

ThinkTank Tank Module ECO Flex

Instructions for assembly and handling

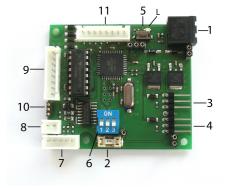
Please read this document carefully!

Product contents

- ThinkTank Tank Module ECO PCB
- ready to use power supply cable set
- proportional receiver cable set

Overview

- 1 Power supply
- 2 Fuse for turret elements
- 3 Connector for left chain motor
- 4 Connector for right chain motor
- 5 Setup mode push button
- 6 DIP-switches for selecting the tank profile
- 7 Connector for HengLong muzzle flash, AsiaTam recoil unit and PC Configurator
- 8 Connector for HengLong muzzle flash
- 9 Connector for turret elements
- 10 Connector for Tamiya recoil unit
- 11 Connector for proportional receiver (marked red)
- L Status LED



Assembly

HINT: The function of all connectors is printed on the back side of the PCB!

Power supply

Solder the loose ends of the power supply cable to a battery connector that fits to your battery type. Use the included shrinking tube to insulate the soldered wires.

Warning! The use of the switch and fuse is mandatory! Fire hazard when disregarded!

Chain motors

The module supports off-the-shelf ESCs. Hence the power class and motor type (for example brushless motors) solely depends on the attached ESCs which gives the most possible flexibility to the powertrain.

Consider the correct polarity of the 3-pin connector of the ESCs! The minus pole is oriented to the lower edge of the board. See the board for explicite markings.

Ensure that the power supply of the ESCs is correct. Consult the manual of the ESCs for further details like interference suppression or cable cross-section.

To check the correct wiring of the motors perform the following procedure:

- · Jack the tank up, so that the chains can move freely.
- Attach a full charged battery to the power supply connector and switch the electronics on.
- Wait 3-4 seconds and press the pushbutton.
- The chains start to move. The wiring is set up correctly if both chains move forwards and the light chain runs faster than the left one. In
 other case, correct the wiring by swapping the adequate cables.
- · Go ahead with the installation when the motors run in described manner.

Turret elements

Connect the white 8-pin turret plug to the corresponding connector.

- If using the genuine HengLong LED muzzle flash, attach it's cables (a 5-wire and a 2-wire cable) to the board.
- If using the genuine AsiaTam turret mechanics and high voltage muzzle flash, proceed as described in the manual of the units.
- If using the genuine Tamiya recoil unit, attach it to the corresponding connector on the board. The white cable faces the edge of the board.

Turret rotation ——	- 9
Turret rotation	- 0
Elevation ———	
Shot	_
Common elev/shot-	-
Light +	-0
Main light -	-
MG-LED	_
	4

Choosing the tank profile

The driving and function setup is determined by the position of the DIP switches. The Tank Module ECO offers seven fixed and one user defined profile



Status LED

The onboard LED shows the current status of the module

on	Tank Module is in operational state	*no connection to the sender or the transmission path between
Short going out	Stick movement detected	sender and receiver is disturbed. Please check the wiring and the
Fast blinking	No valid signal from receiver*	proper function of the RC radio and receiver. If necessary check the operability of the RC equipment with a servo.
Slow blinking	Faulty communication with another module	**undervoltage on the CPU detected. Switch the power off for 10
Double blinking	Faulty CPU power supply**	seconds. If the error remains, assure that the PC Configurator USB
-		dongle is disconnected and retry.

RC receiver

The receiver cable MUST NOT be attached to the turret elements connector (connector #9)! This will unavoidable cause a damage of the receiver.

The proportional cable is already attached to the proper red marked connector #11 on delivery. Don't remove it if you are unsure about the wiring.

This Tank Module may be connected with four, five or six channel receiver. The currently active mode of operation is recognized automatically. Please consider that the radio must be setup correctly (all mixers must be deactivated, the servo deflection must be 100% and the trimming is centered)

If the channels five and/or six are used, they must be equipped either as a slider, knob or 3-way-switch (up-off-down). Otherwise only fourchannel operation is possible (although mostly all functions are also available with only four channels). The wires of unused channels may not be connected to the receiver.

The TankModule electronics provides the power supply for the receiver (BEC, stabilized 5V DC) via the red/black wires which are part of the proportional cable set.

The receiver cable has to be attached to the receiver connector on the Tank Module. The wire color pin assignment is as follows:

Ch.	Control	4-ch. mode	4+1-ch. mode	5-ch. mode	5+1-ch. mode
1	Distant attack	Acceleration	Acceleration	Acceleration	Acceleration
2	Right stick	Steering	Steering	Steering	Steering
3 4	Left stick	Turret, weapon and special functions	Turret, weapon and special functions	Turret and weapon control	Turret and weapon control
5	3-way switchr	Not connected	Not connected	Ignition and light	Ignition and light
6	3-way switch	Not connected	User defined sounds	User defined sounds	User defined sounds

Depending on the receiver it may be necessary to adjust the channel order or swap its movement direction. Check the manual of your rc gear for details.

Turret, weapon and special functions using 4-channels mode

This mode is active if the blue wire of the receiver cable isn't attached to the receiver. The turret, weapon and special functions are controlled solely by the left stick of the radio.

Left stick (channels 3 and 4)			
↑ Lift the main gun (half deflection)	↑ Shot (maximum deflection)		
Lower the main gun (half deflection)	Machine gun (maximum deflection)		
→ Rotate turret right	✓ Main light on/off		
← Rotate turret left	■ Ignition (requires ThinkTank Blaster)		

Turret, weapon and special functions using 5-channels mode

This mode is active if the blue wire of the receiver cable is attached to the receiver. The turret and weapon functions are controlled by the left stick of the radio, ignition and light is mapped to the 3-way switch connected to channel 5 of the radio.

Left stick (channels 3 and 4)		Switch (channel 5)
↑ Lift the main gun (half deflection)	↑ Shot (max. deflection)	↑ Ignition (requires ThinkTank Blaster)
Lower the main gun (half deflection)	Machine gun (max. deflection)	
→ Rotate turret right		
← Rotate turret left		

User defined sounds

If a ThinkTank Blaster is connected to this ThankModule, up to two user defined sounds may be activated optionally by the user. To use this feature, the violet wire of the receiver cable has to be attached to the 6th channel of the receiver .The samples are activated by switching the corresponding control in the radio to upper most (user sample 1) or lower most (user sample 2) position. The playback may be aborted by moving the switch in the opposite direction.

Under voltage protection

The TankModule features an under voltage protection to protect the batteries from deep discharge. On delivery the threshold voltage is set to 6 volts for 7.2V NiMh/NiCd batteries. If the voltage drops below 6 volts, the tank stops and the main light starts to blink. In this case replace or recharge the battery.

Fuse for turret elements

The element #2 on the PCB is a safety fuse for the turret motors. The fuse blows if the total current of the turret motors excesses 2 amps which never happens under normal conditions. In this case no turret function is given (turret rotation, elevation, shot) and all lights are off. Check the wiring for shortcuts and the mechanics for blockages. Replace the damaged fuse with a new one. The fuses are available as spare parts in our shop.

Nicht geeignet für Kinder unter 14 Jahren. Ne convient pas pour des enfants de moins de 14 ans. Not suitable for Children under 14 years. Niet geschikt voor kinderen onder de 14 jaar. CE

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