

# DJI FlightHub 2

## User Guide

v2.0 2022.11



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## Introduction

DJI FlightHub 2 is a cloud-based aircraft task management platform, providing member, device, annotation, model, media file, and flight task management functions. By planning flight routes on the web and distributing tasks to DJI Dock and supported aircraft, DJI FlightHub 2 makes remote access to real-time task information possible and improves team productivity and efficiency.

## Before Using

### Supported Devices

Supported devices include DJI Dock, the Matrice 30 series, DJI Mavic 3E, DJI Mavic 3T, and Matrice 300 RTK. Using DJI Dock together with the Matrice 30 series dock version to perform flight tasks on DJI FlightHub 2.

- 
- ⚠ • The Zenmuse H20 series are supported payloads. If a different payload is mounted onto the aircraft, some or all of the functions of DJI FlightHub 2 may not be supported.
-

## Operating Requirements

1. Browsers that can run DJI FlightHub 2 should be Chrome 92 and above, Safari 13 and above, or Firefox 90 and above.
2. The DJI Pilot 2 app version should be later than v4.0. The app should be later than v6.0 if dock-related functions are used.

## Roles and Permissions


There are five roles within an organization: super administrator, organization administrator, device maintainer, organization member, and temporary member. There can be multiple projects within an organization and each project has two roles: project administrator and project member. Users with different roles are granted with different permissions, and permissions at the organization and project levels are independent of each other.

### Organization Roles and Permissions

User permissions at the organization level are as follows:

1. Super Administrator: Manages the organizational life cycle and owns all permissions of an organization administrator. There should be at least one super administrator within an organization and the super administrator can only leave the organization when the role is transferred to another member.
2. Organization Administrator: Manages members, devices, and projects within the organization.
3. Device Maintainer: Manages all devices within the organization.
4. Member: Views project information, adds devices, and exits the organization.
5. Temporary Member: Has limited operation permissions within the joined project.

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 • Both super and organization administrators can click ⓘ on the Members page to view detailed permission descriptions.


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### Project Roles and Permissions

User permissions at the project level are as follows:

1. Project Administrator: Manages the project life cycle and owns all project permissions. There should be at least one project administrator within a project.
2. Member: Has basic operation permissions within the project.


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 • The project administrator can click ⓘ on the “Edit project info” panel to view detailed permission descriptions.

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# Registration and Login

Users can visit <https://fh.dji.com>, create a DJI account, and log in to DJI FlightHub 2.

- 
- Users can log in to DJI FlightHub 2 and DJI Pilot 2 at the same time with the same DJI account, but multiple logins to the same platform are not supported.

## Organization Management

### Create an Organization

If users have not joined any organizations, they will be directed to the Organization Management page. Click Create Organization and enter an organization name to create an organization. The user who creates the organization will be assigned as a super administrator. At the next login, users will be directed to the Projects page and be able to switch organizations on the upper left corner of the page.

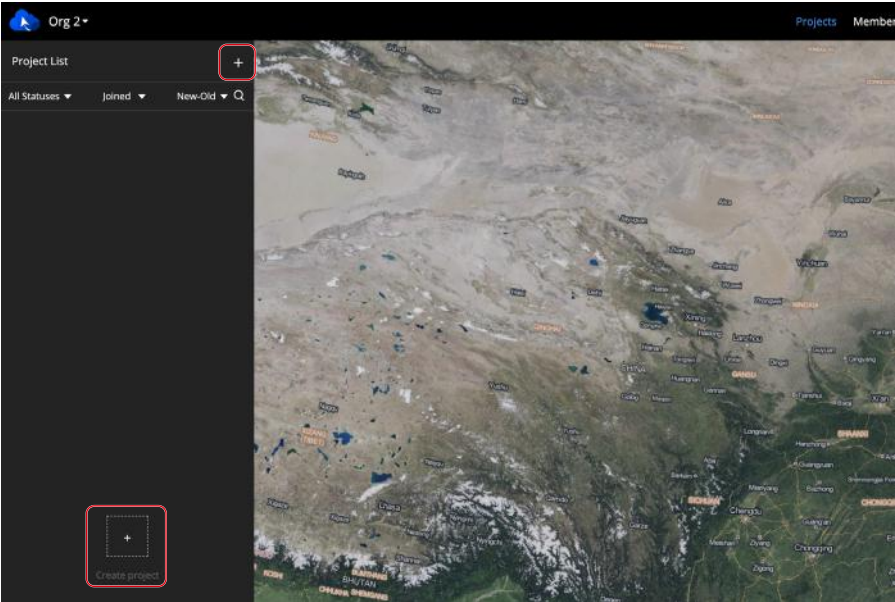


Click the user account on the upper right corner and select My Organization to enter the Organization Management page. Administrators can edit member names, change member roles, and filter members by their organization roles, joined projects, or joining methods.



# Create a Project

Administrators can click “+” in the middle of the project list panel or on the upper right corner to create a project.



The location information of the administrator will be requested when creating a project, and the geographic location obtained will be used as the default project point of interest. Fill in the following information to create a project.

The screenshot shows the 'Create Project' form with the following elements:

- 1. Project Name: A text input field.
- 2. Description: A text area.
- 3. Join Project with Code: A toggle switch labeled 'Disabled'.
- 4. Members: A section with a '+ Add Member' button and a table with columns 'Call Sign', 'Role', and 'Edit'. The table contains one row with 'fh@dji.com' and 'Project Admin'.
- 5. Devices: A section with a '+ Add Aircraft' button and a table with columns 'Call Sign', 'Model', and 'Edit'. The table is empty with a 'No Data' message.
- 6. Project Point of Interest: A section with a 'Set point of interest' button.

The 'Join Project with Code' dialog box contains the following information:

- Once enabling Join Project with Code, users can join project with project ID and code in DJI FlightHub 2 or DJI Pilot
- Join Project with Code: A toggle switch that is turned on.
- Code: A text input field containing '554742'.
- Expiration Time: A text input field containing '2022-02-23 15:36:07'.
- Buttons: 'Edit' and 'Copy Code'.

2 cloud service and join the project with the project ID and code.

For users who are not organization members but join projects under the organization, their organization roles will be assigned as temporary members.

4. Members

Click Add Member to add organization members to the project. Users can also join the project with the project ID and code.

5. Devices

Devices include the docks and the aircraft that are bound to the current project.

- a. Users can deploy a dock in DJI Pilot 2 and assign the dock to a project. The dock information will automatically be displayed on the panel.
- b. For DJI Pilot 2 users who enter the project, once their aircraft are linked with remote controllers, the aircraft information will be automatically displayed on the device list. Click Add Aircraft to add aircraft to the project.

6. Project Point of Interest

Click Set Point of Interest. The set point will be displayed in the middle of the web page when users enter the project.

Click Create Project to create the project.

1. Project Name

The project name is required and should be within 28 characters.

2. Description

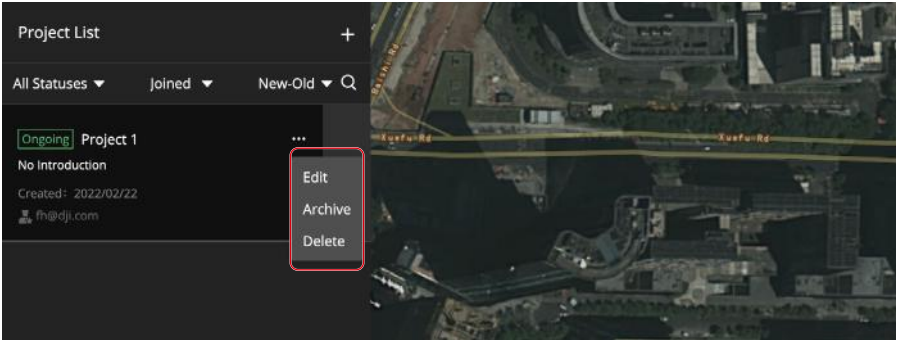
The project description is optional.

3. Join Project with Code

Administrators can enable Join Project with Code after creating a project. Click Copy Code to copy the project ID and code as well as the project link and send them to members who wish to join the project.

DJI FlightHub 2 users can click the link or enter the project ID and code on the My Organization page to join the project. DJI Pilot 2 users can log in to the DJI FlightHub

Both super and organization administrators can edit, archive, and delete projects. They can also activate archived projects. The project administrator can edit, archive, activate, and delete projects they manage. Other members can only view information of joined projects.



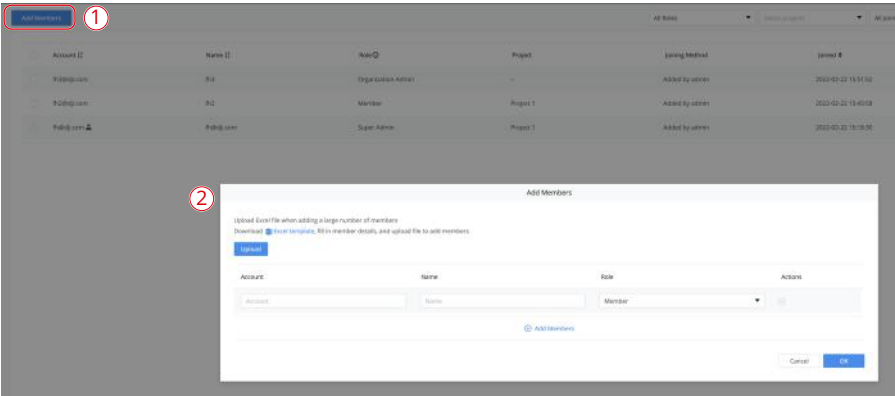
- 💡 • DJI Pilot 2 users cannot view or work on archived projects.

# Member Management

Both super and organization administrators can manage members on the Members page.

## Add members

Click Add Members and fill in members' accounts and organization names and roles. To add multiple members at once, administrators can also download an Excel template, fill in the members' information, and then upload the file.



## Change Member Information

Administrators can edit member information and delete members.

- ⚠ The organization administrator cannot change the role or delete the account of the super administrator.



Administrators can also select multiple accounts and change member roles or delete all accounts at once.

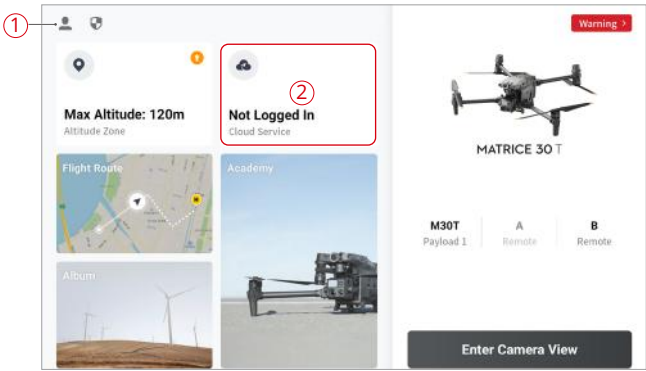


# Device Management

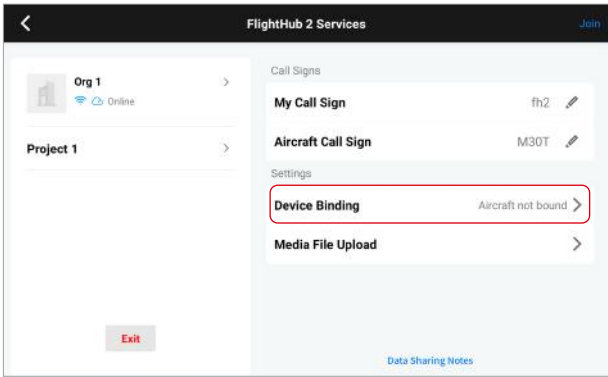
## Aircraft Management

DJI Pilot 2 users can bind their aircraft to DJI FlightHub 2 organizations. Make sure that the remote controller is connected to the internet. Open DJI Pilot 2 and enter the home screen.

- 1. Tap Settings on the upper left corner and log in with a DJI account.
- 2. Tap Cloud Service and select the DJI FlightHub 2 cloud service. Users need to select the organization and project they want to join upon the first login. At subsequent logins, they will be directed to the project page they entered last time. If users have not joined any organization, they can contact the administrators for details.



- 3. After logging in, the project information will be displayed on the screen. Click Device Binding to bind the aircraft to the organization.



The administrators can manage the aircraft on the Devices page after the aircraft is bound to the organization.

All Projects

All Statuties

Search device SN or name

<input type="checkbox"/>	Model	SN	Name	Firmware Version	Status	Project	Joined #	Last Online #	Actions
<input type="checkbox"/>	M30	1581F50K022781234567	Aircraft_1	00.00.0001	Offline	Project_1	2022-10-20 21:17:31	2022-10-26 18:05:01	<div></div>

## Dock Management

### Bind to an Organization

The dock can be bound to a DJI FlightHub 2 organization in DJI Pilot 2. Make sure that the dock is connected to the cable or 4G network. Open DJI Pilot 2 and enter the home screen.

1. Connect the USB-A port on the dock to the USB-C port on the remote controller with a USB cable.
2. Follow the on-screen instructions to deploy the dock. Input the organization ID, device binding code, and dock and aircraft names on the Cloud Service Configuration screen.

<

Cloud Service Configuration

Next >

Cloud Service

DJI FlightHub 2

Org ID

Not set

Binding

Not set

Dock name


Not set

Aircraft name

Matrice 30

OK

Log in to DJI FlightHub 2 web page and click Devices > Dock > Device Binding to obtain organization ID and device binding code

- 
- Go to Devices > Dock > Device Binding to access the organization ID and device binding code on FlightHub 2.

3. Tap OK after completing the information, and the dock will be bound to the organization.

### Manage in the Cloud

The administrators can manage the dock on the Devices page after the dock is bound to an organization. Users can also view the warning messages and maintain the dock remotely.

### Bind to a Project

The administrators can click Dock > > Edit to bind the dock to a project.

Org 1



ProjectsMembersDevices

English


Aircraft: Dock

Device Issue ReportsDevice Binding

Select firmware statusAll StatusesAll ProjectsSearch device SN or name

Model	SN	Name	Firmware Ver...	Firmware Update	Status	Project	Joined #	Last Online #	Actions
Dock	kkkkkkkkkk2101003	Dock_1	00.00.0001		Offline	Project_1	2022-03-04 16:19:00	2022-04-06 14:35:01	 
M30	kkkkkkkkkk3201002	Aircraft_1	00.00.0001		Aircraft Disconnected		--	--	

## View Warning Messages

Users can click  to view the warning messages of the dock and aircraft. The message includes the start and end time, warning level, device type, error code, content, and recommended solutions.

## Monitor and Maintain Devices

Users can click  to monitor and maintain the dock and aircraft remotely.

### 1. Dock Status Panel

Users can view the dock name, type, firmware version, SN, maintenance program, DJI Care Enterprise, and other status information on the dock status panel.

### 2. Aircraft Status Panel

Users can view the aircraft name, type, firmware version, SN, left/right battery SN, maintenance program, DJI Care Enterprise, and other status information on the aircraft status panel. The beacon status, maximum flight altitude and distance, obstacle sensing status, and operating mode can be modified.

### 3. Remote Operations

Users can remotely operate the dock and aircraft and report device issues.




- After Remote Operations is enabled, the dock will not be able to perform tasks.
- 

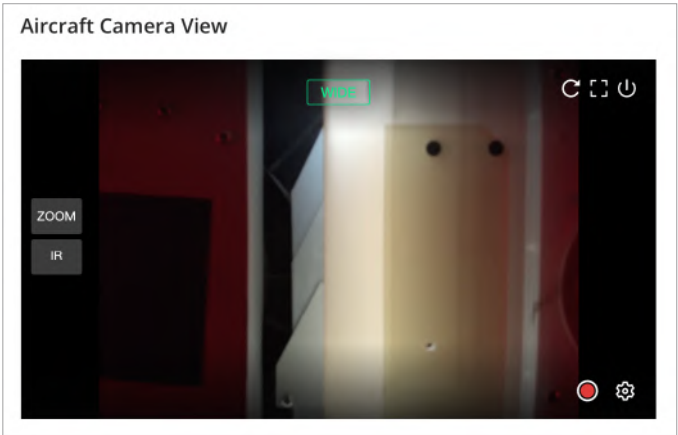
#### 3.1 Dock Control

The dock control panel supports operating the dock system, dock cover, charging rods, and sound-light alarm, as well as formatting the dock storage. The administrators can click Live to view the livestreaming footage of the dock.

#### 3.2 Aircraft Control


The aircraft control panel supports changing the aircraft batteries, charging, and maintenance statuses, enabling the LTE transmission, and formatting the aircraft storage. The administrators can click the camera view buttons to view the FPV or the gimbal camera view.


Users can click the camera type to switch between camera views or click  to start recording. The recorded video will automatically be stored to Media Files.




3.3 Issue Reporting

The administrators can click Device Issue Reports to report issues that occurred to the dock or aircraft. Click Create Report to fill in the issue description.

After submitting, the administrators can click  to access the QR code and tracking number and provide the information to DJI Support.

Device Issue Reports							
<a href="#">Create Issue Reports</a>		Start Date	End Date	All Reporters	All Statuses	Search device SN, org name, or ID...	
Reported on	Reporter	Model	SN	Name	Description	Upload Status	Actions
2022-11-01 15:36	linker Ju	Dock	47ADK07E600001K	Dock_1	test	Uploaded	
		Aircraft		Aircraft_1			

- 
- For more information about how to use DJI Dock, visit <https://www.dji.com/dock/downloads>.

# Real-Time Project Information

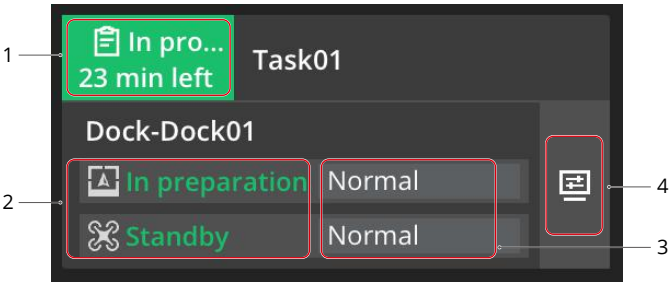
DJI FlightHub 2 users can view online project information, device details, and livestreams on the Team page.

## Online Project Information

After joining a project, project members can view the dock status, online devices, and member list on the left.

### Dock

Users can view the flight task status, the dock and connected aircraft statuses, and the warning messages and open the device status window.



1. Flight task statuses include No task, To be performed, In progress, Task failed, Task ended, and Task completed. The task start time will be displayed on the panel when the task is to be performed, and the remaining time will be shown when the task is in progress.

Users can click the flight task status to view the task schedule of the day.

2. The dock statuses include Idle, In preparation, Task in progress, Task completed and closing dock cover, and Offline. The aircraft statuses include Standby, Powering off, Powering on, Prepare to take off, Ready to take off, Manual flight, Auto takeoff, Task in progress, Returning to home, Landing, Updating firmware, Auto avoidance, and Not connected.

The dock and aircraft statuses are shown below when performing flight tasks.

Process	Task Preparation	Task in Progress	Task Completion
Dock Status	Idle > In preparation	Task in progress	Task completed and closing dock cover > Idle
Aircraft Status	Powering off > Powering on > Standby > Prepare to take off > Ready to take off	Auto takeoff > Task in progress	Returning to home > Landing > Standby > Powering off

3. The warning messages include the message description and number. Users can click to view the history of warning messages.
4. Tap to view device details and livestreams.

⚠️ • When there is more than one dock online, the status panel of the offline dock will be displayed on the top.

## Online Devices


Project members can view online aircraft and its connected remote controller on the Online Devices panel. Device statuses include:

- a. When a device is online, its information will be displayed on the panel.
- b. When a device is offline for less than five minutes, its information will be displayed in gray.
- c. When a device is offline for more than five minutes, its information will not be displayed.

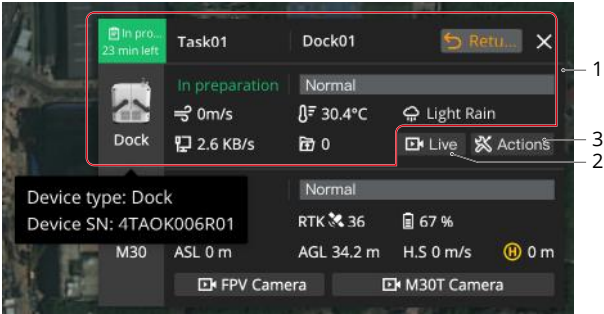
## Online Members

Online members include users who have logged in to FlightHub 2 on the web and also whose remote controller is powered on but not yet connected to the aircraft.

## Device Details and Livestreams

After a dock or an aircraft is online, project members can click  to view the device details and livestreams.

### Dock Status Details




1. Dock status details include the dock status, wind speed, environment temperature, rainfall intensity, internet speed, media file upload status, and device type and SN.
2. Live: Project members can click Live to view the dock livestream.
3. Actions: Users can click Actions to view more information about the dock and aircraft. The administrators can operate the devices remotely.
  - 3.1 Users can view the detailed information of the dock and aircraft on the More Info panel. The beacon status, maximum flight altitude and distance, obstacle sensing status, and operating mode can be modified.
  - 3.2 The administrators can click to enable Remote Operations. The operator can remotely control the dock cover, charging rods, and dock system, enabling the LTE transmission, and changing the aircraft battery and charging status.

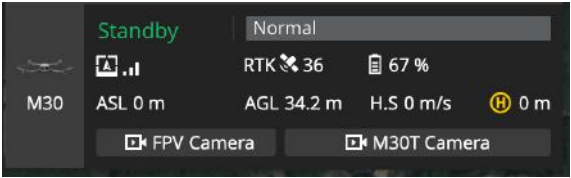
After Remote Operations is enabled, yellow and black strips will appear around the dock and aircraft images. Users can hover the mouse over the dock image to view the operator account.

- 
-  • The dock and aircraft can only be remotely operated by one user at a time.
-

Aircraft Status Details

Aircraft status details include the aircraft status, satellite status, battery level, charging status, altitude, horizontal speed, and distance to the Home Point.

Click the camera view buttons to view the FPV or gimbal camera view. During the livestream, users can click the camera type to switch between camera views and click  to start recording. The recorded video will automatically be stored to Media Files.








When the aircraft is disconnected, the last recorded time and coordinates of the aircraft will be displayed. Users can click the information to center the aircraft location at the middle of the map and then right-click to create a PinPoint to help locate the aircraft during searching.

## Map Details







The dock and aircraft locations will be displayed on the map in real time. Users can click the dock or aircraft icon, and a line connecting the dock and its connected aircraft will be displayed.

When the dock is performing a task, users can click the dock status panel, and the flight route will be displayed in green and the aircraft trajectory in blue on the map.

Project members can also perform the following actions on the map.




1. Click  to search geographic locations. The location will be displayed in the middle of the web page.
2. View  for the map orientation.
3. Click 2D to enable the 3D map. Press and hold the Control/Ctrl key and left button of the mouse together to rotate the map.
4. Click  to view GEO Zone information.
5. Click  and the project point of interest will be displayed in the middle of the web page.
6. Click  to view the map lab.
  - a. Building Model: Enable Building Model to display building models on the map.
  - b. Anti-Aliasing: Enable Anti-Aliasing to significantly improve display effects of map annotations. Operations may stutter with low computer performance.
  - c. Map Type: Choose to switch between the standard and satellite maps.

# Annotation Management

Project members can click  to enter the Annotation page and add annotations such as points, lines, and areas on the map by selecting , ,  on the right side of the screen. The project administrator can click  to distribute annotation folders to DJI Pilot 2 and click  to lock folders. Once the folder is locked, project members can no longer edit the annotations in the folder.




Click  to import KML files and click  to select and export annotation folders to KML files.

DJI Pilot 2 users can also select , ,  to create points, lines, and areas after entering the map view. Annotations will be remotely uploaded to DJI FlightHub 2 and stored in Shared Folder. Annotations in Shared Folder are distributed by default and cannot be disabled.




# Model Library

Project members can click  to enter the model library to import and manage 2D and 3D models.


## Import Models

Supported model types and formats are as follows.

Model Type	Model Format
2D model	PNG, TIFF, and PNG+TIFF
Point cloud model	PNTS and LAS
Mesh model	B3DM

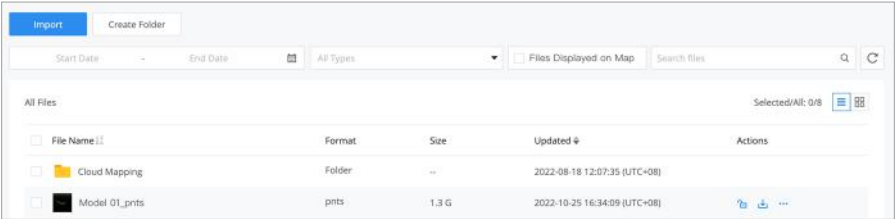
- 
- For model files in the TIFF or LAS format, users can upload files directly. For model files in other format, follow the provided example on the web to prepare the model file and compress the model into a ZIP file before uploading.

1. Click Import to enter the Import Model page.
2. Click Import Model to import one or multiple models at the same time. Users can choose Display Model on Map Once Imported, and the imported models will automatically be displayed on the map.

- 
- The ZIP file will automatically be decompressed after it is imported.
  - The imported LAS model will automatically be converted to the PNTS format.
  - If the coordinate system information is missing in the imported LAS model, users can click Set GCS/PCS and enter the coordinate system name or its EPSG code to search for the coordinate system.

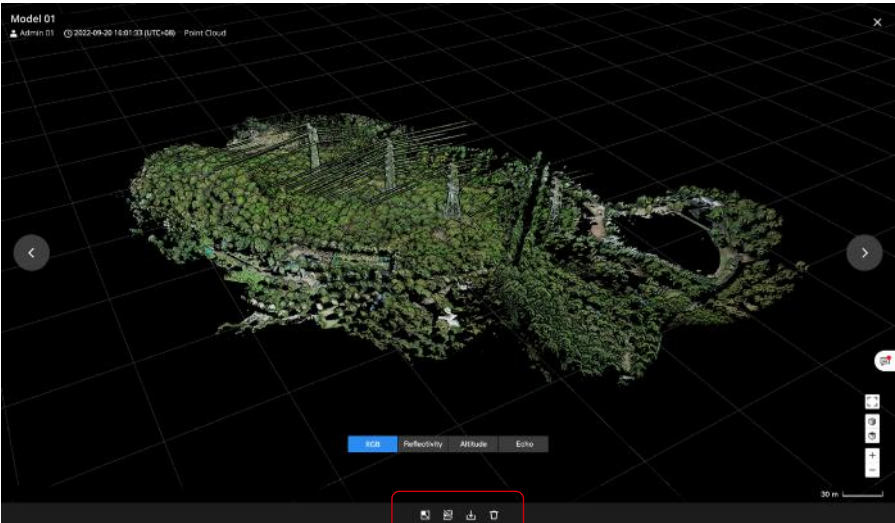
## Manage Models

Project members can preview, lock, download, move, rename, or delete models, as well as choose to display models on the map. The model files can be displayed in the list or grid view.



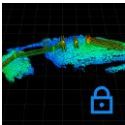
## Preview Models

Users can click the file to preview the model. The model name, uploader, upload time, and model type will be displayed on the upper left corner. Project members can zoom, rotate, download, or delete models. Members can also choose to enter the full screen of the model and display the models on the map.




## Lock Models

After a model file or an entire folder is locked, project members will not be able to rename, move, or delete the model or the folder. Locking a model in the model library will not affect its display on the map.

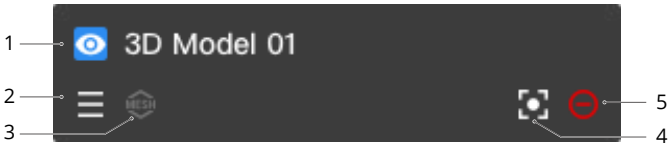








# Map

Project members can click  to enter the Map page to manage the 3D and 2D models from the model library.

## 3D Model Management

### 3D Model Panel

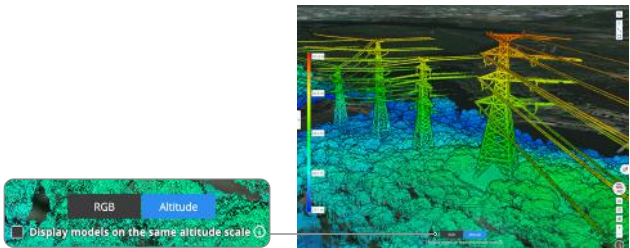


- 1. Display the Model on the Map  
The project administrator can click  to display the model on the map.
- 2. Change the Display Order  
The project administrator can drag  to change the display order of the models. If there are overlapping models in the same area, the 3D models at the top of the list will be displayed on the top of the map.
- 3. Display the Model Type  
The  icon stands for the point cloud model, and  stands for the mesh model.
- 4. Center the 3D Model  
Users can click  to select the 3D model, and the model will be displayed in the middle of the web page.
- 5. Remove the 3D Model  
Users can click  to cancel the display of the 3D model on the map. The 3D model will still exist in the model library.

### Point Cloud Model Display

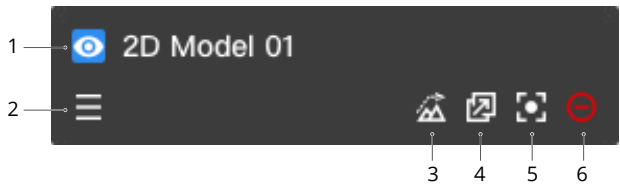
The point cloud models can be displayed in the RGB, Reflectivity, Altitude, or Echo mode, depending on what information is included in the models.




When the model is displayed in the Altitude mode, the altitude scale will be shown on the left. After selecting Display models on the same altitude scale, multiple selected models will be displayed on the same altitude scale and the same altitude will be rendered with the same color.




## 2D Model Management




### 2D Model Panel



1. Display the Model on the Map  
The project administrator can click  to display the model on the map.
2. Change the Display Order  
The project administrator can drag  to change the display order of the models. If there are overlapping models in the same area, the 2D models at the top of the list will be displayed on the top of the map.
3. Load the Elevation Data  
After the elevation of a mapped area is calculated, the project administrator can click  to load the elevation data onto the map.

---

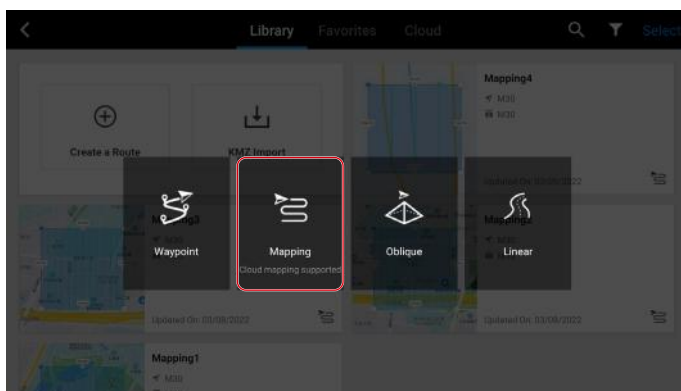
 • Users can only load the elevation data of a mapped area one at a time.

---
4. Distribute the mapping output  
The 2D model can be distributed to DJI Pilot 2. The project administrator can click  to cancel distribution.
5. Center the 2D Model  
Users can click  to select the 2D model, and the model will be displayed in the middle of the web page.
6. Remove the 2D Model  
Users can click  to cancel the display of the 2D model on the map. The 2D model will still exist in the model library.


## Cloud Mapping

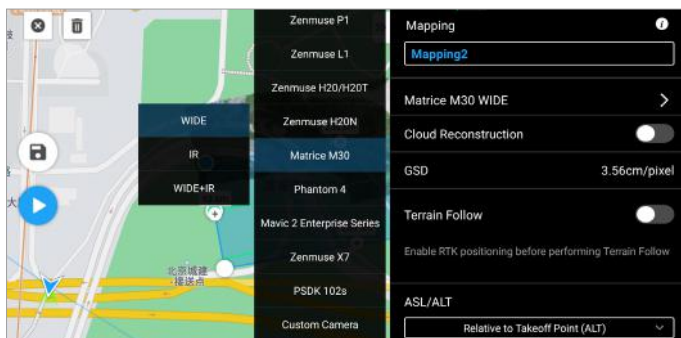
DJI Pilot 2 users can log in to the DJI FlightHub 2 cloud service to perform cloud mapping and manage the mapping progress on the web.

1. Tap Flight Route on the DJI Pilot 2 home screen and select Mapping.

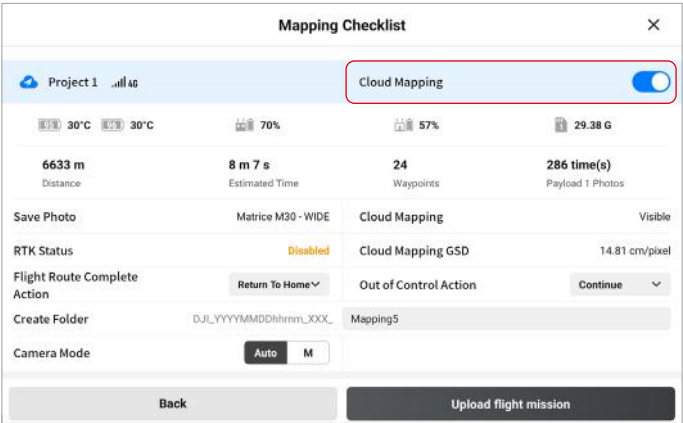


2. Configure settings on the right panel. Tap  to save settings and tap  to perform the mapping task.

 DJI FlightHub 2 supports infrared and visible light mapping with Zenmuse H20, H20T, H20N, and the Matrice 30 series and Mavic 3 enterprise series cameras.




3. Enable Cloud Mapping on the mapping checklist and upload the flight task.




4. Tap Progress to view the mapping status.



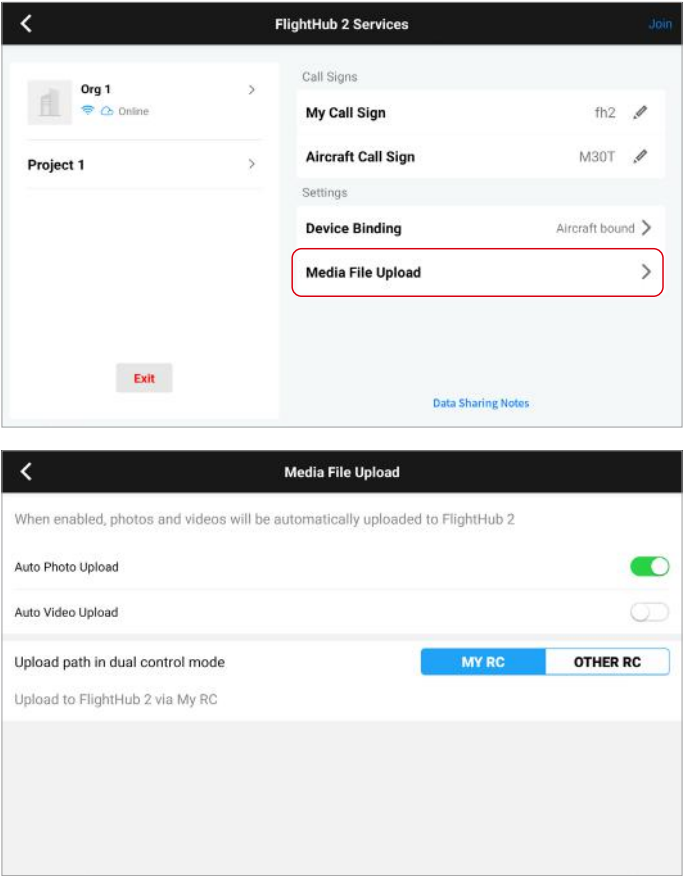
DJI FlightHub 2 project members can click  to enter the Map page. Select the mapping task to view the task planning area and mapping output.

# Media Files

Project members can click  to enter the Media Files page and manage all media files uploaded from DJI Pilot 2.

## Upload Media Files




The automatic upload of media files in DJI Pilot 2 is disabled by default. To enable the function, DJI Pilot 2 users can click Media File Upload in DJI FlightHub 2 Services and choose to upload photos and videos to DJI FlightHub 2 automatically. In the dual control mode, media files will be uploaded to DJI FlightHub 2 via the first remote controller that is linked to the aircraft. Users can also change the settings and upload media files from another controller.

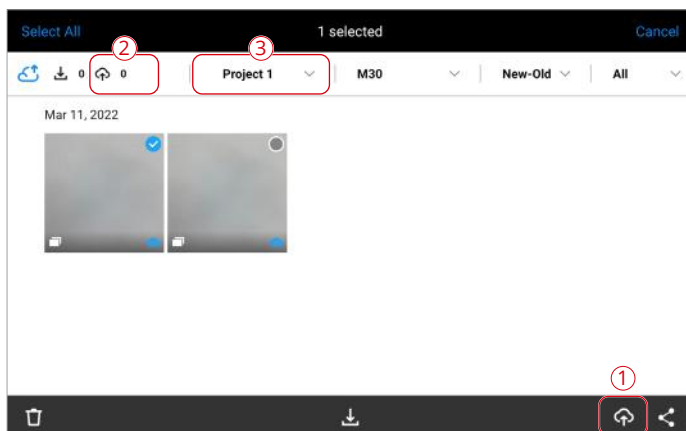


DJI Pilot 2 users can also enter the camera view and upload media files on the left panel.




To manually upload media files, DJI Pilot 2 users can enter Album and select files that need to be uploaded.

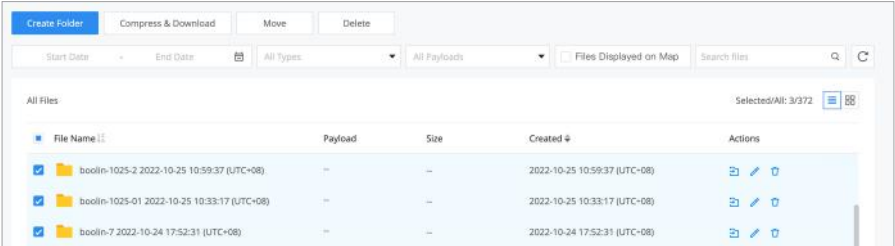
1. Select project files, tap  on the lower right corner of the screen, and upload files to DJI FlightHub 2.
2.  on the upper left corner shows the number of files waiting to be uploaded.
3. To upload media files from other projects, tap the project name, select files, and tap  on the lower right corner to upload files to the corresponding project media file library.



## Manage Media Files

Project members can view, edit, transfer, and delete media files uploaded from DJI Pilot 2, as well as download compressed media files. The media files can be displayed in the list or grid view.


Click  to load photos with location information onto the map. Select Files Displayed on Map to view all the photos that are displayed on the map.




-  • Panoramas are displayed on the map by default.

Users can click to preview photos. PinPoints that are added within five kilometers of where the photo is taken will also be displayed on the photo. When previewing panoramas, users can also view the shot photos and panoramas. Click the photo or panorama icon to view details.

# Flight Route Library

Project members can click  to enter the flight route library to import, create, and edit flight routes.

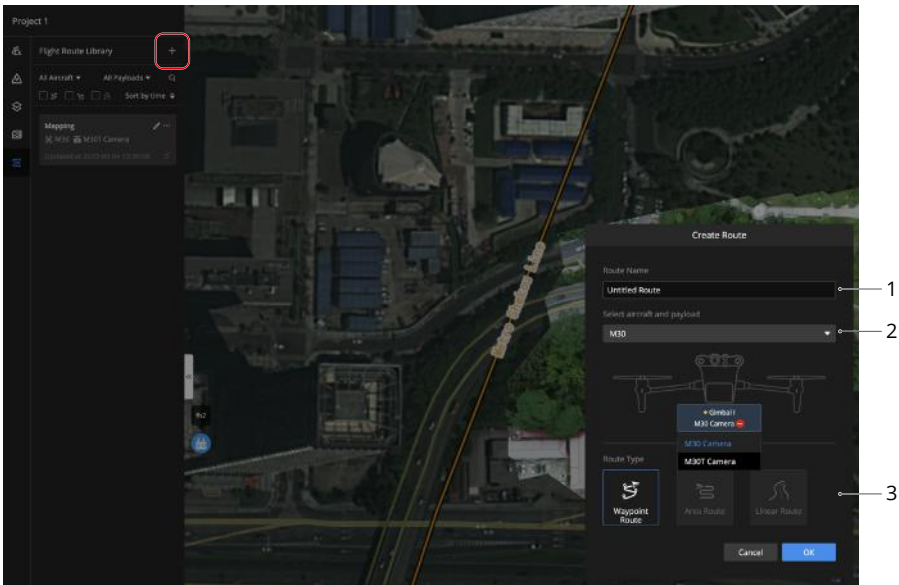
## Import Flight Routes

Click  > Import KMZ File to select and import KMZ flight routes. The upload progress and status will be displayed during the flight route upload. Users can stop uploading files when the files are being or waiting to be uploaded.

- 
- The KMZ file must include wpmz/template.kml and wpmz/waylines.wpml.


## Create Flight Routes

Click “+” on the upper right corner of the flight route list and fill in the information below to create a flight route.

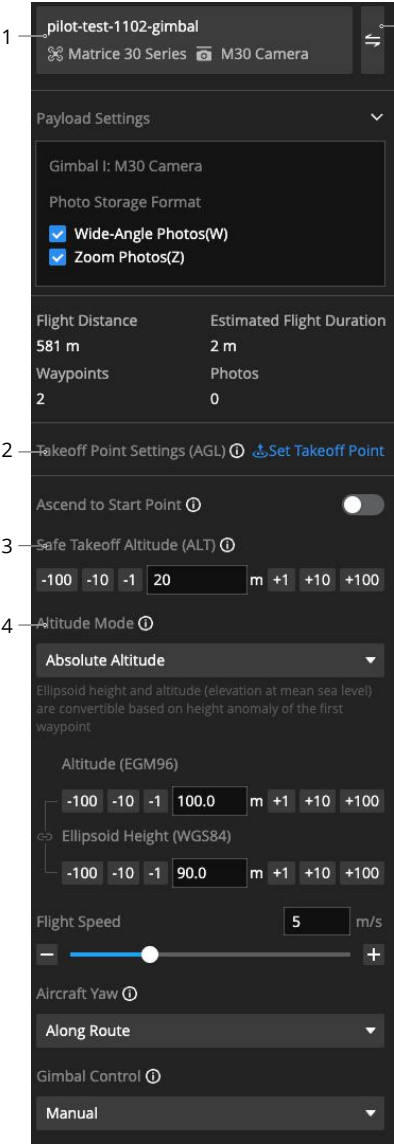




- 1. Route Name**  
The route name is required and should be within 60 characters.
  - 2. Select aircraft and payload**  
Only the Matrice 30 and Mavic 3 enterprise series are supported.
  - 3. Route Type**  
Only the Waypoint routes are supported.
- Click OK to create the flight route.

## Edit Waypoint Routes

Users will be automatically directed to the flight route editor after creating a flight route. Members can also click  to edit the flight route and waypoints.


### Edit Flight Routes



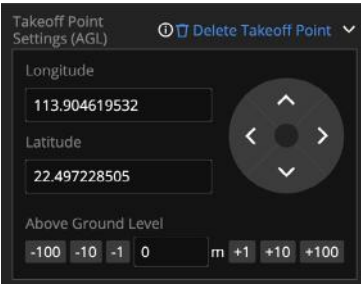
 Move the mouse over  to view setting descriptions.


Pay attention to the settings below.

1. Basic Information  
Click to edit the flight route name and change the aircraft and payload.

 Changing the payload will affect flight route settings.

2. Takeoff Point Settings (AGL)  
Click Set Takeoff Point and set the location where the aircraft will take off.
  - a. Edit the longitude, latitude, and altitude above the ground level on the coordinate panel.



- b. Select and drag the takeoff point icon  to move the takeoff point. Press and hold the Alt key and drag the icon up and down to adjust the altitude.
- c. Click Delete Takeoff Point to delete the takeoff point data.

- ☀ • When the Altitude mode is set to Altitude Relative to Takeoff Point (ALT), the takeoff point will be a reference point used to plan the flight route. The actual takeoff point of an aircraft when performing a task may differ from the set takeoff point. The route altitude will be based on the altitude of the actual takeoff point during the flight.

3. Safe Takeoff Altitude (ALT)

Safe Takeoff Altitude is the altitude relative to the takeoff point altitude. Aircraft will ascend to the safe takeoff altitude after takeoff and fly to the flight route start point.

4. Altitude Mode

The Altitude mode is set to Absolute Altitude by default. Project members can also change it to Altitude Relative to Takeoff Point (ALT) or Above Ground Level.

5. Switch Between the Flight Route and Actions Panels

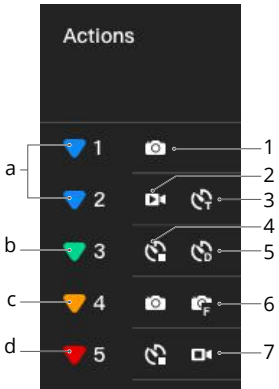
Users can click to switch to the Actions panel.

Waypoint Action Icon Colors:

- a. Blue: The waypoint parameters do not follow the flight route settings.
- b. Green: The waypoint parameters follow the flight route settings.
- c. Yellow: There are errors in the waypoint settings.
- d. Red: There are severe errors in the waypoint settings, and the flight route cannot be performed.


Waypoint Action Icons:

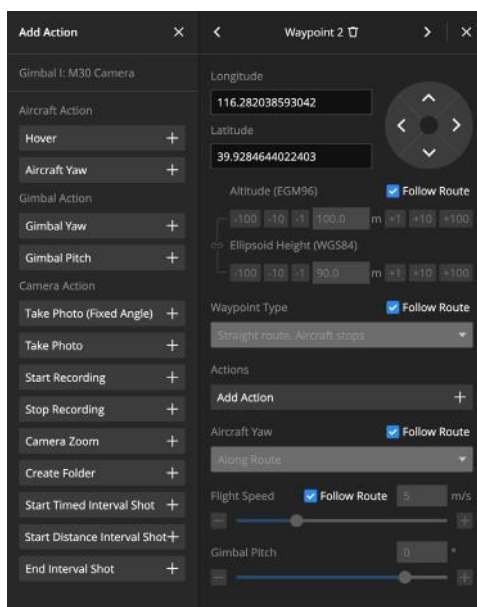
- 1. Take a photo
- 2. Start recording
- 3. Start a timed interval shot
- 4. End the interval shot
- 5. Start a distance interval shot
- 6. Take a photo (Fixed angle)
- 7. End recording



## Edit Waypoints

### Waypoint Editor

Select  and click on the map to add waypoints and set details.



#### 1. Longitude and Latitude

The longitude and latitude of an aircraft are obtained from its geographical location on the map.

#### 2. Altitude, Ellipsoid Height (WGS84), Waypoint Type, Aircraft Yaw, and Flight Speed

These parameters are consistent with the corresponding flight route settings by default. If the flight route settings are changed, the above parameters will also be updated.

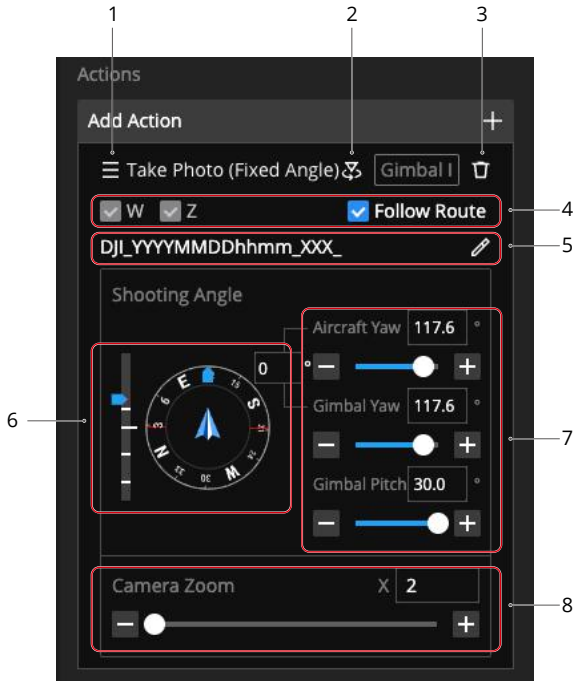
To change the altitude of a single waypoint, uncheck Follow Route and drag the waypoint directly to move the horizontal position of the waypoint while keeping the current altitude. Project members can also press and hold the ALT or Option key to drag the waypoint and adjust the altitude of the waypoint while maintaining the horizontal position of the waypoint.

#### 3. Actions

Users can click “+” to add actions for the aircraft, gimbal, and camera and set details.

## Take Photo (Fixed Angle) Camera Action Settings

### 1. Panel Introduction



1. Drag to change the performance sequence of waypoint actions.
2. Click to enter the FPV view of the waypoint action.



• The FPV view is only supported when editing the Take Photo (Fixed angle) camera action. See 2. FPV View for more details.

3. Delete the waypoint action.
4. Select the media file storage format. Users can choose Follow Route or customize the settings of each waypoint.

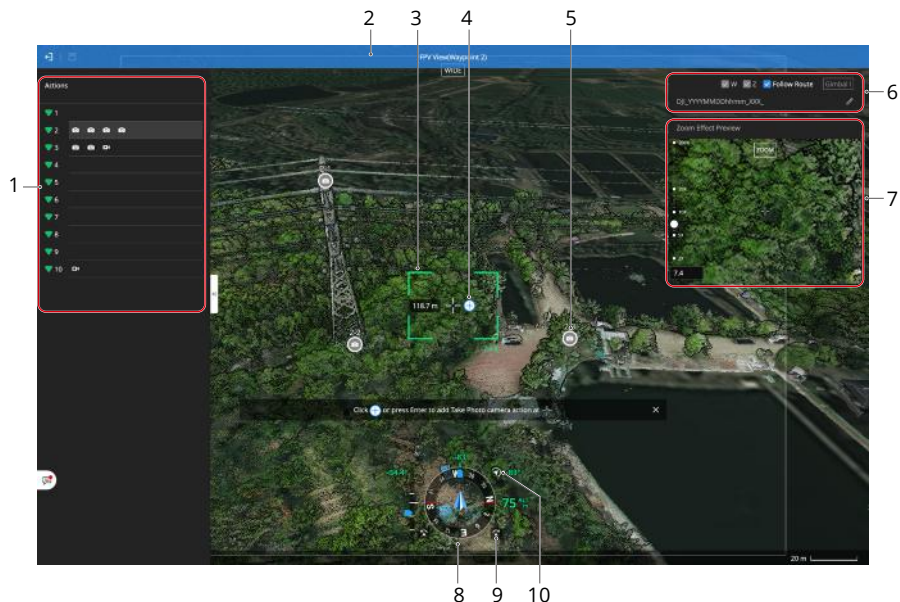


• The aircraft firmware should be v5.1 or later.

5. Set the media file name.
6. View the aircraft and gimbal attitude indicator.
7. Users can input or drag the slider to change the aircraft and gimbal attitude value.
8. Users can input or drag the slider to change the zoom ratio.



## 2. FPV View

### 2.1 User Interface Introduction



1. Displays the waypoint actions
2. Indicates the wide-angle frame
3. Indicates the zoom frame
4. Click to add a camera action
5. Indicates the unselected camera action
6. Set the media file storage format and name
7. Preview the zoom effect and adjust the zoom ratio
8. Indicates the aircraft and gimbal attitude
9. Click to fine-tune the aircraft yaw attitude
10. Click to switch between the Free and Lock gimbal modes. The aircraft heading and the gimbal camera direction are parallel when the gimbal is in the Lock mode. In the Free mode, the gimbal camera will rotate freely.






## 2.2 Add a Camera Action

Click  or press Enter to add a camera action at . Project members can modify the media file storage format and name, preview the zoom effect, and adjust the zoom ratio on the right panel.






- Update the aircraft firmware to v5.1 or later to modify the media file storage format.
- 

## 2.3 Change the Shooting Location

Click  to select a camera action , drag the map and place  on the subject, and click  to change the shooting location, or click  to cancel.

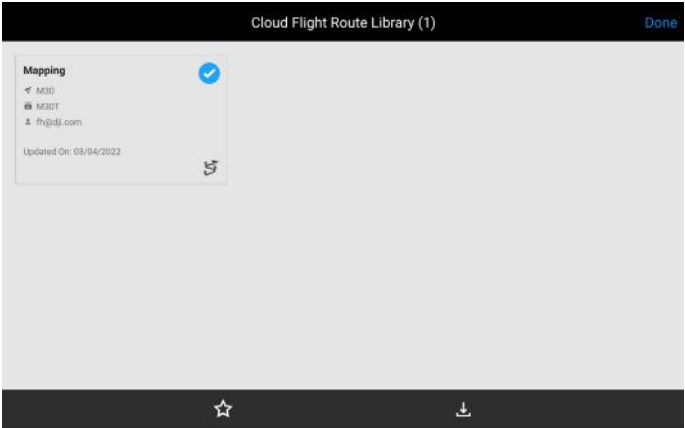
## 2.4 Delete a Camera Action

Click  to select a camera action and double-click  to delete the action.


Click  on the upper left corner to save the camera action settings.

## Sync Flight Routes

DJI Pilot 2 users can log in to the DJI FlightHub 2 cloud service and access cloud flight tasks. Enter the home screen of DJI Pilot 2, tap Flight Route, and select Cloud to view flight routes created on DJI FlightHub 2.

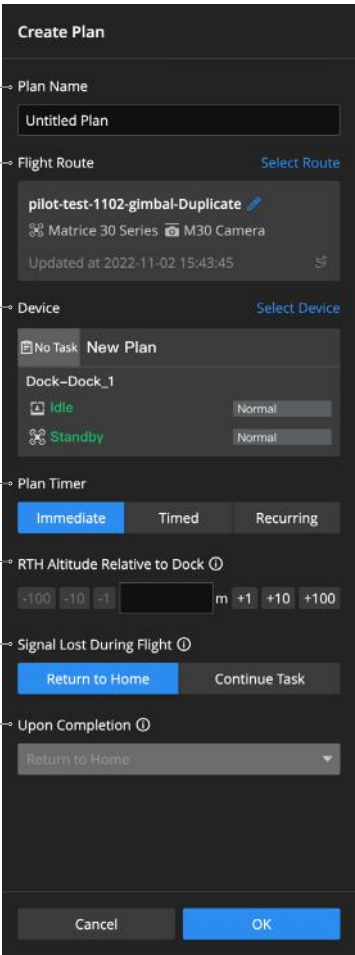


# Task Plan Library

Project members can click  to enter the task plan library to view task plans and the administrators can create and manage plans.

## Create a Plan

Click Create Plan to create a task plan.




The screenshot shows the 'Create Plan' dialog box with the following fields and options:

- 1. Plan Name: A text input field containing 'Untitled Plan'.
- 2. Flight Route: A dropdown menu showing 'pilot-test-1102-gimbal-Duplicate' with a blue edit icon. Below it, 'Matrice 30 Series' and 'M30 Camera' are listed, along with the update time 'Updated at 2022-11-02 15:43:45' and a refresh icon.
- 3. Device: A dropdown menu showing 'Dock-Dock\_1'. Below it, 'Idle' and 'Standby' are listed with 'Normal' status indicators.
- 4. Plan Timer: Three buttons: 'Immediate' (selected), 'Timed', and 'Recurring'.
- 5. RTH Altitude Relative to Dock: A numeric input field with a range from -100 to +100 meters, currently set to 0.
- 6. Signal Lost During Flight: Two buttons: 'Return to Home' (selected) and 'Continue Task'.
- 7. Upon Completion: A dropdown menu showing 'Return to Home'.

At the bottom are 'Cancel' and 'OK' buttons.

1. Plan Name  
The plan name is required and should be within 50 characters.
2. Flight Route  
Click to select a flight route. Only flight routes supported by the dock are displayed in the list. A flight route duplicate will be created after selecting a flight route.

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 • The duplicate cannot be modified after the plan is created, and the duplicate will be deleted after the plan is deleted. Modifying the flight route in the flight route library will not affect the flight route duplicate.
3. Device  
Only docks can be selected.
4. Plan Timer  
Users can select from Immediate, Timed, and Recurring.
  - a. When the plan timer is set to Immediate, the aircraft will immediately perform the flight task once the plan is created.
  - b. When the plan timer is set to Timed, the aircraft will perform the flight task when the set time is reached.
  - c. When the plan timer is set to Recurring, the aircraft will perform repeated flight tasks when the set time is reached.
5. RTH Altitude Relative to Dock  
The aircraft altitude relative to the dock when the aircraft is returning to the dock (Altitude range: 20 m - 1500 m). The RTH altitude should be set based on the actual flight condition, surrounding environment, and GEO

information. It is recommended that the altitude is set higher than the highest geographical point in the flight area and should be lower than the maximum flight altitude.

6. Signal Lost During Flight

The aircraft will return to home or continue the flight task when it is disconnected from the dock.

7. Upon Completion

Only Return to Home is supported when creating a task plan.

## Manage Task Plans

Users can view the task plan details and media file upload status, as well as perform actions on the task plan.

1. **Planned/Actual Time:** Displays the planned time of the task plan and the actual time when the task is performed. The planned time is estimated and can only be used as a reference.
2. **Status:** Includes To be performed, In progress, Task completed, Task failed, Task ended, and Suspended.
3. **Type:** Includes Immediate, Timed, and Recurring.
4. **Route Name:** Displays the flight route duplicate name. Click to view the duplicate in the editor. Editing and saving the duplicate are not supported.
5. **Media File Upload:** Displays the media file upload status, including the number of uploaded files and total number. The media file upload statuses include Waiting to upload, Uploading, and Uploaded. Click to view media files in the Media Files library. The upload sequence of the media files is as follows:
  - a. Media files of the Immediate flight task will be uploaded first. Media files of the Timed and Recurring tasks will be uploaded according to its actual completion time.
  - b. Users can click Upload Now to prioritize the upload of the selected media files.
6. **Actions:**
  - a. For the flight tasks that are to be performed, users can edit, suspend, or delete the tasks. After the flight tasks are suspended, the aircraft will not perform the tasks. Users can resume the task so that the aircraft can continue performing the task. If the flight task exceeds the planned time, the task will be shown as failed.
  - b. For the flight tasks that are performed, users can click to copy the flight task, enter the flight route editor, and edit to create a new task plan.

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