ElMod FX SBus
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.

ElMod FX SBus is an extension for ElMod central units like ElMod FusionX or ElMod 4WD to connect them to a SBus compatible receiver. With this feature you achieve a clearer wiring and can use up to 16 channels for control.

Connection

ElMod FX SBus is connected on the one hand to the "Exp2" connector of the central unit and on the other hand to an SBus output on an SBus compatible receiver. The signals of all channels and the power supply run over a single 3-pin cable.
Simultaneous use with the ElMod FX Stabi, a 2-axis stabilisation, which also uses the "Exp2" connector, is not possible.

Configuration

ElMod FX SBus is automatically detected by the central unit.
A total of 16 channels can be used. Five channels have a fixed function, the other 11 may be assigned up to 44 different actions.

Channel 1	Acceleration and braking
Channel 2	Steering
Channel 3	Main gun elevation
Channel 4	Turret rotation
Channel 16	Main sound volume

Channels 5 to 15 can each be configured up to four functions per channel. Channels 5 to 7 are already preassigned with frequently used functions, but they can be changed as desired. Channels 8 to 15 are unassigned.

Actions can be assigned to each of the possible 44 functions. They can also be multiple assigned, like the warning lights, for example.

Position	Channel 5	Channel 6	Channel 7	Channel 8	Ch 9	Ch 10	Ch 11	Ch 12	Ch 13	Ch 14	Ch 15
+100 %	F4: Ignition	F8: Shot	F12: Blinker R**	F16: Main light	F20	F24	F28	F32	F36	F40	F44
+50 %	F3:Smoker on/off*	F7: Stabi on/off*	F11: Warning lights**	F15: Light 3**	F19	F23	F27	F31	F35	F39	F43
-50 %	F2: Stabi on/off*	F6: Aux MG*	F10: Warning lights**	F14: Light 2**	F18	F22	F26	F30	F34	F38	F42
-100 %	F1: Main light	F5: MG	F9: Blinker L**	F13: Light 1**	F17	F21	F25	F29	F33	F37	F41

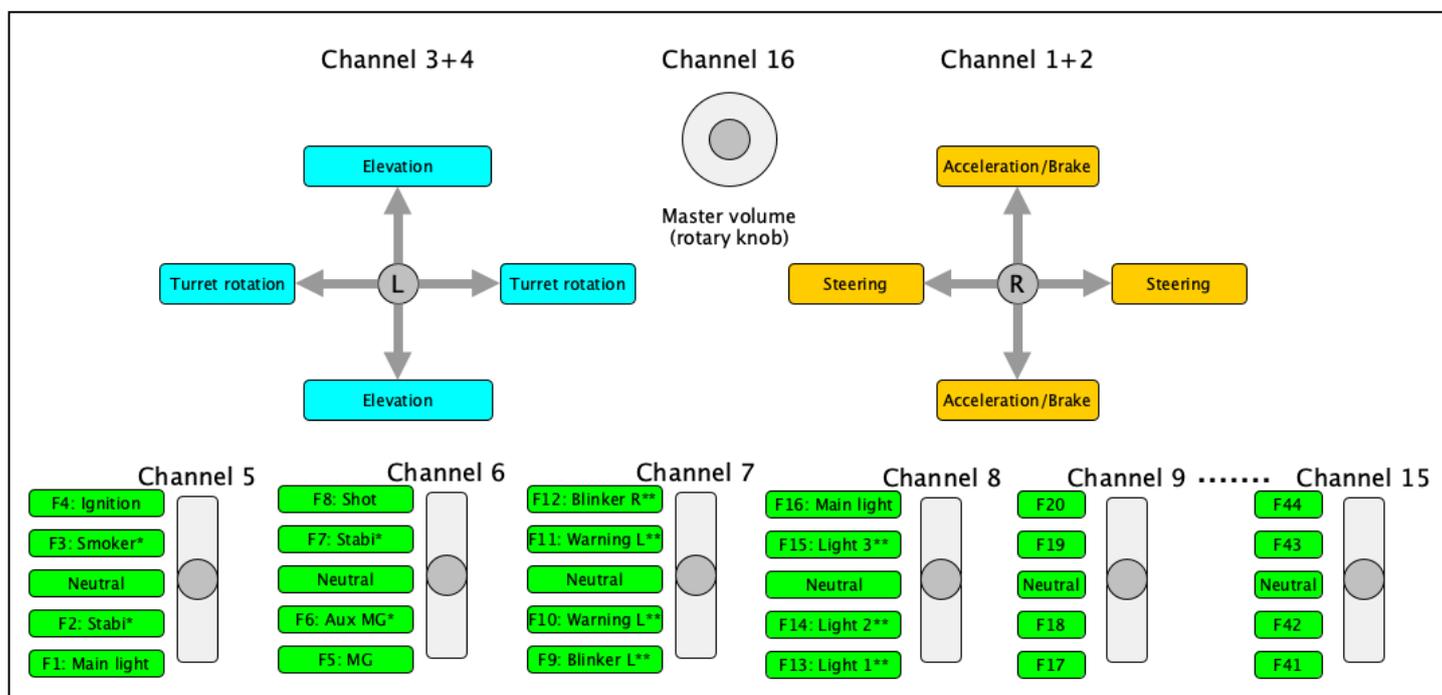* Not available with ElMod 4WD   ** Requires ElMod FX Expander

There are two groups of actions that are actuated differently:

Action	Activation
Main gun shot MG shot	The action is executed as long as the respective control element (switch/knob) is actuated. If the control element returns to the neutral position, the action is ended.
Other actions	The action is activated by pressing the respective control element (switch/knob) once. Afterwards, the control element must be returned to the neutral position. To terminate the action, the control element is actuated again. Example: a light is controlled by the switch. To switch on the light, the switch must be actuated briefly and then returned to the initial position. To switch the light off, the switch is briefly actuated again.

To simplify the configuration, an announcement sounds when a free function is activated, informing you in English about the currently activated function number. So when you operate a channel, you will hear which function number it is associated with, and you can then select the desired action under this number in the ElMod App.

In the ElMod App you can also check the current position of all 16 channels and thus simplify the assignment as well.

To control the master volume with a knob on channel 16, the parameter "Volume control" in the "Volume" tab of the ElMod App must be set to "external".

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Additional information

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

Nicht geeignet für Kinder unter 14 Jahren.

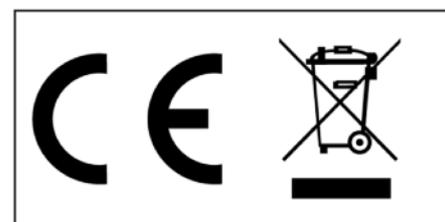**Not suitable for Children under 14 years.**

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

Niet geschikt voor kinderen onder de 14 jaar.

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