



RDS

REAL DRONE SIMULATOR™

QUICK START GUIDE





REAL DRONE SIMULATOR PRE-ALPHA VERSION

INTRODUCTION

The Real Drone Simulator is a realistic multicopter simulator which will help people to learn and advance remote controlled aircraft flying skills. Our target is to keep the concept real life-like by including really existing aircrafts with their measured parameters and test results. Enjoy your first flight in our new Simulator!

PRE-ALPHA VERSION

This version is more like an early technical demo. It has minimal features only as it is still under development.

In this Pre-Alpha there is only one game level in Virtual Reality world only with 5 aircrafts. In the in-game room menu the only option available is the Fly (World Map) and the Exit Game (Door).

CONTROLS

The game can be controlled by keyboard, USB gamepads and RC Transmitters with USB Simulator adapter or cable.

*The game menu can be controlled by the arrow keys on the keyboard and you can select items with the **ENTER** key.*

In the game the default keyboard configuration is the following:

W: Throttle up

C: change camera

S: Throttle down

SPACE: Switch aircraft

A: Yaw left

Q: Low rates

D: Yaw right

E: High rates

UP ARROW: Pitch front

1: Attitude mode (Self-level mode)

DOWN ARROW: Pitch back

2: Rattitude mode (80% stick

LEFT ARROW: Roll left

self level, then rate mode)

RIGHT ARROW: Roll right

3: Rate mode (no stabilization)

R: Reset level

ESC: In-game Pause Menu

ALT+F4: Immediate Quit from the game back to Desktop

IN-GAME PAUSE MENU OPTIONS:

IMPORTANT! After you set anything in the menu you will need to save it with "Save as default" button then to apply changes you will need to Reload or Reset the level!

RESUME GAME:
Continue playing

RETRY LEVEL: Reset level

GRAPHICS SETTINGS

Here you can change Graphics Quality and toggle Camera Effects

OVERALL QUALITY: Minimum, Low, Simple, Good, High, Maximum

These settings will change the main quality of the game.

SHADOWS TYPE: No Shadows, Realtime Shadows

WARNING! Realtime shadows can be very hardware intensive for the computer to compute.

BLOOM: Light glow on the objects. If you experience low FPS then turn this off.

DEPTH OF FIELD: this option is disabled in this version for re-optimizing performance wise.

MOTION BLUR: Blurry fast motion. If you experience low FPS then turn this off.

FPV NOISE: FPV camera and screen effects. If you experience low FPS then turn this off.

SUN SHAFTS: Sun rays appearance. If you experience low FPS then turn this off.

AUDIO SETTINGS

Here you can set the volume of audio

MASTER VOLUME: you can adjust the overall audio volume with this slider.

MUSIC VOLUME: This slider changes the music volume only.

SOUND VOLUME: this slider changes the sound volume only.

CONTROL SETTING

You can change the control type, sensitivity, invert axes here

CONTROLLER TYPE: Here you can switch from Keyboard & Gamepad to RC & Simulator Controller (Virtual controller is disabled in this build)

VIBRATION: you will be able to enable force-feedback on your gamepad if it has this feature (this is disabled in this build)

INVERT THROTTLE: turn this on if you experience inverted throttle response.



INVERT PITCH: turn this on if you experience inverted Pitch directions

THROTTLE ZERO AT CENTER: this feature will make the throttle interval beginning from center of the joystick.

EXPO (SENSITIVITY): Here you can adjust the reaction curve of the input axes. Negative value will make the reactions faster near center of the sticks, while Positive value will make the reactions slower near the center of the sticks.

INPUT CALIBRATION: you should setup your RC Transmitter's minimum, center and maximum values. (Minimum is always the left or bottom stick position, maximum is the right or top stick position. You should move the stick to the end point then by keeping it there you need to press the SET button to store the value.

You can clear the stored values with the **CLEAR** button to set them again.

DRONE SETTINGS

Here you can change the drone related settings like FPV Camera angle

FPV CAMERA ANGLE: you can adjust the FPV camera angle between 0 to 45 degrees.

BACK TO MAIN MENU

This option will bring you back to the Game Room

QUIT GAME

Here you can close the game and go back to Desktop

OPTIMAL PERFORMANCE AND SPEED:

The FPS counter (Framerate Per Second) is on the top-left corner of the screen. The game runs at normal speed when it is around 60. If it is lower then you should try to disable some camera effects or lower the game quality in Graphics Settings.

MINIMUM SYSTEM REQUIREMENTS:

The game is still in development stages, so optimization is not complete. It can cause low framerates on some computers.

The minimal requirement is a video card with at least 1GB memory, a dual core 1,8 GHz CPU, Windows 32bit/64bit.

RC SIMULATOR CONTROLLER SETUP GUIDE:

First you will need to plug your transmitter via USB to PC. After this you can launch the .exe file and a white launcher window will appear. Do not press the "Play!" button yet instead go to Input tab. Here you will need to assign your transmitter axes to in-game axes. Only choose the following and the Primary column. Only assign the first rows of these:

YAW (+): Yaw to right (Left stick to the right)

YAW (-): Yaw to left (Left stick to the left)

THROTTLE (+): Throttle up (Left stick up)

THROTTLE (-): Throttle down (Left stick down)

PITCH: Pitch front (Right stick up)

ROLL (+): Roll right (Right stick to the right)

ROLL (-): Roll left (Right stick to the left)





RDS
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The logo features the letters 'RDS' in a bold, stylized font with a red-to-orange gradient and a glowing effect. Above the letters are three black silhouettes of drones in flight, also with a glowing effect. Below the letters, the text 'REAL DRONE SIMULATOR™' is written in a smaller, white, sans-serif font.

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