

MULTIPLEX®



Royal Pro/Sx – Programming Guide – Noseleg Mixer

Revision 0

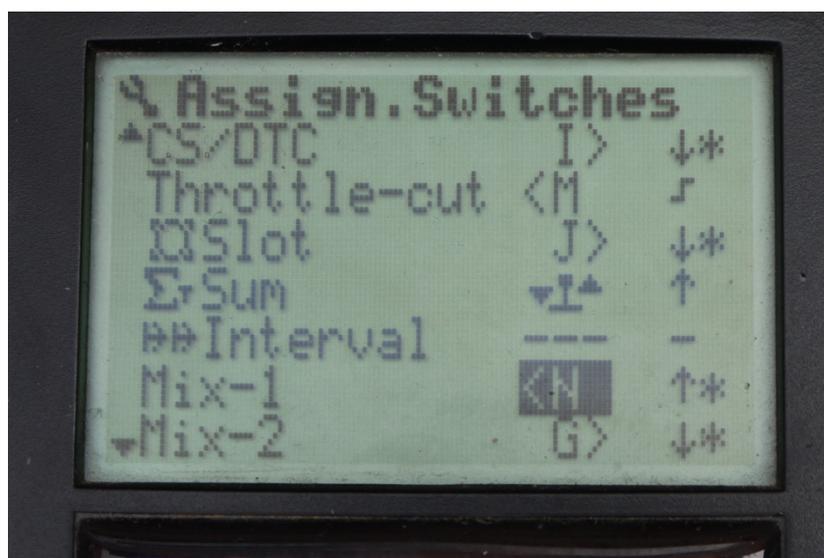
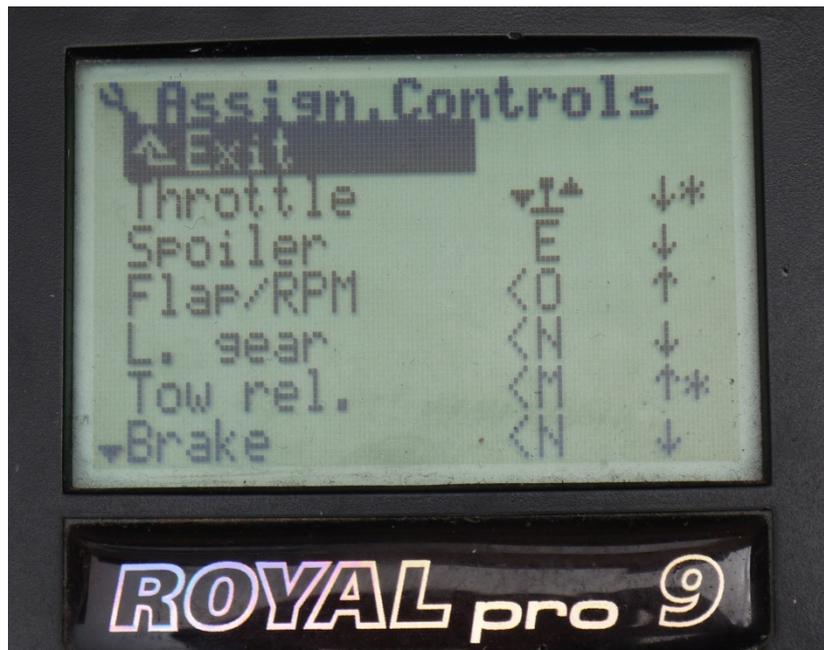
27th Mar 2018

Royal Pro/Sx – Noseleg Mixer

This programming guide runs through a program to enable nose-leg steering to be disabled when the nose-leg is retracted.

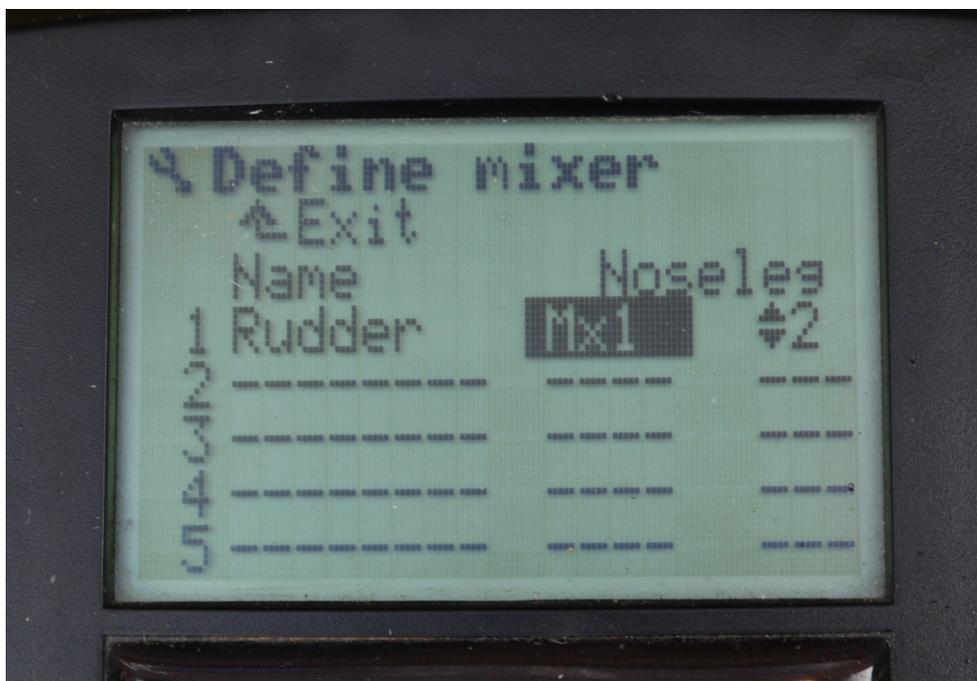
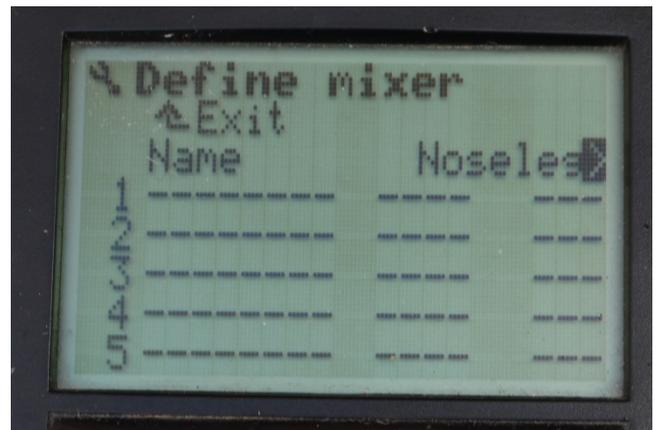
Royal Pro/Sx – Noseleg Steering Step 1

In the assign switches mixer assign the retract switch to Mix-1,2 or 3, here switch N which is used to activate the retracts is also assigned to Mix-1, move the switch or press Rev/Clr button to ensure the * is shown when the switch is in the wheels retracted position



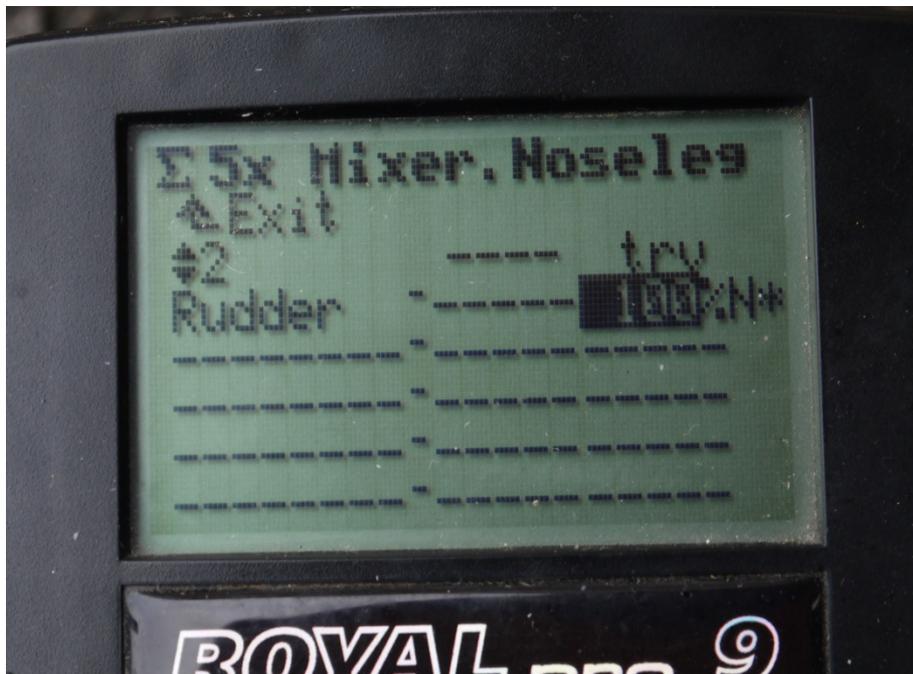
Royal Pro/Sx – Noseleg Steering Step 2

In the Define Mixer menu go to an unused mixer (<<MIX13>> in this example) and rename as required, I called in noseleg, then add Rudder as an input activated by Mx1 (the Mix-1 switch) and a simple curve with equal movement either way. Note in this mix the rudder trim will adjust both the rudder and noseleg, if this is not required then in the mixer definition use Rudder -T, which is rudder stick input only, the noseleg centring is then adjusted in the servo calibrate menu



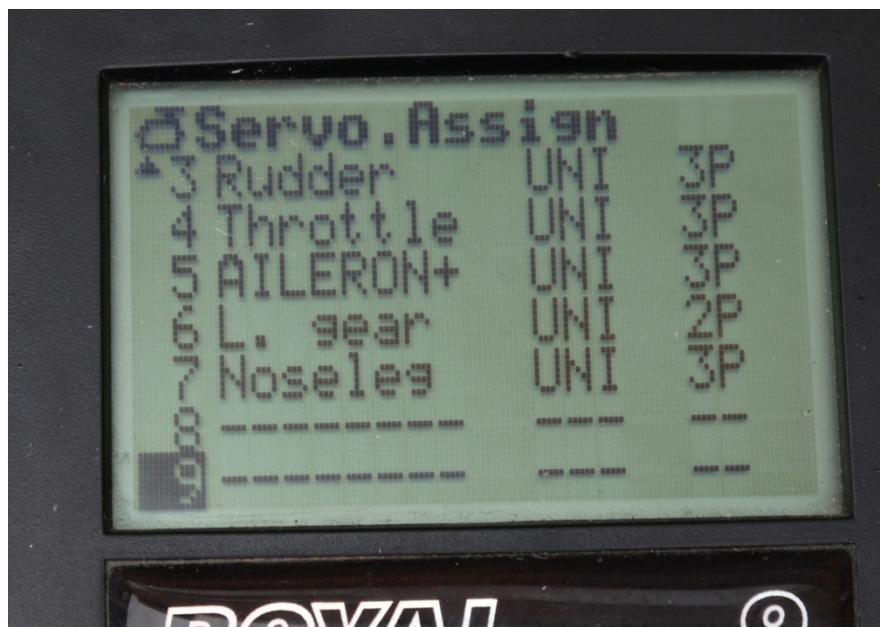
Royal Pro/Sx – Noseleg Steering Step 3

In the Mixer Settings menu go to the mixer and set the input travel, in this case 100%



Royal Pro/Sx – Noseleg Steering Step 4

In the Servo Assignment menu, assign the Noseleg steering servo to the Noseleg mixer, and select the curve. I've used a 3 point curve so the centre and end points can be adjusted as required in the servo calibrate menu. Note on this model the Rudder is on channel 3 and retracts on channel 6



Royal Pro/Sx – Noseleg Steering Step 5

Calibrate the noseleg servo to give the required travel, this should now work as can be seen on the below servo monitor screens, on the upper screen the retracts are lowered and you can see channel 3 (rudder) and 7 (Noseleg) are deflected with the rudder stick, on the lower screen the landing gear is retracted, channel 6, and holding the rudder over (channel 3) does not move channel 7 and it remains centred.

