Display App: New features in version 3.2

- **NEW LANGUAGES**

  The display app is now available in German, English, Spanish, Italian and Czech

- **NEW SECONDARY SENSOR**

  Another secondary sensor is now available.

  As before, the 1st secondary sensor can be called up and configured via page 4. In the title bar there is "Assigning secondary sensors (1)".

  The 2nd secondary sensor can be reached by first calling up page 4 and then page 2. The title bar now reads "Assign secondary sensors (2)".

  Then the 2nd secondary sensor must be assigned on page 1 under "Secondary sensor 2 (button 4/2)".

- **STOP FLIGHT TIME**

  This makes it possible to stop or restart the flight time manually by a switch or dynamically (e.g. by a logical switch, sensor, voice command, LUA application etc.).

- **OUTPUT MINIMUM AND MAXIMUM VALUES OF A SENSOR**

  Selection of the sensor value:
  Select the sensor for which the announcement should be played

  Max announcement switch:
  assign here the switch, which should output the maximum value of the sensor when activated

  Min announcement switch:
  assign here the switch, which should output the minimum value of the sensor when pressed

  Reset the Min & Max:
  assign here the switch with which the minimum and maximum value is to be deleted when actuating

- **NEW BATTERY DISPLAY**

The battery symbol in the middle of the display has now been graphically stored as a PNG file. Depending on the colour profile selected in "Model selection/ modification -> Model image & colour scheme", the battery symbol now appears with a dark or light design.

TIPP: *if you change from a dark to a light color profile (or vice versa), the new battery symbol appears either after a restart of the transmitter or with the following trick*
- Press the power button once; the display asks "Really switch off?"
- press the NO button; the LUA display is then read in again and the correct battery symbol appears :-)

If neither of the two battery symbols (battery_light.png or battery_dark.png) has been stored on the transmitter under /Apps/Display/, the previous (old) battery display will automatically appear.

Other variants of the battery symbols are also available. These can be found in the ZIP file "not in transmitter.zip" in the folder "Battery Symbols". There you will find further subfolders and each contains a symbol for the light and dark colour profile.

The contents of the relevant subfolder (battery_light.png & battery_dark.png) must be copied to the /Apps/Display/ folder. The battery symbols already present will then be replaced by the new ones.

The following subfolders are included:

FOLDER NAME	dark	light	CHARACTERISTICS
transparent			These are the original battery symbols, which are integrated in the display app by default. The level area is 100%
partial transparency			These battery symbols correspond to the color scheme of the standard battery symbols, but their level range is highlighted with a partial transparency of 40% to highlightthe round battery symbol
anodized / gold			These battery symbols are 100% transparent in the level range, but have an anodized and golden color
anodized / gold partial transparency			These battery symbols also have an anodized and golden coloring, but have a partial transparency of 40% in the level area to highlight the round battery symbol

INFO: *Due to the currently limited LUA programming possibilities, the green-red colouring of the level indicator appears somewhat reduced when using the semi-transparent battery symbols, as this is overlaid with the battery symbol.*

background image in red carbon look

TIPP: If your Jeti transmitter has the menu item "Model selection/ modification -> Model image & colour scheme", each model can be assigned its own background image. In the Display-App 3.2 we have created some cool background pictures in carbon-look for you. They are stored in the ZIP file "not in transmitter.zip" of the Display-App in the folder "Img".

Just copy the pictures from the "Img" folder of the zip file into the "Img" folder of the Jeti transmitter. Afterwards select one of the background pictures (e.g. carbon1.jpg) via "Model selection/ modification -> Model picture & colour scheme" at "Background -> Picture selection". Via "Transparency" the background picture can be corrected according to your own perception. Just try it out

- **NEW ALTITUDE ANNOUNCEMENT**

When using a altitude sensor, it is now possible to have the current altitude of the model announced every x meters. The altitude intervals are freely selectable from 1 to 200 meters.

You can also choose whether the announcement is only played when climbing, when sinking or in both cases.

It is also possible to automatically deactivate the altitude announcement if you gain altitude with the help of the motor.

Turn off the announcement:
A switch must be assigned here so that the altitude announcement is always activated. With this switch you can of course activate or deactivate the altitude announcement later in flight at any time.

Settings:
Select here whether the announcement is only played when climbing, when sinking or both.

Select the altitude:
Enter the altitude interval from 1 to 200. If, for example, 5 is entered here, a voice announcement is made every 5 meters.

TIPP: *- If climbing was selected in "Settings", only the additional vertical meters gained during climbing are output. The output is therefore at 5, 10, 15, 20 metres etc.*

- If you selected "Sink" under "Setting", only the metres in altitude gain are output, i.e. only as soon as the model starts to sink. For example, if the model has reached a height of 84 metres, it is only output when the model is descending at 80, 75, 70, 65 metres etc.

- If both was selected under "Setting", the vertical metres are always output, i.e. both when climbing and when sinking. This means that the output is made at 5, 10, 15, 20, 15, 10, 5 meters when the model climbs to a height of 23 metres, for example.

ANNOUNCEMENT WITHOUT MOTOR

If this function is activated, there will be no altitude announcement if a motor is used to gain altitude.

A threshold value in amperes is entered as a "switch". This threshold value can be freely selected here as a number from 1 to 99 and corresponds to the ampere of the motor consumption.

If the consumption of the motor exceeds this set value, no more altitude is announced until the consumption of the motor is below this range again. This function is very useful for example for electric gliders, where you might want to gain altitude quickly by using the motor, but do not need an altitude announcement.

- ## NUMBER OF FLIGHTS

    This function is already included since the previous version, but is explained again here due to some ambiguities.

    Reset Fluganzahl:
    Enter the desired number in the left field (from 0 to 999). This is the number of flights made with the model before you used this display app. For example, if you have noted down 55 flights and want the flight counter to start at 55 from the next flight, enter 55 in this field. To the right of this field a switch must be assigned to "pass" this number to the app. After this switch has been assigned, it must be pressed at least once to transfer the number to the app and save it. Now you can delete the assigned switch and set the number in the left field to 0 to avoid an accidental reset of the flight counter to 55 or 0.
    sadf

    Switch for flight count:
    Here you can assign a switch to enable or disable the automatic flight counter (e.g. for testing in the hangar).

INFO: *The automatic flight counter is triggered by the antenna signal of the Jeti-receiver. If you use a receiver from a third-party manufacturer (e.g. Spektrum) instead of a jeti receiver in the model, which is controlled directly via the PPM signal of the jeti transmitter (internal PPM socket or PPM jack), the remote control cannot detect this receiver. As a consequence, no flight is counted.*

TIPP: *If you want to count the flights with these models automatically, you can use e.g. an Rsat2 or other Jeti receiver as receiver, which outputs the PPM signal. The PPM signal of the jeti-receiver is then fed into the transmitter module of the third party manufacturer (e.g. Spektrum). Thus the jeti transmitter receives a valid receiver signal from the jeti receiver and the flight is automatically counted.*

- ## CALCA APP – AKKUKAPAZITÄTSANZEIGE AUCH OHNE SENSOR

Now it is also possible to use the CalCa-App (Calculated Capacity by Walter) together with the Display-App. This is interesting for all those models which do not have a sensor for the recording of the drive consumption (e.g. MUI, MuLi etc.) or no sensor for the tank filling.
In order to use the Display-App as well as the CalCa-App for electric models or the CalCa-App for non-electric models must be active in the model memory.

INFO: *Both the CalCa-App for Electro (CalCa-Elec.zip) and the CalCa-App for non-electric planes (CalCa-Gas.zip) are included in the ZIP file of the Display-App version 3.2. The contents of these files, like those of the Display app, must be copied to the transmitter in the /Apps folder.*
If the CalCa app is only used for electric models, it is not necessary to copy the CalCa app for gas models to the transmitter.
If the CalCa app is only used for gas engine models, it is not necessary to copy the CalCa app for electric models to the transmitter.

All settings, values etc. are always set in the CalCa-App.
To ensure that the display shows the battery symbol and its consumption in %, the following values must be assigned to the "Center (window x)" positions in the Display app on page 2: "**CalCa Akku**" and "**CalCa %**".

The setting are the same for gas engine models, but the following values are assigned to the "Center (window x)" positions on page 2:
"**CalCa Tank**" and "**CalCa T. %**".

Display electric consumption
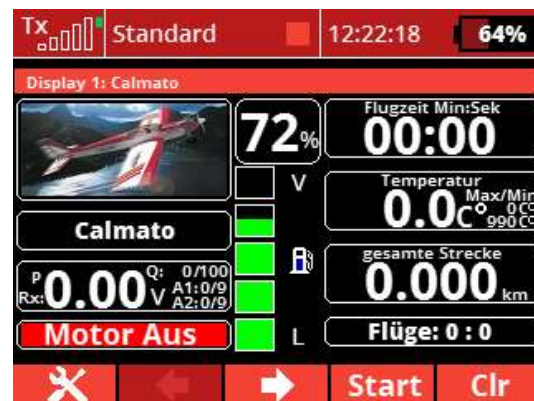
Display gas consumption

TIPP: *A detailed description of the CalCa app can be found on Walter's website: http://swiss-aerodesign.com/calculated-capacity.html*

- ## DISPLAY RELATIVE AND ABSOLUTE HEIGHT
  The display of relative and absolute altitude has been graphically optimized so that values from 1000 meters upwards do not overlap with the designation H or A/H.

- **FLIGHT PHASES POSITION (formerly "Switch Position Assist")**

  Since the Assist status is now read directly from the Assist receiver, the "Switch position (ASSIST)" function available up to version 3.1 can now be used to display the flight phase position.

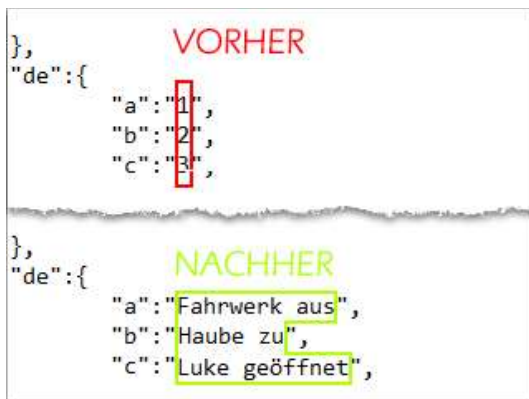 As a result, this function has now been changed to "Flight phase position".

Anzeige bis Version 3.1

Anzeige ab Version 3.2

The indication of the flight phases (1, 2, 3) can thus be shown on the display.
Of Course, the labelling of the flight phases (1, 2, 3) can also be changed at your own discretion and used for your own/other purposes, e.g. "Landing gear off", "Hatch open" etc.

Eintrag in der Display.jsn

TIPP: *- To change the caption of this display (1, 2, 3) at your own discretion, open the file /Apps/Display/Display.jsn from your station with a text editor on your computer and change the adjacent lines accordingly to your desired text*

INFO: *If the file Display.jsn is changed, the new name will of course affect all models!*

Standard labelling

Custom labelling

- **ASSIST**

  The Assist status is now read directly from the Assist receiver and shown in the display window at the desired position.

  To do this, simply select the desired position in the app (page 2), then select the "Assist Status" line and confirm with OK. Now enter the number of the Assist Status for the respective sensor (page 3, 4 or 4/2) in the "Assist Status" line. This number can be found as well as all other numbers under "Stopwatches/Sensors -> Sensors/Recording". With the REX10A the Assist Status has e.g. the number 19.

  Now on page 1 assign the sensor as main sensor or secondary sensor. Depending on the Assist settings selected, the display window now shows the number 0, 1 or 2, which correspond to the Assist settings under "Model selection/modification -> Equipment overview -> REX...A -> Configuration -> Flight mode settings".

Disclaimer

So, now I wish you a lot of fun with the LUA App. Change requests can be posted in the JETI Forum. You will find me as "Thorn".

Even though I'm sure that you will handle the app and the possibilities of the channel responsibly, I want to point out that I don't assume any liability or guarantee for the app and its use. If you do not agree with this, please refrain from installing and using my app.