SD-10G AERO

Procedure for Thrust Vectoring in an Electric powered Ducted Fan model. Dual Elevator's are on Channels #1(LE) and #8(RE); Dual Aileron Channels are on #2(LA) and #6(RA); Channel #3 (TH); Channel #4(RU); Channel #5(GE); Channel #7(FL) is Rudder Thrust Vane; Channel #9(Aux 2) and #10(Aux 1) are Elevator Thrust vanes.

Turn the **Display** switch **ON**. .

Select **SYSTEM**: Press ENTER: Scroll down to **TYPE(5)** and press ENTER. Use Yes/+ and NO/- keys to make it read:

AERO, WING NORMAL, AILERON > 2, FLAP > 1, TAIL > 2>EL, THROTTLE >1. Press ENTER and YES to Create New Data. Press END.

Scroll to **CH**annel **ASSIGN** and press ENTER. Write down all of the channel assignments. Note that Channel 7, 9 and 10 will become the Thrust Vector channels.

Channel 7 will be for the Rudder, and AUX 2 and 1 for Elevators. Press END KEY.

Scroll down to **SW**itch **ASSIGN**ment and press ENTER. Assign your Dual Rate switches as desired. Scroll down to F-Mode. Use YES/+ or NO/- keys to make it read F-MODE 1 > 22 > or > -- --. Scroll down to GEAR and assign it to a switch of your choice. Scroll down to **C-MIX 1** and make it read >22 > OR -- --. Do the same for **C-MIX 2** and **C-MIX 3**.Press the END key twice.

Select F-MODE: Press ENTER. Scroll down to **C-MIXING (18)**. Press ENTER. <u>Turn ON</u> <u>Switch 22</u>.

Use YES/+ and NO/- keys to make screen read:

F-MODE (1)				
C-MIX	>1			
COMMON	> SEP			
MASTER	> LE+			
SLAVE	> AUX 2			
POINT	> 9	POINT >1		
RATE	> 100%	RATE > -100%		

Select C-MIX 2 and make it read:

F-MODE (1)				
C-MIX	>2			
COMMON	>SEP			
MASTER	>RE+			
SLAVE	>AUX 1			
Point	> 9	POINT	> 1	
RATE	>100%	RATE	>-100%	

Select C-MIX 3 and make it read:

F-MODE (1)	
C-MIX >3	
COMMON >SEP	
MASTER >RU+	
SLAVE >FL	
POINT > 9 P	POINT > 1
RATE >100% F	RATE > -100% Press the END Key.

Scroll down to VR ASSIGN (19) and press ENTER. Use No/- key to make AUX 1 > -- -- and AUX 2 > -- -- . Press END key twice.

When Flight Mode Switch **#22 is O**N Mixing will occur, and channel **#7** will respond to the Rudder stick and Channels **#9** and **#10** will respond to the Elevator stick.

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