

Setup of Transmitter for use with FMS

A trouble shooting site of interest, in case the following steps don't work is:

<http://n.ethz.ch/student/mmoeller/fms/forum/>

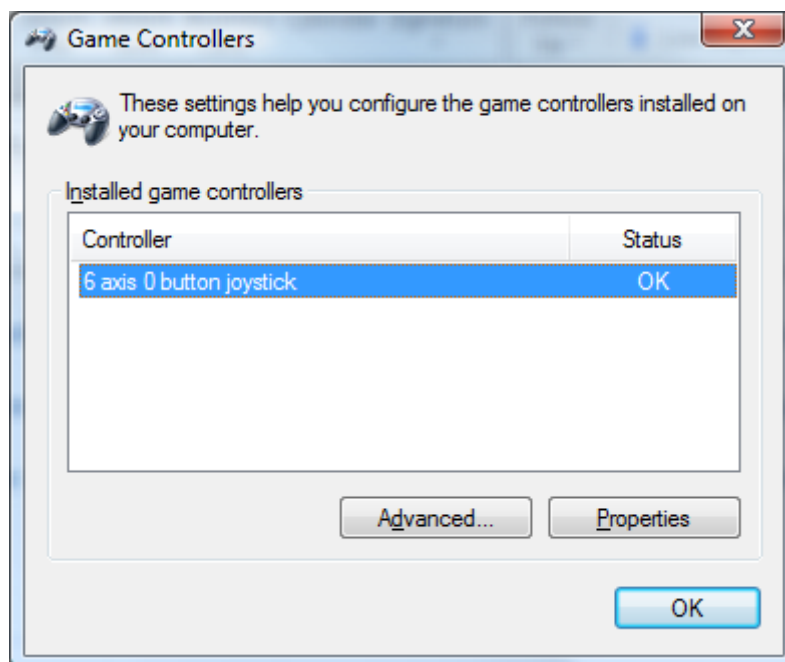
This web site is a forum specifically for the FMS product, as it is freely downloadable from the Internet and used by a number of companies as their flight simulator. It has people trouble shooting problems with different controllers and operating system setups etc

Setup

Step 1. Determine what the target machine is. If it is a notebook computer then the USB Driver for Notebooks needs to be downloaded and installed from

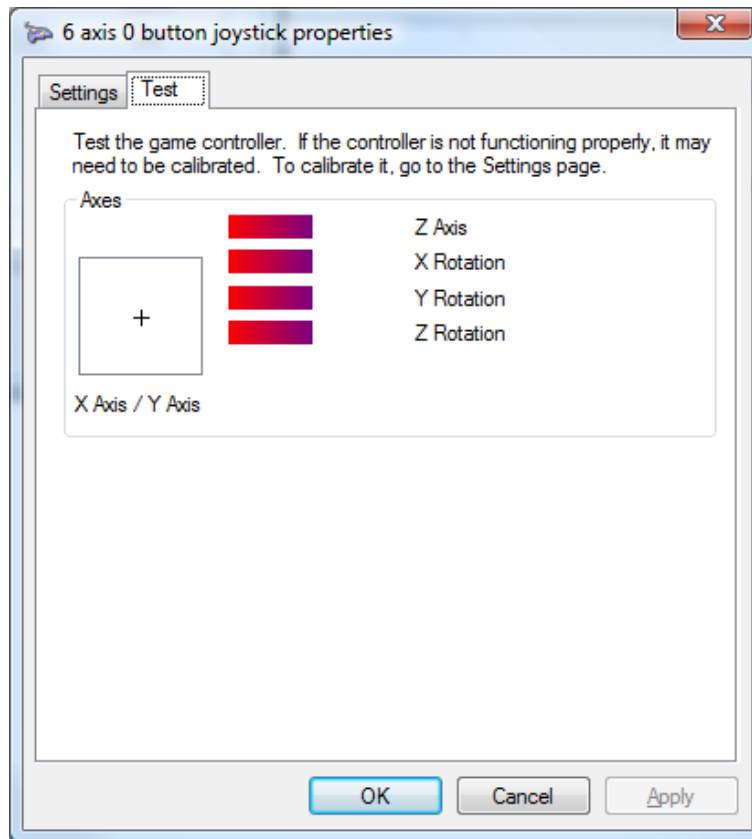
<http://www.egomodels.com.au/Trouble%20Shooting> (down near the bottom)

Step 2. Plug just the USB cable into the computer – the red light on the USB will come on and start blinking. Windows should detect new hardware and install a Game Controller. This can be confirmed by going to Control Panel -> Game Controllers (in Windows XP or Windows Vista - it would be similar in previous versions of Windows), it should look like:



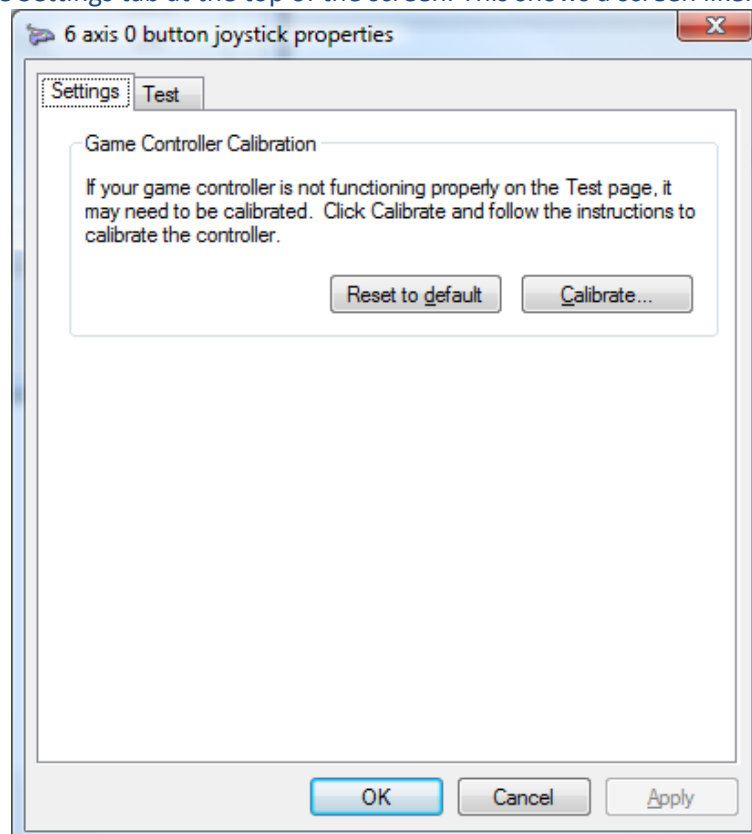
Step 3. Plug the transmitter into the USB Cable. I had problems here with my computer saying that the Device was not recognised – this was resolved by removing the crystal from the transmitter and then plugging the cable and transmitter back into the computer.

Step 4. Click on the Properties button for the controller (as above). This will show a screen like:

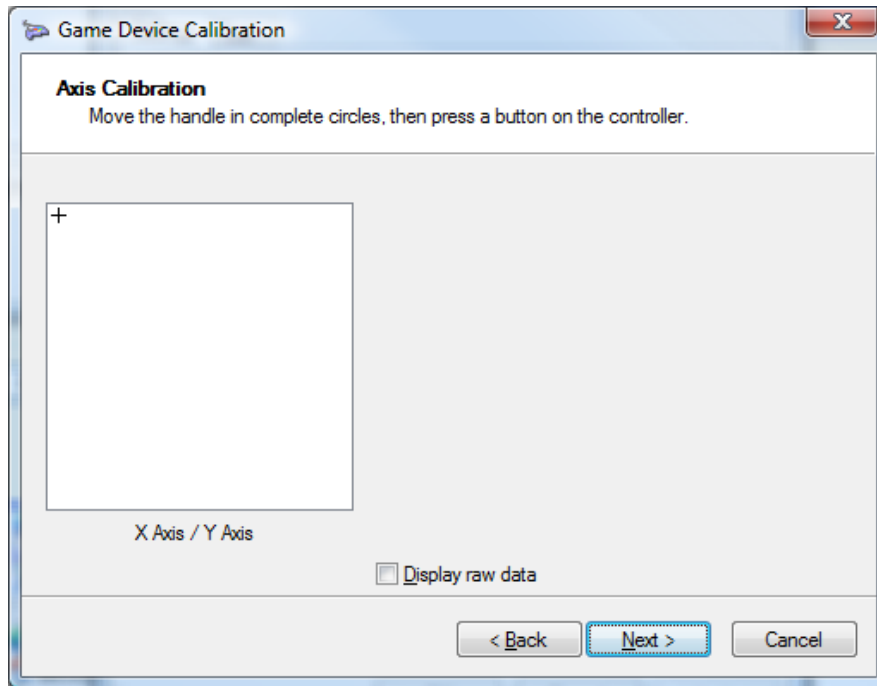


Step 5. When you move the control sticks you should see the little cross-hair to the left move around a bit. Moving the throttle stick up and down should make the Z Axis move.

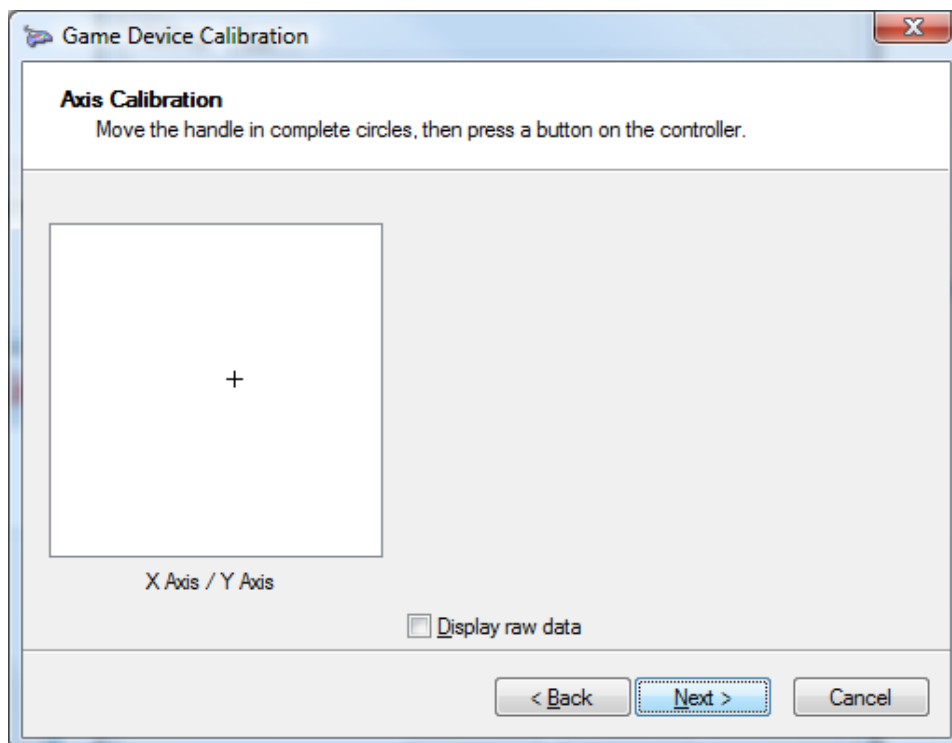
Step 6. Click on the Settings tab at the top of the screen. This shows a screen like:



Step 7. Click on the Calibrate button. I found my controller worked better by Calibrating under Windows first. The first screen is a Welcome, so just click Next. The second screen tells you to center the control sticks and then click on Next again. The next screen does the Axis Calibration:



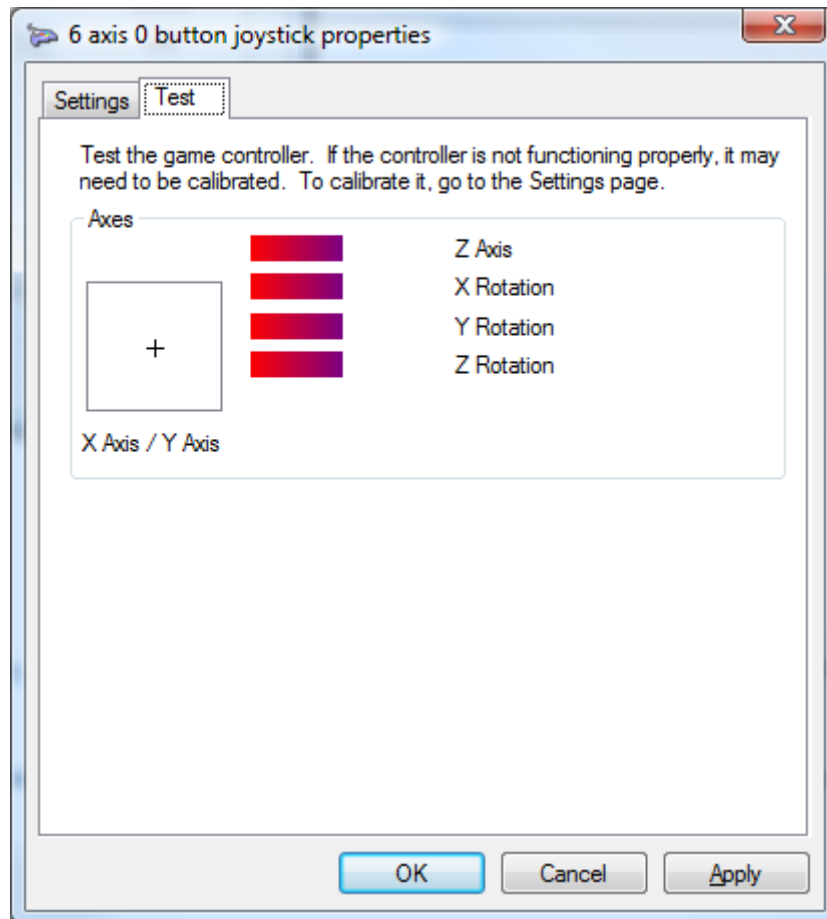
Step 8. Move the control sticks round in circles a few times to let Windows get the settings for the controller. Once you are done the cross hair will be somewhere toward the middle of the box:



After that click on Next.

Step 9. You are asked just to center the control sticks again if you haven't done so already. Then click Next. Now is the calibration of the Z axis which is just the throttle. Move it up and down a couple of times and then click Next.

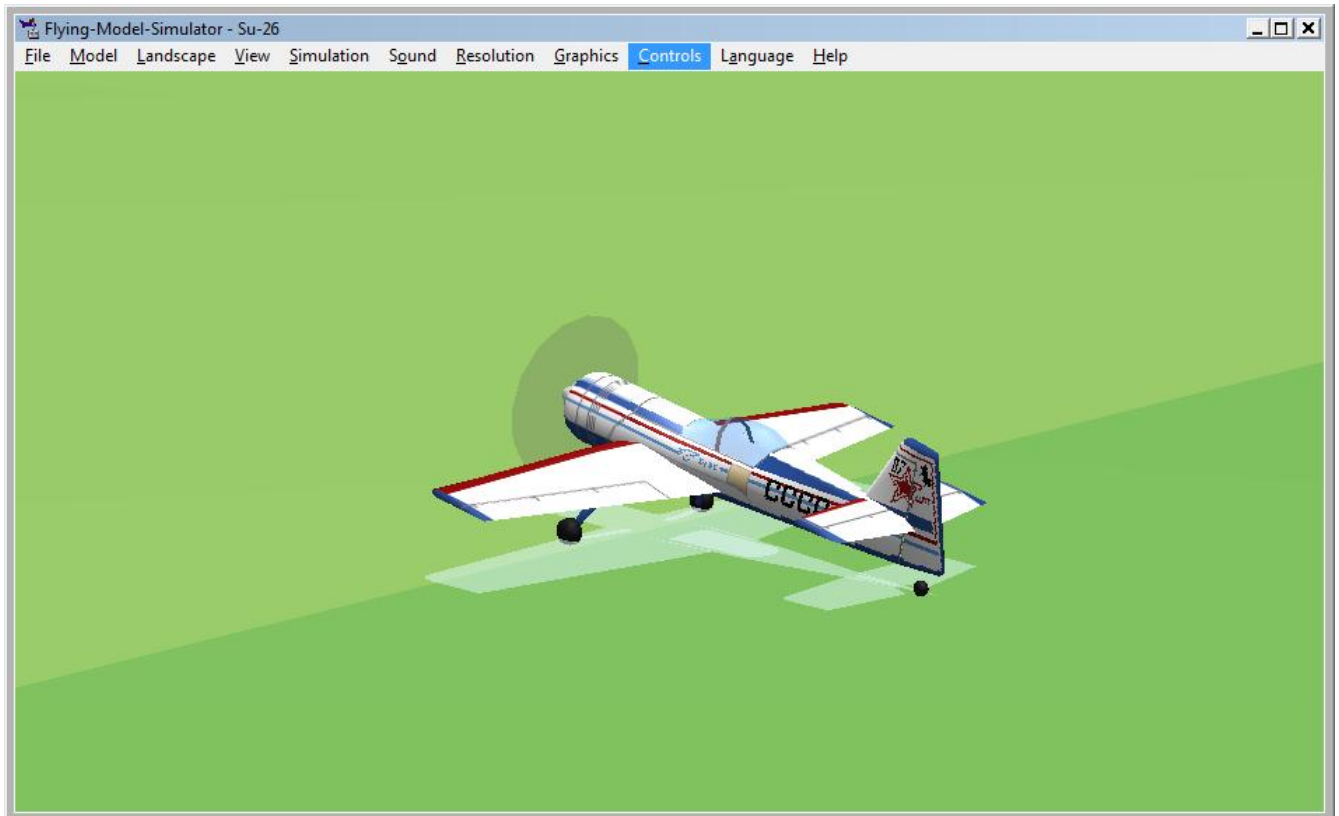
Step 10. Following is the X axis, just click Next. Then the Y axis, just click Next again. For the Z rotation just move the rudder control (usually left stick – horizontal movement) back and forth a couple of times and then hit Next. The last screen is the Finish line, so just click on Finish. You return back to this screen:



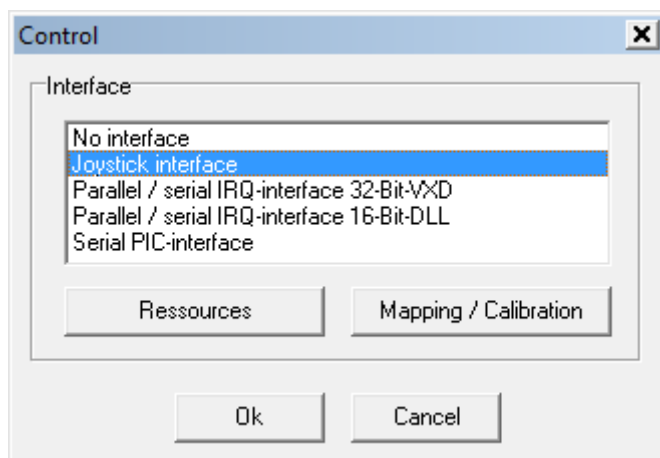
Just hit OK then OK again.

Now it is time to start FMS. If you haven't installed the software already run the Setup from the supplied CD ROM.

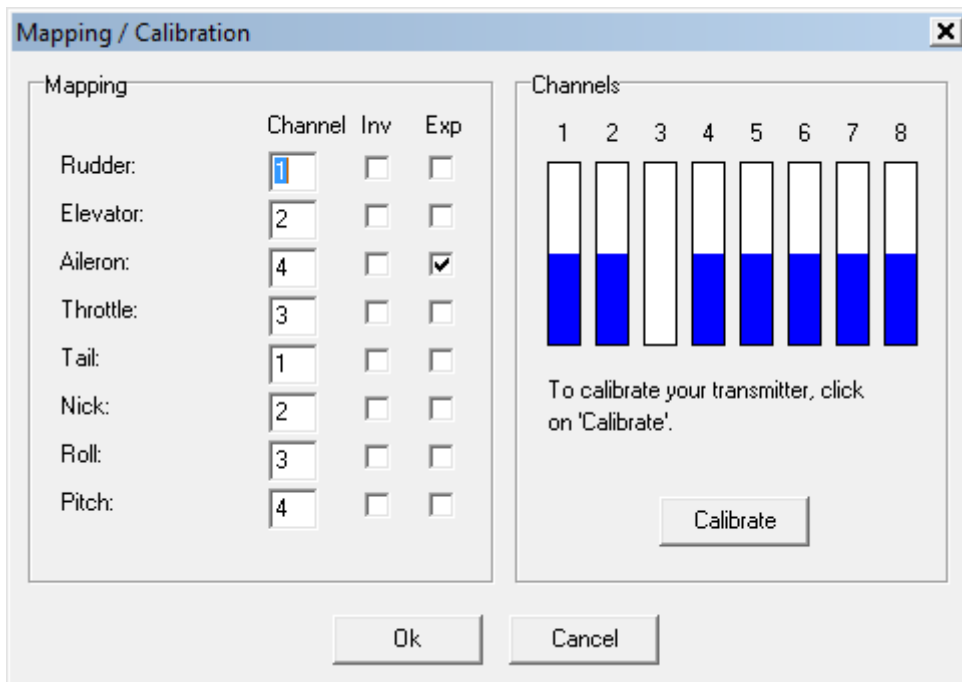
Step11. Fire up FMS, then click on Controls, then from the Menu Analog Controls:



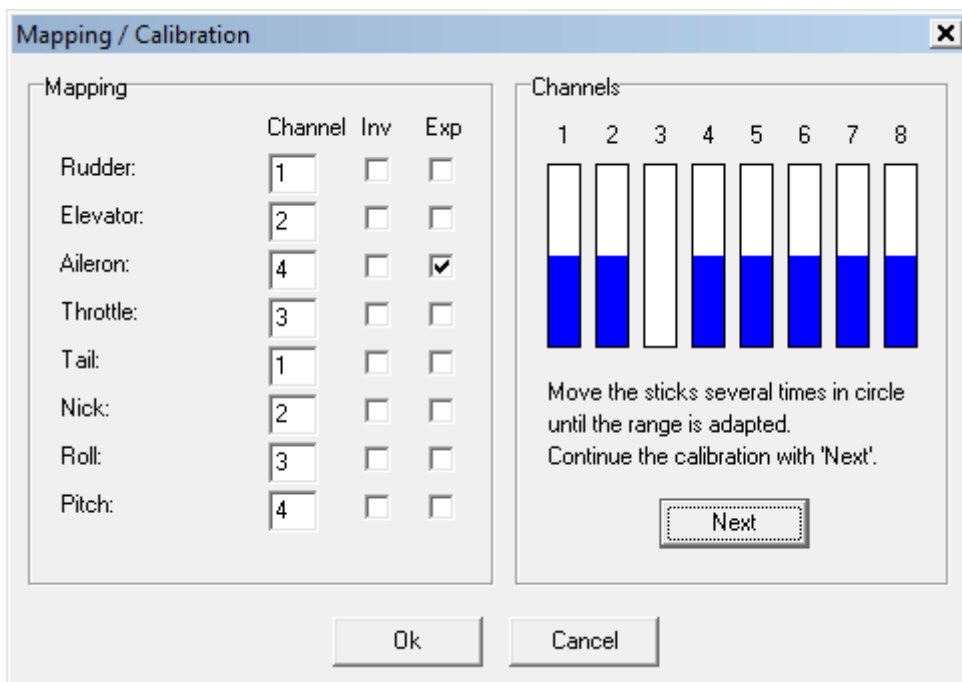
Step 12. The interface options show as:



Step 13. Select the Joystick interface and then click on the Mapping/Calibration button. It should look similar to:

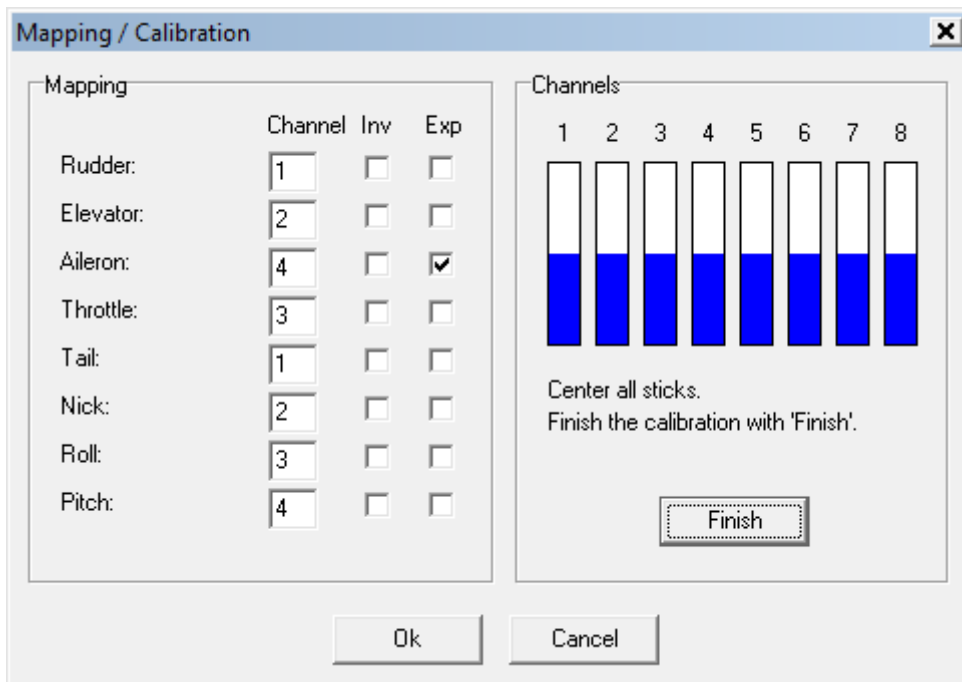


Step 14. Click on the Calibrate button and note the message to move the sticks in circles several times. As you do so you will notice the blue bars going up and down:

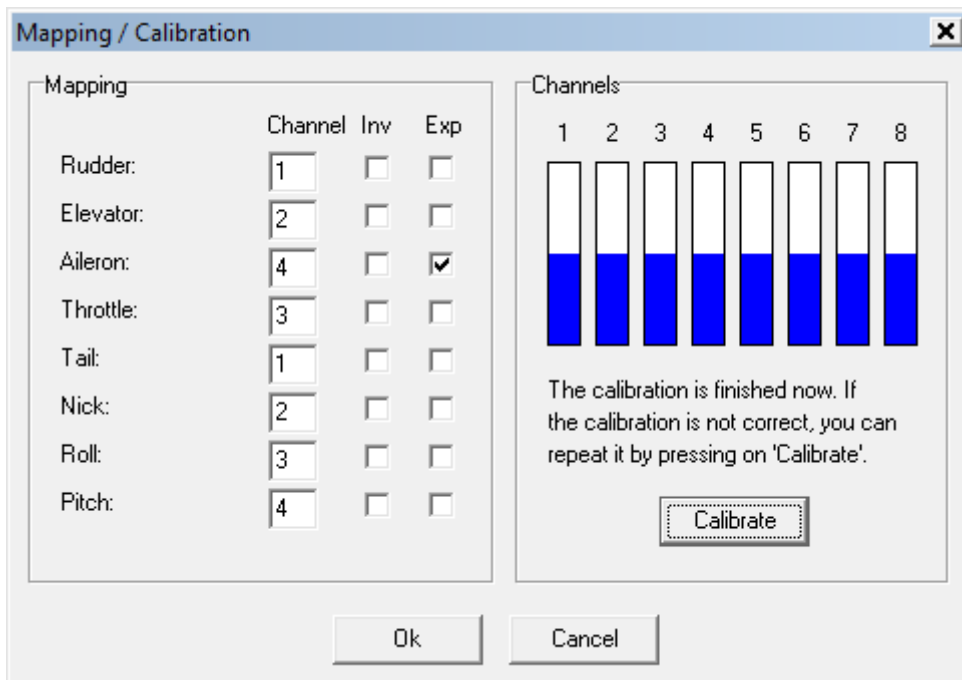


When you are happy with that click on the Next button.

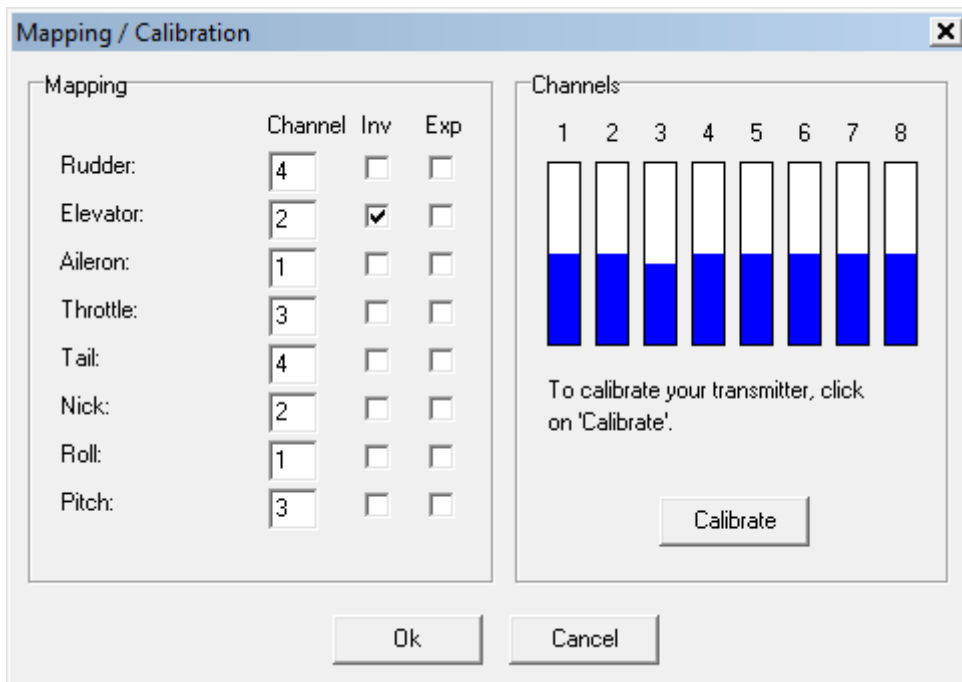
Step 15. Here you are asked to center the control sticks. You should note that the blue bars are all about equal – roughly in the center of each bar. Now click on Finish.



Step 16. Note that the Calibration can be performed again if needed:



Step 17. Now perform the mapping of the Channel to the action. Please note the following is for a standard Mode 1 Transmitter. Set the checkboxes as in the following:



Step 18. Click on the Ok button and then Ok again to return to the flying field. Pull the throttle stick back and then push the letter 'i' key on your keyboard to initialise the plane. Try moving the throttle up to get the model moving. If it doesn't – chances are the simulator thinks the model engine is off – try hitting 'i' with the throttle stick pushed up a little.

You should now be away and flying.