

TOY-MTX Instructions

Binding Procedure

1. Create a model in OpenTX using external module in PPM mode, 12 channels and AETR sequence order.
2. Turn off Taranis.
3. Power up quad.
4. While holding the appropriate stick pattern listed below, power up Taranis.

Arm quad based on it's firmware's specification.

Protocol is selected with stick position at startup:

Rudder right + Aileron right + Elevator down = EAchine E010, NiHui NH-010, JJRC H36 mini

Rudder right + Aileron right + Elevator up = FQ-777-124 Pocket Drone

Rudder right + Aileron left + Elevator up = CX-10 older red PCB/CX11/CX205/CX30, JXD389/391/393, SH6057/6043/6044/6046/6047, FY326Q7, WLToys v252 Pro/v343, XinXun X28/X30/X33/X39/X40

Rudder right + Aileron left + Elevator down = WLToys V930/931/939/966/977/988

Rudder right + Elevator down = HiSky RXs, HFP80, HCP80/100, FBL70/80/90/100, FF120, HMX120, WLToys v933/944/955

Rudder right + Elevator up = Syma X5C (older model), X2 ...

Rudder right + Aileron right = MJX X600

Rudder right + Aileron left = EAchine H8 mini 3D, JJRC H20/H22

Elevator down + Aileron left = Syma X5C-1/X11/X11C/X12

Elevator down + Aileron right = Attop YD-822/YD-829/YD-829C ...

Elevator up + Aileron right = EAchine H8(C) mini, BayangToys X6/X7/X9, JJRC JJ850, Floureon H101 ...

Elevator up + Aileron left = EAchine H7

Elevator up = WLToys V202/252/272, JXD 385/388, JJRC H6C, Yizhan Tarantula X6 ...

Elevator down = EAchine CG023/CG031/3D X4

Aileron left = Cheerson CX-10 green pcb

Aileron right = Cheerson CX-10 blue pcb & some newer red pcb, CX-10A, CX-10C, CX11, CX12, Floureon FX10, JJRC DHD D1

Last used protocol is automatically selected if stick is in neutral position.

Extra features (if available on aircraft):

Channel 5: led light, 3 pos. rate on CX-10 and FQ777-124, H7, inverted flight on H101

Channel 6: flip control

Channel 7: still camera

Channel 8: video camera, pitch trim (FQ777-124)

Channel 9: headless

Channel 10: calibrate Y (V2x2), pitch trim (H7), RTH (H8 mini/H20, FQ777-124), 360deg flip mode (H8 mini 3D/H22)

Channel 11: calibrate X (V2x2), roll trim (H7,FQ777-124)

Channel 12: Reset / Rebind