



Gangstar Paintball LLC  
VLocity Upgrade Chip  
Owners Manual  
www.gangstarpb.com

I) Installation

1. Disassemble the Viewloader VLocity by following the directions given in the owners manual.
2. Remove the battery source.
3. Remove the chip that is currently in the circuit.
4. Match up the chip and the board indents

Insert the chip and carefully push it into place, making sure each prong is inserted into the proper place.

II) Programming

1. Make sure the loader is turned off
2. Hold the programming button and turn the loader on
3. The LED will blink orange until you release the button, this is to indicate programming mode.
4. After approximately 2 seconds, the LED will turn solid red.
5. Press the button to cycle through the programming menus.
6. To enter the current menu, hold the programming button until the LED goes blank.
7. Press the programming button as many times as necessary to set the desired setting.
8. Wait one second, and the LED will flash back the setting you have entered.
9. Your setting was now saved.
10. To check the current setting for a particular menu, follow steps 1-6 but after entering the menu make sure not to touch the programming button. When no input is received, the LED will blink the current menus value and then return to the menu system (putting you back at step 5).

III) Programming Menus

1. **RED** – Feeding Mode (Default = 1)  
The feeding mode is the method in which the loader will use to feed paint into the marker.

<i>Setting Number</i>	<i>Mode Name</i>	<i>Description</i>
1	Zero-Force	The loader will feed only when the eyes are unblocked. There will be ZERO preload.
2	Semi-Force	The loader will feed when the eyes are unblocked, but will continue to put pressure (according to the tension [GREEN] setting) on the stack of paint for 3 seconds. After 3 seconds the tension will regress 1 setting every half a second until there is no force being put on the stack.
3	Full-Force	The loader will feed when the eyes are unblocked, but will continue to put pressure (according to the tension [GREEN] setting) on the stack of paint for 5 seconds. After 5 seconds the tension will regress 1 setting every half a second until there is no force being put on the stack.

2. **ORANGE** – Feeding Speed (Default = 8; Values 1 – 10)  
The feeding speed is the speed at which the loader will feed when the eyes are unblocked. The higher the setting, the higher the feed rate.
3. **GREEN** – Stack Tension (Default = 5; Values 1-10)  
The stack tension setting is the amount of tension that the loader puts on the stack of paint when the eyes are blocked. The loader will only put tension on the stack for short periods of time, allowing for the fastest speeds while prolonging battery life.
4. **BLINKING ORANGE** – Breakout Mode (Default = 1; Values 1-5)  
The breakout mode will allow the user to obtain the fastest out-of-the-gate speeds. When enabled, the breakout mode will feed at the fastest speed possible for 30 seconds, giving the user a 30 second window in which they can obtain the highest rates of fire in game.

<i>Setting Number</i>	<i>Mode Name</i>	<i>Description</i>
1	Off	The breakout mode will not be enabled.
2	On – No Delay	Breakout mode will be enabled once the loader is turned on.
3	On - 5 Shot Delay	After the loader is turned on, breakout mode will give an approximate 5 shot buffer before enabling.
4	On – 10 Shot Delay	After the loader is turned on, breakout mode will give an approximate 10 shot buffer before enabling.
5	On – 15 Shot Delay	After the loader is turned on, breakout mode will give an approximate 15 shot buffer before enabling.

#### IV) Extra Features

##### 1. Gangstar Spin

When the loader is on, the user has the ability to manually control the motor. By pushing and holding the programming button, the user is able to force the motor to go forward, despite the status of the eyes. If the user taps the programming button, the motor will go in reverse for approximately 1 full rotation, despite the status of the eyes.

##### 2. Low Battery Indicator

When the loader is low on batteries, it will indicate by causing the LED to go **RED** while turned on. When the batteries are low, the probability for feeding failures is increased.

#### V) LED Indicators

1. **RED** – Low Battery

2. **7 GREEN BLINKS** – No paint in loader, loader timed out.

3. **ORANGE** – Currently in breakout mode.