

SHOCKER TOURNAMENT BOARD

for Shocker SFT/NXT and Nerve

INSTALLATION

Following the instructions in your marker's manual, degas your marker, remove its grip and disassemble the grip frame from the body. If you do not have a copy of your marker's manual, you may download it from SmartParts.com. For Shocker SFT and Nerve markers, use a 1/8-inch punch or similar tool to push out the two pins securing the circuit board. For the Shocker NXT, use a 0.050-inch allen wrench to remove the two threaded pins that secure the circuit board. Lift out the marker's circuit board, and install the Shocker Tournament Board in its place. Reinstall the threaded circuit board pins and re-assemble your marker following the instructions in its manual.

PROGRAMMING

Make all electronic adjustments with your marker unloaded, degassed and turned on with the grip open. For each setting, the top programming button increases the value, while the lower button causes it to decrease. The board will chirp with each adjustment and make a higher pitch triple-chirp when the limit of adjustment has been reached. Turning the marker off saves any adjustments. Unplugging the battery exits without saving, which is useful for determining the current settings.

DWELL determines how long the solenoid valve is held open for each shot. It is adjustable between 3 and 18 milliseconds, in 0.25ms increments. See the Shocker NXT manual for instructions on how to optimize the dwell setting of Shocker NXT or SFT markers.

ROFDelay adjusts how long the marker must wait between shots, limiting the maximum rate of fire. Increasing the ROFDelay will cause your marker to shoot

slower. ROFDelay is adjustable from 15 to 70 milliseconds in 1ms intervals. Hold down the trigger while pressing the top or lower buttons to adjust ROFDelay. See the Shocker NXT manual's ROF section for information on how to select an ROFDelay value to limit your marker to league-specific rate of fire restrictions.

FIRING MODE is set by turning on the marker then pressing and holding the power button then immediately making adjustments with the top or bottom programming buttons. For a description of how each mode works, download the Blackheart manual from SmartParts.com.

1. **SEMI-AUTOMATIC**
2. **PSP**
3. **MILLENNIUM**
4. **NXL**
5. **REBOUND**

NOTE: PSP, Millennium and NXL enforce rate of fire limits in addition to firing mode selection. This requires proper adjustment of the ROFDelay setting.

VISION MODE must be set to match the type of Vision system in your marker, and is set by holding programming buttons while turning the board on.

1. **BREAK BEAM:** Use with Shocker NXT. Press top button.
2. **TOGGLE:** Optional with Shocker NXT. Press bottom button.
3. **REFLECTIVE:** Use with Shocker SFT and Nerve. Press both buttons.

OPERATION

Press the power button to turn your marker on. Press the power button to turn Vision on (solid glow of power button) or off (double blink.) Press and hold the power button to turn your marker off.

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