



# Sniper Delta Forces Users Manual Australia



Compiled by BPT Motorsport Australia

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## Section 1

### Units of Measurement:

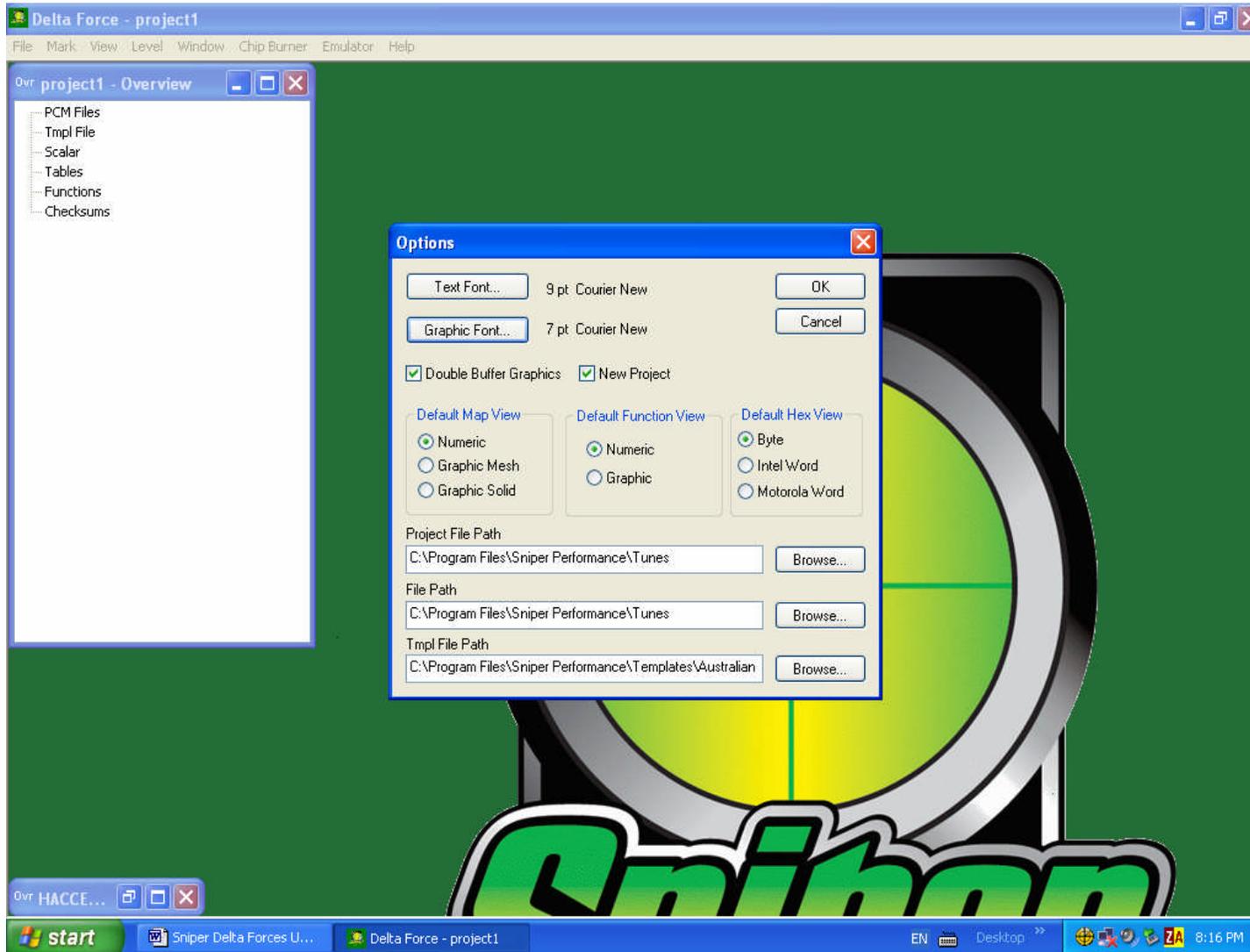
Units of measurement used in Sniper software are in:

- RPM (Revolutions per Minute)
- Deg F (Degrees Fahrenheit)
- Lbs./hr. (pounds per hour of mass)
- Lbs./min. (pounds per minute of mass)
- Ft./lbs. (foot pounds of torque)
- “Hg (Inches of Mercury)
- Ppm (pounds per minute) Airflow.

### Setting up Default Settings:

- From the tool bar select (view)
- Select (options)
- Select desired default Map view.
- Select desired default Function view.
- Select desired default Hex view.
- Set default directory path for Project files.
- Set default directory path for Template files.

See screen dump 1.



## Software User Controls:

### Things you should know before starting:

- Stock files (whether read from a vehicle with the Sniper Interface box or supplied by Sniper) will always be 12 digits long. Example: VXCF1.KYN1.pcm
- VXCF1 represents the Ford engineering HEX code. This HEX code is what determines which Sniper template you need to use.
- KYN1 represents the vehicle's computer Box code.
- .pcm represents the file type.
  
- There are two types of Sniper templates (.trm & .tpl)
- Delta Force templates. These templates can only be used in the Delta Force software. They will look like VXCF1.tpl. All Delta Force templates will end with the suffix: .tpl.
- Special Forces templates. These templates can only be used in the Special Forces software. They will look like VXCF1.trm. All Special Forces templates will end with the suffix: .trm.

### **Loading a PCM file with Delta Forces:**

- Once Delta Force is open, click on File (top left corner of the Delta screen)
- Scroll down and select "load file"
- A window will pop open that says "Open" in the top left corner. Go to the folder that contains the file you wish to load into Delta Force. This may be a stock file or a pre-existing modified file. Select the file and click "Open". The screen will disappear.
- Go back to File (top left corner of the Delta screen)
- Scroll down and select "load template"
- A window will pop open that says "Open" in the top left corner. Go to the folder that contain the templates. Select the appropriate template and click "Open". The screen will disappear.
- The Project - Overview screen (column on the left side) will display your Scalars, Tables, Functions and others. By clicking on the plus sign (+), those areas will open up and show you a list of what areas in the program are available to modify.

## Comparing Files:

### \*\*\*IMPORTANT NOTE\*\*\*

If you load more than one file into Delta Force, the first file that you load into Sniper Delta Force is the file that the changes will take place on. The second file that gets loaded cannot be modified; it can only be used as a comparison. So, the file that you are creating or modifying **MUST** be loaded before the file(s) that you want to compare to.

- After opening the Sniper Delta Force software, click on **File** (top left corner of the Delta screen)
- Scroll down and select "**load file**"
- A window will pop open that says "**Open**" in the top left corner. Go to the folder that contains the file you wish to load into Delta Force. This may be a stock file or a pre-existing modified file. Select the file and click "**Open**". The screen will disappear. This will load your first file.
- To select the second file (to compare) go back and click on **File** (top left corner of the Delta screen)
- Scroll down and select "**load file**"
- A window will pop open that says "**Open**" in the top left corner. Go to the folder that contains the file you wish to load into Delta Force to compare. This may be a stock file or a pre-existing modified file. Select the file and click "**Open**". The screen will disappear.
- If you want to compare a third file, just repeat the above steps. Once the files are loaded, now you need to load the template.

- Go back to **File** (top left corner of the Delta screen)
- Scroll down and select "**load template**"
- A window will pop open that says "**Open**" in the top left corner. Go to the folder that contains the templates. Select the template and click "**Open**". The screen will disappear.
- The Project - Overview screen (on the left side) will display your Scalars, Tables, Functions and others. By clicking on the plus sign (+), those areas will open up and show you a list of what's available.

**NOTE:** All the files that have been loaded on the same template will be displayed in different colours. One will be black, another blue, another red, etc. This makes it easier to keep track of the different files for comparison.

### **Identifying file differences:**

When comparing two files and you want to see the differences between the two, go to the drop down file "**Mark**" and select "**changes**". Once that is done, all areas where the files are different will be indicated in **bold print**.

### **Making a Change:**

Once you open up the area you want to look at or change, **double click** it and this will highlight it in yellow and by **double clicking** again on the yellow you will be able to make the change. Once the change is made, you can continue making changes in other areas or you can save the change.

## **Saving the performance file you have created with Delta Forces:**

### **Save a Change:**

Go to the “**File**” drop down box and select “**Save File**”. If you want to save the file under a different name or location go to the “**File**” drop down box and select “**Save File As**”. This will save in default folder C:/Program Files/Sniper Performance/Tunes/pcm.

### **New Project:**

You will be able to open and look at another file with a different file name while keeping open your current project. To do this, go to the “**File**” drop down menu and select “**New Project**” then load new file and template.

### **Special Function Keys:**

<b>F1</b>	<b>= Explanation of selected area</b>
<b>Ctrl+Shift+H</b>	<b>= Explanation of selected table areas</b>
<b>Ctrl+A</b>	<b>= Highlights All</b>
<b>Ctrl+C</b>	<b>= Copys All Highlighted Areas</b>
<b>Ctrl+V</b>	<b>= Paste what is copied</b>
<b>Ctrl+Z</b>	<b>= Returns you to your last entry</b>
<b>F6</b>	<b>= Returns you to Table after looking at Graph or 3D image of Table</b>
<b>F7</b>	<b>= 2 Dimension Graph of Y axis while looking at tables</b>

<b>F8</b>	= <b>2 Dimension Graph of X axis while looking at tables</b>
<b>F9</b>	= <b>3 Dimension Graph while looking at tables</b>
<b>F10</b>	= <b>3 Dimension Graph in colour while looking at tables</b>
<b>F11</b>	= <b>X Axis Normaliser for Table selected.</b> (Close this out to go back to table)
<b>F12</b>	= <b>Y Axis Normaliser for Table selected.</b> (Close this out to go back to table)
<b>CTRL+Enter</b>	= <b>After highlighting the area, this scales data in the Tables &amp; Functions</b>
<b>Key # 1 to 9</b>	= <b>Rotates 3D map.</b>
<b>TAB KEY</b>	= <b>Hitting the TAB key when table open will take you to next table</b>

### **Creating, saving and loading Generic Parameters with Sniper:**

How to save and load changed parameters from a tuning file so you can load it into another base tune with similar modifications.

- Highlight (select all) the contents of the map.
- From the file drop menu you will see save Library and load Library.
- To save the selected map click **Save Library** and name it. (e.g. supercharger timing map).
- You can also load saved library files by selecting **Load Library**.
- Be sure to check all changed parameters to ensure that the correct changes have been made.