

DLG V2.2 for OpenTX: Upgrade notes

Changes in 2.2

'Safe Zoom Exit' is improved for V2.2 and is now fully integrated. If the stick is away from the zero position when exiting Zoom, a warning sounds, and the next lower priority flight mode is selected (Cruise, Thermal1, Thermal2, or Speed). The brake stick will only be active after it's returned to the zero position.

Upgrade instructions

If you already have DLG v2.1 installed, then you can add this feature without the need to start from scratch. There are just four steps. Remember to backup the model before making changes.

Step 1 of 4: Copy extra sound file

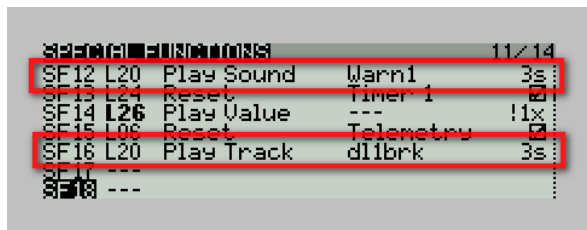
An additional sound file is required for the brake alert. To install, open **DLG_220.zip**, and extract the file **dl1brk.wav**. Then copy the extracted file to the **\SOUNDS\{language}** folder on the transmitter's SD card. For example, if your language is 'en', copy to **\SOUNDS\en**

Step 2 of 4. Add special functions

Insert two new special functions into the specified slots:

SF12 L20 - Play Sound (Warn1) repeat(3s)

SF16 L20 - Play Track (dl1brk) repeat(3s)



SF12	L20	Play Sound (Warn1)	repeat(3s)
SF13	L20	Reset	Timer 1
SF14	L26	Play Value	11x
SF15	L06	Reset	Telemetry
SF16	L20	Play Track	dl1brk 3s
SF17	---	---	---
SF18	---	---	---

Step 3 of 4. Add logical switches

Insert four new logical switches into the specified locations:

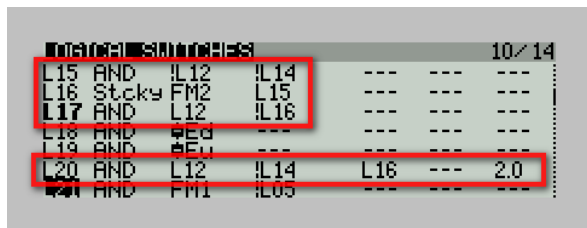
L15 !L12 AND !L14

L16 Sticky(FM2, L15)

L17 L12 AND !L16

...

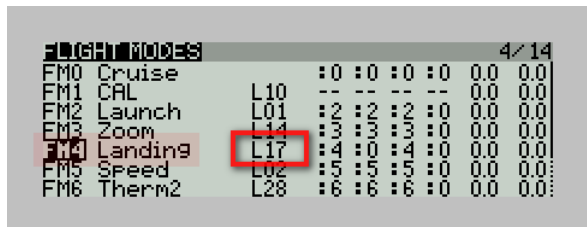
L20 (L12 AND !L14) AND L16 Delay(2s)



L15	AND	!L12	!L14	---	---	---
L16	Sticky	FM2	L15	---	---	---
L17	AND	L12	!L16	---	---	---
L18	AND	BE1	---	---	---	---
L19	AND	BE1	---	---	---	---
L20	AND	L12	!L14	L16	---	2.0
L21	AND	FM1	!L03	---	---	---

Step 4 of 4. Edit Landing FM

For FM4:Landing mode, change the activating switch from L12 to L17:



FM0	Cruise	:0 :0 :0 :0	0.0	0.0
FM1	CAL	L10	-- -- -- --	0.0 0.0
FM2	Launch	L01	:2 :2 :2 :0	0.0 0.0
FM3	Zoom	L14	:3 :3 :3 :0	0.0 0.0
FM4	Landing	L17	:4 :0 :4 :0	0.0 0.0
FM5	Speed	L02	:5 :5 :5 :0	0.0 0.0
FM6	Therm2	L28	:6 :6 :6 :0	0.0 0.0