

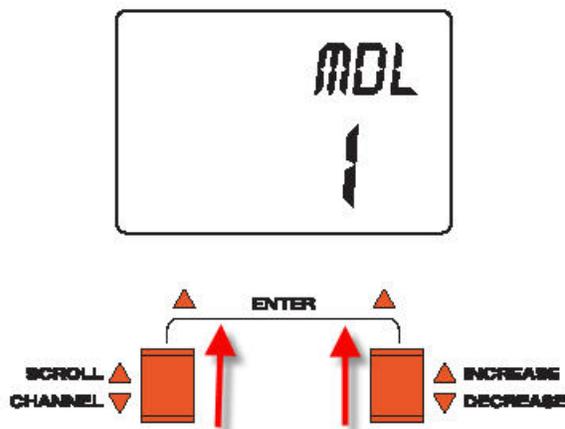
The Spectrum DX6 is a great radio. It has many useable features that you can't get from a basic 4 channel radio. Some of the extras are:

- 10 model memory - You can program and save the settings have up to ten individual tanks. That's two platoons!
- Model naming – You can assign three character names to each tank so you don't get confused.
- Programmable switch settings – You can assign the Gear Switch and/or the Flap Switch to fire the main gun and machine gun. No more moving the @#\$% trim tabs!
- Programmable end point adjustments – Another way to get around those pesky trim tabs.

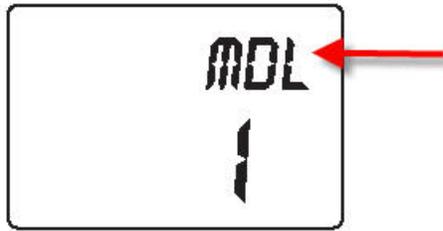
Before you start programming the transmitter be sure to setup and calibrate the receiver and tank first. See the tank's instruction manual and follow all of the steps. This is very important, especially for assigning of the switches to fire the guns.

Part 1: Model Selection, or changing the model number.

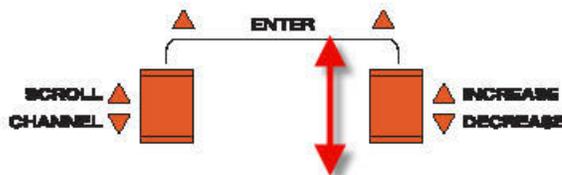
1. Make sure that both the tank and the transmitter are turned off.



2. Press and hold both the SCROLL and INCREASE buttons upward simultaneously and then turn the transmitter on. You should now be in the “system mode.”



3. Press the SCROLL button up until "MDL" appears on the screen.



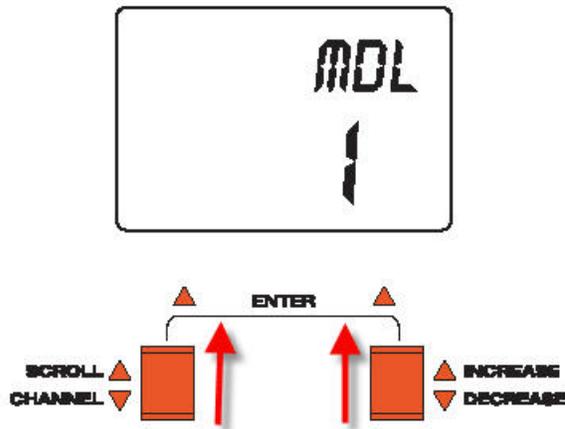
4. Press the INCREASE / DECREASE button until you get the proper model number (1 through 10).



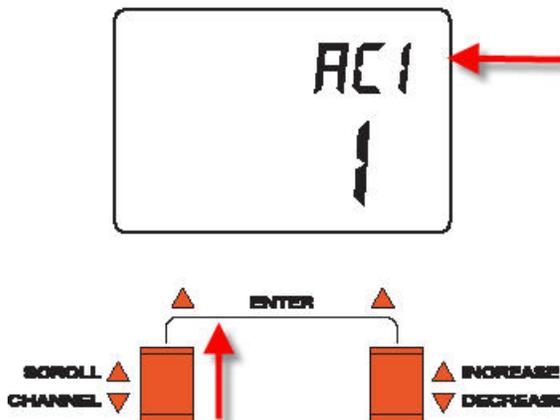
5. Congratulations you are done. The transmitter automatically saves changes so you can either; turn the transmitter off then back on or press the SCROLL and INCREASE buttons upward simultaneously to exit the programming mode. The display should now show "AC" and the number of the model you just choose, or the name if you renamed the model. Such as "TGR" for Tiger

Part 2: Renaming the model

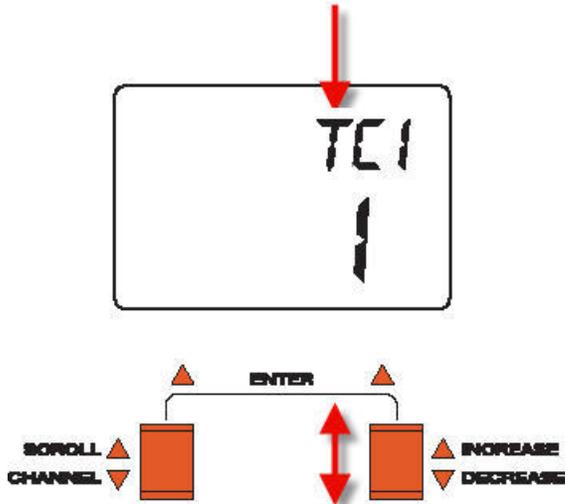
1. Make sure that both the tank and the transmitter are turned off.



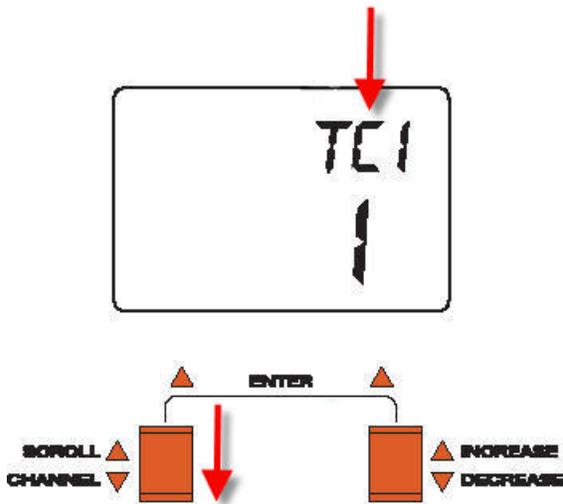
2. Press and hold both the SCROLL and INCREASE buttons upward simultaneously and then turn the transmitter on. You should now be in the “system mode.”
3. Use Part One, steps one through four of this manual to set the transmitter to the correct model number for the tank you are going to rename (do not turn th Tx off when through).



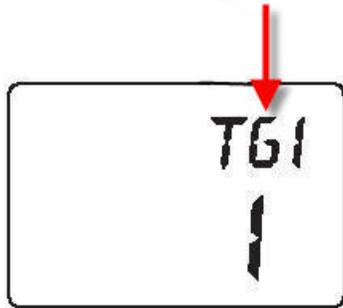
4. Press the SCROLL button until “AC” and the correct number appears on the display.



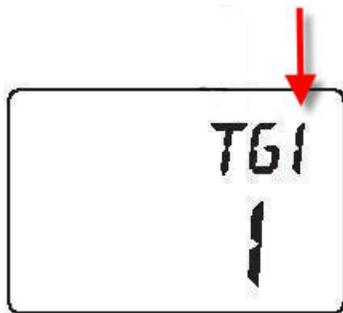
5. The first character should now be flashing. Press the INCREASE / DECREASE button to select the letter or number you wish for the first character.



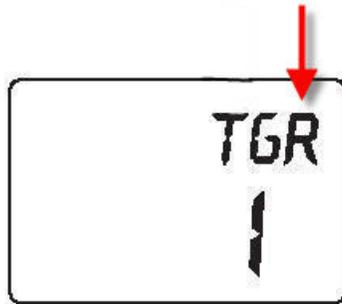
6. To go to the second character, press the CHANNEL button. The second character should now be flashing.



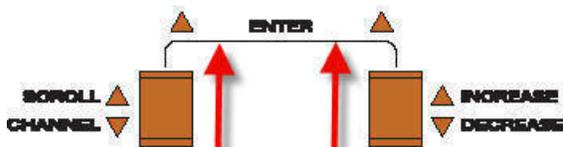
7. Press the INCREASE / DECREASE button to select the letter or number you wish for the second character.



8. To go to the third character, press the CHANNEL button. The third character should now be flashing.



9. Press the INCREASE / DECREASE button to select the letter or number you wish for the third character.



10. Congratulations you are done. The transmitter automatically saves changes so you can either; turn the transmitter off then back on or press the SCROLL and INCREASE buttons upward simultaneously to exit the programming mode.

Part 3: Setting the main gun firing to a switch.

The Spectrum DX 6 has the ability fire the main gun by throwing the Flap switch located on the top right of the transmitter. We will set this up by using the “programmable mixing” feature. You can also program the machine gun to fire using another switch, which we will get to in Part 4. What we are actually doing is setting up the Flap switch to send the same signal as turning the trim all the way up and slamming the stick forwards, i.e. the firing command. Once the gun has fired there will still be the same reload delay. If you leave the switch in the “firing” position it will not automatically fire again. You must turn the switch off then on again.

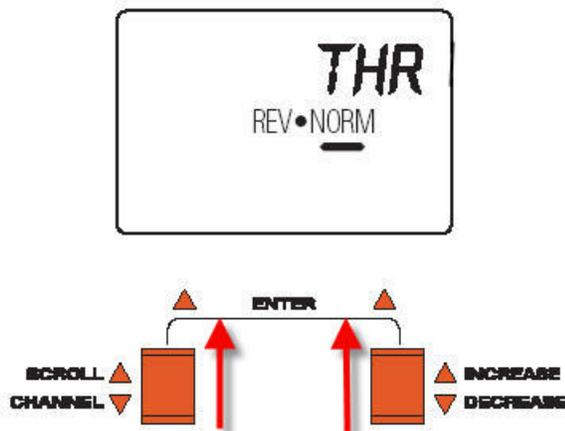
At this point we will make the assumption that your tank is set up with the “standard” Tamiya controls:

Tank forward/reverse = left stick, up/down
Turret traverse = left stick, right/left
Gun elevation = right stick, up/down
Tank turning = right stick, right/left

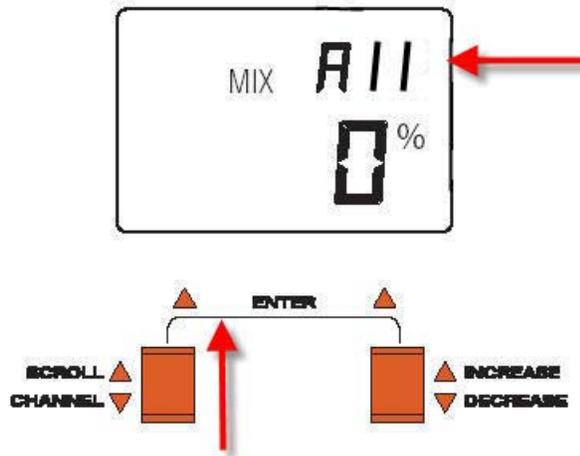
If your's are different there is a note explaining the difference in step 6.

Now we will set the top switch on the right side (AUX1/FLAP) of the transmitter to fire the main gun:

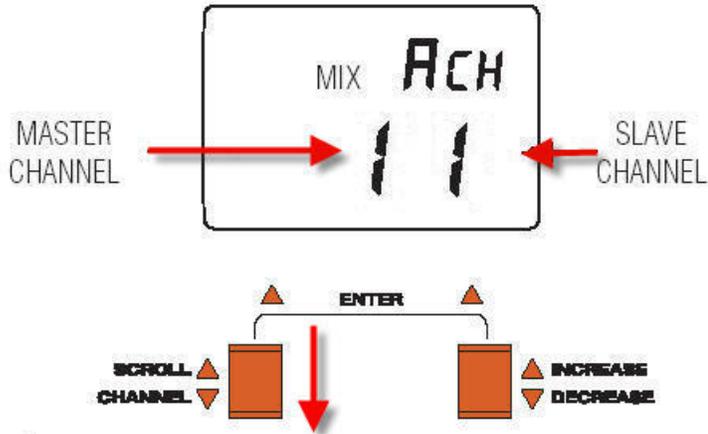
1. Turn the tank off, leave the transmitter on.



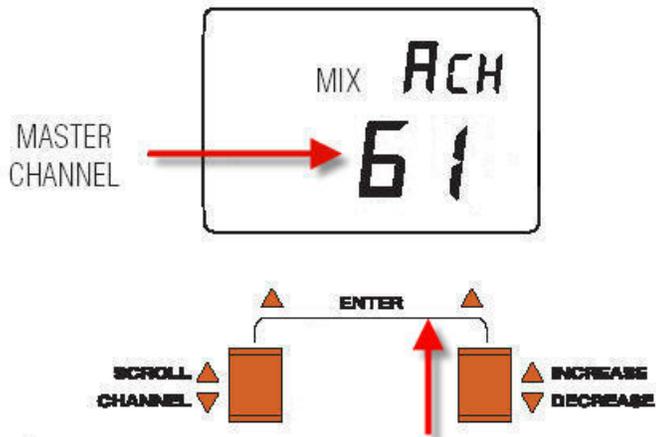
2. Press both the SCROLL and INCREASE buttons upward simultaneously. You should now be in the “Function mode.” The transmitter returns to the last function you were in so don't be alarmed if your screen is different than the picture above.



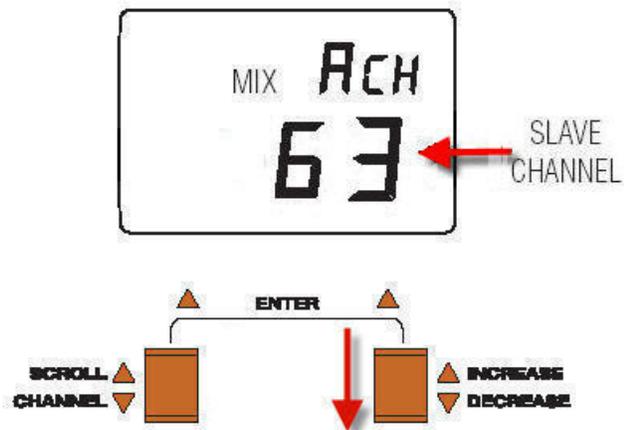
3. Press the SCROLL button until the “MIX A11” appears in the top right corner of the display. This is Programmable Mix A which we will set to fire the main gun.



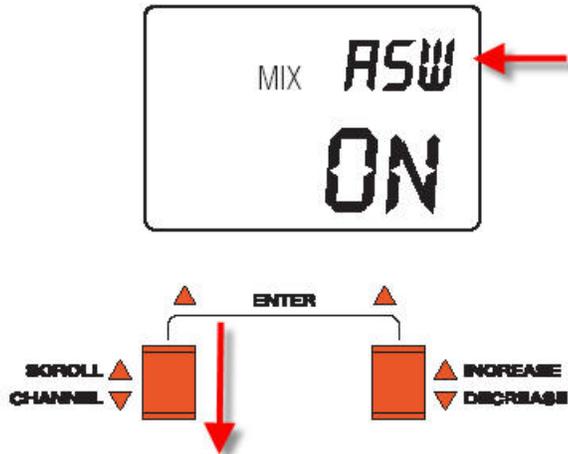
4. Press the CHANNEL button until “MIX A CH” appears on the display.



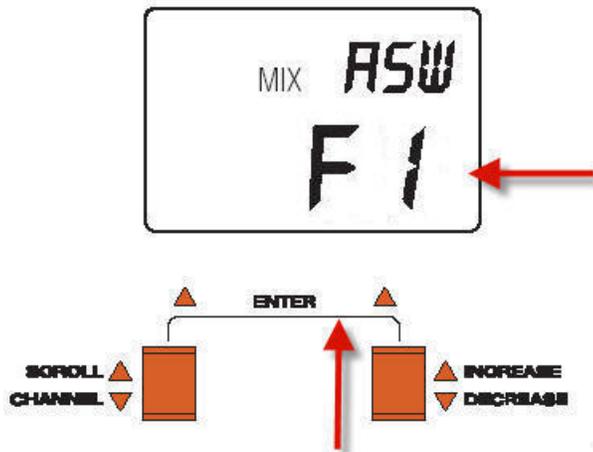
5. Press the INCREASE button to set the master channel to 6.



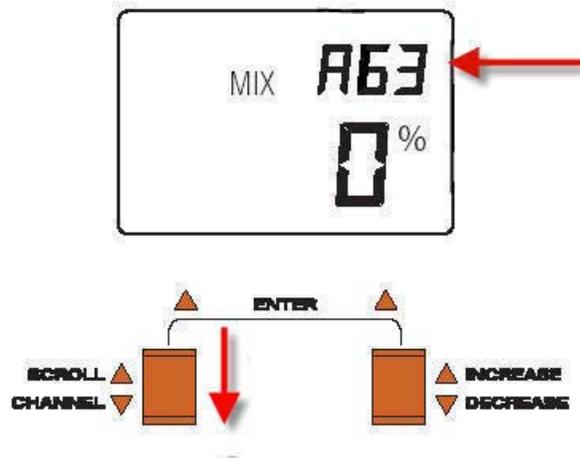
6. Press the DECREASE button to set the slave channel to 3.
Note: If you have the gun elevation and fire on the left stick you will need to change the slave channel value to 1 instead of 3. That's the only change.



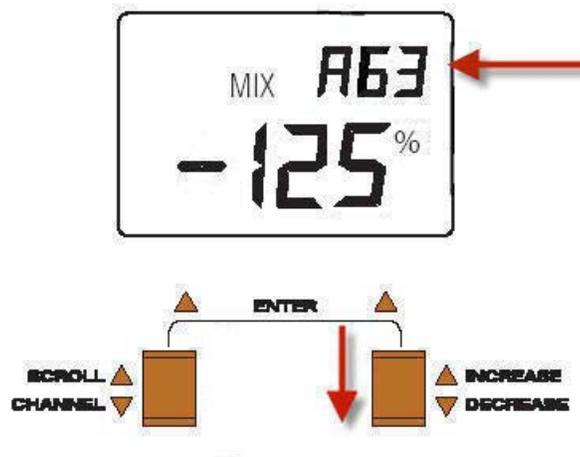
7. Press the CHANNEL button until "MIX ASW" appears on the display.



8. Press the INCREASE button until "F1" shows on the display.



9. Press the CHANNEL button until the “MIX A63” appears. If it shows “OF” in place of the “0%,” flip the Flap switch to the other position.



10. Now we will set the Flap switch’s value. The lower line on the display should say “0%.” Now press the DECREASE button until the value reads -125%.
11. Congratulations you are done. If you flip the switch twice the main gun should fire. The transmitter automatically saves changes so you can either; turn the transmitter off then back on or press the SCROLL and INCREASE buttons upward simultaneously to exit the programming mode.

