How to set up new model on Spektrum DX or NX Transmitter

Start at the top of the Function List menu, with Model Select.

Go through everything you see and make any necessary changes.

Skip things that don't apply.

After you hit Bind, you're pretty much done in System mode.

Then go through the Function List (by clicking on the main screen after the bind process completes). Start with the Servo menu.

Note that there's one thing out of order here, and it's intentional - Servo Reverse. Do that one first, then Travel, etc.

Continue down the list doing the things you need, skipping the things you don't.

That's how we've done it for about 15 years. By design. KISS rocks!

Note:
Andy Kunz (on RC Groups as "AndyKunz") writes the Tx code

Basic concepts of “Mixing” in Spektrum Transmitters

In the simplest terms, it's a way to take input from one channel or switch and use that to add some amount of input to a different channel. A basic example is an aileron-to-rudder mix (notated as AIL>RUD, based on how that will appear on the Mixing setup screen), where you take a percentage of the aileron input and add it to the control going to the rudder. **The first channel is the "input" to the mix, and the second or destination channel adds the "output" of the mix.** Note that the output of the mix is always added to what's already happening on that second channel. You can configure things such that the mix is the only thing applying any input on that second channel, or in the case of the AIL>RUD mix, it's going to add the output to whatever the rudder stick is calling for.

A "normal" or straight-line mix creates output as a linear function by applying a constant factor (the "rate") to the input. Another parameter, the "offset", lets you move the zero

point on the line. Normally, when the input is zero, the output is zero, but you can change that with the offset. In contrast, a "curve" mix allows you to define a handful of points that function like "when the input has this value, output this value". In between those points, the radio extrapolates in a process similar to the normal mix.

Mixing is a very flexible tool, and it's usually easier to explain with a concrete example or application in mind. If you're looking for some help, throw the idea out here.

https://www.youtube.com/watch?v=OKPLPPQtmo4

That's how mixing works on paired channels. Mixing to the right side gives you more of the normal operation on both sides. We call it Forward Mixing.

Mixing to the left side causes the other side to act in the opposite mode vs normal. We call it Back Mixing.

Yep, that's a mix. Mix is short for mixing; mixing is creating a program that will take a master input and control a slave output.

There are too many different mixes too list them all and then there the odd ball mixing that people do for whatever reason.

Apart for creating mixes for flying you can also create mixes for example to cancel a switch on radios that don't have the ability to disable a switch from a menu.

Example of this say you have a gear switch that of course controls the gear channel but you want to use it for something else and you don't want the switch to still control the gear channel. A simple Gear to Gear mix using -100% values would cancel out the gear switch.

Change Model Avatar

Press roller and start transmitter

In System Setup Menu, roll to Aircraft Type

Roll to Next and press roller

In Aircraft Options roll to select Avatar Image

Press roller and roll to desired Avatar Image

Press roller to select Avatar Image

Press Back to install Avatar Image