

AirCommander

Sonic Combat Interface

Now anyone can enjoy game play with the Parkzone™ Sonic Combat Module®. Interface to any conventional R/C airplane and start playing 1 of 5 preset games.

Connecting the AirCommander Module:

The AirCommander has a 3pin header that is labeled *ESC* and 2 wired leads that are labeled *THR* and *AUX*. There is also a 4 pin connector at the other end of the board that is polarized.

- Connect the ESC (electric speed controller) wire that would normally connect to the Throttle header on the radio receiver to the *ESC* header on the AirCommander.
- Connect the *THR* wire from the AirCommander to the Throttle header on the radio receiver.

If you are using an Aux channel to fire your AirCommander, connect the *AUX* wire to the desired Aux channel on your radio receiver. The AirCommander will automatically recognize that you are using the *AUX* channel and all firing will happen with this channel.

Game Modes:

Mode L1

Count Hits and Shots. When hit, cut throttle to ¼ throttle for 8 seconds.

Mode L2

Count Hits and Shots. When hit, cut throttle to ¼ throttle for 8 seconds. Plus shut motor off after 5 minutes of game play*. Plane can not fire or be shot at this point. *Game play begins when throttle crosses the half throttle mark.

Mode L3

Count all Shots. When hit cut throttle off until reset. (One Hit- One Kill)

Mode L4

Count all Shots and Hits. When hit 1-5, turn throttle off for 5 seconds, then return to current throttle position (soft). When hit for the 6th time turn throttle off until reset.

Mode L5

Count all Shots and Hits. This mode allows 20 shots and 2 hits. When hit first time, cut throttle to ¼ throttle for 7 seconds, return to current throttle (soft). The second hit cuts throttle to ¼ throttle until reset. OR after 20 shots throttle gets cut to ¼ throttle until reset.

Switching between Game Modes:

Switching between modes is as simple as the press of a button. Connect the AirCommander to the radio and ESC. With the throttle in the down position, power up the plane. The LED display will show L1. This is the default and will be displayed each time the unit is powered up. L1 indicates Level 1. To change to Level 2 and so forth, press the button on the AirCommander and the LED display will cycle to the next game.

Starting a game:

To start a game, simply move your throttle up past the ¼ throttle position. You will notice that the display will go blank. Your game has begun.

After game play:

After a game is over and you have landed or been forced to land, ensure that your throttle is in the off position. The display will now cycle between the hits and shots, lighting the corresponding LED in turn.

Resetting the game:

In order to play the same game again. Simply press the button on the AirCommander one time. This will cause the game mode to be displayed, thus starting a new game.

Changing to a new game:

If after playing a game you wish to change to a different game mode, simply press the button on the AirCommander. Pressing the button only once will reset the current game. Pressing the button a second time will cycle you to the next game in sequence. Continue this until you reach the desired game.

Lost Model mode:

If at anytime the radio receiver loses contact with the radio transmitter, you will enter in to lost model mode. In lost model mode the AirCommander will fire the Sonic Combat Module every 25 seconds. This will make the plane locatable in the event that it has gone down and can not be found.

Contact/Warranty Information

Your AirCommander is warranted for 90 days from date of purchase to be free from manufacturing and component defects. This warranty does not cover abuse, neglect, or damage due to misuse, incorrect wiring, over voltage, or overloading. If you have any questions, comments, or wish to return your AirCommander for warranty or after warranty repair/replacement contact **Altitude AP Consulting** at:

Altitude Ap Consulting

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