

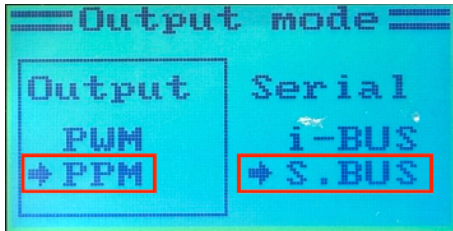


# Setting up a FlySky radio system with SBus EIMod FusionX

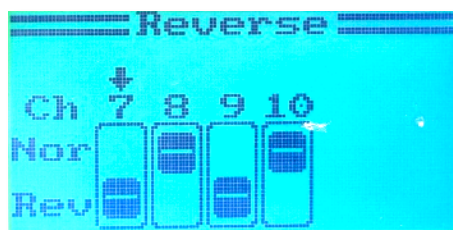
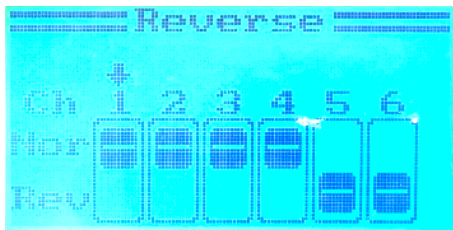
This guide explains how to set up a FlySky FS-I6x radio system on an EIMod FusionX using the SBus protocol.

1. Set up the transmitter. All settings must be configured exactly as shown.

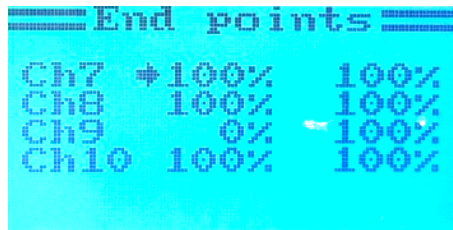
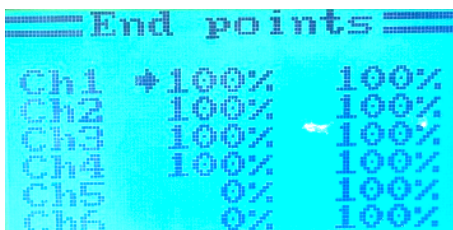
- Menu System Setup → RX Setup → Output Mode



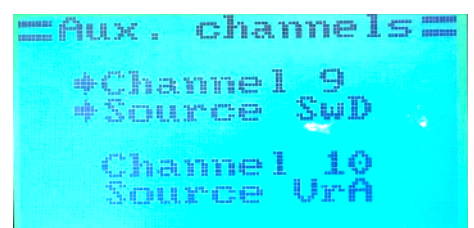
- Menu Function Setup → Reverse



- Menu Function Setup → Endpoints

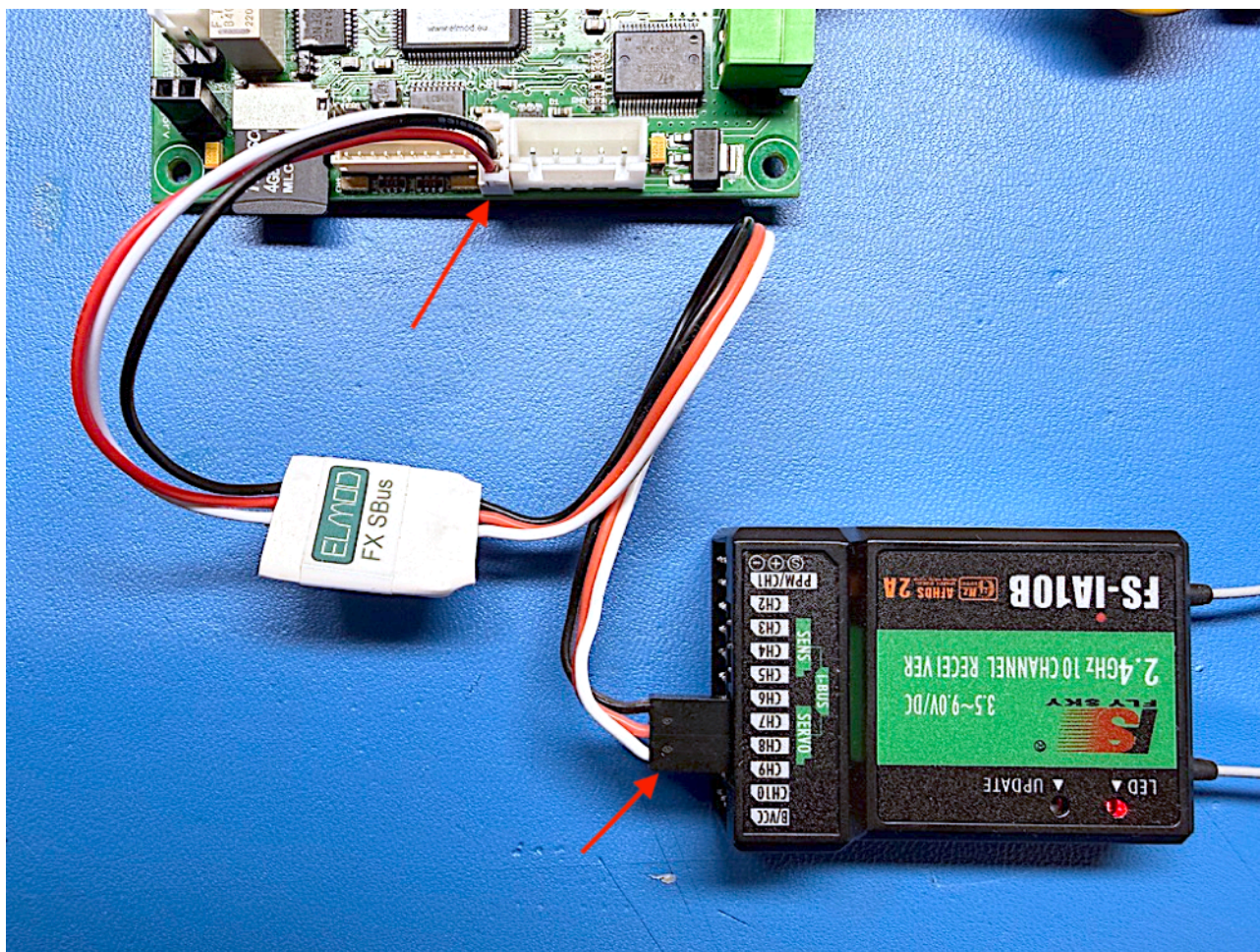


- Menu Function Setup → Aux Channels



## 2. Connecting the receiver.

The receiver is connected to the EIMod FusionX via EIMod FX SBus. It is connected to the receiver using the “Servo” connector, as shown in the illustration.



## 3. Configuration of EIMod FusionX

Firmware version 1.10 is required for operation. If necessary, update your central unit. For details, refer to the EIMod FusionX manual.

Given the design of the FlySky system, the following function assignments apply:

- Switch SWA (on-off switch): Ignition switch (upper position)
- Switch SWB (on-off switch): Firing of the main gun (upper position)
- Switch SWC (3-way switch): Machine gun fire (top position), main light on/off (bottom position)
- Switch SWD (on-off switch): available for a user-defined function
- VRA knob: assignable to up to four user-defined functions
- VRB knob: Volume control

When configuring the system using the EIMod App on a PC or Mac, load the “FlySky” profile. This profile contains all the settings required for the radio system to function properly.

When configuring the device using the EIMod App on an Android device, or when configuring it manually on a PC or Mac, go to the “SBus Receiver” submenu and set the parameters highlighted in red as shown.

User defined functions marked in orange are free and can be assigned as desired.

To control the volume using the VRB knob, you must also set the "Sound Volume" parameter to "Extern" in the "Volume" submenu.

Volume control channel	8
Swap accel and steering	yes (FlySky mode)
<b>Functions 1 – 4 (Channel 5) SWA</b>	
Function 4 (full up)	motor on/off
Function 3 (half up)	---
Function 2 (half down)	---
Function 1 (full down)	---
<b>Functions 5 – 8 (Channel 6) SWB</b>	
Function 8 (full up)	shot
Function 7 (half up)	---
Function 6 (half down)	---
Function 5 (full down)	---
<b>Functions 9 – 12 (Channel 7) SWC</b>	
Function 12 (full up)	MG
Function 11 (half up)	---
Function 10 (half down)	---
Function 9 (full down)	main light on/off

<b>Functions 13 – 16 (Channel 8)</b>	
Function 16 (full up)	---
Function 15 (half up)	---
Function 14 (half down)	---
Function 13 (full down)	---
<b>Functions 17 – 20 (Channel 9) SWD</b>	
Function 20 (full up)	---
Function 19 (half up)	---
Function 18 (half down)	---
Function 17 (full down)	---
<b>Functions 21 – 24 (Channel 10) VRA</b>	
Function 24 (full up)	---
Function 23 (half up)	---
Function 22 (half down)	---
Function 21 (full down)	---

#### 4. Additional notes

To operate the functions on the switches and knobs, all switches and knobs (with the exception of the volume control) must be in the off position (SWA, SWB, and SWD in the lower position; SWC and VRA in the middle position). For example: the tank is to be started. To do this, SWA is moved to the upper position. As soon as the starting sound is heard, SWA is moved back to the lower position. If this is not done, this switch blocks all functions on the other controls, so that, for example, firing a shot with SWB is not possible.

In addition to the orange-marked, freely configurable functions on the SWD and VRA, the red-marked functions of SWA, SWB, and SWC can also be freely modified. However, due to the switch configuration of the radio system, only the red or orange-marked functions can be used.

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