

Heli Throttle Trim - Normal, LST, and ATL by Andy Kunz

Originally Posted by **Piper J3**

I think throttle trim shifts center point just like trim effects the other three axis.

Nope. Edumacational moment now:

There are three types of trim: Normal, LST, and ATL.

Normal trim shifts the center point as well as both endpoints by the amount of trim.

LST (Limit Stroke Trim) shifts the center point, but the endpoints stay the same (this is what you use on a car to adjust steering trim). Trim effectiveness is diminished linearly from max at center stick to 0 at each end.

ATL (Adjustable Throttle Limiter) trim adjusts the low-end point, and is linearly diminished to 0 at neutral stick and remains at 0 above it. ATL is what is used on the throttle channel.

Andy

What is the problem you are talking about here? That throttle trim only trims on the lower half of travel? That's called ATL trims, it's how throttle trims always work.

In heli mode, throttle trims only work in Normal mode. This is normal also.

We could tell what the differences are if you simply provide a copy of the SPM file for the other model that's working differently.

Andy