

DCSabers
Usage Guide
And Warranty

Warranty

Here at DCSabers we stand by our work, the components and the most importantly the customers that choose to order from us that is why all orders from our own line are covered with us for 2 years from the date of dispatch.

The DCSabers Warranty begins the day your Saber is dispatched
The DCSabers Warranty is **Non-Transferable**

If you experience a fault that is not covered, please still get in touch as we may still be able to help

The Process

1. To make a warranty claim either message us using our contact form or on our social media outlets.
2. We will get back in touch with you and book a time to run some short diagnostics remotely.
3. If unsuccessful the Saber will need to be sent back to the workshop for full diagnostics to ascertain the fault.
4. If the fault is covered under warranty, we will repair as needed and organise a return.
5. If the fault is not covered under warranty, we will be in touch to offer other options.
6. The Saber will be returned.

If the Saber needs to be returned for evaluation we will provide the postage labels for return, if the Saber is determined to be out damaged outside of the included Warranty, customers agree to pay for the costs of postage incurred in returning and sending the Saber back.

DCSabers retains the right to use any postage means in the return of warranty repaired items when we return it to you.

Warranty repairs may take up to 4-8 weeks or longer depending on the severity.

What's Covered:

- Faulty LED / NeoPixel lighting system.
- Faulty internal hardware/wiring
- Usage components (switches recharge ports etc)
- 90 days coverage on FX cards as per the FX card manufacturers policies
- Defective DCSabers hilts (not available on 3rd party installed hilts)
- Pixel Stick NeoPixel Blades are only covered for 6 months and for defects arising from construction, they are NOT covered for
- duelling.

This warranty does not cover any damage due to but not limited to -

- Accidental Damage
- User based Proffie configuration errors
- Damaged Paint/artwork due to misuse
- Wiring damage from incorrect use
- Drops especially resulting in damaged speakers
- Misuse
- Abuse
- Negligence
- Improper Handling including untightening RGB or NeoPixel retention Screws
- Modifications
- Normal wear and tear
- Any maintenance or attempted repair by any party other than DCSabers
- **Stripped or locked grub screw or pommel threads (with any Saber if you overtighten the retention screws you will strip the thread it is only user error and is not covered.**

1 - Chassis Removal for sabers purchased before march 2021

All DCSabers products come with its internal components such as battery and sound card and speaker installed into a 3D printed chassis, this is located inside the grip section of the hilt.

Some models will require the end user to interact with this chassis for the purposes of SD card and Recharge Port access.

The end user will be required to unscrew the pommel at the base of the hilt to gain access to the internal section.

The chassis can be a little tight inside the hilt especially when new, this is so the components do not rattle around during usage and especially for combat.

first attempt to remove the chassis by unscrewing the pommel at the bottom of the Saber and gently tap the base of the Saber against the palm of your hand.

You should feel the chassis drop into your hand, if the chassis does not drop in a few firm taps try it on a firm surface, the more the Saber is used the more the internals will loosen slightly, and this process will become easier.

PLEASE NOTE : The chassis will only travel out of the Saber enough for the user to remove the battery

To maintain good wiring integrity, do not pull the chassis if there feels as if there is resistance, doing so could compromise the wiring and invalidate your warranty.

PLEASE NOTE – We wire our Sabers in such a way that they are robust, but please follow the guide above to guarantee the continued integrity the internal wiring, if you feel something is not working the way it should, you may email DCSabers at any time for assistance, we are happy to help!

2 – Chassis Insertion for sabers purchased before march 2021

When reinserting the chassis after a changing the battery or SD card removal operation, care must be given to ensure the wiring has travelled back up inside the hilt.

Place the chassis back into the hilt, and by placing your thumbs around the edge of the speaker push the chassis back inside if needed. Please do not push the centre of the speaker this may damage it and void your warranty.

Once the chassis is all the way inside, screw the pommel back on to the hilt.

On occasion the chassis may not travel all the way inside the hilt, if this is the case, tap the chassis back out and give it a LITTLE twist clockwise and try again.

You will feel a solid stop on the chassis as it travels its full intended distance.

All Sabers are thoroughly tested at the time of manufacture for function and are only released if everything works correctly, if you are struggling a lot please contact us, we will be happy to assist further.

PLEASE NOTE: DO NOT USE THE POMMEL TO PUSH THE CHASSIS IN THE EVENT OF A PARTIAL INSERTION THIS WILL ALMOST CERTAINLY DAMAGE YOUR SABER.

3 – Blade Location and Retention

All DCSabers hilts use 1-inch compatible blades (not supplied) and are secured in the emitter using M4 Grub Screws.

Located on the rear of the Saber nearest the top of the emitter, using an appropriate Allen Key gently tighten the grub screw until you feel resistance and then just a fraction more to secure the blade or blade plug in place, it is ESSENTIAL to take care not to over-tighten as this will possibly compromise the thread which is not covered under warranty

PLEASE NOTE: Users are only authorised to interact with the grub screw for blade retention which is always the screw located at the top of the Saber, any grub screw under this is used specifically to hold internal components in place and MUST NOT be used, please familiarise yourself with the Saber before interacting with these screws to be certain you are only interacting with the Blade retention screw.

4 - Battery Usage and Removal for sabers purchased after march 2021

DCSAbers products cannot be charged by plugging a USB cable into the Proffie FX Board please do not attempt this as it could void your warranty

DCSAbers Products require a protected 18650 Lithium Ion Battery for use (Not Supplied)

We recommend only using the KEEPPOWER brand 15a Continuous Current 18650 battery cells as these are the industry standard and are easily the best option for all Sabers.

DCSAbers products are always installed with the positive terminal (+) at the top of the chassis closest to the hilt itself and the negative terminal (-) closest to the speaker end of the chassis.

We purposely create our battery compartments to be a little tighter so that when certain models are used in combat there is no chance the battery may break contact and turn the Saber off, because of this we supply a battery removal tool should you need it.

To turn the Saber on, insert the battery as above and slide the kill switch over to power the Saber up, you should hear the Saber boot up

PLEASE NOTE: On Protected 18650 cells you will see a small and slightly raised strip running from the top of the cell down the side to the bottom, when placing the protected battery inside the chassis please make sure that this strip is facing outwards towards you and slightly to the left or the right to ensure you have correct clearance for the chassis to travel back into the Saber.

The proffieboard configuration installed on DCSabers is based on Fett263 props file which amends the default behaviour but adds 100% functionality to a single-button saber.

Combinations are comprised:

Click - Short depress and release of the PWR button

Long Click - Approx 1s hold of the PWR button

Double Click - 2 Press + Release clicks of the PWR button

Some functions will require the saber to be in a certain position like pointed up / down.

Function

Button Press/Gesture

While powered off

Ignite Saber	Click PWR
Ignite Saber Muted	Click + Long Click PWR
Start / Stop track	Double Click PWR (pointed up)
Track Player	Double Click PWR (parallel / down)
Next Track	Turn right
Prev Track	Turn Left
Next Preset	Long Click PWR (parallel or up)
Prev Preset	Long Click PWR (pointed down)
Scroll Preset	Hold PWR
Next Preset	Twist Right
Prev Preset	Twist Left
Select Preset	Click PWR
Volume Menu	Hold PWR + Clash
Volume Up	Twist Right
Volume Down	Twist Left
Exit Volume	Click PWR
Battery Level Check	Double Click + Long Click PWR

Standard configured gestures to Ignite / Retract saber

Twist to ignite

Twist to retract

Thrust to ignite

More gestures can be configured by

While powered on

Turn off/retract	Hold PWR
Clash Effect	Clash blade
Lockup Effect	Hold PWR + Clash
Stab Effect	Stab tip of blade against surface
Drag	Hold PWR + Stab pointing down
Melt	Hold PWR + Stab pointed up/level
Lightning Block	Double Click + Hold PWR
Blast Effect	Click / Double / Triple click PWR

Multi-Blast	Hold PWR + Swing
– each swing will trigger blaster block until exited	
To Exit Multi-Blast	Clash or Click PWR
Force / Quote	Long Click PWR

Colour Change	4 Clicks PWR (parallel or down)
Change colour	Twist hilt
Save Colour	Click PWR

More complete instructions can be obtained from the comments section at the bottom of your saber configuration file supplied by DCSabers