



FPV.SkyDive

Connecting and calibrating the controller inside the simulator

FAQ

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Desktop version

1. Supported controllers:

FPV.SkyDive simulator supports a wide range of controllers. Almost any controller that can be connected via Bluetooth or USB cable and do the data transfer to a computer can be connected to the simulator.

Types of controllers to be distinguished:

- Gamepad (controller type like “Dualshock” or “Xbox”)
- FPV Radio Transmitter (“**FPV.Ctrl**” or “Taranis Frsky” type drone controller)

2. How to properly connect the controller:

The controller is successfully connected when a green joystick-like icon is displayed at the top of the simulator in the main menu.

1. Connect the device with a suitable cable or Bluetooth connection if such a connection method is enabled
2. Turn on the controller (this can be done as a first step)
3. Make sure the controller is recognized as input on your operating system (look in the program that displays connected devices)

3. How to successfully calibrate the controller and why calibration is important:

Calibration allows you to pair the sticks and keys of your controller with the drone inside the simulator. Calibration is performed as follows - once your controller has been successfully connected and recognized inside the simulator, press the Joystick Calibration button within the main menu.

The Joystick Calibration window displays controls and assigns sticks and keys to specific controls. If you are connecting the controller for the first time, please press the Start Joystick Calibration button located below all other controls.

On the next step, you will be asked to select the input type which can be either FPV Radio Transmitter or Gamepad. It is important to choose the correct input so that the calibration can be done correctly (see **Chapter 1.** and types of controllers that can be used). When you

press the desired input type, the calibration process will guide you step by step through an automated process to finalize the calibration.

Tip for gamepad users: Try **not to assign any switches in the calibration** because the calibration is mostly intended for FPV transmitters. Use the keys on the keyboard (see **Chapter 8.**) as switches and **just calibrate the sticks in the calibration process.**

4. What if I made a mistake during the calibration process?

If you make a mistake (e.g. choose the wrong input type or assign a stick incorrectly in the automated calibration process) you can easily repeat the whole process. All you have to do is press the escape key on the keyboard which will take you back to the main menu. After returning to the main menu, repeat the process from chapter 3.

5. Once I calibrate the controller, will my settings be remembered?

Yes, the controls will be remembered until you connect a different controller than the one you used and calibrated last.

6. During the calibration process, the controller assigns sticks without my stimulus (or stick shift)

Since our calibration works based on stick movement, it is possible that your controller is not well calibrated outside the simulator. You need to adjust the trims and assign the switches correctly on your controller (not in the simulator). This problem is in most cases related to FPV transmitters.

7. My controller is recognized inside the simulator, but I can't calibrate the joystick (nothing happens inside the calibration process)

This problem can occur due to wrong settings within Steam. You need to go to: **Library > Game List > FPV.SkyDive (right click) > Properties > Controller**. In the Controller window, it is possible to adjust the controller interpretation settings. It is recommended to set it to default.

8. I assigned sticks within the calibration, but I am not able to assign keys.

Some controllers cannot be fully accessed by our calibration. This means that part of the keys cannot be calibrated. Therefore, controls for reset, change flight modes and arm/disarm will have to be used via keyboard.

Keyboard controls (as a safety measure, in case the controller does not work completely):

- "R" key - used to reset the scene
- "F" key - used to change flight modes
- "P" key - used for drone arm/disarm

9. Is it possible to use the keyboard instead?

Of course, in order to enable everyone to play the simulator, flying is also made possible via the keyboard. Use the **WASD** keys and **arrow keys** to control the drone while the other controls are:

- "R" key - used to reset the scene
- "F" key - used to change flight modes
- "P" key - used for drone arm/disarm

For the best flying experience, we definitely recommend using an FPV transmitter.

10. The controller has been calibrated successfully, but I can't take off.

If the controller is calibrated successfully and you still cannot take off, make sure it says **"DISARMED"** at the top of the screen. If you get the said message, it is necessary to arm the drone (i.e., start its engines). You can do this via the key you have assigned to the arm or via

the “P” key on the keyboard. **Note: you can only arm the drone if the throttle is set to 0 (zero).**

11. I am not able to calibrate the controller at all, even though it was recognized in the game, and I followed all the steps listed in this document.

There are currently some “closed-type” controllers, but there are only a few of those. More specifically, devices that will potentially not work well with FPV.SkyDive are DJI-type controllers.

Another reason why this might be happening is if you have two connected inputs at the same time (e.g. two controllers or a controller and an additional input device) so make sure to disconnect the other input that you are not using.

12. I use FPV.Ctrl, the controls are assigned (green in the Joystick Calibration window) but it looks like they are reversed while flying.

It is necessary to check which profile is set as active in the FPV.Ctrl application. Orqa model is the default one. It is possible that you have changed the model and the calibration in the simulator has remained the same as before, so either return the model to the default Orqa one or recalibrate the joystick inside the simulator.

Mobile version

The same rules apply to the mobile version as to the desktop one, except that the devices are mostly connected to the mobile phone via Bluetooth, which can lead to possible interruptions in communication between the mobile phone and the controller, so the controller should be charged sufficiently and should be close to the phone.

FOR FPV.CTRL USERS:

IMPORTANT! Since FPV.Ctrl is one of the few controllers that offers the ability to connect via Bluetooth, be sure to always:

- Have the latest firmware installed
- Have the latest mobile phone software installed (especially on iPhone)
- Enable "Input Device" (Android users only)
- For preventive purposes, stop the FPV.Ctrl app running in the background (in case you're using the FPV.Ctrl)

1. In calibration, I can only assign sticks and not the keys

At the moment, it is not possible to assign controller keys in the mobile version, so we created on-screen controls for reset, flight mode change and arm/disarm in the lower middle half of the screen.

Sending inquiries:

In case all the aforementioned FAQ and suggestions did not help, feel free to contact us and we will answer your questions as soon as possible. Contact us at support@orgafpv.com or on the official [Discord channel](#) in the *#sim-help* channel.

If you are reporting a certain bug/issue, be sure to follow the following form and provide us with the information in this particular order:

1. Which controller you are using
2. Which device you're using (computer/mobile phone)
3. Which operating system you have installed and which version
4. Have you already had problems like this or is it appearing for the first time
5. If possible, send us a video of the problem (preferably on Discord, but you can also do it via email)