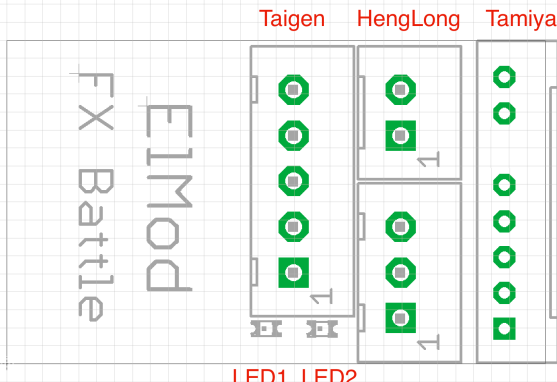# ElMod FX Battle
Installation instructions and user manual

Read these instructions carefully before proceeding with the installation! Liability for damage due to improper installation or non-observance of these instructions is expressly excluded.

The ElMod FX Battle is an extension for the ElMod FusionX. It allows you to connect a Battle Option from Taigen®, HengLong® or the Tamiya® Battle Unit to perform battles between vehicles. It is 100% compatible with the Tamiya® standard for infrared battles and is interoperable with central units from other manufacturers that comply with the Tamiya® standard.

Connectors overview

Taigen	Connector for the Taigen® battle option
HengLong	Connector for the HengLong® battle option
Tamiya	Connector for a Tamiya® Battle Unit
LED1	Shot indicator LED
LED2	Sensor data LED

Connection

The FX Battle is connected to the "Battle" connector of the central unit. The connector can be plugged at any time. The central unit automatically detects this at run time.
The battle option may be connected as follows:

- Taigen® battle option V1 to the connector "Taigen"

- Taigen® battle option V3 to the connector "Taigen". In addition, the sensor apple must be opened and its internal electronics modified as displayed on the right image.

- HengLong® TK6 battle option to the connectors "HengLong"

- HengLong® TK7 battle option to the connectors "HengLong". Use the included cable to attach the 3-wire cable from the IR-sensor.

- HengLong® battle option with a 5-pin connector (old RX-18 board) to the connector "Taigen".

- Tamiya® Battle Unit to the connector "Tamiya". The transmitter LED to the 2-pin connector, the sensor apple to the 5-pin connector. The red wires point to the upper edge of the board (marked "R").

Taigen V3
connect with a wire
cut the conductor track
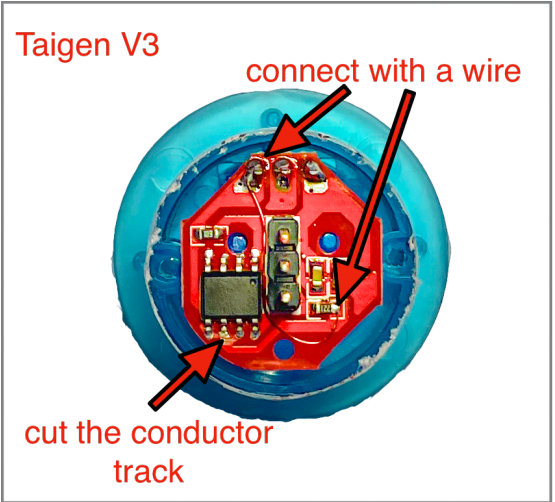
Configuration

As soon as the FX Battle is connected, the operating mode can be set by briefly pressing the Setup button on the ElMod FusionX. The current mode is announced in plain text:

- "Battle Mode: Light tank"
- "Battle Mode: Middle tank"
- "Battle Mode: Heavy tank"
- "Battle Mode: Test Setting". Useful for testing the function of the sensors. für die Überprüfung der Funktion des Sensors. A hit can be triggered by almost any infrared remote control or the on/off switching of a fluorescent tube.
- "Battle mode off" deactivates the battle function

The different vehicle types differ e.g. in the number of hits or the reload time. The parameters correspond to the Tamiya® standard:

Mode	Hit count			Time in seconds for		
	Slight slow down*	Significant slow down*	Destruction	reload time	invulnerability after a hit	delay until resurrection
Test setting	1	3	6	3	2	5
Light tank	1	2	3	3	15	15
Middle tank	1	4	6	5	12	15
Heavy tank	1	5	9	9	10	15

* means the reduction of the maximum speed at which the vehicle can move.

The ElMod FusionX module signals certain events with the following sounds:

- A fanfare after each "resurrection". After the fanfare the vehicle cannot be shot down for the time indicated in the table ("invulnerability after hit").
- Reloading procedure is finished. Until this sound is heard, no further shot can be fired.
- A metallic impact after a hit is received. The vehicle stops and cannot be moved for two seconds.
- An explosion if the vehicle is destroyed. The vehicle is then not controllable for the duration specified in the table.

Additional information

A number of further articles about the ElMod FusionX can be found in our knowledge database in the service area at www.elmod.eu or by scan of the QR code.

Nicht geeignet für Kinder unter 14 Jahren.

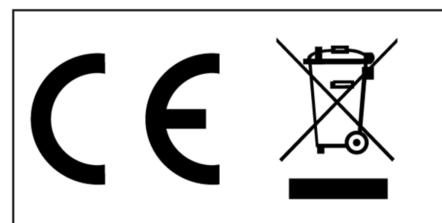**Not suitable for Children under 14 years.**

Ne convient pas pour des enfants de moins de 14 ans.

Niet geschikt voor kinderen onder de 14 jaar.

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