made in Sweden

CONTACT

Manual

Crome

www.regencypaintball.com

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First look

First time you pick up the Crome please take some time to get to know it. Please read the manual carefully before using or changing any settings on your Crome marker.

Function button

The function button is located at the back of the frame and has two functions.

1.   Turn the Crome on/off.
2.   Allows you to access the "program mode" combined with the trigger.
3.   Toggle eye on/off, hold function button until first beep ends.

Trigger (see picture below)

The trigger may be used for four different purposes.

1.   Fire the marker.
2.   Allows you to access the "program mode" combined with the function button.
3.   In "program mode" toggle and edit settings.
4.   Enable ramp hold

LED

Located on the left side of the Crome, just above the grip, is the interface between you and Crome. It will inform you of your Crome´s status during play and give information about settings while in "program mode".
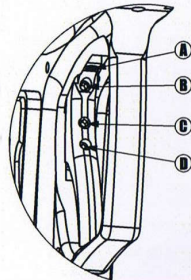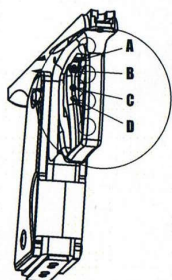
Use 2 mm allen key for adjustment.
A. Front stop adjustment, turn clockwise to move front stop point backwards
B. Return strength adjustment, turn clockwise for increased return strength
C. Trigger activation point, turn clockwise for trigger activation closer towards start of pull
D. Back stop adjustment, turn clockwise to move back stop point forwards

! Trigger activation point turned to much clockwise may result in damaged electronics.

PPB – Puch Pull Bolt assembly

The PPB assembly allows you to access the internals in seconds. Make sure that the marker is degassed before maintenance.

Front regulator

When gassing your Crome up the first time the regulator will be set to zero pressure. When increasing the pressure be sure to do it slow and in small steps otherwise the solenoid or internals could be damaged. Make sure to not exceed 200 psi. To increase pressure turn the screw counter clockwise.

Start up

First of all you have to power up your Crome, unscrew the left side screws holding the grip, open the grip and connect a standard 9V battery and place it carefully in the frame. Replace the grip and screw firmly into place. The Crome may be started in play or program mode.

! First time the Crome is started all values will be factory set, meaning "live mode" is in true semi. Factory settings may be restored by resetting at anytime. Observe local regulations and laws. Remember: Safety always comes first

Live mode

To enter "live mode" press and hold the "function button", until the LED lights up. As the LED is lit the Crome is ready to fire paintballs. The color of the LED will tell you the status of the marker.

🟢 Green = ball in place, ready to fire
🔴 Red = no ball detected, may fire if trigger is hold for one second
🔵 Blue = eye out of function, clogged

Program mode

To start "program mode" while the gun is turned off, hold trigger and simultaneously press "function button" until LED light up, then release both. Program mode will always start at function #0, Debounce.
On page 6, the different settings are listed next to their colour code.
Choose a function to alter by pulling the trigger as many times as listed below. When the LED shows the code of your choice, hold trigger until it starts to flash, these flashes indicate the present setting.
To change settings pull trigger desired amount reflecting whished setting, a short time after the last pull the LED will flash the new settings. Possible settings can be seen on page 7. To exit "program mode" press and hold "function button" until LED shuts down.

Shut down

To shut the Crome down, press and hold the function button. To save battery and make sure your marker won't start by accident disconnect the battery.
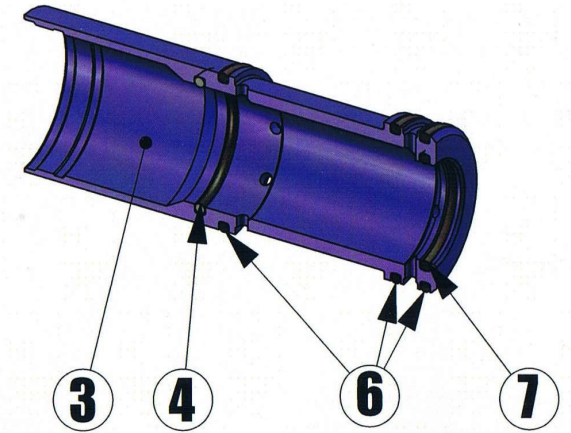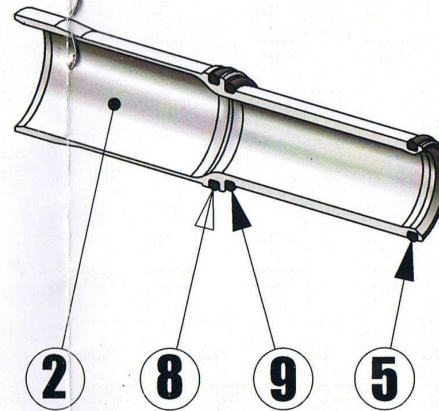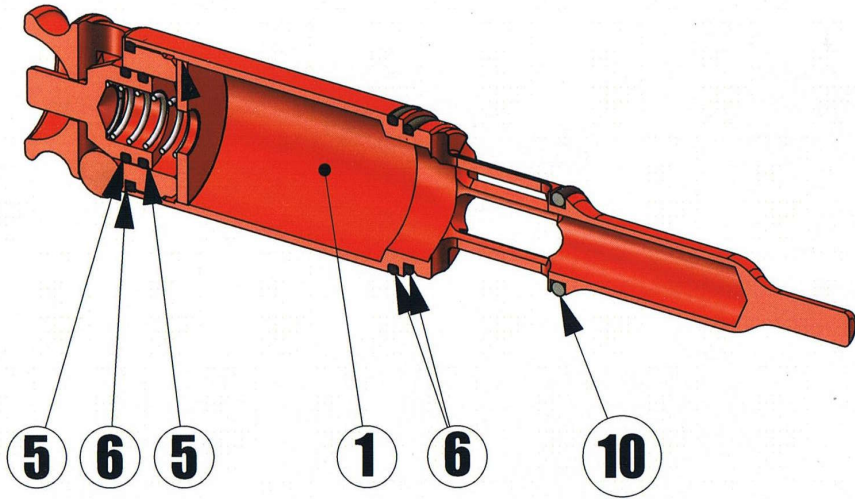
Bolt description

1. Rocket
2. Bolt
3. Air-cage
4. O-ring: #20   21.95 x 1.78   (FPM 75)
5. O-ring: #14   12.42 x 1.78   (NBR 70)
6. O-ring: #21   23.52 x 1.78   (NBR70)
7. O-ring: #17   17.17 x 1.78   (NBR70)
8. O-ring: #16   15.60 x 1.78   (FPM90)
9. O-ring: #15   14.00 x 1.78   (NBR90)
10. O-ring: #112   12.37 x 2.62   (FPM75)

Cleaning & lubrication

For best performance make sure to clean your Crome at the end of the playing day. Make sure to clean the o-rings from paint, dirt and old grease before applying new grease. Use DOW 33 grease only. Pull out the bolt assembly and unscrew the "air cage" to access the bolt, clean all o-rings and check for wear, replace if necessary.

Crome board settings

#	Function	Color code	Description
0.	Debounce		Cyan
1.	Dwell		Cyan flash
2.	Pre-program		Cyan flicker
3.	Fire mode		Red
4.	Max ROF integer		Red flash
5.	Max ROF decimal		Red flicker
6.	Max Eye off ROF integer		Green
7.	Max Eye off ROF decimal		Green flash
8.	Ramp start integer		Green flicker
9	Ramp start decimal		Blue
10.	Ramp continue integer		Blue flash
11.	Ramp continue decimal		Blue flicker
12.	Ramp hold BPS integer		Magenta
13.	Ramp hold BPS decimal		Magenta flash
14.	Ramp semi		Magenta flicker
15.	Trigger function		Yellow
16.	Loader delay		Yellow flash

Crome board settings

#	Function	Min-Max	Default	Description
0.	Debounce	1 - 50	20	Higher value equals less debounce risk
1.	Dwell	1 - 30	8	Higher value equals longer solenoid opening
2.	Pre-program	1 - 7	1	Preset playing modes
				1 = Default
				2 = Millennium mode
				3 = Millennium old mode
				4 = NPPL mode
				5 = PSP new mode
				6 = PSP old mode
				7 = CFOA mode
3.	Fire mode	1 - 3	2	Pre-set firing modes
				1 = Semi
				2 = Ramping
				3 = Full-auto
4.	Max ROF integer	5 - 29	15	
5.	Max ROF decimal	1 - 10	10	10 is zero
6.	Max Eye off ROF integer	5 - 29	13	
7.	Max Eye off ROF decimal	1 - 10	10	10 is zero
8.	Ramp start integer	4 - 15	5	Lowest ROF for ramp to kick in
9	Ramp start decimal	1 - 10	10	10 is zero
10.	Ramp continue integer	4 - 15	5	Higher value means less shots after ramp stop
11.	Ramp continue decimal	1 - 10	10	10 is zero
12.	Ramp hold BPS integer	4 - 15	5	Lowest ROF for ramp to kick out
13.	Ramp hold BPS decimal	1 - 10	10	10 is zero
14.	Ramp semi	1 - 10	3	How many semi shots before ramp kick in
15.	Trigger function	1 - 3	1	Decides how trigger is used pulled and hold
				1 = Off
				2 = Ramp hold
16.	Loader delay	1 - 50	1	Choose delay time to minimize ball chop
17.	Tourney lock			To change setting, open the left side of the grip. The switch is located between the circuit board screws.

Activate Tourney lock:	Shift switch 2 to ON
Deactivate Tourney lock:	Shift switch 2 to OFF