

A GUIDE TO FLYING YOUR DRONE

Now that you've printed, assembled and configured your micro drone, you are going to want to fly it! You will need plenty of practice at this, and you will crash – a lot! But this is the way you will learn. Look at our guide below for the movements that will keep your drone in the air and competitive.



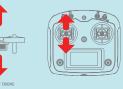












ROLL

Pushing the right stick on your transmitter from side to side moves the drone right and the left on its horizontal axis, causing it to "roll." However, it does not cause the drone to change its altitude position.

PITCH

You can tilt your drone forwards or backwards by pushing the right stick on the transmitter ... yes, you guessed it, forwards or backwards.

YAW

Yaw rotates the drone clockwise (to the right) or anticlockwise (to the left). You achieve this by moving the left hand stick of your transmitter from side to side.

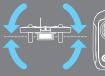
THROTTLE

The left stick on your transmitter is also the throttle. The throttle gives the propellers on your drone enough power to get airborne. When flying, you will have the throttle engaged constantly.

IMPORTANT NOTE

When the quadcopter is going towards you (instead of away from you) the controls (Roll, Pitch and Yaw) are alternated relative to you.

FLIGHT MODES

















ANGLE (self-level mode)

Angle mode is a self-level mode that will not allow a drone to tilt in any direction past a set angle. This means that when not controlling, it will use the accelerometer and the gyroscope to keep the drone level.

HORIZON (self-level mode)

Horizon mode is a mix between Angle and Acro mode, offering self leveling while the pitch/roll stick is near the center. When really pushing the sticks it allows the drone to flip or roll.

ACRO (rate mode)

This is the most challenging mode for flying. With Acro mode you control the speed of the rotation of the drone. When you centre the control sticks (excluding throttle) the drone will continue to fly at that angle. So you have to continually adjust the inputs to make it hover or keep it flying. This makes it the most challenging, but can allow greater control once you have become a skilled pilot.

