



Connection of the weapon station FLW 200 EIMod FusionX

This manual describes how to connect the FLW200 weapon station to FusionX with FX Expander.

ATTENTION! We do not guarantee the information listed here. The manufacturers of the models can make technical changes at any time. Above all, you cannot rely on the color of the individual wires. If you are unsure, contact the support of your dealer.

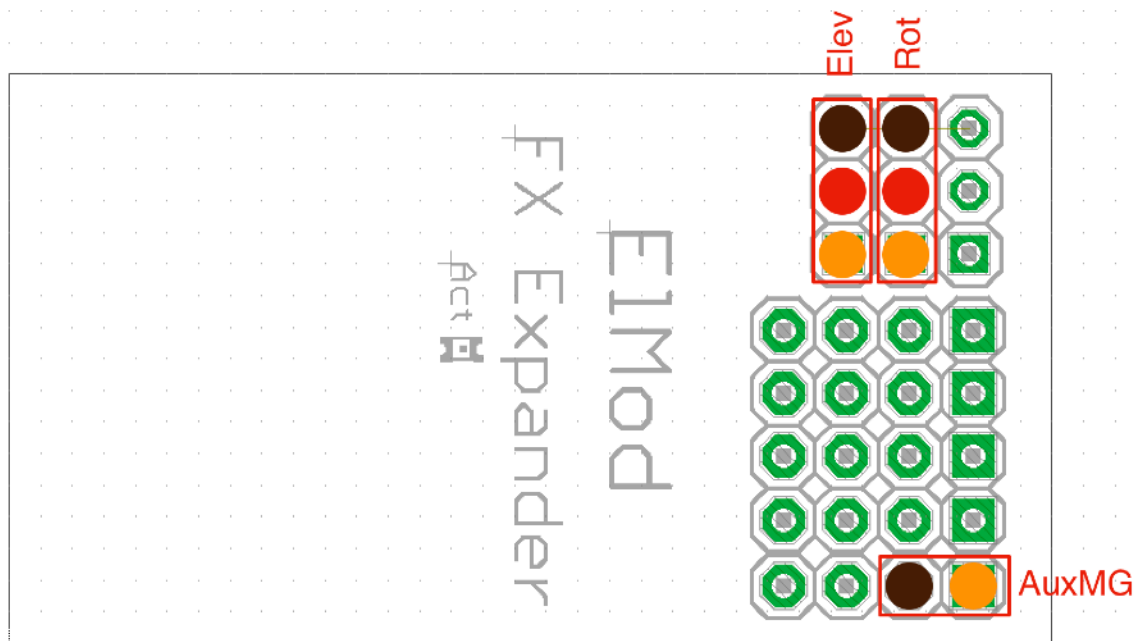
The FLW 200 weapon station is equipped with two servos that allow the elevation of the weapon and the rotation of the entire weapon station. In addition, the gun features a LED muzzle flash.

To control the weapon station with EIMod FusionX, the EIMod FX Expander is required. The FX Expander drives up to three servos and several light channels, including one for an additional MG.

The FLW 200 weapon station is controlled in parallel with the motorized main turret using the left stick of the radio system.

Connection of the weapon station

- Connect the elevation servo to the left servo connector of the FX Expander.
- Connect the servo for rotating the weapon station to the middle connector of the FX Expander
- Connect the muzzle flash LED to the lowest right light slot



Configuration of the EIMod FusionX

The prerequisite for the operation of the weapon station is the firmware version 1.07. If your EIMod FusionX has an older software, it must be updated beforehand. The firmware update procedure is described in the [EIMod FusionX manual](#).

Before the weapon station can be used, EIMod FusionX must be configured using the EIMod App.

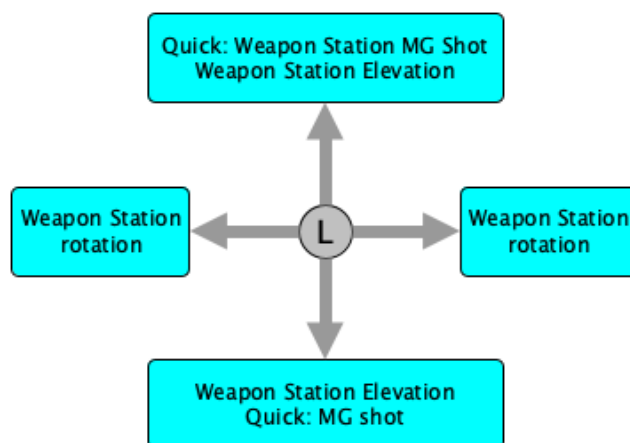
- Start the EIMod App
- Click on "Load Profile" and select the profile "FLW200". This file already contains the correct settings for the servos.
- Go to the "Analog Receiver" or "SBus Receiver" tab (depending on the type of receiver you are using).
- Assign a user function that suits you best to the function "Aux weapon station". A detailed description of this can be found in the knowledge base in the manual ["Control with an analog receiver"](#) in the section "Advanced control: EIMod FusionX".

Control of the weapon station

Hint: You can check the function of the weapon station in advance. To do this, disconnect the receiver from EIMod FusionX and switch EIMod FusionX off and on again. In the EIMod App in the "Vehicle Control" tab, you can activate the control of the weapon station by pressing the "Aux Weapon Station" button. To do this, move the left virtual joystick. The weapon is fired by pressing the "Aux MG" button. If the button "Aux Weapon Station" is pressed again, the main turret becomes active again.

Analog receiver

If the "Aux Weapon Station" function is active, it can be controlled with the left joystick of the radio (see right drawing). When the "Aux Weapon Station" function is triggered again, control of the left joystick changes back to the main turret.



SBus receiver

If the "Aux weapon station" function is active, the position of the weapon station is controlled with the left joystick. The MG of the weapon station is fired with the user function "Aux MG (Expander)".

When the "Aux weapon station" function is triggered again, the left joystick controls the main turret control.

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