

BULLET

User's Manual

Congratulations on your purchase of the most advanced sexual prosthetic ever made. This short guide will ensure you have a safe and fun experience. The Bullet is designed to provide a lot of functionality, in a safe, dependable and rugged format. It incorporates a high-quality stepper/servo hybrid motor, controlled by a microprocessor, to perform exact movements that are controlled, repeatable, and changeable in real-time without interrupting an ongoing session. A belt drive and other design and material choices make the Bullet quiet, smooth, dependable. Aluminum body, over-sized power-supply, telescoping legs, quick-detachable mounting for toys, built-in safety switches. Multiple modes of control. This is the Mercedes AMG of sex machines.

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Safety

Just a couple thoughts here. First, this machine is powered by 110vac. Don't operate it near water or spill liquids on it. Common sense, but we have to say it.

Second, there is an E-Stop button at the end of the Bullet main frame- big, red, can't miss it. If you push that button, the Bullet will stop what it's doing, and retract the arm. That is there "just in case",

like you drop the hand Controller, or you need the Recorded Session to stop and can't get to the command that does that, or whatever. When you press on the E-Stop, it mechanically locks in a 'safe' position, and you have to turn the button to release that lock and allow the Bullet to operate again. If you are starting the machine and nothing happens, check the E-Stop button and if it is pushed in, release it by turning it clockwise one-quarter turn. It will popped back out and return to position.

Third, this is a well-constructed (read "strong and heavy") and powerful sex machine. It incorporates a high-torque motor that can move fast and hard. Never place the machine in a place where it can't move backwards if it needs to. Respect the power, be careful and have fun. Sex should be enjoyable. Listen to your body. If it hurts, slow down, use more lube and/or a smaller toy.

Parts

The machine comes with 5 basic parts. These include the machine itself, toy adapter, encoder, encoder cable and power supply.



Toy Adapter

Each machine comes with a quick-attach Vac-U-Lock style adapter. For liability issues we do not provide a toy with the machine. There are a multitude of toys available in this format online or at your local sex toy shop.

Setting up the Bullet

The Bullet arrives fully assembled. All that is required is to plug in the power supply to the jack at the rear of the Bullet, fit the Vac-U-Loc-style adaptor to the business end of the Bullet shaft and choose whether mode of control you will use. If the Encoder Controller mode is desired, the plug on the end of the Controller (black housing with knurled wheel) is inserted into the jack on the back of the Bullet with the provided Cat5 cable. When the switch on the Controller housing is turned on and the wheel is moved, the Bullet will move accordingly.

If you want to control the Bullet using the Wi-Fi mode, you will need to connect a smart device to the Bullet via Wi-Fi (step-by-step directions elsewhere in the documentation)

Basic Encoder Operation

Be sure to make sure the encoder is not plugged in prior to powering on machine. This can cause boot issues. Plug encoder cable in to machine and encoder. Adjust all four legs to desired position. In this operation mode the user inputs all movements via the encoder controller.

The direct control provided by the Controller is actually pretty unique to the Bullet. It gives the user management of the toy, with as much or little movement, as quickly or as slowly as desired, immediate response, and the freedom to change up the motion of the toy as often and as varied as the user wishes. To be specific, the Bullet will move the toy forward when you turn the wheel in one direction, and backwards when you turn the wheel in the other direction. You can turn the wheel by hand, or roll it against another surface, like your hand, your arm, a bedcover, etc. If more movement is desired, spin/roll the wheel more. If a pause is desired, just stop moving the wheel. It's really that simple. There is a switch in the housing that turns off the Controller so the Bullet doesn't move when you aren't ready (nobody wants to get poked in the eye!). You don't have to turn the Controller off when you are not playing, but the option is there if you want it.

An option mentioned in the Intro is that the Controller can be used by a partner, such that one person is in control of the motion of the toy, and the other person receives the pleasure. This opens up many possibilities and scenarios for the experience of the receiver.

Wi-Fi Operation

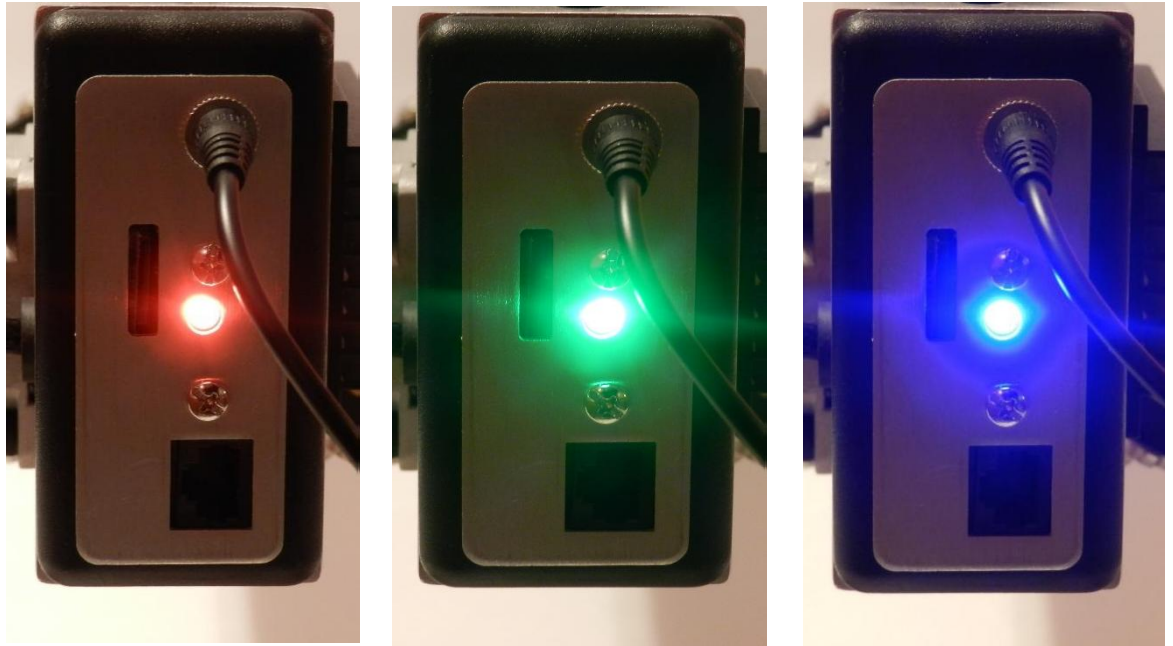
In addition to the immediate feedback provided by the Controller, the user also has the ability to control the Bullet from a Wi-Fi enabled Browser session. Software loaded on the Bullet provides a GUI screen with sliders to set/change the settings for Stroke, Speed and Position. You are not downloading software to your phone- the GUI is hosted by the Bullet. Like the Controller, the Cruise Control slider GUI allows changing the parameters as often and as little/much as desired, with real-time response from the Bullet. While the Bullet will stop moving when the Controller is not moving, the Bullet will continue to receive and respond to the settings in the Slider GUI until the user closes the session. Firefox is not currently supported.

***Tip/Trick:** By setting the speed slider to max and stroke very small the machine will vibrate at different frequencies. The encoder can also be used simultaneously while the machine vibrates. Try it out!*

Establishing a Wi-Fi connection between the Bullet and a smart-device.

The machine requires a connection between a smart phone, tablet or computer and the Bullet microprocessor. It's not rocket-science, but it does help to be walked through it.

1. Plug the power adaptor into the rear of the Bullet and confirm you have a green light displayed on the rear housing. If it is Red, the E-Stop button needs to be released. After releasing the E-Stop, the status light will turn green.



Turn on your smart device and open your networks/Wi-Fi settings. Disconnect from your home network, cellular service, etc. Look for a network connection named "Bullet". Select to connect to it.. The light on the Bullet will turn Blue. Open a browser on your smart device and enter 192.168.4.1 in the URL block at the top. Your browser should now display the main/default screen for the Bullet application. Save the connection to 192.168.4.1 as a bookmark so you can return to it easily in the future.

The Default screen displays the GUI application. Observe the GUI displays three sliders. You can change the Stroke length, the Stroke speed, and/or the Position. The Stroke length is effectively 0 to 8 inches or so. The Stroke speed ranges from XXX down to so slow it feels like a vibrator. The Position value changes how far forward the rod begins from. Using this control, you can bring the business end of the toy to you, rather than you move to meet it.

When you start a session, you do have to pick a non-zero value for both the Stroke and Speed sliders. When the second one is set, the Bullet will start moving. If you set either one to zero, the Bullet will stop moving. Using the Position slider is optional.

Emergency Stop

The emergency stop is located on the front of machine just under the push rod. This cuts power from the driver and is separate from any programming code. For this reason, the stop/reset button on GUI is not intended nor acts as an emergency stop. Once pressed the button must be turned to disengage.

Recorded Sessions

In addition to moving the Bullet by turning/rolling the wheel on the Controller, the Cruise Control slider GUI or the Finger-Painting GUI, the user has the option to create recorded sessions that when played back, tell the Bullet how to move, in terms of stroke, speed and position, and just like Controller-directed motion, those stroke, speed and position values can be changed within the recorded session, as often as the operator likes, in gradual or large adjustments. These recorded sessions can be used again and again. The software provided allows joining sessions together to make longer sessions. We will make other enhancements as time allows, and the Sessions software will be downloadable from the Bullet Mfg website.

The Recording software comes in two formats. The first is the "Mouse Recorder". One moves the pad of a GUI slider control (similar to the Finger-Painting application) and the software records the position of the pad over time, capturing changes in position, large or small, fast or slow. When the user has 'recorded' a session, those changes are saved to a file which can then be retrieved and run on the Bullet.

Second, the Session record provides a chart-like interface, such that the user can enter values for stroke, speed, position and duration as a "set", then enter another set with similar or differing values. When this session is saved, the file can be retrieved and played back on the Bullet, reproducing the motion and duration settings of each set in order as recorded until the complete recording is processed.

In either case, the recordings will play and the Bullet will move, until the recording has ended, or the user has stopped the session.

Troubleshooting

These machines are very stable and usually most issues can be corrected by recycling the power. Below is a description of LED's that are very helpful when determining what the issue is. If you still have problems contact us right away at ["info@bulletprosthetics.com"](mailto:info@bulletprosthetics.com) and please include a description of what the issue is and the status of both LED's.

Machine back LED

Green = Everything is good

Blue= Everything is good and a device is connected

Red=E-stop is activated **Resolution** = Turn E-stop to deactivate

Motor side LED

Green = Everything is good

Yellow= Max torque limit was reached **Resolution** = Reboot machine to reactivate motor