

Vision Eye Control Switch - Figure 1

Three position switch for vision eye control.

Left Position

Vision Eye Enabled, marker will not fire without proper detection of paintball by Vision Eye.

Center Position

Vision Eye Set-up position. Set switch to this position when adjusting Vision Eye.

Right Position

Vision Eye Disabled, marker fires without eye feedback.

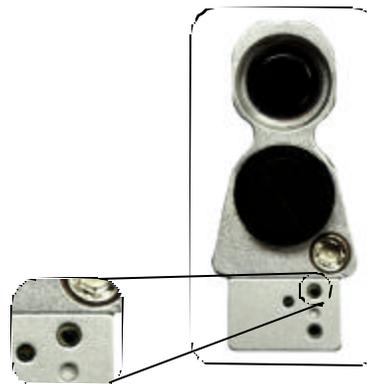


Figure 1

Dwell Adjustment Pot - Figure 2

Impulse timing and course velocity adjustment, not used for Vision Eye adjustment.

Vision Eye Adjustment Pot - Figure 3

Vision Eye sensitivity adjustment.

Clockwise Rotation (CW): For lowering eye sensitivity. High feedback is required from paintball to allow Impulse to cycle. CW is used for easy to read paintballs such as 'evil' pinks with clear shell and yellow with clear shell.

Counter Clockwise Rotation (CCW): For increasing eye sensitivity. Low feedback is required from paintball to allow Impulse to cycle. Used for hard to read paints such as black and violet-shelled paints.

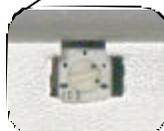
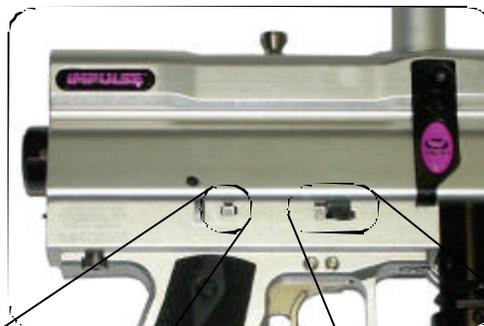


Figure 2

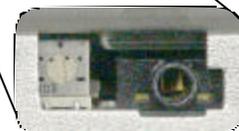


Figure 3

Vision Eye Adjustment

The following are step-by-step set up instructions for the effective use of your vision-enabled Impulse.

1. Make certain the air source is disconnected from Impulse.
2. Place loader (hopper) and barrel on marker to avoid light from entering breech to ensure a proper reading. Please note that using a transparent loader will affect eye performance.
3. Turn Impulse on; select the middle position of the rear selector switch. (See Figure 1)
4. Retract bolt to ensure breech is clear.
5. Drop in paintball to be used. If using two-toned paint, first drop in the darker or violet colored shell towards 'eye'. This can be done by dropping in paint, remove barrel, spin ball to correct side and rethreading barrel. MAKE CERTAIN air is disconnected from marker.
6. Using a small flat screwdriver, slowly rotate the vision 'eye' pot CW until the pot reaches the limit and stops. (See Figure 3) Next rotate the pot CCW until rear LED glows amber. This indicates that the vision eye is detecting the paintball.
7. Rotate paintball to expose the other shell color, if the ball is two-toned, and repeat step 5. Use the most CCW setting needed to read two-toned ball.
8. Set Vision Eye Control Switch to left position. (See Figure 1) Vision enabled Impulse is now ready to use.