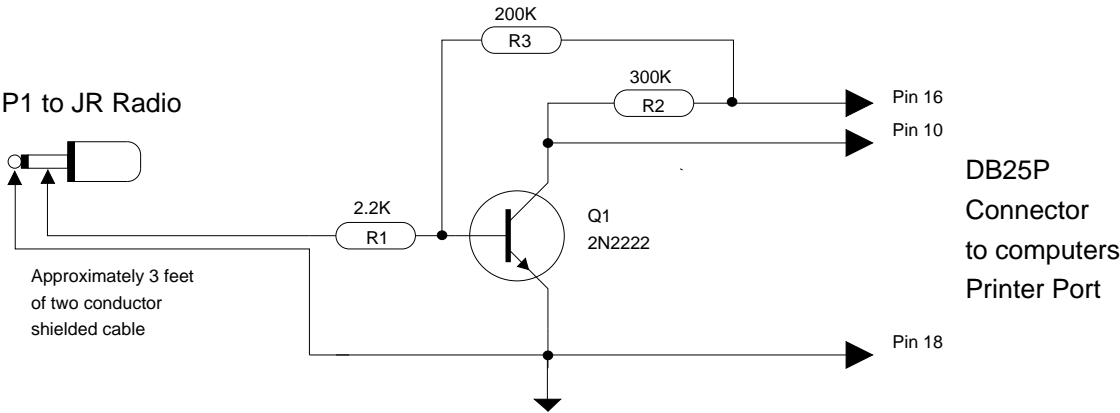


FlyRc JR XP652 to Computer Interface



Parts List		
Part	Description	Radio Shack Catalog Number
Q1	2N2222 NPN transistor	Substitute MPS2222A RS 276-2009
R1	2.2K ¼ watt resistor	RS 271-1325
R2	300K ¼ watt resistor	Or Substitute 220K ¼ watt RS 271-1350
R3	200K ¼ watt resistor	Or Substitute 220K ¼ watt RS 271-1350
P1	1/8" Mono Plug *	RS 274-287 (red) or RS 274-286 (black)
	DB25P male connector	RS 276-1429
	Head Shell for DB25	RS 276-1549
	Project Box 3"x2"x1" **	RS 270-1801 Or similar
* You could make up your own cable using one of these 1/8 " plugs and some two conductor wire, or get a ready made audio cable with the 1/8" plug on at least one end. Cut off the end you don't need and trim the wire to a suitable length. Suitable Radio Shack parts: 42-2444 (cheapest) or 42-2472 or 42-2420 or 42-2433		
** I mounted mine in a small plastic box but the circuit is small enough it would also fit in the DB25 Head Shell as well.		

The contents of RADIO.CFG for my computer and JR XP652 radio, your settings may differ somewhat..

2 3 1 4  
-1 -1 1 1  
15 15 15 15

The numbers must appear first in this file before any text.

The first row of numbers are the channels that correspond to  
aileron elevator throttle rudder.

If your radio is different, just swap the numbers around.  
Example, 4 2 3 1 , would be rudder elevator throttle aileron.

The 2nd row of numbers are the channel pulse reversing factors.  
The supplied file is how my Hite c Radio works. You may need to change these numbers. In addition, you can scale the 2nd row of numbers to vary the amount of stick control you get. For example, if your radio uses atv on the throttle channel, you may wish to try : 1 -1 1.5 -1 : to get more throttle.

The 3rd row of numbers vary the trim on the radio. If you are having trouble getting the channels to all trim, then do this: Run txttest in pure DOS mode. Adjust all your trims to the center position. Put the throttle in the center. When all is stable, the four numbers shown on the lower part of the screen are the correct numbers to put in this file.