DJI FlightHub 2

User Guide

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Introduction

DJI FlightHub 2 is a cloud-based aircraft task management platform, providing functions for member, device, map annotation, media file, and flight route library management. By distributing annotations to DJI Pilot and managing the cloud mapping progress, DJI FlightHub 2 makes the remote access of real-time task information possible and improves team productivity and efficiency.

Before Using

Supported Devices

Supported aircraft include Matrice 30 series and Matrice 300 RTK, and supported payloads are Zenmuse H20, H20T, and H20N. 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. DJI Pilot app version should be later than v4.0.

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:

- 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.

: Both super and organization administrators can click ① on the Members page to view detailed permission descriptions.

Project Roles and Permissions

User permissions at the project level are as follows:

- Project Administrator: Manages the project life cycle and owns all project permissions, including member, device, project, annotation, media file, and flight route library management. There should be at least one project administrator within a project.
- 2. Member: Has basic operation permissions within the project.



Registration and Login

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

 \triangle

Users can log in to DJI FlightHub 2 and DJI Pilot 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.

🔈 Org 1 •	Projec	ts Members
M org 1		
Create Organization Join P	roject	

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.

	Create Project		
1 —	•Project Name		
	Project Name		
2 —	→Description		
	Description		
3—	⊸Join Project with Code	e C	
4	→Members		
	Call Sign ↓ [*]	Role 🛈	Edit
	fh@dji.com 💄	Project Admin 👻	
5—	⊸Devices		
	Call Sign ↓ ^A	Model	Edit
		No Data	
6—	→Project Point of Intere	est 🛈 🔶 Set point	

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 users can log in to the DJI FlightHub 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

Click Add Device to add organization devices to the project. For DJI Pilot users who enter the project, once their aircraft are linked with remote controllers, the aircraft information will be automatically displayed on the device list.

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.

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 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.

Men	bers 1							All Roles	Select projects	·	All Joi
	Account IS	Name 12		Role ()		Project		Joining Method		joined Φ	
	fh3@dji.com	fh3		Organization Adm	in			Added by admin		2022-02-22 15:51	1:52
	fh28dji.com	fh2		Member		Project 1		Added by admin		2022-02-22 15:43	3:58
	fh@dji.com 🚔	fh®dji.co	m	Super Admin		Project 1		Added by admin		2022-02-22 15:18	8:30
		2	Upload Excel file when adding a large nun Download g Excel template, fill in memb Upload	mber of members ber details, and uploa	d file to add members	Add Members					1
			Account		Name		Role		Actions		
			Account				Member		• •		
						Add Members					
									Cancel	OX	

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.

Add Members				All Roles 👻	Select projects	Search accounts or names Q
Account 12	Name 12	Role ()	Project	Joining Method	joined 0	Actions
h3@dj.com	na	Organization Admin		Added by admin	2022-02-22 15:51:52	10
 In2ddj.com 	Pi2	Member	Project 1	Added by admin	2022-02-22 15:43:58	10
📄 fhijidji.com 🛓	fh@dji.com	Super Admin	Project 1	Added by admin	2022-02-22 15:18:30	/ 0

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

Add Members Change Rale Delete				All Roles	Select projects	Search accounts or names Q
Account 12	Name 12	Role (D	Project	Joining Method	joined 0	Actions
🖬 fhàthdji.com	na	Organization Admin		Added by admin	2022-02-22 15:51 52	× 0
🖸 thi2ijidji.com	fh2	Member	Project 1	Added by admin	2022-02-22 15:43:58	× •
http://www.au	fh@dji.com	Super Admin	Project 1	Added by admin	2022-02-22 15:18:30	× 0
						< 1 > 10/pagev

Device Management

DJI Pilot users can bind their devices to DJI FlightHub 2 organizations. Make sure that the remote controller is connected to the internet. Open DJI Pilot 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.

<		FlightHub 2 Services	
Org 1	>	Call Signs	10 A
Project 1	>	My Call Sign	M30T 🖉
		Settings Device Binding Aircraft	not bound >
		Media File Upload	>
Exit		Data Sharing Notes	

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

🔈 Org 1 •			Projects Members Devic	6			English • @ thehdji.com
Alecraft Dock							
						AT Statuses	Search device SN or name Q
Model SN	Name 12	Firmware Version	Status	Project	Joined &	Last Online Ø	Actions
 M30 1581/489 	1219/0010 M30	00.04.0210	Online	Project 1	2022-03-04 12:06:55	2022-03-04 12:07:05	/ 0
							< 1 > 10/pagev

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 team information, such as device statuses and online members on the left panel. Device statuses include:

- A. When a device is online, its information will be displayed on the left 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.

Aircraft and remote controller locations will be displayed on the map. Click the aircraft or the remote controller icon and a line connecting the aircraft to its linked remote controller will be displayed. A window above the aircraft shows the aircraft call sign and its altitude above the sea level. Click the window to open the Device Details and Livestreams panel.



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

- 1. Click Q to search geographic locations. The location will be displayed in the middle of the web page.
- 2. View (1) 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 (i) to view GEO Zone information.
- 5. Click and the project point of interest will be displayed in the middle of the web page.

Device Details and Livestreams

When a device is online, project members can click 🖻 to view device details, such as the transmission signal strength, satellite connection status, and aircraft altitude. Click camera buttons to view livestreams from the aircraft camera or payload. During a livestream, click 💿 to start recording, and the recorded video will be stored to Media Files automatically.



Annotation Management

Project members can click \triangle to enter the Annotation page and add annotations such as points, lines, and areas on the map by selecting \diamond \sim \square on the right side of the screen. The project administrator can click \square to distribute annotation folders to DJI Pilot and click \triangle 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 users can also select `, \square to create points, lines, and areas after entering the map view. Annotations will be uploaded remotely to DJI FlightHub 2 and stored in Shared Folder. Annotations in Shared Folder are distributed by default and cannot be disabled.



Cloud Mapping

DJI Pilot users can log in to the DJI FlightHub 2 cloud service to perform cloud mapping.

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



2. Configure settings on the right panel. Tap (a) 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 camera.



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

	Mapping	Checklist	×
🕗 Project 1 🖽 46		Cloud Mapping	
55) 30°C 56) 30°C	₩ 70%	ii≣ 57%	👔 29.38 G
6633 m Distance	8 m 7 s Estimated Time	24 Waypoints	286 time(s) Payload 1 Photos
Save Photo	Matrice M30 - WIDE	Cloud Mapping	Visible
RTK Status	Disabled	Cloud Mapping GSD	14.81 cm/pixel
Flight Route Complete Action	Return To Home∽	Out of Control Action	Continue 🗸
Create Folder	DJI_YYYYMMDDhhmm_XXX_	Mapping5	
Camera Mode	Auto M		
Ba	ick	Upload flig	yht mission

4. Tap Progress to view the mapping status.



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



1. Display the Mapping Output

The project administrator can click 🔘 to display the mapping output on the map.

2. Change the Task Order

The order of mapping tasks on the left panel indicates the mapping output display order on the map. The mapping task at the top of the list will have its mapping output displayed on the top of the map. The project administrator can drag \equiv to change the task and output order.

3. Load the Elevation Data

After the elevation of a mapped area is calculated, the project administrator can click $\underline{\cancel{A}}$ 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

After a task is completed, its mapping output will be distributed to DJI Pilot by default. The project administrator can click 🔁 to cancel the distribution.

5. Center the Mapping Output

Click 💽 to select the mapping task, and its mapping output will be displayed in the middle of the web page.

Media Files

Project members can click $\overline{\mbox{\ensuremath{\varpi}}}$ to enter the Media Files page and manage all media files uploaded from DJI Pilot.

Upload Media Files

The automatic upload of media files in DJI Pilot is disabled by default. To enable the function, DJI Pilot 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.

<	FlightHub 2 Services	
0m1	Call Signs	
S Co Online	My Call Sign	fh2 🖋
Project 1	Aircraft Call Sign	M30T 🖋
	Settings	
	Device Binding	Aircraft bound 📏
	Media File Upload	>
Exit	Data Sharing Notes	
<	Media File Upload	
When enabled, photos and videos will be	automatically uploaded to FlightHub 2	
Auto Dhote Unload		
Auto Video Upload		\bigcirc
Upload path in dual control mode	MY RC	OTHER RC
Upload to FlightHub 2 via My RC		

Storage 17521 4 AUTO WIDE 1.0X łł Project 1 M30-2 2.7Kb/s ≏ Photos Videos ٠ My RC Other RC 企业基地

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

To manually upload media files, DJI Pilot 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. The 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, as well as download compressed media files.

Proje	α1	,	edia Files				
6		1	Create Folder Compress Meve Delete			End Date 🖬 All Types	• Al Payloads
۵.		Ľ	All Files (1/2)				Filter Media Files Displayed on Map
8	Cfiles Cfiles		Folder Name	Payload	Size	Created a	Actions
8			Uvestream Recordings				
a			M387_1581F4890021990			2022-02-22 16:47:27 (UTC+08)	≥ × τ

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

Ö Panoramas are displayed on the map by default.

Flight Route Library

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

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 Matrice 30 series are supported.

3. Route Type

Only Waypoint routes are supported.

Click OK to create the flight route.

Edit Waypoint Routes

Edit Flight Routes

Enter the flight route editor and set flight route details.

1	_	Mapping 👻 M30 🙆 M30T (
		Payload Settings	
		Gimbal I: M30T Car	
		✓ Wide-Angle Pho ✓ Infrared Photos	tos 🗹 Zoom Photos
		Flight Distance 502 m	Flight Duration 45 s
		Waypoints 3	Est. Photo Count 0
2		Takeoff Point Settings (AGL)	🛈 🗊 Delete Takeoff Point 🗸
		113.904619532	
		22 497228505	
		-100 -10 -1 0	m +1 +10 +100
3			(ALT) ()
		-100 -10 -1 20	m +1 +10 +100
4		⊸Altitude Mode ①	
		Absolute Altitude	▼
		Absolute Altitude Ellipsoid height and altit are convertible based or waypoint	vde (elevation at mean sea level) height anomaly of the first
		Absolute Altitude Ellipsoid height and altit are convertible based or waypoint Altitude (EGM96)	ude (elevation at mean sea level) height anomaly of the first
		Absolute Altitude Ellipsoid height and altit are convertible based or waypoint Altitude (EGM96) -100 -10 -1	ude (elevation at mean sea level) h height anomaly of the first 300.0 m +1 +10 +100
		Absolute Altitude Ellipsoid height and altit are convertible based or waypoint Altitude (EGM96) -100 -10 -1 co Ellipsoid Height (ude (elevation at mean sea level) a height anomaly of the (rst. 300.0 m +1 +10 +100 WKGS84) 206.5 m 41
		Absolute Altitude Elipsoid height and altit are convertible based of waypoint Altitude (EGM96) -100 -10 -1 00 Ellipsoid Height (-100 -10 -1	ude (elevation at mean sea level) anomaly of the (irst 300.0 m +1 m +1 +10 wCS84) 10 296.5 m +1 +10
		Absolute Altitude Elipsoid height and altit are convertible based of waypoint Altitude (EGM96) -100 -10 -1 co Ellipsoid Height (-100 -10 -1 Flight Speed	300.0 m +1 +10 +100 WCS84) 296.5 m +1 +10 +100 10 m/s 10 m/s
		Absolute Altitude Ellpsoid height and altit are convertible based of waypoint Altitude (EGM96) -100 -10 -1 C Ellipsoid Height (-100 -10 -1 Flight Speed - Alticraft Yaw Ø	ude (elevation at mean sea level) statution at mean sea level) sta
		Absolute Altitude Elipsoid height and altit are converbile based of waypoint Altitude (EGM96) - 100 -10 -1 - 00 -10 -1 - 100 -10 -1 Flight Speed 	ude (elevation at mean sea level) soo.o m wCS284) 296.5 m 10 m/s 1
		Absolute Altitude Elipsoid height and altit are converbile based of waypoint: Altitude (EGM96) - 100 -10 -1 - 100 -10 -1 - 100 -10 -1 Flight Speed 	ude (elevation at mean sea level) state (elevation at mean sea level) 300.0 m m +1 y +100 WCSB4) 296.5 m +1 10 m/s + +
		Absolute Altitude Elipsoid height and altitude the convertible based of wappoint: Altitude (EGM96) - 100 -10 -1 - 100 -10	300.0 m +1 +10 +100 WCS84) 296.5 m +1 +10 +100
		Absolute Altitude Ellipsoid height and altit are converbile based of waypoint Altitude (EGM96) 100 -10 -1 CE Ellipsoid Height (100 -10 -1 Flight Speed Aircraft Yaw O Along Route Gimbal Control O Manual Waypoint Type	ude (elevation at mean sea level) 300.0 m m +1 +10 +100 VIGS84) 10 296.5 m +1 10 m/s + +
		Absolute Altitude Ellipsoid height and altit are convertible based of waypoint Altitude (EGM96) -100 -10 -1 CO Ellipsoid Height (-100 -10 -1 Flight Speed - Altrcraft Yaw O Along Route Gimbal Control O Manual Waypoint Type Straight route. Airc	ude (elevation at mean sea level) 300.0 m +1 +10 +100 WC584) 10 295.5 m +1 10 m/s 10
5		Absolute Altitude Ellipsoid height and altit are converbile based of waypoint: Altitude (EGM96) -100 -10 -1 co Ellipsoid Height (-100 -10 -1 Flight Speed Aircraft Yaw O Along Route Gimbal Control O Manual Waypoint Type Straight route. Altit	ude (elevation at mean sea level) 300.0 m m +1 v10 +100 VCS84) 10 296.5 m +1 10 m/s 10
5		Absolute Altitude Elipsoid height and altit are converbile based of waypoint: Altitude (EGM96) - 100 -10 -1 - 100 -10 -10 -1 - 100 -10 -10 -10 -1 - 100 -10 -10 -10 -10 - 100 -10 -10 -10 -10 - 100 -10	ude (elevation at mean sea level) 300.0 m m +10 y +10 ude (elevation at mean sea level) ude (elevation at mean sea level) 10 m/s 10 10
5		Absolute Altitude Elipsoid height and altit are converbile baaed of waypoint: Altitude (EGM96) - 100 -10 -1 - 100 - 100 -10 - 100 - 100 -10 - 100 - 100 -10 - 100 -	ude (elevation at mean sea level) 300.0 m m +10 296.5 m m +1 m +1 m +1 m +1 m +1 m +1

: Move the mouse over ① 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 (9) 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. Return-to-Home Altitude (ALT)

The return-to-home altitude should be set based on the actual flight condition, surrounding environment, and GEO information. It is recommended that the altitude be set higher than the highest geographical point in the flight area.

Edit Waypoints

Select 2 and click on the map to add waypoints. Select a waypoint and set waypoint details.

Add Action		< Waypoint 1 ₽ > ×		
		113.90478655		
Hover		Latitude		
Aircraft Yaw		22.498927486		
		Altitude (EGM96) Verte		
Gimbal Yaw		-100 -10 -1 300.0 m +1 +10 +100		
Gimbal Pitch				
		-100 -10 -1 296.5 m +1 +10 +100		
Take Photo		Waypoint Type Sollow Route		
Start Recording		Straight route. Aircraft stops 🔹		
Stop Recording				
Camera Zoom		Add Action +		
Create Folder		Aircraft Yaw Sollow Route		
		Along Route 🗸 🗸		
		Auto		
		Flight Speed Solow Route 10 m/s		
		H		

1. Longitude and Latitude

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

 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.

3. Actions

Click "+" to add actions for the aircraft, gimbal, and payload.

4. Click 🗐 on the upper left corner to save the flight route settings.

Perform Flight Tasks

DJI Pilot users can log in to the DJI FlightHub 2 cloud service and perform cloud flight tasks.

- 1. Enter the home screen of DJI Pilot, tap Flight Route, select Cloud to view flight routes created on DJI FlightHub 2.
- 2. Select the flight route and tap \swarrow , the flight route will be downloaded to Flight Route Library.

		Cloud Flight Route Library (1)	Done
Mapping	0		
▼ M30			
M30T			
⊥ m@dji.com			
Updated On: 03/04/2022			
	5		
	~		
	ਿ	Ł	<u>.</u>

3. Select and enter flight route settings. Tap > to perform the flight task.

DJI Support https://www.dji.com/support

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