

iOS UI Library 4.3 Release Notes

Release Date

2017.09.15

Highlights

- Focus and exposure touch controls in FPV Content
- Picture-in-picture (PiP) which provides secondary FPV
- Map Content and Widget
- Center exposure handling
- Preflight checklist improvements, such as being able to reorder checklist items

Supported iOS Mobile SDK

- DJI iOS Mobile SDK v4.3: download at <https://developer.dji.com/mobile-sdk/downloads/>.

iOS Compatibility

UI Libraries is compatible with iOS 9.0 and above.

Supported Products

Products	<ul style="list-style-type: none"> * Spark * Matrice 210 * Matrice 210RTK * Matrice 200 * Inspire 2 * Mavic Pro * Phantom 4, Phantom 4 Pro & Phantom 4 Advanced * Matrice 600 & Matrice 600 Pro, RTK and Ronin MX * Phantom 3 Standard, Advanced, 4K & Professional * Inspire 1, Inspire 1 Pro & Inspire 1 RAW * Matrice 100 with X3, X5 & X5R * Osmo, Osmo Pro, Osmo RAW & Osmo+ * Osmo Mobile * Lightbridge 2 with A2 * Lightbridge 2 with standalone A3 or N3 * Focus * N1 Video Encoder
Cameras	<ul style="list-style-type: none"> * Zenmuse X3, X5, X5R, Z3, Z30, X4S, X5S * Spark Camera * Phantom 4 Pro Camera * Mavic Pro Camera * Phantom 4 Camera * Phantom 3 Cameras * Zenmuse XT

Supported Firmware

- Spark: 01.00.0400
- Matrice 200: 01.00.00.0000
- Phantom 4 Advanced: 01.00.0128
- Inspire 2: 1.0.0330
- Phantom 4 Pro: 01.04.0602
- Z30: 1.0.0.37
- N3: 1.7.0.0
- Mavic Pro: 01.03.0900

- Matrice 600 Pro: 1.0.1.20
- Matrice 600, RTK and Ronin MX: 1.0.1.20
- Phantom 4: 1.2.602
- Zenmuse XT: 1.24.0.10
- Zenmuse Z3: 1.10.1.40
- Inspire 1: 1.10.1.40
- Inspire 1 Pro (X5 camera): 1.10.1.40
- Inspire 1 RAW (X5R camera): 1.10.1.40
- Osmo: 1.10.2.60
- Osmo Pro (X5 camera): 1.3.0.40
- Osmo RAW (X5R camera): 1.3.0.40
- Osmo+: 1.5.0.90
- Osmo Mobile: 1.6.0.80
- Phantom 3 Professional & Advanced: 1.10.90
- Phantom 3 Standard: 1.8.10
- Phantom 3 4K: 1.5.40
- Matrice 100: 1.3.1.0
- Lightbridge 2: 1.1.60
- A3: 1.7.0.0

Bug Fixes

- **Spark:** RC signal status widget was previously empty. This has been fixed.

Known Issues

- **Unknown camera state after checking media on DJI Go:** If the user opens DJI Go's media playback feature to check media, then opens UI Library, camera will be in an unknown state until user toggles camera/video slider.



iOS UI Library 4.2 Release Notes

Release Date

2017.07.07

Highlights

- Compatibility with Mobile SDK 4.2.2
- Support for DJI Spark
- Preflight checklist improvements
- Minor bug fixes

Supported iOS Mobile SDK

- DJI iOS Mobile SDK v4.2.2: download at <https://developer.dji.com/mobile-sdk/downloads/>.

iOS Compatibility

UI Libraries is compatible with iOS 9.0 and above.

Supported Products

Products	<ul style="list-style-type: none"> * Spark * Inspire 2 * Mavic Pro * Phantom 4 & Phantom 4 Pro * Matrice 600 & Matrice 600 Pro, RTK and Ronin MX * Phantom 3 Standard, Advanced, 4K & Professional * Inspire 1, Inspire 1 Pro & Inspire 1 RAW * Matrice 100 with X3, X5 & X5R * Lightbridge 2 with A2 * Lightbridge 2 with standalone A3 or N3 * Focus * N1 Video Encoder
Cameras	<ul style="list-style-type: none"> * Zenmuse X3, X5, X5R, Z3, Z30, X4S, X5S * Phantom 4 Pro Camera * Mavic Pro Camera * Phantom 4 Camera * Phantom 3 Cameras * Zenmuse XT

Supported Firmware

- Spark: 1.00.0400
- Inspire 2: 1.0.0330
- Phantom 4 Pro: 1.3.509
- Z30: 1.0.0.20
- N3: 1.7.0.0
- Mavic Pro: 1.3.6
- Matrice 600 Pro: 1.0.0.80
- Matrice 600, RTK and Ronin MX: 1.0.0.80
- Phantom 4: 1.2.602
- Zenmuse XT: 1.24.0.10
- Zenmuse Z3: 1.10.1.40
- Inspire 1: 1.10.1.40
- Inspire 1 Pro (X5 camera): 1.10.1.40
- Inspire 1 RAW (X5R camera): 1.10.1.40
- Phantom 3 Professional & Advanced: 1.10.90
- Phantom 3 Standard: 1.8.10
- Phantom 3 4K: 1.5.40
- Matrice 100: 1.3.1.0
- Lightbridge 2: 1.1.50

- A3: 1.7.0.0

Known Issues

- **Spark:** RC signal status widget is empty.
- **Unknown camera state after checking media on DJI Go:** If the user opens DJI Go's media playback feature to check media, then opens UI Library, camera will be in an unknown state until user toggles camera/video slider.

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iOS UI Library 4.1.1 Release Notes

Release Date

2017.06.06

Highlights

- Compatibility with Mobile SDK 4.1.1
- Minor bug fixes

Supported iOS Mobile SDK

- DJI iOS Mobile SDK v4.1.1: download at <https://developer.dji.com/mobile-sdk/downloads/>.

iOS Compatibility

UI Libraries is compatible with iOS 9.0 and above.

Supported Products

Products	<ul style="list-style-type: none"> * Matrice 200 * Inspire 2 * Mavic Pro * Phantom 4, Phantom 4 Pro & Phantom 4 Advanced * Matrice 600 & Matrice 600 Pro, RTK and Ronin MX * Phantom 3 Standard, Advanced, 4K & Professional * Inspire 1, Inspire 1 Pro & Inspire 1 RAW * Matrice 100 with X3, X5 & X5R * Osmo, Osmo Pro, Osmo RAW & Osmo+ * Osmo Mobile * Lightbridge 2 with A2 * Lightbridge 2 with standalone A3 or N3 * Focus * N1 Video Encoder
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Supported Firmware

- Matrice 200: upcoming
- Phantom 4 Advanced: 2.1.0.0
- Inspire 2: 1.0.0330
- Phantom 4 Pro: 1.3.0509
- Z30: 1.0.0.20
- N3: 1.7.0.0
- Mavic Pro: 1.3.7
- Matrice 600 Pro: 1.0.1.20
- Matrice 600, RTK and Ronin MX: 1.0.1.20
- Phantom 4: 1.2.602
- Zenmuse XT: 1.24.0.10
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- Osmo: 1.8.2.40
- Osmo Pro (X5 camera): 1.3.0.40

- Osmo RAW (X5R camera): 1.3.0.40
- Osmo+: 1.5.0.90
- Osmo Mobile: 1.5.0.70
- Phantom 3 Professional & Advanced: 1.10.90
- Phantom 3 Standard: 1.8.10
- Phantom 3 4K: 1.5.40
- Matrice 100: 1.3.1.0
- Lightbridge 2: 1.1.60
- A3: 1.7.0.0

Known Issues

- **Unknown camera state after checking media on DJI Go:** If the user opens DJI Go's media playback feature to check media, then opens UI Library, camera will be in an unknown state until user toggles camera/video slider.
- **Camera settings on some aircraft:** Color filters have literal string names, instead of descriptive names, e.g.: ""Film B" instead of "Blockbuster".
- **Preflight Checklist:** Inspire 1 and M600 return "unknown" IMU and ESC statuses in Preflight Checklist.

iOS UI Library 4.0.1.1.0.0 Release Notes

Release Date

2017.04.18

Highlights

- UI widgets for aircraft state seen typically on an FPV screen (e.g. Battery icon)
- UI widgets for some automated controls (e.g. auto take-off)
- UI panels for camera settings (exposure and others)
- A preflight checklist panel
- Elements with assets and logic tied to the SDK
- Elements which are more responsive to settings changes than in the public beta

Included in this Release

- UI Library
- A sample app showing how to use the UI Library in its default implementation, and how to customize widgets
- Documentation introducing UI Libraries

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