

Lasoya ProMaster Board Settings

Default Settings

DIP 1	DIP 2	DIP 3	DIP 4	MODE	Description
Off	Off	Off	Off	Semi Auto	Uncapped Semi-Auto, PDS On
On	On	On	On	PSP Mode	PSP Ramp, 15 BPS, PDS On

Default settings are not affected by any user-modified settings. User modified settings may only be used with the User Defined Mode.

User Defined Mode

DIP 1	DIP 2	DIP 3	DIP 4	MODE	Description
On	Off	Off	Off	User Defined	defined in settings 1 (fire mode), 5 (PDS), 7 (ROF)

To Program User Defined Settings:

Note: Read these instructions carefully before attempting to program the board. Improper programming may cause many problems with the marker. Operator error is not covered under warranty.

1. To adjust a particular setting, first set the DIP switches in the appropriate configuration for the desired register.
2. Hold in the trigger.
3. Turn the marker ON.
4. Release trigger.
5. The LED will flash the current setting of the register. (Example: in register 1, three flashes would mean PSP 3 shot per trigger pull).
6. The LED will stop flashing and stay on. *If you wait to program the new setting, the LED will begin to flash again and you must start over.*
7. Slowly pull the trigger the desired amount of times for the new setting. (Example: in register 1, pull the trigger 1 time for semi-auto).
8. The LED will flash once each time you pull the trigger.
9. After you have finished programming the setting, wait.
10. The LED will flash the new setting.
11. Turn the marker OFF.
12. You must be in the User Defined Mode to use the programmed settings. Reconfigure the DIP switches to User Defined Mode.

Register 1: Fire Mode

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	Off	Off	On	FIRE MODE	Determines the firing mode

Settings in Register 1

Trigger Pulls	Mode
1	Semi-Auto
2	NXL Full Auto
3	PSP 3 Shot per trigger pull
4	PSP Ramp

Pull the trigger the desired amount of times for the desired mode.

Register 2: Debounce

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	Off	On	Off	DEBOUNCE	Solenoid "OFF" time. Minimum length of time trigger is ignored after trigger pull. Low settings may result in trigger bounce.

- Lowest possible setting is 1 ms
- Highest possible setting is 50 ms

Recommended range is between 12-20 ms. Pull the trigger once for each desired ms.

Register 3: Dwell

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	Off	On	On	DWELL	Solenoid "ON" time. Length of time bolt is in the forward position. Too low of a setting will cause the marker not to fire or poor velocity. Too high of a setting will result in poor efficiency.

- Lowest possible setting is 4 ms
- Highest possible setting is 25 ms

Recommended range is between 8-10 ms. Pull the trigger once for each desired ms.

Register 4: Delay

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	On	Off	Off	DELAY	Added delay time after ball reaches final shooting position. Gravity feed hopper may need higher settings. The higher the setting, the slower the max ROF.

- Lowest possible setting is 0 ms
- Highest possible setting is 50 ms

Recommended range varies with hopper use. Pull the trigger once for each desired ms.

Register 5: PDS

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	On	Off	On	PDS	PDS usage

Settings in Register 5

Trigger Pulls	PDS Mode
1	PDS ON
2	PDS off: Limited to 11 BPS
3	PDS off: Limited to 18 BPS

Pull the trigger the desired amount of times for the desired mode.

Register 6: Bolt Delay

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	On	On	Off	Bolt Delay	Delay for the bolt to move past the eyes. Unless extreme cases this setting will not cause marker to fire faster or slower. Setting too low may cause the marker to dry fire.

- Lowest possible setting is 1 ms
- Highest possible setting is 35 ms

Default setting is 15 ms. Pull the trigger once for each desired ms.

Register 7: Rate of Fire (ROF)

DIP 1	DIP 2	DIP 3	DIP 4	Program	Description
Off	On	On	On	ROF	Max rate of fire or unlimited.

Settings in Register 5

Trigger Pulls	ROF
1	11 BPS
2	12 BPS
3	13 BPS
4	14 BPS
5	15 BPS
6	16 BPS
7	17 BPS
8	18 BPS
9	19 BPS
10	Unlimited ROF. Will fire as fast as loader feeds paintballs.

Pull the trigger the desired amount of times for the desired ROF.

