A POWERFUL METHODE TO SET UP A GLIDER WITH JETI DS-DC RADIO

Autor : Jérôme Bilquey
With some help (André Lambert, Ivan Moquereau, Daniel Pinoteau and Richard Gadan)
And many ideas from many users (Jean Michel, Claude, David, Robin, Miko,… thanks a lot !!)

Translation from french to English : Miko Montanari
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ATTENTION :

- [ ] If it is your first steps with JETI, I'm not sure it is the good document to start with. Come back later when you know the functions of your Tx.
- [ ] For foamies, 2 axes models or for very simple planes without mixes, it is not the right document too… I'm sorry even !!
- [ ] Just an other word : this methodology is far different and is going to change some old paradigms you have in the way to set up a glider. I apologise ;-)

For who ?

- [ ] Competitors will enjoy.
- [ ] For everyone who need wide fonctionality, going deep in the JETI possibilities.
- [ ] If you love efficiency
- [ ] Can be used in every gliders (F3b, f, I, j, k, and also for scale models, …)

About the Autor :

My father teached me how to fly 30 years ago. And he learned from his Uncle some decades before. I am a competitor in several categories. I've got the second place at F3A French champion chip, 5 times the first place at hot air ballooning (F7A) French champion chip. And since 2011, I used to fly exclusively F3J and F5J… still a lot to learn about aerology and gliders.

In 2014, I bought a DS16 after 18 years with a MC24 and 2 years with a DX18, I also used other brands to help people setting up their planes. First, I was really destabilized by JETI's software. It is so much different. I didn't understand the spirit to set up a plane and the result didn't suite me (at the beginning). I asked many users, JETI's designers to get tricks and tips. I began to writes some notes and apply it. That's how I started this "How To".

Now, this document is very structured, very powerful, shared with many people that use it. At least, with the help of Miko's translation, this document can reach other country than France.

Thank you for reading!
Jérôme

Contenu

1. Preliminary

This is not essential (though !!) but it's good to have a well-mounted model ☺ ☺.

First step

- Actuators are of good quality. I mean without play and with a good neutral position (for example Futaba 3150, Graupner DS3288, Futaba HV3173, BlueBird BMS-56-V,…)
- The servos are rigid mouted in the model. No distortion. The frame use ribs all around the servo

Ribs

Longerons
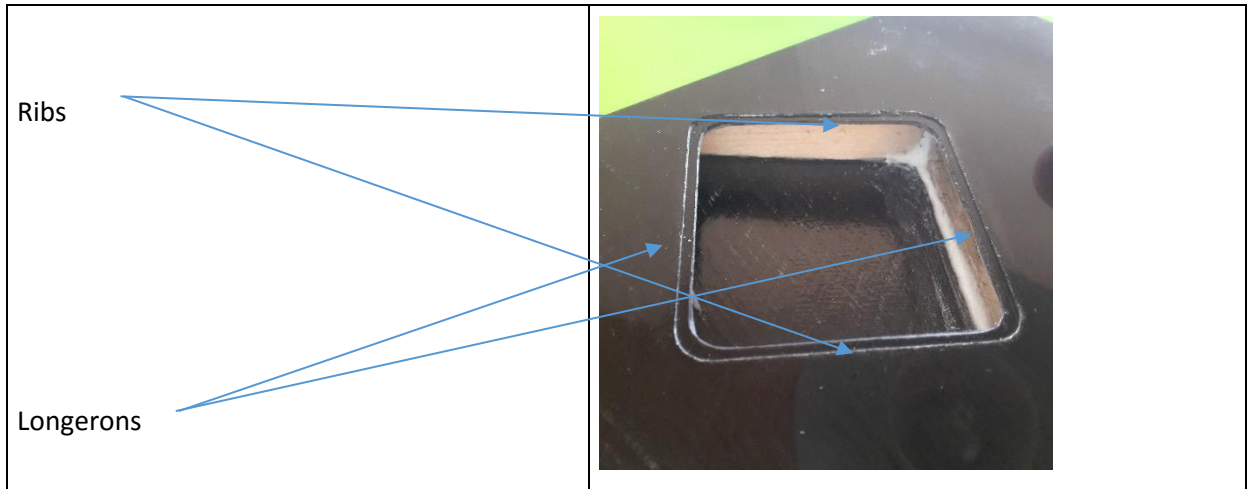
- The cinematic is well design with a good horn ratio in order to have a servo travel close to +/-50° to +/-60° (which is +/- 100% to +/-125%)
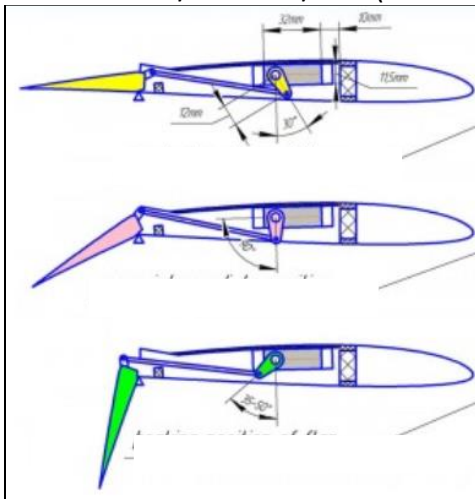
Template

Use templates to adjust the positions of moving surfaces with a good repeatability and a good reproducibility.

- mini / MAXI
- Neutral position
- Flap angles,…

Here is a basic template I use for both ailerons and flap Will be used later (See paragraph 2-CREATE A MODEL)	

Here is another template used to adjust camber (flap deflections) You can print it on transparent sheet.	

2. CREATE A MODEL

Read me first !!

To avoid any risk on linkage or servo. Please read this paragraph fist.

Please, do not connect your Rx now.

The goal of this chapter is to configure your model:

- What are the *FONCTIONS* (*STICKS*, *POTENTIOMETERS, SLIDERS* and/or *SWITCHES*)
- What are the <u>control surfaces</u> and <u>servos</u>
- Servos setup

Basic Properties

Main Menu/Model/New Model Define • "name", • "model type", • "wing type" • "Tail Type" • "Engine count" (F5j)	

Functions Assignment

With this radio, I separate the **FONCTIONS** (for example **ROLL, PITCH, YAW, CAMBER, PITCH TRIM, BRAKE, THROTTLE,…**) et le name of the <u>control surfaces</u> (<u>ailerons, elevators, rudder, flaps, airbrakes, engine</u>, <u>ESC</u>,…).

It would not change anything on a very simple 2 axes plane but on our complex gliders, where any **STICK** acts several <u>control surfaces</u>, it is easier and clearer to separate **FONCTIONS** and <u>control surfaces</u>.

For example, **ROLL** stick certainly acts <u>Ailerons</u> but also Flaps (FullSpan mix) and Rudder (Combi Mix). So, <u>Flaps</u> and <u>Rudder</u> are as much important as <u>Ailerons</u> for **ROLLING**.

To avoid any confusion, between **EFFECT** and <u>Action</u>, I use different names.

To my knowledge, this is the only radio that can make that distinction. All other trademarks blithely confuse **FUNCTION** and how to achieve that function.

I know, it is a profound paradigm shift to setup our radios but this distinction has the advantage of being hyper clear and avoid confusion!!

The *servos* are temporary assigned to control sticks or potentiometers. We need it to setup the servos. The servo assignments are removed in Chapter 3. We creat new **FONCTIONS** according to your sticks • ***ROLL*** • ***PITCH*** • ***YAW*** • ***CAMBER*** • ***BRAKE*** • ***PITCH TRIM*** Don't assign any control yet. Do it on Chapter 3.	Tx ▭▭▭ Vol ■ 16:27:59 100% **Functions Assignment** Function Control Trim Trim-Max 1 Ailerons ✎ P1 ▯ ...⬇ 2 Elevator ✎ P4 ▯ ...⬇ 3 Rudder ✎ P3 ▯ ...⬇ 4 Esc ✎ P5 ▯ ...⬇ 5 Flaps ✎ P6 ▯ ...⬇ 6 ROLL ✎ ...⬇ ...⬇ 7 PITCH ✎ ...⬇ ...⬇ 8 YAW ✎ ...⬇ ...⬇ 9 THROTTLE ✎ ...⬇ ...⬇ 10 CAMBER ✎ ...⬇ ...⬇ **《《	Auto	Add	Del.	》》**

If you use other **FONCTIONS** (*Engine* for a F5J), you can adapt and create a function called **THROTTLE**

Servo Assignment

Only keep here the servo that are in the model. Remove all the other lines automatically created. For easy reading, I set the 2 *Ailerons* on the same line. So do I for *Flaps* or *Elevators* (V-Tail)	Tx ▭▭▭ Vol ■ 16:44:22 98% **Servo Assignment** Aileron 1 ⬇ 2 Aileron 2 ⬇ 3 Flap 1 ⬇ 4 Flap 2 ⬇ 5 Elevator ⬇ 6 Rudder ⬇ 7 ...⬇ 8 ...⬇ 9 ...⬇ 10 ...⬇ 11 ...⬇ 12 ...⬇ 13 ...⬇ 14 ...⬇ **《《	Auto	》》**

If you use other *servo* (*Engine* for a F5J), you can adapt and create a servo called *Esc*

Servo Setup

Please, do not switch on your Rx

This part is critical in setting the model. We must devote the necessary time! This function is generally misunderstood. It seems important to explain to avoid further program errors. Deflections used for flight do not matter (almost). What interests us is that the control surfaces are well balanced (Aileron1 and 2, Flap 1 and 2, Vtail 1 and 2, ...), symmetrical and no strength. Of course, we also fix the maximum deflection of the rudder.

| Here are all the fields	

SubTrim (servo center)

Do not switch on your Rx.
We must distinguish between the neutral of the _control surface_ (flight position) and the _servo_ center.
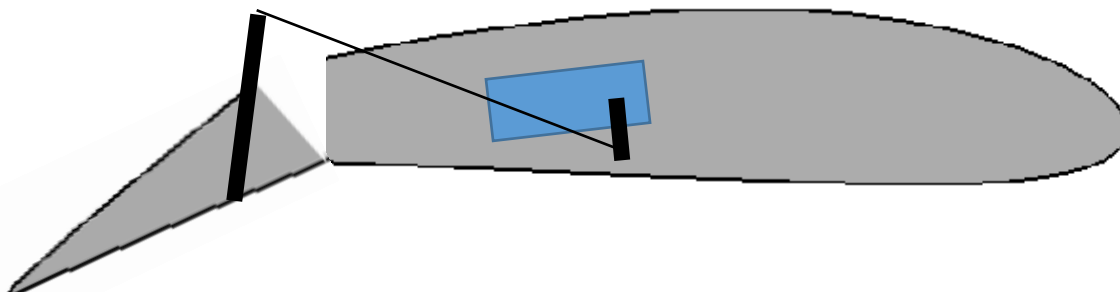They are the same for _rudder_.
They are not the same, neither for _flaps_, _ailerons_, and hardly for _elevator_ (for which you have several neutral position depending on flight modes) – see following visual example for _flaps_ :
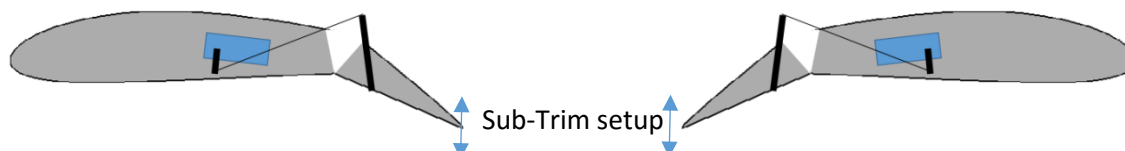
1. Neutral of the control surface :
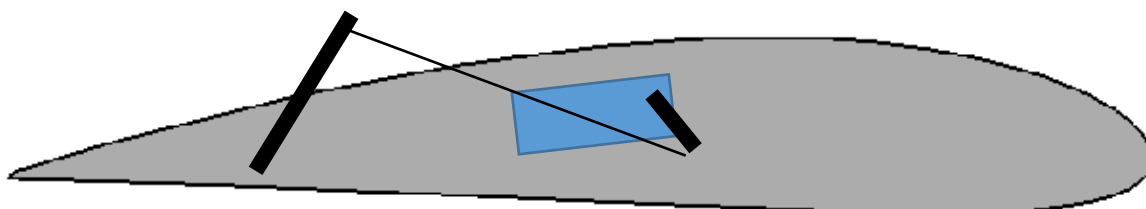
2. Servo center:

SubTrim is used to define the _servo_ center. Both _Aileron1_ and _Aileron2_ must have the same center position (see following picture).

Sub-Trim setup

DO NOT use that fonction to setup the flight neutral of the *control surface* (except for *rudder*). We are going to do that in the menu "Free Mixes" and "Flight Mode Trim".

A SubTrim value less than 5% seems to be normal. For a higher rate, please adjust your horn or clevis.

Max Positive and Max Negative

Please do not switch on your Rx
This parameter limits the travel of the servo in 2 cases:
- To avoid stress at mechanical stop – this is generally the case for the *rudder* and *elevator*.
- To adjust the limits of *control surface* travel – This is the case for *ailerons* and *flaps*. We can use the template seen in the 1st chapter « 1- PRELIMINARY » - The goal is to have the same travel for each aileron or each flap.

Before switching on the Rx, set a value between 25 and 50%. Then, switch on and adjust the value.

This is an exemple for an Aileron (on my F3j) :
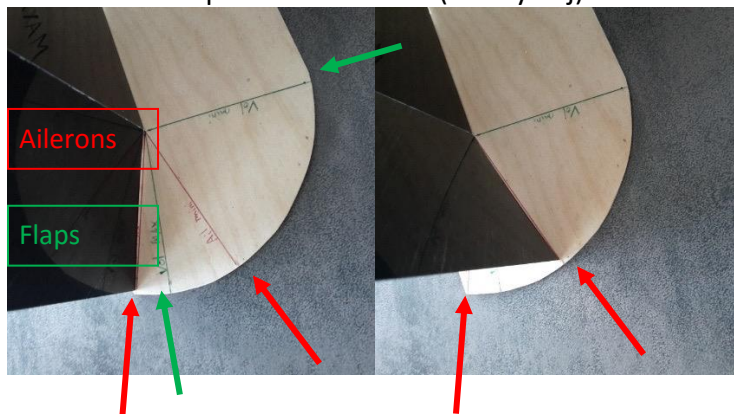
Max positive Limit et Max negative limit

This value should be the same as Max Positive and Max Negative. Otherwise, you will have some of your sticks travel that have no action on the controls.

Servo Balancer

Do not switch on you Rx
This function is a very precise SubTrim. It is used only on one *flap* servo or eventualy on one *Aileron* servo. If you have to balance the 2 *flaps*, you should verify your servo mounting – and go back to Sub-Trims menu and Min/Max menu.

This function is used to adjust the disymetry for the intermediate positions af the servo.

- When the SubTrim setup is good, balancer is 0 at the neutral point, otherwise, you should adjust the SubTrim.
- When the Min/Max values are good, balancer is 0 at +/- 100%, otherwise, you should adjust the Max negative / Max positive.
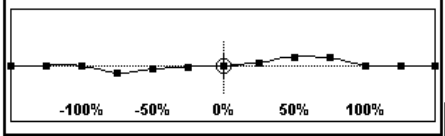
Here is and exemple for one *Aileron*	

You can start setup !! ☺

I advise you to connect one *servo* to the receiver at a time - this avoids, when adjusting the right *servo*, the left one can be damaged reaching the full position..
If the *servo* is in full position, immediately unplug the power supply. Set the values of "Positive Max" and "Min Positive" from 25% to 50% before turning on the Rx.

Rx and Tx on, set the Max and Min values Positive to the limits of your travel template.
If the Max and Min values are <60% or <70%, it is better (not required) to approach the fork axis servo. Have a value between 80 and 120% seems normal.

If the value of subtrim> 10%, it is better (not required) to adjust the horn and clevis.
A value between -5 and + 5% seems normal.

Example here on a wing (red boundary on the template for *ailerons*, green limits for *flaps*)

You must repeat this process for each *servo*.

Functions Assignement

Now that all _servos_ are set, we will remove the direct allocation of _servos_ sticks to affect **FUNCTIONS** sticks.

<table>
<tr>
<td>

In the column "Command. "We re-move the direct assignment of the _servos_ to the **STICKS** (confusing during future programming)

We affect the **FUNCTIONS** sliders and sticks.

</td>
<td>

</td>
</tr>
</table>

Conclusion

This is the end of the first step: setting controls and servos !
- We defined the **FUNCTION** sticks and sliders
- We defined names of _moving surfaces_ servos.
- All _servos_ are set (mini race, maxi, neutral sense, symmetry …)

Now we start to set the Fine Tuning to link **FUNCTIONS** to _servos_ and start animating your model because at this time of the Tutorial, nothing happens when you touch the sticks. If this first part is well done, it's only the "cake" for the future. Let's go to dessert ☺

3. FINE TUNING

Here we leave the "Model" menu of the radio and *we are never return (Oufff!)*.
If you need to return to it, is that the Jeti programming logic is not yet quite clear to you ... it will come, do not worry !!
Now enter in the next menu "Fine Tunings" and proceed in the order of the radio, the different chapters.

Flight Modes/Phases

The creation of the flight phases is important since it defines their priority. In this example, "Landing" has priority over all other phases. Thus, regardless of the position of "Sa", you will switch to phase "landing" when you operate "Sb" (here on a DS16, Sb has 2 positions and Sa has 3).

Phase name	
Delay time between 2 phases to avoid jerks in flight when changing the configuration of the glider.	
Switch linked to the phase	
Sound file: It's really nice when in flight your assistant tells you eg "switched landing phase." Thus we know which flight phase is active without having to look at the radio.	

To create sounds you can download the "Ivona Reader" software.

To go faster, we will adjust the glider in Global mode ("G") for a flight phase (for example "Thermal"). Once the glider is set in this phase, we will enter Separated mode ("S") and will set the other phases.

Flight phases trim

This is a menu that I do not always use, due to my preference to the "Free mixers" menu where you can adjust the Phase trim by shifting the curve up or down.
I sometimes used to make it clearer and more precise some mixers. For example "**CAMBER** ➔ *Ailerons*" and " **CAMBER**➔ *Flaps*.

See "Free mixers" below for setting.

To be consistent with the power of "Free mixers" it'll be nice to have the opportunity to in-corporate an offset value (Phase trim) directly into the «Free-mixer» menu. I hope this little touch of comfort will be included in a future update.

Function Curves – Ailerons Différential and Butterfly - V-Tail

These are menus which I used extensively on other radio brand and I totally abandoned with JETI - except for the management of aerobatic F3A.
I instead use the power and flexibility of the menu "Free mixers".

Dual Rate / Exponential and Différential

I only use in this menu the exponential function. For deflections, I use the power and flexibility of the menu "Free mixers".
To be consistent with "Function Curve" I would have liked the Expo and DR feature available in Function curves. I hope, again, that little touch of comfort in a future update.

Free Mixers

HA Ha ha !! We arrive at the heart of the configuration of your model. Here it's a new world of programming! This is where we will animate your glider!

Here, you will link your **STICKS** to _moving surfaces_ to give life to your model. Here all the mixers that we are creating for a conventional tail (or for a V-tail). The order of creation of mixers it's important, they follow a logical time saving when making adjustments. We will set first _ailerons_ , _flaps_ in 2nd and 3rd and finally the _elevator_ and _rudder_.

- **CAMBER** → Ailerons
- **PITCH** → Ailerons
- **PITCH TRIM** → Ailerons
- **ROLL** → Ailerons
- **YAW** → Ailerons

- **CAMBER** → Flaps
- **PITCH** → Flaps
- **PITCH TRIM** → Flaps
- **ROLL** → Flaps
- **YAW** → Flaps

- **CAMBER** → Elevator (or V-Tail)
- **PITCH** → Elevator (or V-Tail)
- **PITCH TRIM** → Elevator (or V -Tail)
- **YAW** → Ruder (or V-Tail)
- **ROLL** → Ruder (or V-Tail)

Here is an illustration of what happens in my very complex model once all mixers are parameterized.
You have 20 free mixers, you can go for them honestly !! Lot of them will be unused ;-)

| Tx ₀₀◻◻ | winch | ◼ | 22:48:34 | 96% |

Free Mixes

From	To	Value
CAMBER⬇	Ailerons⬇	100% ⊕G
PITCH⬇	Ailerons⬇	25% ⊕G
PITCH TRIM⬇	Ailerons⬇	5% ⊕G
ROLL⬇	Ailerons⬇	100% ⊕G
YAW⬇	Ailerons⬇	10% ⊕G
CAMBER⬇	Flaps⬇	100% ⊕G
PITCH⬇	Flaps⬇	25% ⊕G
PITCH TRIM⬇	Flaps⬇	5% ⊕G
ROLL⬇	Flaps⬇	40% ⊕G
YAW⬇	Flaps⬇	10% ⊕G
CAMBER⬇	Elevator⬇	10% ⊕G
PITCH⬇	Elevator⬇	100% ⊕G
PITCH TRIM⬇	Elevator⬇	10% ⊕G
ROLL⬇	Rudder⬇	100% ⊕G
YAW⬇	Rudder⬇	100% ⊕G

| Copy | Add | Del. | Edit | Ok |

The methode :

1. To start :

We creat a mixer with a default value of 100%.

| Here for example from Camber stick to Flaps.

We will adjust later the vakue of 100%. | Tx ₀₀◻◻ winch ◼ 22:49:30 96%

Free Mixes

From   CAMBER ⬇
To   Flaps ⬇

Master Value   100% ⬇
Advanced   >>

《《   》》 |

You click to the next, edit the mixer, go to curves, select "3 points" and in the curve, set everything to zero (Mixing is therefore not working).

You place your CAMBER stick on 1st point, and you adjust the point value to obtain the desired position of the flaps. You repeat the operation for each point of the curve. This is a rough adjustment, we'll come back later to fine adjust.

Here the obtained valkue on my model (for example) after the first step.

We see here that the curve is very shifted.This is not very confortable because we can find values near 125 %.

| Tx | winch | ■ 22:50:03 | 96% |

Mixer Curve

CAMBER
>>>
Flaps

Point -
In
...
Out
...

Curve type
3-point⬇

⊕G

We shift down the curve.

| Tx | winch | ■ 22:50:34 | 96% |

Mixer Curve

CAMBER
>>>
Flaps

Point
In
...
Out
...

Curve type
3-point⬇

⊕G

We utilize the Phase trim to compensate and get the moving surface in the wished position.

If the chapter "MODEL CREATION" it's well done, the values are the same.If not, it's better to come back to the orevious chapter.

| Tx | winch | ■ 22:51:00 | 96% |

Flight Mode Trim

	S1	S2	S3	S4	
Ailerons	-36%	-36%			⊕G
Elevator	0%				⊕G
Rudder	0%				⊕G
Flaps	0%	0%			⊕G
ROLL	0%				⊕G

| Sym. | 📷👁 | Clr | | Ok |

CAUTION: Once the value of the "Phase trim" is set, you must never touched it again. To adjust your mixer on the field, it is in the curves you have to go where you can also edit point by point.

Here the obtained valkue on my model (for example) after the first step.

- at point N°1 : -3%
- at point N°2 : 4%
- at point N°3 : 10%

We define this value as « Max Value of the curve »

| Tx | winch | ■ 22:51:47 | 96% |

Mixer Curve

CAMBER
>>>
Flaps

Point -
In
...
Out
...

Curve type
3-point⬇

⊕G

N°2
N°1   N°3

Now if you need to make a hyper fine tuning of your mix control, adjust the values of the curves. Here, with this trick, we just improve the resolution of the mixer by a factor of 10 - we could now settle the 3.4% that were not possible in the previous step! THAT'S GOOD !!

Replace the initial value of Master Value (100%) by Max Value of the curve

Then, increase the values in the curve with this factor :
(Valeur Maître initiale)/(Valeur Maître finale).
For this exemple, it is $100/10 = 10$

The new values of the curve are ::
- Point N°1 : -3x10 = -30
- Point N°2 : 4x10 = 40
- Point N°3 : 10x10=100
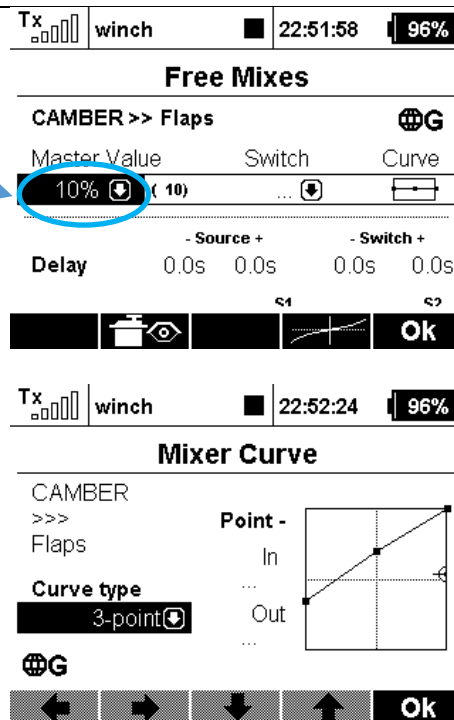
CAUTION: Once the "Value Master" set, it will never be touched. To adjust your mix on the field is in the curves as it happens. You can edit point by point (while the "Value Master" affect all)

Now you are ready to make all the mixes.

How to set phases trim with mixers

You position your **CAMBER** stick in the flight position "smooth" and you adjust the value of the curve for the right position of the flaps.
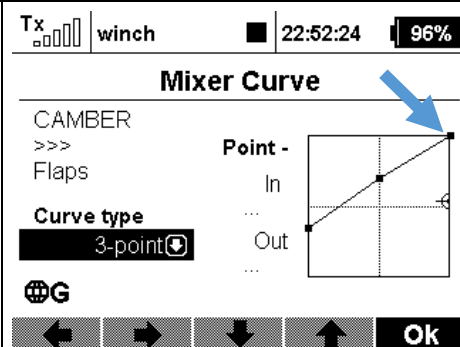
How to set Dual Rate with mixers

If your setting is symmetric, you modify the Master Value.	**Tx** winch ■ 22:53:29 96% **Free Mixes** PITCH >> Elevator ⊕G Master Value Switch Curve 75% ⊕ (75) ... ⊕ - Source + - Switch + **Delay** 0.0s 0.0s 0.0s 0.0s Single direction 🖥◎ Ok
If you need to regulate differently for the right and left, you adjust the value to the ends of the curve.	**Tx** winch ■ 22:53:39 96% **Mixer Curve** PITCH >>> Elevator Point - In **Curve type** 3-point⊕ Out ... ⊕G ← → ↓ ↑ Ok
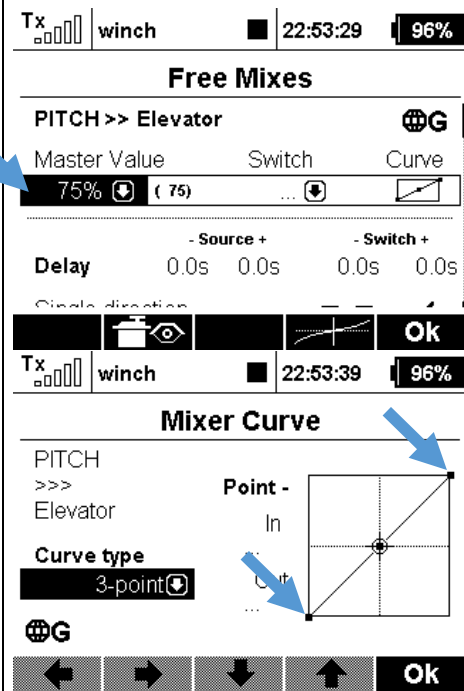
How to set Ailerons Differential, flaps or V-Tail with mixers.

1. If you know the differential value

Enter into mixer edit and change the field "Out Mix", you can then change the values to limit travel down your ailerons (or V-Tail)

S1 means left aileron (of left V-tail) S2 means right aileron (or right V-tail) Be careful ! this function is present in Tx software from upgrade version 3.02	**Tx** winch ■ 22:54:26 96% **Free Mixes** - Source + - Switch + **Delay** 0.0s 0.0s 0.0s 0.0s S1 S2 **Mix output** + 75% 75% − 100% 100% Single direction ▭▭ ✗ 🖥◎ Ok
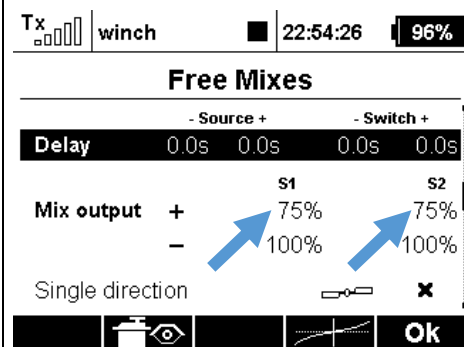
What's cool is that you can do the same for ROLL ➔flaps mixer, while it was not possible in the menu "Settings Fins / Differential Aileron"

2. If you want to set Differential in flight

This problem was posed to me by Robin (a friend of mine) , a great lover of the opportunities offered by its previous radio. He wanted to set the differential in flight using a potentiometer. The trick will be to create a new mix ROLL ➔Aileron that is opposed to the original mixer and whose value is adjustable via P8.

Create a 1st mixer as always.

And a 2nd one opposed to 1st mixer (so the value is - 100%)

Tx winch	■ 22:55:36	94%

Free Mixes

From	To	Value
ROLL⬇	Ailerons⬇ 100% 🌐G
ROLL⬇	Ailerons⬇ -100% 🌐G

| Copy | Add | Del. | Edit | Ok |

1st mixer detail: do as always, without put differential (exit at +/- 100%)

Tx winch	■ 22:55:56	94%

Free Mixes

ROLL >> Ailerons   🌐G

Master Value	Switch	Curve
100% ⬇ (100)	... ⬇	◩

	- Source +	- Switch +
Delay	0.0s 0.0s	0.0s 0.0s
	S1	S2
Mix output +	100%	100%
−	100%	100%

Single direction	⊶⊏	✗
Master Link		✗
Slave Link		✗

| 🛠◉ | ⟋ | Ok |

2nd mixer. you indicate a proportional switch (here P8)

Tx winch	■ 22:56:45	94%

Select Input Control

P8

[▮▮▮▯▯▯]

| Centr | Prop. | Rev. | Clr | Ok |

Tx winch	■ 22:57:01	94%

Free Mixes

ROLL >> Ailerons   🌐G

Master Value	Switch	Curve
-100% ⬇ (-22)	P8 ▯	◩

	- Source +	- Switch +
Delay	0.0s 0.0s	0.0s 0.0s
	S1	S2
Mix output +	100%	100%
−	0%	0%

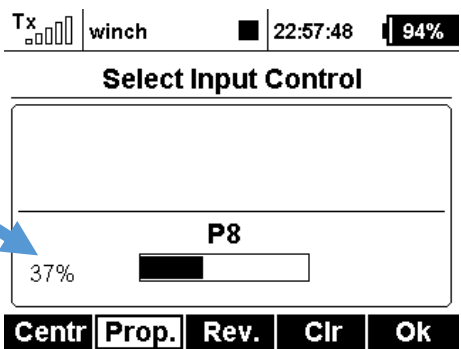| Single direction | ⊶⊏ | ✗ |
| Master Link | | ✗ |
| Slave Link | | ✗ |

| 🛠◉ | ⟋ | Ok |

Indicate limit only for "down travel"

Once the value is set in flight, we will remove this 2nd mixer and we will copy the value of P8 in the first mixer

We find the potebntiometer P8 (here 37%)
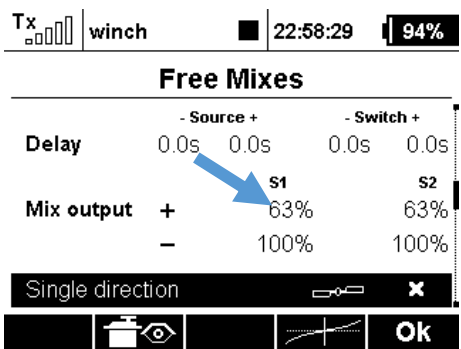
| Tx ▫ winch | ■ 22:57:48 | 94% |

Select Input Control

P8

37%

| Centr | Prop. | Rev. | Clr | Ok |

We reset diffential in the 1st mixer:
new value = old value - potentiometer value

Here : 63 = 100 - 37

| Tx ▫ winch | ■ 22:58:29 | 94% |

Free Mixes

	- Source +		- Switch +	
Delay	0.0s	0.0s	0.0s	0.0s
		S1		S2
Mix output +		63%		63%
−		100%		100%

Single direction
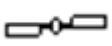
This trick can of course be used to set the flaps differential in flight (with potentiometer P7 for example) or the differential of a V-Tail. More generally, this method can also be used to adjust any movement, any mixer.

Setting a V-Tail, Flaperon…..
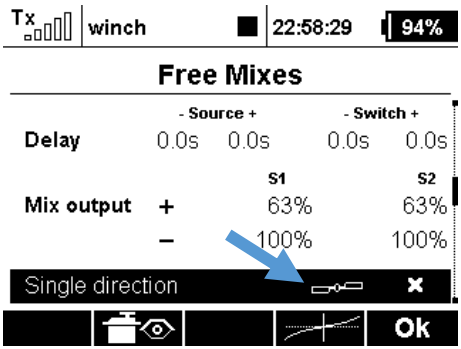
The _control surfaces_ of a V-tail have two distinct functions (either moving the axis of **PITCH** or **YAW**).
As the _flaperons_ of a flying wing, V-tail acts either on the axis of **PITCH** or on the axis of **ROLL**.

We use:Single direction function
- a flap going up, the other going down :
V-Tail acts on Yaw axis (flaperon on Roll axis)

: the 2 flaps going up and down
together: V-Tail acts on Pitch (flaperon on
Pitch axis) l

| Tx ▫ winch | ■ 22:58:29 | 94% |

Free Mixes

	- Source +		- Switch +	
Delay	0.0s	0.0s	0.0s	0.0s
		S1		S2
Mix output +		63%		63%
−		100%		100%

Single direction

Extension to all flight phases

We start again all the steps to set all the flight phases selecting "S" instead of "G" in the following menus:
Dual Rate and Expo
Free mixers

How to trim

Thank to Claude for finding the trick.
We need to "tell" to the Tx what will be the trim for each function.

In Function, we will define the trim **FUNCTION** instead of _commands_

Then, in the mixers, "Trim" is checked
Now trim acts on the mixing

With this trick, the Auto Trim function works perfectly.
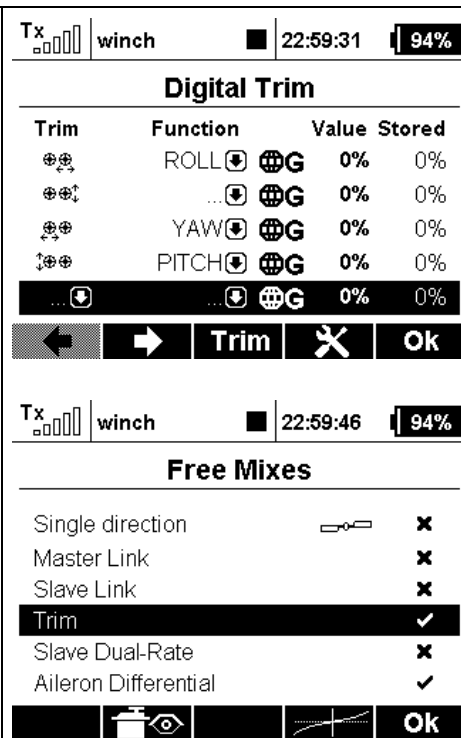
What to do if trim is inverted

With this method of programming, it may happen that the direction of trim is reversed. It happened to Richard that turned the problem to me. For example, your model is a little nose-down and when you think to trim elevator up , the opposite happens. This is an annoying affair !!
Do not panic, here is the solution:
reverse the servo (MODEL menu / SET SERVO)
put a value opposite to the mix
(If you have 100% Master value, set -100%)
And everything should be back to normal.

Conclusion

ALL now move properly when you operate your sticks. That's wonderful !!!
Your model is ready to take the air. You can charge your batteries and go to ground if you feel the maidem moment is arrived.
Have a look to the next chapter, it will give you ideas ;-)

4. Advanced Properties and Timers/Sensors

We take in consideration 2 properties regarding F3J
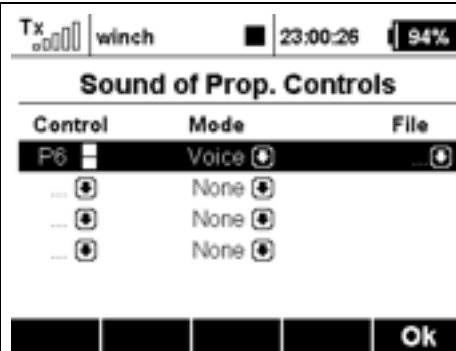We consider "Sound on event" and "Sound of proportional control"

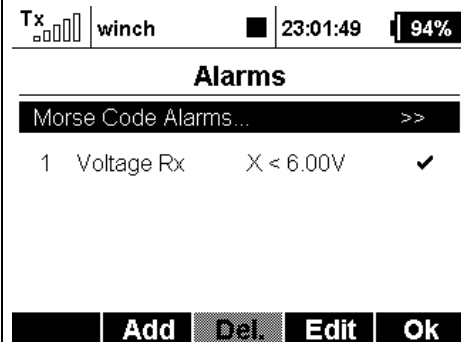## *Vocal feedback in flight*
***STICKS** position*

To know in what position is your camber stick or your PITCH TRIM slider, we can set the Tx
Jeti will tell you all !

3. Rx voltage

Enter "Advanced Properties /Sound of proportional control" and select Voice for the stick you want	Tx winch ■ 23:00:26 94% **Sound of Prop. Controls** Control — Mode — File P6 — Voice ⊙ — ...⊙ ... ⊙ — None ⊙ ... ⊙ — None ⊙ ... ⊙ — None ⊙ **Ok**

Enter in "Timers/sensors" and select the limit value that give you the possibility to come back and land safely (here for a 6,6 Volts LiFeP04)	Tx winch ■ 23:01:49 94% **Alarms** Morse Code Alarms... — >> 1 Voltage Rx — X < 6.00V — ✔ **Add Del. Edit Ok**

4. Tx voltage and Low signal alarms
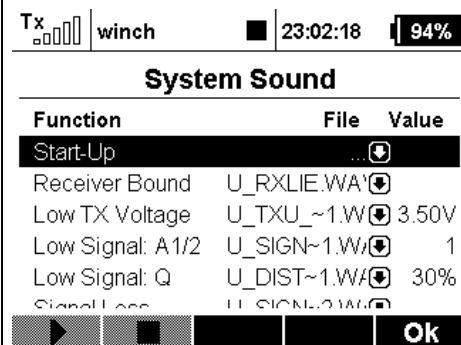
In "System / System Sounds" Be sure that -Tx limit voltage is selected to 3.5V -low alarm signal "A" set to 1, which still leaves plenty of margin before the signal loss The alarm signal low "Q" set to 30%. It will activate when the antennas will be around 2 or 3 in F3J, this happens when the model is about 1km away.	Tx winch ■ 23:02:18 94% **System Sound** Function — File — Value Start-Up — ...⊙ Receiver Bound — U_RXLIE.WA'⊙ Low TX Voltage — U_TXU_~1.W⊙ 3.50V Low Signal: A1/2 — U_SIGN~1.W/⊙ 1 Low Signal: Q — U_DIST~1.W/⊙ 30% Signal Loss — U_SIGN~2.W/⊙ ▶ ■ **Ok**

And more important

We can also add, in the landing phase, that radio plays the "Ride of the Valkyries" by Richard Wagner.

No, just kidding !! (Although it is possible ☺)

Conclusion

Check everything before flying (meaning deflections, meaning trims, each phase ...)

Set out your glider flight in your hand.

Remember to save your FailSafe BRAKES➔Elevator as soon as the mixer is set !!!

Enjoy and drive safe!

"It is better to be regretted to be on the ground that regret not being there"