

Mixers

```
CH01    -50%CH13 noTrim
         +50%CH14 noTrim Diff(30)
CH02    -50%CH13 noTrim
         -50%CH14 noTrim Diff(-30)
CH03    +100%Thr
CH04    +100%Rud

CH13    +50%CH15 noTrim
         +50%CH15 noTrim
         * +50%P1 noTrim Offset(100%)
CH14    +50%CH16 noTrim
         +50%CH16 noTrim
         * +50%P1 noTrim Offset(100%)
CH15    +50%Ele
         +50%Ele
         * +50%P2 noTrim Offset(100%)
CH16    +50%Ail
         +50%Ail
         * +50%P3 noTrim Offset(100%)
```