

T238 TRACER UNIT RGB VERSION MANUAL



Description

T238 tracer unit is designed for BB/NERF dart/Gel ball blasters, it attaches to your blaster which allow your BB/NERF dart/Gel ball to glow in the dark. To see the flight path of your shot, special tracer BBs/NERF darts/Gel balls are needed. When using RGB version, you can still see a rainbow of gunfire effect without the help of special bullets.

Main features

Dimensions: 85mm long, 35mm outer diameter and 14mm inner diameter

Weight: 90g

Interface: 19mm (with 14 CCW adapter and 19mm to 16mm adapter)

Functions: Rainbow tracer mode, dynamic gunfire color, tracer BBs/NERF darts/Gel balls charging, adjustable gunfire color, 20 minute timeout automatic shutdown, low battery automatic shutdown

Supported rate of fire: max. 50rps

Supported projectile types: spherical projectile and cylindrical strip projectile with 6-14 outer

diameter

Battery: 760mah, maximum endurance 40000 rounds, charging with Micro USB cable

Charging



Screw off the shell and plug in the USB cable. The red LED lights up when charging and goes out when full.

Function

Function	Operation	Reaction
Power on and enter the rainbow trajectory mode	Press once to power on and enter the rainbow trajectory mode and turn on bullet charging function when in the shutdown state	RGB LED and UV LED will blink once
Dynamic gunfire color	After entering the rainbow trajectory mode, briefly press once to switch to the Dynamic gunfire color mode	RGB LED and UV LED will blink twice
Red gunfire color	After entering the Dynamic gunfire color mode, briefly press 1 to switch to the Red gunfire color mode	Red LED and UV LED will blink once
Yellow gunfire color	After entering the Red gunfire	Yellow LED and UV LED will

	color mode, briefly press once to switch to the Yellow gunfire color mode	blink once
Green gunfire color	After entering the Yellow gunfire color mode, briefly press once to switch to the Green gunfire color mode	Green LED and UV LED will blink once
Cyan gunfire color	After entering the Green gunfire color mode, briefly press once to switch to the Cyan gunfire color mode	Cyan LED and UV LED will blink once
Blue gunfire color	After entering the Cyan gunfire color mode, briefly press once to switch to the Blue gunfire color mode	Blue LED and UV LED will blink once
Pink gunfire color	After entering the Blue gunfire color mode, briefly press once to switch to the Pink gunfire color mode	Pink LED and UV LED will blink once
White gunfire color	After entering the Pink gunfire color mode, briefly press once to switch to the White gunfire color mode	White LED and UV LED will blink once, briefly press once to switch to the rainbow trajectory mode
Only enable the bullet charging function	Press and hold 2 seconds to turn off the gunfire simulation function when in the power on state, and enable the bullets charging function	UV LED will blink once
Only enable the gunfire simulation function	Long press 2 seconds to turn off the bullets charging function, and enable the gunfire simulation function when only the bullet charging function is turned on.	RGB LED will blink once
Power off	Long press 2 seconds to power off when only the gunfire simulation function is turned on.	The white light gradually darkens until it is turned off