

Flow chart of mixers:



2-AIL and 4-RUD feed out to receiver aileron and rudder channels in your receiver. They are your two wing servos.

Warning: don't hit any switches or sticks while messing around in the mixers. The software senses the actions and will change switch meanings and stick inputs to your action, potentially without you noticing.

Virtual channels don't transmit but can feed to actual channels. They are useful for making complex mixes. They are found by scrolling through the mixers past the normal channels to the virtual channels.

Aileron virtual channel- This is where you adjust the scale of throw of the ailerons. You could add expo here as well. To adjust the scale of aileron movement, in the mixer scroll down to **scale** and use the **R** and **L** buttons to increase or decrease it. Do the same thing in the flaps mixer, **page 1** to adjust them. Currently I have both set to 75%. Together they are overdriving the servos to 150%, which works fine for the airtronics servos I am using to make sure it all works. If your servos don't go this far, you will have to decrease both so they don't add together and exceed the servo max motion. To get normal servo movement with flaps and ailerons combined, reduce both to 50% or one to 60% and one to 40% or any other combination which you like. There is no easy way to determine the % which a given servo will reach, so there will be some trial and error.

Flaps virtual channel- This one has several pages.

Page 1- here is where you can adjust the scale of throw of the flaps.

Pages 2-4- these are to create camber offsets which I have configured to mix switch. They currently don't do anything because I didn't actually add any offsets yet. To add them, go into the flaps mixer (next to **flaps**, says **complex**), scroll down to **page**, choose 2, 3, or 4, click **ent**, scroll down to **offset**, add some offset (**R**), go back up to **save** and click **ent**. If you do this while the plane is powered up, you will now be able to select the camber using the **mix** switch for that setting. You probably will want to leave one at zero, but that is up to you. In order to see and save any changes you make to the mixers, you always have to go back up to **save** and hit **ent**. I hope I am explaining this okay and not much at the same time.

Normal channels:

2-AIL- This is output to one channel of the receiver. Here is where the **flaps** and **aileron** virtual channels mix for one servo. You can reverse either the **flaps** or **ailerons** here by going into the mixer. **Page 1** is the **aileron** and **page 2** the **flaps**. To reverse one of these, choose the appropriate **page**, scroll down to **Src** and click **ent**. The graph will flip and it will say **!aileron** or **!flaps** (or not). Remember to go to **save** to keep the change.

4-RUD- This is the same as **2-AIL**, but for the other wing servo.

3-ELE- Your elevator, obviously. There are two **pages** of mix, the first normal elevator control. I added some expo. Go to **curve** and hit **ent** to adjust this. **Value** changes the amount. Don't forget to go to **save** on this screen and hit **ent** as well as the main mixer screen to keep changes. **Page 2** is the launch up elevator. This is tied to the **rudd d/r** switch. I find this to be a fairly handy switch to flick with my left pointer finger when I throw. It also turns on a timer. Adjust this like the camber settings.