SpeakSwitch Instructions

Thursday, 3 February 2022   3:42 PM

Download the files

- SpkSW.lua
- Switch Diagram Tx16s.pdf
- transmiter t16s Radio Settings.etx
- Amber22.rar

Copy your transmitter SD card to your computer: say c:\Temp\Sdcard

Save speakSW.lua to the SDCARD\Script\function directory

```
∨  SDCardTemp
      FIRMWARE
      IMAGES
      LOGS
      MODELS
      SCREENSHOTS
   ∨  SCRIPTS
         FUNCTIONS
         MIXES
         TOOLS
      >  WIZARD
   >  SOUNDS
```

Unzip Amber22.rar to the Sdcard\sounds\en directory: use a program called 7zip to extract.

```
∨  SDCardTemp
      FIRMWARE
      IMAGES
      LOGS
      MODELS
      SCREENSHOTS
   ∨  SCRIPTS
         FUNCTIONS
         MIXES
         TOOLS
      >  WIZARD
   ∨  SOUNDS
      ∨  en
            SYSTEM
      >  THEMES
      >  WIDGETS
      SpeakSwitch
      Temp
   >  Utils
   >  OpenTx
6 items
```
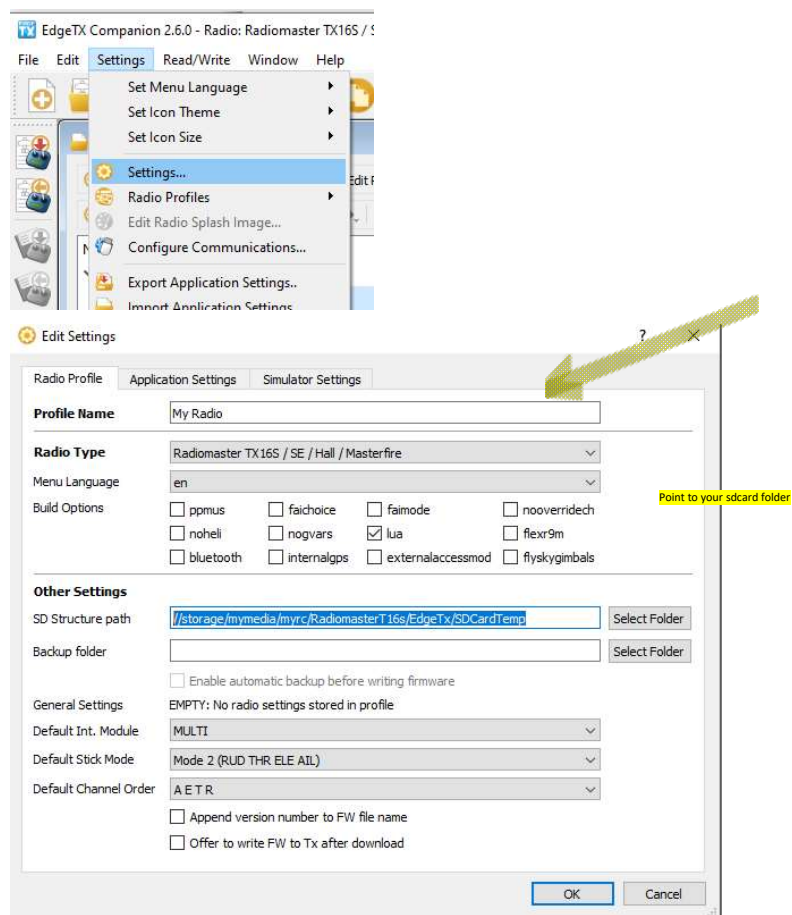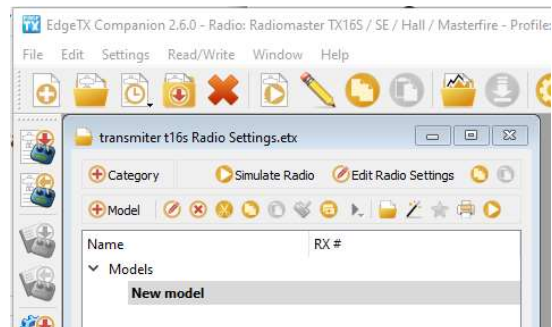
Open edgeTx companion 2.6
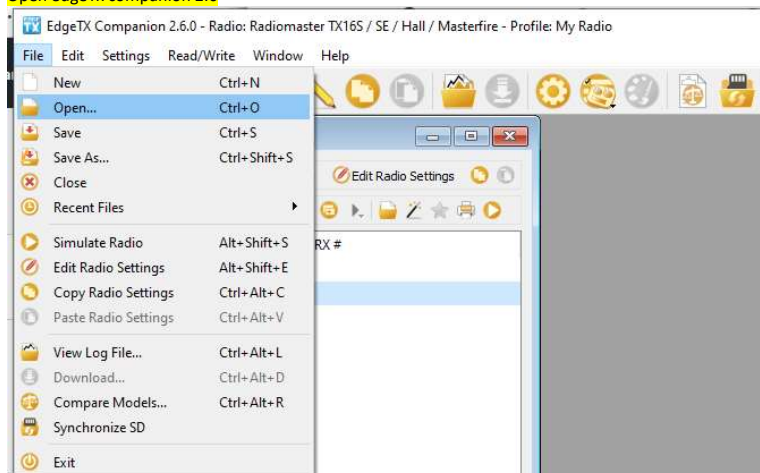
Open

transmiter t16s Radio Settings.etx

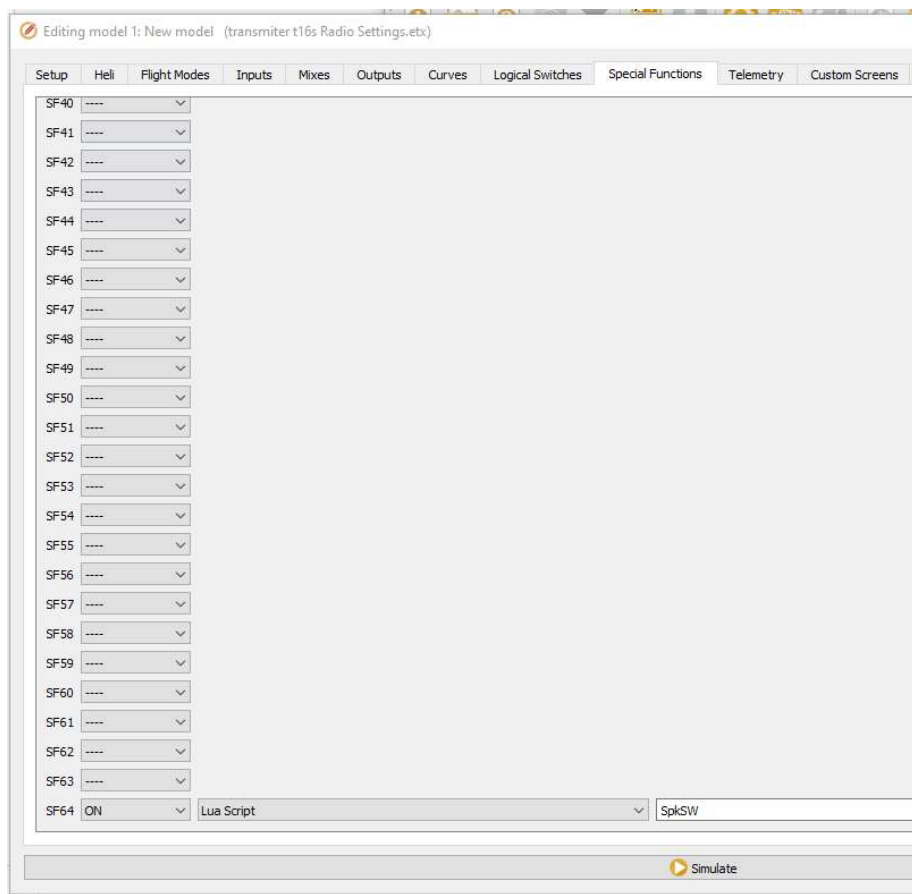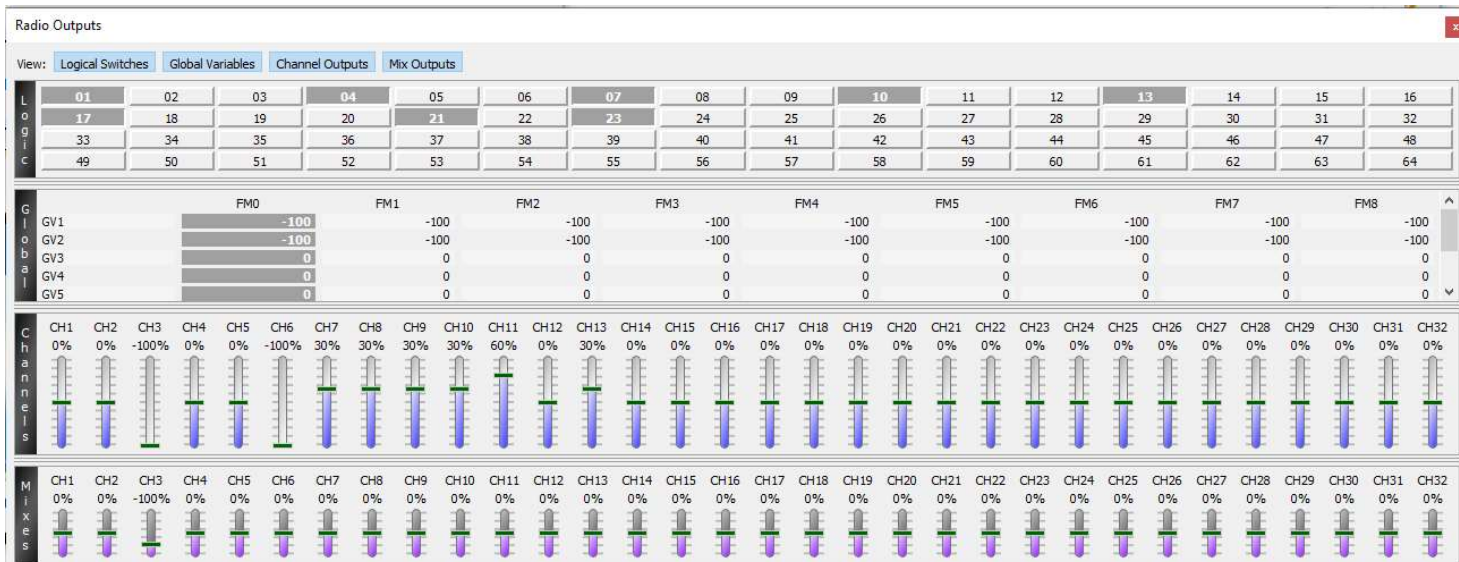Change the radio setting to point to YOUR SDCARD folder

Open the model

Click simulate

Usage

Opens channel monitor

Modes

Arm /Disarm

TOGGLE

In this position, when any switch is moved,
The channels will not change

Switches will go live

Radio Outputs

View: | Logical Switches | Global Variables | Channel Outputs | Mix Outputs |

Logic:
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64

Global:
	FM0	FM1	FM2	FM3	FM4	FM5	FM6	FM7	FM8
GV1	-100	-100	-100	-100	-100	-100	-100	-100	-100
GV2	-100	-100	-100	-100	-100	-100	-100	-100	-100
GV3	0	0	0	0	0	0	0	0	0
GV4	0	0	0	0	0	0	0	0	0
GV5	0	0	0	0	0	0	0	0	0

Channels:
| CH1 | CH2 | CH3 | CH4 | CH5 | CH6 | CH7 | CH8 | CH9 | CH10 | CH11 | CH12 | CH13 | CH14 | CH15 | CH16 | CH17 | CH18 | CH19 | CH20 | CH21 | CH22 | CH23 | CH24 | CH25 | CH26 | CH27 | CH28 | CH29 | CH30 | CH31 | CH32 |
| 0% | 0% | -100% | 0% | 0% | -100% | 30% | 30% | 30% | 30% | 60% | 0% | 30% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |

Mixes:
| CH1 | CH2 | CH3 | CH4 | CH5 | CH6 | CH7 | CH8 | CH9 | CH10 | CH11 | CH12 | CH13 | CH14 | CH15 | CH16 | CH17 | CH18 | CH19 | CH20 | CH21 | CH22 | CH23 | CH24 | CH25 | CH26 | CH27 | CH28 | CH29 | CH30 | CH31 | CH32 |
| 0% | 0% | -100% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |

CUSTOMISE THE SCRIPT

```lua
-- copyright: shane-droid. Not public domain. Date 03 Feb 2022
-- not for use without author's permisson
-- written for use on Edgetx 2.6, Transmitter Tx16s
-- requires Amber sound pack

--things to Note:
--   Switch SF: to Disarm is pull toward user.
--   Make sure radio is calibrated and 6POS switch is calibrated
--   using EDGETX campanion reuires 2.6 version and calibrated setting from PHYSICAL radio to use 6POS switch.

--Purpose:
--This script allows any button to play an audio file without effecting channel output.
-- i.e. You can test a switch to see what it does, before initiating the action.

--Usage:
--move any switch, and an adio notification will play. to activate that switch, Pull switch SH down [ toward user]

--installation:
--   copy this script to radio SD card SCRIPTS\FUNCTIONS\
--   install Amber sound pack
--       download link: http://hmvc.eu/Amber22.rar
--       use 7zip to open it: https://www.7-zip.org/download.html
--       place the contents on SDcard in sounds

--ModelSetup on radio: [ for plane][similar for other craft]
--   Create 4ch plane
--   create 27 logical switches [ starting from L01], type = Sticky,  V1 = points to same logic switch [ eg L01  sticky, V1 = L01, and V2 = --]
--   create 27 Special functions [ starting from SF1], set switch to corresponding logical switch [eg SF1 = L01]
--   create 1 special function at postion 64, set switch to ON[in the drop down, not the check box], set the action to LUA script, and select this script.


--Customsing the script:
--   generally, you can change the audio file to any other audio file in the sounds directory by replacing file name.
--       eg change "smokon.wav"  to "geardn.wav"
--   Subfolder in sound directory can be used by "\subDirName\someAudioFile.wav"


------ START CUSTOMISE------------------------------------------------------------

-- AUDIO FILES: Customise: this audio plays when a switch has been engaged.
local activated = "actvd.wav"

--TOGGLE SWITCH: Customise: This is the switch used to toggle the activation  ON/OFF: only 2 postion switch: other possition is used for OFF.
--                          ("SH" .. CHAR_DOWN)  or ("SH" .. CHAR_UP): can change "SH" to any other 2 pos switch name.
local toggleActive      = getSwitchIndex("SH" .. CHAR_DOWN)--SH pulled toward user
local toggleActivatedFlag = 1  -- don't touch.


--SwitchSettings : Customise : see comments for SA UP directly bellow
local switchSettings = {
                -- switch SA UP
                SAup = {audioFile = "lhtsof.wav", -- audio file name: change this to any other audio

                        Channel = 5, -- channel you want this switch to control
                        ChannelValue = -100, -- the value from -100 to +100
```