

Setting up the R/C USB-Interface in Windows

Connect the USB-Interface (in PPM mode, without RF part/ unplugged crystal) only, if it is switched off!

The R/C Interface is connected with the buddy box. Thus, the transmitter acts like a slave transmitter. You should set up your transmitter for slave mode and make any settings necessary for slave operation. For further information read the instruction manual of your transmitter (how to switch off the RF part, unplug crystal, special settings, ...).

Windows 2000/XP:

Connect R/C transmitter with USB-Interface -> plug the Interface into an USB slot -> wait -> LED glowing -> switch on transmitter -> LED flashing -> finished

short time after connecting..

..2 new items in device manager

Test in Control panel / Gamecontroller: do **not** calibrate, just test!

Windows 98SE/ME:

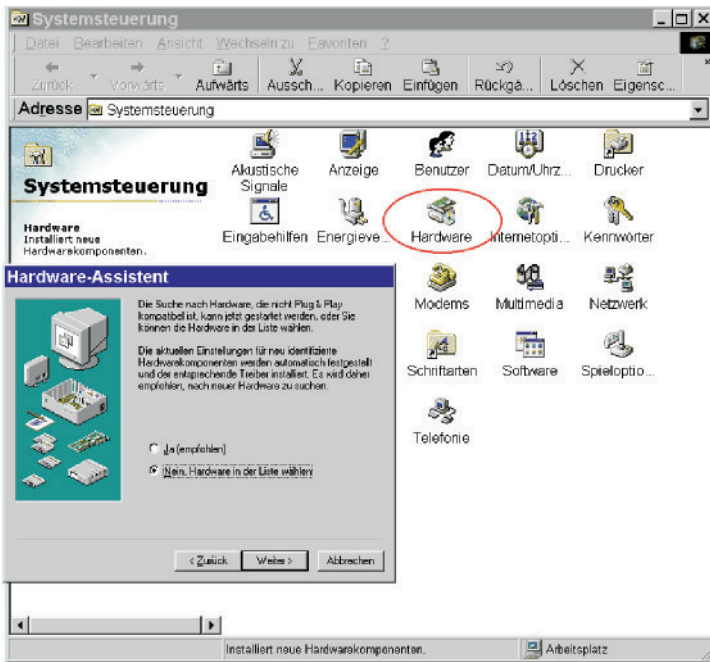
Connect your R/C transmitter with the USB-Interface -> Windows starts the Hardware Assistent -> select "choose manually" -> select "HID compatible device" ->



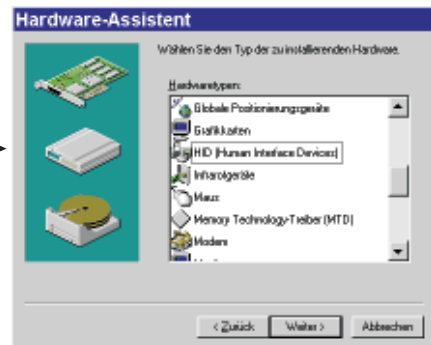
USB-Interface r6

use Windows CD to copy drivers -> LED glowing
-> switch on R/C transmitter -> LED flashing -> finished

If you plugged in the USB-Interface and the Hardware assistant is not started automatically, start it in Control panel / Hardware
-> "Select Hardware in a list" ->



Joystick test, max. 6 axis are shown in Win98.



then choose HID -> see above

other operating systems:
Installation is possible, if your O/S supports USB HID devices (e.g. LINUX, Mac O/S X)

Setup in simulators:
Plug in the USB-Interface before you start the simulator!

FMS: Controls -> Analog control -> Joystick Interface -> Mapping / calibration-> calibrate

Easyfly: select joystick -> calibrate

Aerofly Pro: Calibrate -> Joystick -> Properties -> calibrate,
Controls -> Joystick -> Properties -> assign channels

Realflight G2: Settings -> calibrate device -> device: select Joystick (manual) ->
calibrate, assign channels in Advanced settings

Other simulators:

The USB-Interface can control all simulators (Aerofly, Piccofly, Microsoft Flight Simulator, ..), car simulators and games, that can be controlled by a normal joystick in Windows too.

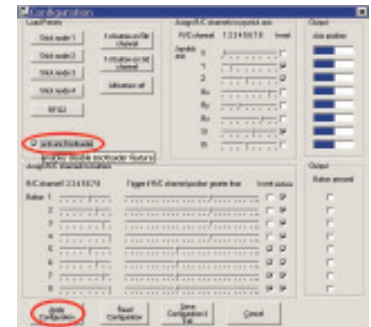
http://www.MFTech.de/usb-interface_en.pdf

Appendix for USB-Interface III

Pull out all servos, motor controllers, devices and the accu of the R/C receiver and connect only the receiver cord. The USB-Interface supplies the receiver with power, no receiver accu may be connected. First connect the receiver with the USB-Interface, then connect the Interface with your PC.

Firmware Update

1. Plug the Interface into the PC
2. Start IntCon -> USB-Interface is listed
3. Double click the Interface, tick "Activate Bootloader"
4. Click "Apply" and close the dialog window
5. If you unplug the Interface and reconnect it again, a new joystick named "Loader" is detected, Windows will install new drivers for it. After a delay of 10 seconds the bootloader disappears and the normal RC_USB joystick is back again. The Bootloader will always start directly before the normal Joystick after connecting. If you don't want that e.g. after a successful firmware update, remove the tick at "Activate Bootloader"
6. Now you can update the firmware with the "firmware..."-button:
Connect the Interface, do erase, then program, and optionally verify, then reset. The LED flashes if the LED-button is pressed.



Further information in the data sheet at http://www.mftech.de/usb-int3_datenblatt.pdf

Software for the Interface at <http://forum.mftech.de>