

# Windrider Bee 2

Channel 1: **Elevator**  
Channel 2: **Aileron**  
Channel 3:  
Channel 4:  
Channel 5:  
Channel 6:

Model Type: **Acro**  
Stick Type: **Mode 2**

Normal/Reverse	End Point	Throttle (Normal/Idle)	Pitch (Normal/Idle)
Channel 1: <b>R</b>	Channel 1: <b>70 70</b>	P1:	P1:
Channel 2: <b>R</b>	Channel 2: <b>70 70</b>	P2:	P2:
Channel 3: <b>R</b>	Channel 3: <b>0 0</b>	P3:	P3:
Channel 4: <b>R</b>	Channel 4: <b>0 0</b>	P4:	P4:
Channel 5: <b>R</b>	Channel 5: <b>0 0</b>	P5:	P5:
Channel 6: <b>R</b>	Channel 6: <b>0 0</b>		

Swash AFR	Dual Rate (On/Off)	SubTrim	
Channel 1:	Channel 1: <b>100 100</b>	Channel 1: <b>0</b>	Channel 4: <b>0</b>
Channel 2:	Channel 2: <b>20 30</b>	Channel 2: <b>0</b>	Channel 5: <b>0</b>
Channel 6:	Channel 4: <b>100 100</b>	Channel 3: <b>0</b>	Channel 6: <b>0</b>

Switch	Variable
Switch a: <b>Null</b>	Variable a: <b>Null</b>
Switch b: <b>Dual Rate</b>	Variable b: <b>Null</b>

Mix 1	Mix 2	Mix 3
Source <b>Channel 1</b>	Source <b>Channel 2</b>	Source <b>Channel 1</b>
Destination <b>Channel 2</b>	Destination <b>Channel 1</b>	Destination <b>Channel 2</b>
Up Rate <b>100</b>	Up Rate <b>-100</b>	Up Rate <b>100</b>
Down Rate <b>100</b>	Down Rate <b>-100</b>	Down Rate <b>100</b>
Switch <b>On</b>	Switch <b>On</b>	Switch <b>Off</b>

## Notes

Settings for Bee2 Foam Wing.

The recommendations seem to be to start the CG at 8.5 inches from the nose and use very small elevator throws - 1/8 to 3/16" each way - a bit more down elevator than up.

I'm still experimenting and the Dual Rate on Channel2 are just to test various settings.