

T238 TRACER UNIT 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.

Main features

Dimensions: 92mm long, 38mm outer diameter and 14mm inner diameter

Weight: 120g

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

Functions: tracer BBs/NERF darts/Gel balls charging, gunfire simulation, 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: 450mah, maximum endurance 25000 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
1. Power on and enable tracer BBs/NERF darts/Gel balls charging and gunfire simulation functions	Press once to power on when in the shutdown state	Gunfire simulation LED and UV LED will blink once
2. Disable gunfire simulation function enable tracer BBs/NERF darts/Gel balls charging function	After power on, press once to disable gunfire simulation function	UV LED will blink once
3. Disable tracer BBs/NERF darts/Gel balls charging function and enable gunfire simulation function	When in the function 2, briefly press once to disable tracer BBs/NERF darts/Gel balls charging function and enable gunfire simulation function	Gunfire simulation LED will blink once
4. Power off	When in the function 3, press once to power off	The golden light gradually darkens until it is turned off