

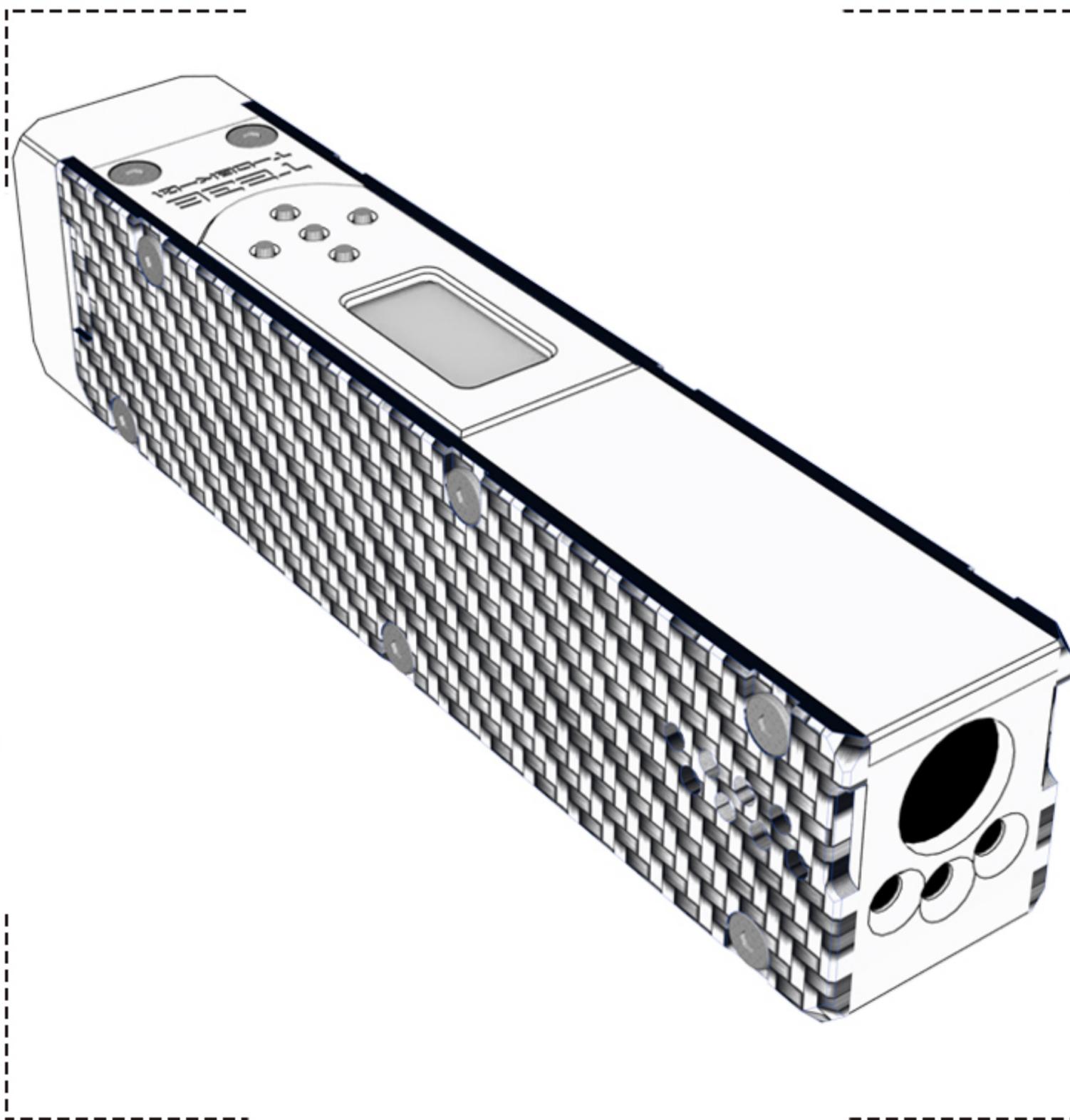
T238®

T238 TRACKER UNIT

ΣΥΝΘΕΤΟΚΑΘΕΣΤΡΩΜΑ VERSION
ΣΥΝΘΕΤΟΚΑΘΕΣΤΡΩΜΑ VERSION

ΠΑΥΣΑΔΕΩΣ
ΜΟΝΙΤΟΡ

PRODUCT MANUAL





T238 TRACER UNIT CHRONOGRAPH DAYBREAK PRODUCT MANUAL

When installing the Tracer Unit, please make sure it is coaxial with the barrel of Airsoft/Nerf/Gel blaster before shooting to prevent projectiles from hitting the inside of the Tracer and causing damage!



01/Description

T238 Tracer Unit Chronograph Daybreak is a tracer unit that integrates projectiles velocity measuring, muzzle flash simulation and UV projectiles-glowing.

It can be installed at the muzzle of Airsoft/Gel Blasters/ Nerfs and other toy launchers. It can measure projectile velocity and muzzle velocity, and can record up to 99 pieces of historical data, calculate the maximum, minimum, and average values of muzzle velocity.

It can also set the projectile diameter and weight.

It can calculate the kinetic energy and specific kinetic energy of projectiles. In addition, the color and effects of the simulated muzzle flash can be personalized on the UI panel of the tracer unit, such as dynamic rainbow mode and tracer mode; The UV projectiles-glowing function works when special Tracer BBs are used, which light up the Tracer BBs that pass through the inner tube of the tracer, so that the Tracer BBs display their traces in the air.



02/Main Feature



Size: External size 150*28*35mm, Inner diameter 14mm

Weight: 200g

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

Function: projectiles-velocity measuring, muzzle flash simulation and UV projectiles-glowing, 20min timeout automatic shutdown

Maximum velocity of shooting: UV projectiles-glowing, supports up to 50 RPS; projectiles-velocity measuring, supports up to 80 RPS

Suitable projectile types: spherical bullets and cylindrical bullets with an outer diameter of 6-13 mm

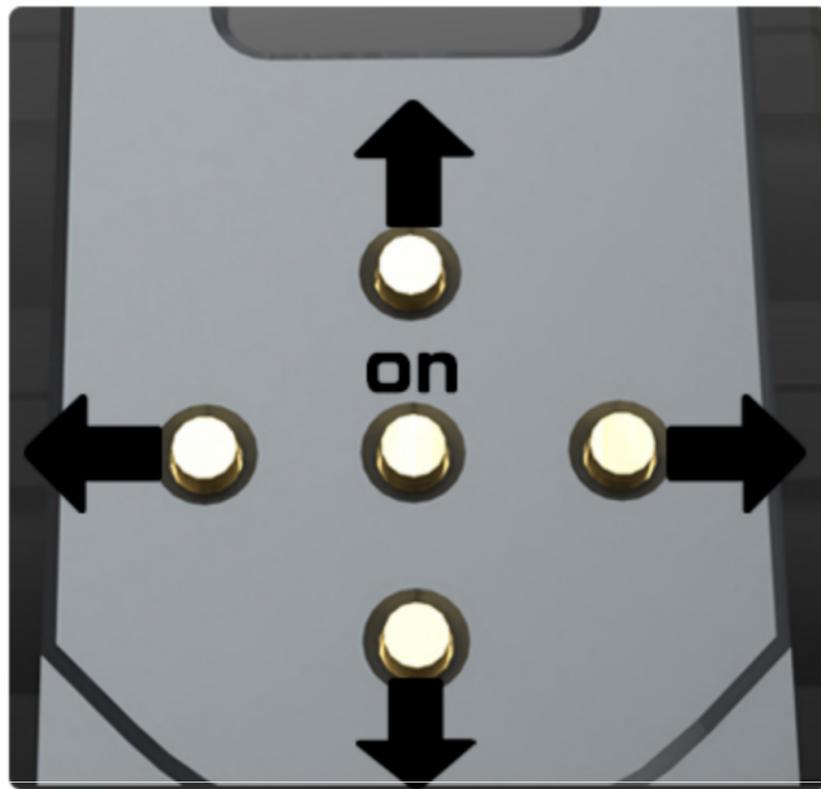
Battery: 1500mAh,

Maximum Battery Life: up to 30000 rounds.

Charging by USB Type-C Cable



T238 TRACER UNIT CHRONOGRAPH VERSION DAYBREAK



When charging, the red LED lights up, and when fully charged, the red LED goes out.

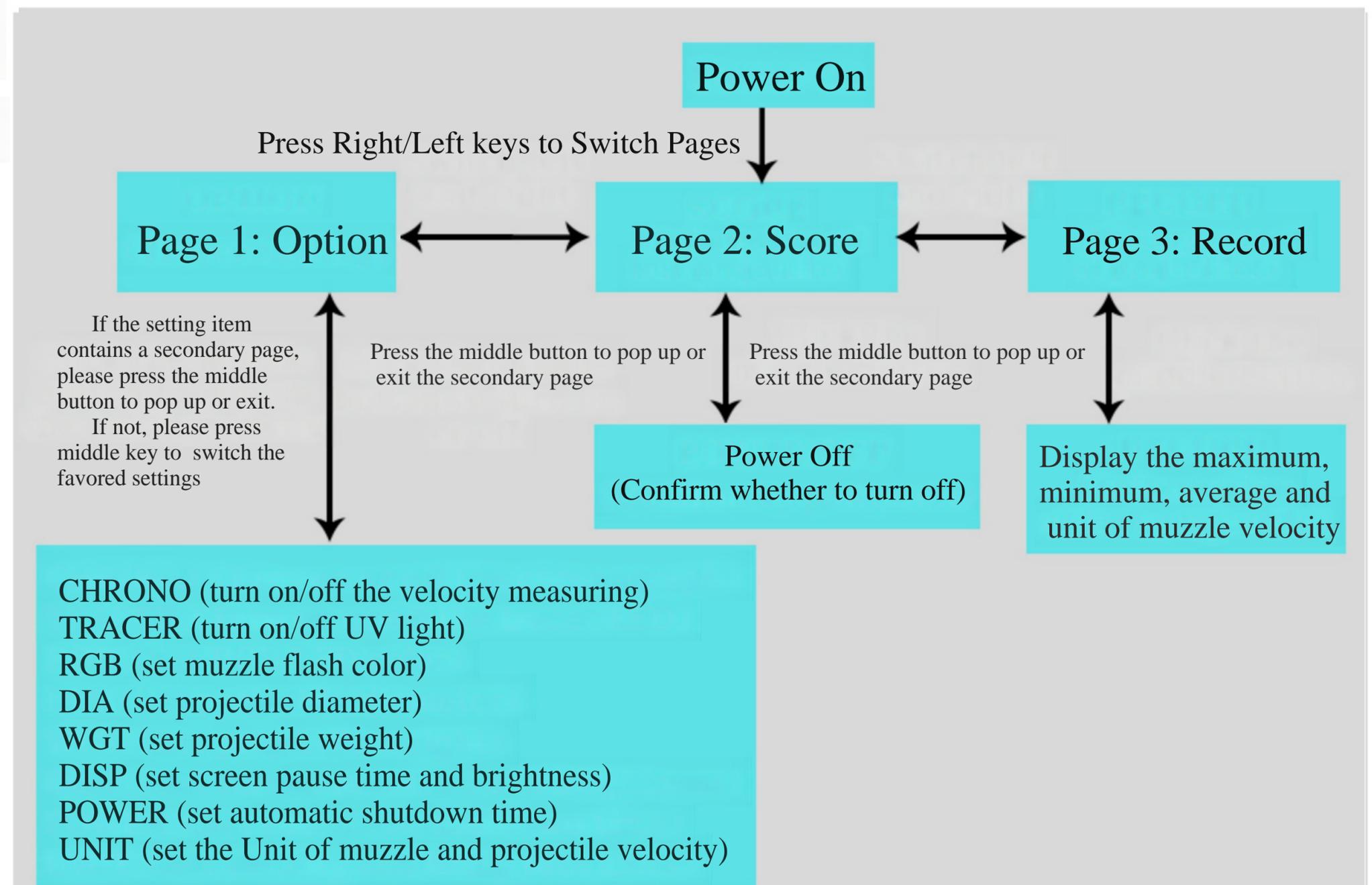




03/Operating Instructions

This section introduces the basic functions of each page of the Day break and the corresponding key operation effects

3.1 Outline





3.2 Power On

1. Click the middle button when the device is turned off, and the screen will play a power-on animation. Settings for CHONO, TRACER and RGB will be displayed below the logo.
- 2 After the power-on animation ends, it will automatically jump to the SCORE page.



3.3 Power Off Manually

- 1 On the SCORE page, press the middle button to pop up the POWER OFF confirmation page.
- 2 Press the up/down keys to select "OK" or "Cancel", and then select "OK" to power off.





3.4 Main Page

The Daybreak has three main pages:

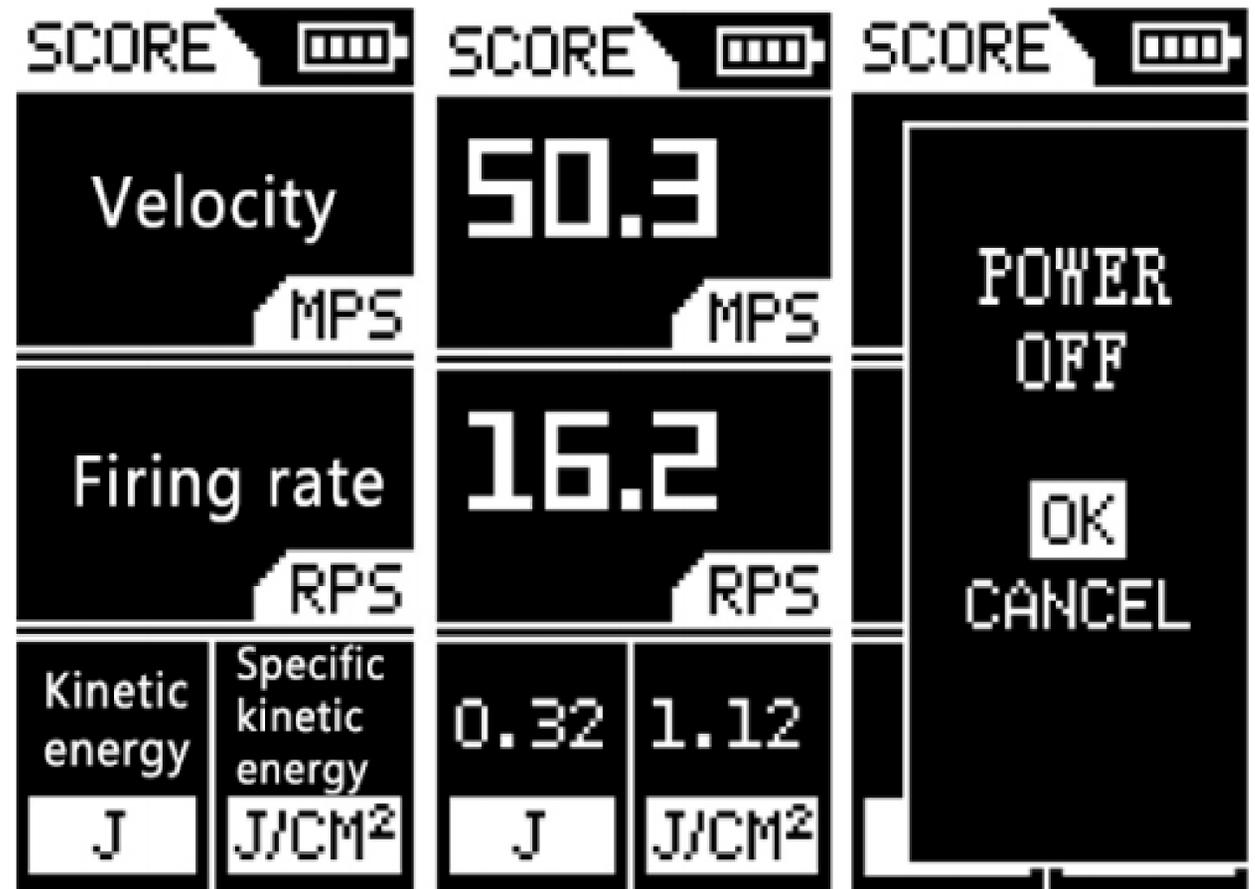
SCORE, RECORD, and OPTION.

Press the left and right keys to switch



SCORE page:

When "CHRONO" is set to ON in the "OPTION page", this page can display the muzzle velocity (MPS), rate of shooting (RPS), kinetic energy (J) and specific kinetic energy (J/cm²) of the latest projectile. Press the up/down keys to select "OK" to power off.





RECORD page:

This page can record the speed of nearly 99 projectiles and calculate the average, minimum and maximum values of the projectile speed.

Press the middle button on this page to pop up the secondary page that displays the average, minimum, and maximum values, and then press the middle button again to exit the secondary page



OPTION page:

There are 8 setting options for CHONO, TRACER, RGB, DIA, WGT, DISP, POWER, and UNITs selected by the up and down keys.





CHRONO projectiles velocity measuring setting: Press the middle button to turn on(ON) and off (OFF) the projectiles velocity measuring function. After turning off this function, there will be no more data updates on the SCCORE page

TRACER UV projectiles-glowing setting: Click the middle button to turn on (ON) and off (OFF) the UV projectiles-glowing. Note that the UV projectiles-glowing function works only when special Tracer BBs are used, After turning off this function, the UV projectiles-glowing will no longer work, and even if the special Tracer BBs are used, they will not be lit up.

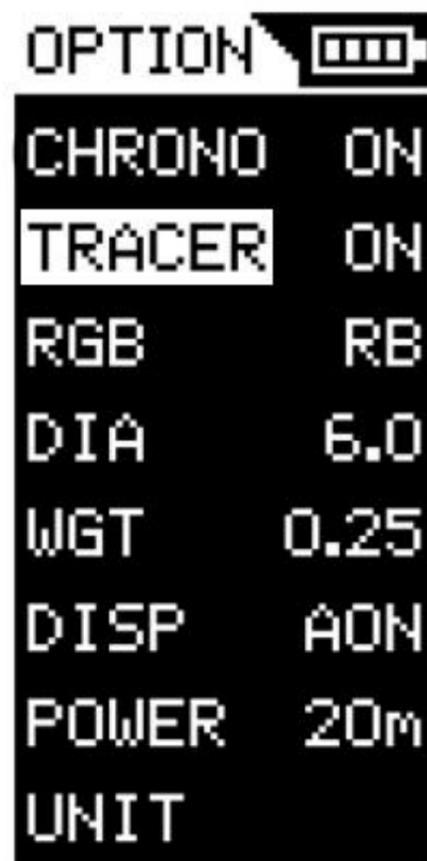
RGB Muzzle Flash Simulation settings: press the middle button to pop up the secondary settings page, press the up and down buttons to select the Muzzle Flash color or mode and press the middle button to confirm the selection.

RAINBOW is the rainbow flash effect,

DYNAMIC is the color-changing flash effect,

RED, YELLOW, GREEN, CYAN, BLUE, PINK, and WHITE are seven monochrome effects, respectively.

choose OFF to disable the Muzzle Flash Simulation





DIA projectile diameter setting:

Press the middle button to pop up the secondary setting page, which can set the diameter of the projectile.

Press the up, down, left and right keys to adjust the appropriate projectile diameter, press the middle key to confirm and save, the unit is millimeters (mm).



WGT projectile weight setting:

Press the middle button to pop up the secondary setting page, which can set the weight of the projectile

Press the up, down, left and right keys to adjust the appropriate projectile weight, press the middle key to confirm and save, the unit is gram (g).





DISP screen display settings:

Press the middle button to pop up the secondary settings page, then press the up and down buttons to select and set the automatic screen off time and screen brightness, press the left and right buttons to adjust the specific configuration, and press the middle button to confirm and save.

The default screen-off time is 15 seconds. If set to AON, the screen will never go out. The default screen brightness is the lowest.



POWER power settings:

Press the middle button to pop up the secondary settings page, then press the left and right buttons to select and set the automatic power off time, and press the middle button to confirm and save.

The default screen-off time is 20min.





UNIT unit setting:

Press the middle button to pop up the secondary setting page, then press the up and down buttons to select and set the muzzle velocity unit and rate of shooting unit, press the left and right buttons to adjust the specific configuration, press the middle button to confirm and save.

the Units are meters per second (MPS), feet per second (FPS), rounds per second (RPS) and rounds per minute (RPM) respectively.



04/Software function

4.1 Low Voltage Protection

When the battery power is too low, "LOW BATTERY" will appear on the screen and it will automatically shut down.





4.2 Timeout Automatic Shutdown

Set Automatic Shutdown time in the page OPTION-POWER-AUTOSHUTDOWN.

20m: Indicates that if it is idle for more than 20 minutes, the speedometer will automatically shut down. The same applies to other settings such as 40m and 60m.

4.3 Velocity Measurement

1. Set CHRONO to ON or OFF on the OPTION page to turn on or off the Velocity Measurement.
2. Velocity Measurement range: muzzle velocity 1.5M/S-200M/S, firing rate 2RPS-80 RPS.
3. When Velocity Measurement is turned on, each time the velocity is measured successfully, its value will appear on the SCORE page and RECORD page.
4. If shooting at a speed less than 2RPS, the SCORE page will not display the value of the shooting rate. If the projectile diameter is set to 0, the SCORE page will not display the value of specific kinetic energy. If the projectile weight is set to 0, the SCORE page will not display the value of kinetic energy and specific kinetic energy.
5. When there is velocity measurement data, if the CHRONO is turned off, the display data on the SCORE page will be cleared, but the data on the RECORD page will be retained.
6. If the screen falls asleep, the screen will automatically wake up after a successful speed test.
7. If the screen is currently on the OPTION page, it will automatically go to the SCORE page after a successful speed test.
8. the recently saved muzzle velocity historical data on the RECORD page can be viewed, with a maximum of 99 records.



4.4 Projectile Diameter Setting

1. Set the projectile diameter in the OPTION-DIA page in mm.
2. The specific kinetic energy section under the SCORE page will calculate and display the value based on the diameter value.
3. If the projectile diameter is set to 0, the specific kinetic energy section under the SCORE page will not display a value.

4.5 Projectile Weight Setting

1. Set the projectile weight in the OPTION-WGT page, in g.
2. The kinetic energy and specific kinetic energy sections under the SCORE page will calculate and display values based on this weight value.
3. If the projectile weight is set to 0, the kinetic energy and specific kinetic energy sections under the SCORE page will not display values.

4.6 UNIT Setting

1. Set the units of muzzle velocity SPEED and rate of fire ROF in the OPTION-UNIT page. After setting, the values and units of the SCORE page and RECORD page will be modified simultaneously.
2. SPEED: MPS and FPS represent meters per second and feet per second respectively
3. ROF: RPS and RPM represent rounds per second and rounds per minute respectively.

