DM6 OWNER’S MANUAL

INCLUDED WITH YOUR DM6
- DM6 Marker
- 1 oz. Dye Slick Lube™
- Parts Kit
- Barrel Sock
- Owner’s Manual
- Warranty Card

ADDITIONAL RECOMMENDED TOOLS
- 3/8’ Allen wrench
- 5/16” Allen wrench
- Canned Air

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**QUICK REFERENCE • USING YOUR MARKER**

**Air Supply** - The DM6 should be operated using air/nitrogen gas only. This air needs to be supplied to the Hyper2™ in-line regulator at a regulated pressure of no more than 850 psi. The Hyper2™ in-line regulator comes factory preset at 145 psi.

**Turning On Your DM6** - The DM6’s power is controlled with two buttons on the back side of the grip frame. The top button turns the marker on and off, while the bottom button turns the eye on and off. To turn the DM6 ON, press and hold the power button until the LED lights turn blue. The LED’s in the grip will illuminate during the boot sequence.

**NOTE:** If the eye is not working properly, try replacing the battery.

**Blue - Boot Sequence**
- Red - Breech is clear, no ball (eye on)
- Green - Ball in breech, ready to fire (eye on)
- Blinking Red - Eye is off
- Blinking Green - Eye failure (see DM6 Board, page 5)
- Blinking Blue - Indicates a low battery, battery should be changed as soon as possible

**On/Off** - The On/Off knob is located under the barrel at the front of the DM6. To turn the gas on, turn the knob counter-clockwise. To turn the gas off, turn the knob clockwise. All gas will vent from the DM6 when the knob is turned off. Air may still be present in the LPR and solenoid after the air has been vented by discharging the marker in a safe direction. Be sure all air has been vented by discharging the marker in a safe direction. If servicing the marker, removal of the bolt will also allow any trapped air to escape.

**LPR** - The LPR is pre-set from the factory at approximately 75-80 psi and should need no adjustment out of the box. If fine tuning adjustment is desired or needed, you must be sure that you are adjusting the LPR correctly. See page 10 for detailed instructions. If the LPR is improperly adjusted, you could dramatically hinder the DM6’s performance or prevent the marker from functioning at all.

**NOTE:** Turning the adjustment screw clockwise, or in, will lower the LPR’s output pressure. Turning the adjustment screw counterclockwise, or out, will raise the LPR’s output pressure.

**Hopper** - To get the best performance out of your DM6, we recommend that you use a motorized loader. Preferably one that force feeds the paint really, really fast!

**Feed Neck** - To secure your loader into the adjustable feed neck simply tighten the thumbscrew by turning it clockwise. To loosen, turn the thumbscrew counter clockwise. Be careful not to overtighten the collar as it can cause the neck to break.

**Adjusting Velocity** - The velocity is adjusted through the Hyper2™ in-line regulator. The Hyper2™ in-line regulator is pre-set from the factory at approximately 145 psi. This pressure setting should have the marker shooting at about 285fps. Your paint-to-barrel fit will also have a noticeable affect on your velocity. Make sure that the paintball fits into the barrel loosely but does not drop through.

**NOTE:** For the Hyper2™, turning the adjustment screw clockwise, or in, will lower the output pressure, decreasing the velocity. Turning the adjustment screw counterclockwise, or out, will raise the output pressure, increasing the velocity.

**NOTE:** If the battery is too low, it may not be able to power the solenoid correctly. This will affect your gun’s velocity, causing it to become unreliable and/or inaccurate.

**WARNING**

**IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES**

- The DM6 marker is not a toy. Misuse may cause serious injury or death.
- Please read, understand and follow the directions in the DM6 owner’s manual.
- Eye protection that is designed specifically for paintball and meets ASTM/CE standards must be worn by user and persons within range.
- Recommend 18 years or older to purchase. Must have adult supervision if under 18.
- Never shoot the DM6 marker as if it were loaded and able to fire.
- Only use compressed air or nitrogen gas in the DM6 marker. DO NOT USE CO2.
- Do not exceed 850 psi input pressure.
- Ensure all air lines and fittings are tightened and secured before gassing up the DM6.
- Always chronograph the DM6 marker before playing paintball.

Never shoot the DM6 marker at velocities in excess of 300 feet per second, or at velocities greater than local or national laws allow.

- Never look into the barrel or breech area of the DM6 when the marker is switched on and able to fire.
- Always fit a barrel blocking device to your DM6 when not in use on the field of play.
- The owner’s manual should always accompany the product for reference or in the event of resale and ownership.
- Do not point the DM6 marker at anything that you do not intend to shoot.
- Do not shoot at people, animals, houses, cars or anything not related to the sport of paintball.
- Do not fire the DM6 without the Fuse bolt screwed in completely.
- If you read these instructions and do not fully understand them or are unsure of your ability to make necessary adjustments properly, call DYE or your local pro shop for help.
Turning the DM6 ON and OFF

To turn on the DM6, press and hold the power button (see figure 1) until the LED lights turn blue. The blue light indicates board bootup. After the bootup sequence, the LED’s will turn either RED (no ball) or GREEN (ball ready to fire). To turn the DM6 off, press and hold the power button until the LED’s turn off.

NOTE: The DM6 automatically switches off after 10 minutes of non-use.

Firing the DM6

As soon as the marker is turned on and the LED’s turn from blue to either red or green, the DM6 is ready to fire. If there is no ball and the LED’s are RED, you need to hold the trigger for 1 second to force the DM6 to fire once. If there is a paintball inside the breech and the LED is green, just press the trigger to fire the marker.

LED Light Indicator

The DM6 uses two super bright LED lights mounted on the circuit board inside the grip frame. These two lights are used to provide information to the user about the DM6. They will always show the same information and it does not matter which LED you look at. One is mounted behind the DM6 logo on the left side of the grip panels. The other one can be seen by looking at the top left side of the grip frame while holding the DM6 in the position you would while playing a game.

When you turn on the marker in normal operation mode with the power button, the light colors mean the following:

- Blue = Boot Sequence
- Red = Breech is clear, no ball (eye on)
- Green = Ball in breech, ready to fire (eye on)
- Blinking Red = Eye is off
- Blinking Green = Eye failure (see DM6 Board, page 5)
- Blinking Blue = Indicates a low battery, battery should be changed as soon as possible

NOTE: The eye is always activated when you turn the marker on.

When servicing your marker:

- Make sure a barrel sock is fitted to the DM6.
- Make sure your hopper is removed from the DM6.
- Make sure there are no paintballs in the breech of the DM6.
- Always remove the first stage regulator and relieve all residual gas pressure from the DM6 before disassembly.
- The DM6 can hold a small residual charge of gas, typically 2 shots, with the first stage regulator removed. Always discharge the marker in a safe direction to relieve this residual gas pressure.

Warning:

- The DM6 is not water resistant. Excess moisture can cause damage to electronic parts.
- Keep the board and all electrical components free of dirt, paint and moisture.
- To clean the board, use canned air. If a more aggressive cleaning method is needed, lightly scrub the components with a soft, dry brush. Heavy scrubbing will damage the board.

Board settings and configuration mode

There are five settings you can alter on the DM6 board with the DIP switches inside the grip frame (see figure 2):

- ABS Anti Bolt Stick
- Trigger Sensitivity
- Dwell
- ROF Rate Of Fire when the eye is deactivated
- Firing Mode

There are two DIP switches mounted on the board of the DM6 (see figure 2). The first one is used for the ABS setting and the second one is used to access a configuration mode used to change the other four settings.

Anti Bolt Stick -

When ABS is activated, the dwell is increased after 15 seconds of non-use for the next shot fired. This helps to prevent bolt-stick, but may result in higher velocity for the first shot.
**Configuration Mode**

The following settings can only be modified in configuration mode. To activate configuration mode, turn your marker off and set DIP switch 2 to the ON position. Next, turn your marker on.

1. While in configuration mode, pull the trigger and hold it for more than one second. The LED will flash slowly indicating that the previous setting is saved. After that, you can set the new value with the trigger. For example, if you want to change the trigger sensitivity to 7 units:

   1. While in configuration mode, pull the trigger and hold it for more than one second. The LED will flash 7 times.
   2. Pull and hold the trigger until the LED starts to flash (factory default for trigger sensitivity setting is 5 units, so the LED will flash 5 times).

2. When the LED stops flashing, pull and release the trigger seven times in a fast pace. The new value is set after you haven’t touched the trigger for one second. The LED will cycle through all colors to indicate that the new value is saved.

   All other configurations are changed the same way. Just as in part 2 above, change the mode to RED for “dwell” or BLUE for “ROF” to change the desired configurations.

3. To exit configuration mode, set DIP 2 to the OFF position.

**Green - Trigger Sensitivity**

Values 1 - 20 (factory default 5)

Trigger sensitivity is the amount of time that the trigger has to be released before the next trigger pull is allowed. In some situations with too low of a value, the DM6 can register more trigger pulls than what was actually pulled. This can cause the DM6 to shoot full auto, even in semi-automatic mode. To fix this, set trigger sensitivity higher.

**Red - Dwell**

Values 1 - 30 (factory default 18)

Dwell is the amount of time that the solenoid will be activated. Follow these steps for the best way to set your dwell:

1. Remove loader and any paintball from the DM6 marker.
2. With the dwell set at 10, start increasing the value until the marker begins to fire.
3. When you reach the setting where the marker begins to fire, get some paint and a loader and go to a chronograph.
4. Increase the dwell until you see no increase in the velocity. This is the optimal dwell setting to be used.

**Blue - Rate Of Fire (ROF)**

Values 1 - 20 (factory default 20bps)

The ROF setting is used to set the maximum rate of fire of the DM6. The values do not correspond directly to a certain number of pellets per second. The following table shows the recommended values for different paintball tournaments.

<table>
<thead>
<tr>
<th>Value</th>
<th>BPS</th>
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**NOTE:** You cannot turn your marker off with the power button when the marker is in configuration mode. You must first set DIP switch 2 to the OFF position.

**Configuration Mode**

<table>
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<th>Value</th>
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**Value - Firing Mode**

Values 1 - 5 (default 5)

This setting changes the Firing mode of the DM6. Default is semiautomatic. In the semiautomatic mode, one trigger pull shoots out one paintball. The Firing Mode tables follow the same paintball tournaments series.

<table>
<thead>
<tr>
<th>Value 1</th>
<th>Normal Mode</th>
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<tr>
<td>Value 2</td>
<td>PFP Mode</td>
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<tr>
<td>Value 3</td>
<td>Millennium Mode</td>
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</tbody>
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**Battery**

Standard 9V batteries will last for about 50,000 shots. Please be aware that there are substantial differences in performance between different brands of batteries. Use of low quality batteries can cause malfunctions to the marker in this case, the battery should be changed as soon as possible. When the battery voltage starts to go too low, you will notice your velocity starts to decrease and the board can turn off. For tournament use, it is recommended to change the battery for each tournament. When changing your battery, take special care to ensure the wiring harness is not pinched under the battery (see figure 1). Changing the battery

The battery is housed on the right side of the grip frame. To access the battery, remove the three screws holding the right side grip panel down. Use a 3/32” Allen wrench. Gently lift the battery out of the frame. When inserting a new battery notice the + and - marks on the board. The positive lead of the 9V battery goes to the left and the negative lead to the right. Inserting the battery backwards does not damage the board but it will not function.

**NOTE:** If the marker will not function with the eye on, there is a good chance the battery needs to be changed.

**WARNING**

- A low battery will not be able to power both the ACE eye and the trigger switch, causing ACE eye failure.
- The battery is low, it may not be able to power the solenoid correctly. This will affect the DM6's velocity, causing it to become inconsistent and/or low.

**Changing the battery**

1. Turn the marker off and set DIP switch 2 to the OFF position.
2. Remove the three screws holding the right side grip panel down. Use a 3/32” Allen wrench. Gently lift the battery out of the frame.
3. When inserting a new battery notice the + and - marks on the board. The positive lead of the 9V battery goes to the left and the negative lead to the right. Inserting the battery backwards does not damage the board but the marker will not function.

**WARNING**

- A low battery will not be able to power both the ACE eye and the trigger switch, causing ACE eye failure.
- The battery is low, it may not be able to power the solenoid correctly. This will affect the DM6's velocity, causing it to become inconsistent and/or low.
FUSE™ BOLT · ASSEMBLY AND MAINTENANCE

FUSE™ BOLT OPERATION
To achieve top performance from your DM6, it is important to understand the basic operation of the DM6's patented FUSE™ bolt system.

This design consists of three sleeves threaded together to capture the only moving part of the system, the bolt. The FUSE™ Bolt has four components:
1. Cylinder
2. Bolt
3. Top Hat
4. Rear Cap

Air is supplied to the bolt at two points. A high-pressure supply of air is routed to the back of the bolt into the supply chamber. This air source is responsible for propelling the ball. Low-pressure air is supplied from the LPR to the solenoid. From the solenoid, the air is routed through two small holes to the section of the bolt referred to as the cylinder.

When the DM6 is aired up, air is transferred by the solenoid to the front of the cylinder. This air pushes against the bolt sail and the bolt is held in the back position. When the bolt is held back, the 014 o-ring in the top hat seals around the bolt and contains the air in the supply chamber.

When the marker is fired, the microswitch is pressed, telling the solenoid to switch the flow of air from the front of the cylinder to the rear of the cylinder. Air that enters the rear of the cylinder will push on the bolt sail, moving the bolt forward. The air in the front of the cylinder is vented.

As the bolt moves forward, the tapered stem passes through the top hat. Once the bolt stem can no longer seal against the 014 o-ring, the air contained in the supply chamber is released. The air passes through the venturi ports in the bolt and out the front of the bolt to propel the ball. When the bolt is in the forward position, the inside bolt stem o-ring prevents the flow of air from continuously flowing through the marker when the bolt is forward.

Note: Low or erratic velocity may be due to a low battery not supplying ample electrical current to the solenoid. In this case, change the battery.

BOLT MAINTENANCE
Regular DM6 Fuse™ bolt maintenance is vital to the performance of the DM6. If the Fuse™ bolt is not kept well-greased and the o-rings in good shape, the performance of the DM6 will be greatly hindered.

To remove the bolt, you will need a 1/4” Allen wrench. Unscrew the bolt from the rear of the marker. It only takes one and one half revolutions to unscrew the bolt so that it can be pulled out. After the bolt has been cleaned and greased and is ready to be inserted into the body, be sure all bolt sleeve components are screwed together snugly. Slowly push the bolt into the body. Take care not to cut or nick the o-rings as they pass the threads.

GREASE THE DM6 FUSE™ BOLT EVERY 10-15 THOUSAND SHOTS.

BEFORE INSTALLING THE BOLT INTO THE MARKER, BE SURE ALL BOLT SLEEVE COMPONENTS ARE SCREWED TOGETHER SNUGLY.

If you do not grease the bolt, you will run the risk of damaging o-rings. This will create excessive friction and drag on the bolt, ultimately resulting in breaking the bolt. When greasing the DM6 Fuse™ bolt, pay special attention to all o-rings that are on the bolt and that ride on a surface of the bolt. The first seven o-rings listed below should be generously greased during maintenance.

FUSE™ BOLT O-RING LIST
1. Bolt tip (014 BN70)
2. Bolt sail (015 BN70)
3. Inside bolt stem (011 BN70)
4. Rear bolt stem (011 BN70)
5. Front wall internal (017 UR70)

NOTE: ALL REMAINING O-RINGS SHOULD HAVE A THIN COATING OF GREASE AS WELL.

When servicing your marker:
• Make sure your hopper is removed from the DM6.
• Make sure there are no paintballs in the breech of the DM6 before disassembly.
• When using the DM6 in temperatures below 50º it may be necessary to lube the FUSE bolt more frequently.

WARNING
When servicing your marker:
• Make sure your hopper is removed from the DM6.
• Make sure there are no paintballs in the breech of the DM6.
• Always remove the air supply and relieve all gas pressure in the DM6 before disassembly.
• When using the DM6 in temperatures below 50º it may be necessary to lube the FUSE bolt more frequently.

![Diagram of FUSE™ Bolt](image-url)
LPR (Low Pressure Regulator)

ADJUSTMENTS AND MAINTENANCE

LPR ASSEMBLY, CLEANING, TESTING AND CHANGING SEALS

The Low-Pressure Regulator (LPR) is located in the lower back of the DM6 (see figure 1). The function of the LPR is to lower the air pressure supplied to the marker by the in-line, before it reaches the solenoid. This pressure is used to move the bolt forward and back. The factory setting is 75 PSI. You can fine tune your DM6 to its minimum cycle pressure. This will reduce the amount of force of the bolt hitting the ball (reducing ball breaks) and help with efficiency. Too low of pressure will cause the bolt to not cycle, move sluggishly or not at all. If you experience dramatic shoot down during rapid fire, the LPR may be adjusted too low. Too high of pressure will cause the marker not to shoot as smoothly, potentially increase bad breakage and cause undue wear and fatigue on the bolt components.

It is important to keep the seat and piston face clean of all dirt and debris. Clean the seat and piston face and grease the retainer o-ring every six months or 60,000 shots.

The LPR has five components and six seals

1. Piston small o-ring (012 BN70)
2. Main seal (mounted in the seal retainer)
3. Piston 006 UR90
4. Piston spring
5. Body o-rings (3 pcs, 012 BN70)
6. Piston large o-ring (012 BN70)
7. Piston 006 UR90
8. Seal retainer o-ring (010 BN70)
9. Seal retainer (functions as an adjustment screw seat)

The only user-serviceable part in the LPR is the seal retainer. This seal needs to be changed in the unlikely case the LPR is creeping up.

CHANGING THE SEAL RETAINER

1. Screw out LPR back cover behind the marker using a 1/4” Allen wrench.
2. Screw out LPR seal assembly (brass) using a 3/16” Allen wrench.
4. Screw LPR back cover in place securely.

If the user needs to replace the whole LPR assembly, follow these instructions:

1. Take frame off the marker.
2. Screw out LPR set screw using a 5/64” Allen wrench.
3. Screw out LPR cap using a 1/4” Allen wrench.
4. Pull out the LPR by screwing a rod with a 10/32 thread into the seal retainer (brass piece) inside the LPR and pulling it out.
5. Put everything back in reverse order. Be sure to grease the #019 o-rings, so as to prevent cutting them upon installation.
6. Tighten LPR back cover securely.

The LPR pressure can be set quite accurately even without an LPR test tool. Screwing the adjustment screw (seal retainer) all the way in will set the LPR pressure to approximately 25 psi. Now turning out the adjusting screw 180 degrees will increase the pressure by approximately 5 psi. For example, turning the screw 5 complete turns out will set the LPR pressure to approximately 75 psi. Use a 3/16” Allen wrench to make all adjustments to the LPR. Turning the adjustment screw clockwise, or in, will lower the LPR’s output pressure. Turning the adjustment screw counterclockwise, or out, will raise the LPR’s output pressure.

ON/OFF VALVE - MAINTENANCE AND CHANGING O-RINGS

The On/Off knob is located under the barrel in the front of the DM6 (see figure 2). Using the on/off is simple. To turn the gas off, turn the knob so that it is facing sideways. If you had gas inside the marker, it will bleed out. To turn the gas on, turn the knob so that it faces vertically.

The ON/OFF has three o-rings

1. 009 UR90
2. 009 BN70
3. 009 UR90

In case of a leak from the on/off, it is easy to service:

1. Take the frame off the marker.
2. Unscrew set screw holding on/off in place (screw just in front of the front frame screw).
3. Pull out on/off, change damaged o-ring(s).
4. Lube with grease.
5. Screw in set screw.
7. Push back in.
8. Gas up and test.

MAINTENANCE

The on/off needs very little maintenance. To help prevent o-ring failure and leaks, grease the on/off every four months or sooner, depending on the severity of playing conditions. Cold, wet weather will shorten the effective life of the grease. Heavy duty or the sand can infiltrate the on/off and prevent it from moving smoothly and/or cut the o-rings.

WARNING

When servicing your marker:

• Make sure your hopper is removed from the DM6.
• Make sure there are no paintballs in the breach of the DM6.
• Always remove the air supply and relieve all gas pressure in the DM6 before disassembly.
• It is not recommended for the user to remove the LPR from the body and disassemble it.

NOTE: Air may still be present in the LPR and solenoid after the air has been vented from the marker by the on/off. If servicing the marker, removal of the bolt will also allow any trapped air to escape.
ADJUSTMENTS

The output pressure of the Hyper2™ In-Line is adjusted by turning the brass seat housing. The seat housing screw is located up inside the bottom of the reg. A 7/32” Allen wrench will be needed for this operation. By turning the housing clockwise, you will increase the output pressure of the regulator. By turning the housing counter-clockwise, you will decrease the output pressure of the regulator.

After each adjustment of the output pressure of the Hyper2™ In-Line, you will need to cycle your marker a few times. This will allow your marker and air system to stabilize at their new operating pressure. The Hyper2™ needs to be warmed up to approximately 145psi. This pressure should give you a velocity of approximately 285fps.

To ensure top performance from the Hyper2™, maintenance should be performed every six months or sooner, depending on the severity of playing conditions. Cold, wet weather will shorten the effective life of the grease.

The Hyper2™ has eight components and six o-rings necessary areas.

1. Retaining cap 6. Piston small o-ring (007 UR90)
2. Swivel 7. Swivel o-rings (013 BN70)
4. Retainer o-ring (010 BN70) 9. Shim stack 14. ASA o-ring (015 BN70)
5. Reg seat 10. Piston small o-ring (007 UR90) 11. Piston large o-ring (018 BN70)

Reg seat 10. Piston small o-ring (007 UR90)
11. Piston large o-ring (018 BN70)

Self-cleaning eye feature

The DM6 is equipped with a self-cleaning eye feature. There are two clear acrylic pieces mounted inside the breech of the gun covering the eyes (see figure 3). When the bolt tip contacts these acrylic pieces, it sweeps off any dirt, grease or paint that could be blocking the eyes. Normally, it is enough to just fire the DM6 to clean anything blocking the eyes. If this does not get the buildup out, use a brush to clean up the breech. For a more thorough clean up, remove the eyes plate. To remove the eyes plate, you will need a 7/32” Allen wrench. Simply (without the Allen wrench) push the acrylic eyes plates into the case, take the wires out of the breech. Reinstall the acrylic eyes plates by inserting the wires through the case and back into the breech. Once the acrylic eyes plates are back into the breech, simply reinstall the Allen wrench and your DM6 will be ready to go.

Changing ball detents

The ball detent system is also located under the eye covers. The ball detent system needs little or no maintenance. There is a spring behind each detent, which holds the detent forward. This spring pressure should be easily overcome with very little force, such as a paintball moving past. If you are experiencing double feeding or chopping, check the condition of the ball detent springs. If you find that the ball detent springs are not sticky in the up or down position and that they move in and out of the breech freely, if excessive broken paint or dirt has jammed your ball detents, remove the eye plates (be sure to remove any grease from the detent assembly so that the detents are free to pull out from behind the eye covers (see figure 4). Reinstall the eye covers after you have cleaned the detent system.

Anti-Chop Eyes

The Anti-Chop Eye (ACE) system will prevent the DM6 from chopping paint by not allowing the marker to fire until a ball is fully seated in front of the bolt. The eyes use a lever across the breech. On one side there is a transmitter and on the opposite side a receiver in order for the marker to fire with the eyes touched on, the signal between the two eyes must be broken. After every shot, before the next ball drop in the breech, the eye transmitter and receiver must see each other. If there is a malfunction the LED’s on the board will start blinking green. This means that the receiver and the emitter do not see each other. If this is the case, there are normally two reasons, either there is dirt, grease or paint blocking the beam, or the battery is so low there is not enough power to create a strong enough beam.

NOTE: if the battery is low, the marker may act as if the eyes are dirty or not fire at all. In this case, replace the battery.

WARNING

• The Hyper2™ can hold a small residual charge of gas, typically 2 shots. Always discharge the marker in a safe direction to relieve this residual gas pressure.
• Always remove the regulator from the DM6 before servicing.
• Improper stacking of shots may cause failure of the regulator and possible damage to the DM6.
• Excessive dirt and debris can affect the Hyper2™ performance and increase the need for servicing.
• Be sure to reassemble the internal components and shim stack (see figure 2) in the proper order and direction.
• See diagram for assistance.

ANTI CHOP EYES - MAINTENANCE AND CHANGING

Self-Cleaning Eye Feature

The field of view of the self cleaning eye feature. There are two clear acrylic pieces mounted inside the breech of the gun covering the eyes (see figure 3). When the bolt tip contacts these acrylic pieces, it sweeps off any dirt, grease or paint that could be blocking the eyes. Normally, it is enough to just fire the DM6 to clean anything blocking the eyes. If this does not get the buildup out, use a brush to clean up the breech. For a more thorough clean up, remove the eyes plate. To remove the eyes plate, you will need a 7/32” Allen wrench. Simply (without the Allen wrench) push the acrylic eyes plates into the case, take the wires out of the breech. Reinsert the acrylic eyes plates by inserting the wires through the case and back into the breech. Once the acrylic eyes plates are back into the breech, simply reinstall the Allen wrench and your DM6 will be ready to go.

Changing Ball Detents

The ball detent system is also located under the eye covers. The ball detent system needs little or no maintenance. There is a spring behind each detent, which holds the detent forward. This spring pressure should be easily overcome with very little force, such as a paintball moving past. If you are experiencing double feeding or chopping, check the condition of your ball detents with your finger to make sure they are not stuck in the up or down position and that they move in and out of the breech freely. If excessive broken paint or dirt has jammed your ball detents, remove the eye plates (be sure to remove any grease from the detent assembly) and pull the detents out for a thorough cleaning (see figure 4). Reinstall the detents, springs and eye covers after you have sufficiently cleaned the detents and breech.

NOTE: TAKE CARE WHEN REPLACING THE EYE COVERS. OVER-TIGHTENING THE RETAINING SCREW COULD RESULT IN STRIPPING THE THREADS.
ADJUSTING YOUR TRIGGER
The trigger’s forward travel, over travel and spring tension are fully adjustable so that the user can fine-tune the trigger to his or her exact liking. You do not need to remove the frame from the gun in order to adjust the trigger pull.

- There are two adjustment screws located on the right side of the Ultralite frame (see figure 1) and one adjustment screw behind the trigger. The two screws on the side of the frame adjust the travel of the trigger. The one located behind the trigger is used to change the tension of the trigger spring.

TO ADJUST TRIGGER TRAVEL
- Use a 5/64” Allen wrench to make the desired adjustments. The screw toward the front of the trigger (W1 in figure 1) controls the forward travel. Screwing it in will shorten the trigger’s length of pull.
- The screw toward the rear of the trigger (W2 in figure 1) controls the over travel. By turning this screw you can shorten how far the trigger will travel after it reaches the firing point.
- Note: If this screw is adjusted too far, the trigger will not be allowed to travel far enough to depress the switch and fire the marker.

TO ADJUST SPRING TENSION
- Use a 5/64” Allen wrench to make the desired adjustment. The adjustment is made by pushing the Allen key through a hole in the trigger.
- To make the trigger pull stiffer, turn the Allen key clockwise or in.
- To make the trigger pull lighter, turn the Allen key counterclockwise or out.

INTEGRATED LOCKING DOVETAIL FEATURE
The UltraLite frame comes equipped with an integrated locking dovetail. There is a locking screw located on the bottom right side of the UltraLite frame. It can be accessed with a 1/8” Allen key through a hole in the grip panel. To unlock a part attached to the dovetail of the frame, turn the locking screw counter clockwise one full turn and slide the part off. To attach a part to the rail, slide the part on and turn the locking screw clockwise until part is firmly locked in place.

REMOVING ULTRALITE FRAME FROM THE DM6
If there is ever need to remove the Ultralite frame from the DM6 make sure to follow these steps:
- Remove three grip panel screws with a 3/32” Allen wrench from the right side of Ultalite frame
- Disconnect the solenoid wire and the eye wire from their sockets by gently pulling them out
- Using a 3/32” Allen key, turn the front frame screw counterclockwise one full turn.
- Finally, turn out the back frame screw and slide the frame back and down until it comes off the DM6.

To connect the frame follow opposite steps in reverse order.

NOTES:
- Be sure that the frame and trigger assembly are kept clean. If there is excess dirt or paint build up around the trigger, the trigger will not move freely. In addition, dirt and paint can cause the microswitch to not function properly or fail. Be sure you do not pinch the wires between the frame and the body when reattaching the frame and body.
Trouble Shooting Guide

Marker shooting slow when eye is on and blinding green
- If the LED turns red when there is nothing inside the breech of the DM6 dot, the LED must be replaced. If the LED turns red when there is nothing inside the breech of the DM6 dot, the LED must be replaced. If the LED turns red when there is nothing inside the breech of the DM6 dot, the LED must be replaced. If the LED turns red when there is nothing inside the breech of the DM6 dot, the LED must be replaced.
- When the battery is in the case, the battery should be changed as soon as possible.
- A low battery may cause slow shooting.
- If the battery is not in the case, the battery should be changed as soon as possible.
- The LED turns red when there is nothing inside the breech of the DM6 dot.
- Make sure to check the LED optionally.
- When the battery is in the case, the battery should be changed as soon as possible.
- A low battery may cause slow shooting.
- If the battery is not in the case, the battery should be changed as soon as possible.
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