• NEW BATTERY PRESENTATION

The battery symbol in the middle of the display can now be assigned individually for each model.

Tx	Start		15:44:03	84%	
Einstellungen Telemetrie					
Sensor Zeit				3 💌	
Sensor Name			1	Leer 💌	
Modellbild			carbocup 💌		
Mittleres Logo			Leer 💌		
Mittlerer Akku			akku-big-darkV2 💌		
Speichern / Laden					
1	2	3	S	L	

Selection of the model-specific battery symbol

You can now freely select the desired battery symbol via the display app under "Middle battery".

It is now also possible to display the battery symbol at full height instead of 2/3 of the screen height as before.

INFO: The % display of the battery is already integrated in the large battery display and therefore does not need to be set up in the app



The new battery symbols at full height

All battery symbols (downloadable from our website http://www.thorn-klaus-jeti.de) must be copied into the folder /Apps/Display/ and have the following designations:

2/3 Battery height	Full battery height	
Accu D 001.png	akku-big-darkV1.png	
AccuL001.png	akku-big-lightV1.png	
Accu D 002.png	akku-big-darkV2.png	
AccuL002.png	akku-big-lightV2.png	
etc.	etc.	

For better differentiation, the dark battery symbols for the 2/3 height are labeled AccuD... and the bright (light) battery symbols AccuL....

The battery symbols for the full screen height, on the other hand, contain the logical designation DARK or LIGHT.

TIPP: If there are still the two battery symbols battery_dark.png and battery_light.png in the folder /Apps/Display/ from a previous display app version, they can of course be deleted. These two battery symbols have been given the new file names AccuD001.png and AccuL001.png.

INFO: If you do not want to use any of the new battery symbols, it is sufficient to delete the battery symbols stored under /Apps/Display/ on the sender. This automatically displays the old battery symbol in a grid pattern.

• ASSIST-MODES

The display of the Assist mode (1, 2 and 3 according to the Assist manual under "4.3 Description of flight modes") can now be shown on the display for a total of 3 different Assist settings. The labelling of the Assist modes can be changed at your own choice.





If you change the file /Apps/Display/Display.jsn as shown here, the following output of the respective assistant receiver appears:



Tx Image: Tx <th image<="" th=""><th>Tx Standard 13:41:38 100%</th><th>Tx Image: Standard Image: Ima</th></th>	<th>Tx Standard 13:41:38 100%</th> <th>Tx Image: Standard Image: Ima</th>	Tx Standard 13:41:38 100%	Tx Image: Standard Image: Ima
Display 1: CarbonCup	Display 1: CarbonCup	Display 1: CarbonCup	
2D Modus 2D Modus	CarbonCup	CarbonCup	
00:00 500 mAh X → Start Clr	00:00 500 Motor Aus ★ ◆ Start Clr	00:00 Motor Aus ★ ◆ Start Clr	

Receiver 3: Assist-Mode 1

Receive r3: Assist-Mode 2

Receiver 3: Assist-Mode 3

INFO: If the file Display.jsn is changed, the new designation naturally affects all models!

• FURTHER MODIFICATIONS AND ADJUSTMENTS:

- The flight timer now also runs over hours and can also be called up in addition
- The name stored under System Functions → Transmitter Configuration → Owner can now also be shown or hidden in the upper right corner of the display app
- The green color for the "Motor On" indicator has changed
- Some model-specific adjustments have been made, e.g. for jets (xicoy telemetry etc.)
- The display of the RpM has now been adjusted so that if the numbers exceed 6 digits, they are displayed smaller. So the max value is visible again and is not covered.
- When displaying the distance, the last decimal place is no longer displayed after 100 km
- You can now display a total of 4 separate temperatures

Disclaimer

So, now I wish you a lot of fun with the LUA App. Change requests can be posted in the JETI Forum. There 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.