

AirCommander

Sonic Combat Interface

With LOST MODEL LOCATOR

Now anyone can enjoy Combat with the AirCommander: Sonic Combat Module® Interface. Connect to any conventional R/C airplane and start playing 1 of 5 preset games. The AirCommander module will work with all conventional R/C transmitter/ receivers including the new Spektrum units.

Connecting the AirCommander Module:

The AirCommander has a 3pin header that is labeled *ESC* and 2 wired leads that are labeled *THR* and *AUX*. There is also a 4 pin connector at the other end of the board that is polarized. Connect the ESC (electronic speed controller) wire that would normally connect to the Throttle header on the radio receiver to the *ESC* header on the AirCommander. Connect the Hobbyzone™ Sonic Combat Module® to the 4 pin polarized connector. *See *Differences in the Two types of Sonic Combat Modules*

There are 2 different ways to use the AirCommander. Throttle Only and Throttle/Auxiliary.

Switching between Game Modes:

Switching between modes is as simple as the press of a button. The LED display will show L1. This is the default and will be displayed each time you complete the startup process. L1 indicates Level 1. To change to Level 2 and so forth, press the button on the AirCommander and the LED display will cycle to the next game.

Starting a game:

To start a game, simply move your throttle to full throttle position, wait for a second or so, and back to zero. You will notice that the display will go blank. Wait for you ESC to beep. Your game has begun.

Firing The AirCommander:

Firing with Throttle Only Connection:

Firing the AirCommander in this configuration is as easy as moving your Throttle stick from Low to High in a quick motion. This will fire your module one time.

Firing with Throttle/ Auxiliary Connection:

Firing the AirCommander in this configuration is a simple as switching the *AUX* channel from off to on or from center to high or low.

After game play:

After a game is over and you have landed or been forced to land, ensure that your throttle is in the off position. Before disconnecting your battery, press the button on the AirCommander once and the display will now cycle between the hits and shots, lighting the corresponding LED in turn.

Throttle Only Connection: (use this setup when there is not an available spare channel)

Connect the *THR* wire from the AirCommander to the Throttle header on the radio receiver.

Leave the *AUX* disconnected.

See Firing with Throttle Only Connection.

Throttle/ Auxiliary Connection: (used when a spare channel is available)

Connect the *THR* wire from the AirCommander to the Throttle header on the radio receiver.

Connect the *AUX* wire to the desired Aux channel on your radio receiver. You could use your gear channel or any other available channel. The AirCommander will automatically recognize that you are using the *AUX* channel and all firing will happen with this channel.

See firing with Throttle/ Auxiliary Connection.

Starting Up the AirCommander and selecting Delay:

After making all your connections, be sure that the throttle stick is in its low position. Connect the battery to the plane. Upon powering up your electronics, the AirCommander will, for a moment, display the current firmware version. It will then display 'd2'. You are now in the DELAY selection mode. The DELAY is the amount of time that the throttle will be affected after a hit. By default, a delay of 2 seconds is displayed, indicated by the 'd2'. The DELAY can be changed from 0 to 9 seconds by pressing the button on the AirCommander. Once the desired delay is displayed on the LED display, press and hold the button for 2 seconds. L1 will now be displayed on the LED display. You are now ready to switch between game modes.

Resetting the game:

If you have not disconnected your battery and are ready to play another game, Simply press the button on the AirCommander one more time. This will cause the game mode to be displayed, thus starting a new game.

Changing to a new game:

If after seeing the results of the previous game, you wish to change to a different game mode, simply press the button on the AirCommander. Pressing the button only once will reset the current game. Pressing the button a second time will cycle you to the next game in sequence. Continue this until you reach the desired game.

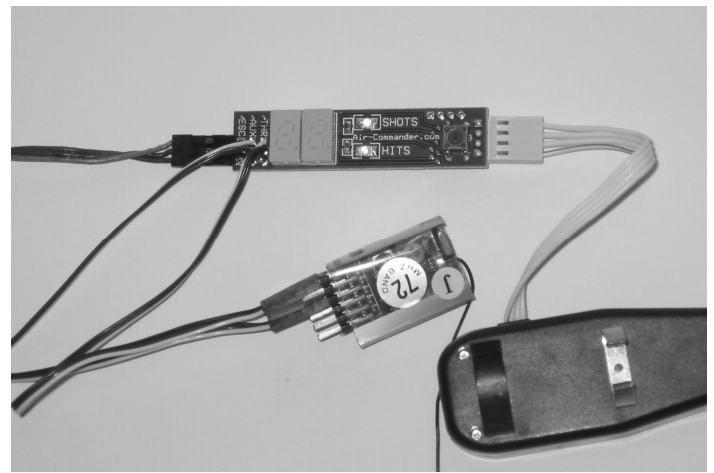
Lost Model mode:

(Will function with all radios including Spektrum)

If at anytime the radio receiver losses contact with the radio transmitter, you will enter in to lost model mode. In lost model mode the AirCommander will fire the Sonic Combat Module frequently and flash the onboard LEDs. This will make the plane locatable in the event that it has gone down and can not be found. After finding your model, you will need to cycle the power to reset the AirCommander.

Differences in the Two types of Sonic Combat Modules:

Hobbyzone has produced two different versions of their Sonic Combat Module. While other interface devices on the market can not, the **AirCommander** can control either version. Simply connect the Sonic Combat Module as discussed earlier. If you are using the Old style module, you will notice one difference in the way the **AirCommander** operates over the New style. When starting your game, the Old Sonic Combat Module will fire once. This one Fire will not be logged in your 'shots' and does not affect game play.



AirCommander with all connections made

Contact/Warranty Information

Your **AirCommander** is warranted for 90 days from date of purchase to be free from manufacturing and component defects. This warranty does not cover abuse, neglect, or damage due to misuse, incorrect wiring, over voltage, or overloading. Combat is inherently dangerous and the creator, manufacturer, and distributors are not liable for damage cause by or to your plane or anyone else's plane that the unit is installed in. If you have any questions, comments, or wish to return your **AirCommander** for warranty or after warranty repair/replacement contact Altitude AP Consulting at:

Altitude AP Consulting

Tel: (602)769-3881