

Thank you for your interest in the Unicorn Adapter!

If you are here because you are attempting to build your own adapter, or have purchased one elsewhere, these directions WILL NOT work for you. The code used here was written custom in house, and will not work with ANY other adapters.

If nothing shows up on your computer when you plug it in, but you can see a red light inside the Unicorn Adapter, this means you need to use a different micro USB cable

Please note that in order to use this adapter you need your own receiver and micro USB cable.

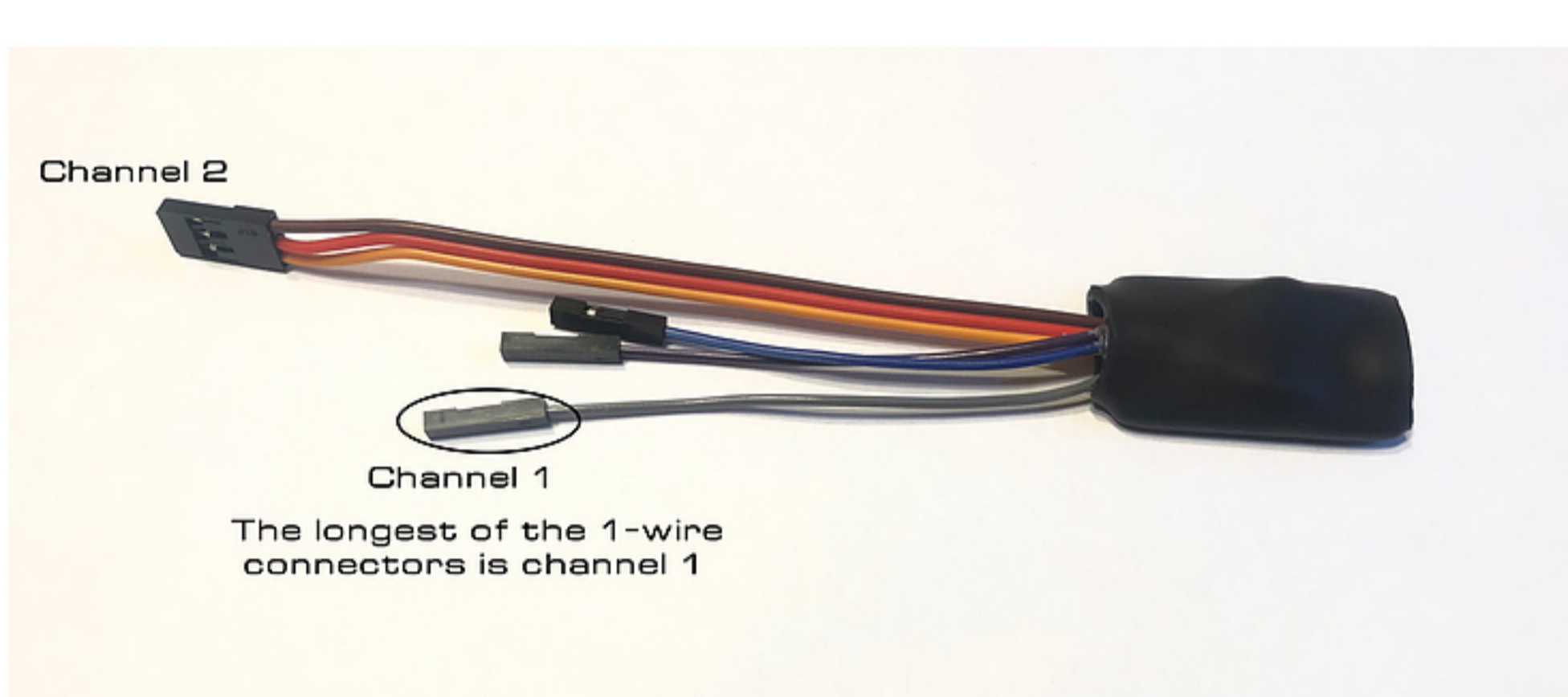
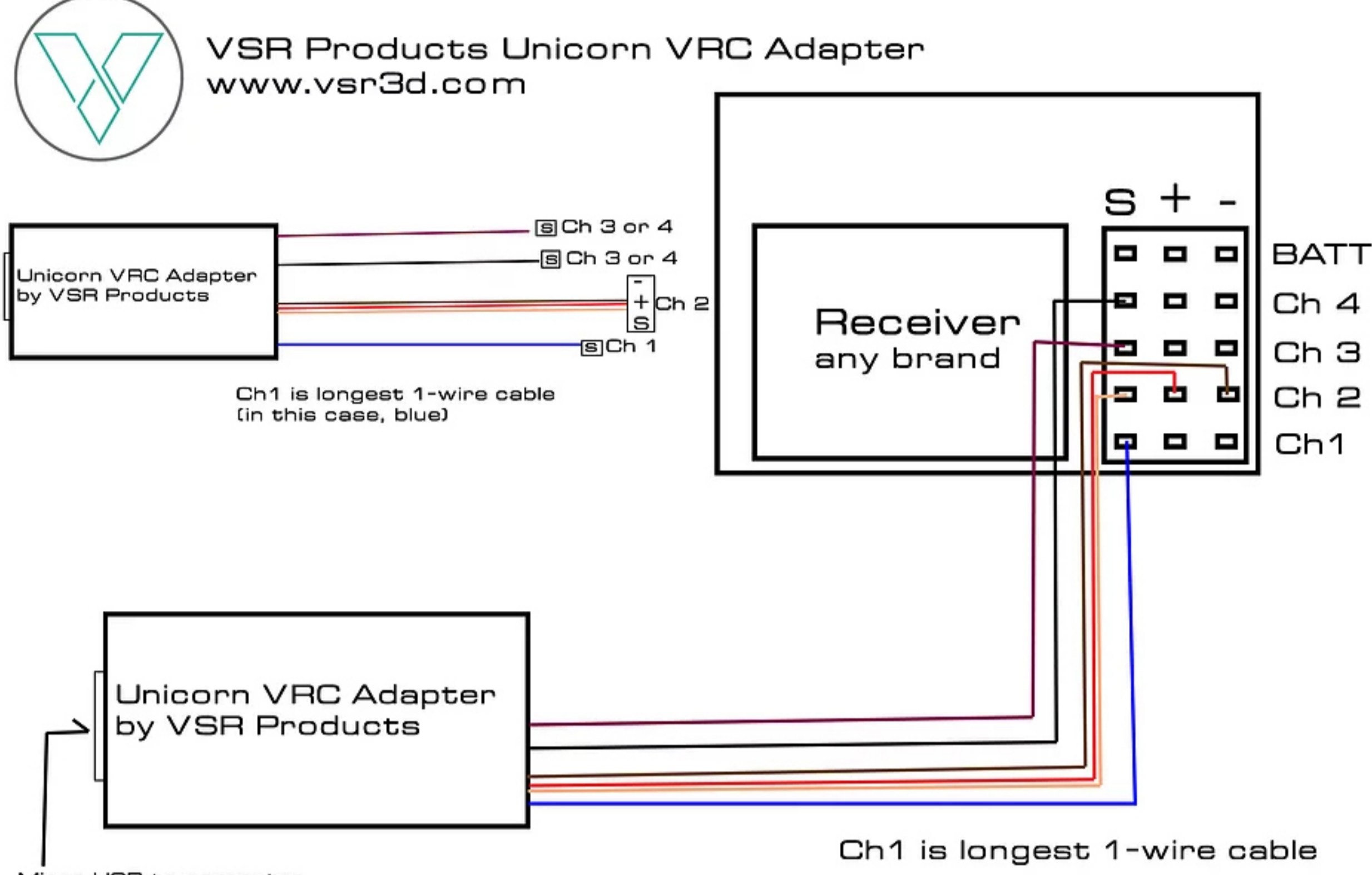
Please follow the directions below for how to plug in your receiver to the Unicorn Adapter. Note that the wire colors may vary per device. **The longest 1-wire cable corresponds to the signal ("s") port on Channel 1 on your receiver.**

-Channel 3 and 4 are interchangeable

**-Always plug in Channel 1 first**

-Make sure your receiver is bound to your radio, if it is not. You can plug everything in as shown, and THEN plug the Unicorn Adapter to your PC to simulate turning on an ESC to bind.

For example Sanwa: connect the adapter to the receiver as shown, then hold the bind button on the receiver, and as you hold plug the adapter into the PC to begin the binding process.



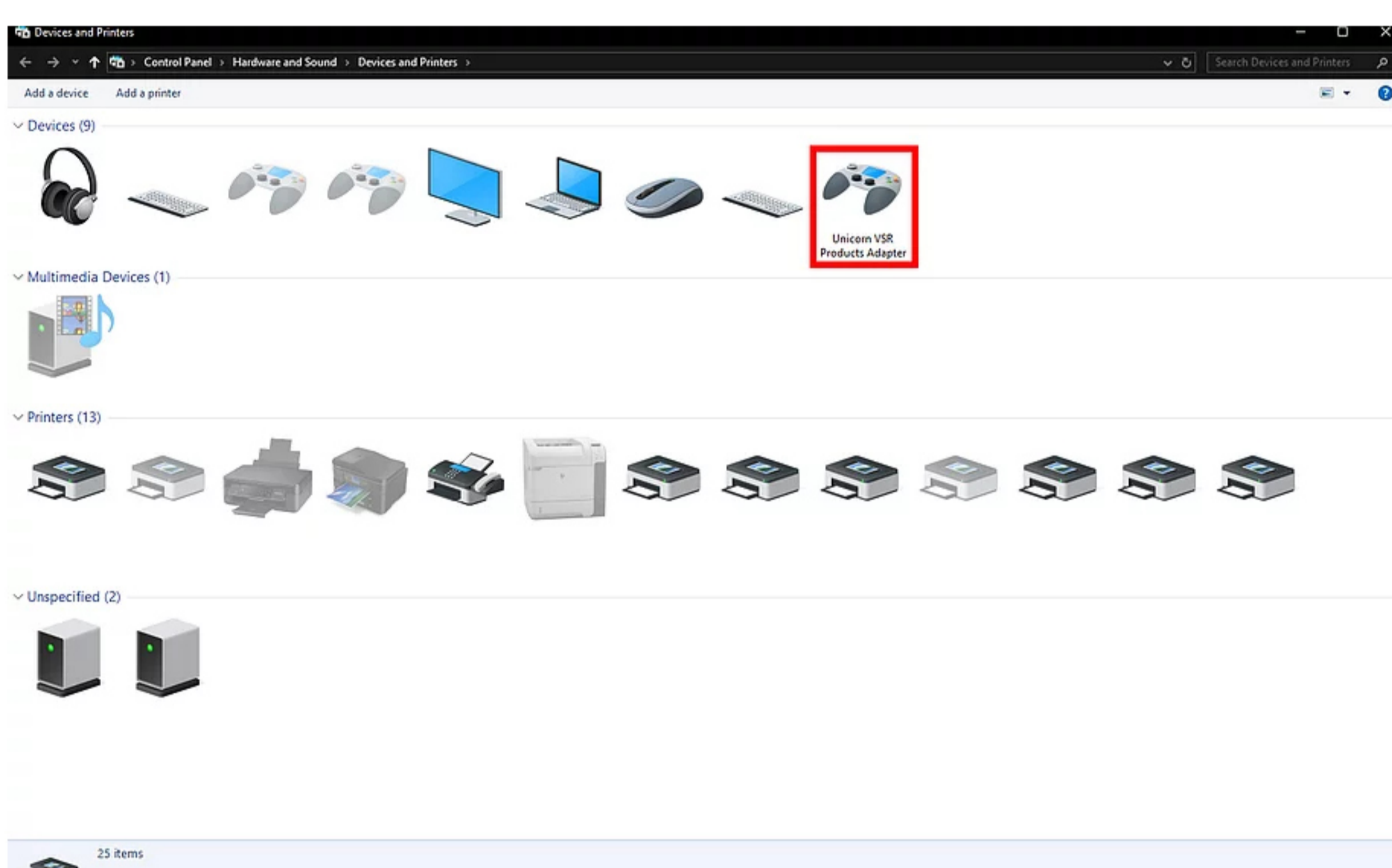
**NOTE\*\*\* The color of wires will vary, the LONGEST 1-pin wire is Channel 1.**

Once everything is connected, you should see a device on your computer called "Unicorn VSR Products Adapter."

Go to Settings, then click on Devices. You should see the adapter listed there.



Then, on the **right** of your window, you should see a button that says "Devices and Printers," click on it. It will send you to a screen shown below, and you should see the adapter (shown in red).



Next, **right-click** on the device, and press "Game controller settings." On the next window that opens up, click on "Properties."

Then, click on "Settings," and press "Calibrate." In order to calibrate, you should try to get the plus-sign that moves around. After you are done, it should look like this when you give the controller and input. Press "apply."

In order to get the 3rd and 4th Channel to work properly, you need to make each "step" on those channels LARGE. This is done so that the adapter can read those channels as buttons.

For example, on a Sanwa M12S, we will set AUX1 and AUX 2 as 2-point channels. To do this, go to *System*, then go to *AUXtype*. Set the types to "Point," and the number of Points to 2.

For example, when the buttons are pressed, the small red button on the computer screen change. This is the goal.

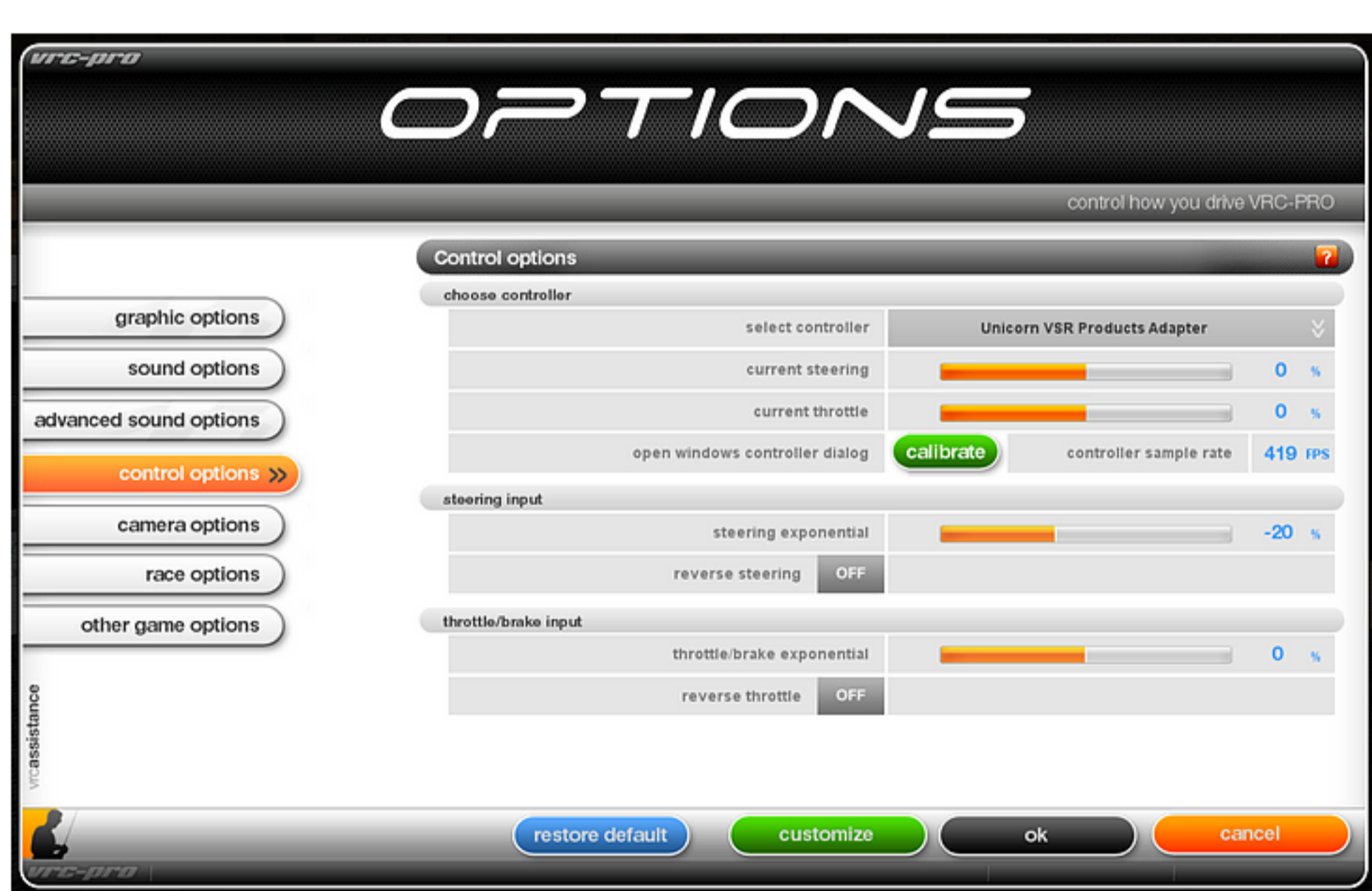
There are many ways you can configure the 3rd and 4th channels. Another way is to simply toggle between on and off on the 3rd and 4th channel, some knowledge of your radio is required to set these up.

You may set the 3rd and 4th channels up as you like. However, the best ways we recommend are shown here, toggling between 2 points and toggling between on and off.

Once you have everything set up in the "Properties" window, and everything is working, you may open VRC Pro.

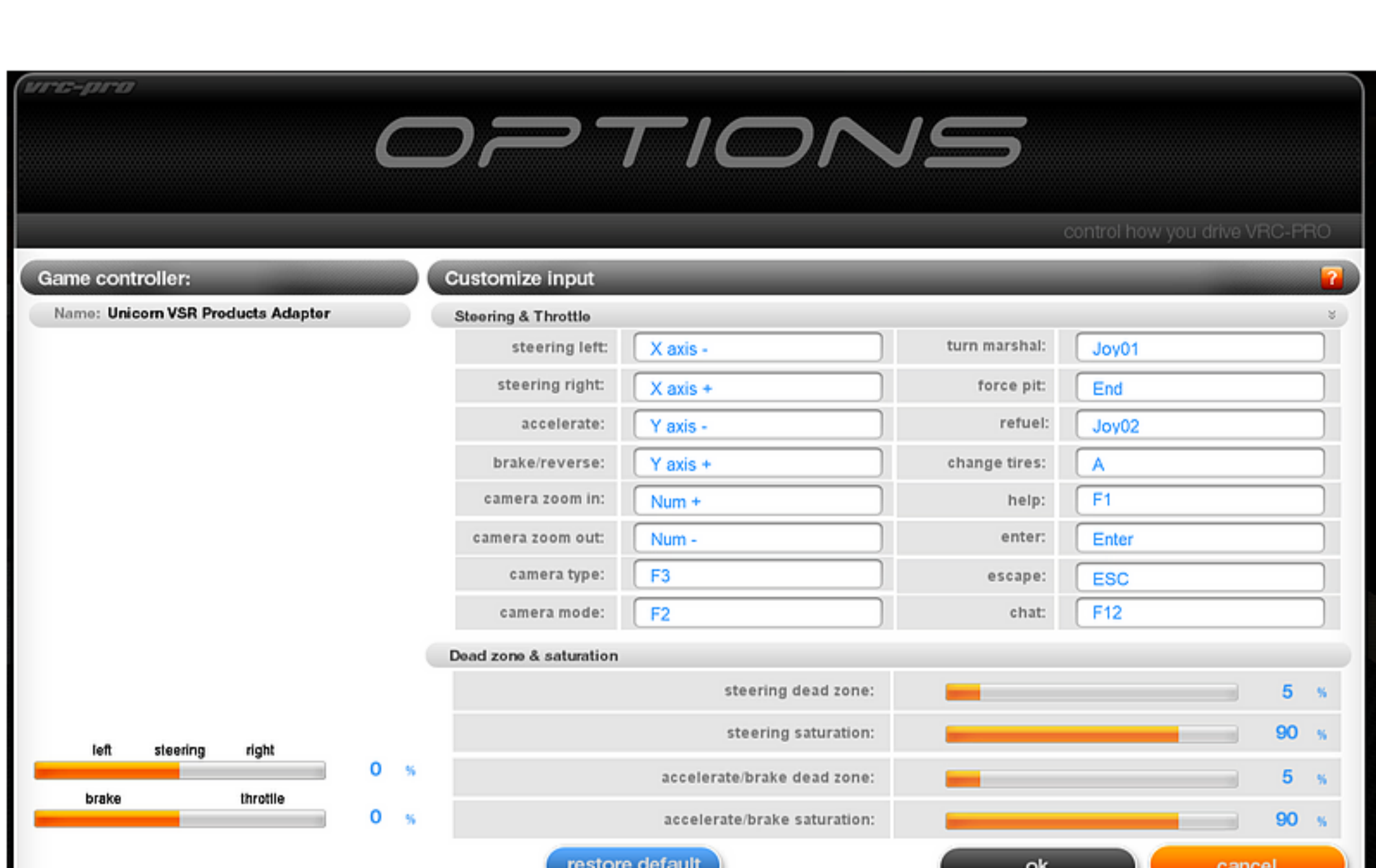
After opening VRC Pro, go to "Options" in the lower right corner, and click on "control options."

In the "selected controller" box, make sure you have "Unicorn VSR Products Adapter" selected.



Then, click on the green "customize" button on the bottom of the window. You will be taken to a screen as shown below. Then, click on whichever command you want to change, and press that button on your radio. This will set that button on your radio for that command.

Here, I have button 1 (called "Joy01" in the game) set to turn marshal, and button 2 (called "Joy02" in the game) set to refuel.



That's it!

For questions regarding setting up the 3rd and 4th channel with your radio, please see your manual for your respective radio to troubleshoot.

To simplify, the 2 virtual buttons that the adapter creates, are triggered when there is a LARGE change on their respective channels.

This means you could simply adjust the trim on those channels in large steps, and it will trigger the buttons. However, note that doing it this way will stop working once you reach maximum trim on your radio.