

VX Series

For the Quest™ paintball marker

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1 Introduction

Thank you for the purchase of the VX series upgrade for Quest™ paintball marker. You will find that this chip has the most innovative features of any chip currently on the market. Key features like Anti-Mechanical Bounce (AMB), Instant-On Functionality, and a variety of firing modes that will give you the ability to dominate the playing field. The VX series upgrade contains streamlined software to accelerate the performance of your Quest™ paintball marker.

2 Features

- Capable of seven firing modes: Semi-Auto, PSP, NXL, Millennium Ramp, Threshold Ramping, Variable Ramping, and Demonstration.
- Actual BPS indication by a simple touch of the Power Button.
- Programming mode allows modifications to Debounce, Loader Delay, Dwell, Eye Sensitivity, AMB, Anti-Bolt Stick (ABS), Pre-Shot Limiter, Firing Mode, Ramp Threshold, Variable Ramp Multiplier, and the Maximum Rate of Fire.
- ABS programming virtually eliminates First Shot Drop-Off (FSDO).
- Innovative Debounce and AMB algorithms designed to suppress mechanical bounce.
- Power efficient software that extends battery life.
- Instant-On functionality allows the marker to operate instantly once powered on.
- Automatic Eye Disable (AED) system prevents unnecessary ball breaks due to dirty/malfunctioning eyes.
- Automatic Eye Enabling (AEE) system allows the marker to recover to full speed whenever possible.
- Streamlined software monitors loader feed rate to provide the absolute fastest cycling time.
- Automatic ten minute power down saves battery life.
- Low Battery Indicator warns you of low battery levels at all times during marker operation.

3 Safety Warning

Setup and operation of the VX series upgrade chip is not complicated. To prevent damage to your marker please read this manual completely before beginning the installation process. If after reading through this manual you believe you cannot perform the installation please seek someone who can assist you.

The VX series upgrade chip is electro-statically sensitive. Care must be taken during handling and installation. Electrostatic Discharge (ESD) precautions must be taken to ensure that there will be no accidental damage to the VX series upgrade chip or your marker. Please use a grounding strap or similar device when working on anything subject to ESD.

Before disassembling any marker be sure the power to the marker is off, the barrel removed, and the air system off. **Do not remove or install any electronic components with the battery connected!**

4 Installation

4.1 Removing the Grip Panel

Before disassembling the marker, make sure power to the marker is off, the barrel removed, and the air system off. Using the proper sized allen wrench, remove the three screws that hold the right side rubber grip panel in place. Move the rubber grip panel behind the trigger guard so it is completely out of the way. Remove the 9-volt battery and set it aside. **Do not remove or install any electronic components with the battery connected!**

4.2 Removing the Stock Chip

Note the orientation of the stock chip. Using a chip puller or similar device, carefully lift the chip from the socket. The chip should now easily come out of the socket by pulling straight up on the chip. **Be carefully not to damage the pins of the chip when removing from the socket.**

4.3 Installing the VX series upgrade Chip

The chip has a notch at one end, which denotes the direction it should be inserted. Carefully insert the VX series upgrade chip into the socket, making sure that all pins are inserted into the matching socket holes and that the notch is oriented to the right (front of the marker). Orientation of the chip is the same as the stock chip. Press down on the chip to fully seat it in the socket. **Extreme care must be taken so that no pins are bent during the installation process!** Re-install 9-volt battery and reassemble the grip frame.

5 Operation

Power to the marker can be turned ON/OFF by pressing and releasing the Power Button located at the rear of the grip frame. To turn the marker on press the Power Button (Note: the LED will show different colors depending on the status of the marker). The marker will immediately be able to operate once the marker is turned on. Please use proper marker handling when turning on any marker. When first powered on, the LED will rapidly flash GREEN to indicate sufficient battery power for normal operation. If the battery is low the LED will rapidly flash ORANGE. To turn off the marker, press and hold the Power Button for approximately two seconds until the LED turns off.

5.1 Tournament Lock

Tournament lock is enabled by setting DIP switch 2 to the ON position. With tournament lock enabled you cannot enter Programming Mode. With tournament lock disabled (DIP switch 2 OFF) you can enter Programming Mode by turning on the marker while pulling the trigger.

5.2 Low Battery Indicator

The VX series upgrade chip continuously monitors the battery level and will flash the LED orange if the battery level is low. When you power on the marker the LED remain green for 2 seconds if the battery level is good and orange if the battery is low. The marker will still be able to operate when the battery level is low, however the battery should be replaced as soon as possible.

5.3 The Anti-Chop Eye (ACE)

The Anti-Chop Eye (ACE) can be enabled/disabled by pressing the Power Button (located on the rear of the grip frame) for more than 1 second and less than 2 seconds.

<u>LED Color</u>	<u>Rate of Fire</u>
White	Greater than 20 bps
Blue	20 bps to 16 bps
Purple	15 bps to 13 bps
Teal	12 bps to 10 bps
Red	Less than 10 bps

BPS Indicator LED Display Color Range

When the marker is first powered on the ACE is enabled. The ACE status can be enabled/disabled when the marker is powered on. A blinking red LED indicates that the ACE is disabled. A solid red LED indicates that the ACE is enabled and that there is no ball in the breech. A blinking green LED indicates that the ACE is enabled and that there is a ball in the breech.

The ACE will automatically disable if it is blocked for four consecutive shots. If the ACE is disabled, it will automatically enable when the ACE registers 5 consecutive shots fired. You can also enable the ACE manually by pushing the Eye Button.

5.4 Demonstration Mode

Demonstration Mode allows you to dry fire the marker. **This is only meant for testing the marker with air only.** You should never use paint in this mode as the marker will ignore any input from the ACE. You can enter Demonstration Mode by setting DIP switch 1 to the OFF position. To disable Demonstration Mode, set DIP switch 1 to the ON position. Demonstration Mode functions in all firing modes.

5.5 BPS Indicator

Briefly pushing the power button, during any normal operation will display an indication of your rate of fire with the LED. The figure in Section 5.3 explains the LED colors.

5.6 Debounce™

Debounce™ is an adjustable number of microcontroller cycles after each trigger pull and release where the state of the trigger switch must remain consistent before the software starts looking for additional trigger activity. Setting this too low may cause excessive trigger bounce, leading to falsely generated shots. The default is 10 and may be set from 1 to 50.

5.7 Loader Delay

Loader Delay is the amount of time delayed before a firing cycle to allow the paintball to fully seat in the breech. Depending on what type of loader (i.e. gravity feed or force feed), the Loader Delay can be adjusted to prevent chopping due to the speed of the loader. The default is 8 and may be set from 1 to 25.

5.8 Dwell

Dwell is the amount of time that the solenoid is energized during each firing cycle. If you experience drop off or your bolt will not cycle completely, increase the dwell. Greater efficiency and faster firing rates are achieved by lowering the dwell. The default is 12 milliseconds and may be set from 8 to 25 milliseconds.

5.9 Anti Mechanical Bounce (AMB)

Mechanical bounce occurs when the marker fires due to the kick generated during the last shot and can cause the marker to "run away," firing after you let go of the trigger. AMB helps prevent markers from "running away" when the trigger is pulled slowly. The default is 20 and may be set from 1 to 50.

5.10 Anti Bolt Stick (ABS)

The ABS setting is the additional amount of Dwell (ms) added to the current Dwell setting after 15s of non-use has occurred. The default ABS setting is 15ms and may be set from 1 to 30ms. This feature decreases the likelihood of First Shot Drop-Off (FSDO).

5.11 Pre-Shot Counter

The Pre-Shot Counter specifies the amount of Semi-Auto shots required before Ramping or Variable Ramping will enable. Pre-Shot Counter can be set between 3 and 10 with a default set at 3.

5.12 Fire Mode

For PSP, NXL, and Millennium Ramp firing modes the Debounce™ and AMB settings are deliberately set high to comply with the first three shots Semi-Automatic rule. Please consult the tournament rulebook regarding details for any of these firing modes.

<u>Fire Mode</u>	<u>No.</u>	<u>Description</u>
Semi-Auto	1	One valid trigger pull and release results in one shot
PSP	2	First three shots are Semi-Auto and three shot burst per pull afterwards; timeout is one second; rate of fire limited to 15bps
	3	First three shots are Semi-Auto and full auto afterwards as long as trigger is pulled; timeout is one second; rate of fire limited to 15bps
NXL	4	Any trigger activity below 8bps will behave similar to Semi-Auto; trigger activity above 8bps will result in ramping with a limited rate of fire of 15bps
Millennium Ramp	5	Full-Auto after trigger input is above Ramp Threshold
Ramping	6	Variable rate of fire after trigger input is above Ramp Threshold
Variable Ramp		

Fire Mode Description

Ramping (mode 5) allows you to easily maximize your firing rate. When in this mode, if you pull the trigger faster than the Ramp Threshold, the marker will fire similar to Full-Automatic. When you pull the trigger slower than the Ramp Threshold, the marker will fire one shot per trigger pull and release (depending on the Debounce™ and AMB settings).

Variable Ramp (mode 6) reacts the same way as Ramping, except that the rate of fire varies randomly below the Maximum Rate of Fire. For example, if you have your Maximum Rate of Fire set at 15bps and you have Variable Ramp enabled, the marker can randomly fire anywhere between 15bps and 7bps. The amount that it varies can be set using the Variable Ramp Multiplier setting.

5.13 Ramping Threshold

The Ramping Threshold setting is used in both Ramping (mode 5) and Variable Ramping (mode 6) Fire Modes. The default setting is 10bps and can be set anywhere between 5 and 20bps.

5.14 Variable Ramp Multiplier

The Variable Ramp Multiplier can be set between 1 and 4.

<u>Variable Ramp Multiplier Setting</u>	<u>Variable Rate of Fire</u>
1	1 bps
2	3 bps
3	7 bps
4	15 bps

Variable Ramp Multiplier Settings

5.15 Maximum Rate of Fire

The Maximum Rate of Fire setting is a global setting used in all Fire Modes. Due to manufacturing tolerances the values listed in Figure 4 should only be used as guidelines and should be independently verified by the user. The default setting is 1 or uncapped rate of fire.

<u>Setting</u>	<u>Maximum Rate of Fire (bps)</u>	<u>Setting</u>	<u>Maximum Rate of Fire (bps)</u>
1	Uncapped	22	15.00
2	10.00	23	15.25
3	10.25	24	15.50
4	10.50	25	15.75
5	10.75	26	16.00
6	11.00	27	16.25
7	11.25	28	16.50
8	11.50	29	16.75
9	11.75	30	17.00
10	12.00	31	17.25
11	12.25	32	17.50
12	12.50	33	17.75
13	12.75	34	18.00
14	13.00	35	18.25
15	13.25	36	18.50
16	13.50	37	18.75
17	13.75	38	19.00
18	14.00	39	19.25
19	14.25	40	19.50
20	14.50	41	19.75
21	14.75	42	20.00

Maximum Rate of Fire Setting Chart

6 Programming

ABS, AMB, Loader Delay, Eye Sensitivity, Dwell, Fire Mode (Semi-Auto, NXL, PSP, Millennium, and Ramping), Ramping Threshold, Variable Ramp Multiplier, and Debounce functions are programmable by following these instructions.

<u>Color</u>	<u>Feature</u>	<u>Default Setting</u>	<u>Allowable Settings</u>
Red	Dwell	12ms	8-25ms
Green	Trigger Sensitivity	10	1-50
Flashing Green	Anti-Mechanical Bounce	20	1-50
Purple	Fire Mode	1	1-6
Blue	Maximum Rate of Fire	1	1-42
Teal	Loader Delay	8	1-25
Blinking Red	Anti-Bolt Stick	15ms	1-30ms
White	Ramping Threshold	10bps	5-20bps
Orange	Pre-Shot Counter	3	3-10
Blinking White	Variable Ramp Multiplier	1	1-4

Programming Mode Menu

During programming make sure that your marker has a barrel condom in place and the air supply is shut off. Although it is not possible to fire the marker while in Programming Mode it is always good to practice safe marker handling.

6.1 Entering Program Mode

To enter Programming Mode set DIP switch 2 to the ON position (if it has not already been done). Turn off marker, pull and hold the trigger, and then turn the marker on. The LED will first blink blue then blink purple indicating you are in Programming Mode. These first blinks indicate the version of the software. For example, one blue and three purple indicates software version 1.3. **Note: no color display indicates a value of 0.**

6.2 Navigating Program Mode

The LED will initially light red indicating the Dwell feature. Pulling and releasing the trigger will change the LED color, advancing to the next programming feature. This is also known as the *Programming Menu*. The table above lists the LED colors, the settings they refer to, and the sequence of the Programming Menu. Once you have reached the last feature an additional trigger pull will restart the sequence of colors returning you to the top of the Programming Menu.

6.3 Viewing or Changing a Setting

Once you decide which Programming Feature you want to change, advance the Programming Menu to the appropriate color and hold the trigger until the LED turns off, and then release the trigger. The LED will flash the number of times already programmed into memory for that feature. Once the flash pattern has completed the LED will turn off. At this stage, the user can program a new value for that specific feature. To program a new value, pull and release the trigger the same amount of times as the new value. The LED will flash every time the trigger is pulled confirming the trigger pull.

Programming Feature Change Example

This example will show you how to set your marker to PSP mode. It assumes that all the marker settings are set to the factory default settings.

1. Open the grips to expose the DIP switch block.
2. Set DIP switch 2 to the ON position.
3. Turn the marker off, if it is not already off.
4. Hold down the trigger and turn the marker on using the Power Button.
5. The LED will flash the software version indicating the marker is now in Programming Mode.
6. Pull and release the trigger three (3) times to switch to the Fire Mode Programming Feature. The LED should now be Purple.
7. Pull and HOLD the trigger until the LED turns off. Release the trigger.
8. The LED will flash Purple one (1) time indicating the factory default setting of one (1).
9. When the LED stops blinking enter the new setting by pulling the trigger two (2) times.
10. The LED will now show the color of the next programming feature (Blue, the Maximum Rate of Fire Programming Feature) indicating that the new Fire Mode Programming Feature has been set correctly.
11. Turn marker off to exit Programming Mode.
12. (Optional) Flip DIP switch 2 to the OFF position to engage Tournament Lock.
13. Turn the marker on. The marker is now ready to fire in PSP mode.

7 Free Upgrades

From time to time Inoviq, LLC makes new releases of the VX series upgrade software. You can have your chip upgraded for free, you must pay for shipping. Contact us for more information!

8 Limited Warranty

Inoviq, LLC warrants its products to be in good working order for one month from the date of purchase. If the chip proves to be defective and Inoviq, LLC is notified within the warranty period, Inoviq, LLC will, at its option, repair or replace the product at no charge. All repairs will be done at Inoviq, LLC. Damage to equipment resulting from negligence, misuse, tampering and/or acts of God is not covered by this warranty. Inoviq, LLC will make every effort to return your equipment to you as quickly as possible. Shipping costs for the return of equipment for repair by Inoviq, LLC shall be the responsibility of the purchaser.

Inoviq, LLC must be contacted to obtain a Return Merchandise Authorization (RMA) number prior to repair. Any product returned without an RMA will be shipped back. All defective equipment must be returned to Inoviq, LLC for repair in the original shipping container.

9 Contact Us

You can visit us at our website, <http://www.inoviq.com/> or send us email at support@inoviq.com.