FMS Installation and Usage Instructions

This disc contains FMS Version 2.0 Alpha 8.5 (Windows 95 / 98 / ME / 2000 / XP / VISTA) main program.

1 · Disc installation procedure :

Launch "fms2alpha85.exe" from the CD to begin installation process.

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詳細資料		

Followed by the following screen, select "English" or "German" and click Next to continue. (Here we us English as example).

FMS 2	.0 Alpha 8.5 Setup	
Choose th	e installation language	
English	(English)	
German	(Deutsch)	
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	<u>N</u> ext >	Exit

Once you have finished reading the license agreement,

click on "I agree with the above terms and conditions" and Next to continue.



Click "Next" to begin installation.

FMS 2.0 Alpha 8.5 Setup	انی ک
Select FMS location Select directory, where to install FMS:	
Frying-Model-Simulator Destination Directory C-VProgram Files/FMS Required: 11492 K Available: 11952256 K	
< <u>Erev</u> <u>Exit</u>	

Installation progress screen shown below :



When the following completion screen is displayed, click "finish" and FMS simulator will automatically launch.



Following is the screen after FMS is launched :



2 · Language Setting :

Here is an example for setting language to English.

Move the mouse toward ("Language"), select "English" in the pulldown menu to change language to English.



3 Connect with your transmitter to PC :

Connect the USB port on the FMS simulator cable to PC. Then connect the other side of the FMS simulator cable to the 3.5mm trainer jack on the backside of the transmitter.



After turn on the power of the transmitter, we can start setting up the controller.



4 . Controller Settings :

Move mouse cursor to "Controls" and select "Analog control" to go to next step.



In the following screen, select "Joystick Interface", select "Ressources" to proceed.

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File	Model	Landscape	View	Simulation	Sound	Resolution	Graphics [[]] [] []	Controls	Language	Help
				Control		-	-	-		
				No inter Joystick Parallel Serial Pl	ace interfac / serial If / serial If C-interfa	e RQ-interface 1 RQ-interface 1 ce	32-Bit-VXD 16-Bit-DLL			
				F	essourc	es	Mapping	/ Calibratio	n	
						Ok	Cancel			

Click on "OK" to continue.

E FI	ying-M	lodel-Simu	lator							1	
File	Model	Landscape	<u>V</u> iew	Simulation	Sound	Resolution	Graphics	Controls	Language	Help	
			Joys	stick			- Jauretiak 2				
				Microsoft PC Number of a State: Activ	搖桿驅 kes: 5 /e	動程:	Joystick 2 Not avai	able			
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5 Controller mapping and Calibration :

Channel mapping are as follow, **please type in the values that circled in red**. Click on "Calibrate" to continue.

Mapping		Chanr	nels	
Rudder: Elevator: Aileron: Throttle: Tail: Nick: Rolt: Pitch:	Channel Inv 4 Г 2 V 1 Г 3 V 4 Г 2 V 1 Г 3 V 1 Г 3 V 1 Г 3 V	Exp 1	2 3 4 5 6	7 8

Move the sticks several times in circle until the range is adapted. Continue the calibration with "Next"



Center all sticks. Finish the calibration with "Finish".

apping / Callo	ration	
Mapping Rudder: Elevator: Aileron: Throttle: Tail: Nick: Roll: Pitch:	Channel 4 2 1 3 4 2 1 3	Channels XP 1 2 3 4 5 6 7 8 Center all sticks. Finish the calibration with 'Finish'. Finish

Click "OK" to close window.

ration			X
			Channels
Channe	el Inv	Exp	1 2 3 4 5 6 7 8
4	Г	Г	
2	•	Г	
1	Г	Г	
3	☑	Г	
4	Г	Г	
2	7	Г	The calibration is finished now. If
1	Г	Г	repeat it by pressing on 'Calibrate'.
3	•	Г	(Calibrate)
	Channe 4 2 1 3 4 2 1 3 3	Channel Inv 4 2 7 1 7 3 7 4 7 1 7 3 7 1 7 3 7 1 7 3 7 7 1 7 7 7 7 7	Channel Inv Exp 4

6 • Model and scenery import :

Move mouse cursor to "Model" and select "Lord" to go to next step.



Then click on helicopter model "Three Dee.par", click "open" to import the model and proceed to next step.



After model is imported, begin flight simulation as shown below. You can also choose "Landscape" to change the background of the simulator.

