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Originally Posted by **NoobRc** 

Great info. Whats the story with low gain for landings? I am the opposite. If i am slow or close to stall for landings, and there is a really bad gust or wind shear, i need all the surface correction i can get (and actually all the surface movement I can get). So at a minimum i would use a high gain for landings.. and in my case since i fly with one rate, i just leave that there. 9 times out of 10 i land with the same low gain that i fly XA but if I feel a risk, i switch to high gain for landings. I am barely moving the surfaces at that point for the landings but the full throws are available to avoid a crash if something bad happens gust or wind shear wise.

I guess rates are relative. What I call low rates most pilots would probably call mid or even high. I choose the low gain(half my normal gain)because I've had problems with high gain on less than perfect landings causing a bounce or porpoising. More clearly I use enough gain that is makes final approach less dramatic in adverse conditions and lower rates than my 3d setting so it's not so twitchy. I flip into that mode if there's a cross wind as I'm headed in for my base turn before the runway. I have found it will also help keep from having the tail drop too soon which, on these 3d planes can sometimes lift the gear off the ground and give you a bounce.