

UNCRASHED : 1~2 DRL: 3~4

DCL: 4~5 TRYP FPV : 5~6

AIDroneSim: 6~7 FPV LOGIC : 7~8

Liftoff: 8~9 Freerider: 9~10

SkyDive: 10~11 FPV Worldwide: 12~13

FPV Battleground:13~14

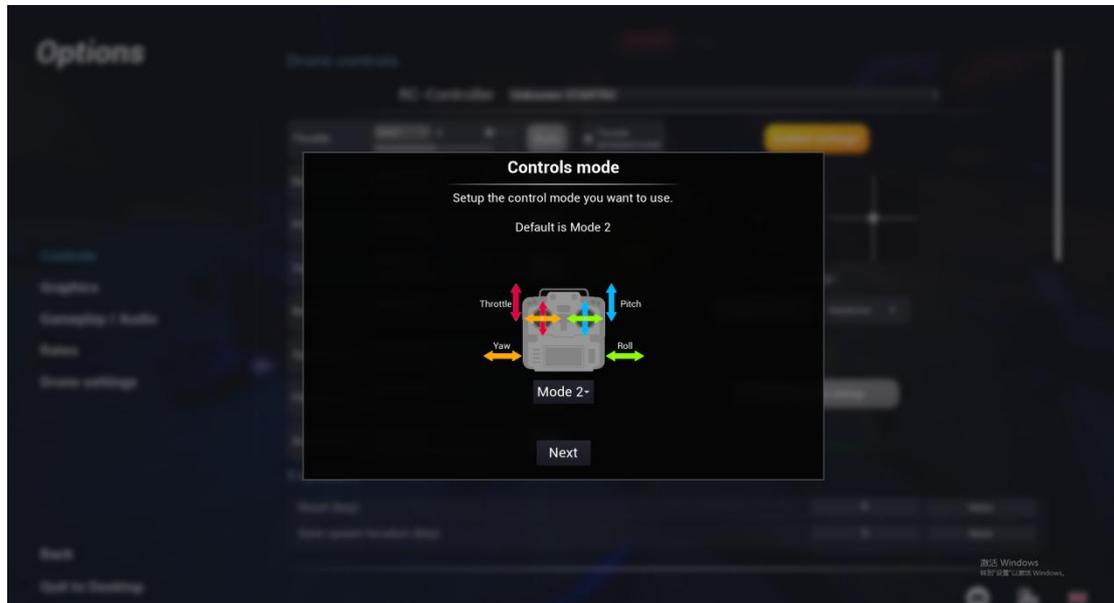
UNCRASHED emulator software settings

After opening the computer software, switch between Chinese and English display in the bottom right corner of the interface, and configure the controller channel in the "Options".

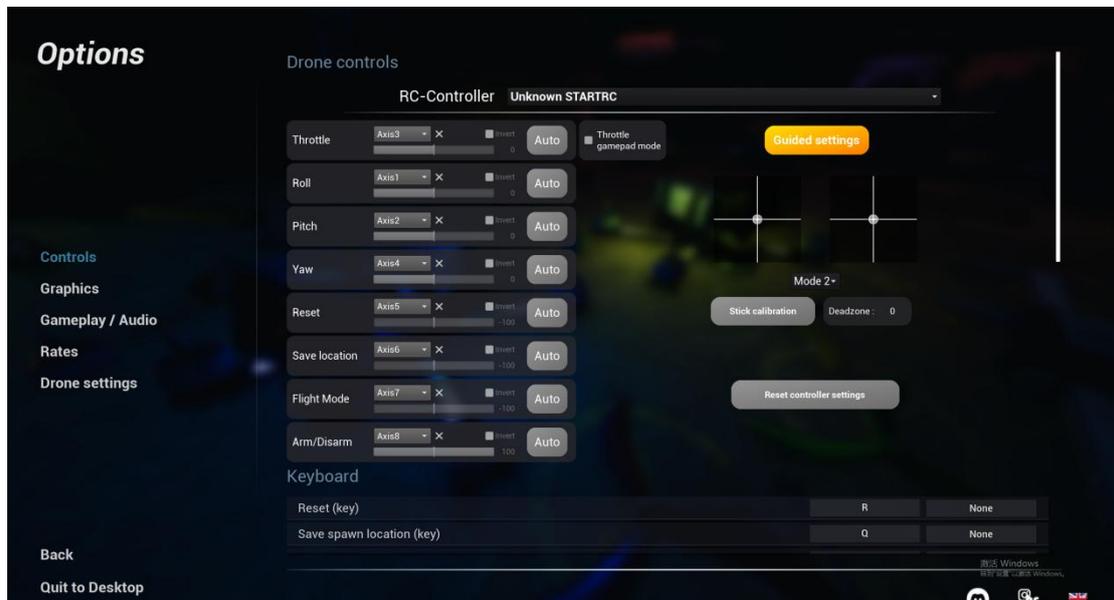


Enter the calibration interface, take the left throttle as an example, click on the guidance mode, select mode2, and

proceed to the next step. Follow the instructions to complete the debugging. If using the right hand throttle, select mode 1.

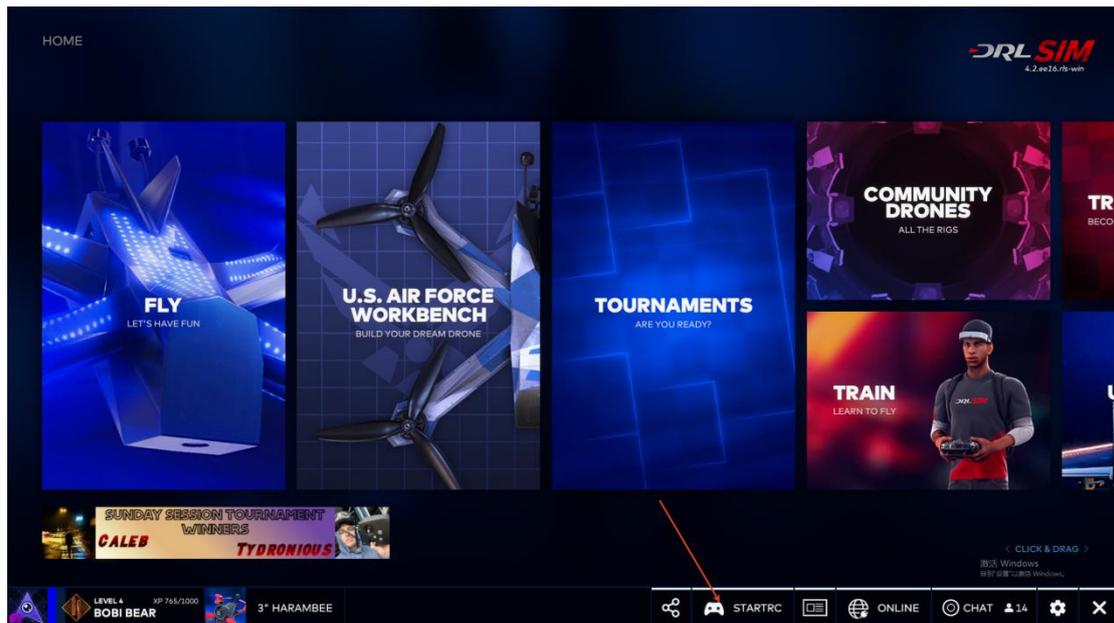


The debugging is completed as shown in the following figure. Axis 5-8 can select the corresponding function according to preferences

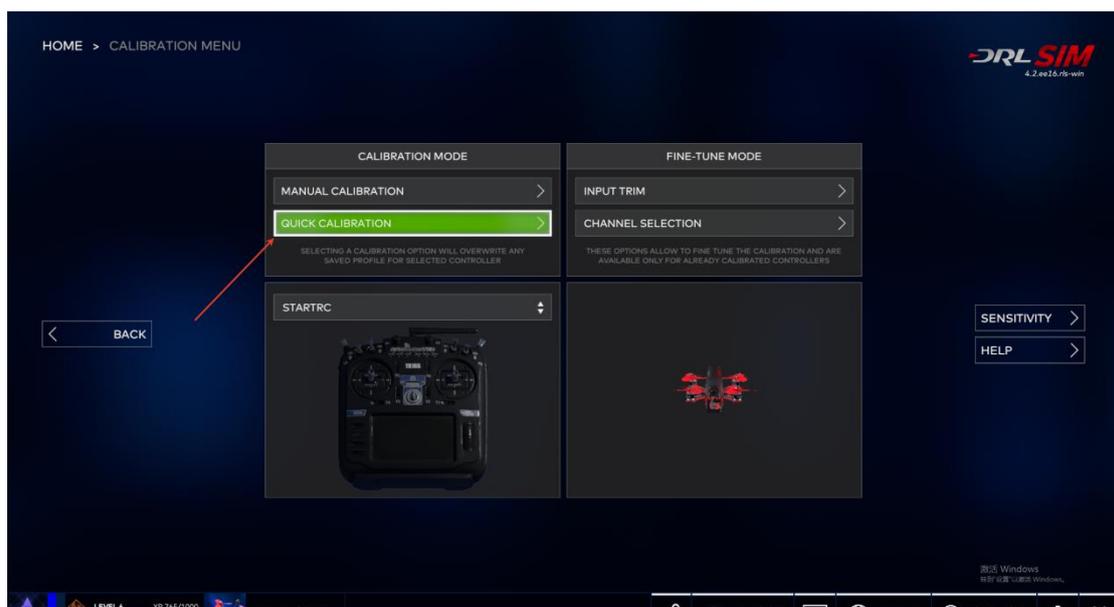


DRL simulator software settings

Enter the simulator and click on STARTRC below



Click on automatic calibration and debug according to the instructions

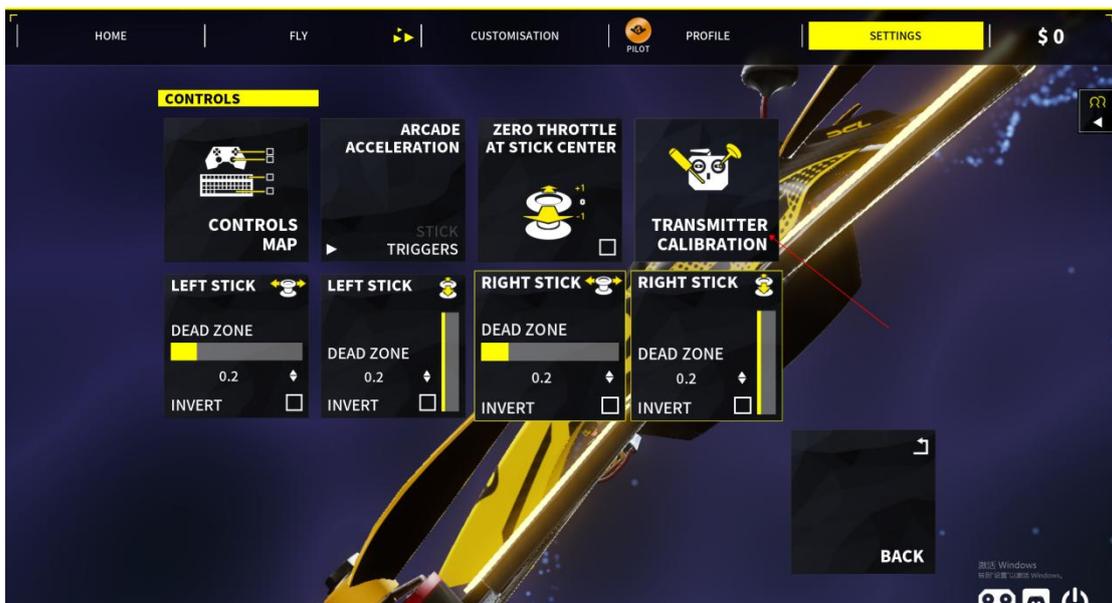


Taking the left-hand throttle as an example, after setting it up, it is shown in the following figure



DCL simulator software settings

Open the DCL emulator software on the computer, click on the "Settings" and "Control" buttons, and enter the STARTRC S8 joystick settings. In the settings interface, click on "transmitter calibration" to enter the corresponding calibration page.

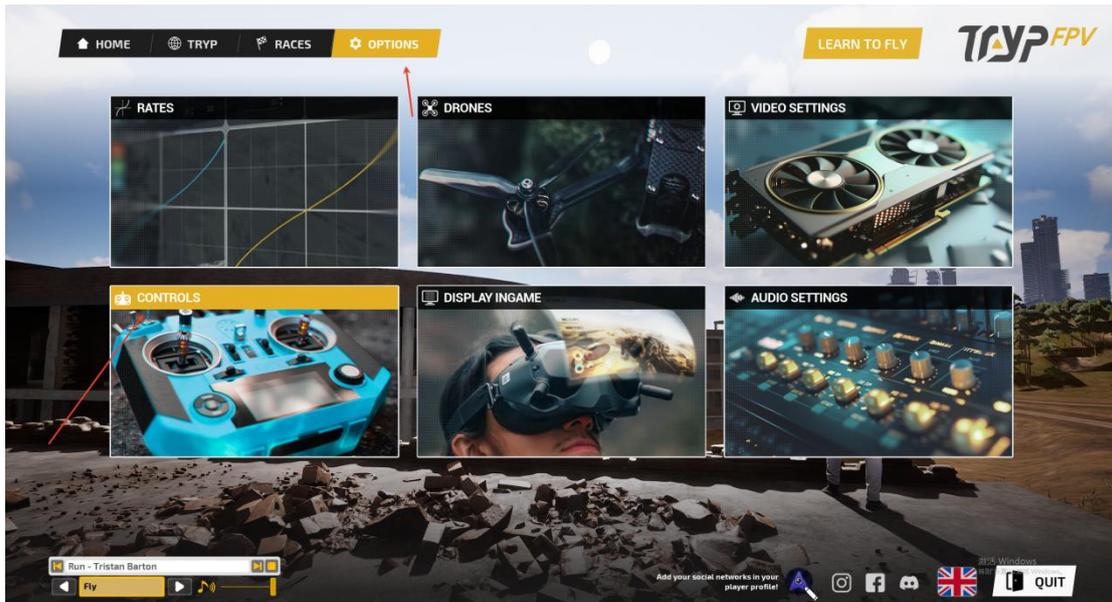




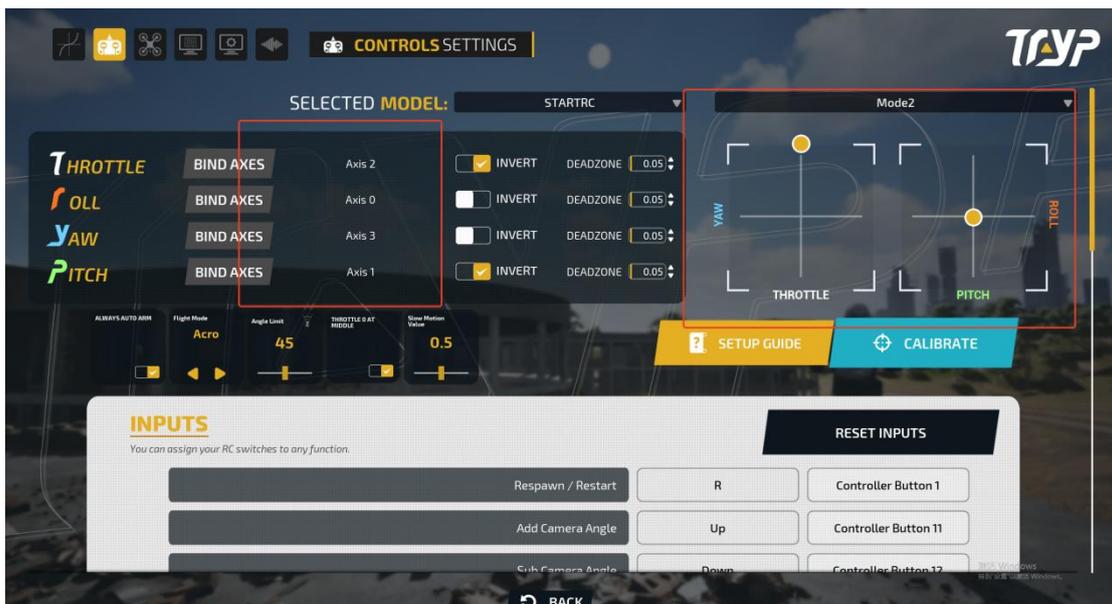
The corresponding channel allocation should be executed according to the diagram. If there is a problem with the joystick not returning to the center, you can follow the prompts in the "Calibration End and Return to Center" area on the right to complete the calibration.

TRYP FPV Simulator Software Settings

Open the computer emulator software and click on "Control" in "Options"



After calibrating the left throttle, the following settings can be made



AIDroneSimulator software settings

Open the computer emulator software and click on the "Controller" button on the left



Taking the left hand throttle as an example, select "Mode 2" and set it sequentially at the controller shaft. After setting, confirm that the channel is reversed without any abnormalities, as shown in the following figure



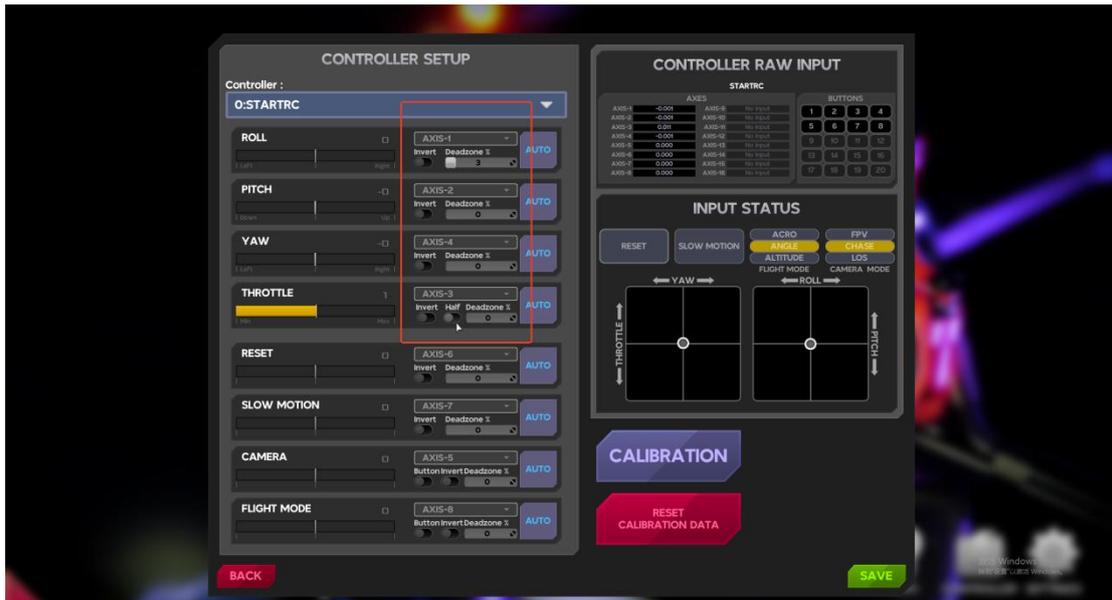


FPV LOGIC Simulator Software Settings

Open the computer emulator software and click on "Controller" in the bottom right corner



Taking the left-hand throttle as an example, set AXIS-1 for ROLL, AXIS-2 for PITCH, AXIS-4 for YAW, and AXIS-3 for THOTTLE. Set the channel in reverse as shown in the following figure



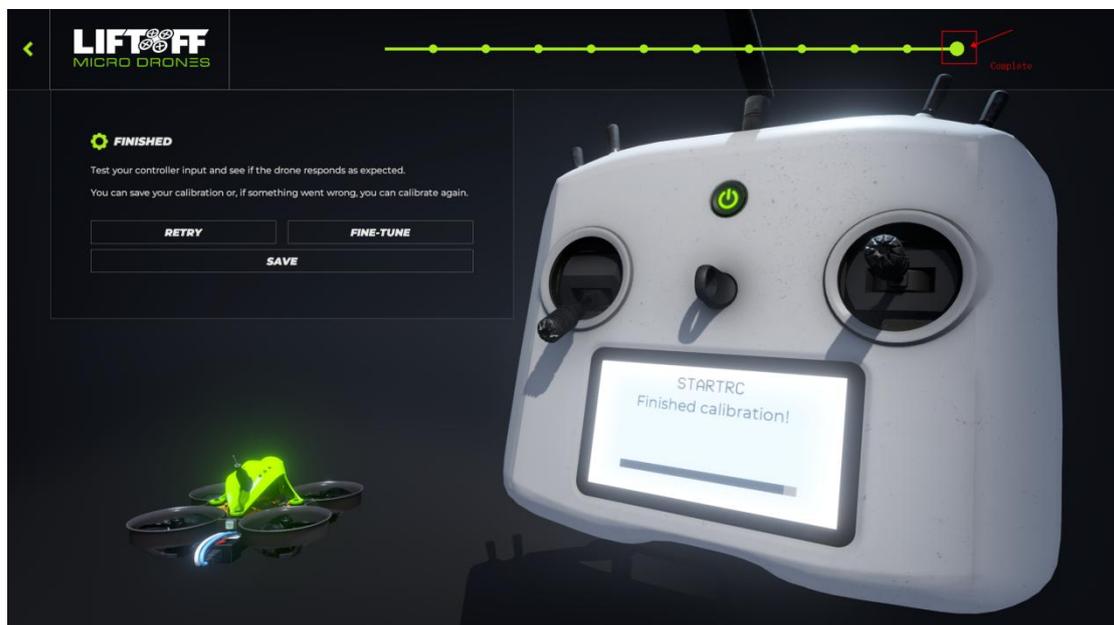
Liftoff Simulator Software Settings

Open the emulator software on the computer and click on the Controllable button in OPTIONS to set up the remote control



Click CALIBRATE to set the remote control, and then

follow the instructions to set the throttle. If the small aircraft on the left cannot fly normally, reset it

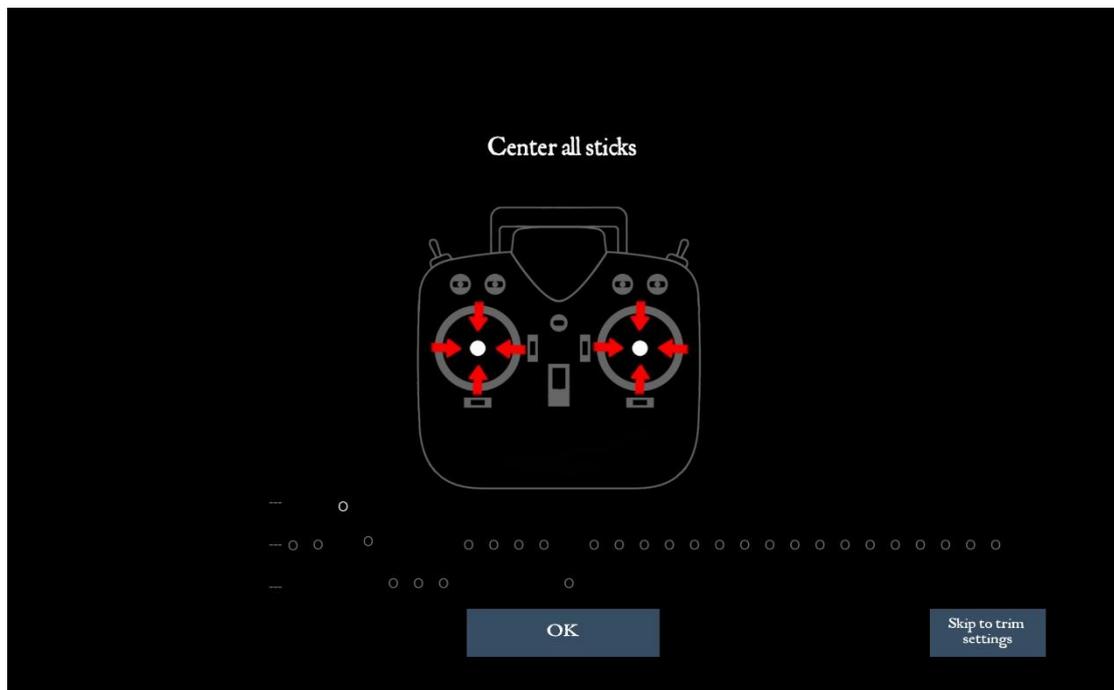


Freerider emulator software settings

Open the computer emulator software and click on Calibrate Controller to set up the emulator

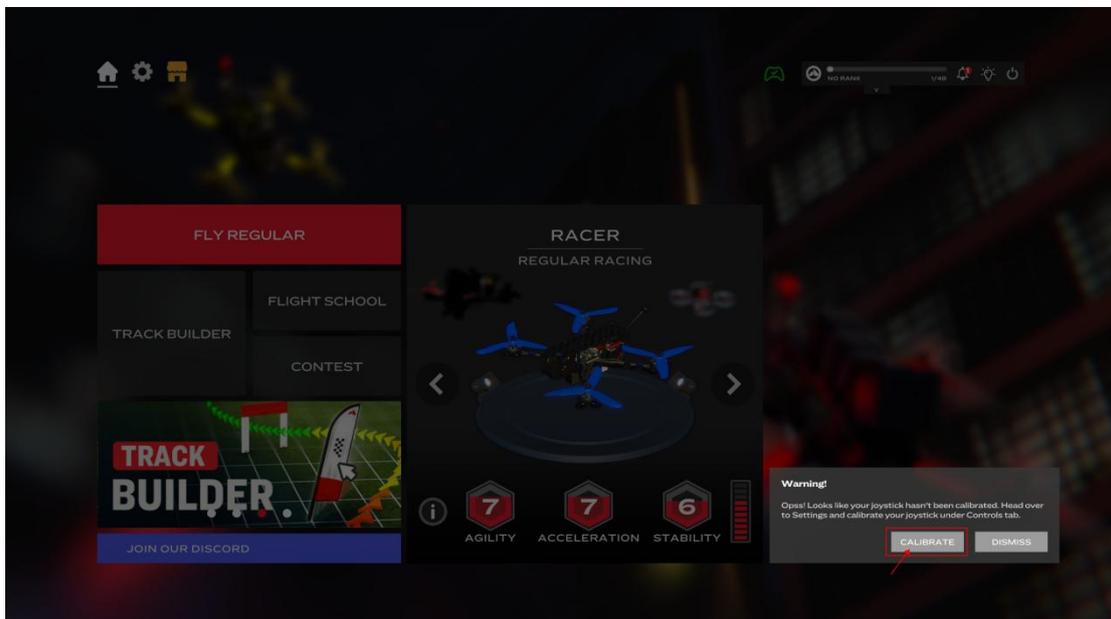


Center the control lever and click OK, then proceed to adjust each joystick according to the guidance

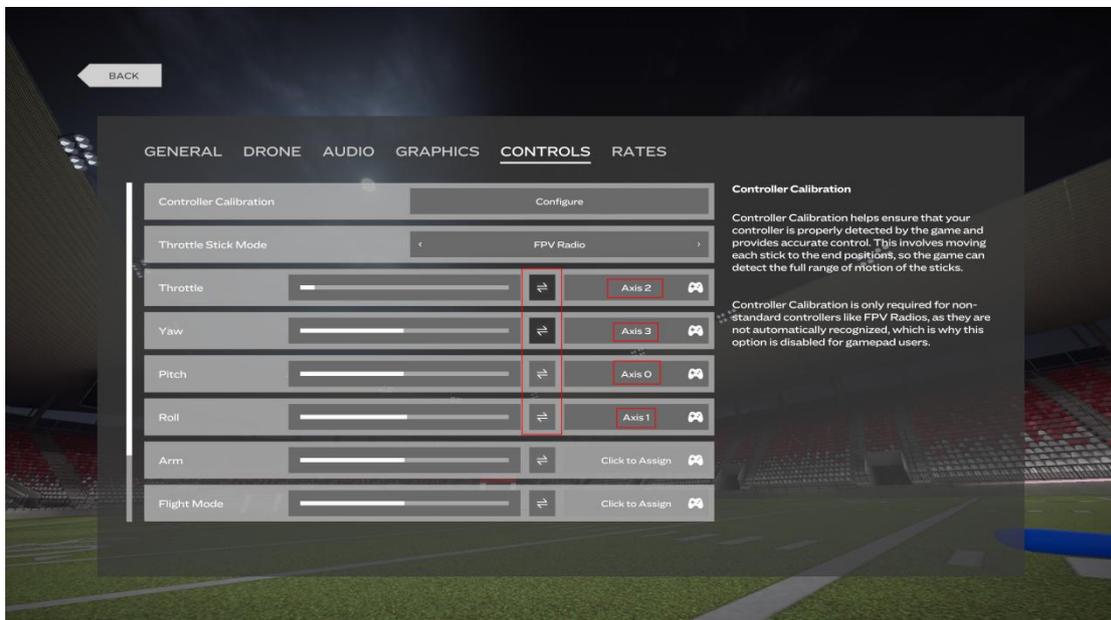


SkyDive Simulator Software Settings

Open the computer emulator software, click on the bottom right corner to enable CALIBRATE for calibration



Click on 'Click to Assign' and move the corresponding remote sensor. Set the left throttle as shown in the figure



FPV Worldwide Simulator Software Settings

Open the computer emulator software, click on the settings in the bottom left corner to enter the settings interface

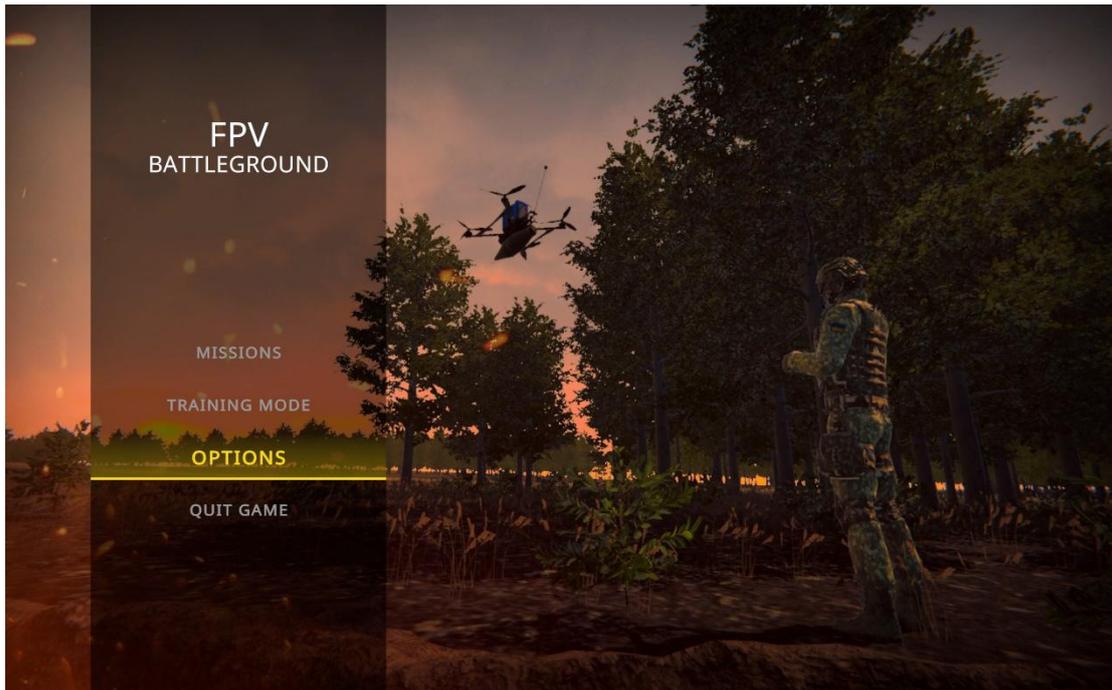


Click on KEY BINDINGS in Controls to set up the remote control, and click BIND STICKS AND BUTTONS to set up each joystick. After setting up, see the following figure



FPV Battleground Simulator Software Settings

Open the computer emulator software, click on the options in the bottom left corner to enter the settings interface



Set up each channel in controls, taking the left-hand throttle as an example, as shown in the following figure

