INPUTS Diagram

Input Name n°1

Stick Side
Positive
Negative
All

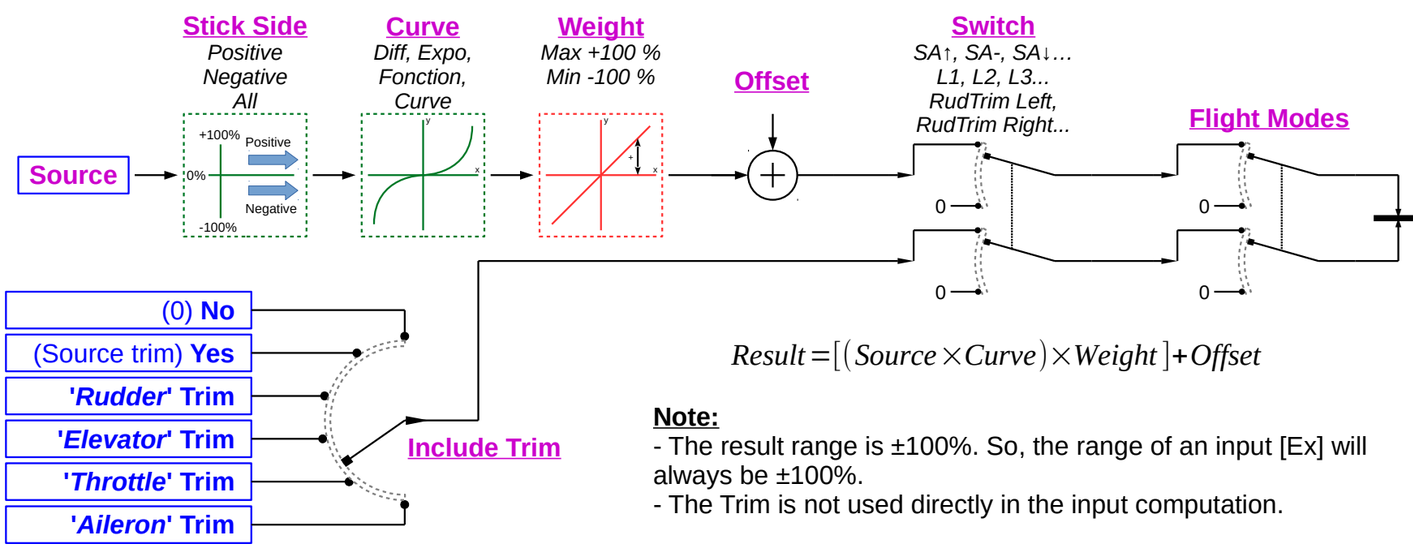
Curve
Diff, Expo,
Fonction,
Curve

Weight
Max +100 %
Min -100 %

Offset

Switch
SA↑, SA-, SA↓…
L1, L2, L3...
RudTrim Left,
RudTrim Right...

Flight Modes



$$Result = [(Source \times Curve) \times Weight] + Offset$$

Note:
- The result range is ±100%. So, the range of an input [Ex] will always be ±100%.
- The Trim is not used directly in the input computation.

Note about 'Include Trim': the value of the selected trim depend of the chosen setting in FLIGHT MODES

Reminder:
250% = 2.50
100% = 1.00
50% = 0.50
15% = 0.15
etc...

Arithmetic:
80% + 50% = 0.8 + 0.5 = 1.3 = 130%
80% * 50% = 0.8 * 0.5 = 0.4 = 40% not 400%!!

Input line selector

Result & Trim

Input Name

The lines order is very important.

The '*Input line selector*' scan all lines starting from the 1st to the last line.

The 1st "*active*" line becomes the selected one (Result & Trim = selected line).

A line is considered as "*active*" when both Switch and Flight Mode are TRUE.

If Switch and Flight Mode are not used, then the line will always be "*active*". This "*default*" line shall not be on the top of the list, otherwise the '*Input line selector*' will never watch the others lines.

If no line is active, the last controlled values remain as the Result & Trim values.

Adding the trim to the input result is decided in the MIXES menu.

If the INPUT is used in the HELI or LOGICAL SWITCHES menu, then Result & Trim are added together

Input Name n°2

Input Name n°3

Input Name n°...

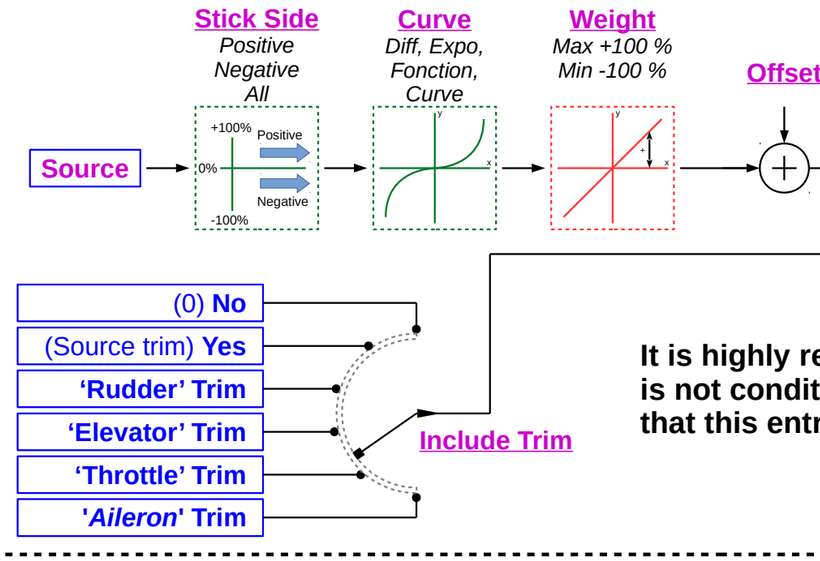
Last Input Name

Stick Side
Positive
Negative
All

Curve
Diff, Expo,
Fonction,
Curve

Weight
Max +100 %
Min -100 %

Offset



It is highly recommended to create a last line which is not conditioned by a switch/flight mode to ensure that this entry never becomes null.

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