

T-Shirt Launcher Instructions

UNDERSTANDING THE CONTROLS

POWERING ON

The Master power switch is the left front corner of the Launcher

Squeeze the lever to turn the Launcher on

Push the Red button to turn the Launcher off

AIR COMPRESSOR MASTER SWITCH

The master air compressor switch is on the left side toward the back. This is a three-position switch, it must be all the way up to turn on the air compressor. The air compressor will turn on if this switch is on and the air pressure is below the firing threshold.

SAFETY SWITCH (DEADMAN BUTTON)

The Launcher needs two people to operate. One person is the safety officer and holds the safety switch. The safety switch **MUST** be held down to drive the launcher or to Launch a T-Shirt.

The Safety Officer verifies the environment is safe for those actions. They let go of the button when not safe.

DRIVE AND LAUNCH CONTROLS

The main control box consists of a Joystick and two buttons, one lights up Red and the other lights up Green.

The Launcher can be driven forwards or backwards by pushing the joystick forward or backwards. Pushing the joystick to the left or right will turn the Launcher left or right.

The Red button will fire the Left Launcher barrel when the Launcher is Armed. The Green button will fire the Right barrel.

T-SHIRT LAUNCHER INSTRUCTIONS

The Safety switch must be depressed, and the ramrod properly stored for the Launcher to be in the Armed state. The Lights will be Red when the Launcher is Armed.

RAMROD STORED SENSOR

There is a sensor at the base of the ramrod storage area. The ramrod must be properly positioned in order to launch a T-shirt.

The lights will be Purple if the ramrod is not properly positioned. The Launcher can be driven without the ramrod being stored but it cannot be fired.

LAUNCHER STATUS AND MEANING OF THE LIGHTS

Light Color	Status/Meaning
Rainbow	Idle - The launcher is powered on and either fully charged or the compressor is off.
Purple/Orange on Bottom	Compressor is charging and the pressure is below the minimum needed to fire. As the pressure increases the orange section will grow. When the pressure is high enough, the Orange section will turn Yellow
Purple/Yellow on Bottom	Compressor is charging, ready to fire, but not fully charged. As the pressure increases, the Yellow section will grow.
Red	Launcher is Armed - Safety button is pressed and the Ramrod is stored.
Green	Launcher is actively Firing
Blue	Safety button is pressed, Launcher can be driven, but Ramrod is not stored. Launcher can not be fired.

LOADING T-SHIRTS

CHARGING THE BATTERY

CHARGING THE AIR RESERVOIR