! These operating instructions are an integral part of this product. They contain important information and safety notes, and should therefore be kept in a safe place at all times. Be sure to pass them on to the new owner if you ever dispose of the product.

CE

1. SPECIFICATION

	HiTEC USB Simulator-Interface # 11 0651 (# 11 0650 + # 11 0652)
Hardware requirements	Transmitter with TRAINER socket
"	PC with USB port
Software requirements	Windows 98, ME, 2000, XP, FMS flight simulator

58317
58315

2. INSTALLATION

1. Switch on the computer, start Windows, if necessary log on with Administrator rights (Windows 2000/XP).
2. Connect the USB plug to any vacant USB port. Windows carries out the driver installation automatically. The LED glows constantly.
3. If possible set the transmitter travels to 100% and move the trims to neutral. Make sure the transmitter is switched off, then connect the diode plug to the transmitter. Switch on the transmitter now - not before! The LED flashes at a rapid rate, and the transmitter can now be used as a joystick.

3. THE FMS FLIGHT SIMULATOR

Learn to fly and practise without crashing, independently of flight tutors and club colleagues, of weather and time of day. This is finally possible with the HiTEC Simulator Interface and the free FMS flight simulator.

The FMS flight simulator and various HiTEC models are already available from the internet site: http://www.hitecrcd.com/, where they can be downloaded at no cost. We have taken great trouble to simulate the models' flying characteristics accurately, with the result that they give an impressive approximation of the real models. Many more models will be developed for FMS in the future, and will be made available free of charge.

4. APPLICATION

Start the application you wish to run, for example FMS. If you are using FMS move to the "Control"->"Analog Control…" menu and select "Joystick Interface". Click on the "Mapping/Calibration" button.

Start the calibration process and move both sticks to full travel in all directions, then click on the "Next" button. Set both sticks to centre and click on the "Finish" button. Now assign the control functions to the appropriate channels / sticks. Select Reverse Direction if necessary. Confirm with the "OK" buttons to end the calibration process. The selected model can now be controlled from the transmitter.

5. DESCRIPTION OF FUNCTIONS

The HiTEC Simulator Interface in conjunction with your RC system transmitter acts as a full-featured joystick when connected to your PC, offering up to 7 control axes and 6 buttons. These facilities can be used to control the FMS flight simulator as well as any other program which can be controlled using a joystick. The Simulator Interface works by converting the transmitter's PPM signal into a USB joystick control unit (min. Win 98; not Win NT).

6. PROBLEM SOLVING

The first time you connect the USB Simulator Interface to the PC, Windows automatically detects the adaptor as a new device called "RC-Joystick USB Interface". Windows then starts to install an HID driver. You may find that Windows asks for the Win CD-ROM at this point.

After correct driver installation a new joystick "RC-J" is entered under Game Options in System Settings. Device Manager will display a new HID device. Depending on the HID driver, you then have a joystick offering up to 7 axes and 6 buttons. The joystick is calibrated automatically under Game Options. This means that manual calibration is not necessary, nor even desirable. Calibration is carried out in the application (FMS) you intend to use.

If you find that "RC-J" does not appear under Game Options, you need to install it manually by adding an HID joystick. The procedure for this is described under "Problem Solving" within Game Options.

If you are using Windows 2000/XP but are not registered with Administrator rights, you may also find that "RC-J" does not appear under Game Options. Either you must register with Administrator rights, or grant full access to game options for the desired user (7.).

If other joysticks are installed in addition to the Simulator Interface, the Simulator Interface should be set to 1st place, or as the preference (XP); this is carried out under Game Options in System Settings.

7. JOYSTICK NOT ONLY AS ADMINISTRATOR (WINDOWS 2000/XP):

! Caution: this involves modifications to the Registry. It is essential to save a back-up copy of the Registry before you make any changes.

If you are using Windows 2000/XP you may be denied access to a joystick. This will be the case if you are registered as a user without administrator rights. If you wish to have access to the installed joystick without administrator rights, you must register as administrator and set full access for the desired user by making three entries in the Registry. This does not change the key values. When you are registered as Administrator, install the joystick and carry out this procedure:

1. Start the registry tool regedt32.exe (caution: not regedit; the process does not work with regedit!).
2. Select the window HKEY_LOCAL_MACHINE on the local computer.
3. Mark the entry:
   SYSTEM --> CurrentControlSet --> Control --> DeviceClasses --> {4d1e55b2-f16f-11cf-88cb-001111000030}
4. Call up the menu point "Security > Rights" and set all rights to Full Access for the desired user.
5. Repeat the procedure with the following two entries:
   SYSTEM --> CurrentControlSet --> Control --> DeviceClasses --> {cae56030-684a-11d0-d6f6-00a0c90f57da}
   SYSTEM --> CurrentControlSet --> Control --> MediaResources --> Joystick
6. Close the Regedt32 window and de-register as Administrator.

The joystick will now be available to the user once he has registered as a user.