Basic Mixing Concepts Explained

How to make a mix tied to a switch that would reverse a servo?

You would need two mixes for that, one to stop its original input/direction and the second to reverse it.

For example say I want to reverse aileron channel.

First mix would be Ail>Ail with -100/-100 rates. The second mix would be Ail>Ail again with 100 rates but this time play with the -/+ values to reverse its direction. Both of these mixes would use the same desired switch.

Remember mixing is mixing a master input to slave output so that means aileron stick to aileron channel.

-100 -100 means that in either direction of stick input you are basically cancelling the normal output so now the channel would be centered and free of any existing controls for your next mix.

Again Aileron stick master input to aileron channel slave output. In theory I think using -100 rates again should do the trick; just can't confirm not having Tx in front of me.

Then you assign the same switch for both mix.

You can't give yourself -100 rates using the screens.

I think I got it. I'm in my shop and my sim is in the house, but it looks right on the monitor screen.

Just about what you said, but the one I used to turn it off is a curve mix that goes: 100, 0, -100.

That worked then the second mix that did the trick was a non curve mix that was -100, -100 just as you said. Cool!

Thanks guys! All I was trying to do was make a silly "inverted" switch like the heli guys used to use, but on a quadcopter on a simulator.

The terms "master input" to "slave output" makes it easier for my little head.

You could use a non-curve mix for the first one too.

I'm glad you got it working. I have a Century 7 Heli SS with the invert switch. Since I don't fly heli's it hasn't been exercised in years

What Mixing Is

You just need to understand what **mixing** is.

XXXX > XXXX - This is your **Master Input** (can be channels or switches and in other Tx can also be Sequencers and other stuff) > Slave Output.

Rates: ###% ###% - This is the **mixing** rates for each direction of travel Right/Left or Up/Down

Offset: Is the center point of the mix.

Trim: This is to allow the **Master Input**'s Trim function to also trim the slave, for example if you had an Aileron to Rudder mix with Trim: Act that means any Aileron trim used will also affect the Rudder. If Trim: is left to Inh then Aileron trimming will NOT affect the Rudder.

Sw/Switch: is the controlling **input** of the mix **itself**, changing it from always ON to a switch allows you to switch your created mix On/Off.

Like mentioned in the previous post for what you want to do a simple

Aux2>Aux2

Rates: -100% -100%

Offset: ### ???? (use offset to adjust the angle you want the tilt of your gimbal to be)

Trim: Inh (not applied here or needed)

Sw: X (select the switch you want to use from the available selections.)

Been a while since I had a DX7, but the basic principles of **mixing** apply to most JR/Spektrum Txs.

If there is no selection to inhibit individual switches in the System menus, you can mix any channel against **itself** to kill the **input**.

In this case, mix Gear as both **master** and slave, -100% both ways, zero offset, on all the time, no trim - this will drive the channel to a centre point, ready for any other mix you want to put into it.

Another application of this principle: if you put in -100% offset and put it on a switch, say for Throttle to Throttle, you turn that switch into a neat throttle safety 'kill' switch.