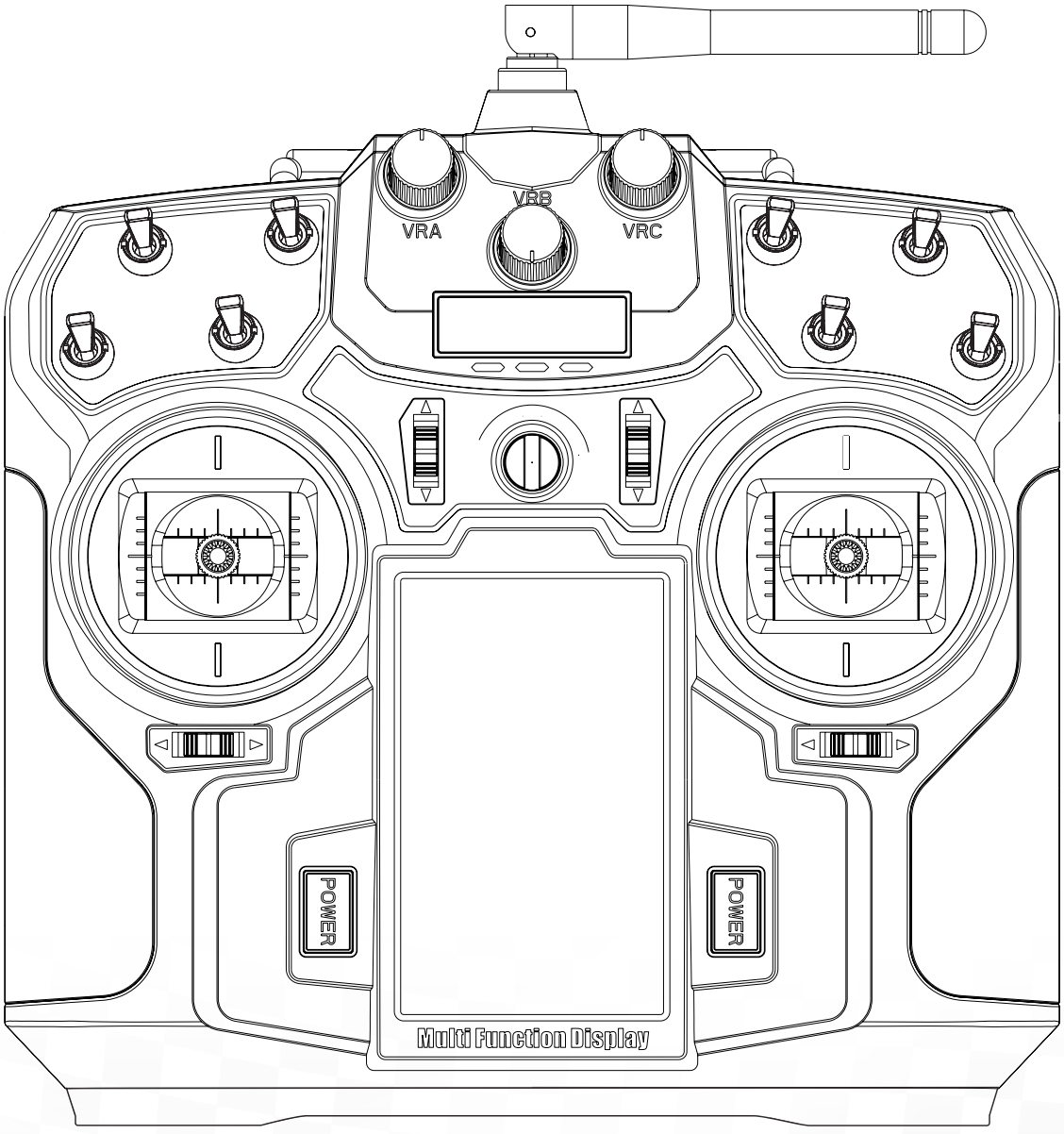
FS-i8

USER MANUAL

Digital Proportional Radio Control System



2.4GHz AFHDS 2A

15+

WARNING:
This product is only for 15 years old or above

Thank you for purchasing our product, an ideal radio system for beginners or experienced users.

In order to ensure your safety, and the safety of others, read this manual carefully before using this product. If you encounter any problem during use, refer to this manual first. If the problems persists, contact your local dealer or visit our service and support website :

www.flysky-cn.com

Table of Contents

1. Safety

1.1 Safety Symbols

Pay close attention to the following symbols and their meanings. Failure to follow these warnings could cause damage, injury or death.

⚠ Danger	• Not following these instructions may lead to serious injuries or death.
⚠ Warning	• Not following these instructions may lead to major injuries.
⚠ Attention	• Not following these instructions may lead to minor injuries.

1.2 Safety Guide

- Do not use the product at night or in bad weather like rain or thunderstorm. It can cause erratic operation or loss of control.
- Do not use the product when visibility is limited.
- Do not use the product on rain or snow days. Any exposure to moisture (water or snow) may cause erratic operation or loss of control.
- Interference may cause loss of control. To ensure the safety of you and others, do not operate in the following places:
  - Near any site where other radio control activity may occur
  - Near power lines or communication broadcasting antennas
  - Near people or roads
  - On any body of water when passenger boats are present
- Do not use this product when you are tired, uncomfortable, or under the influence of alcohol or drugs. Doing so may cause serious injury to yourself or others.
- The 2.4GHz radio band is limited to line of sight. Always keep your model in sight as a large object can block the RF signal and lead to loss of control.
- Never grip the transmitter antenna during operation. It significantly degrades signal quality and strength and may cause loss of control.
- Do not touch any part of the model that may generate heat during operation, or immediately after use. The engine, motor or speed control, may be very hot and can cause serious burns.

- Misuse of this product may lead to serious injury or death. To ensure the safety of you and your equipment, read this manual and follow the instructions.
- Make sure the product is properly installed in your model. Failure to do so may result in serious injury.
- Make sure to disconnect the receiver battery before turning off the transmitter. Failure to do so may lead to unintended operation and cause an accident.
- Ensure that all motors operate in the correct direction. If not, adjust the direction first.
- Make sure the model flies within a certain distance. Otherwise, it would cause loss of control.

2. Introduction

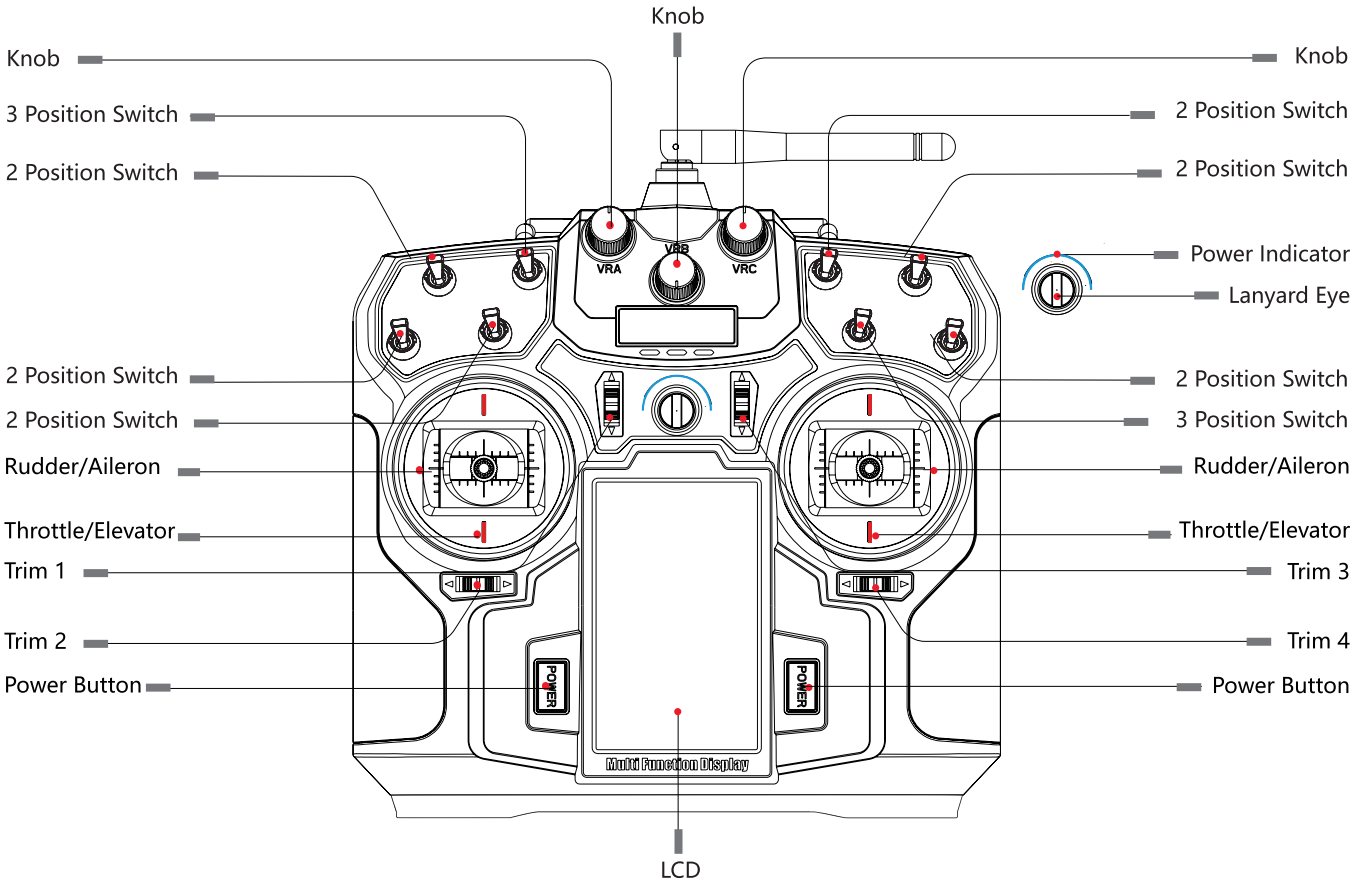
The FS-i8 transmitter and FS-iA6B receiver constitute a 8 channel 2.4GHz AFHDS 2A digital proportional computerized R/C system.

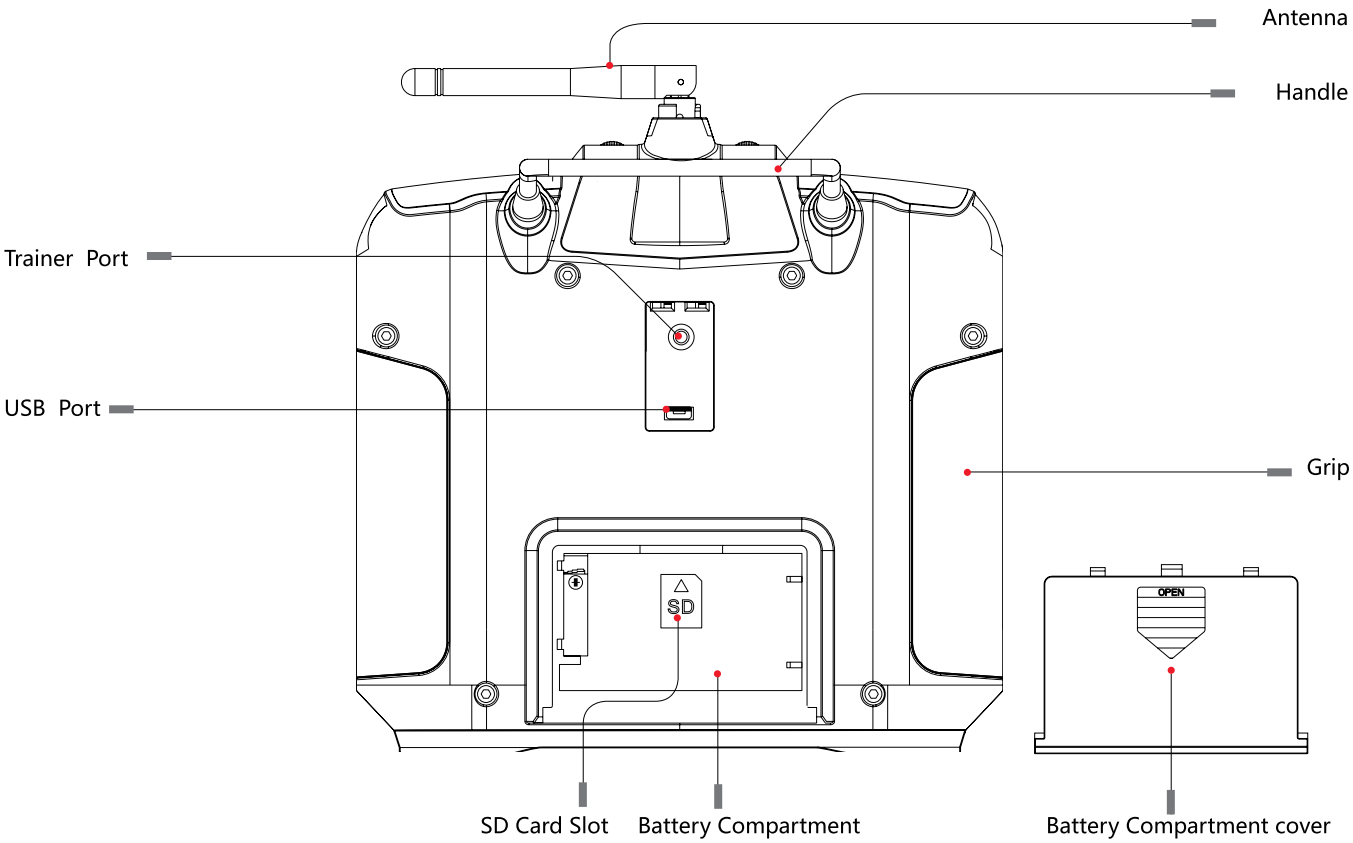
2.1 System Features

The AFHDS 2A (Automatic Frequency Hopping Digital System Second Generation) developed and patented by FLYSKY is specially developed for all radio control models. Offering superior protection against interference while maintaining lower power consumption and high reliable receiver sensitivity, FLYSKY's AFHDS technology is considered to be one of the leaders in the RC market today.

	**Bidirectional Communication** Capable of sending and receiving data, each transmitter is capable of receiving data from temperature, altitude and many other types of sensors, servo calibration and i-BUS Support.
	**Multi-channel Hopping Frequency** This systems bandwidth ranges from 2.4055GHz to 2.475GHz. This band is divided in 140 channels. Each transmitter hops between 16 channels (32 for Japanese and Korean versions) in order to reduce interference from other transmitters.
	**Omni-directional Gain Antenna** The high efficiency Omni-directional high gain antenna cuts down on interference, while using less power and maintaining a strong reliable connection.
	**Unique ID Recognition System** Each transmitter and receiver has it's own unique ID. Once the transmitter and receiver have been paired, they will only communicate with each other, preventing other systems accidentally connecting to or interfering with the systems operation.
	**Low Power Consumption** The system is built using highly sensitive low power consumption components, maintaining high receiver sensitivity, while consuming as little as one tenth the power of a standard FM system, dramatically extending battery life.

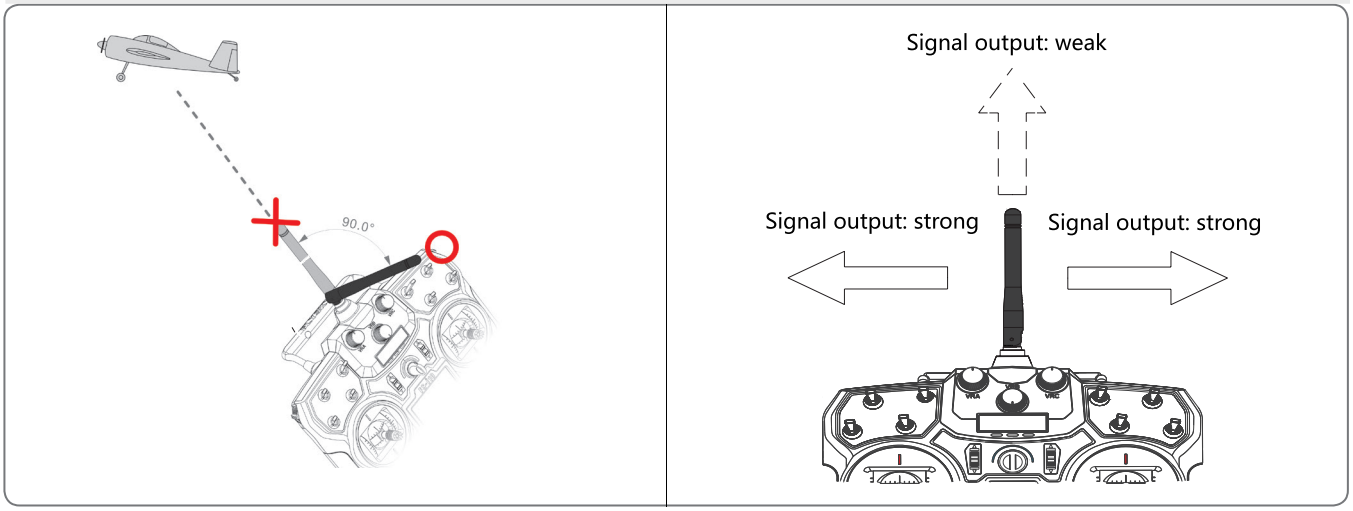
2.2 Transmitter Overview





2.2.1 Transmitter Antenna

⚠ Note:	• To ensure high signal quality, the antenna should be perpendicular to the models fuselage. When adjusting the angle of the antenna, make sure that the antenna does not point directly towards the front or back of the model.
⚠ Note:	• Never grip the transmitter antenna during operation. It significantly degrades signal quality and strength and may cause loss of control.



2.2.2 Switches

The has FS-i8 8 switches, two 3 position switches, five 2 position switches and one 2 position switch with automatic return.

2.2.3 Knobs

The FS-i8 has 3 knobs that can be assigned to various channels and functions.

2.2.4 Trims

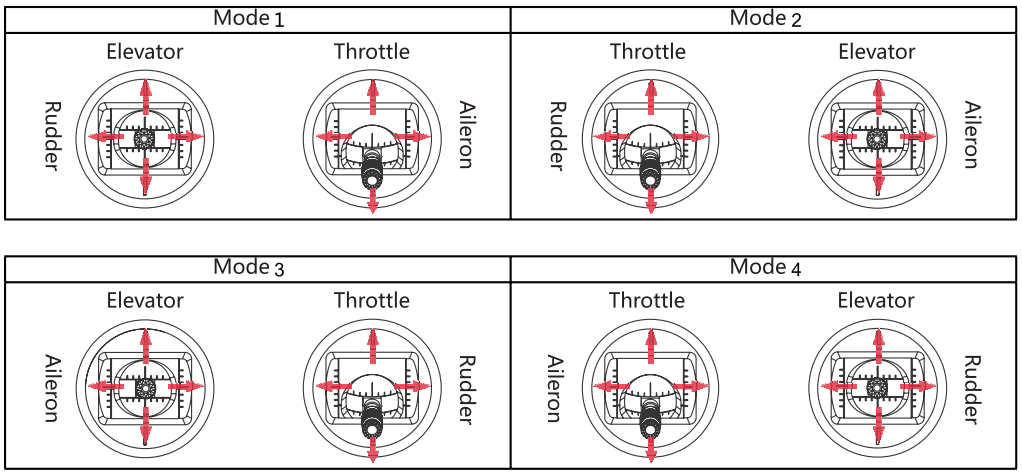
There are 4 groups of trim switches affecting surface position. Each time a trim is toggled, the trim will move one step. You can hold the trim in the desired direction to make quicker trim adjustments. When the trim position reaches the middle, the transmitter beeps in a higher tone.

2.2.5 Power Buttons

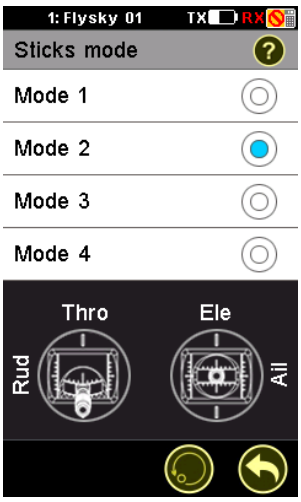
Press and hold the 2 power buttons at the same time to turn on the transmitter.

2.2.6 Gimbals and sticks.

The system supports 4 stick modes, the default is [Mode 2](Pic. 2.2.6). The blue icon indicates the currently selected mode. Enter the main menu, touch the [System] icon and select your prefered mode.



Pic. 2.2.6



Changing from modes 2/4 to 1/3 will change the throttle position. This will require the user to open the system and switch the stick positions. The gimbals can be switched by following these instructions.

Instructions：

1. Open the battery compartment and remove the battery.
2. Remove the grips located on each side of the transmitter.
3. Use a hex screwdriver to remove the 6 screws securing the back cover.
4. Gently open the transmitter cover and remove the connectors attaching the front to the back from the botherboard.
5. Use a philips screwdriver to remove the 8 screws at each corner of the gimbals.
6. Switch the left and right gimbal, rotate 180 degrees, adjust the wire and secure using the 8 screws.
7. Carefully insert the connectors back into the motherboard, reclose the transmitter and secure with the back covers screws.
8. Reattach the grips and install the battery.
9. Turn on the transmitter, enter the main menu and open the [Display servos] function. Check the channels and trims are responding as expected.

2.2.7 Lanyard Eye

The lanyard eye can be used to attach a lanyard.

2.2.8 Status Indicator

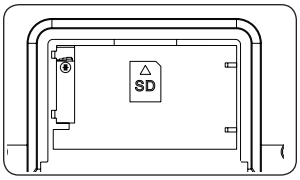
The status indicator is used to indicate the power and working status of the receiver.

- Off: The transmitter is powered off.
- The blue light is on: the transmitter is powered on and is in normal operation.
- Blinking: Low voltage alarm.

2.2.9 SD Card Slot

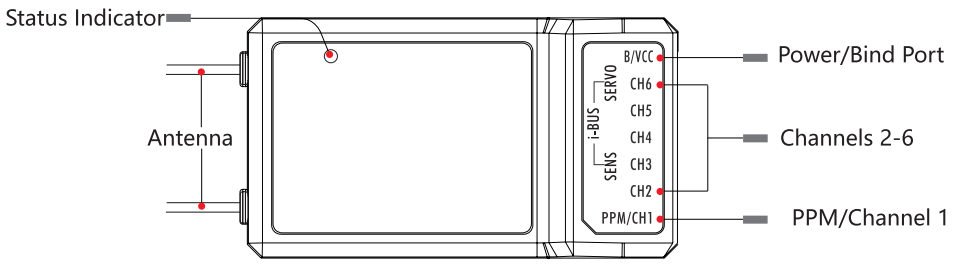
The SD card only supports SD 2.0 1GB and over.

For exporting models please refer to【6.19 Models】.



- Before inserting the SD card turn off the transmitter and remove the battery.

2.3 Receiver



2.3.1 Receiver Antenna

FS-iA6B Dual Omnidirectional Antenna.

Caution	• Do not pull or tie the antenna into a knot in order to prevent damage.

2.3.2 Status Indicator

The status indicator is used to indicate the power and working status of the receiver.

- Off: the power is not connected.
- Lit in red: the receiver is on and working.
- Flashing quickly: the receiver is binding mode.
- Flashing slowly: the bound transmitter is off or signal is lost.

2.3.3 Ports

Power, Bind, Channel, Serial and PPM output ports for connecting various components to the receiver.

- PPM/CH1 : Can be connected to servo or used as a PPM output.
- CH2 ~ CH6: Can be connected to servos, power supply or other compatible components.
- B/VCC: During the binding process a bind cable is connected here. During normal opertaion the power is applied to this port.
- SERVO: For connecting an i-BUS module, expansion.
- SENS: For connecting sensors.

3. Before Use

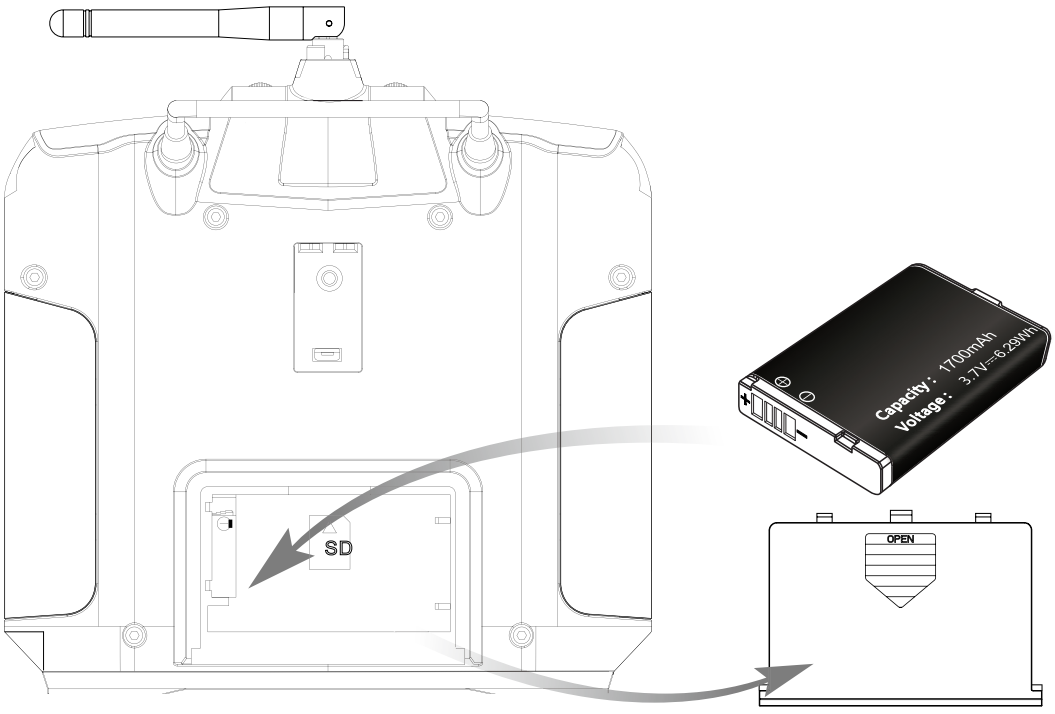
Before using the product please follow the guidelines below to install the battery and connect the device.

3.1 Transmitter Battery Installation

⚠ Danger	• Only use specified battery.
⚠ Danger	• Do not open, disassemble, or attempt to repair the battery.
⚠ Danger	• Do not crush/puncture the battery, or short the external contacts.
⚠ Danger	• Do not expose to excessive heat or liquids.
⚠ Danger	• Do not drop the battery or expose to strong shocks or vibrations.
⚠ Danger	• Always store the battery in a cool, dry place.
⚠ Danger	• Do not use the battery if damaged.

To install the transmitters battery, follow these steps:

1. Open the battery compartment.
2. Insert fully charged battery into the battery compartment. Make sure that the metal contacts on the battery and transmitter have a good connection.
3. Replace the battery compartment cover.

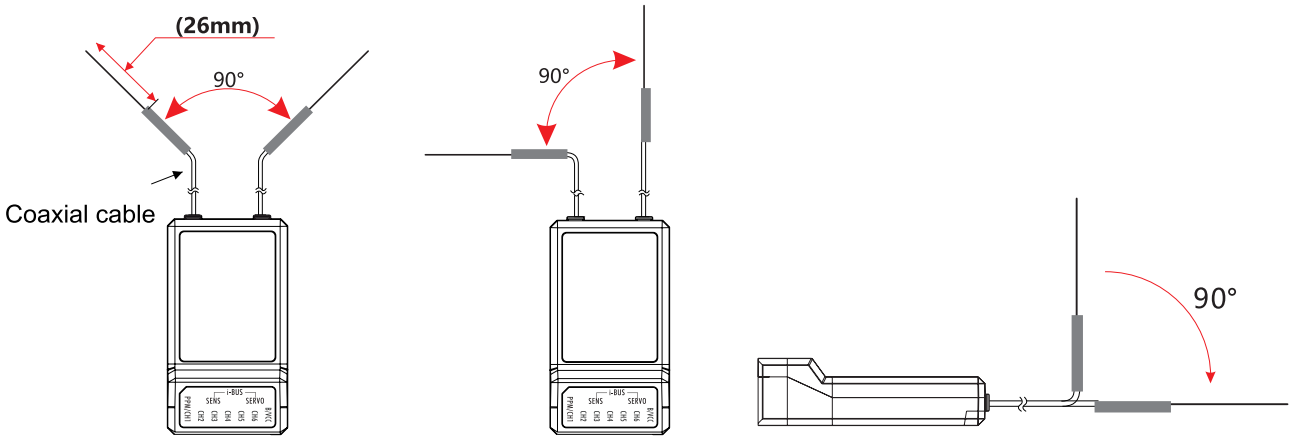


3.2 Installing Receiver and Servos

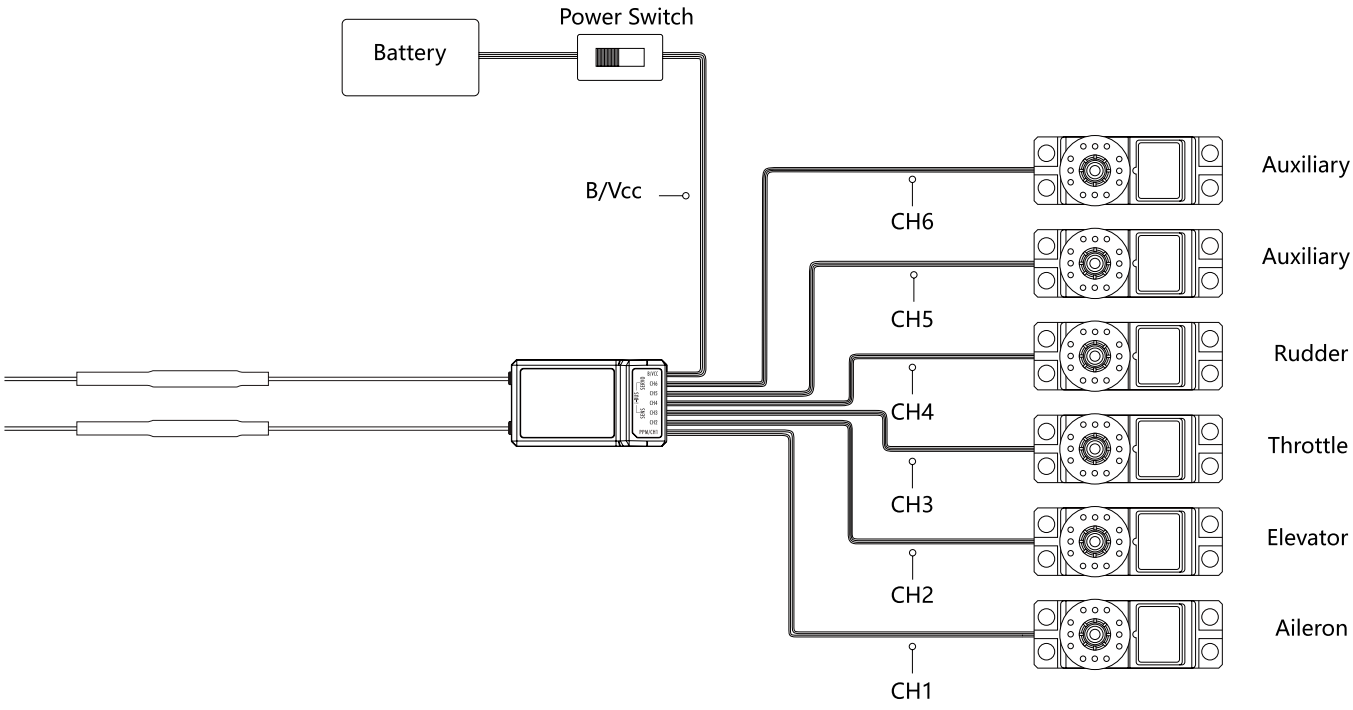
Make sure that you find an appropriate location to mouth the receiver in order to, ensure performance, stability and prevent outside interference.

Installation:

1. Make sure the receiver is mounted away from motors, electonic speed controllers or any device that emmits excessive electrical noise.
2. Keep the receivers antenna away from conductive materials such as carbon or metal. To ensure normal function make sure there is a gap of at least 1cm between the antenna and the conductive material.
3. Ensure that the two antennas are mounted at 90 degrees to each other, as shown below.



Caution	• Do not power on the receiver during the setup process to prevent loss of control.



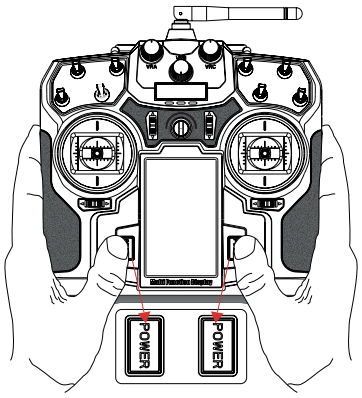
4. Operation Instructions

Follow these guidlines to ensure proper use of your system

4.1 Power On

Follow these steps to power on the system:

1. Check the system and make sure that:
   - The battery is fully charged and installed properly. 。
   - The receiver is off and correctly installed.
2. Hold both power buttons on either side of the LCD until the status indicator lights up. 
3. Connect the receiver power supply to the B/VCC port on the receiver.



Note	• **Use with caution to prevent damage, injuries or death.**
Note	• **As a safety precaution, the system will not power on unless all the switches are in** • **their highest position and the throttle is at its lowest position.**

4.2 Binding

The transmitter and receiver have been pre-bound before delivery.

If you are using another transmitter or receiver, follow the steps below to bind the TX and RX:

1. Turn on the transmitter, enter the main menus, swipe from right to left and select **[RX Settings]**
2. Check the chart below to find out what RF standard your receiver is using. To change enter the **[RF std]** menu, press yes when prompted and select the corresponding RF protocol from

RF Standard	Receiver Type
AFHDS	GR3F, GR3E, R6B, R9B , R6C
AFHDS 2	iR4, iR4B, iR6B , iR10
AFHDS 2A 1-way	A3, A6
AFHDS 2A 2-way	iA4B, iA6, iA6B, iA10, iA10B , X6

3. Select **[Bind with a receiver]** and press **[Yes]** to enter bind mode.
4. Connect the bind cable to the B/VCC port of the receiver.
5. Connect the power to any other port. The indicator will start to flash, indicating that the receiver is in bind mode.
   - For **[AFHDS 2A 2-way]**, once binding is complete, the transmitter should exit the bind menu automaticlly.
   - For other protocols, select the back button to exit the bind menu.
6. Remove the bind and power cable from the receiver. Then connect the power cable to the B/VCC port.
7. Check the servos' operation. If anything does not work as expected, restart this procedure from the beginning.

- **These instructions only apply to the FS-i8 transmitter and the iA6B receiver. Other receivers and transmitters may require different steps for the binding process.**

4.3 Preflight Inspection

Before you begin, perform the following steps to ensure the system performs as expected:

1. Check the entire system to ensure that all components function as expected.
2. Perform a distance signal test as outlined in 【9.12 Range Test】.

⚠ Danger	• **If there are any problems during testing, no not operate the model.**
⚠ Danger	• **Make sure that the model does not go outside safe operating range.**
⚠ Attention	• **Be aware of sources of interference that can affect signal quality.**

4.4 Model Setup

This system supports fixed-wing, glider and helicopters. To set up your model follow these steps:

1. Select model type: Enter the **[Model]** function, for more information on this fuction reference【6.19Models】.
   - After a model type is selected the system will automaticlally open the **[aircraft structure]** menu.
   - Fixed-wing and glider are the same option. Choose your model parts from the list.
2. Model Structure Setup:
   If **[Airplane / glider]** is selected, see 【6.15 Airplane Structure】 for details ;
   If **[Helicopter]** is selected, see【8.7 Helicopter Structure】 for details.
   - Once the model structure has been set the system will set a default channel assignment for the model. Check the model stucture diagram to make sure that the receiver is connected correctly.

4.5 Power Off

Follow these steps to turn off the system:

1. Disconnect the receiver's power.
2. Hold both of the transmitter's power buttons to turn off the transmitter.

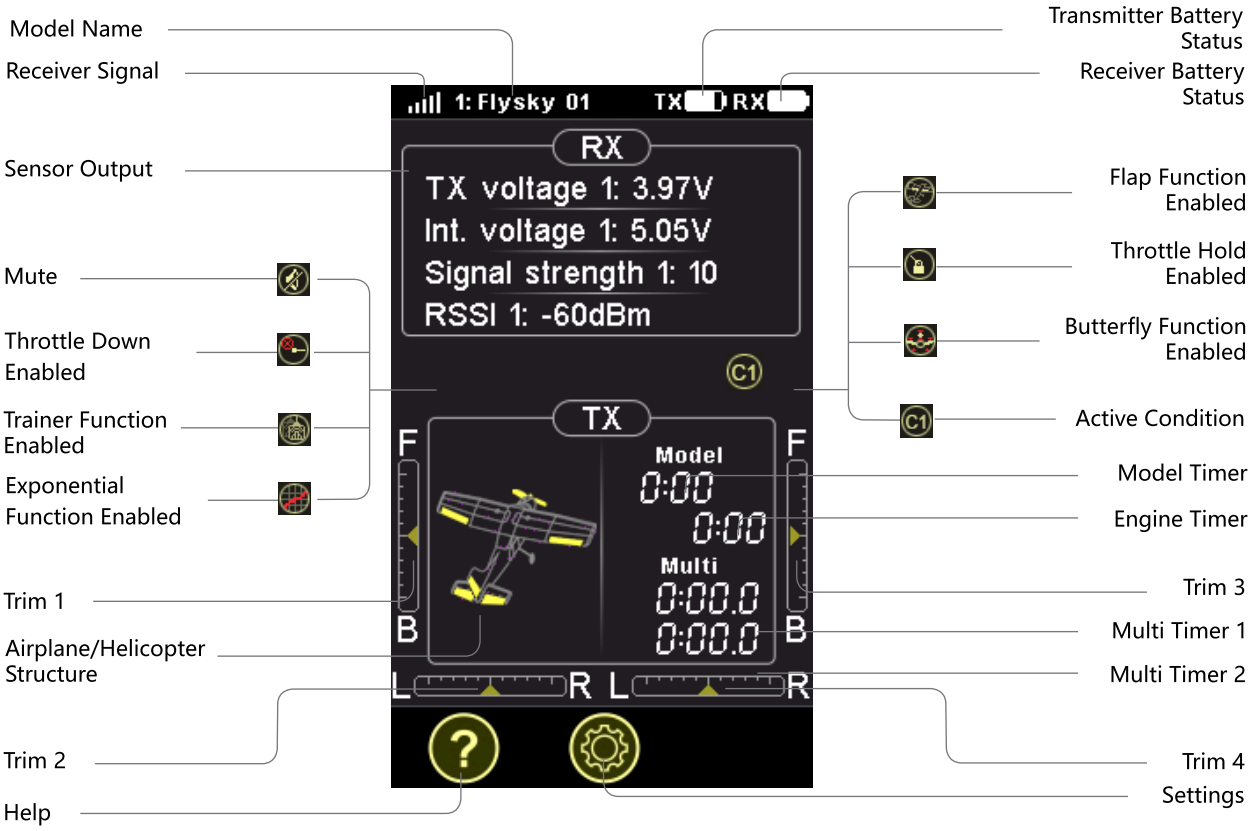
⚠ Danger	• **Make sure to disconnect the receiver power before turning off the transmitter. Failure to do so may lead to damage or serious injury.**

5. System Interface

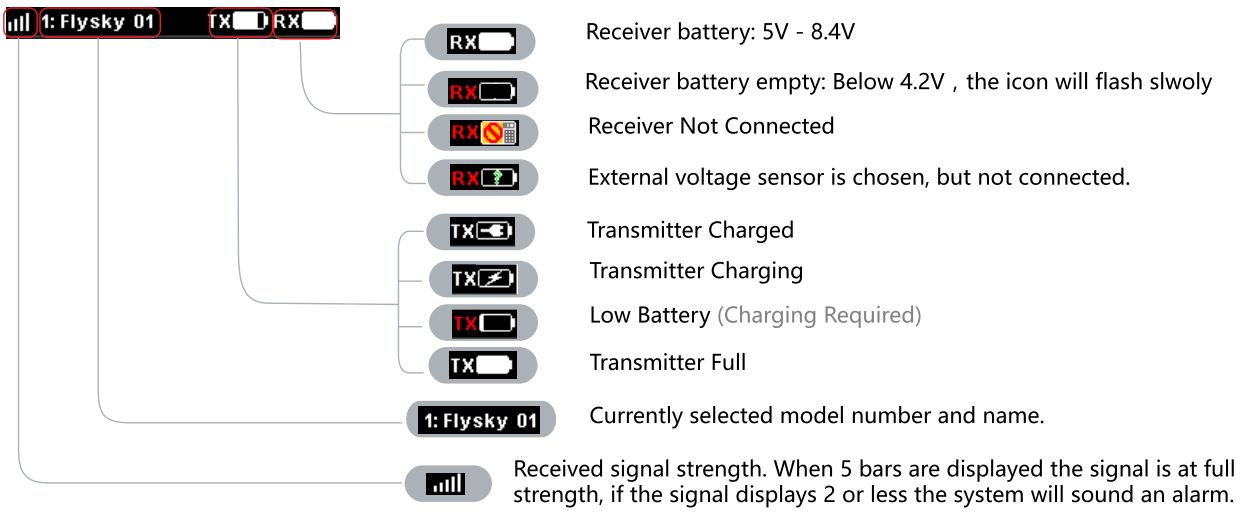
This chapter is an introduction to the menu and menu functions.

5.1 Home Screen

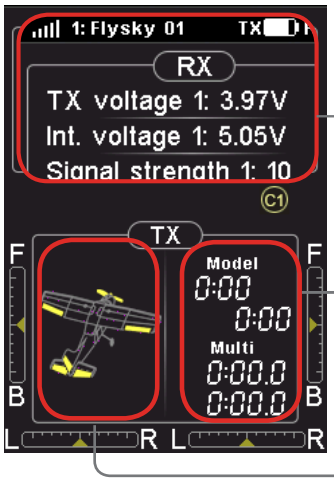
The home screen displays useful information about your model, including sensors and function status etc.



5.1.1 Status Bar



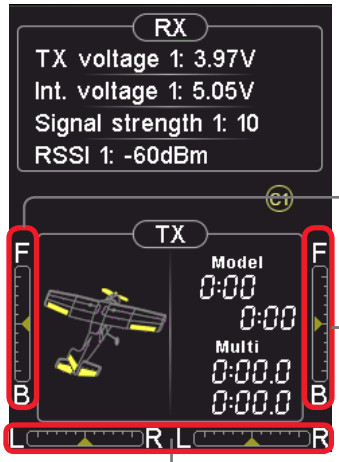
5.1.2 Home Screen



Touch this area to quickly enter the sensor selection menu;
Up to 4 sensors can be displayed.
To select a sensor, refer to 【9.8 Choose Sensors 】.

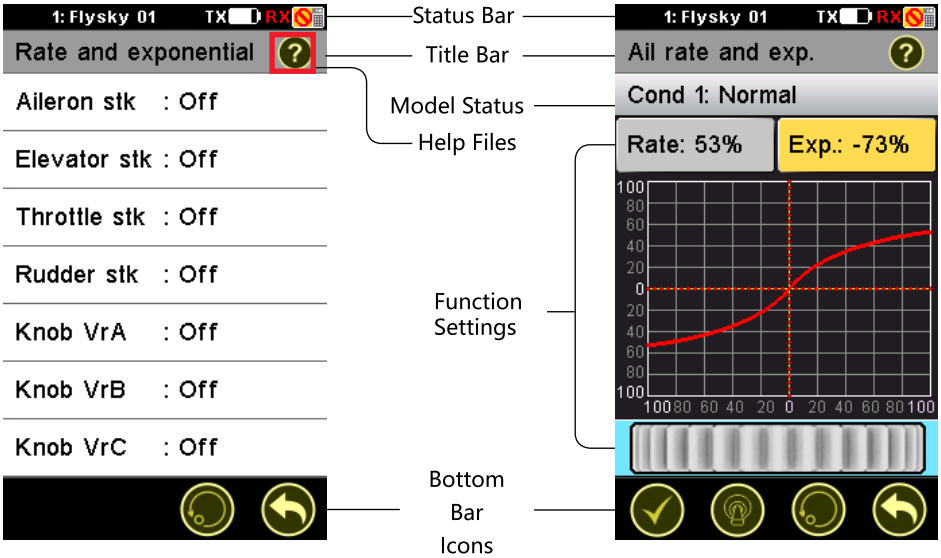
Touch this area to quickly enter the timer menu;
To set up a timer refer to 【6.16 Display Servos】.

Touch this area to quickly enter the Aircraft Structure menu;
To change the aircraft structure refere to 【6.19 Models】.



Touch these areas to access the trim menu, the system will also enter this menu if a trim button is used.

5.2 Interface



[Function Setting Interface] The exponential function interface is taken as an example, the other function setting interfaces will be different.

[Wheel] The wheel is used to adjust parameter values.

5.2.1 Bottom Bar Icons

The bottom bar contains some generic icons that are universial across all functions.

	**[Back]** : Touch this icon to return to the previous menu.
	**[Reset]** : Touch this icon to return the current function to its factory settings.
	**[Assign Switch]** : Touch this icon to access the switch assignment menu, from this menu switches and knobs can be assigned to various function parameters.
	**[Curve Type]** : Touch this icon to enter the curve selection menu. From this menu change the shape of the curve, and number of points.
 	**[Activate]/[Deactivate]** : This icon will change to show if the current function is active or inactive, to toggle the functions status touch this icon. Some functions require a switch.

5.3 Built-in Contextual Help

The help icon is both in the title and bottom bars.

Touch the left side of the bottom bar  or the right side of the title to gain access to the  contextual help menu.

Pic.5.3

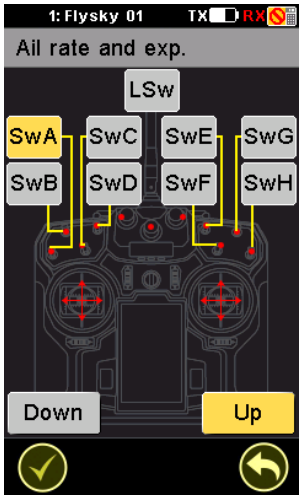
5.4 Stick/Knob/Switch Assignment Interface

The system has both 2-way and 3-way switches, when at bottom/middle position the switch is active.

The sticks are by default assigned to aileron, elevator and throttle.

Knobs (VrA-VrC) can be assigned to control some function parameters in real time.

Pic.5.4



5.5 Reset Function Interface

Pic.5.5

When is touched the system will display a prompt:

[Yes]: Select yes to return the current function or menu to its factory default setting.

[NO]: Select no to cancel.

- **Once you confirm, the system will restore all function parameters back to factory values.**

5.6 Main Menu

Pic.5.6

By default there are 3 pages with 20 menus, each page displays up to 12 icons, swipe left, or right to change page. The current page is represented at the bottom with 3 dots, the largest dot is the current page.

The menu changes depending on the current model setup and type, any function that is not needed will be hidden and will remain inactive.

6. Function Settings

This section contains the default menu function settings.

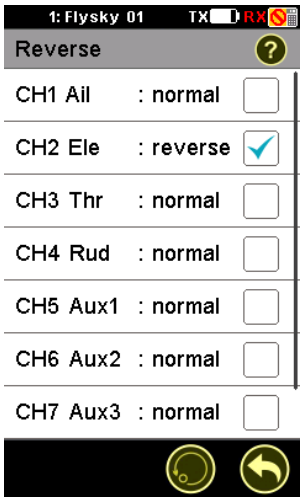
6.1 Reverse Function

The Reverse function is used to correct a servo or motor’ s direction in relation to the systems controls. For example, if a servo is mounted upside down in order to fit inside a model.

To reverse a channel:

This menu contains 10 check boxes, one for each channel, when a channel is reversed the corresponding box will be checked.

Pic.6.1



Danger	• **Before flight make sure that everything is working as expected.**

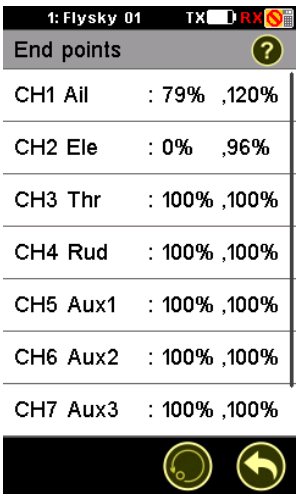
6.2 End Points Function

Endpoints are the limits of the channels range of movement. There are two endpoints, one is the low endpoint and one is the high end point.

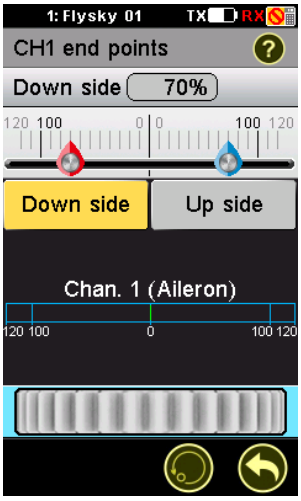
To set an endpoint:

1. Touch the channel you wish to change. The setup menu for the selected channel displays.
   - At the top of the current channel, the selected endpoint and percentage are shown.
   - The endpoints location is shown as a bar and needle.
   - The red needle indicates the current setting for the selected side and channel.
   - A real time readout of the channels position can be seen in this menu as a green bar.
2. Select the Up side or Down side as appropriate.
3. Move the wheel at the bottom of the screen left to reduce the value or right to increase the value.

Pic.6.2.1



Pic.6.2.2



6.3 Subtrim Function

Pic.6.3

Subtrim changes the center point of the channel. For example, if the ailerons are slightly out of alignment, the subtrim could be used to fix this.

To set the subtrim function:

1. Select the desired channel from the list. The setup menu for the selected channel displays.
   - At the top of the current channel, the selected channel and percentage are shown.
   - The center point location is shown as a bar and needle.
   - The red needle indicates the current setting for the selected channel.
   - A real time readout of the channels position can be seen in this menu as a green bar.
2. Move the wheel at the bottom of the screen left to reduce the value or right to increase the value.

6.4 Trims

Pic.6.4

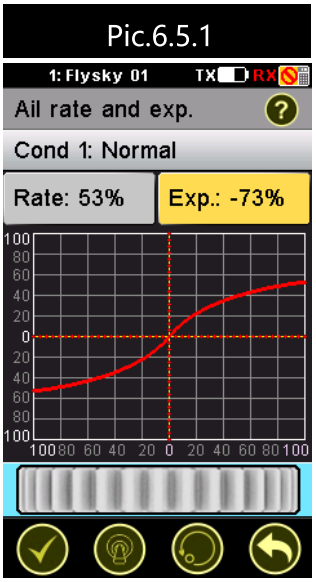
There are 4 groups of trim switches affecting surface position. Each time a trim is toggled, the trim will move one step. You can hold the trim in the desired direction to make quicker trim adjustments. When the trim position reaches the middle, the transmitter beeps in a higher tone.

Setting Trim:

Once a trim switch has been toggled the trim menu will open automatically, press and hold a trim switch to make large adjustments quickly or toggle it quickly in order to make smaller adjustments.

6.5 Exponentials

Pic.6.5.1



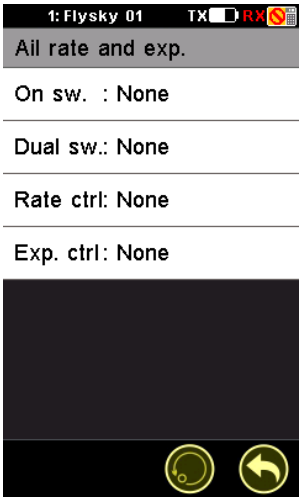
This function changes channel's response curves. There are 2 main parameters:

Dual Rate: Dual Rate reduces or increases the difference between the highest and lowest possible value, for example if applied to the rudder, (set to a throw of 60 degrees) before changing the settings, when you move your stick to 1/2 you would get 30 degree rudder movement, if you move the stick 1/4 of the way, the rudder will move 2.5cm, so at 100% there is a direct, linear relationship of stick movement and surface movement.

If a setting of 50% is entered then moving the stick all the way in one direction will only give 1/2 of the surface movement and 1/2 stick movement will only produce 1/4 surface movement, this has the effect of reducing how responsive the rudder is when the stick is moved, effectively reducing the range of movement available to the servo. This function is usually assigned to a condition so that it can be turned on and off during flight.

Exp. (Exponential): Exponential changes the relationship between stick movement and surface movement by creating a curve, when in use the stick movement and surface movement are no longer linear so the stick has a different response in different at different positions. For example this is useful when needing less reaction during a take-off but more reaction when in the air.

Pic.6.5.2



Setup:

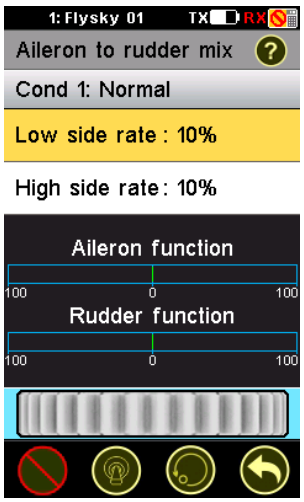
1. Touch **[Rate]** or **[Exp]** to select.
2. Move the wheel to change the value.
   - On/Off, Dual, Rate and Exp can be assigned to switches or knobs. Both On/off and Dual can only be set to switches, where as Rate and Exp can be set to knobs.

Switch/Knob Setup:

1. To assign these functions first touch the switch assignment icon .
2. Select and option from the list.
3. Selct a switch/knob.
   - **This function must be set as active before use.**
   - This function can be set with up to 5. conditions.

6.6 Aileron to Rudder

Pic.6.6



The aileron to rudder automatically creates a coordinated turn for the aircraft with aileron and rudder.

The pre-programmed mix is 10% by default, meaning that if your aileron has moves to 100% of its range of movement the rudder will move 10%.

If the aircraft does not have ailerons or a rudder, these function icon will not be displayed.

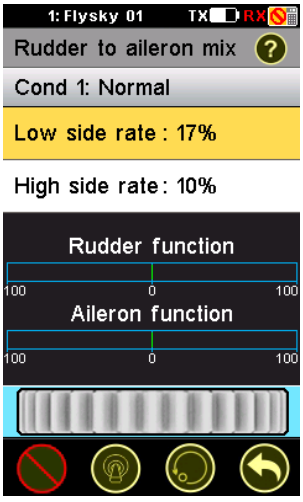
When this function is activated, a tick will be shown on the bottom left side of the screen, if not press the bottom left icon.

Setup:

1. Activate the function by touching the function on/off icon located at the bottom left of the screen.
2. Touch **[High side rate]** or **[Low side rate]** to select.
3. Use the wheel to change the value. Repeat as necessary.
   - This function must be set as active before use.
   - This function can be toggled using a switch/button, which is assigned in the **[Keys function]** .
   - This function can be set with up to 5 conditions.

6.7 Rudder to Aileron

Pic.6.7



This function can be used to counteract undesirable roll of aircraft with rudders and ailerons.

The pre-programmed mix is 10% by default, meaning that if your rudder has moves to 100% of its range of movement the aileron will move 10%.

Setup:

1. Activate the function by touching the function on/off icon located at the bottom left of the screen.
2. Touch **[High side rate]** or **[Low side rate]** to select.
3. Use the wheel to change the value. Repeat as necessary.
   - This function must be set as active before use.
   - This function can be toggled using a switch/button, which is assigned in the **[Keys function]** .

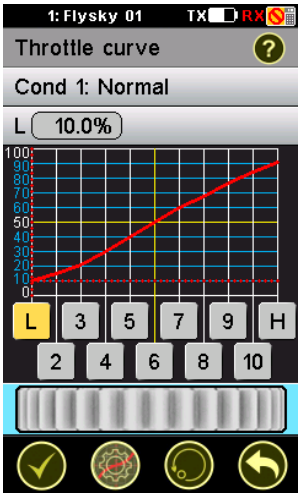
6.8 Throttle Curve

This function enables the user to adjust the ratio between stick and channel movement using a linear or non-linear curves. This changes how the throttle responds at different stick positions.

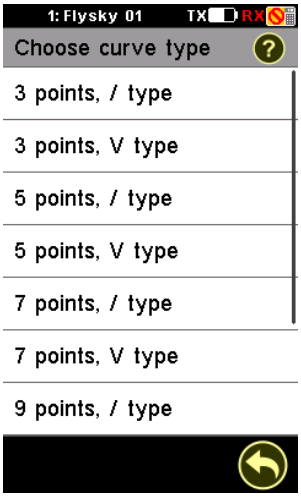
Setup:

1. Activate the function by touching the function on/off icon located at the bottom left of the screen.
2. To change the number of points or the curve type press the **[Gear Symbol]** second from the left at the bottom of the screen and touch the desired option. There are 2 types of curve available, linier and V curve.
   - Changeing the curve will delete any changes made to the old curve.
3. Select a point by touching it and use the wheel to change the value.

Pic.6.8.1



Pic.6.8.2



6.9 Throttle Delay

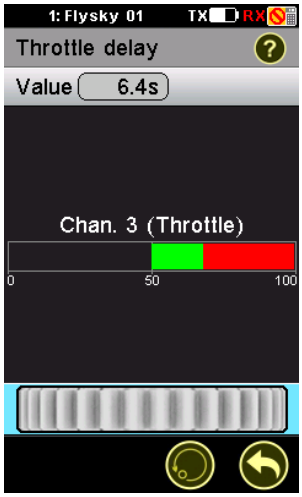
Throttle delay is used to reduce the response speed of throttle output and imitate non electrical engine.

The delay can be set from 0s to 10s, if a delay of 10 seconds is set, it will take 10 seconds for the throttle to catch up with stick movements.

Setup:

Move the wheel to set the throttle delay time. The red bar represents throttle stick position and the green bar represents current channel position.

Pic.6.9



6.10 Throttle Down

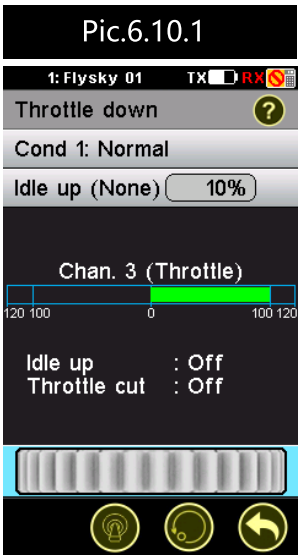
This function contains two options, idle up and throttle cut.

- The idle up function is useful for the models with fuel engines to keep the engine idling and prevent an accidental stall (If an engines throttle is cut too far it will cut out, this function is designed to prevent that).
- Throttle cut is used to cut the engine by bringing the throttle down to the 0 position.
- Both these functions must be assigned to a toggle to be activated or deactivated. Once idle up has been assigned to a toggle use the wheel to change the value.

Setup:

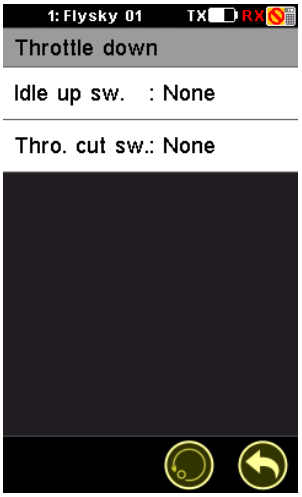
1. In order to make changes to this function ensure that switches have been assigned to idle up and throttle cut.

Pic.6.10.1



2. Use the wheel at the bottom of the screen to change the idle down value. The required setting will change from model to model, consult your engines user manual for recommendations.
3. Use the assigned switches to turn idle down and throttle cut on or off. The functions current state is show below the channel position bar.
   - This function can be set with up to 5 conditions.

Pic.6.10.2

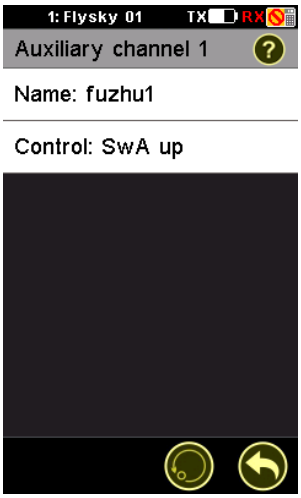


6.11 Aux Channels

The model function allows users to set auxiliary channels. Every channel that is not assigned during the model setup will be set as an AUX channel.

AUX channels can be used to control various control surfaces including extra features on an aircraft including landing gear, brakes and lights etc.

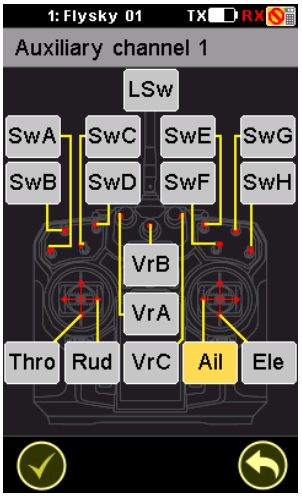
Pic.6.11.1



Setup:

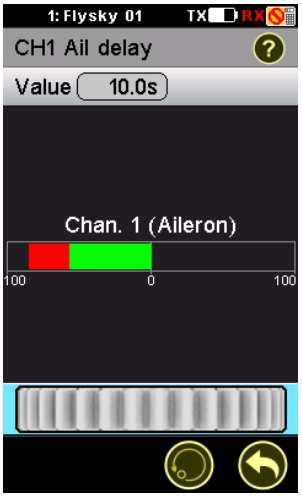
1. Rename the AUX channels by selecting name and using the onscreen keyboard.
2. To select the AUX channel controller (Toggle/Stick/Knob), select the control option then select the desired controller from the menu.

Pic.6.11.2



6.12 Channel Delay

Pic.6.12



Channel delay is used to slow down the response speed of channel output. It can be adjusted from 0 to 10 seconds. For example if the delay is set to 5 seconds it will take 5 seconds for the channel to catch up with the stick position.

The position of the corresponding channel output is displayed in real-time. The red bar represents the stick position and the green bar represents channel output position.

Setup:

1. Select desired channel.

2. Move the wheel to modify the delay time (seconds). The maximum delay is 10 seconds.

6.13 Linear Mixes

This function is used to create a mix between channels. For example if at low throttle some automated flap movement was desired then it is possible to create a mix to do this. The difference between curve mixes and linear mixes is that it is not possible to create a nonlinear relationship between the master and slave.

Setup:

1. Select the bottom left icon to ensure there is a tick in the box, or alternativly assign the function to a switch.

2. Select the **[master]**, this channel/input will control the slaves output. It is possible to select stick/knob, basic functions or a channel output.

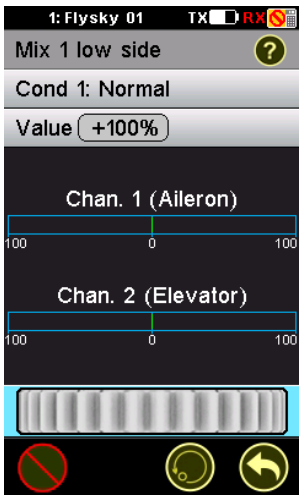
3. Select a slave, slaves may only be output channels however may also include aux channels.

4. If desired set an offset to the slave channel, this works in the same way as the channel offset function.

5. Select low side and high side to set the limits of movement for the slave channel. For example, if high side is set to 10 percent when the master channel is at 100% the slave will move 1/10th of its full range of motion.

Pic.6.13.1

Pic.6.13.2



6.14 Conditions

Conditions are used in combination so that the system takes an action when two or more conditions are met, for example, SWE and SWG both set to their high positions.

If the conditions are not met no action will be taken. This function enables the user to rename and copy the conditions.

Conditions can change the settings of many functions at the same time. An example of this would be setting up mixes and a throttle curve for take off and landing and switching to a different mix and throttle curve for flight and so on.

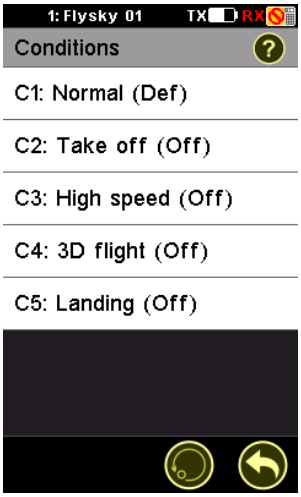
The currently selected condition will be shown in the centre of the the homescreen in the following format 

Setup:

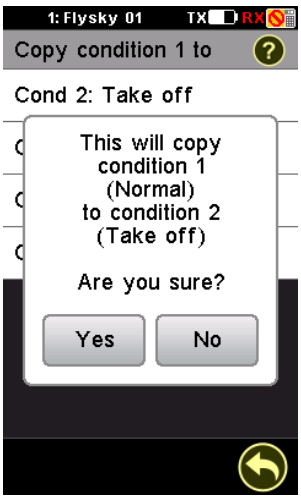
1. To rename a condition, select a condition between 1 and 5, select name.
2. Use the onscreen keyboard to enter in the new name.
3. To copy a condition, select a condition you wish to copy and select copy, then select the condition you wish to copy to. The system will prompt if you are sure, select **[yes]** to confirm.
4. Use the switch you have assigned to select your first condition.
5. Make changes to functions such as throttle curve etc.
6. Use the switch you have assigned to select the second condition.
7. Make alterations to the functions again.

Now when you switch between conditions the function settings will also change to the settings saved by each condition.

Pic.6.14.1

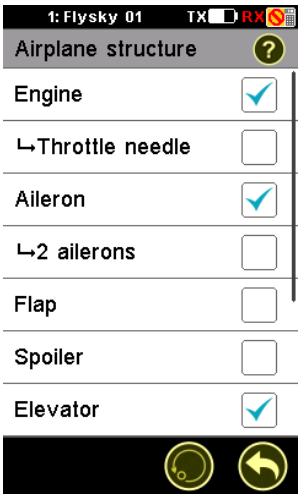


Pic.6.14.2

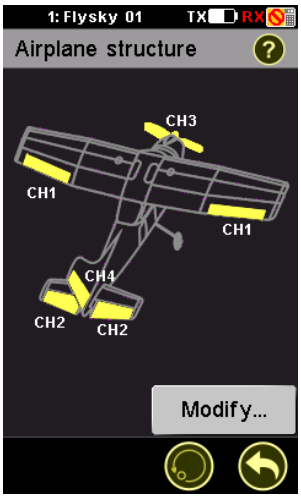


6.15 Airplane Structure

Pic.6.15.1



Pic.6.15.2



Airplane structure enables you to set the control surfaces on your model. To add or remove available surfaces first select **[Modify]** at the bottom right side of the screen, select each control surface available on your model so that a tick is displayed in a box next to the name. As control surfaces are added and removed, the available functions in the main menu will change, if a function can not be used with any given model setup it will not be available.

The default model has an engine, aileron, elevator and rudder. This function can be accessed from the main screen by touching the model diagram.

Setup:

1. Touch **[Modify.....]** to enter the aircraft structure menu.
2. To find out which control surfaces unlock which functions, refer to the tables below.
3. Some control surfaces, when selected, will reveal addition options.
   - The system will check how many channels are being used by the current selection and will prevent the addition of more control surfaces once all 10 channels are being used.
4. Check the aircraft structure image to make sure that the model matches the current setup.
   - The following descriptions for flaps, aileron 2 and flaps represents an aircraft with 2 ailerons, but the same channel for control.

The system automatically adjusts the menu in accordance with the contents of the aircraft structure and will hide unrelated functions. If you wish to use a feature, but cannot find the relevant menu, refer to the table below to make sure the correct control surfaces have been added to your model.

- Selecting aileron by itself will add ailerons to your model, but will only use 1 channel. However selecting 2 ailerons will add ailerons to your model but each aileron will have its own channel. This also applies to 2 elevators and 2 rudders.

Fixed Wing and Glider :

Structure	Function
Engine	Throttle curve, Throttle delay, Throttle
Throttle Needle	Throttle needle curve
Aileron (two)	Aileron function, Flap function, Elevator function
Flaps	Flaps function
Spoiler	Spoiler function
Elevator (two)	Elevator function, Aileron function
Rudder (two)	Rudder Function

Functions that require multiple control surfaces:

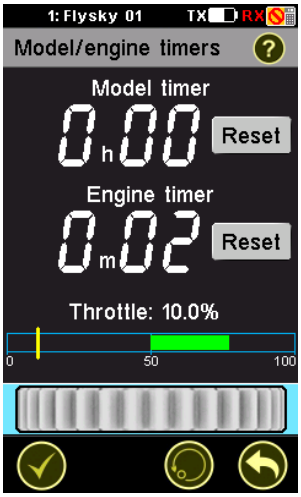
Menu	Nessesary Components
Aileron to rudder	Aileron and rudder
Rudder to aileron	Rudder and aileron
Elevator to flaps	Elevator and flaps
Butterfly	Flaps, spoilers or ailerons (two) and spoilers
V Tail	Elevator and rudder (Aircraft must have v-tail configuration)

Helicopter:

Basic Functions	Structure
Aileron function	Ailerons (two), Flaps (two), Elevators (two)
Elevator function	Ailerons (two), Elevators (two)
Throttle function	Throttle
Rudder function	Rudder
Throttle needle	Throttle needle
Flap function	Flaps (two), Ailerons (two)
Spoiler function	Spoilers (two)
Pitch	Variable pitch
Gyroscope function	Gyroscope

6.16 Timers

Pic.6.16.1



This function is usually used to keep track of time to reduce the risk of aircraft running out of battery/fuel and crashing. These are very useful when used in conjunction with a toggle.

Model/Engine Timer:

The engine timer triggers when throttle value exceeds the set value, and stops when back under that value.

Setup:

1. Select Model/Engine timer
2. Move the wheel to adjust the throttle trigger value

When the throttle exceeds the trigger value the timer will start counting.

[Engine timer] shows elapsed time when throttle is above the trigger point.

[Model Timer] shows the cumulative time of the throttle over the trigger point.

[Reset] resets the timer

Multi-purpose timer:

Up timer: starts counting from zero when triggered.

Down timer: counts down from a selected time, to select the time you wish to count down from select min/sec/ms and use the wheel to select the time.

Down then up timer: start from a selected time and count down, once they reach 0 they go into the negative and effectively start counting up again.

Pic.6.16.2

Setup:

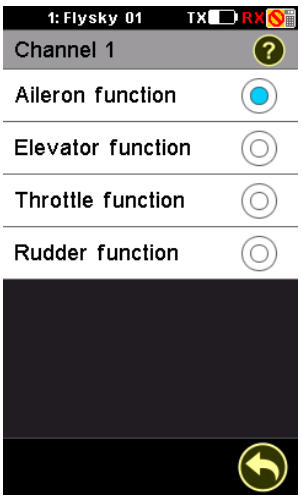
1. Select a timer type.
2. Select start to start the timer and reset to reset.

6.17 Trainer Function

This function allows you to connect 2 transmitters together using a dedicated cable connected to the back of the FS-i8. The FS-i8 that enables the trainer function will become the master, and will be able to override the other FS-i8.

The master can control up to 8 of the slaves channels and can select stick, knob, basic functions (for example aileron function), output channel or none.

Pic.6.17

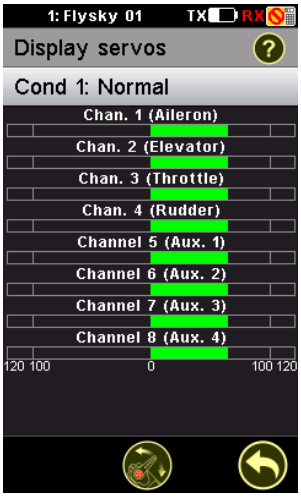


Setup:

1. Select a channel to assign
2. Select **[Stick or Knob]**, **[Basic function]**, **[Channel output]** or **[None]**.
3. Depending on which selection you make different options will be available. The next choice will be controlled by the master controller.
4. Activate the function using the on/off icon  in the bottom left of the screen.
   - To give the slave control of the model the SWE switch must be held down, as soon as SWE is in the up position the master has full control.

6.18 Display Servos

Pic.6.18



This function displays the model's channel output and can be used to test output and servo range.

Setup:

Press the icon and the servos will move slowly though their entire range. Press the icon again to toggle the function.

- **Make sure the model engine is powered off while the test function is activated. If powered on, it will rev up and cause unexpected results.**

6.19 Models

This function is used to change, reset, rename or copy model setups. The FS-i8 can store up to 20 different models in the internal memory.

[Select model]:

Changes the current model.

Touch **[Select model]** and then choose the name of the model to load it.

[Set model type]:

Select Fixed wing/glider or Helicopter.

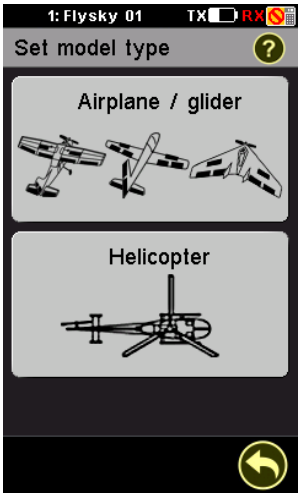
Setup:

1. Enter the submenu and select the aircraft / glider or helicopter.
2. system will automatically jump into the aircraft structure interface [6.15 aircraft structure].

- After confirming the settings, the current model will be reset to default .
- If you want to keep the current configuration, select another model.

Pic.6.19.1

Pic.6.19.2



[name]:

The model names for each model can be changed so that it is easy differentiate between different models.

Setup:

1. Use the on-screen keyboard to enter a new name for the model and click the return icon to save it.

- Each model name length can not exceed the top status bar model name display range.

[Copy model]:

Copies the settings of a model to overwrite another model stored in memory.

To copy a model:

1. Select **[Copy model]**.
2. Select a copy source the setting of which will be copied.
3. Select a target model that you wish to overwrite.
4. Select **[Yes]** in the confirmation box and the target model will be overwritten by the copied model.

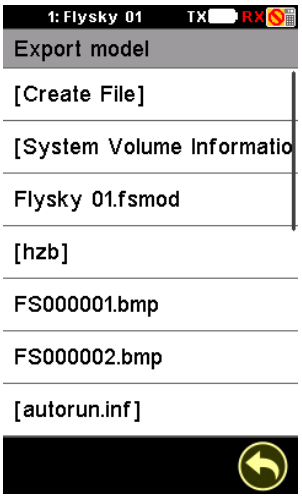
[Export model]:

Exports a model to an SD card. To export a model, select create file or select a file to overwrite and name the file.

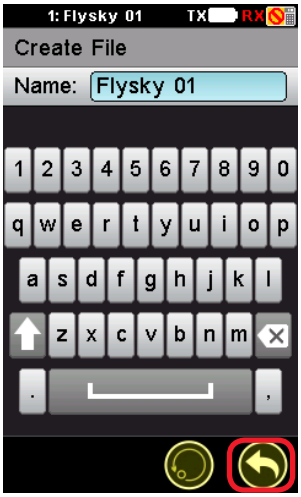
When you press the back button the system will prompt yes or no, select **[yes]**.

Keeping backups of model data can prevent accidental deletion.

Pic.6.19.3



Pic.6.19.4



How to export a model:

1. Go to **[Export Model]** (Figure Pic. 6.19.3) and select **[Create File]** (see Figure Pic. 6.19.4). When the SD card list has been created in the model file can also choose to replace this file.

- You must insert an SD card when exporting / importing a model.

2. Use the keyboard to modify the file name.
3. Select , the system will give a prompt, select [OK].

[Import model]

1. Select **[Import Model]** and select the files you want to import from list;

- You must insert an SD card when exporting / importing a model.

2. After the prompt is displayed, select **[OK]** to export.

[Delete File] :

After entering the submenu, select the file you want to delete.

- Warning: The system can delete any files in the SD card, please be careful.

7. Fixed-Wing/Glider

This chapter introduces airplane / glider features, in addition to features already described in the chapter 6.

7.1 Aileron Function

The aileron function enables flaps to be used as ailerons. The function sets a ratio between aileron and flap movement which can be customized for the users' needs. For example if flap one is set to 10% in the down column, when the aileron is at 100% movement the flap will have moved 1/10th of that distance.

This function can also mix aileron movement to flaps and elevators.

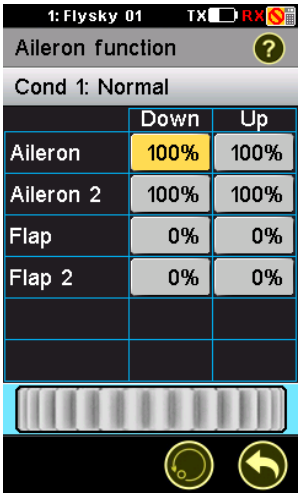
Setup:

1. Touch the box in either the **[UP]** or **[DOWN]** columns to select it.

2. Use the wheel to change the value.

This function can be set with up to 5 conditions.

Pic.7.1



7.2 Flap Function

Flaps increase lift at lower airspeeds by increasing the camber of the wing or, in some cases, increasing the camber and surface area of the wing, this is quite useful during landing and take off.

If your model has flaps this function will set the **[UP]** and **[DOWN]**positions for the flaps.

The flaps can also be controller by a switch, knob.

This function can also mix flap movement to ailerons.

Setup:

1. Touch the box in either the **[UP]** or **[DOWN]** columns to select it.

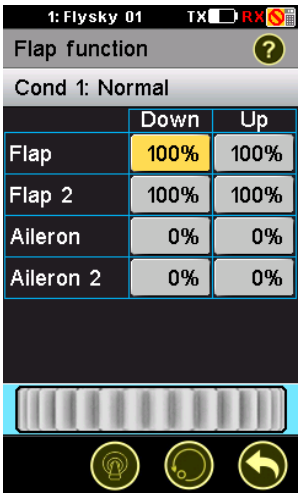
2. Use the wheel to change the value.

3. Assign to a switch, knob .

This function can be set with up to 5 conditions.

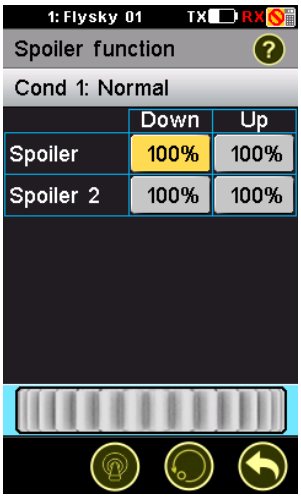
This function needs to be assigned to a switch, knob.

Pic.7.2



7.3 Spoiler Function

Pic.7.3



Spoilers are designed to increase down force, normally during landing, in order to stop the model quickly. This function enables the control of spoilers using a switch, knob or stick.

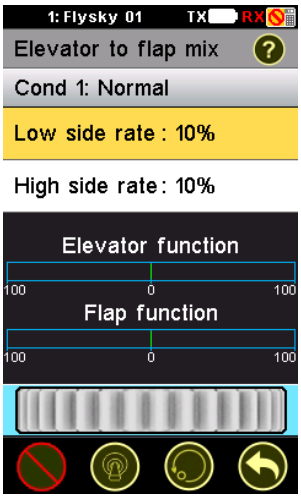
Setup:

1. Touch the box in either the **[UP]** or **[DOWN]** columns to select it.
2. Use the wheel to change the value.
3. Assign to a switch, knob .

This function can be set with up to 5 conditions.

7.4 Elevator to Flaps

Pic.7.4



The elevator to flap function creates a mix between the elevator and flaps.

For example if flaps are 10% on the high side, when the elevator is at 100% movement the flap will have moved 1/10th of that distance.

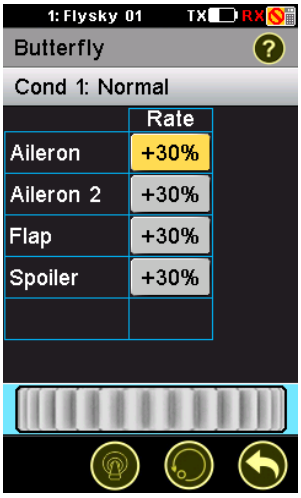
Setup:

1. Touch either the **[Low side rate]** or **[High side rate]** to select it.
2. Use the wheel to change the value.
3. Activate the function using the function on/off icon or assign to a switch, knob, stick .

This function can be set with up to 5 conditions.

7.5 Butterfly Function

Pic.7.5



The Butterfly function is used with gliders and is a wing function is used when landing. Usually when the butterfly function is activated the flaps drop down and the ailerons move upwards. This creates drag from the flaps and reduced lift from the ailerons, now acting as spoilers. This results in reducing the gliders airspeed, making it easier to land. The butterfly function can be applied to ailerons, flaps, spoilers or elevators.

Setup:

1. Select a control surface by touching its box in the **[Rate]** column.
2. Use the wheel to change the value. Repeat for as many surfaces as necessary.
3. Assign to a switch, knob, stick .

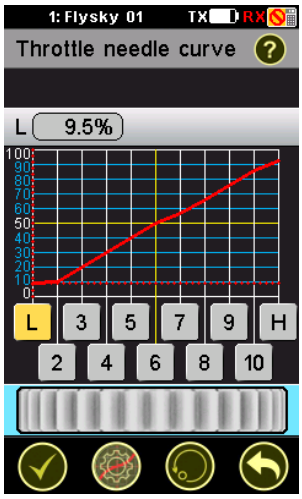
This function can be set with up to 5 conditions.

7.6 Throttle Needle

The throttle needle controls the air to fuel ratio in aircraft that have a gas powered engine. Refer to the engines manual for the correct ratios for your engine.

This function applies a curve to the throttle stick, by default this is a straight linear curve. The system will display the current throttle position on the graph in real time. Different curve type can be chosen in the curve menu.

Pic.7.6.



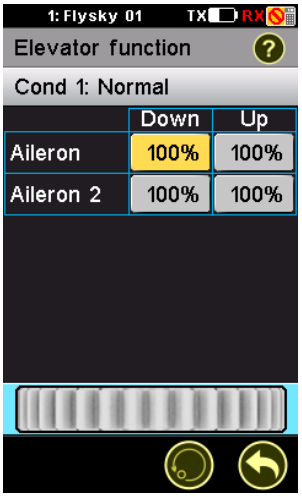
Setup:

1. Activate the function by touching the function on/off.
2. Select a curve type by touching the curve menu icon , select **[YES]**, then a curve type.
3. Touch a point, located under the graph.
4. Use the wheel to change the points position. Repeat for each point as necessary.

7.7 Elevator Function

The elevator function limits the range of the elevators by changing the ratio of movement in relation to stick movement. For example if an elevator is set to 10% in the up column, when the stick is at 100% the elevator will move 1/10th of its full range of movement.

Pic.7.7



Setup:

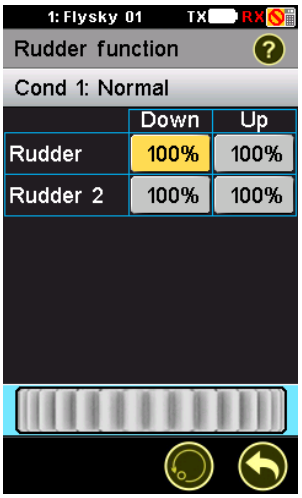
1. Touch the box in either the **[UP]** or **[DOWN]** columns to select it.
2. Use the wheel to change the value.

7.8 Rudder Function

The rudder function is used for aircraft that have 2 rudders. Each rudder can set its own ratio to the sticks movement.

For example if rudder 1 is set to 10% on the up side, when the stick is at 100% movement in that direction, the rudder will only move 10% of its full range of motion.

Pic.7.7

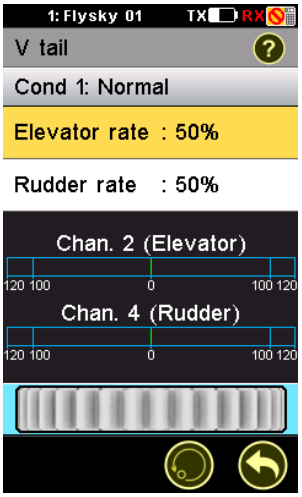


Setup:

1. Touch the box in either the **[UP]** or **[DOWN]** columns to select it.
2. Use the wheel to change the value. Repeat as necessary until both the up and down side of both rudders are set.

7.9 V-Tail

Pic.7.9



The V-tail function is used for planes that have no elevators and has a V-tail rudder configuration.

The V-tail option will only be visible in the model setup menu when both elevators and rudders are not ticked.

The V-tail function has 2 variables, elevator rate and rudder rate, which control how much elevator and rudder are applied when the sticks are moved.

Setup:

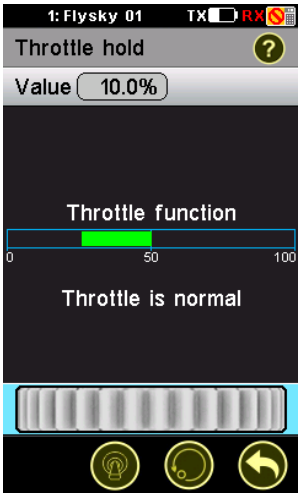
1. Touch either elevator rate or rudder rate to select it.
2. Use the wheel to change the value.

8. Helicopter Menu Functions

This chapter introduces helicopter features, in addition to features already described in the chapter 6.

8.1 Throttle Hold

Pic.8.1



Throttle hold locks the throttle to a preset value, once the throttle hold function has been activated the stick will no long be able to change the throttle.

The throttle hold function must be assigned to a switch to function.

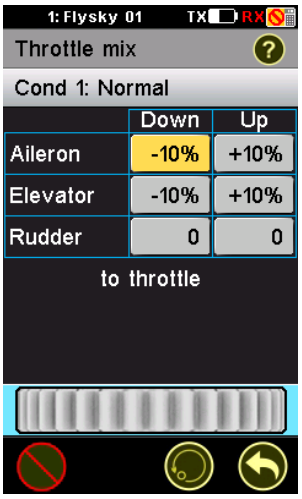
The throttle hold function can be used as a saftey function, preventing the throttle from accidently being pushed up when the user is near the model, or for models using a gas powered engine, preventing the engine from stalling if the throttle gets too low.

Setup:

1. Assign to a switch .
2. Use the wheel to change the throttle hold value.

8.2 Throttle Mix

Pic.8.2



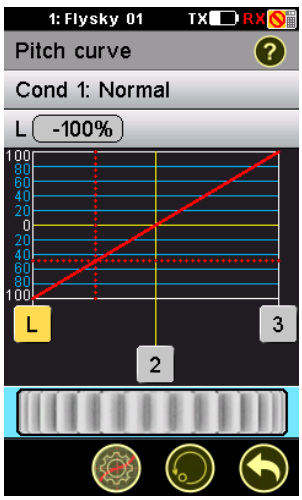
This function is available to helicopters only. It mixes aileron, elevator and rudder control to the throttle as a slave. For example, when applying some elevator, the helicopter would need slightly more throttle to maintain altitude. Using the mix function, the helicopter can do this automatically.

Setup:

1. Activate the function by touching the function on/off icon located at the bottom left of the screen.
2. Touch the up or down side for either the aileron, elevator or rudder.
3. Use the wheel to change the value. Repeat as necessary.

8.3 Pitch Curve

Pic.8.3



Pitch curve can be used to smooth out or alter the rotor pitch over the sticks range of movement. For example if more reaction was needed though a certain range of the sticks movement then this can be done by altering pitch curve.

It is possible select various type of curves using the menu at the bottom left of the screen.

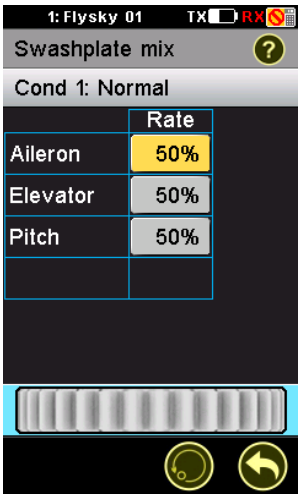
To change the points on the curve select a number and move the wheel, the result will be displayed on the graph.

Setup:

1. Select a curve type by touching the curve menu icon , select yes, then a curve type.
2. Touch a point to select it.
3. Use the wheel to change its value.
4. Repeat until the desired curve has been completed.

8.4 Swashplate Mix

Pic.8.4



This function is used to edit the pre-programmed mix control of the helicopter' s aileron, elevator and pitch. Adjust the motion range of these three functions to achieve the desired maneuverability. Refer to your models manual to ensure best results.

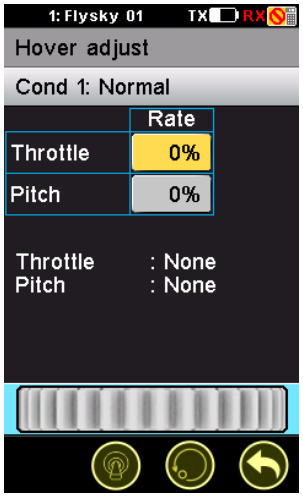
Setup:

1. Select aileron, elevator or pitch..
2. Move the wheel to modify the value.
3. Repeat as needed.

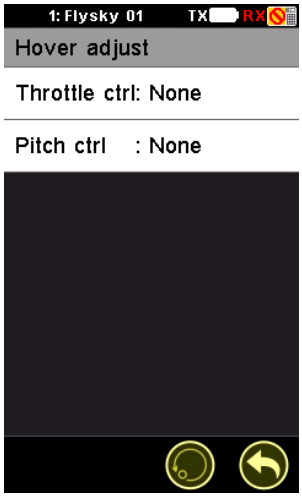
This function can be set with up to 5 conditions.

8.5 Hover Adjust

Pic. 8.5.1



Pic. 8..5.2



If your model is moving up or down, or moving in a direction when hovering, use this function to correct this. If the model is gaining or losing altitude, adjust the throttle setting. If the model is drifting back or forward then adjust the pitch setting.

Setup:

1. Assign both throttle control and pitch control in the switch assignment menu **[icon]**.
2. Select pitch or throttle by touching its box located in the rate column.
3. Use the wheel to change the value.
4. Test and repeat until the model can hover predictably.

Take weather conditions, wind and drafts into account.

This function can be set with up to 5 conditions.

8.6 Gyroscope

Pic.8.6

This function is used for adjusting the gyro sensitivity.

If the sensitivity is too high the helicopter will oscillate (Tail moving from side to side) and if the sensitivity is too low the helicopter will be sluggish and unresponsive.

The default channel is channel 5.

Setup:

1. Move the wheel to change the value.
2. If required this function can be assigned to a switch  .
3. Test and repeat until you have the desired result.
   This function can be set with up to 5 conditions.

8.7 Helicopter Structure

Helicopter structure enables you to set the control surfaces on your model. Touch each control surface available on your model so that a tick is displayed in a box next to the name.

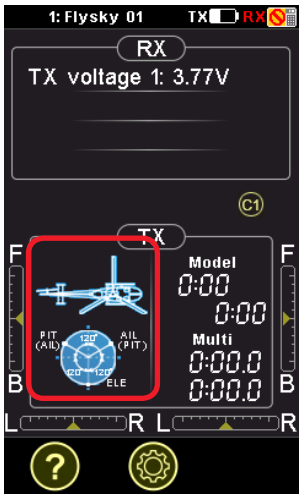
Setup:

- This function can also be opened from the home screen by touching the model diagram.

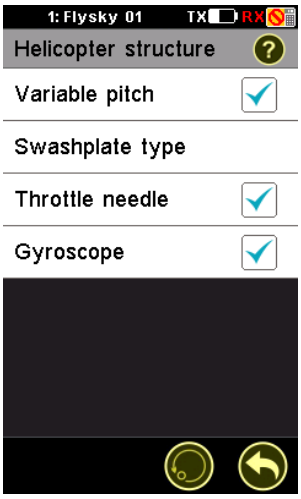
1. Select the parts that are on your model.

2. If you choose variable pitch make sure you choose a swash plate type.

Pic.8.7.1



Pic.8.7.2



Surface	Function
Variable pitch	Pitch Curve, Swashplate Mix, Swashplate ring
Throttle Needle	Throttle Curve
Gyroscope	Gyroscope

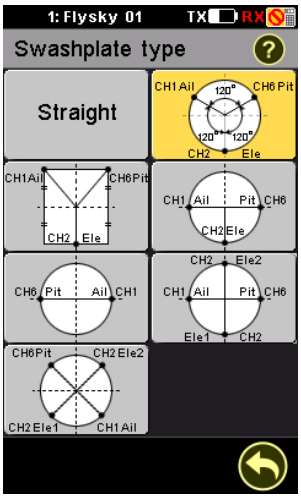
8.8 Swashplate Type

The system supports 7 different types of swash plate, consult your models user manual to determine which type of swash plate you have.

Touch the relevant swashplate type for your model. The currently selected swashplate type will be highlighted in yellow.

Refer to your model user manual for more information on the swash plate type.

Pic.8.8



9. RX Setup

This chapter covers the RX setup and receiver settings

9.1 Bind with a Receiver

This menu is for binding the transmitter and receiver.

For instructions on binding, please refer to **[4.2 Binding]**.

9.2 RF Protocol: ADHDS 2A

This menu allows you to change the communication protocol for the transmitter. Select the protocol according to the table below:

RF Standard	Receiver Type
AFHDS	GR3F, GR3E, R9B, R6B , R6C
AFHDS 2	iR4, iR4B, iR6B, iR10
AFHDS 2A 1-way	A3, A6
AFHDS 2A 2-way	iA4B, iA6, iA6B, iA10, iA10B, X6

- AFHDS 2A 2-Way is the latest, most stable and advanced communication protocol.
- When changing mode, a confirmation message will display.

9.3 RX PPM Output

PPM is capable of transferring all channels through one physical output. When **[RX PPM output]** is checked, the receiver outputs PPM on CH1 output and the other outputs are disabled.

To enable PPM output, touch **[RX PPM output]** in this menu.

When the box is checked, the PPM is active.

9.4 RX Battery Monitor

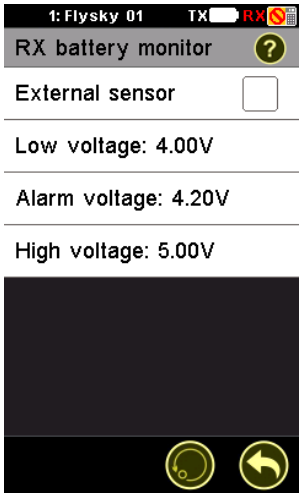
This function is used to monitor the receiver battery voltage. Use the supplied battery's user manual to set the lower and higher voltages, so that the system can monitor battery level effectively.
Setting the voltage alarm sets a custom low battery level alarm.

You can set the following parameters in this menu:

- External sensor: Enables monitoring battery status using an external sensor.
- Low voltage: Sets your battery's low voltage value which is 4.00V by default.
- Alarm voltage: Sets the low voltage alarm limit.
- High voltage: Set the maximum voltage when the battery is full. The default high voltage is 5.00V (Check your battery specifications).

To change settings, touch the desired item and move the wheel to set the new value.

Pic.9.4



9.5 Low Signal Alarm

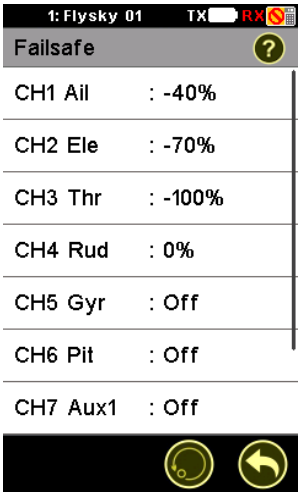
This function is used to enable or disable the low signal alarm function. **[Low Signal]** When checked, will alert the user with an alarm if the receiver signal strength is less than or equal to 4.

Setup:

Touch the low signal alarm box to turn it on or off.

9.6 Failsafe

Pic.9.6



This function is used to protect the models and users, if the receiver loses signal and therefore is no longer controllable.
All channels are listed in the failsafe menu. **[Off]** means that in case of a loss of signal, the corresponding servo will keep its last received position. If it displays a percentage, the servo will instead move to the selected position.

Setup:

1. Select a channel.
2. Select the icon at the bottom left of the screen, if it has a tick, it is active.
3. Set the value by moving the channel to the desired position using the stick/knob it is assigned to.
4. Use the icon to return to the failsafe channel list.

You can set the failsafe position for all channels with the **[All channels]** button at once. To do so,

1. Move all your channels to the desired position.
2. Select **[All channels]** and then **[Yes]** in the confirmation box.
   - Once the failsafe has been set, a percentage will be displayed.

9.7 Display Sensors

This function is used to display information from the current active sensors.
[Type]:The type of sensor is displayed on the left hand side under **[Type]** ;
[ID]:The numerical ID of each sensor is in the middle under **[ID]**,
[Value]:the sensor’ s output is on the right under **[Value]**.
At the bottom of the list this menu has an error rate display, which is a good indicator of signal quality.

[TX Voltage] :
Displays the transmitter’ s voltage supply.

[RX Voltage] :
Displays the receiver’ s voltage supply.

[Signal Strength] :
Displays how strong the signal is between the transmitter and receiver. This is measured on a scale of 0
to 10, 10 being the best and 0 being the worst signal strength. When the signal drops to 4 or below the
system will alert the user via an alarm. The signal strength is calculated using the SNR (Signal To Noise Ratio) etc.

[SNR](Signal To Noise Ratio) :
The SNR gives an indication of how much signal noise in comparison to clean signal. The more noise
there is in the signal, the more likely you will have problems, like losing connection with the receiver. Noise is usually created by other nearby transmitters, such as WI-FI, as such in an area that has a lot of
transmitters will have a higher SNR. The SNR is calculated as SNR = RSSI - Noise, if the SNR drops to 4 or
below, bring the model closer to you in order to avoid unintended operation.

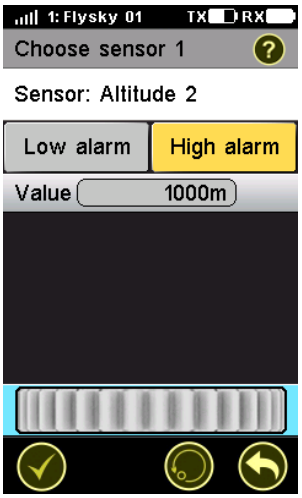
[RSSI](Receiver Signal Strength Indication) :
RSSI is used to measure signal strength between the receiver and the transmitter.

[Noise] :
Noise is caused by other transmitter’ s, such as wifi. If there is too much noise in an area, this will affect the
transmitters maximum range.

9.8 Choose Sensors

The main screen can display the value of up to 4 sensors. This function is used to select which sensors to display.

Pic.9.8



To choose a sensor:

1. Select a slot, 1, 2, 3 or 4. Any sensors that are connected will automatically populate this list.
2. Select the desired sensor and exit the function.

To set the alarm limits for a sensor:

1. Activate the function. Make sure that the icon is displayed in the bottom left corner. If not, press the icon to enable.
2. Select **[Low alarm]** or **[High alarm]** and then move the wheel to adjust the value.
3. Select the icon to return to the previous menu.

- There are 2 types of sensors, basic and advanced. A basic sensor only reports back 1 value, but an advanced sensor is able to monitor several things at once, for example altitude, temperature, pressure.

9.9 Set ASL Pressure

The set ASL (Above Sea Level) function is used to calibrate an altitude sensor.

When an altitude sensor is connected, change the **[Air pressure]** setting until the altitude is at 0m.

- Make sure that your model is at ground level during this process.

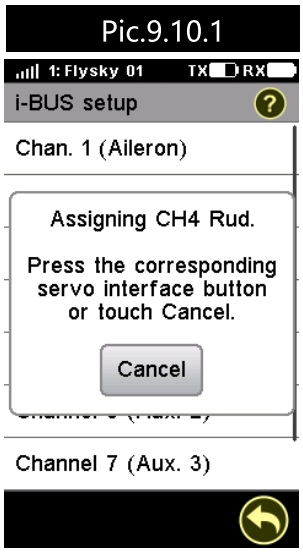
9.10 i-BUS Setup

When using i-BUS it is possible to drastically reduce the amount of wires within a model.
This is possible because i-BUS enables communication of up to 15 channels through asingle wire without sacrificing resolution or reaction time.

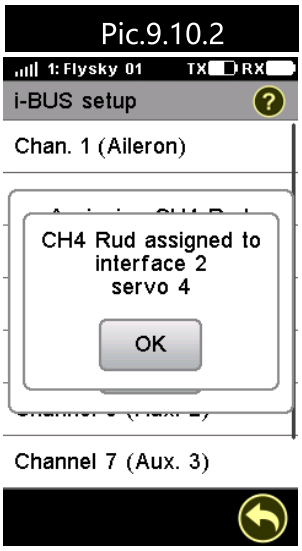
Setup:

1. Connect the i-BUS receiver to the i-BUS output on the RX and connect the i-BUS receiver to your servos. Chain as many receivers as are needed for the model setup (Max 16 Channels).
2. Open the RX setup function, navigate to the i-BUS setup utility and select the desiredchannel to set up. The following message will be displayed **"Press the corresponding servo interface button or touch Cancel"** (If the wrong selection was made select the cancel option and reselect).
3. To complete the channel assignment, press the corresponding button on the i-BUS receiver (These buttons are recessed so a small tool is needed to press the buttons). If the channel is successfully assigned the TX will display the channel name followed by interface number (If you have several receivers in series they will be numbered, number 1 being closest to your RX module) and the servo number.
4. Repeat this step for each servo in the model setup.

Pic.9.10.1



Pic.9.10.2



9.11 Servos Frequency

This function set the refresh rate of the servos connected to the receiver. If the frequency is improperly set, the servos can malfunction. Please consult the servos user manual for more information.

- The frequency value is stored in the receiver memory so the receiver must be turned on and connected during setup.
- The default frequency is 50Hz and the adjustment range is between 50-400Hz.

9.12 Range Test

This function temporarily reduces the transmitter power to allow for a manageable range test. Instead of having to walk several hundred meters away from the receiver, it is possible to test the range by pressing SWE and walking at most 30 meters away from your model.

- Keep the transmitter antenna upright and the receiver antenna is tilted to degrees while making sure there are no sources of interference between the transmitter and receiver.

9.13 Update Receiver

This function is used to update the receiver firmware.

Setup:

After selecting **[Update receiver]**, the FS-i8 will ask for a conformation. Select **[Yes]**.

- If the FS-i8 has an update for the receiver, the update will be displayed as a percentage. when the update is complete the function will exit automatically.
- If no updates are available, the FS-i8 will display **[Receivers firmware is already up to date]**.

10. System Settings

The menu system is used to set transmitter functions such as screen and audio settings.

10.1 Blacklight Timeout:

The blacklight timeout function controls how long the system will wait before turning off screens backlight.

- Backlight time can affect the battery life of your system, the longer the time, the shorter the battery will last.To change the backlight time enter the function and select the desired time from the list.

10.2 Backlight:

This function controls the backlight brightness. Note that increasing the brightness will reduce battery life.
To change the backlight brightness, move the wheel at the bottom of the screen to change the percentage.

10.3 System Sound

This function is used to toggle all system sounds, including power-on/power-off sounds, key sounds and so on.
The alarm sound is not included.To disable the system sounds, uncheck the box by touching it.

10.4 Alarm Sound

This function is used to toggle all alarm sounds.
To disable the alarm sounds, uncheck the box by touching it.

10.5 Auto Power Off

This function turns the auto power off function on or off.

This feature is on by default.

If no transmitter screen operation, joystick, switch, button or knob is moved within 5 minutes, the system will send an alarm.

If the transmitter screen operation, joystick, switch, key or knob operation is not performed within 5 minutes after the alarm, and the system is not connected to the receiver, the system will automatically shut down.

To cancel the auto power off function, touch the **[Auto Power Off]** option to uncheck it.

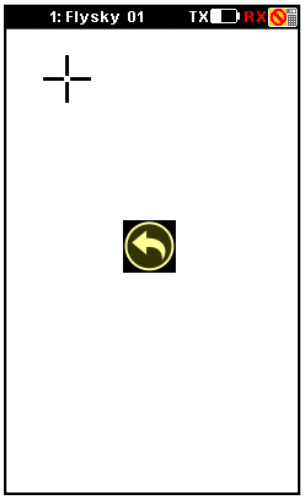
10.6 Screen Calibration

If the touch screen is not functioning correctly, use this function to recalibrate.

To recalibrate once inside the function touch the center of the crosses as they appear on the screen. The system will exit the function once calibration is complete.

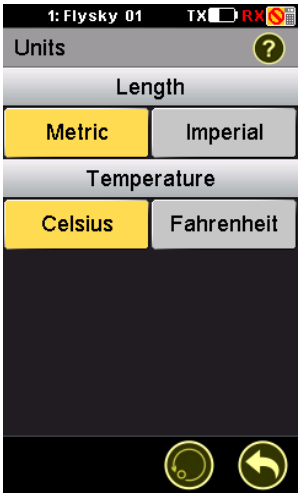
- It is recommended that you use the supplied stylus to calibrate the screen.

Pic. 10.6



10.7 Units

Pic. 10.7



This function is used to change between Metric and Imperial measurement systems.

[Length]: Metric and imperial, the system defaults to metric.
[Temperature]: Celsius and Fahrenheit, the system defaults to Celsius.

10.8 USB Function

The system can be used with various computer based simulators via USB.

Setup :

None: Will show when system is charging.

means that when the transmitter and computer connected, the transmitter as a standard HID device, there are 8 channels of data output, compatible with a variety of simulators.

1. Connect the transmitter and computer using the Micro USB cable;
2. Select **[System] - [USB Function] - [FS-i8 Simulator]** at the transmitter setup interface, and the computer will automatically recognize the device interface.
    - The above steps apply only to Windows systems.

10.9 Language

This function allows you to select either **[English]** or **[Chinese]**.

To change the system language, go to the submenu and touch the desired option.

- The system defaults to the official language of the target sales area.
- Actual language categories can view the list of transmitter languages.
    - The system defaults to the official language of the target sales area.
    - All supported languages can be seen in the transmitter language menu

10.10 Firmware Update

The internal software of the transmitter can be updated using the USB interface connected via a PC computer. Once this function is activated, all functions of the transmitter stop.

- To avoid any loss of control of the vehicle, turn its receiver off before entering this mode. A confirmation is requested.
- When the firmware is updating, never disconnect the USB cable or remove the battery or the transmitter will become unusable.

This function can be used only when connected with a computer. Follow the steps as shown below:

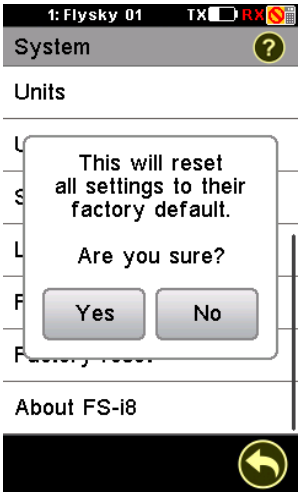
1. Download and open the newest official software.
2. Connect a transmitter with a computer by USB cable.
3. Enter **[Firmware Update]** menu and press **[OK]** to complete.

10.11 Factory Reset

This function returns all data from the transmitter to their default values, including 20 sets of model data and system settings.

Select the **[Restore factory settings]** option, click OK (Figure Pic. 10.11).

Pic. 10.11



10.12 About FS-i8

This option contains basic information about the system such as currents hardware and software versions and the TX ID.

11. Product Specification

This section contains the FS-i8 transmitter, FS-iA6B receiver specifications.

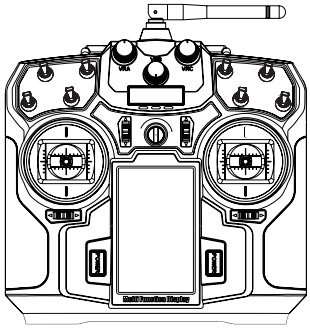
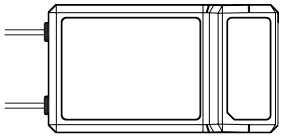
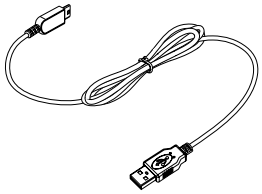
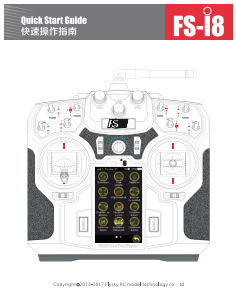
11.1 Transmitter Specifications (FS-i8)

Number of Channels	8
Model Type	Fixed-wing/glider/helicopter
Frequency Range	2.408-2.475 GHz
Bandwidth	500 KHz
Bands	135
Transmission Power	<20 dBm
2.4GHz Protocol	AFHDS 2A/AFHDS
Modulation Type	GFSK
Stick Resolution	4096
Low Voltage Alarm	<3.7V
Update Port	Mircro-USB
Power Input	1S*1700mAh
Weight	720g
Size (Length x Width x Height)	190 * 95 * 255mm
Color	Black
Certificate	CE , FCC ID : N4ZFLYSKYI8

11.2 Receiver Specification (FS-iA6B)

Number of Channels	6
Model Type	Fixed-wing/glider/helicopter
Frequency Range	2.408-2.475 GHz
Bands	135
Transmission Power	<20 dBm
2.4GHz Protocol	AFHDS 2A
Modulation Type	GFSK
Power Input	4.0 - 8.4 V DC
Weight	14.9 g
Antenna	26mm (Dual Antenna)
Size (Length x Width x Height)	47 * 26.2 *15 mm
Color	Black
Certificate	CE, FCC
Sensitivity	-105dBm
i-BUS Port	Yes
Data Acquisition Interface	Yes

12. Package Contents

Item	Quantity	
Transmitter FS-i8	1	
Receiver FS-iA6B	1	
USB Wire	1	
User Manual	1	

13. Certification

13.1 DoC

DoC Declaration

Hereby, [Flysky Technology co., ltd] declares that the Radio Equipment [FS-i8] is in compliance with RED 2014/53/EU.

The full text of the EU DoC is available at the following internet address: www.flysky-cn.com

13.2 CE Warning

CE Warning

The antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other transmitter. End-users and installers must be provided with antenna installation instructions and transmitter operating conditions for satisfying RF exposure compliance

13.3 Appendix 1 FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or televison reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

To assure continued compliance, any changes or modif ications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment. (Example use only shielded interface cables when connecting to computer or peripheral devices).

This equipment complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and

(2) This device must accept any interference received, including interference that may cause undesired operation.

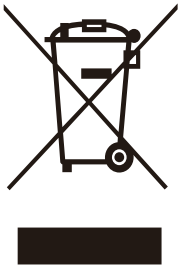
Caution!

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modif ications to this equipment. Such modif ications could void the user authority to operate the equipment.

1. Move all your channels to the desired position.
2. Select [All channels] and then [Yes] in the conf irmation box.

14. Environmentally friendly disposal

Old electrical appliances must not be disposed of together with the residual waste, but have to be disposed of separately. The disposal at the communal collecting point via private persons is for free. The owner of old appliances is responsible to bring the appliances to these collecting points or to similar collection points. With this little personal effort, you contribute to recycle valuable raw materials and the treatment of toxic substances.



www.flysky-cn.com

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