

Mixing Basics by Andy Kunz

Short Answer:

There are some posts in the DX8 thread from probably 5 years ago when I explained the concept.

A mix takes a percentage of one input and adds it to another channel.

Detailed Answer:

Simple (Normal) mixes: A Normal mix takes a percentage of one input and adds it to an output.

Complex (Curve) mixes: A Curve mix takes a the output of a function of an input (ie, $f(x)$ where f is a user-defined curve and x is an input position) and adds it to output.

Mixes can be turned on and off by a variety of switches.

Multiple control surface mixes: When surfaces are paired (ie, "Dual <anything>" etc) then mixing to one side will affect both. If you mix to the "right" side then the addition will be such that you get more of the normal behavior of the output. That is, mixing to the right aileron will give you more (or less, depending on the sign of the Rate in the mix) rolling action.

Mixing to the "left" side will cause the surfaces to move in the not-the-same mode direction. For instance, mixing to the left aileron will cause flap-like action instead of rolling action. This applies to all surfaces (ailerons, elevators, rudders, flaps) and extends to 4 or 6 ailerons also.

Use the Advanced Search option, keyword "back mix" and change the search type to require exact phrase.

Andy

Post added by baracudahockey: Using the flap menu has some advantages so if you can go that route you're better off doing so.

Note: See "Compensate for Flaps with Elevator on SAFE Receiver by Andy Kunz" for more details. When deploying flaps, down elevator is used to keep the model from pitching up and climbing. When using Flap System in the Function List, you can also set the speed at which the flaps deploy and retract.