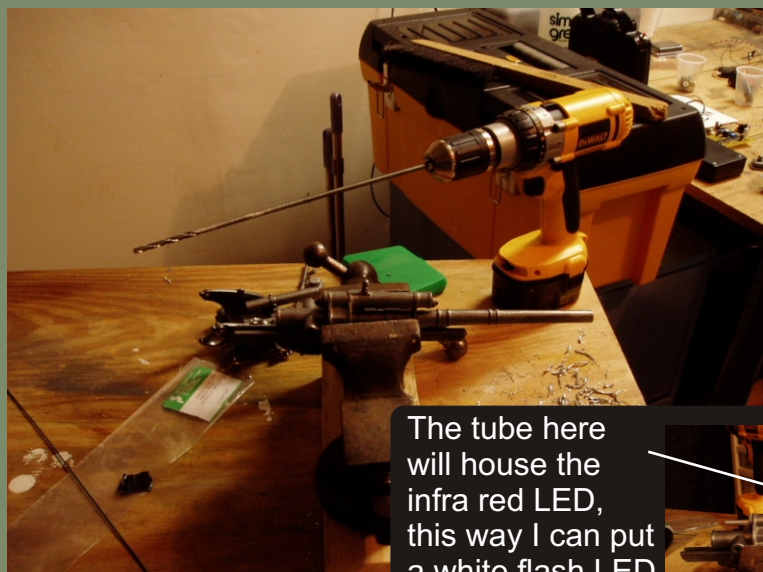## 88MM AT

This is a 1/16 diecast 88mm gun from Denix that I made battle ready. All the electronics is contained in the black box. A white LED provides flash for the gun barrel and there is a speaker for sound when the gun fires. A transmitter and receiver control the firing, with three (or more) channels traverse and elevation can be added.

I drilled the barrel through because in the model it's solid. I used a long bit (see left), it took forever! I was able to keep the bit straight all the way through!


The tube here will house the infra red LED, this way I can put a white flash LED in the barrel.

Ready for Battle!

By using a radio to control this you can have someone participate in the battle but don't have to worry about their driving. With additional mods another channel can control traverse. With a three channel you can have it traverse, elevate and fire!

Update - I'm going to make a wired version so a radio will not be necessary. I figure about 25 feet of wire should work.

Ir LED

Ir receiver and red flash LED

RC receiver

Circuitry, speaker, battery etc.
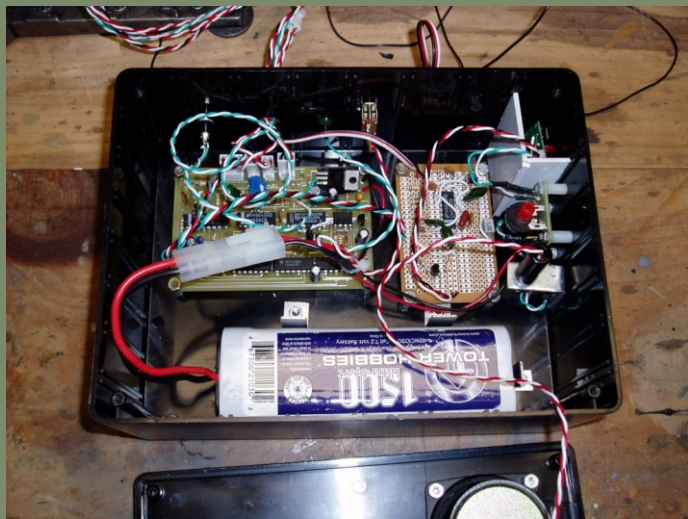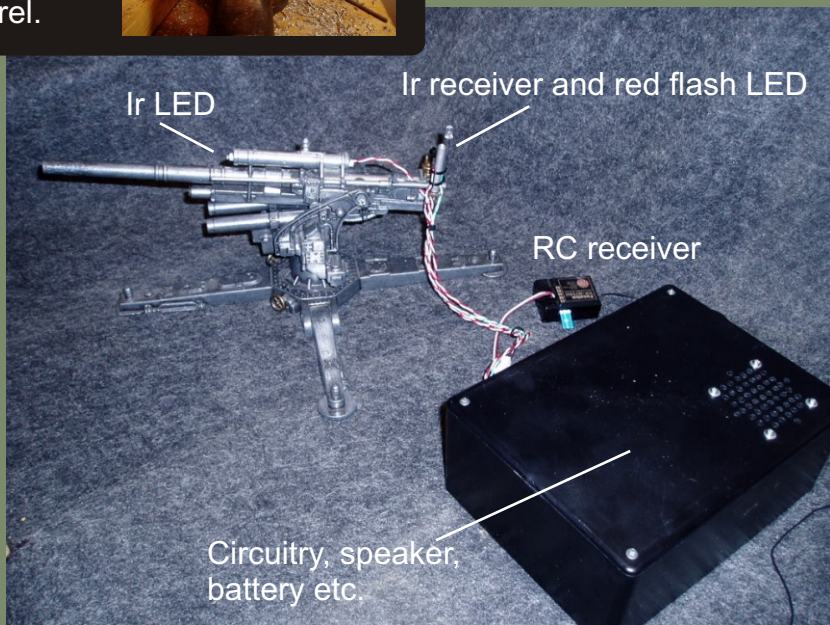
A peak at the inside. One board controls triggering off the receiver. There is a small audio board for sound and an amplifier to increase its volume. The battle circuit controls firing, receiving hits, gun flash, triggering the audio sounds and disabling the circuit after the correct number of hits.
Of course after everything is working properly I will dress the wires neatly. Doing it before then will just result in having to mess them up again to fix something.


Here is another example of the battle circuit in action, this is from JC in Canada. They did a great job on the emplacement! When his club uses it the opposite team immediately tries to knock it out. This gun currently works off a two channel radio. I plan to hard wire it with a 25 foot cord that will connect to a fire button and servo controller to traverse the gun.

The detector is hidden somewhere in the emplacement so that firing on it to take it out is not that easy! It takes two hits to knock it out but has a three second firing rate! How about a few of these covering a bridge with crossing fire. Put these around the other teams objective to free up all your tanks for offensive action.

Emitter

Gun flash LED
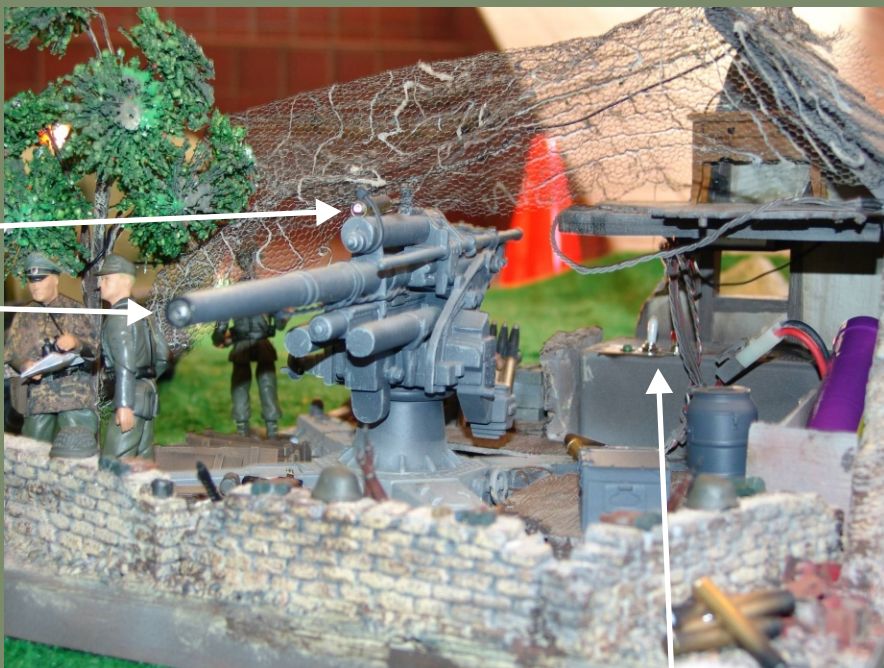
You can see the power switch and reset button here.