

At this point you should set the transmitter's **modulation** to match the receiver you will be using. If your receiver is an Rx 12 DS you don't need to make any changes. You can move straight on to point 3.3.

Button	Effect
	Enter the menu cycle
	On to "menu 4"
	On to "select transmission mode"



	Open modulation field (flashes)
/Down arrow button or Da	Select PPM 7, PPM 9, PPM 12 or PCM/A
	Open neutral point field (flashes)
/Down arrow button	Select MPX (=MULTIPLEX) = 1,6 ms or OTHER = 1,5 ms
	Back to the operating screen

3.3 Checking the control assignments

In the "Glider Butterfly" base type the transmitter controls are arranged as follows:

Control..	operates...	Note
A	RUDDER	
B	ELEVATOR	
C	AILERON	
D	SPOILER	
E	FLAP	L.H. slider
G	TOW RELEASE	Switch

If this arrangement suits your normal mode of flying, you can move straight on to point "3.5 Connecting servos".

3.4 Changing the control assignments

Note: the controls will be Interchanged!

For example, if you assign RUDDER to transmitter control A, AILERON will automatically be switched to control C. This prevents the danger of assigning two different transmitter controls to one function.

Button	Effect
	Enter the menu cycle
	On to "Menu 2 assign"
	On to "Assign controls" menu



Repeat the next two steps until the control arrangement meets your requirements.

	Open "CONTROL" field Select the transmitter control using /Down arrow button or the Digi-adjustor.
	Open the "OPERATES" field Select the function with /Down arrow button or the Digi-adjustor.

And when you have finished:

	Back to the operating screen
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3.5 Connecting servos

Recommendation: leave the servo assignment unchanged if you want a quick start!

Connect the servos to the receiver in the sequence stated in the base-type diagram (⇒ page 77). When you re-assign servos, all the mixer inputs are set to 100% and all servos to "normal" direction.

For the "Glider Butterfly" base type you should connect the servos in your model as follows:

Servo No.	Is ...	Note
1	BUTTERFLY	L.H. outboard
2	BUTTERFLY	R.H. outboard
3	BUTTERFLY	L.H. inboard
4	BUTTERFLY	R.H. inboard
5	ELEV. +	
6	RUDDER	
7	SPOILER	
8	SPOILER	
9	TOW RELEASE	
10	RETRACT	
11	FLARE	
12	FLARE	

Of course, you don't need to connect functions which don't exist in your model.

Servos 10, 11 and 12 can only be connected if you are using an Rx 12 DS receiver in PPM 12 mode.

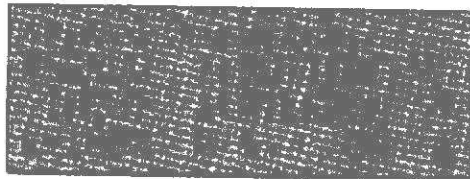
3.6 Checking (matching) mixer inputs

In the "Adjust servos, travels and switches" menu you can do the following:

- set mixer input values,
- reverse mixer inputs, and
- assign switches to the mixer inputs.

This is the procedure:

Button	Effect
  	"Hot Key" to "Travel + switches" menu



You have to repeat the following steps for all servos.

	Open "SERVO" field Select the servo with  /  or the Digi-adjustor.
	Open the "INPUT" field Select the input with  /  or the Digi-adjustor.
	Open the adjust field Move the associated control Reverse the input with the  button Adjust the mixer input with  /  or the Digi-adjustor.
	Open the Switch field Select ON/OFF or a switch

The brackets round the buttons indicate that you only have to make changes here if it is necessary.

Once everything is as you want it:

  	Back to the operating screen
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4. The first helicopter

The basic preparations are abbreviated slightly here as they have already been described under the same section letters in Section 1.) **The first test** (⇒ page 6 on).

4.1 Basic preparations

Charge transmitter and receiver batteries

Prepare the receiver

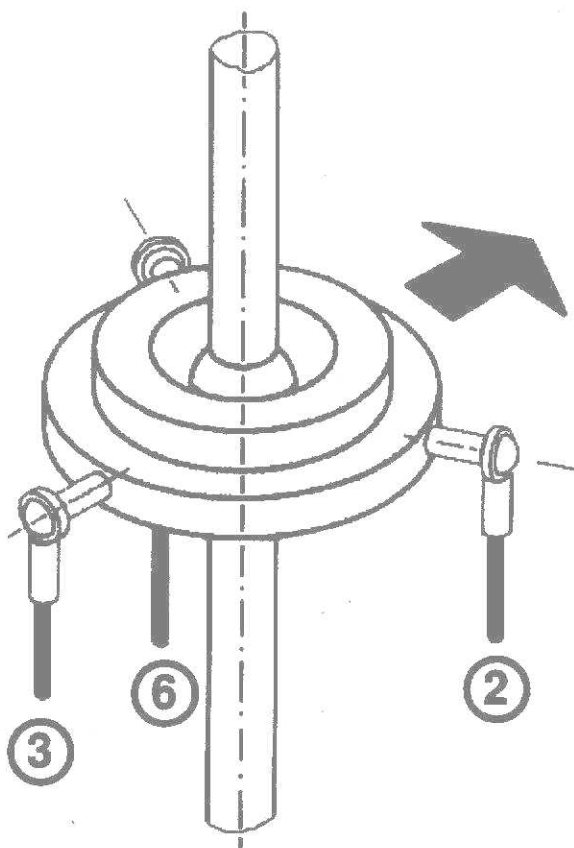
If you want to use an Rx 12 DS receiver in the PPM9 mode with only one receiver battery, jumpers must be fitted in sockets B HF and B 7-12. The battery should be connected to socket B 1-6.

Fit the crystals

For the Rx 12 DS receiver you need a double superhet crystal with a clear plastic sleeve.

The transmitter and receiver crystals must be on the same channel.

Schematic diagram of the rotor head for the "Trainer 120 degree" base type



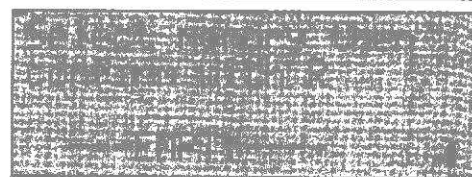
4.2 Select base type

For our "quick start" we have selected the "Trainer 120 deg" base type. The assignment of transmitter controls, switches and servos is described in detail on page 39

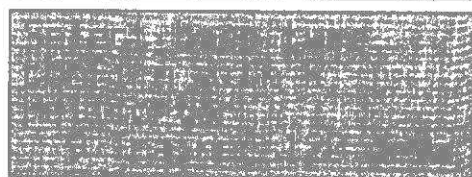
Before you can select the base type you have to switch to an "empty" memory.

This is the procedure:

Button	Effect
☐ ☐ ☐	"Hot key" takes you to the "Switch memory" menu
☑	Open the "Memory" field Leaf through with ⬆/⬇ or the Digi-adjustor until "-----EMPTY-----" appears



☐	Confirm with the ☐ button If you press any other button, the memory switch will not take place.
	The base type select field is automatically opened (flashes) Leaf through with ⬆/⬇ or the Digi-adjustor until "9 Trainer 120 deg" appears.



The figure 9 in the last line is the running number of the "Trainer 120 deg" base type.

☐	Confirm with the ☐ button
☐ ☐	Back to the operating screen