



Avirem

CONTROL YOUR FLIGHT

stickMover

manual

V 1.0

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Preamble

We are happy that you have chosen a StickMover - thank you! You have acquired a powerful tool to learn 3D model flying in a new, playful way.

Perhaps you have admired aerobatics professionals for some time, who seemingly effortlessly master figures like the spiral of death. With StickMover, you'll soon be able to master these tricks, from simple loopings to complex 3D tricks.

At first glance, the StickMover looks like a remote control. But instead of controlling an aircraft, it guides you step by step through a figure. While you follow the flight on the screen, your fingers feel the right movements through the StickMover. By watching, feeling and repeating, you learn the right moves intuitively.

In this manual, we explain all important functions of the StickMover in detail. We have thoroughly tested the quality of every single device. If you still have questions or difficulties, please contact us via the homepage. We welcome feedback and want every suggestion to be incorporated into further development.

But now: Have fun exploring your StickMover and enjoy flying!

Your AVIrem Team

Installation

On the following pages we explain how to install the software including important information you should take care about.

Let's start with the download of the software. You'll find the installation file for AVIsoft under:

<https://www.avirem.de/en/support/>

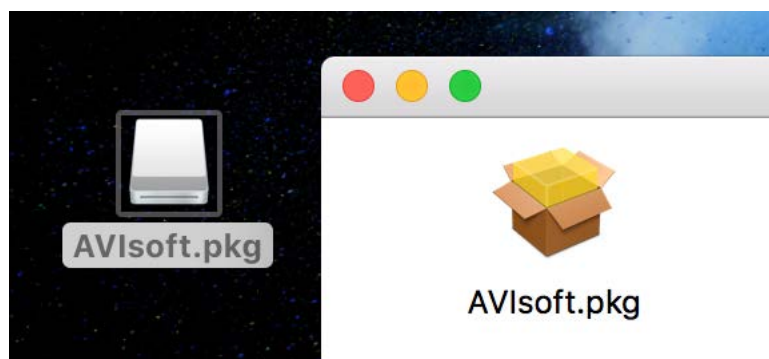
Please select the download for your operation system:

Download AVIsoft

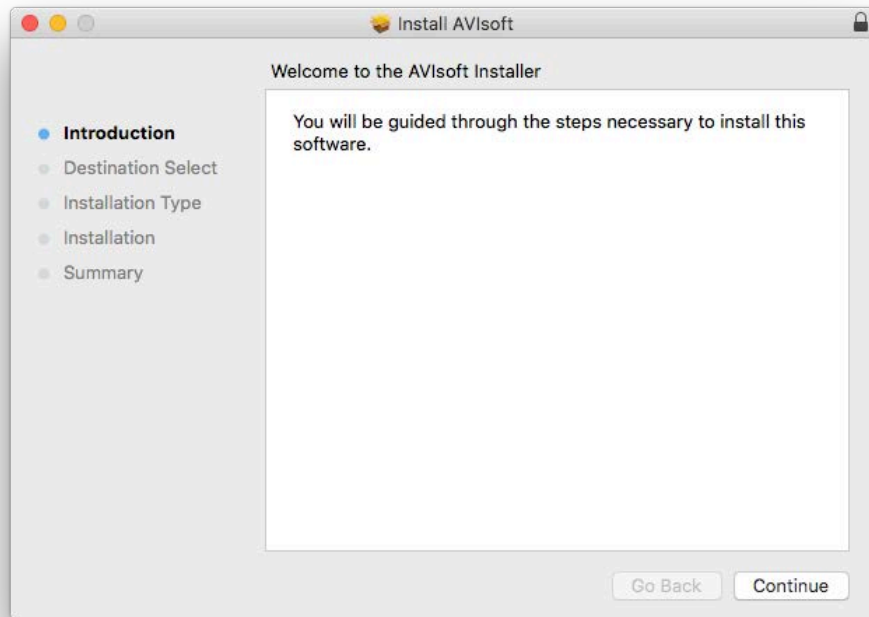


After downloading the software to your computer, start the installation by double clicking the installation file.

Installation Apple Computer

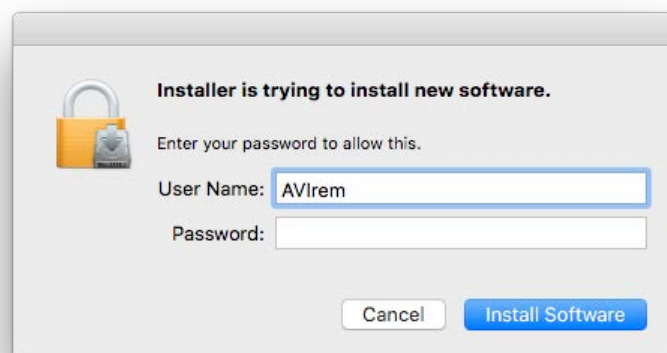


Now the installation process will start.

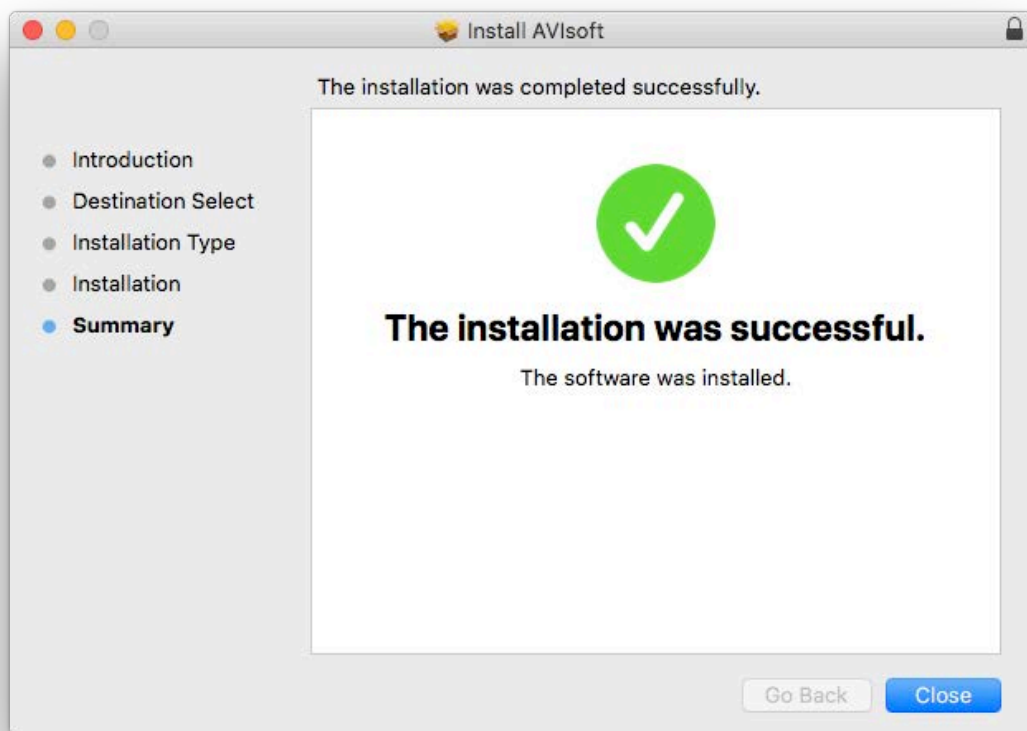


First click on “Continue”.

To copy the files to your program folder, you need to enter your System credentials. Please keep in mind, that this message belongs to the OSX operation system. Your password will not be stored inside our software!

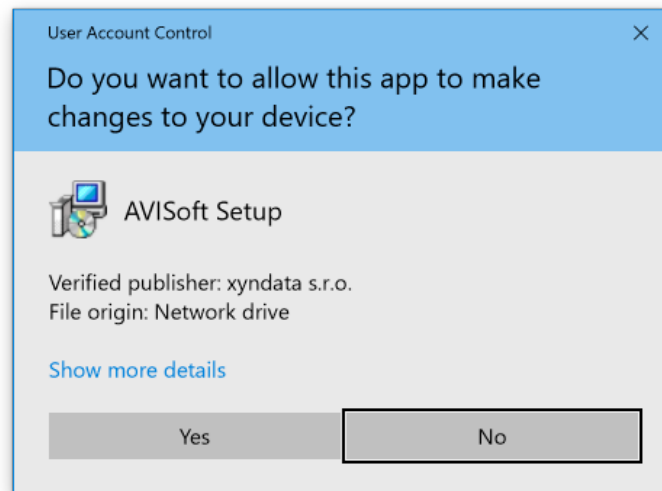


After copying the files to your disk, the installation process is done.

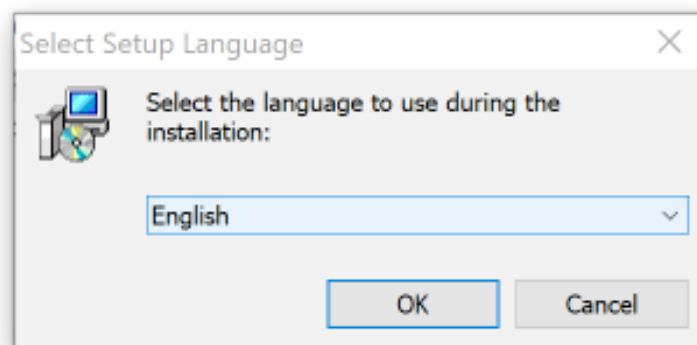


Please proceed in chapter “Connecting the StickMover to your computer”

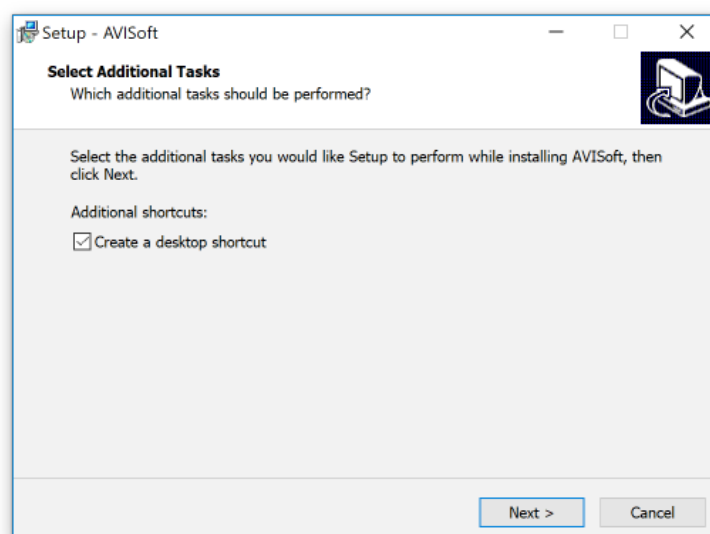
Installation Windows Computer



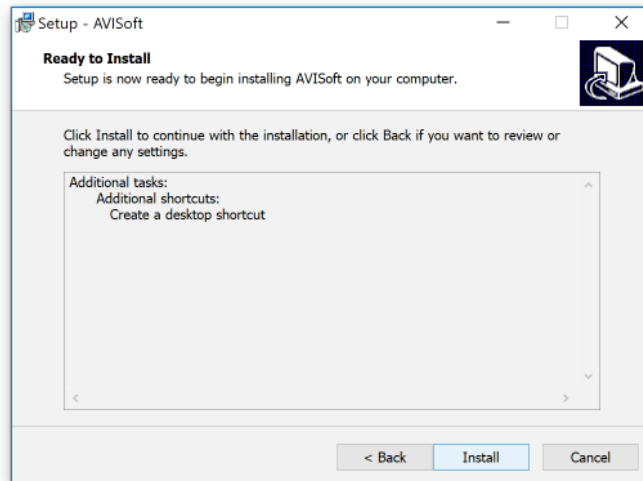
Please allow the app to do changes on your device.



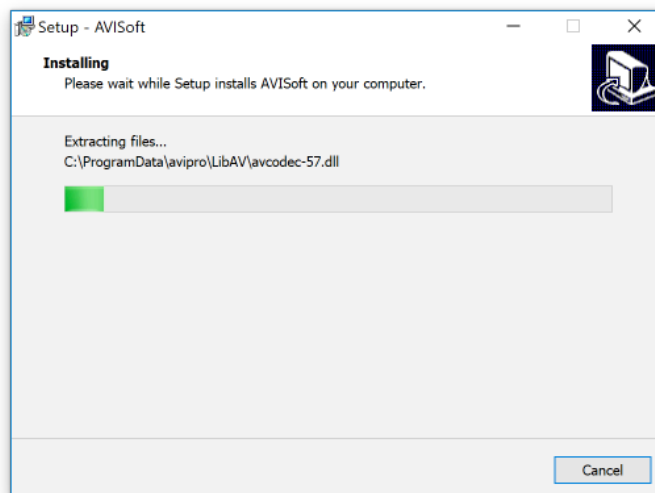
Select the language of your country and press OK



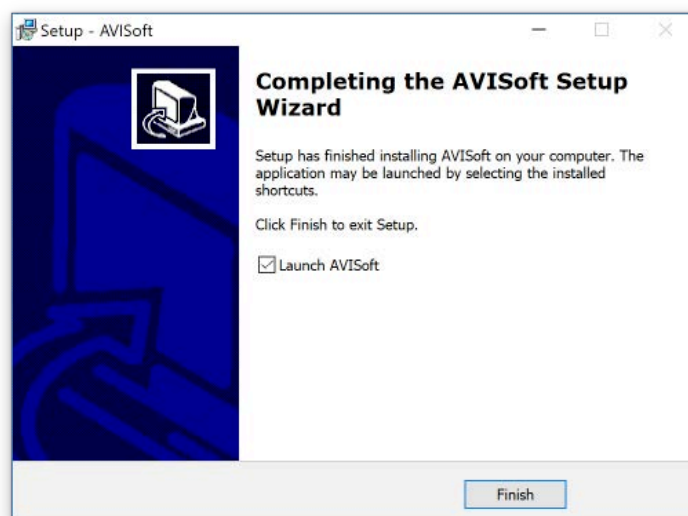
Choose if you like to create a AVIrem shortcut to your desktop



The installation is ready to run. Press “Install”



The files will be transferred to your system



You are ready to run.

Connecting the StickMover to your computer

In order to operate the StickMover with your computer, your computer must first be connected with the supplied USB cable. Please insert the narrow rectangular end of the USB cable to a free USB port of your computer. The other end will be connected to the StickMover.



Computer

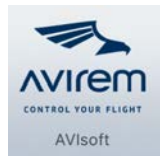
StickMover

The StickMover still requires an external power supply so that the servomotors of the StickMovers can be supplied with sufficient power. This is done via the included power supply. Please insert first the 5mm Plug in the StickMover and then the power supply into the socket.


First start of the software (Setup)

When you first start the software, your StickMover will be registered to you. The process is completed with a few clicks.

Start the AVIssoft program via the following icon in your program folder:



The following dialog appears:

A dark-themed login window titled 'Login'. On the left, under the heading 'Registration', it says 'Please log in with your username and password.' and 'If you do not have access data yet, you can create it under "new customer" now.' On the right, there are input fields for 'Username' and 'Password'. Below these are three buttons: 'Password forgotten', 'Register now', and 'Login'.

Click on "Register now" and you will get to the next dialog

A dark-themed registration window titled 'Anmeldung'. It contains three input fields: 'Email' (with 'info@avirem.de' entered), 'Benutzername' (with 'avirem' entered), and 'Kennwort' (with masked characters '.....'). Each field has an asterisk to its right. At the bottom right are two buttons: 'Anmelden' and 'Registrieren'.

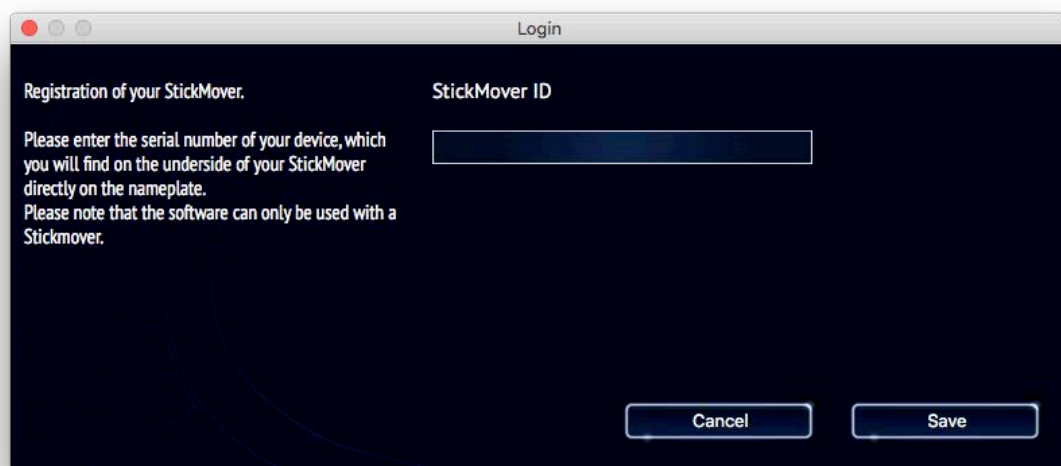
Enter your email address, as well as a freely chosen username and password.

If you have forgotten your access data, please use the function to resend your password via the email address you have provided.

The next step is to enter the ID of your StickMover. It can be found on the bottom of the StickMover:



Enter the ID into the device code field:



Click on the save button to complete the installation process. The software will be restarted automatically and is ready for use.

After restarting the software, you will be asked to enter your username and password again.

A screenshot of a software login window titled "Login". The window has a dark blue background with a subtle circular pattern. On the left, under the heading "Registration", there is text: "Please log in with your username and password." and "If you do not have access data yet, you can create it under 'new customer' now." On the right, there are two input fields labeled "Username" and "Password". Below these fields are three buttons: "Password forgotten", "Register now", and "Login". The "Login" button is positioned further to the right, below the other two.

Registration

Please log in with your username and password.

If you do not have access data yet, you can create it under "new customer" now.

Username

Password

Password forgotten

Register now

Login

Explanation of the program parts

On the following pages you will find a description of the individual program parts. Each chapter stands for a program part.

General explanation of the AVIskills and their search and filter functions

AVIskills are the training units which are available to improve the StickMover handling. The information presented here applies as well on the "Videos" as on the "Shop" page.

Structure of an AVIskill

Each AVIskill contains icons at the bottom to help you quickly assess AVIskill. An AVIskill is represented in the program as follows:

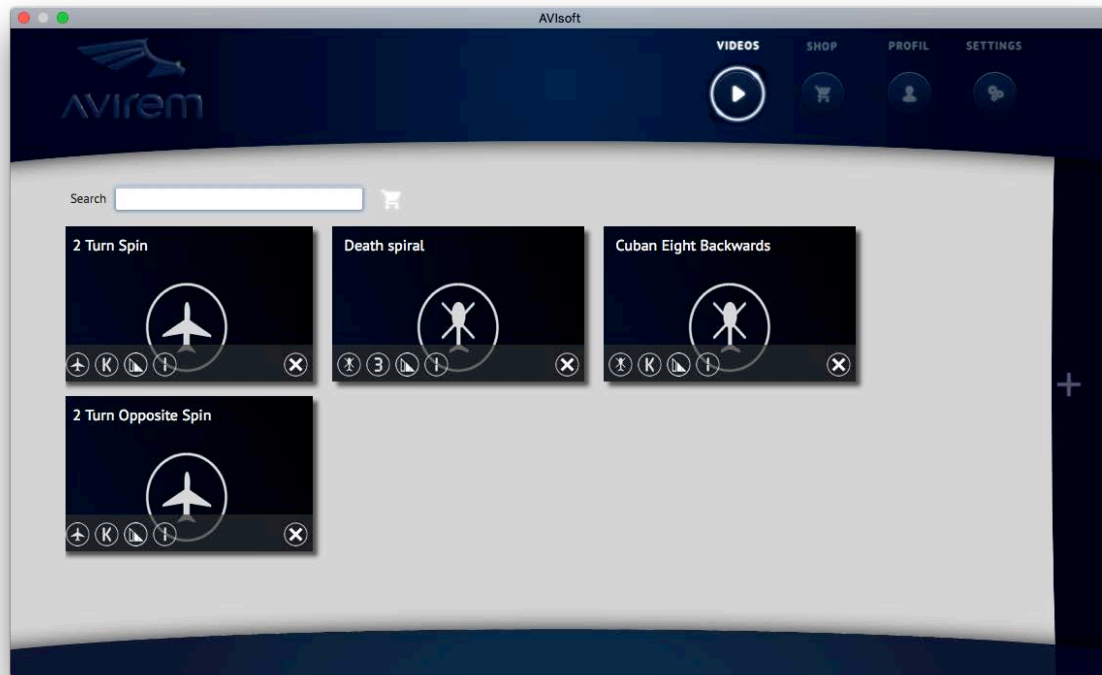


The legend of the symbols starting from left to right is as follows:

- Symbol for plane / helicopter
- Symbol for acrobatics / 3D
- Difficulty level of the AVIskill
- Symbol for single sequence or choreography

If you move your mouse over an AVIskill, you get a small preview of the training session to get an idea of the figure.

Several AVIskills are displayed in a grid:



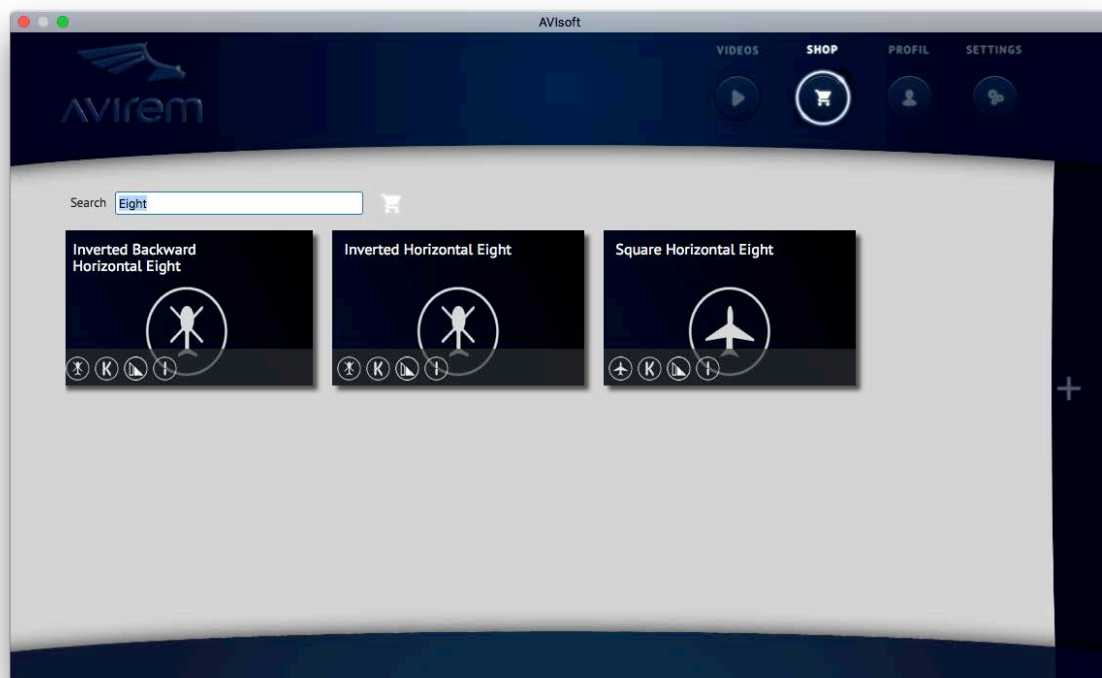
To find quickly the right AVIskill, you have different options to choose from.

Searching for a AVIskill via the Skill Name

Search

Simply type in the name of the AVIskill you are looking for and press the ENTER key. Immediately you will see all the AVIskills that match to your search criteria.

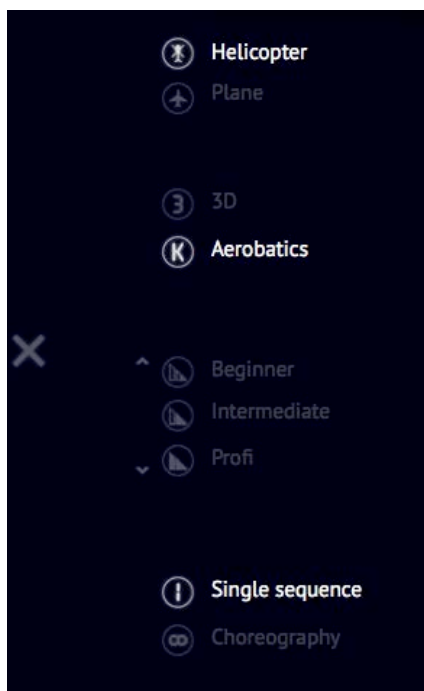
Here you see the search result for "Eight"



To see all AVISkills again, simply remove the text in the search field and press ENTER again.

Using the filter function

On the right side of the program you see a "+" symbol. If you press it, the advanced search options appear.



By clicking on the individual symbols / labels, filters are activated. All highlighted entries are active for the filtering process.

The example on the left shows all AVISkills that meet the following criteria:

- Helicopter
- Aerobatics
- Single sequence

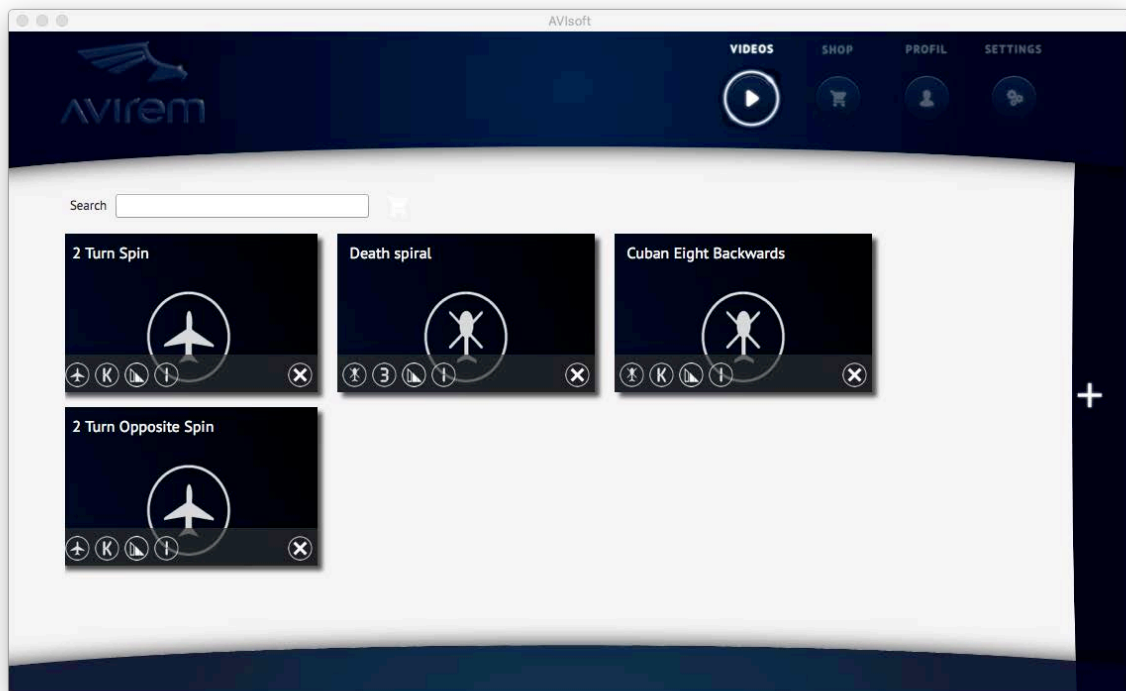
The filter reacts immediately to all changes and the result of the search request is displayed on the left side. The filter entries can be combined as desired.

By pressing the "X" the filter is hidden, but the filter settings are still retained.

If all entries of the filter are deactivated (dark) all AVISkills will be displayed.

Videos

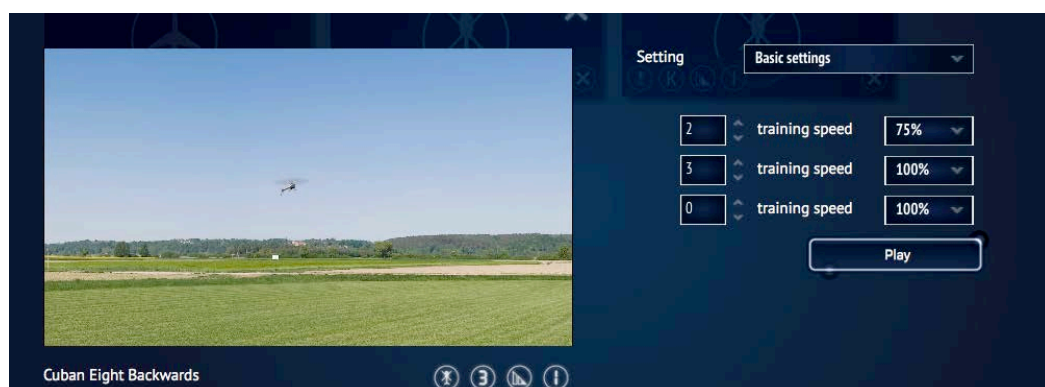
In this program section you will find all the AVIskills you have purchased. If you haven't purchased any AVIskills, you can read the procedure in the "Shop" chapter.



Playing AVIskills

As soon as you place your mouse on an AVIskill, you will see a preview of the AVIskill. If the name of the figure is unknown to you, you will get an impression of what the session is all about.

Clicking on an AVIskill will prepare you to play the AVIskill on the StickMover. This opens the program at the bottom side.



Here you'll see a slightly enlarged preview of the training session.

On the right side you can set your training sequence (number of repetitions and speed). These can be loaded directly from a template and / or changed by yourself.

Once you've made all the settings for your training session, you can switch to full-screen mode by clicking the "Play" button. The operating lever of the StickMover will now be moved with the pre-settings you have chosen.

Deleting an AVIskill

If you don't need any longer an AVIskill, you can "delete" it by pressing the "X" button on the lower right hand side of the AVIskill.



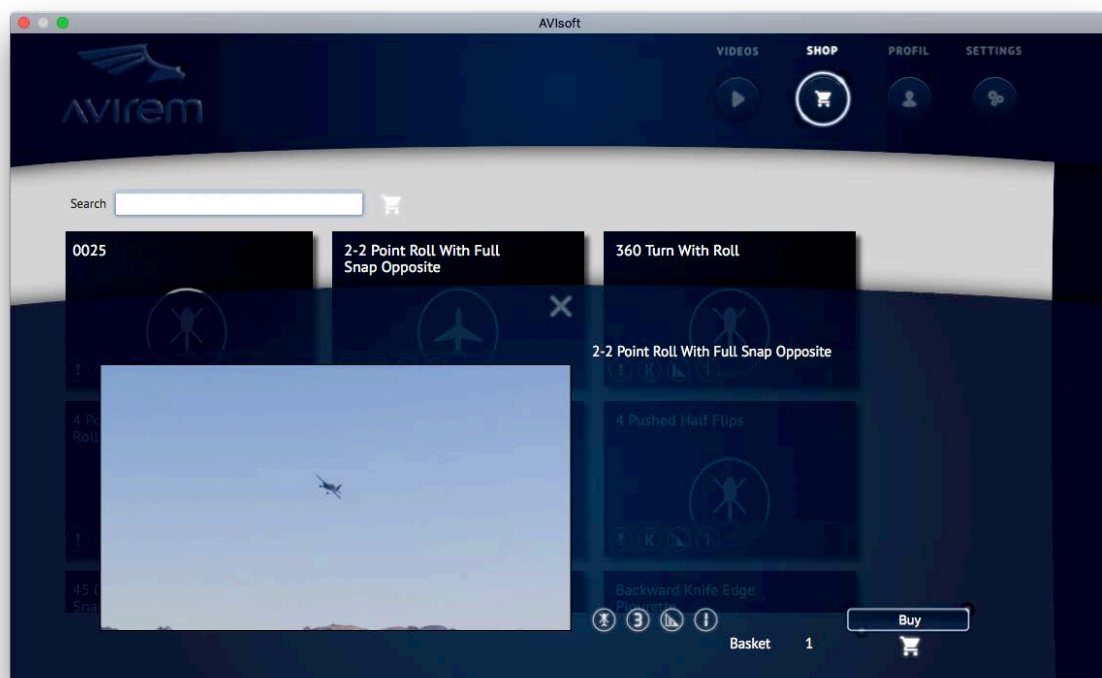
The AVIskill will no longer be displayed in the video list, but in the shop. However, it can be reloaded at any time in the shop without having to pay again for it. This way, the overview of your videos can be kept clean and characters that you have already learned can simply be "deleted".

Shop

Here you will find all available AVIskills that you can train with the StickMover. The number of AVIskills will grow steadily! Just visit the shop from time to time, it will automatically show new AVIskills to you.

How to quickly find an AVIskill is explained in the chapter: "General explanation of the AVIskills and their search and filter functions" of this manual. If you have not read this information yet, we recommend to do it now.

First, choose the AVIskill that you would like to train by clicking on it, then the following picture appears:



Here's a preview of the training session. If you want to buy the AVIskill, click on the "buy" button and you will be asked if you want to continue shopping or to buy and checkout.



As soon as you have an item in your shopping cart, you can checkout at any time by pressing the "Shopping cart" icon on the bottom right hand side of the search window.



Shop basket

Here you can see all the AVIskills you have selected for purchase.



By pressing the "x" to the left of the AVIskill, an AVIskill can be deleted from the shopping cart.

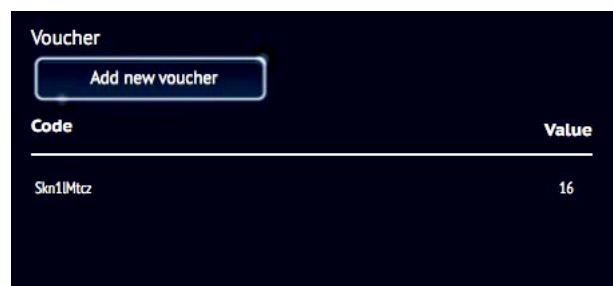
After checking the shopping cart, you can buy the AVIskills with the "buy now" button.

The AVIskills are now loaded and available after download in the "Videos" section. Please note that the download may take some time!

Voucher

The purchase of AVIskills is governed by vouchers.

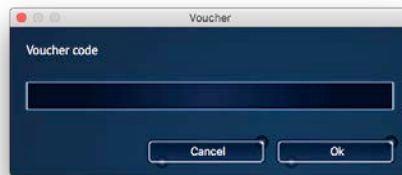
Together with the StickMover you will receive a voucher for AVIskills. In the program you can see an overview of the vouchers you have already redeemed including their current remaining balance.



In the example above, the voucher "TaTa" is already used up. The voucher "100" still has a remaining balance of 57 AVIskills.

Entering a voucher

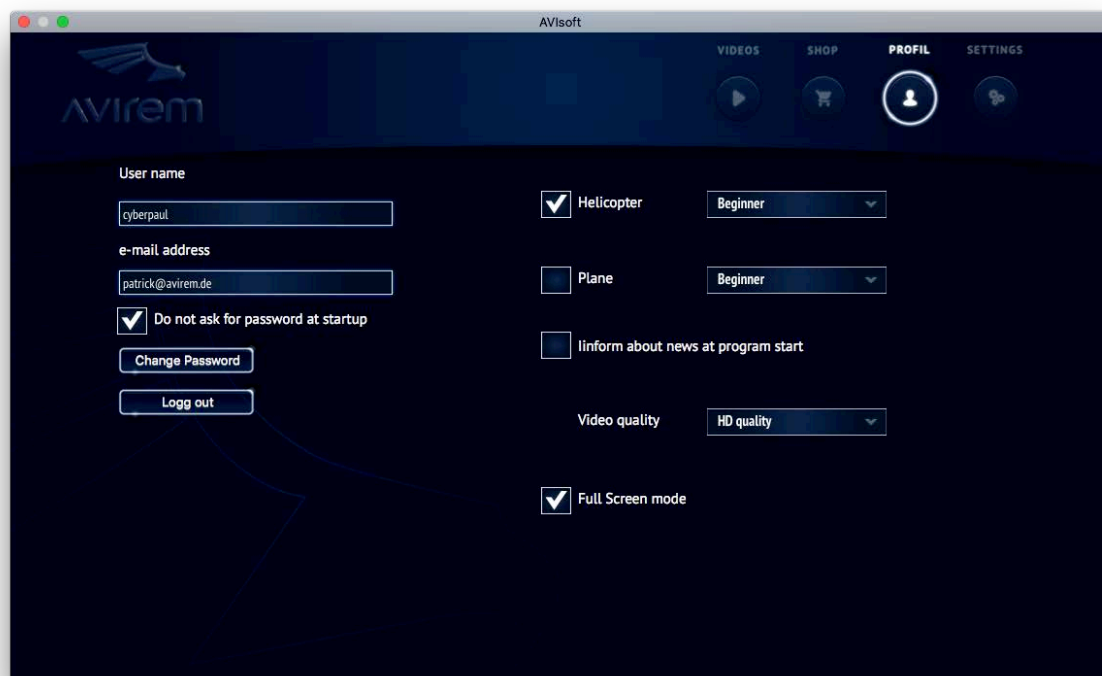
Via the function "Redeem new voucher" you get the following dialog:



Enter your voucher code here. After clicking on "OK" the voucher will be checked and the value of the voucher will be credited to your user account. After that the voucher will be visible in your history "Redeemed Vouchers".

Profil

Here you can enter information that can help you get an easy program start and keep you up to date on the software.



On the left side you will find your login data.

A screenshot of a user settings window with a dark blue background. It contains two text input fields: the first is labeled "User name" and contains the text "cyberpaul"; the second is labeled "e-mail address" and contains the text "patrick@avirem.de". Below these fields is a checkbox that is checked, with the label "Do not ask for password at startup". At the bottom of the window are two buttons: "Change Password" and "Logg out".

User name

cyberpaul

e-mail address

patrick@avirem.de

☒ Do not ask for password at startup

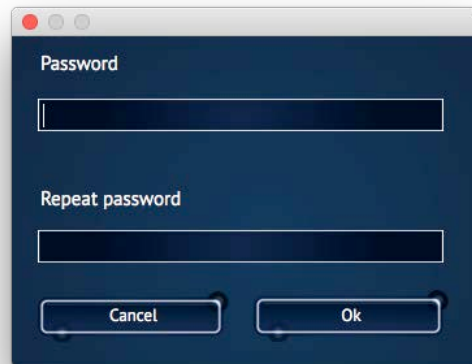
Change Password

Logg out

With the checkbox "Do not ask for password at startup", you can prevent entering the password at every startup, so you can start the software faster and more comfortably.

Change password

Using the following dialog, you can change your password.



Attention: The password will not be saved until both passwords match!

The button "Logout" closes the program and you have to enter your password at the next program start.

Inform about news of the software

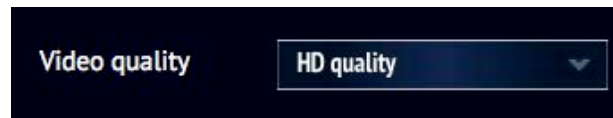
On the right side you can deposit your interests and your level.

<input checked="" type="checkbox"/>	Helicopter	Beginner
<input type="checkbox"/>	Plane	Beginner
<input type="checkbox"/>	inform about news at program start	

In conjunction with the function "inform at program start about innovations" the program can inform you, if e.g. new AVIskills are available for your level.

The entry of this data is not mandatory. AVIssoft can also be run without it.

Quality of the AVIskills



With this setting, you decide whether the AVIskills should be loaded in an HD resolution or an SD resolution.

The formats behave as follows:

	HD	SD
Video Quality	higher	lower
Uses space	higher	lower

Attention: If you change this setting, all loaded videos will be reloaded in the newly defined resolution.

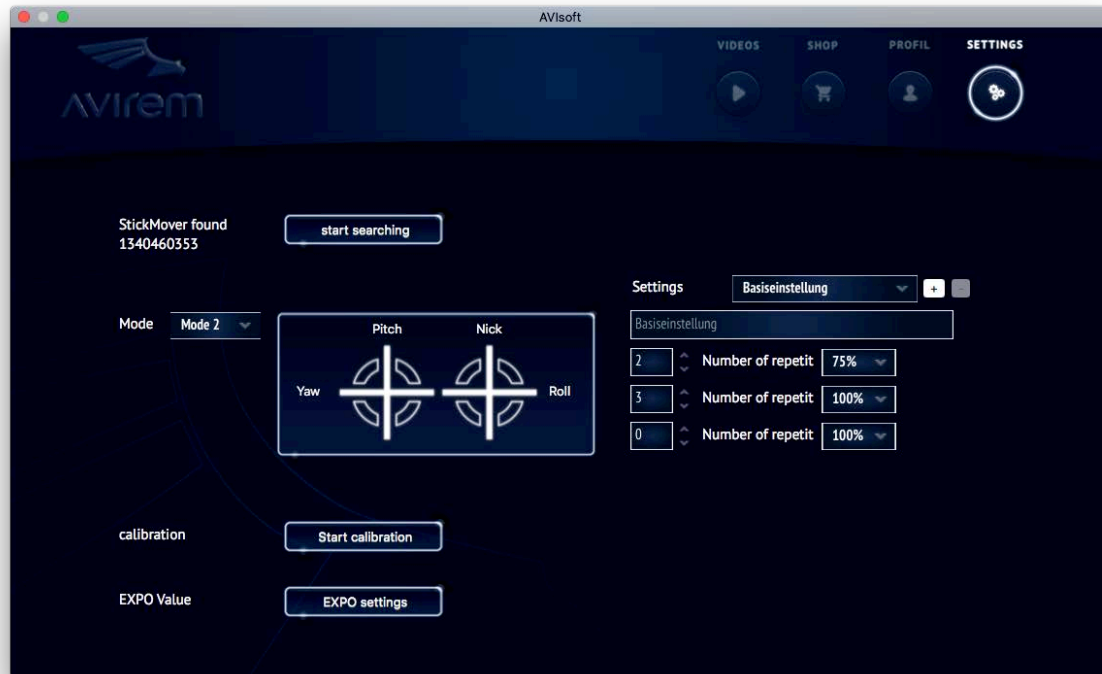
Show StickMoves in full screen mode



If you select this option, the movements of the StickMover will also be displayed on the screen in the lower right corner during the training.

Settings

On this page, you can choose how you want to feel the deflection of your control pins on the StickMoves.

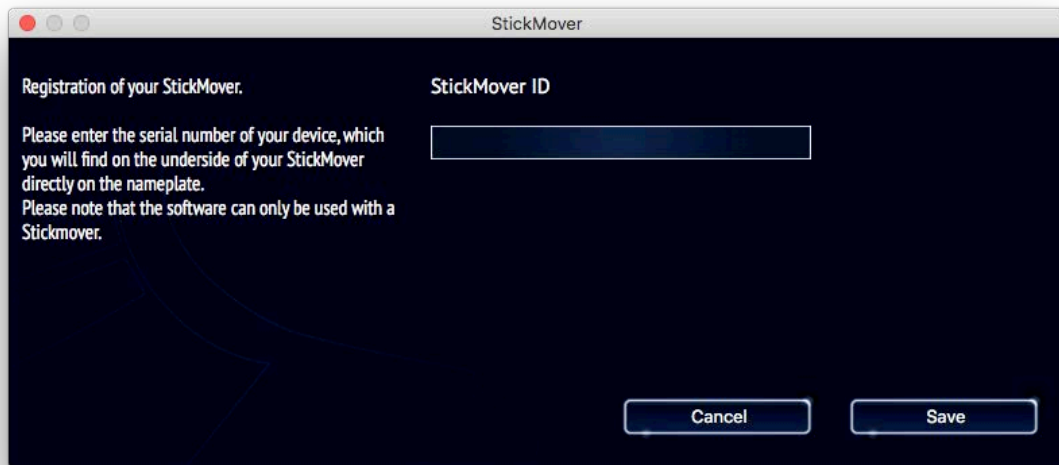


Searching a StickMovers

If your StickMover is no longer recognized by the software, it is possible to have it re-searched or to re-enter the ID of the StickMover.



If a StickMover has already been found / registered, the ID of the StickMover will be displayed on the left. If you click on "Start search", the following dialog appears, which is to be used in the same way as described in the setup.



Choose controller mode

The StickMover supports modes 1, 2, 3 and 4



The mode to be used can be specified via the selection box. As a check, the setting is shown on the right side. After changing the mode, the data for controlling the StickMover is reloaded from the server.

Attention:

The mode can only be changed if there is an active connection to the Internet!
If there is no connection, the selection for the mode does not work!

Calibration of the StickMover

The calibration of the StickMovers serves to determine the direction of movement of the servos. For this purpose, a stick on the StickMover is moved in a certain direction. On the computer you have to indicate via a checkbox, where the stick has moved.



In the example shown here, the rudder / tail has moved to the right. After clicking on "Next", the StickMover will take the next position, which will also be specified accordingly. This process must be repeated 4 times (until all 4 servomotors have passed through).

Invert Pitch / Throttle at the StickMover

Tip:

If you fly, for example with negated pitch / throttle, here you can simply specify the wrong (opposite) position when calibrating the pitch / throttle path and thus negate the path.

Example:

During calibration, the pitch stick moves up the StickMover. At the computer choose not now the upper but the lower check box, thus the way was reversed. If you want to undo this function, the calibration can be restarted easily.

Set training program



The AVIskills are played in a training program. You can freely define how often, and at what speed the AVIskills should be played.

There are three phases available. For each phase you can set the number of repetitions (first entry) and the speed.

In the example above, the training flight is

- Played 1 time at 50% of the speed and afterwards
- Played 3 times at 100% of the speed.

The training video is played a total of 4 times.

You are free to create your own training program. With "+" next to the title of the setting you can create new training programs and with "-" you can delete the selected program. The name of the training can be chosen freely. It is saved automatically as soon as it is entered, a "save" function is not necessary.

The training sessions you have saved will be displayed in the videos as you play the AVIskills, so you can quickly switch between different training sessions.

EXPO-Values



The EXO values have a value range from -100 to + 100

+100 = maximum gain

- 100 = maximum reduction

The settings have an exponential effect on the values. Since the ranges are quite small in some figures, we recommend first setting an EXPO value of +50.

COM port selection

If the StickMover should not be clearly recognized by the program, you get a "COM port selection" displayed in the settings.

In the device manager of Windows you can check which COM port number has been assigned to the StickMover.

Simply start the Device Manager and connect the StickMover. In the COM and LPT settings, the StickMover is displayed as a new device with the COM port number.

Now you can start the AVISoft and select the corresponding COM port there.

The selection of the COM port only appears if the COM port was not recognized unambiguously!

Update of the software

The software checks at any start whether a new version is available. In this case, a corresponding message will be shown. We recommend always to use the latest version of AVISoft. All software settings are not lost during an update and do not have to be re-entered or set!

System requirements

Compatible operating systems

Apple Mac OSX (Intel, 10.10 and higher), Windows 7/8/10

Minimal system requirement

Main processor: 1.83GHz

System memory: 3 GB of RAM

2 GB hard disk space (HDD or SSD)

Graphics processor with 3D support and 256 MB RAM

Recommended system requirement

Main processor: 2.3GHz

System memory: 4 GB of RAM

more than 2 GB of hard disk space (HDD or SSD)

Graphics processor with 3D support and 512 MB RAM

Recommended system requirement for Full HD image output

Main processor: 2.3GHz

System memory: 8 GB of RAM

more than 2 GB of hard disk space (HDD or SSD)

Graphics processor with 3D support and 2048 MB RAM

Disposal notes

The Electronic Equipment Act (ElektroG) in Germany implements the WEEE Directive of the European Union on the handling of electronic waste.

Every consumer is legally obliged to hand in WEEE at a local recycling or recycling center.

Alternatively, you can send a no longer needed or defective SickMover back to us.

Please send to:

AVIrem GmbH

Richard Wagner Str. 3

76684 Östringen

Trouble Shooting

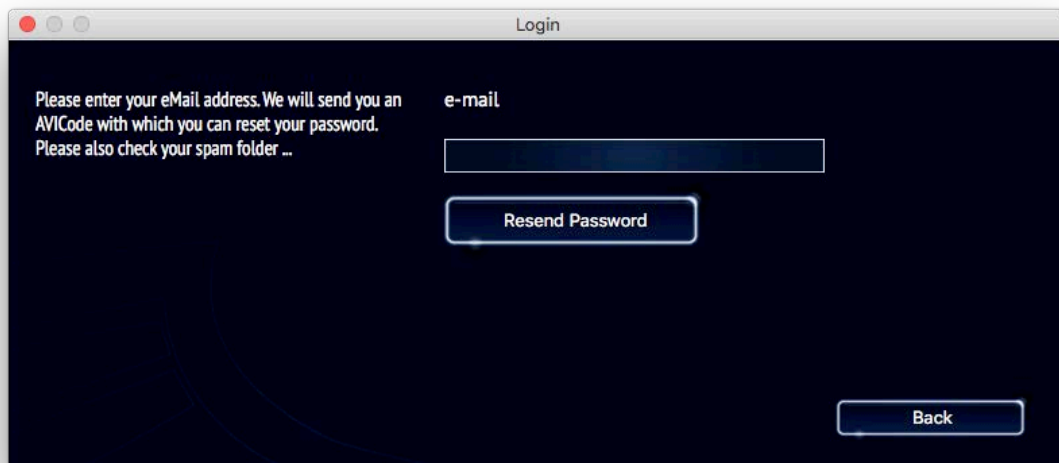
Forgot Password

If you have to reinstall the software and you forgot your password, you resend it to your email.



A screenshot of a macOS-style window titled "Login". The window has a dark blue background with a subtle circular pattern. On the left, under the heading "Registration", it says "Please log in with your username and password." and "If you do not have access data yet, you can create it under 'new customer' now." On the right, there are two input fields: "Username" and "Password". Below these fields are three buttons: "Password forgotten", "Register now", and "Login". The "Login" button is positioned further to the right, below the other two.

Simply select the option "Forgot your password" on the first start. The following dialog appears where you can enter your mail address:



A screenshot of a macOS-style window titled "Login". The window has a dark blue background with a subtle circular pattern. On the left, it says "Please enter your eMail address. We will send you an AVICode with which you can reset your password. Please also check your spam folder ...". On the right, there is an input field labeled "e-mail". Below the input field is a button labeled "Resend Password". In the bottom right corner, there is a button labeled "Back".

Then your password will be sent to you by mail.

I bought an AVIskill but I can not play it on the videos.

In this case, the AVIskill is not fully loaded yet. Check your internet connection and be patient. Click later on the loaded AVIskill again.