

Difference between Logical Functions and Physical Receiver Ports by Andy Kunz

You should go read the lengthy explanations I posted on RCG. They explain the differences between logical functions and physical receiver ports.

In short, the Channel Input Assign screen allows you to pick the physical (and some logical, such as sequencer or gyro) input attached to a logical device. That is, you can assign a switch to control the function AX2 (note the missing U). The Rx Port Assign screen allows you to assign a logical function (AX2, MOT, FLP, etc) to a physical receiver port such as AUX5.

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Additional comments with extraneous information edited out:

Externally the DX7s/DX8 switches were named according to default **function**, but internally they are A, B, C, etc. They are just as assignable, although the current DX7s/DX8 menus do provide some limitation on assignments that are appropriate for a step-up radio (for users moving up from DX6i).

If your Tx has the Channel Assignment screen It allows users to move channel functions around on the **receiver ports**.

If your Tx includes Channel Input screens, it allows assignment of any input (switch or analog) to any aux channel.

The guys internally who use it on their JR planes have used the mapping **function** to get things the same way they had them in their old radios.

The DX18 provides combo switch inputs for mixes, allowing AND/OR activation of mixes from multiple sources (including the position of sliders and sticks).

The flight mode (a **logical** switch of up to 10 positions) can be used to activate anything where you would put a **physical** switch or analog input acting as a switch.

That means you can have a mix that is activated in any combination of flight modes you desire. Or you can activate it by a combination of a flight mode and a stick position, or a switch and a slider, or two switches, or a slider and a stick, etc.

Will the **DX18** provide for linking/not linking mixes and trims?

Yes, just like the DX7s, and DX8, you can enable or disable Trim Include. This is noted as "Trim: Inh/Act" on the screens.

Andy

Thank you for this perfect explanation - may I bug you one more time? I moved my tow release to a free channel - the TX assigned it to the D switch (I have no idea why); I'd like to move it back to the A switch - but the TX won't let me...

freechip:

In the Channel Assignment Menu click the "NEXT" option, Channel Input Config... Find your Aux channel you used for your Tow Release and change its current switch input to Sw.A, you just need to click on the selection then toggle the switch and let Auto Select pick your switch instead of scrolling the selection list....

Can't select this channel - says N/A.

Andy:

N/A means that this function name is owned by the channel processor. You need to use a function name which is not marked N/A.

Then on the other screen you move that function name to the desired servo port.

freechip:

I normally don't change anything in the RX Port Assignment....

So what you would need to do is just go to Aux3:Knob for example and change it to Aux3:Sw.A

So your Gear switch Sw.A now control the Aux3 ch. and where you would connect your Tow Release....