

Individual dip switches do not set modes, only the combination of all 4

Kila Drive PROMASTER Version 2.4					
dip	dip	dip	dip	mode	
1	2	3	4		
off	off	off	off	Marker ON: semi only	Marker ready to be used: ROF unlimited: Semi auto: EYE ON: SSR 1
on	off	off	off	Marker ON: user defined firing mode & ROF	Marker ready to be used with any combination of settings from 1 (fire mode), 5 (eye), 7 (ROF), 10(SSR) Example: PSP 3, dry fire & ROF=13BPS. Example: Ramp 2, Eye ON & ROF=unlimited
on	on	on	on	Marker ON: PSP mode	Marker ready to be used. ROF=10BPS: PSP RAMP 2: EYE ON: SSR 1

PROMASTER										
settings	dip	dip	dip	dip	mode			min	max	
1	1	2	3	4						
1	off	off	off	on	program setting	fire mode		1	16	
						1	semi: one shot per trigger pull			
						2	nxl full auto: after 4 trigger pulls full auto			
						3	PSP 3: after 4th trigger pull, 3 shots per trigger pull			
						4	PSP 2: after 4th trigger pull, 2 shots per trigger pull			
						5	PSP ramp 3: After 4th trigger pull and ramp activation point is met, 3 shots per trigger pull			
						6	PSP ramp 2: After 4th trigger pull and ramp activation point is met, 2 shots per trigger pull			
						7	PSP active ramp: After 4th trigger pull and ramp activation point is met, 2 or 3 shots per trigger pull			
						8	break out 1: 3 shot for first 15 seconds then semi-auto			
						9	3 shot: On 2nd trigger pull, 3 shots per trigger pull			
						10	2 shot: On 2nd trigger pull, 2 shots per trigger pull			
						11	ramp 3: When ramp activation point is met, 3 shots per trigger pull			
						12	ramp 2: When ramp activation point is met, 2 shots per trigger pull			
						13	active ramp: When ramp activation point is met, 2 or 3 shots per trigger pull			
						14	break out 2: 3 shot for first 5 seconds then semi-auto			
						15	break out 3: PSP Ramp 3 13BPS for first 15 seconds then PSP ramp 2 10BPS			
16	break out 4: PSP Ramp 3 13BPS for first 5 seconds then PSP ramp 2 10BPS									
2	off	off	on	off	program setting	debounce	length of time trigger is ignored after trigger pull. Low settings may result in trigger bounce.	1	50	mS
3	off	off	on	on	program setting	dwll	length of time bolt is in forward position allowing air to push ball.	5	24	mS
4	off	on	off	off	program setting	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 rate of fire.	0	50	mS
5	off	on	off	on	program setting	eye	set the eye usage	1	3	
						1	eye on			
						2	eye off: limited 10BPS or 13BPS by Setting 12			
3	dry fire: limited by setting 7. Max19BPS									
6	off	on	on	off	program setting	Bolt Delay	Delay for bolt to move past eyes. Unless extreme cases this setting will not cause marker to fire faster or slower. Setting to low may cause marker to dry fire.	1	34	mS
7	off	on	on	on	program setting	ROF	max rate of fire or unlimited.	5	20	
						5	5BPS			
						6	6BPS			
						7,8,9	7,8,9BPS			
						10	10BPS			
						15	15BPS			
						16,17	16,17BPS			
						18	18BPS			
19	19BPS									
20	unlimited rate of fire. Will fire as fast as loader feeds paintballs									
9	on	off	off	on	program setting	Ramp activation point	higher number will start ramping at lower BPS: 4=agressive 1=least aggressive	1	4	
10	on	off	on	off	program setting	SSR	Shot Sequence Registration: Max number of trigger pulls stored during one shooting sequence. higher number can store more trigger pulls. Sequence of more than one and debounce set too low can lead to more trigger bounce.	1	3	
11	on	off	on	on	program setting	Mechanical Bounce	Higher number filters out more mechanical bounce.	1	5	
12	on	on	off	off	program setting	failed eye ROF	ROF if eyes fail	1	2	
						1	10BPS			
2	13BPS: only use with true force feed hoppers.									
13	on	on	off	on	program setting	H delay	Hopper delay: stop broken balls when hopper runs near empty	1	2	
						1	active			
2	OFF									
14	on	on	on	off	program setting		not used			