Analog Inputs as Switch Inputs by Andy Kunz

All analog inputs can also behave as switch inputs.

Andy

Originally Posted by **AndyKunz**
Every switch has both a position (0, 1, 2) and an analog value (-100%, 0%, 100%) associated with it. The "analog" values are set using the Digital Switch Setup screen.

Every analog input has both a position (0, 1, 2) and an analog value associated with it. The analog value depends upon the stick/slider/knob position, but the points for where it changes reported position (0/1/2) can be adjusted using the Analog Switch Setup screen.

Andy

Originally Posted by **aerocal**

Yes true but the DX9 does not have Analog Switch Setup menu. In the DX9 the digital positions of stick axis,lvr or knob(analog input) can be set in the Digital Switch setup menu. They can only be selected as a switch by using the "wiggle" feature though. They will not select/highlight by Rolling.

Originally Posted by **AndyKunz**

Actually it should be the other way around. With the capability of an input to have both digital and analog components, much more is possible than if they were strictly limited to a particular type. It allows you to use a switch as both (at the same time!) a digital function (0/1/2) and analog function (various percentages).

What is it that you think is not possible now?

Andy

Originally Posted by Mukenukem
You only need analog switch setup to change the switching points. If you are fine with the default values you are okay without. At least that is what I have heard (since I only have DX18s)

Digital Switch setup gives you the ability to change the default output of a switch which is normally -100/+100 for two positions and -100/0/+100 for three positions. When using an analog input like stick or knob the kick point where the position changes from Pos.0 to Pos.1 & Pos.2 are fixed and of equal amount. To change these kick points you need the Analog Switch Menu, it gives you the ability to change where these kicks points are in the analog input's range of travel.   IIRC (If I Recall Correctly) by default these kick points for all analog inputs are:

       Pos 0 to Pos 1 = -75%
       Pos 1 to Pos 2 = 75%