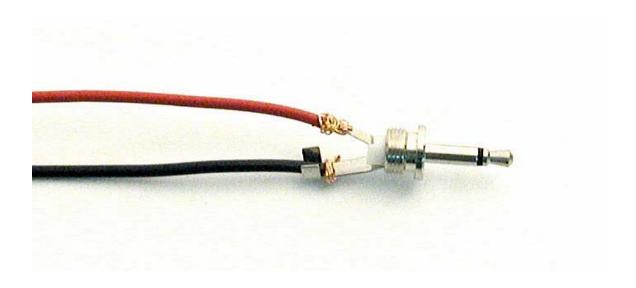
3/32 Nut Driver   *   Standard Screw Driver
Utility Knife   *   Needle Nose Pliers   *   Wire
Cutters   *   Electrical Tape   *   Ruler

Cut two pieces of wire, each approximately 12 inches long. Color is not important.
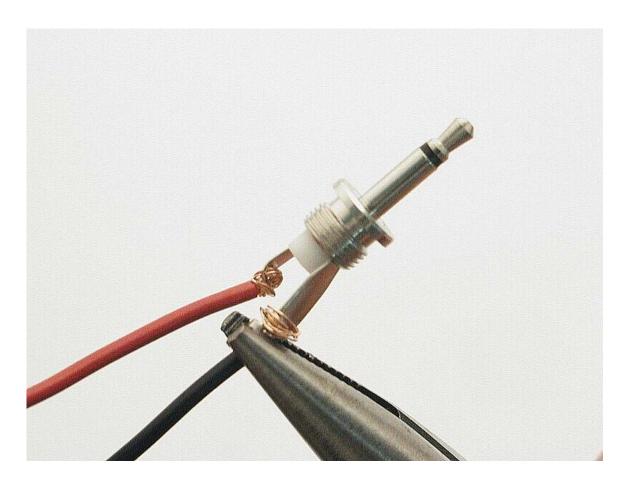

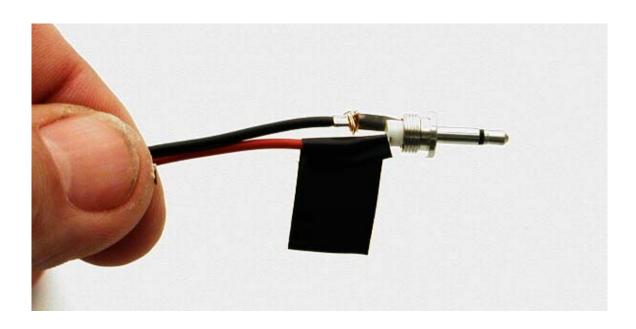Strip ½ inch of insulation from one end of each wire.

Unscrew the plastic cap from the phone plug
and attach the two wires as shown. Feed each wire
through its terminal hole and then wrap it around
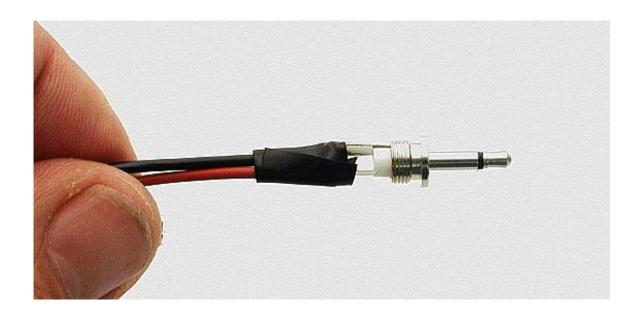tightly to insure a positive connection.

We recommend that these connections be soldered,
but adequate results can be obtained without solder.

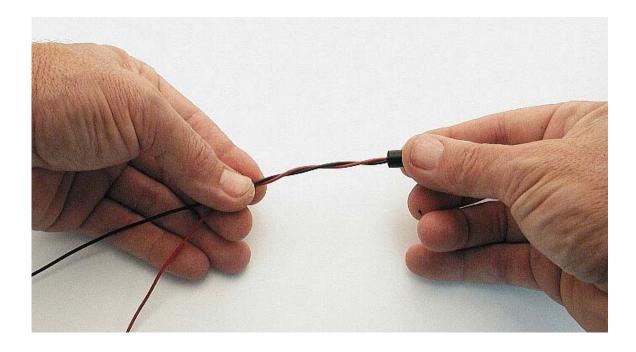Now crimp the restraining tab around the wire with your pliers.

Start a small piece of tape around the inside terminal. The idea here is to isolate this terminal from the outside terminal.
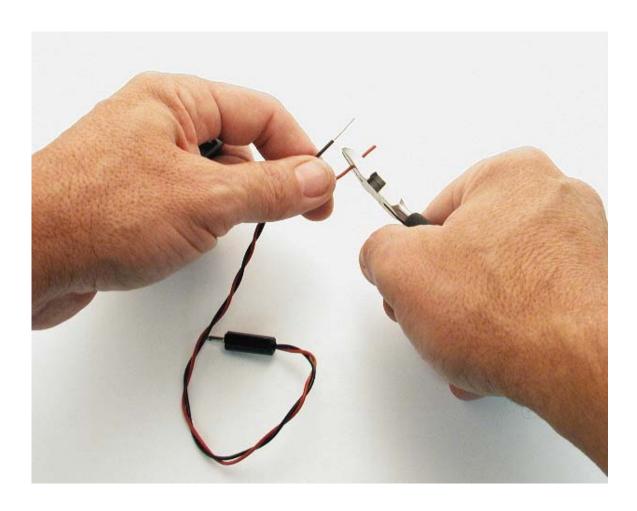
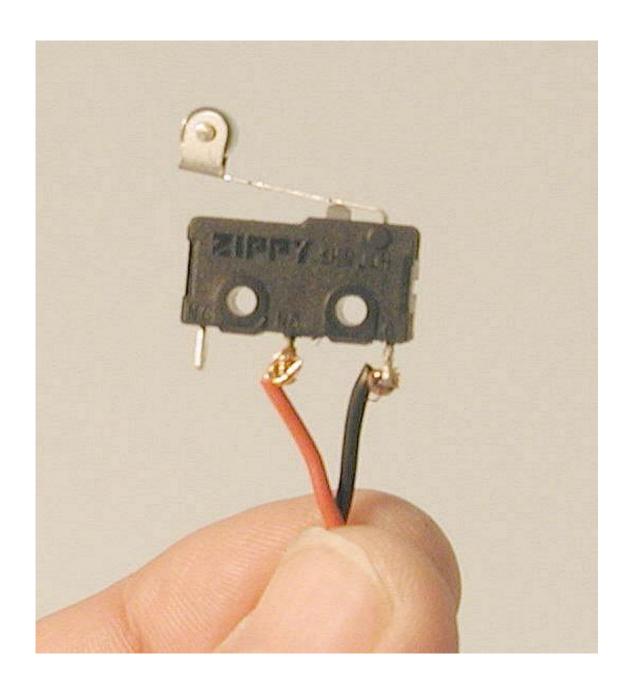Wrap the remainder around both of them.

Screw the plastic cap back on.

Twist the wires up.

Strip about ½ inch off the remaining ends.

Note the orientation of the switch.   Thread one wire through the hole in terminal 1 and the other through terminal 3. It makes no difference which wire goes where since polarity is not an issue. Once again, we recommend soldering these connections if possible.
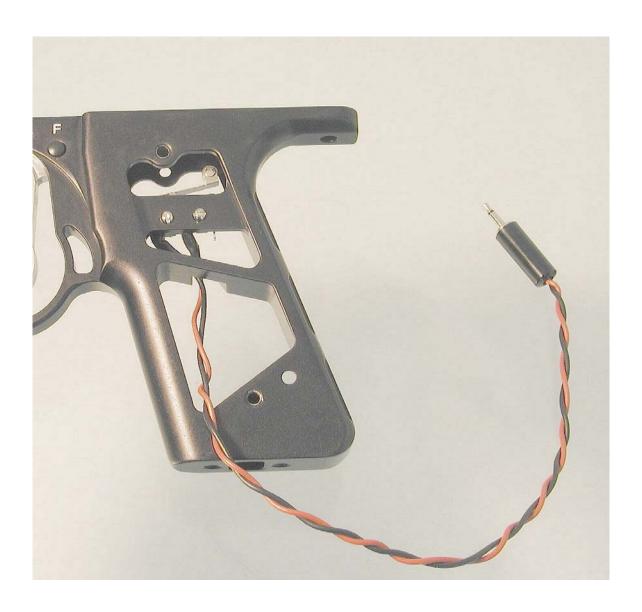
Tape up the terminals separately and this assembly is now ready to mount inside your Intelliframe.

Gather up two ½-inch long screws out of the package and insert them through the mounting holes.
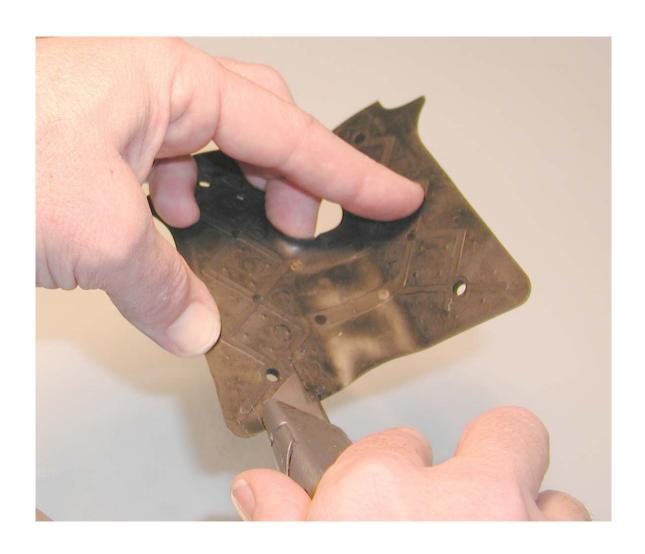
Set the switch in place and gently tighten the nuts.
You will need to adjust the position of the switch after
installing the frame and charging up your marker. A good
starting point is to have the switch roller just touching the
bottom of the sear when the valve is charged and ready to
fire. Note that the switch arm has a small amount of travel
before the contacts close. A longer "on" time can be
obtained by slightly preloading the arm against the sear.
Shorter on pulses can be obtained by increasing the
distance between the roller and the sear. When you are
finished adjusting the switch position, snug up the two nuts
but do not over tighten them. Over tightening can crack the
plastic switch housing.

We are going to pass the wire out the bottom
of the left side of the grip as shown.

Next we'll make a small V shaped notch in the grip to create a channel for the wire to exit. Careful! Don't cut through the nylon center!

Now cut in from the other direction.
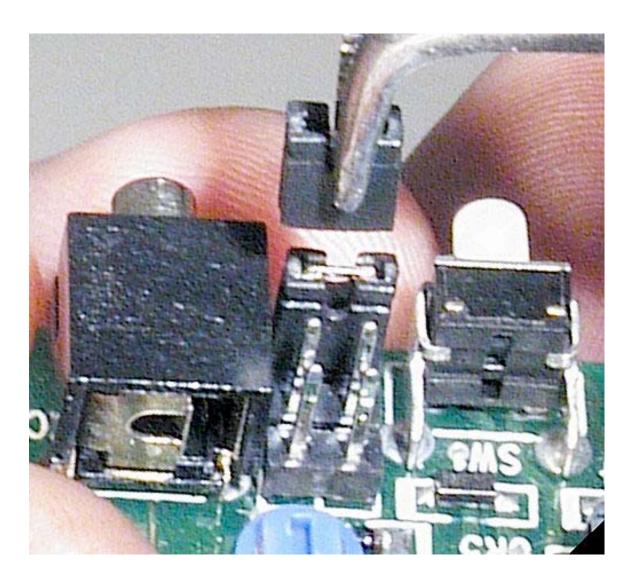
That should do it.

Align the wire with the notch and install the
four grip screws.

We are setting this marker up for a right handed player and hanging our Warp off the left hand side of the marker. Note the un-slotted end of the Warp Mounting Bracket connects to the grip frame.
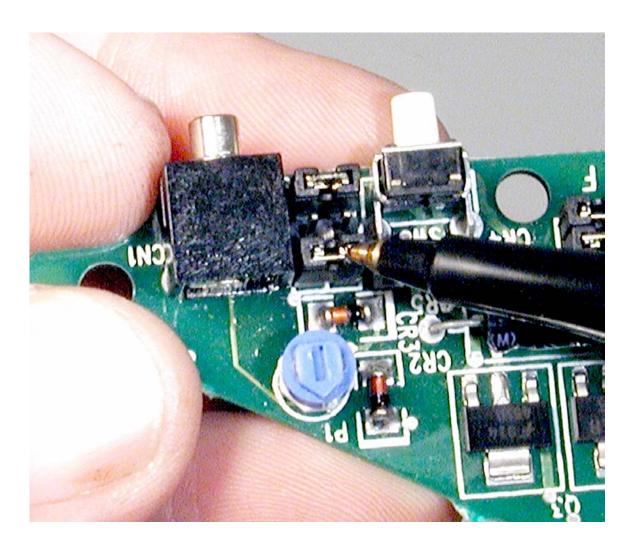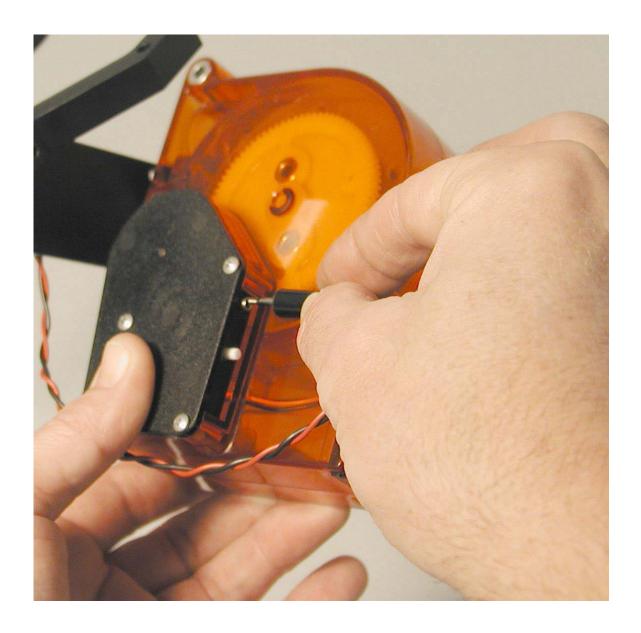
Remove the cover plate from your Warp.

Next to the female jack, you'll see a three element jumper terminal with two jumpers (shunts) installed. Remove the shunt that occupies the center position by pulling it straight up and out.

Note: Do not remove the circuit board; this was done only for image clarity.

Relocate the shunt so that the middle position is now empty and reinstall the cover.

Install your Warp with the two screws provided. The slotted end of the mounting bracket allows you to adjust the position of the Warp. The harness now simply plugs into the female jack in your Warp!

Now your system is set up to activate your Warp Feed with each trigger pull.

See our other instruction manuals and visual tutorials on our [Manual Page](#)!

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