LR2 SE/LR3 Radio Transmitter Connection to DJI Simulator Tutorial

Notes and Precautions

1. To connect the LR2 SE/LR3 Radio Transmitterto the DJI virtual flight software (simulator), the firmware must be upgraded to V24.11.8 or above.

2. When connecting the Frsky version Radio Transmitterto the Android system, it is necessary to first swap the SA and SC switch channels in the BETAFPV Configurator host computer; (otherwise, the camera angle adjustment function and view switching function in the simulator will be abnormal).

3. The preset functions of some Radio Transmitterbuttons are different when the Radio Transmitteris connected to the DJI simulator on the Android system and the PC (Windows) end; other operating systems other than the above two systems are not currently supported; (the Android system is recommended, and there are more precautions for the Windows system).

DJI Virtual Flight Software (Simulator)

- For Android system: https://www.dji.com/cn/downloads/djiapp/dji-virtual-flight-cn

- For PC (Windows) end: https://www.dji.com/cn/downloads/softwares/dji-virtual-flight

Note: If a DirectX runtime error pops up after installing the Windows version, download the latest version of DirectX: https://www.microsoft.com/zh-CN/download/details.aspx?id=35
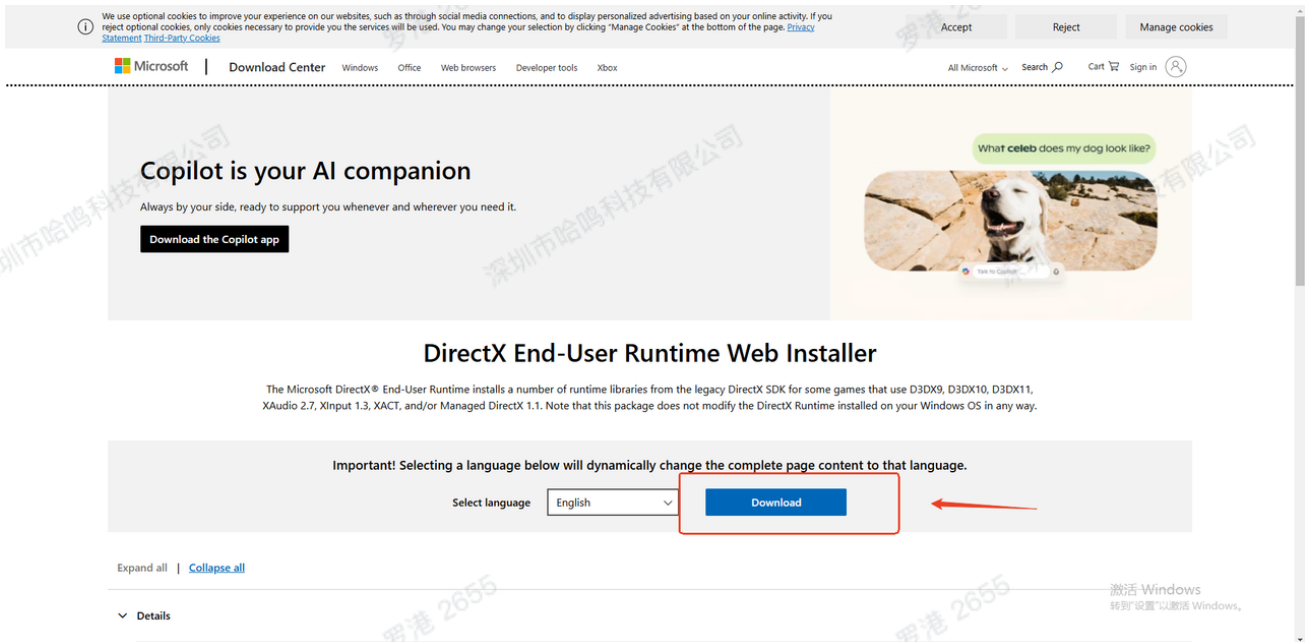
Equipment Preparation

LR2 SE/LR3 remote control, double Type-C USB data cable (when using an Android device, it can also be connected to the Radio Transmitterthrough an OTG adapter cable/adapter), Android device (mobile phone, etc.), Windows device (computer, etc.)

OTG adapter cable (note that one end of the OTG adapter cable should be connected to the mobile phone)

Connecting to the Android Platform Simulator

Prerequisites

1. The Radio Transmitterneeds to distinguish the built-in high-frequency head version. When the Frsky (CC2500) version Radio Transmitteris connected to the Android system, it is necessary to first swap the SA and SC switch channels in the BETAFPV Configurator host computer. Otherwise, the camera angle adjustment function and view switching function in the simulator will be abnormal. The ELRS version Radio Transmitterdoes not require the above steps and can be directly connected.

For the Frsky (CC2500) remote control, change the channel input sequence (pay attention to the positions of SA and SC) in the BETAFPV Configurator software, as shown in the figure below, and save it. When flying a real aircraft, change it back to the default sequence.

通道	输入
CH1	Roll(A)
CH2	Pitch(E)
CH3	Throttle(T)
CH4	Yaw(R)
CH5	SC
CH6	SB
CH7	SA
CH8	SD

2. Introduction to the button functions after the Radio Transmitterbuttons are mapped to the simulator (assuming that the SA and SC switches of the Frsky Radio Transmitterhave been swapped):

    ○ SA switch = view switching

    ○ SB switch = flight mode (N, M, S)

    ○ SC switch = camera angle adjustment

    ○ SD switch = start/stop (equivalent to the unlock switch in the M flight mode)

Connection Steps

Steps to connect to the Android platform simulator (connect the Radio Transmitterfirst and then start the simulator):

1. Prepare the connection cable. There are the following connection methods:

    ○ Use a double-headed Type-C direct connection;

    ○ Connect the Android device to the Radio Transmitterthrough an OTG adapter cable/adapter (note that one end of the OTG adapter cable should be connected to the mobile phone).

2. Confirm that the OTG function of the mobile phone is enabled. Generally, it is enabled by default. For some mobile phones, it needs to be manually searched and enabled in the system settings.

3. Connect the mobile phone with the Radio Transmitterin the off state.

4. Start the simulator software; (note the order, connect the Radio Transmitterfirst and then start the simulator).

5. Complete the calibration according to the channel mapping tutorial in the simulator and then you can fly.

Connecting to the Windows Platform Simulator

Prerequisites

1. Before connecting the remote control, it is not necessary to distinguish the built-in high-frequency head version as when connecting to the Android platform simulator.

2. The Frsky (CC2500) version Radio Transmitterdoes not need to swap the SA and SC switch channels either.

3. The Radio Transmitterneeds to enter the Xbox mode before it can be connected to the DJI virtual flight simulator on the Windows platform.

4. The button functions of the Radio Transmitterwhen connected to the DJI virtual flight simulator on the Windows platform are different from those on the Android platform simulator.

5. There is a bug in the manual mode of the DJI virtual flight software on the Windows platform. When a new map is loaded, after the first unlocking, you must move the yaw joystick (left joystick direction rudder) before increasing the throttle, otherwise it will spin in place. Solution: In the manual mode, move the direction joystick before increasing the throttle (before takeoff).

6. Introduction to the button functions after the Radio Transmitterbuttons are mapped to the simulator:

   ○ SA switch = braking function (when the switch is pressed during flight, the aircraft switches to the N mode to achieve braking).

   ○ SB switch = flight mode and view switching (moving the middle gear + the upper gear (close to the front of the remote control) back and forth can switch the flight mode; moving the middle gear + the lower gear (close to the back of the remote control) back and forth can switch the flight view).

   ○ SC switch = camera angle adjustment.

   ○ SD switch = start/stop (equivalent to the unlock switch in the M flight mode).

Connection Steps

Steps to connect to the Windows platform simulator:

1. Insert the Type-C USB data cable into the computer port first, and do not connect the Radio Transmitterfor the time being.

2. With the Radio Transmitterin the off state, set the SA and SD switches to the lowest position (towards the back of the remote control), and set the SB and SC switches to the middle position; (the purpose is to prevent the computer from recognizing the Radio Transmitteras a mouse function and causing menu option switching when entering the Xbox mode later).

3. Hold the Radio Transmitterin the inner-eight position and insert the USB data cable. When the white light of the power button flashes three times, it indicates that the Xbox mode has been successfully entered.

4. Place the two joysticks in the middle position; (the purpose is to prevent the computer from recognizing the Radio Transmitteras a mouse function and causing menu option switching when entering the Xbox mode).

5. Start the DJI virtual flight software.

6. Complete the calibration according to the channel mapping tutorial in the simulator and then you can fly.