Connection and Binding Manual for the AR6110 "B" (PRODUCT ID: RA61E)

Version **AR6110 "B" (PRODUCT ID: RA61E)** has a different pin-out than the previous version. If you find that the receiver appears to bind but doesn't, and you have no servo movement, then you probably have the receiver wired with the wrong pin-out connections.

Look at the board. **Version B** is marked as **AR6110 B** directly on the board. The negative pins are furthest away from the board in this version. You can **CONFIRM** this by looking at those pins and seeing that they are all connected together by the circuit board. The signal pin is closest to the board, the positive pin is in the middle, and the negative terminal is furthest away. This is the OPPOSITE of an actual Spektrum AR6110 pinout. The layout position of the BATT terminal, Throttle, Aileron, etc., is in the same order



To BIND: (DX7, DX6i, etc.)

- 1) Receiver AR6110B OFF, Transmitter OFF
- 2) Place binding plug on **BATT/BIND** terminal of receiver
- 3) Connect at least one servo to one of the terminals of the receiver so that you can see if the receiver is operating correctly. Connect so that the negative (black) lead is connected to the outermost terminal from the board. I use the AILE terminal.
- 4) Use your receiver battery and connect to any free terminal, observing that negative (black) lead should be connected to the outermost terminal from the mainboard. The receiver LED should blink rapidly.
- 5) Set your throttle position on the transmitter to it's fail-safe position.
- 6) Power up your transmitter while holding the bind button on the back of the transmitter. The receiver LED will go out, blink on and off a few seconds, then go out again. When the link is registered, the LED will glow solid. Let go of the transmitter bind button. You should now have servo control.
- 7) Power down the receiver and REMOVE the binding plug. Turn off the transmitter.
- 8) Turn on the transmitter and power up the receiver. After a few seconds, the receiver LED should stay on continuously. Check movement of connected channels, if OK, the receiver is now correctly bound to the transmitter.
- 9) Do your radio range check and go fly. Have fun!



