

Tab. 3.1.: Recommended trim settings and throws of the control surfaces in mm.

flight phase	trim			throw			Combi-sw.
	QR	HR	SR	QR	HR	SR	
thermal	+2.0	0	0	+14/-15	+10/-9	+11/-11	+5/-5
normal	0	0	0	+14/-14	+10/-9	+11/-11	+3/-3
launch/speed	-2.5/-1.5	-0.5	0	+14/-14	+10/-9	+10/-10	+2/-2

QR = flaperon, SR = vert. rudder, HR = hor. rudder, combi-switch = mix aileron to rudder.

It is extremely important to decamber the wing during the launch. This will result in better launch heights due to lower drag and also lower the burden of the elevator, which would have to provide a large amount of downforce otherwise.

Snap-Flap mix is also recommended in during phases launch and normal. Snap-Flap should camber the wing an additional +3mm if the elevator stick is fully pulled.

For braking, downwards deflection of the flaps by 30-35 mm is used. Add about +5 mm down elevator (fine tune in flight test). The SALPETER will then go nose down and drastically reduce speed. It can be safely landed or caught this way. To compensate for the bad aileron response with brakes deployed, add a large amount of aileron to rudder mix (combi switch) with the brake activated.

3.3. First flight and trimming

Start with a CG position at the front end of the recommended range (section 3.1).

Before making the first throws, make sure that the RC system is functioning correctly. Do not only check that the rudders move, but also that they move in the correct direction.

It is best to start on a meadow with long grass. Put the SALPETER into the air horizontally after some steps of run. The following glide should be straight on a path with flat angle and without stalling tendencies. Correct your elevator and aileron trim if not the case.