

## Servo Menu by Andy Kunz

The Servo menu is for controlling the servo parameters. It's a very "low level" set of **functions**.

Sub trim is a function used to correct small mechanical issues. It is very logically, very strongly related to the model and therefore would be totally irrespective of the flight mode.

Likewise, Balance is used to ensure that two servos travel as a pair, correctly matching each other all along the way. Think about it. You don't want servos to become mismatched by FM. You want them to work as a unit all the time.

Speed is usually used to allow scale-like operation for retracts and drag brakes, although it does have uses beyond those. Just not very many. Those **functions** which typically require slowed movement are handled by a higher level function such as the throttle spool-up ("Delay" on the screens) or flap action with elevator compensation.

Absolute Travel is used to limit a servo's range to prevent it from binding or from traveling beyond a limit which is physically imposed.

Travel is a "gain" or "amplification" system. It allows you to balance the output of the higher-level **functions** to the aircraft. Old guys will use it to create differential as a holdover from before it was available at higher levels.

Andy