



Thank you for purchasing an Aura paintball marker. This manual covers all aspects of the Aura. Please read and understand the instructions fully before using the Aura.

The Aura uses our patented EVX technology and low pressure valve system and incorporates an integrated regulator to control the velocity. The electronic control uses a ball sensor to accurately detect when the paintball is in the correct position before firing the marker. This allows the Aura to shoot at high rates of fire.





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Warning!

- The Aura is not a toy.
- Eye, face, ear and head protection designed specifically for paintball, which meet ASTM standard F1776 (USA) or CE standard (Europe), must be worn by user and any person within range.
- The Aura could cause death or serious injury. Risk is increased by using the Aura carelessly, improperly, or by failing to read the instructions and warnings in this manual.
- Use the Aura only in areas designated for paintball where safety is strictly enforced by qualified operators.
- The Aura should be used with CO2, nitrogen or compressed air only.
- Use .68 calibre paintballs only.
- Persons under 18 years of age must have adult supervison when using or handling the Aura.
- Research and follow all local and national laws, regulations and guidelines.

Warning!

- Always treat the Aura as if it is loaded.
- Do not shoot at persons at short range.
- Before each session of gameplay, measure the marker's velocity using a chronograph. Never use velocities in excess of 300 feet (91.44 meters) per second or greater than local or national laws allow.
- Keep the Aura in safe mode until ready to shoot.
- Always read and understand instructions, guidelines and warnings given with any first stage regulator you use with the Aura.
- Do not fire the Aura if the bolt is not in the breach.
- Do not fire the Aura without the bolt pin locked in place.
- Never look into the barrel when the Aura is switched on, able to fire and/or attached to the body.
- Never allow pressurized gas to come into contact with any part of your body.
- Don't put your finger or any foreign object into the paintball feed tube.

Warning!

- Turn the Aura off when not in use.
- Attach a barrel blocking device when the marker is not in use.
- Remove all the paintballs from the Aura when not in use.
- Before disassembly and/or transport and storage. Relieve all residual gas pressure and remove the first stage regulator.
- The Aura can hold residual gas in the valve and regulator. Ensure that this gas is removed by firing the Aura in a safe direction until it will not fire
- Follow the guidelines for safe transportation and storage of your first stage regulator.
- Store the Aura in a safe secure place.

Statement of Liability

This airgun is surrendered by Mokal Inc., with the express understanding that we assume no liability for its resale or safe handling. It can be considered as a dangerous weapon if handled, abused or tampered with. Mokal Inc. shall not be responsible for personal injury or loss of property or life resulting from the use if this airgun under any circumstances, including, but not limited to, the intentional, reckless, negligent or accidental discharges.

Warranty

Mokal Inc. warrants this product for one (1) year against defects in workmanship and quality to the original purchaser. This warranty is not transferable. Disposable items and normal wear parts such as batteries, springs, o-rings and seals are not covered under the warranty. The warranty does not cover scratches or nicks resulting from misuse, poor handling, neglect, damage from incorrect disassembly or re-assembly. Any modifications to the marker will void the warranty. The warranty does not cover performance. Paintball markers are non-refundable. This warranty is limited to repair or replacement of parts. Any shipping costs related to replacement parts shall be the responsibility of the customer.

Note: The enclosed warranty card must me submitted within 14 days of the purchase in order to validate the warranty.

Warranty repair

For warranty repair please call our customer service at (905) 625-7571 to obtain a return authorization number (RAN). Any marker sent to us without an RNA will be sent back at the senders expense. The marker must be sent freight prepaid. Please make sure that you adequately insure the package and have a tracking number in the event it is lost by the shipping company. Mokal Inc. will not be responsible for parts sent to us that are lost or damaged by the shipping company.

A service fee will apply for out of warranty repair please contact our customer service for details.

Technical support

Please contact us if you have any questions. Our hours of operation are from 9:00 am to 5:00 pm EST. You can also visit our website for technical support at www.mokal.com

Connecting the Air Source

Before attaching the air tank be sure that the valve is off by turning it counterclockwise. Screw in the air tank until it stops. Turn the knob clockwise. This will open the pin valve on the air tank and allow the air to flow into the Aura.

Note: Do not unscrew the knob too far as it will come off the bottom line adaptor.

The Aura will operate on CO2 equipped with an anti-siphon tube. This will prevent any liquid CO2 from entering the Aura. For best results it is recommended that you use nitrogen or compressed air. The inlet pressure should not exceed 800 PSI. The Aura has an ON-OFF valve built into the air source adaptor (ASA) with a purge feature that will vent out excess air when you turn it off. This makes it easier to remove the air tank.



Removing the Air Source

Turn the ON-OFF knob counterclockwise until you hear the air escaping from the purging vent hole. Do not unscrew it further because it will come off the ASA adaptor.

Once the valve has been opened the tank can be safely removed.

CAUTION: The Aura will store some air in the valve reserve and regulator even though the excess air is purged. Discharge this air by shooting in a safe direction until it will not fire.

Attaching the Loader

The Aura is equipped with a clamping feed neck that will securely hold the loader. To attach the loader loosen the screw using a 5/32" hex key by turning it counterclockwise until you can push the loader into the feed neck. Orient the loader into position and tighten it turning the screw clockwise. Fill with .68 caliber paintballs.

Adjusting the Velocity

The adjusting screw is located at the bottom of the regulator. Using a 1/8" hex key, turn the adjustment screw counterclockwise to increase the velocity and clockwise to decrease. After adjusting the velocity shoot 3 times to allow the regulator to adjust properly. Always check the velocity with a chronograph.

Aura Quick Start

Attach the barrel, air tank, loader and paintballs. **Refer to pages 03, 04 & 05**

> Turn the velocity adjustment screw clockwise until it stops and then counterclockwise 1½ turns. This will give a velocity of approximately 280 fps. **Refer to page 06**

Push the lower mode button once. The default mode is SAFE so you will need to push the mode button again to select the SEMI mode of operation. The ball sensor is ON by default. **Refer to page 11**

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When you pull the trigger the Aura will first check if the paintball is in position and then fire. It will re-cock automatically and be ready for the next shot. **NIN**)8

Aura Control Panel

There are three LEDS that show the status of the Aura.

Red LED	Alarm status	
Orange LED	Ball sensor ON or OFF	\bigcirc
Green LED	Mode of operation	Μ

There are two switches that allow you to change the mode of operation and to control the eye. The lower switch controls the mode of operation and the upper switch controls the operation of the eye.

The LEDS will show the status for 10 seconds after which they will turn off to save power. To display the current status, press the mode buttons once. To make changes to the mode of operation press the mode switches again to cycle through the modes.

Making the Aura Safe

Push switch 1 and hold down for 2 seconds to put the Aura into safe mode.

This mode is indicated by a solid green light.



Master Reset

In some cases it may be necessary to reset the processor. To do this press and hold the upper mode button for ten seconds.

All three LEDS will light up indicating the processor has been reset. The Aura will default into SAFE mode with the eyes on.





Changing the Mode of Operation

Changing the mode of operation is done by pushing the lower mode button. The modes are indicated by the green LED.

Mode of Operation	Function	Green L.E.D. Display	
Safe	The Aura will not fire	L.E.D. On	
Semi	One shot per trigger pull, when a paintball is detected in the breach and when the eyes are on.	Blinking once slowly.	
3 shot burst	Three shots are fired at a shot rate of 10 balls per second regardless if the eyes are on or off. If the trigger is released before 3 shots are fired the marker will stop firing.	3 quick blinks	
Full auto	Fires continuously at 10 balls per second while the trigger is pressed regardless if the eyes are on or off.	Continuously blinking	
Ramp 1	Aura will start ramping up to the R.O.F. setting when the trigger is pulled more than 5 times per second. When the eyes are turned off the R.O.F. is capped at 12 bps.	Fading LED followed by 1 blink	
Ramp 2	Aura will start ramping up to the R.O.F. setting when the trigger is pulled more than 7 times per second. When the eyes are turned off the R.O.F. is capped at 12 bps.	Fading LED followed by 2 blinks	

DIP Switch Settings

Adjusting the Maximum Rate of Fire (R.O.F.) Tournament Mode

The Aura's rate of fire (R.O.F.) has four possible values 14, 16, 18 and 25 balls per second. Adjustment is done via the dip switches. To adjust the R.O.F. open the right side of the wraparound grip to access the dip switches. Switch 3 and 4 are used to adjust the R.O.F.



Switch settings are as follows:

Sw3	Sw4	R.O.F. (balls per second)
OFF	OFF	25
OFF	ON	18
ON	OFF	16
ON	ON	14

Tournament Mode

Sw1 Sw2 OFF OFF S

F OFF Standard modes

- OFF ON NPPL tournament mode. Semi only up to ROF setttings. Eyes can be turned on and off.
 - N OFF PSP mode. Semi only up to 15 balls per second. Eyes can be turned on and off.

N ON Standard modes.

Aura Ball Sensor Logic

The Aura is equipped with a sensor that detects if a paintball is in the breach at the proper position. This is done by using a high power infrared emitter and detector. These are mounted in the receiver at a specific location to accurately detect if the paintball is in the correct position before firing the marker. This greatly reduces the chance of chopping paintballs. The ball sensor logic in the software will monitor the status of the sensor and automatically reduce the maximum rate of fire if it is blocked or not functioning. A ball sensor error is indicated by the red LED

Turning the Ball Sensor On & Off

Pushing switch 2 will allow you to turn the ball sensor on and off. The status is indicated by the orange LED.

Sensor ON One Blink Sensor OFF Two Blinks



Ball Sensor Alarms

The Aura software monitors the ball sensor and reports an alarm if no ball is present or if the breach has not cleared in the allotted time. This may be due to debris blocking the sensor, the sensor not functioning or if the bolt is jammed. Ball sensor alarms are indicated by the red LED.

Alarm	Display – Red LED
No ball present	3 quick blinks
Breach not cleared	3 quick blinks followed by a solid light

Note: When the Aura software detects a breach not cleared error the shot rate is automatically reduced to 12 shots per second. This allows you to shoot the marker even though the ball sensor is not working properly, unless the bolt is jammed. The Aura will continue to display an error while you are shooting. Refer to the troubleshooting section to clear the error.

Maintenance

This section covers how to disassemble the Aura for routine maintenance.

Note: All threads are right handed. Turning clockwise will tighten and turning counterclockwise will loosen. All the threads should mate smoothly. If you find that a thread is tight you have crossed the thread and possibly damaged them.

Remove all air sources and make sure that all air is purged from the Aura as well as the reserve gas held in the regulator and valve.

Ensure that the barrel is fitted with a barrel cover while servicing the Aura.

Removing/Replacing the Bolt

The Aura has a bolt with a quick release pin for easy removal. To remove the bolt, pull the pin up to disengage it with the hammer and pull the bolt out. The bolt can now be cleaned or lubricated. We recommend using light oil for lubrication. Replace the bolt ensuring that the pin is engaged with the hammer.

When replacing the bolt make sure that the groove on the pin is not visible. If you can still see the groove, the pin has not be pushed in far enough and the Aura won't work properly.

Note: Cocking the Aura before you remove the bolt will make it easier to replace the bolt.



Cleaning the Sensor

- Remove the cover using a 5/64" hex key.
- Remove the sensor pushing down on the board. This will flip the sensor up allowing you to remove it.
- Clean the sensor with a cotton swab or suitable cloth.
- Replace the sensor making sure that the bump on the sensor goes into the hole in the receiver and push the sensor down until it is flush with the receiver.
- Replace the cover and tighten it. Be careful not to over tighten the screw.
- Repeat this procedure for the other side of the sensor.



Cleaning the Ball Detent

- Remove the cover using a 5/64" hex key.
- Pull out the spring
- Push on one side of the ball detent to tilt it and pull it out.
- Clean the ball detent with a cotton swab or suitable cloth.
- Clean the pocket where the ball detent fits into.
- Replace the ball detent and the spring.
- Replace the cover and tighten it. Be careful not to over tighten the screw.
- Repeat this procedure for the other side of the sensor.



Disassembly and Cleaning the Integrated Regulator

- Put a piece of tape on the hose where it meets the elbow, this will help when re-attaching the hose.
- Remove the macro line hose from the regulator by pushing on the collet ring and pulling out the hose.
- Unscrew the regulator swivel portion by turning it counterclockwise. There is a limit ring that will come out when the swivel portion is removed. Be careful not to lose this part.



Removing the Regulator Stem

- Insert a small screwdriver in the vent hole to push the regulator stem up.
 Grab the end of the regulator and pull it out.
- The regulator stem has 20 spring washers are ranged in a specific pattern as shown in the diagram.
- Clean the o-rings and inspect for wear. Replace if necessary.
- Lubricate the spring stack with light grease.









Regulator Adjustment Screw

- Remove the retaining ring at the bottom using a suitable tool.
- Remove the regulator adjustment screw by turning it counterclockwise.
- Clean, lubricate and inspect the o-rings. Replace if necessary.



Re-Assembling the Integrated Regulator

The assembly of the integrated regulator is the reverse of the disassembly.

- Carefully insert the adjusting screw back into the regulator. Turn the screw clockwise until it stops. This will be the minimum velocity setting of the regulator. Turning the screw back about 1 ½ turns will give velocity of approximately 280 fps.
- Install the retaining ring.
- Turn the regulator swivel over and insert the regulator stem. Push it all the way in.
- Turn the Aura over and drop the limit ring into the fixed portion making sure that it sits flat. Insert the swivel portion and turn it clockwise until it stops.
- Turn the swivel portion counterclockwise until hose elbow is in the correct position.
- Re-attach the hose into the elbow. Make sure to push it in firmly so it goes all the way in. If you marked the hose with tape as suggested in the disassembly instructions you can check the marking to make sure it is all the way in.



Cleaning the Aura Valve Assembly

- Remove the regulator swivel portion.
- Remove the regulator fixed portion using a 3/16" hex key. There are two o-rings that mate between the receiver and the fixed portion. Make sure that these stay in the fixed portion.
- Pull out the assembly by removing the front cap.
- Clean the valve stem with a dry cloth.
- Apply light grease to the far end of the valve stem and the o-ring in the front cap.
- Assemble the value as shown and re-install it making sure that the hole the front cap is down.
- Push the cap in and line up the threaded hole with the hole in receiver.
- While holding the cap against the receiver, attach the regulator fixed portion and tighten the screw.





Cleaning the Hammer Assembly

- Remove the bolt (Refer to page 16).
- Unscrew the rear cap using a 1/8" hex key.
- Pull out the hammer spring.
- Insert the 1/8" hex key into the cross-hole and push the hammer out the back of the receiver.
- Clean the hammer with a dry cloth and lubricate with light oil.



How to Replace the Hammer Seal

- Put one end of the seal into the groove.
- With a small screwdriver guide the seal into the groove while holding the seal in place.
- Make one or two revolutions with the screwdriver to make the seal sits in the groove.



When putting a new seal the flared end is toward the front.



Replacing the Hammer 1

- When installing the hammer turn the EVX frame to semi mode and disable the eyes (see pages 11 and 13).
- Insert the hammer with the cross-hole pointing up.
- While pushing against the hammer pull the trigger twice to allow the hammer to move forward. The crosshole will now be visible through the top of the receiver.
- Re-install the bolt making sure that the cocking pin goes into the cross hole of the hammer. Push against the bolt and pull the trigger once more to allow the hammer and bolt to move forward.
- Make the Aura safe by putting it into SAFE mode using the mode keys.
- Insert the hammer spring and rear cap and tighten it with the 1/8" hex key.









Replacing the Hammer 2

- Re install the bolt making sure that the cocking pin goes into the cross hole of the hammer.
- Push against the bolt and pull the trigger once more to allow the hammer and bolt to move forward.
- Make the Aura safe by putting it into SAFE mode using the mode keys (see page 10)
 Insert the hammer spring and rear cap and tighten it with the 1/8" hex key.



Cleaning the ON-OFF Bottom Line

- Unscrew the **ON-OFF** knob by turning it counterclockwise.
- With a blunt object push the **ON-OFF** pin out.
- Clean the **ON-OFF** pin with a dry cloth and apply light grease.
- Insert the **ON-OFF** pin and reinstall the knob until you can feel the o-ring in the knob tighten on the bottom line adaptor. This position is **OFF**.





Cleaning the Solenoid

- Remove the six screws holding the wraparound grip using a 5/64" hex key and remove the grip.
- Remove the battery from the board.
- Remove the screw holding the solenoid using a 1/8" hex key.
- Push the solenoid out from the opposite end.



Removing the Return Spring

- Clean the armature and return spring with a dry cloth.
- Remove any debris inside the solenoid body.
- Replace the return spring with the small end towards the inside of the armature.
- Put a few drops of light oil on the armature shaft and insert it into the solenoid body.
- Insert the solenoid assembly into the handle frame making sure that the wires are not pinching anywhere.
- Secure the solenoid by tightening the screw. Do not over tighten this screw.
- Carefully pack the wires into the frame and replace the battery.
- Attach the grip with the six screws.

Battery Removal and Replacement

The Aura uses a 9 volt battery. To access the battery compartment remove the three screws holding the left side of the wraparound grip. Replace it with a high quality alkaline battery. The Aura board is capable of using a rechargeable metal hydride battery. The charging jack is located above the LEDS. To access the recharge jack remove the cover and insert the power supply.

Note: Rechargeable batteries have less capacity than alkaline or lithium batteries so you will get less number of shots



Universal mount on the handle frame

The Aura's handle frame has a universal mounting system that will accept dovetail type bottom lines as well as ³/₄" pitch mounting. To remove the dovetail bottom line refer to page 33.

Note: When using the $\frac{3}{4}$ " pitch mounting, the screws must not be longer than 0.45" into the handle frame.

Removing the Bottom Line Adaptor

- Remove the macro line hose by pushing the collet ring down and pulling out the hose.
- Remove the left side of the wraparound grip to access the screws holding the bottom line adaptor.
- Loosen the two set screws on the side of the handle frame. It is not necessary to remove these screws.
 The dovetail bottom line can now be removed. The balls that hold the bottom line will fall out so make sure that you do not lose them.
- To use ³/₄" pitch mounted bottom lines first remove the balls and unscrew the lock screws so that they are flush with the top of the frame. You can use the tapped holes to mount a bottom line with ³/₄" pitch mounting. Note that the maximum length the screw can go into the handle frame is 0.450"



Removing the Handle Frame Assembly

- Remove the ON-OFF bottom line. See page 30.
- Remove the six screws holding the wraparound grip using a 5/64" hex key and remove the structure wraparound grip.
- Wraparound grip.
 Remove the battery from the board and the connections for the solenoid and ball sensors.
 The black wire is the detector and the red wire is the emitter.
- Remove the two screws holding the handle frame to the receiver. The rear screw requires a 5/32" hex key and the front screw requires a 1/8" hex key.





Attaching the Handle Frame Assembly

When installing the handle frame assembly the wires for the ball sensor must go into the slot in the receiver and through the access slot in the handle frame. The handle frame will not sit properly against the receiver if the wires are outside of these slots. The best way to do this is to position the wires in the slot and then align the handle frame the receiver. Put the rear handle screw in but do not tighten yet. Put the front handle screw and then tighten both screws. Re-connect the sensor, solenoid and battery connectors and replace the wraparound grip.



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Removing The Valve Body

- Remove the regulator, valve assembly, handle frame, rear cap and bolt as discussed in the previous sections.
- Remove the screw holding the valve body with a 7/32" hex key.
- With the hammer in the receiver, push the back of the hammer to push the valve body out through the front.
- The valve body is now removed and can be inspected.

Installing The Valve Body

The valve body must be installed so that the 4 jets are towards the hammer.

- Put the valve body on a 7/32" hex key.
- Orient the valve so that the holes are lined up.
- Insert it into the receiver and push it in until the hole is visible through the receiver.
- If necessary, move the valve to line up the hole using a small hex key.
- Fix the valve in place with the valve body screw using the 7/32 hex key.





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	PROBLEM	POSSIBLE CAUSES	REMEDY	PROBLEM	POSSIBLE CAUSES	REMEDY
The Aura does not fire and no error is showing	• The Aura does not fire and no error is showing	 Is it in safe mode? 	 Select one of the firing modes 	 Leaking down the barrel 	 When the Aura is un-cocked it may be 	• Re-cock the Aura
	The Aura does not fire and the error light is flashing three times	 There are no paintballs detected by the sensor 	 Add more paintballs to the loader 		 Valve cup seal is defective Outer seals on the valve 	 Replace valve cup seal Replace outer valve body
Ŋ	 The Aura does not fire and the error light is flashing three times then solid 	 The bolt is jammed Ball sensor is dirty The solenoid is not releasing the hammer Software has crashed 	 Remove the bolt and clean the receiver Clean the ball sensors Replace the battery Clean the solenoid 	Balls are breaking in the barrel	 Is the ball sensor on? Is there a ball sensor error? Ball detents are not working 	seats Turn the ball sensor on Clear the ball sensor erro Clear/replace ball detents and check the bal detents springs
Ц Н	The Aura is not re-cocking	 Velocity set is too low Hammer seal is defective Dirt inside receiver 	Increase velocity Replace hammer seal Remove blot and		 Barrel bore may not be matched for the size of the paint Paint may be too fragile 	 Find a suitable barrel for the size of paint Use a tougher grade of paint
SIES	• The Aura is chopping paint	 Is the ball sensor on? Is there a ball sensor alarm? 	hammer and clean inside of the receiver • Turn the ball sensor on • Refer to ball sensor alarm troubleshooting	 Inconsistent velocity 	 Regulator needs cleaning Poor quality paintballs being used Barrel bore not matched to the size of the paint ON-OFF valve is not 	 Tighten ON-OFF knob fully clockwise Check that the pin on the pin valve is not too low Liquid CO2 may be entering the regulator
The Aura fires but the bolt does not move The battery life is short	 Sear is defective Hammer is defective Cocking pin is not aligned 	Replace sear Replace hammer Refer to "Replacing the		pushing the pin of the pin valve attached to the air tank	 Use a Co2 tank with an anti-siphon tube or use compressed air or nitrogen. 	
	If the Aura is not used for	• Remove the battery when	 Velocity is extremely high and cannot be lowered 	 Upper oring on the adjustment screw needs replacing 		
	Poor grade battery	 Use a high grade alkaline or lithium battery 	• The Aura leaking at the regulator	 Out of the vent hole Out of the adjustment screw 	Replace 018 and 008 oring Replace adjustment	
37	 The solenoid is moving but the Aura will not fire 	 Weak Battery Solenoid assembly is jammed or dirty 	Replace batteryClean and lubricate solenoid assembly	Leaking out of the vent hole in the front cap	 Defective oring on the valve stem guide 	Remove valve assembly and replace orring (part #8)
5/				• Leaking out of the front cap	Defective front cap o-ring	• Remove front cap and replace o-ring (part #10)

- 1 Receiver
- 2 Valve body
- 3 Valve body o-ring (015-N90,2 pcs)
- **4** Valve stem
- 5 Valve stem seal
- 6 Valve stem guide
- 7 Valve spring
- 8 Valve stem guide o-ring (006-N90)

33 Valve screw bushing

34 Eve cable assembly

36 Trigger

38 Sear spring

41 Handle frame

• 44 On-Off pin

46 On-Off knob

47 Macroline hose
48 Elbow 90 degree swivel

• 49 Retaining ring

42 On-Off bottom line

• 43 Elbow 90 degree

• 37 Sear

35 Trigger adjustment screw

• 39 Rear handle frame screw

 40 Front handle frame screw (10-32 x 5/8" button head)

45 On-Off o-ring (006-N90)

50 Velocity adjusting screw

51 Regulator swivel portion

(018-N90)

(008-N70)

(015-N90)

56 Limit rina

58 Screw

52 Regulator swivel portion o-ring

53 Regulator stem lower o-ring.

55 Regulator stem upper o-ring

54 Regulator stem assembly

57 Regulator fixed portion

(1/4-28 x 3/4 socket head)

(1/4-28 x 3/8" button head)

- 9 Front valve cap
- 10 Front valve cap o-ring (018-N90)
- 11 Barrel
- 12 Hammer seal
- 13 Hammer
- 14 Bumper
- 15 Hammer spring
- 16 Backend assembly
- 17 Cocking pin
- 18 Bolt
- 19 Cocking pin ball lock
- 20 Cocking pin ball lock spring
- 21 Cocking pin ball lock housing
- 22 Clamping feed neck
- 23 Clamping feed neck screw (10-32 x 1/2 socket head)
- 24 Right ball detent
- 25 Right ball detent spring
- 26 Right cover
- 27 Right cover screw (6-32 x 1/4 flat head)
- 28 Left cover screw (6-32 x 1/4 flat head)
- 29 Left cover
- 30 Left ball detent spring
- 31 Left ball detent
- **32** O-ring (010-N90, 2 pcs)
- 33 Valve screw bushing
- **32** O-ring (010-N90, 2 pcs)

Aura parts breakdown

JBI FSH 38

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WARNING: THIS PRODUCT IS NOT A TOY

This product could cause serious injury or death. Read and understand the instruction manual before using. When gun is fired, all persons within 200m of barrel must wear eye and head protection specifically designed for paintball. Any installations or service should be performed by a qualified airsmith.

YOU MUST BE 18 YEARS OR OLDER TO PURCHASE THIS PRODUCT

