

Mix rudder/engine control (differential throttle control for better maneuvering on the water).

This function can be switched on and off by using **AUX-1(1-way)**.

```
<[string8][object][mixlinear]
  <[string8][Name][MixLeftEngine1]>
  <[string8][Input0][Throttle1InputIFSwitched.Output]>
  <[string8][Input1][MixLeftEngineIFSwitched.Output]>
  <[float64][Weight0][1]>
  <[float64][Weight1][1]>
  <[float64][Offset][0]>
>
<[string8][object][product]
  <[string8][Name][MixLeftEngineIFSwitched]>
  <[string8][Input0][MixLeftEngine.Output]>
  <[string8][Input1][SwitchedON.Output]>
>
<[string8][object][product]
  <[string8][Name][Throttle1InputIFSwitched]>
  <[string8][Input0][Throttle1Input.Output]>
  <[string8][Input1][SwitchedOFF.Output]>
>
<[string8][object][mixlinear]
  <[string8][Name][MixLeftEngine]>
  <[string8][Input0][Throttle1Input.Output]>
  <[string8][Input1][RudderInput.Output]>
  <[float64][Weight0][1]>
  <[float64][Weight1][0.05]>
  <[float64][Offset][0]>
>
<[string8][object][mixlinear]
  <[string8][Name][MixRightEngine1]>
  <[string8][Input0][Throttle2InputIFSwitched.Output]>
  <[string8][Input1][MixRightEngineIFSwitched.Output]>
  <[float64][Weight0][1]>
  <[float64][Weight1][1]>
  <[float64][Offset][0]>
>
<[string8][object][product]
  <[string8][Name][Throttle2InputIFSwitched]>
  <[string8][Input0][Throttle2Input.Output]>
  <[string8][Input1][SwitchedOFF.Output]>
>
<[string8][object][product]
  <[string8][Name][MixRightEngineIFSwitched]>
  <[string8][Input0][MixRightEngine.Output]>
  <[string8][Input1][SwitchedON.Output]>
>
<[string8][object][servolinear]
  <[string8][Name][SwitchedON]>
  <[string8][Input][SwitchInput.Output]>
  <[float64][OutputSpeed][10]>
  <[float64][Position][1]>
  <[list_float64][InputPosition][-1 0 0 1 ]>
  <[list_float64][OutputPosition][0 0 1 1 1 1 1 1 1 1 1 1 1 1 ]>
>
```

```

<[string8][object][servolinear]
  <[string8][Name][SwitchedOFF]>
  <[string8][Input][SwitchInput.Output]>
  <[float64][OutputSpeed][10]>
  <[float64][Position][1]>
  <[list_float64][InputPosition][-1 0 0 1 ]>
  <[list_float64][OutputPosition][1 1 0 0 1 1 1 1 1 1 1 1 1 1 ]>
>
<[string8][object][mixlinear]
  <[string8][Name][MixRightEngine]>
  <[string8][Input0][Throttle2Input.Output]>
  <[string8][Input1][RudderInput.Output]>
  <[float64][Weight0][1]>
  <[float64][Weight1][-0.05]>
  <[float64][Offset][0]>
>
.
.
<[string8][object][receiver]
  <[string8][Name][Receiver]>
  <[array_string8][ChannelInputNames][Throttle-1 Throttle-2 Elevator Rudder Aileron AUX-1(1-way) ]>
>
<[string8][object][receiveroutput]
  <[string8][Name][Throttle1Input]>
  <[string8][Input][Receiver.Channel1]>
  <[array_float64][Range][-1 1 ]>
  <[bool][ClampToRange][true]>
>
<[string8][object][receiveroutput]
  <[string8][Name][Throttle2Input]>
  <[string8][Input][Receiver.Channel2]>
  <[array_float64][Range][-1 1 ]>
  <[bool][ClampToRange][true]>
>
.
.
<[string8][object][receiveroutput]
  <[string8][Name][SwitchInput]>
  <[string8][Input][Receiver.Channel6]>
  <[array_float64][Range][-1 1 ]>
  <[bool][ClampToRange][true]>
>
<[string8][object][engineelectric]
  <[string8][Name][LeftEngine]>
  <[float64][I0][0.7]>
  <[float64][U0][7.4]>
  <[float64][Ns][240.856]>
  <[float64][Ri][0.12]>
  <[bool][Brake][false]>
  <[string8][ThrottleControl][MixLeftEngine1.Output]>
  <[string8][RotationSpeed][LeftDriveShaft.GetRotationSpeed]>
  <[float64][RotationInertia][1e-06]>
  <[string8][AddTorque][LeftDriveShaft.AddTorque]>
  <[string8][AddInertia][LeftDriveShaft.AddInertia]>
>

```

```
<[string8][object][engineelectric]
  <[string8][Name][RightEngine]>
  <[float64][I0][0.7]>
  <[float64][U0][7.4]>
  <[float64][Ns][240.856]>
  <[float64][Ri][0.12]>
  <[bool][Brake][false]>
  <[string8][ThrottleControl][MixRightEngine1.Output]>
  <[string8][RotationSpeed][RightDriveShaft.GetRotationSpeed]>
  <[float64][RotationInertia][1e-06]>
  <[string8][AddTorque][RightDriveShaft.AddTorque]>
  <[string8][AddInertia][RightDriveShaft.AddInertia]>
>
```