

**EUROP-ARM**

Depuis 1973

Lancer Tactical x SLR Tracer Airsoft Flare M Eshooter

<https://europarm.fr/en/produit-22039-Lancer-Tactical-x-SLR-Tracer-Airsoft-Flare-M-Eshooter>

**NEW**

SKU	Designation	French Law	Thread	Length (cm)	Weight (g)	Colors	MSRP
A68822	Lancer Tactical x SLR Tracer Airsoft Flare M Eshooter	Vente libre	M14 - G/CCW	5.4	45	Black	142.00 € incl. tax

Smart airsoft marker with 9-colour RGB flame effect, 3 operating modes and a rechargeable battery offering up to 6 hours of battery life.

The **Flare M Lancer Tactical x SLR airsoft tracer by Eshooter** combines tracer lighting with a **9-color RGB flame effect**. Compatible with green and red tracer BBs, it offers 3 operating modes, 4 RGB LEDs, and a high-speed sensor supporting over 50 BBs per second. Its 54mm, 45g CNC-machined aluminum body houses a 320mAh USB-C rechargeable battery providing approximately 6 hours of battery life.

- **Brands:** Lancer Tactical x SLR Rifleworks by Eshooter
- **Model:** Flare M Smart Airsoft Tracer Unit
- **Type:** Airsoft tracer with RGB flame effect
- **Material:** CNC machined aluminum
- **Finish:** laser-engraved markings
- **Compatibility:** standard beads, green Tracer beads, red Tracer beads, and gel beads
- **Lighting:** 4 high-brightness RGB LEDs
- **Available colors:** red, orange, yellow, green, cyan, blue, purple, white, and dynamic cycle
- **Operating modes:** Flame, Tracer and Tracer + Flame
- **Maximum advertised rate of fire:** over 50 BBs/second (50+ RPS)
- **Battery:** Built-in 320 mAh rechargeable lithium battery
- **Advertised battery life:** approximately 6 hours of continuous operation
- **Charging:** USB Type-C
- **Activation:** Shake-to-Wake vibration sensor
- **Energy saving:** automatic standby mode
- **Controls:** Integrated selection buttons

- **Length:** 54 mm
- **Diameter:** 28 mm
- **Weight:** 45 g
- **Adapter included:** M14 CCW to M11 CW
- **Included accessories:** USB-C cable and user manual

A smart airsoft marker with RGB flame effect

The **LT x SLR Flare M by Eshooter** is a **smart airsoft tracer** developed through an official collaboration between **Lancer Tactical, SLR Rifleworks, and Eshooter** . It combines the functionality of a classic light tracer with a **multi-colored flame effect** system, designed to enhance the visual experience during airsoft games.

Designed for use with both rifles and compatible airsoft pistols, this device allows you to visualize the trajectories of luminescent BBs while simulating a muzzle flash effect. Its intuitive operation and compact size make it a particularly suitable accessory for nighttime games, CQB, and low-light environments.

9 RGB colors to customize the lighting effects

The **Flare M Eshooter** stands out thanks to its lighting system based on **4 high-brightness RGB LEDs** . It offers eight fixed colors as well as a dynamic mode that automatically changes the colors during firing.

- **Red:** red flame effect.
- **Orange:** simulation of a traditional mouth flash.
- **Yellow:** bright lighting with a warm dominant tone.
- **Green:** green light effect.
- **Cyan:** blue-green lighting.
- **Blue:** blue light effect.
- **Violet:** violet lighting.
- **White:** white light effect.
- **Dynamic cycle:** automatic alternation of colors during shots.

These various options allow you to customize the appearance of the lighting effects according to your preferences. Selection is made directly using the **integrated control buttons** , without complex programming.

Three operating modes for different gaming experiences

The **Flare M plotter** offers **3 operating modes** allowing visual effects to be adapted to the game conditions.

- **Flame Mode:** activates the RGB flame effect at the muzzle when firing, even with standard BBs.
- **Tracer Mode:** activates the lighting of compatible Tracer balls to make their trajectory visible in the dark.
- **Tracer + Flame Mode:** combines the lighting of the glowing beads with the RGB flame effect for a complete visual rendering.

Switching between modes is quick and easy thanks to the device's controls. This versatility allows the Flare M to be used both for tracking shots and for creating a personalized visual effect.

Compatible with Tracer green, red and standard marbles

Thanks to its lighting technology developed by **Eshooter** , the Flare M supports **green and red Tracer balls** . As they pass through the device, the luminescent balls are exposed to light, making their trajectory visible in the dark.

The marker also accepts **standard airsoft BBs** and compatible **gel BBs** . Non-luminescent BBs can benefit from the RGB flame effect, but do not produce a luminous trajectory.

This extensive compatibility allows the device to be used with different types of consumables, without having to change accessories depending on the color of the Tracer balls.

A high-speed sensor compatible with over 50 RPS

The **Flare M Smart Tracer** incorporates a **high-speed detection sensor** capable of supporting a rate of fire exceeding **50 balls per second**.

This feature allows it to be used with high-rate-of-fire AEG replicas and certain compatible HPA configurations. The system is designed to quickly detect projectile impact and synchronize the lighting effects, even during sustained bursts of fire.

It therefore provides a suitable solution for players looking for a tracker capable of keeping up with high-performance airsoft replicas.

Smart Shake-to-Wake activation and automatic sleep mode

The **Lancer Tactical x SLR Flare M** features a **Shake-to-Wake vibration sensor** that automatically wakes the device when movement is detected.

This feature makes it easier to use in the field: after a standby period, a simple shake is enough to reactivate the system without having to systematically manipulate the controls.

An **automatic standby mode** also helps limit power consumption when the tracker is not in use. The device thus benefits from extended standby time after a full charge.

A 320 mAh rechargeable battery with approximately 6 hours of battery life

The Flare M incorporates a **320 mAh rechargeable battery**, offering a claimed battery life of approximately **6 hours in continuous operation**, depending on the modes selected and the conditions of use.

Charging is done via **USB Type-C** using the included cable. This allows for easy charging of the device before a game and eliminates the need for replaceable batteries.

Intelligent power management, combined with the Shake-to-Wake function and automatic standby, helps to optimize usage time between charges.

A compact and lightweight CNC aluminum case

The **Flare M airsoft marker** features a **CNC-machined aluminum** body, designed for robust construction and precise dimensions. Its laser-engraved markings complement its tactical aesthetic and are more durable than simple printed markings.

With a **length of only 54 mm**, a **diameter of 28 mm** and a weight of **45 grams**, it maintains a small footprint at the end of the replica.

This compact design helps limit the addition of weight at the front, a particularly valuable advantage on airsoft pistols, SMG replicas and CQB setups.

A thread adapter is provided to facilitate installation.

The Flare M comes with an **M14 CCW to M11 CW adapter**, allowing for expanded mounting possibilities on compatible airsoft replicas.

The **14mm counterclockwise (14mm CCW)** thread is commonly used on long replicas, while some airsoft pistols use an **11mm clockwise (11mm CW)** thread.

It is advisable to check the dimensions and thread direction of the replica before installation. Depending on the model, an additional adapter may be required.

Contents of the box

- 1 plotter LT x SLR Flare M by Eshooter
- 1 M14 CCW to M11 CW adapter
- 1 USB Type-C charging cable
- 1 user manual

FAQ

What is the difference between the Flare M and the Flare Mono from Eshooter?

The **Flare M** is distinguished primarily by its **RGB flame effect with 9 color options** and its three modes: Flame, Tracer, and Tracer + Flame. It has a 320 mAh battery offering approximately 6 hours of continuous use. The **Flare Mono** prioritizes simplified operation with a 200 mAh battery and a battery life advertised in terms of the number of shots. Both models support green and red Tracer BBs.

Do the 9 colors of the Flare M change the color of the Tracer marbles?

No. The **9 RGB color options** relate to the flame effect produced at the tracer's output. The color of the light path depends on the pigments present in the Tracer balls used. A green Tracer ball will therefore retain its green luminescence, even if the flame effect is set to another color.

Can the Flame mode be used with standard airsoft BBs?

Yes. The **Flame mode** produces an RGB light effect when fired and does not require glow-in-the-dark BBs. It therefore works with compatible standard airsoft BBs. However, to see the projectile trajectory, you must use specially designed Tracer BBs.

Is the Flare M compatible with GBB airsoft pistols?

Yes, the **Flare M** can be installed on GBB pistols with compatible threading. The included **M14 CCW to M11 CW** adapter covers some configurations. However, you must check the outer barrel's threading and the available space for mounting.

Can the Flare M be used with 0.32g Tracer BIO beads?

Yes. The Tracer is compatible with **biodegradable green or red Tracer BBs**, including the **0.32g** versions. The operation of the lighting system is not directly dependent on the BB weight. However, it is important to ensure that the chosen BB weight is suitable for the power and Hop-Up setting of the replica.

Is the Flare M suitable for high-rate-of-fire HPA replicas?

The **Flare M Eshooter** sensor supports a rate of fire exceeding **50 BBs per second**. It can therefore be suitable for certain high-rate-of-fire HPA setups, provided the mounting is compatible and the actual rate of fire is within the device's capabilities.

Can the Flare M be used with gel beads?

The manufacturer advertises compatibility with **gel balls**. However, it is necessary to verify that the launcher and projectile dimensions are suitable for use within the marker. Non-luminescent gel balls will not produce a luminous trajectory, but they can still benefit from the RGB flame effect.

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