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Seeding Drone

Blue Jay Eindhoven

1.11.17

1.11.18

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## COEX Clover



**Clover** is an educational kit of a programmable quadcopter that consists of popular open source components, and a set of necessary documentation and libraries for working with it.

The kit includes a [COEX Pix](#) flight controller with the PX4 flight stack, a [Raspberry Pi 4](#) as a controlling onboard computer, and a [camera module](#) for performing flights with the use of computer vision, as well as a set of various sensors and other peripherals.

The Clover platform contains a [pre-configured image for Raspberry Pi](#) with the full set of required software for working with peripheral devices and [programming autonomous flights](#). The source code of the platform and of the documentation is open and [available on GitHub](#).

If you have studied the documentation but have not found an answer to your question, join our support chat and our specialists will be happy to answer you: [@COEXHelpdesk](#).

We also have a chat for programmers coding for PX4, autonomous navigation indoors, and drone swarms: [@DroneCode](#).

You can download [PDF-version](#) of this documentation.

# Glossary

## Drone

An unmanned aircraft. Typical examples are: quadrotors, hexacopters, model airplanes, fixed wings, VTOLs, model helicopters.

## Quadcopter

An unmanned aerial vehicle with 4 propellers and an electronic stabilization system.

## Multicopter

An unmanned aerial vehicle with an electronic stabilization system and the number of propellers equal to 3 (tricopter), 4 (quadcopter), 6 (hexacopter), 8 (octocopter), or more.

## Flight controller / autopilot

1. A specialized circuit-board designed for controlling a multicopter, a plane or another vehicle. Examples: Pixhawk, ArduPilot, Naze32, CC3D.
2. Software for the multicopter control circuit-board. Examples: PX4, APM, CleanFlight, BetaFlight.

## Firmware

Software primarily for embedded systems, for example, a flight controller or an ESC.

## Motor

An electric motor that rotates propellers of the multicopter. Brushless motors are commonly used. These motors require an ESC.

## ESC / motor controller

An Electronic Speed Controller. A specialized circuit-board that controls the speed of the brushless motor. It is controlled by a flight controller using pulse width modulation (PWM).

ESC has the firmware that determines the characteristics of its operation.

## Battery

A rechargeable power source for the drone. Quadrotors typically use LiPo (lithium-ion polymer) batteries.

## Battery cell

Single element of the battery pack. Typical drone batteries contain several (2 to 6) cells connected in series. Maximum LiPo cell voltage is 4.2 v; battery voltage is a sum of each cell's voltage (if they are connected in series). The number of cells connected in series is marked by the letter S, as in 2S (two cells in series), 3S, 4S.

Clover kits typically use 3S batteries.

## Remote control / radio control equipment

A radio-operated quadcopter remote control. Operation of the remote control requires connecting a receiver to the flight controller.

Clover may also be [controlled from a smartphone](#).

## Telemetry

1. Transmitting the data about the state of a quadcopter or another aircraft over a distance.
2. The data about the aircraft state (height, orientation, global coordinates, etc.).
3. A system for transmitting the data about the aircraft state or commands to it over the air. Examples: radio modems (RFD900, 3DR Radio Modem), Wi-Fi modules (ESP-07). Raspberry Pi may also be used in Clover as a telemetry module: [the use of QGroundControl via Wi-Fi](#).

## Arming

Armed is the state of copter readiness for the flight. When the gas stick is lifted, or when an external command with the target point is sent, the copter will fly. Usually, a copter starts rotating its propellers when it is switched to the "armed" state, even if the gas stick is down.

The opposite state is Disarmed.

## PX4

A popular open source flight controller software that works with the Pixhawk series of flight controllers, Pixracer, and others. PX4 is recommended to be used with Clover.

## Raspberry Pi

[A popular single-board computer](#) that is used in the Clover kit.

## SD card image

A complete digital copy of SD card contents stored in a single file. This file may be written to an SD card using special software like Etcher. A Raspberry Pi's SD card is the only long-term memory of the single-board computer.

The Clover kit includes a [recommended SD card image](#)

## APM / ArduPilot

An open source flight controller originally created for the Arduino boards. It was later ported to Pixhawk, Pixracer and other boards.

## MAVLink

A communication protocol for drones, ground stations and other devices over radio channels. This protocol is widely used for telemetry.

## ROS

A popular framework for writing complex robotics applications.

## MAVROS

A library that is a link between the aircraft operating using the MAVLink protocol, and ROS.

## UART

A serial asynchronous data transfer interface used in many devices. For example, GPS antennas, Wi-Fi routers, or Pixhawk.

## IMU

Inertial measurement unit. A set of inertial sensors (a gyroscope and an accelerometer; a magnetometer is typically added as well) that allow the drone to compute its orientation (and, to a lesser extent, position) in space.

## Estimation

A process of current state (position, rotation, velocity, angular rates, etc.) estimation performed by the flight controller software. A [Kalman Filter](#) is typically used for sensor fusion; other filters are typically applied to raw sensor data.

PX4 has two estimation modules: LPE and [ECL EKF](#) (EKF2).

APM utilizes its [EKF2](#) subsystem.

## Safety tips

### Soldering

Soldering and tinning should be performed in specially prepared rooms. A ventilation system and a fume extractor are mandatory.

Before you start:

1. Prepare your workplace. Nothing should interrupt the process. Your workbench should be well lit.
2. Check the integrity of wiring and plugs of all electrical appliances.
3. Place your soldering iron near the fume extractor. Use a soldering iron stand when the soldering iron is not in use.
4. Wear safety goggles and gloves.



During soldering:

1. Use the soldering iron grip to hold the soldering iron. The tip is very hot!



2. The soldering iron tip can easily damage insulation which may lead to short circuits.
3. Use pliers, tweezers and other tools to safely handle wires and boards during soldering.
4. Do not pull wires too hard during desoldering operations to avoid burns by molten solder.
5. Use a special holder (a "helping hand") for soldering small components.



6. Don't hold the soldering iron by its wire or tip. Unplug the iron during breaks and after work.

Unplug the soldering iron in case of malfunctions and/or fire.

Rosin and solder emit a considerable amount of harmful substances when heated. Vent the room after each soldering session. Take breaks every 30 minutes for full room ventilation; don't forget to unplug the soldering iron during these breaks.

## Flights

### Safety during pre-flight preparations

- Make sure that the Li-ion batteries are charged.
- Make sure the batteries in the control equipment are charged.
- Attach the propellers just before flying.

Check the following:

- Tightness of propeller nuts.
- Attachment and integrity of propellers guards.
- Reliability of wires attachment, absence of loose wires.

### Safety before flight

- Place the spectators behind the pilot, or behind the line passing through both shoulders of the pilot behind the pilot.
- Do not allow spectators into the hemisphere in front of the pilot.
- Know and remember the flight duration that the copter and its battery are designed for.
- BEFORE connecting the Li-ion battery enable control equipment (the remote), and set the left stick (throttle) to the zero position.
- Connect the Li-ion battery immediately before takeoff, disconnect it immediately after landing.
- Stay at least 3 m away from the copter.
- Take off from a level flat site at the distance of at least 3 meters away from obstacles.

## Flight safety

- Follow all instructions of the teacher or the flight instructor.
- Specify the flying area in advance. Only fly in the specified area, and avoid flying outside it. Not to fly over behind your back.
- When learning to fly, fly below the level of your height.
- Fly in proximity to yourself at a distance at which you can see the copter orientation in space. Do no fly far away from yourself. If you doubt copter orientation, immediately land on the spot. Do not try to take off. Approach the copter and take off.
- During the flight, move the control sticks carefully and smoothly. Avoid abrupt movements. If you have to change the flight direction, move the sticks vigorously, but not abruptly.
- Fly carefully, and perform only those flight elements that you are sure you can perform. Never perform the flight maneuvers that you doubt you can perform, and the maneuvers involving risks.
- Observe the speed limit. The copter speed should be maintained within the speed of a walking man.
- Return the copter to the landing location by the estimated time, prevent complete discharge of the battery during the flight.
- Land only on a flat open area away from obstacles

## Emergency landing

In case of hitting the ground or a heavy landing, do the following:

1. Stop the flight. Land the copter on the ground. Set the left stick (throttle) to the minimum
2. Disarm (Move the left stick left-down for 3 seconds)
3. Disconnect the Li-ion battery on the copter.
4. Turn off the remote.
5. Inspect the copter, and repair if necessary.

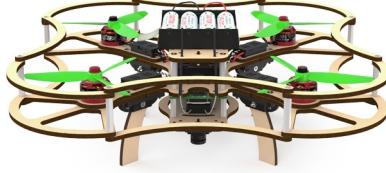
## Scheduled landing

After a scheduled landing, do the following:

1. Disarm (Move the left stick left-down for 3 seconds)
2. Disconnect the Li-ion battery on the copter.
3. Turn off the remote.

## Clover drone assembly

This section contains articles describing the assembly of each version of Clover.

Version	Image
Clover 4.2 (4.2 WorldSkills)	
Clover 4	
Clover 3	
Clover 2	

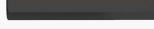
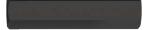
Links to Clover's parts CAD-models are available in the "[CAD-models](#)" article.

# Clover 4.2 assembly

Dimensional drawing – [clover-4.2.pdf](#).

## Fasteners size

During assembly, screws and racks of various sizes are used, using fasteners of the wrong size can damage the copter.

	Screw M3x10		Aluminium rack 40 mm
	Screw M3x8		Aluminium rack 15 mm
	Screw M3x5		Nylon rack 40 mm
	Screw M2x5		Nylon rack 30 mm
	Nut M3 (self-locking)		Nylon rack 20 mm
	Nut M3 (nylon)		Nylon rack 15 mm
	Damper rack		Nylon rack 6 mm

## Frame Assembly

1. Align the 4 beams with the center deck, fix them with the M3x8 screws and nuts with a nylon insert.

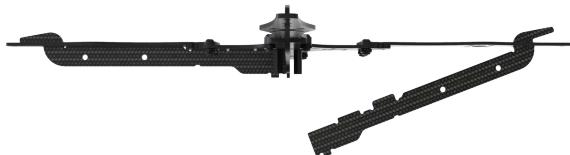




2. Install 2 aluminum 15mm posts on the center holes in the main deck and fix them with the M3x8 screws.



3. Install the stiffener hook into the groove in the beam.



4. Press the stiffeners onto the main deck.



5. Tighten the stiffeners with a small carbon deck.

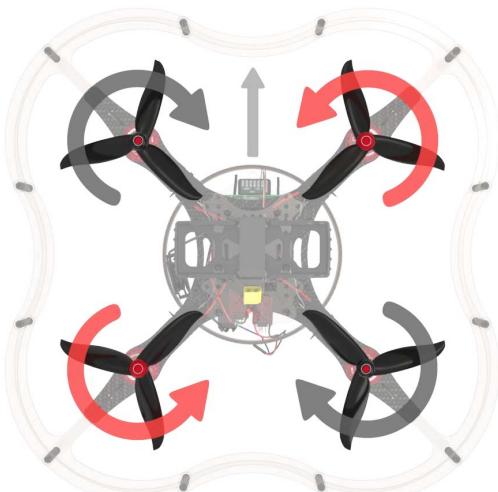


6. Install 4 6mm nylon posts and fix them with the M3x5 screws.



## Installing motors

1. When installing motors, pay attention to the rotation scheme of the motors. The rotation marking on the motors must match the rotation pattern.



2. Mount the motor on the corresponding holes in the beam using **M3x5 screws**.



Make sure that the motors are secured with M3x5 screws, otherwise a short circuit between the windings may occur.

## Installing ESC and PDB

1. Connect the speed controllers (ESC) to the motors using the MR30 connectors and fasten them to the beams using clamps.



2. Install the power distribution board (PDB) on the pre-mounted racks and secure it with 6mm racks. The power distribution board must be installed so that the power connection cable points toward the tail of the aircraft.



3. Connect the power outputs of the speed controllers to the power distribution board.



## Installing Flight Controller

Clover 4 drone kit allows you to install various flight controllers, for example [COEX Pix](#) and Pixracer.

During installation the flight controller, pay attention to the arrow located on the board, it should be directed to the copter bow.

### COEX Pix

Before installing the damper struts, screw 2 layers of nylon nuts, for a stronger fix or bite off the excess thread using side cutters.

Install the damper struts, fix COEX Pix on them with nylon nuts.



### Pixracer

1. Place the small deck on the racks and secure it with nylon nuts.

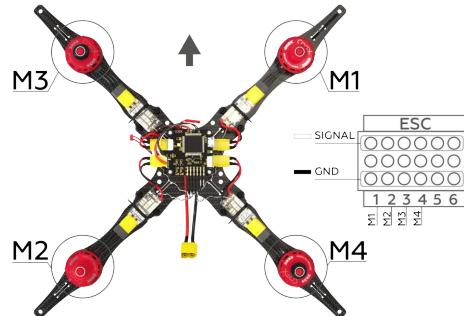


2. Glue 3-4 layers of double-sided tape, glue it in the center of the small deck and install Pixracer on top.



## Connect Flight Controller

1. Connect the speed controllers to the flight controller in accordance with the diagram.



2. Connect the power cable to the power distribution board(PDB) and the corresponding connector on the flight controller.



3. Install 40mm aluminum racks on the M3x12 screws.



## Installing Raspberry Pi

1. Install the 20 mm racks on the main deck, fix them with the M3x8 screws.



2. On a mounting deck, install M2.5x6 mm racks and M3x30 mm racks, fasten them with the M2.5x4 and M3x12 bolts, respectively.



3. Install the assembled mounting deck on the main deck and fix with the M3x8 screws.



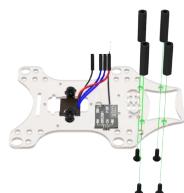
4. Install the Raspberry Pi circuit board and fix with M2.5x4 bolts.



5. On the capture deck, install the rangefinder using self-locking nuts and M3x8 screws, and glue the radio using double-sided tape.



6. Install 4 20 mm racks and fix them with the M3x8 screws.



7. Install the camera on the small mounting deck and fix it with 2 M2x5 self-tapping screws in the upper left and lower right corners.



8. Install the camera module on the capture deck and fix with the M3x8 screws.



9. Install the assembled pickup deck and fix with the M3x8 screws.



10. Connect to the Raspberry Pi rangefinder and power cable.



11. Connect the camera cable to Raspberry Pi.



## Installing LED strip and legs

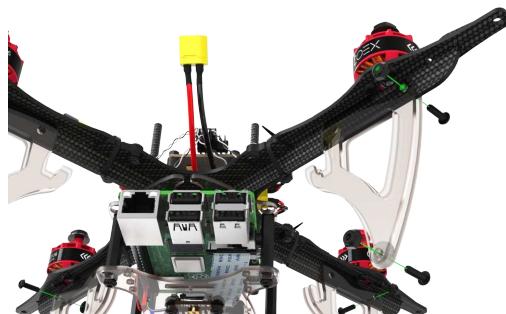
1. Assemble the hoop for the LED strip by combining the lock on the ends.



2. Stick the LED strip on the hoop, for better fastening, pull it with 3-4 clamps.



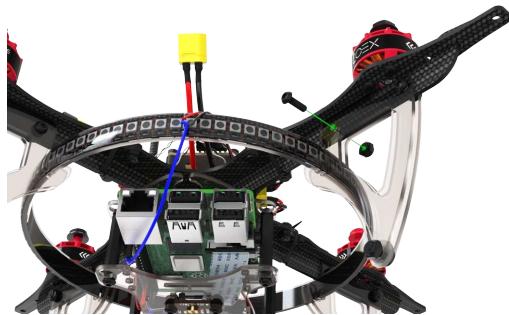
3. Install the legs on the stiffening plate using self-locking nuts and M3x8 screws using only the extreme mounting holes. From below, between the plates of the legs, install a damper silicone ring.



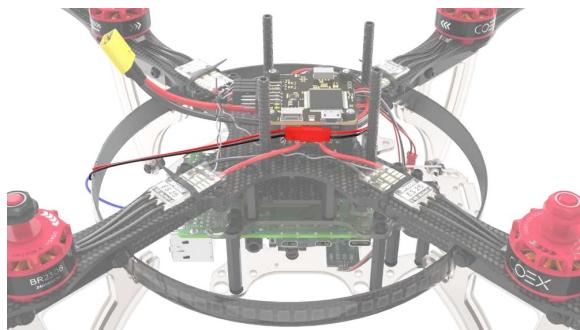
4. Bend the legs back and install a hoop with LED strip in a special groove on them so that the connection cables exit from the tail side of the copter.



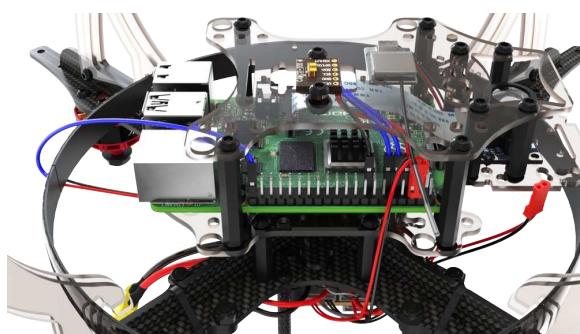
5. Behind fasten the legs with self-locking nuts and M3x8 screws.



6. Connect the LED strip power (red, black cables) to the short JST connector on the PDB.

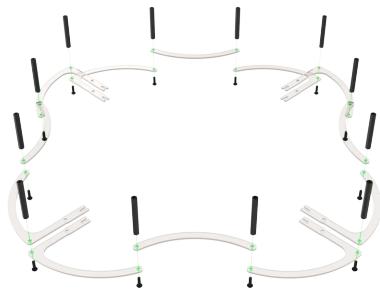


7. Connect the signal output of the LED strip (white cable) to Raspberry Pi, to pin GPIO21.

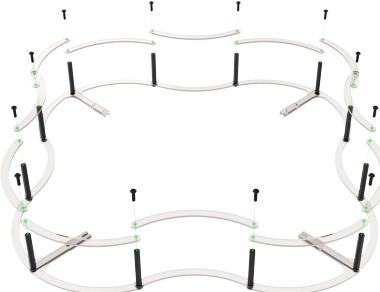


## Installing guard

1. Assemble the lower level of guard with 40mm racks and M3x12 screws.



2. Assemble the top level of protection with the M3x12 screws.



3. Install the mounting deck and fix it with M3x8 bolts.



4. Establish protection and fix on beams by means of self-locking nuts and M3x8 screws.



## Flight preparation

1. Install the battery strap and connect the flight controller to the Raspberry Pi using a USB cable.



2. Install the propellers in accordance with the [directional diagram of the motors](#).



3. Install the battery.



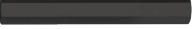
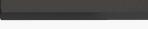
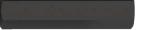
The drone is assembled, then perform [setup](#).

## Clover 4 assembly

Dimensional drawing – [clover-4.2-ws.pdf](#).

### Fasteners size

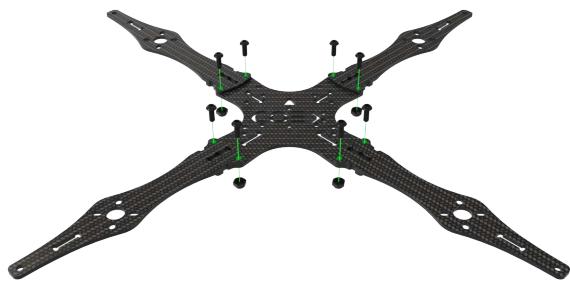
During assembly, screws and racks of various sizes are used, using fasteners of the wrong size can damage the copter.

	Screw M3x10		Aluminium rack 40mm
	Screw M3x8		Aluminium rack 15mm
	Screw M3x5		Nylon rack 40mm
	Screw M2x5		Nylon rack 30mm
	Nut M3 (self-locking)		Nylon rack 20mm
	Nut M3 (nylon)		Nylon rack 15mm
	Damper rack		Nylon rack 6mm

### Frame Assembly

1. Align the 4 beams with the center deck, fix them with the M3x8 screws and self-locking nuts.





2. Install 2 15mm posts on the center holes in the main deck and fix them with the M3x8 screws.



3. Install the stiffener hook into the groove in the beam.



4. Hold the stiffeners tight to the main deck.



5. Tighten the stiffeners with a small carbon deck.

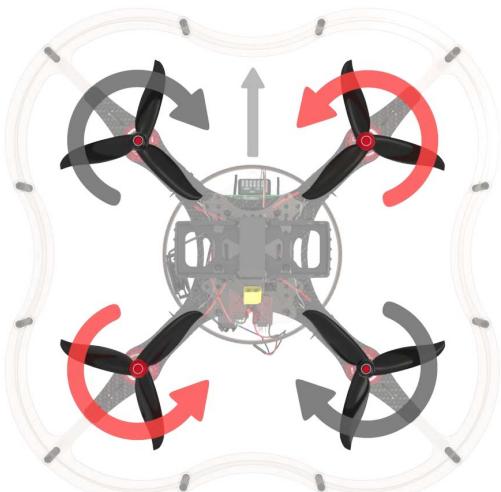


6. Install 4 6mm nylon posts and fix them with the M3x5 screws.



## Installing of motors

1. When installing motors, pay attention to the rotation scheme of the motors. The rotation mark on the motors must match the rotation scheme.



2. Mount the motor on the corresponding holes in the beam using **M3x5 screws**.



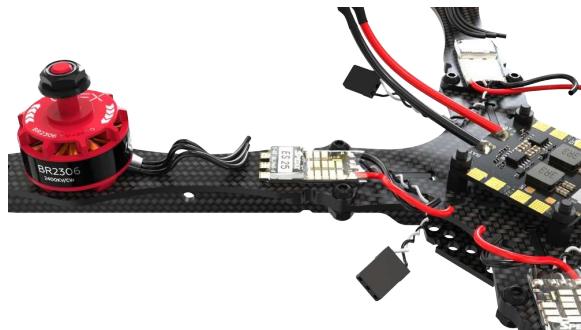
Make sure that the motors are secured with M3x5 screws, otherwise a short circuit between the windings may occur.

## Installing ESC and PDB

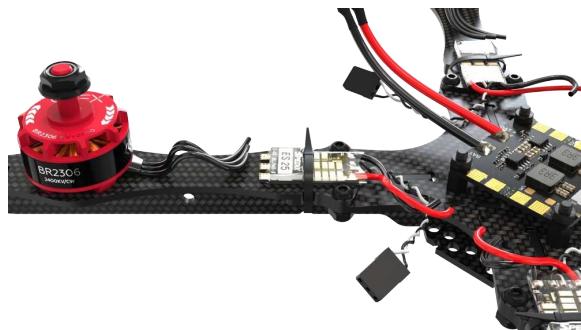
1. Install the Power Distribution Board (PDB) on the pre-mounted stands, it must be installed with the power cable pointing towards the rear of the aircraft.



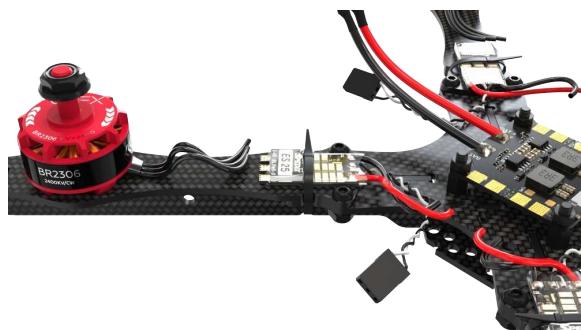
2. Install the speed controllers (ESC) to the appropriate positions on the beam.



3. Tighten the speed controllers (ESC) with cable ties.



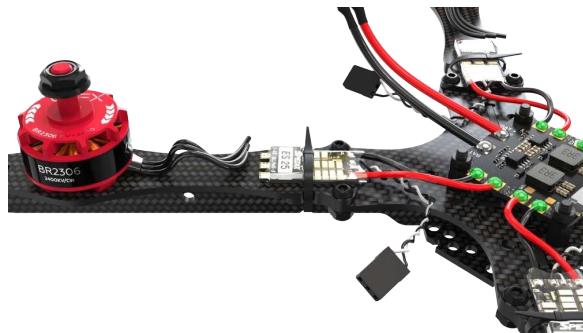
4. Measure out the required amount of ESC power wire, and cut off the excess.
5. Strip and tin the cut wires
6. Tin the contact pads on the power distribution board.
7. Solder the ESC power wires to the power distribution board.



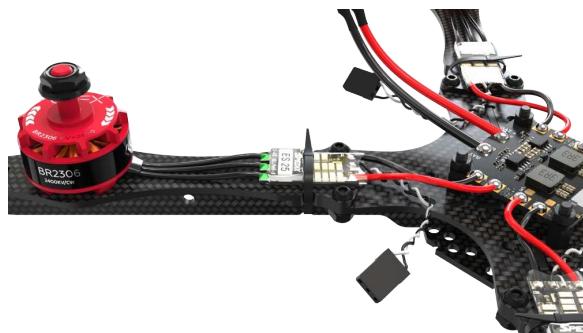


Be careful with the pin signatures on the board. The red wire should go to the site with the signature +, and the black one to the signature -.

8. Cut off the excess phase cable coming from the motors.
9. Strip and tin the phase cables.
10. Tin the contact pads of the governors.
11. Solder the phase cables to the contact pads of the regulators in any order.



12. Solder 3 female JST connectors to 5V pads and bat+ pad





## Installing the flight controller

The *Clover 4* set allows you to install various flight controllers, for example *COEX Pix* and *Pixracer*.

When installing the flight controller, pay attention to the arrow located on the board, when installing it must be directed towards the nose of the aircraft.

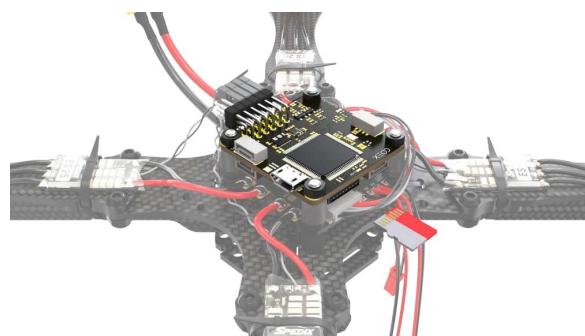
### COEX Pix

Before installing the damper struts, screw in 2 layers of nylon nuts for a stronger hold or bite off excess threads with side cutters.

1. Secure the power distribution board with nylon nuts and mount the damper posts on top.
2. Install the flight controller and secure with nylon nuts.



3. Insert the flash card for logging into the flight controller.



### Pixracer

1. Secure the power distribution board with 6mm nylon struts.

2. Install the small mounting deck and secure with nylon nuts.



3. Glue 3-4 layers of double-sided tape, glue it in the center of the small deck and place the *Pixracer* on top.

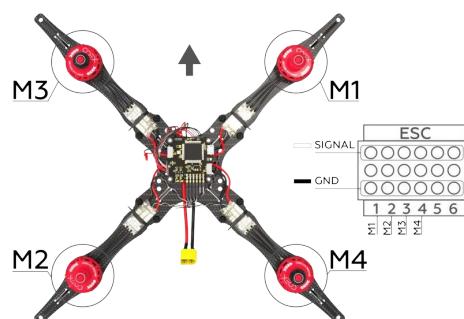


4. Insert the MicroSD card into the flight controller.

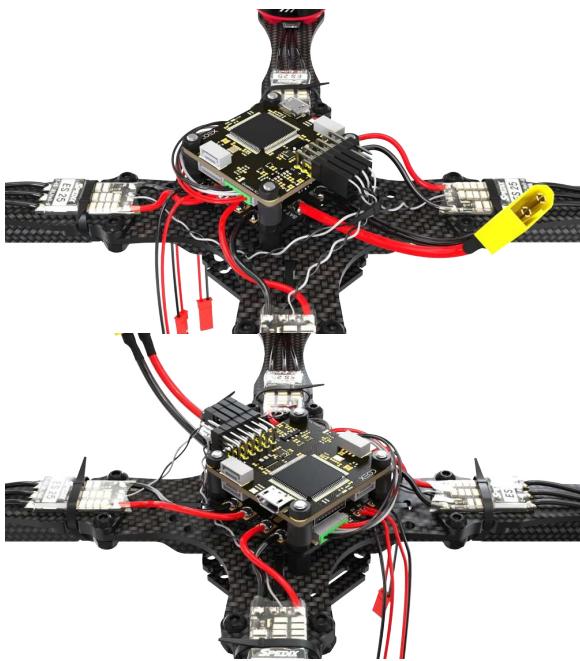


## Connecting a flight controller

1. Connect the ESCs to the flight controller according to the scheme.



2. Connect the power cable to the power distribution board (PDB) and the corresponding connector on the flight controller.



3. Install the 40mm aluminum posts onto the M3x12 screws.



## Installing Raspberry Pi

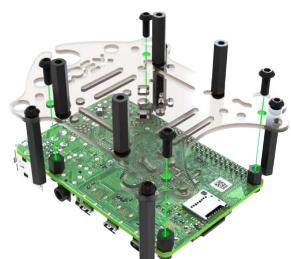
1. Place the 20 mm and 40 mm posts on the mounting deck, fix them with M3x8 screws.



2. Use an M3x12 bolt to cut M3 carving in the Raspberry Pi mounting holes.
3. Screw the 6mm racks into the Raspberry Pi board, secure them with nylon nuts if necessary.



4. Mount the Raspberry Pi onto the mounting deck using M3x6 screws.



5. Install the assembled module into the corresponding slots on the main deck of the drone.



6. Plug the 5V JST into the corresponding power pins on the Raspberry Pi.



7. Take 4 Dupont wires, cut 5–7 cm of cable and solder to the corresponding pins of the rangefinder.



| Wire | Rangefinder pin | -----|-----| | Red | 5v | | Black | GND | | Yellow | SDA | | Green | SCL |





8. Install the rangefinder on the grip deck and glue the radio to the 3M tape.

Install the rangefinder so that the nuts do not rest directly on the board. With this installation, if there is a high probability of damaging the board elements.



9. Install 4 20mm nylon posts and fix them with M3x8 bolts.



10. Place the camera on the small mounting deck and secure it with two short self-tapping screws.

If you attach the camera to the upper right corner and the screw head touches the element on the camera, the camera will not work.



11. Place the small mounting deck with the camera on the stands and secure with the M3x8 bolts.



12. Place the assembled module over the Raspberry Pi module and fix it with M3x8 bolts.



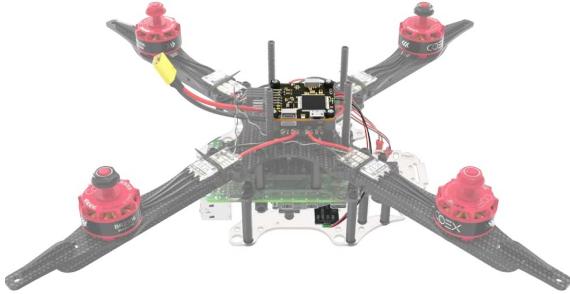
13. Connect the camera and Raspberry Pi with a ribbon cable.



14. Connect the rangefinder to the Raspberry Pi into the appropriate pins.



15. Connect the radio and the flight controller with a 4-pin cable.

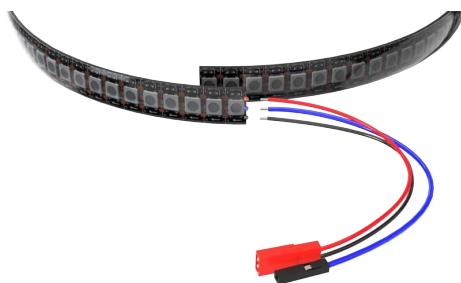


## Installing LED strip and legs

1. Assemble the hoop for the LED strip by locking the ends together.



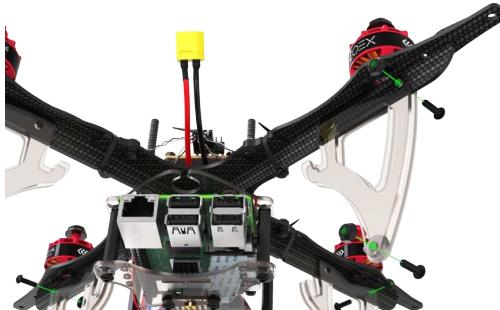
2. Solder the JST male to the power pad and the Dupont-female to the signal pad.



3. Stick the LED strip to the hoop, for greater strength, tighten it with 3-4 clamps.



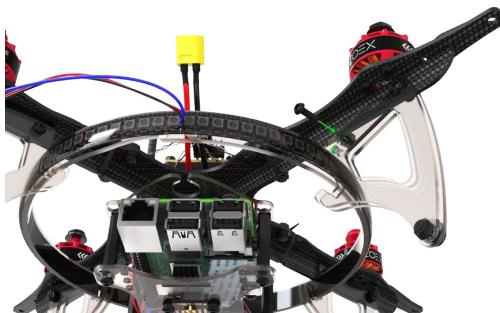
4. Install the feet on the stiffener plate with self-locking nuts and M3x8 screws only using the outermost mounting holes. From below, between the plates of the legs, install a damper silicone ring.



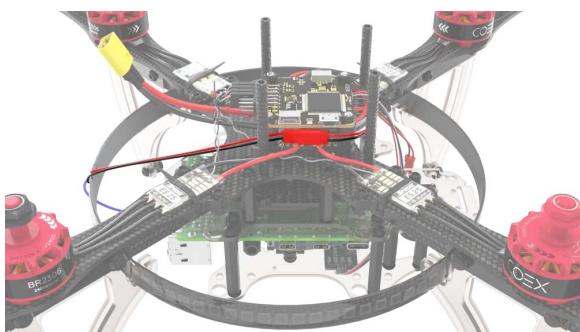
5. Bend the legs back and install the hoop with the LED strip in the special groove on them, so that the connection cables exit from the tail side of the copter.



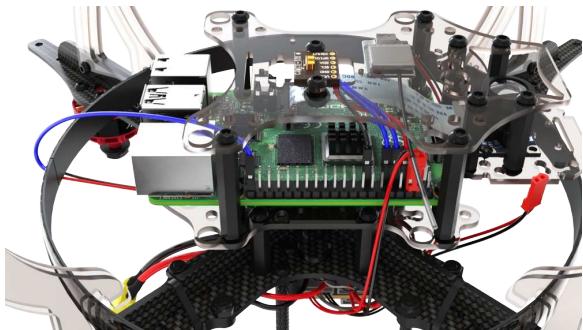
6. Secure the legs with self-locking nuts and M3x8 screws.



7. Connect the LED strip power to the JST 5V connector on the power distribution board.



8. Connect the signal output of the LED strip in the Raspberry Pi to pin *GPIO21*.

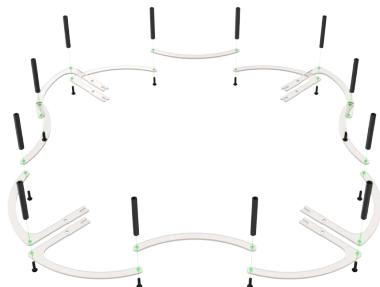


9. Install the mounting deck and secure it with M3x8 screws.

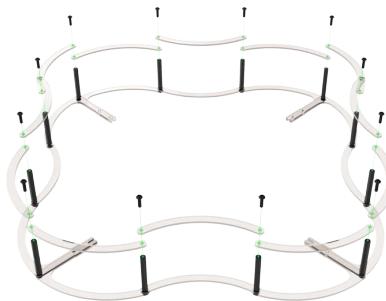


## Setting protection

1. Assemble the lower level of protection using 40mm posts and M3x12 screws.



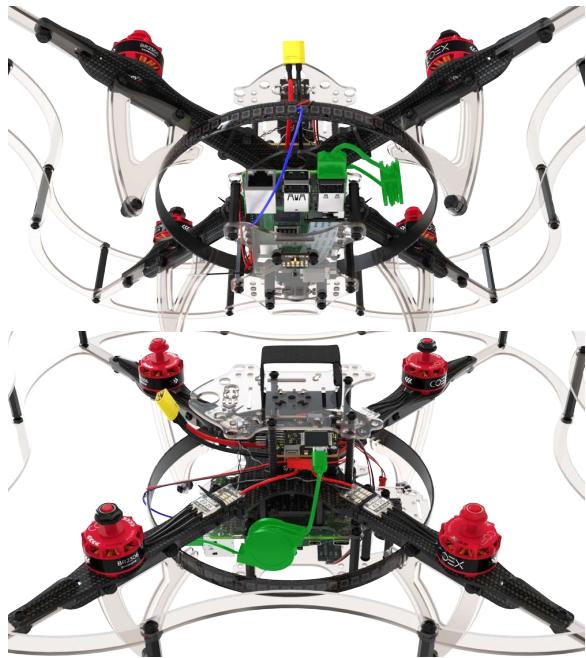
2. Assemble the upper layer of protection using the M3x12 screws.



3. Install the protection and fix it to the beams with self-locking nuts and M3x8 screws.



4. Connect the flight controller to your Raspberry Pi using the USB cable.



5. Install the battery strap.



The drone is assembled, next perform the "[setup](#)" step.

## Clover 4 assembly



## Frame base assembly

To increase the strength of the frame, you can print on a 3D printer or cut on a laser cutter reinforcing pads.

1. Mount the reinforcement pads on the stiffening ribs if you have them. Proceed without them if you don't.



2. Align two carbon stiffening ribs using the center notch.





3. Install the top carbon deck using notches as guides.



4. Place self-locking steel nuts into the slots in reinforcement plates and tighten the assembly with M3x8 screws.

## Installing motors

1. Unbox the motors.
2. Shorten the motor wires using wire strippers or side cutters:
  - Cut wires to 30 mm.
  - Strip 5 mm of insulation while taking care to not damage the cores



- Twist the cores.
  - [Tin the wires](#). You may want to use tweezers to hold the wire.
3. Place the motor on the support arm.

4. Use hexagonal M3x5 screws to attach the motor to its arm.



Perform these actions for each motor.

## Frame assembly

1. Install the support arms on the frame base according to their rotation direction. Use notches as guides.



Note the motor nut colors when installing the arms. Motors with red nuts should be placed on the front right and back left arms, with black ones - on the front left and back right arms.

2. Attach the arms to the frame base using 8 M3x8 screws, 6 steel nuts, and 2 15 mm spacers.



## Preparing the power distribution board

1. [Tin](#) the pads on the power distribution board.
2. Check the board for shorts using a multimeter:
  - Set your multimeter to the Continuity Test mode.
  - Ensure your multimeter works by connecting the probes to each other. The multimeter should beep.
  - Connect one of the probes to the «+» pad and the other to «-»/GND. If there is a short circuit, the multimeter will beep.

## Mounting the PDB

1. Attach four 6 mm standoffs on the top carbon deck using M3x6 screws.



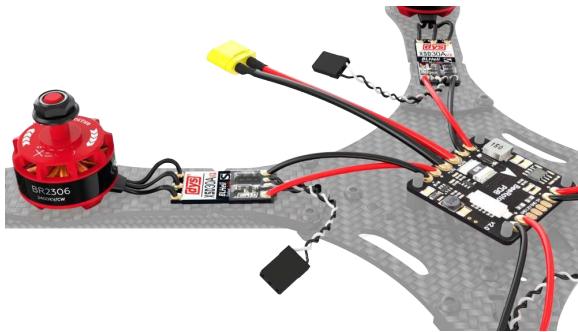
2. Place the PDB on the standoffs.



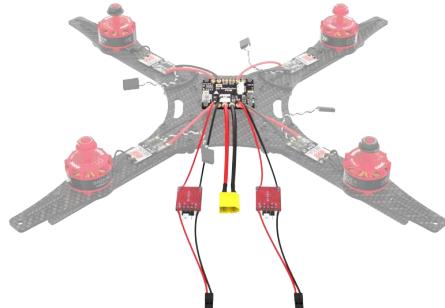
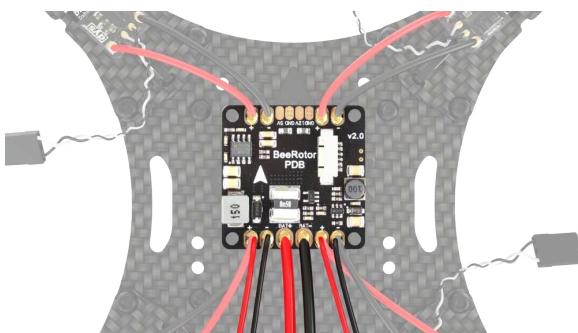
3. Make sure the arrow on the PDB is pointing in the same direction as the arrow on the top carbon deck.

## Soldering the speed controllers and the BEC

1. Solder the motor wires to the electronic speed controllers (ESCs).
2. Solder the ESC power wires to the power distribution board (**red** to «+», **black** to «-»).



3. Solder power wires of the battery elimination circuit in parallel to one of the ESC power wires (**red** to «+», **black** to «-»).



4. Check the board for shorts using a multimeter.

## Setting up PWM mode on RC

Turn on your transmitter using the **POWER** slider. If the RC transmitter is locked, place all controls in their neutral position:

1. Left stick should be in the **lower center position**.
2. Right stick should be **centered**.
3. The switches (A, B, C, D) should be in the **top position**.



Make sure the transmitter operates in the PWM mode:

1. Power down the receiver.
2. Hold down the "OK" button to enter the menu.
3. Select the "System setup" option, press "OK" to enter the submenu.
4. Select "RX Setup" option.
5. Select "Output mode".
6. Make sure the "PWM" option is selected.
7. Save settings by holding the "Cancel" button.

## Binding the RC transmitter and receiver

1. Turn off the RC transmitter with the **POWER** slider.
2. Connect the RC receiver to the 5 V BEC output. Connect the black wire into one of the bottom pins and the red wire to one of the central pins.
3. Place the binding jumper on the B/VCC output.
4. Connect the battery pack.
5. The LED on the RC receiver should start to blink.



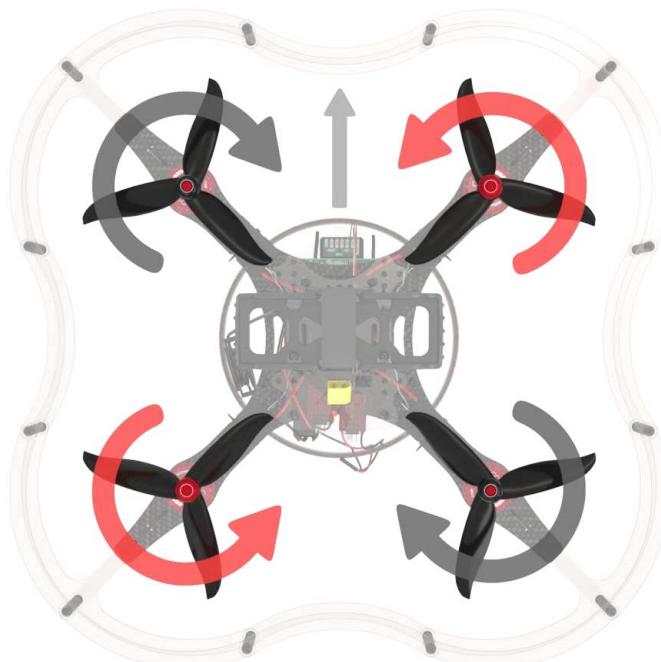
6. Hold down the **BIND KEY** on the RC transmitter.
7. Turn on the RC transmitter while holding the **BIND KEY**



8. Wait for the **RXB bind ok** message on the RC transmitter
9. Disconnect the binding jumper.
10. The LED on the RC receiver should be lit continuously.

## Checking the motor rotation direction

Motors with **red** nuts should rotate **countrerclockwise**, the ones with **black** nuts should rotate **clockwise**. Correct rotation direction should also be printed on the motors. You can use a servo tester or your RC transmitter and receiver to check rotation direction.



1. Disconnect the battery pack and power down the transmitter.
2. Connect the signal wires from the ESC to CH3 pins on the output. The white wire should go to the top pin, the black one should go to the bottom one.
3. Power on the transmitter. Make sure the left stick is in the bottom position.
4. Connect the battery pack.
5. Slowly move the left stick up until the motor starts to spin.

If the motor rotation direction is wrong, switch any two motor wires.

You can also change motor direction by reprogramming the speed controllers. The process is described [in the ESC firmware flashing article](#).

Do this for each motor.

## Switching the transmitter back to PPM mode

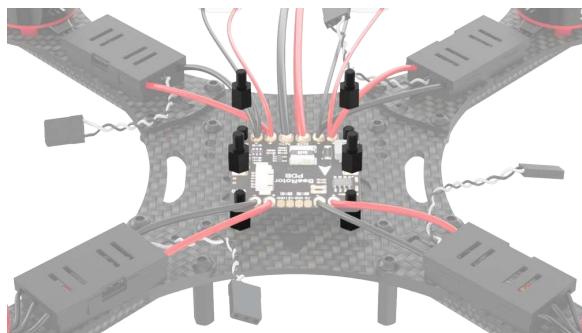
The flight controller expects PPM signal from your RC gear. Switch your transmitter back to PPM before flight.

1. Make sure the receiver is not powered.
2. Hold down the "OK" button to enter the menu.
3. Select the "System setup" option, press "OK" to enter the submenu.

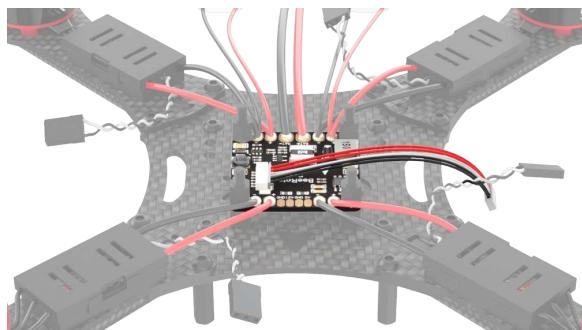
4. Select "RX Setup" option.
5. Select "Output mode".
6. Make sure the "PPM" option is selected.
7. Save settings by holding the "Cancel" button.

## Mounting the flight controller plate

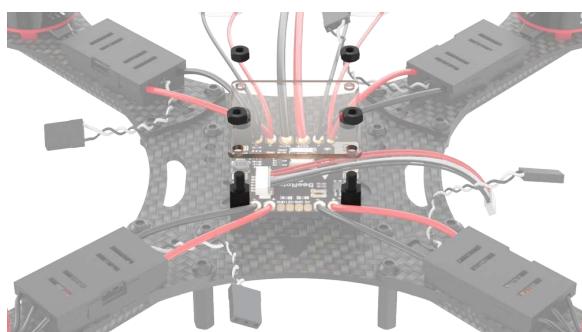
1. Attach four 6 mm standoffs on top of PDB.



2. Connect the flight controller power cable to the PDB.



3. Place the polycarbonate plate on the standoffs and fix them with plastic nuts.

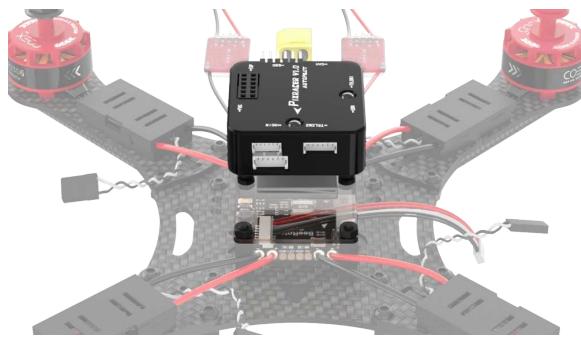


## Mounting the flight controller

1. Insert the microSD card into your flight controller.

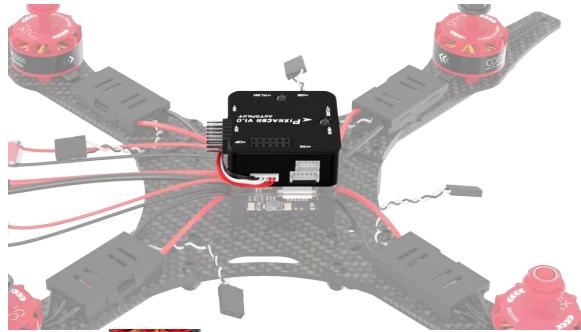


2. Align the flight controller so that the arrows on the controller and on the top carbon deck point in the same direction.

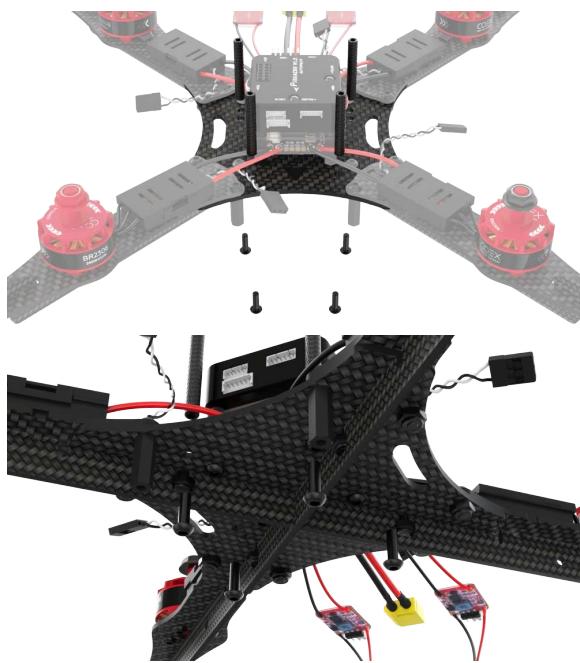


3. Attach the flight controller to the flight controller plate using 3M double-sided adhesive pads.

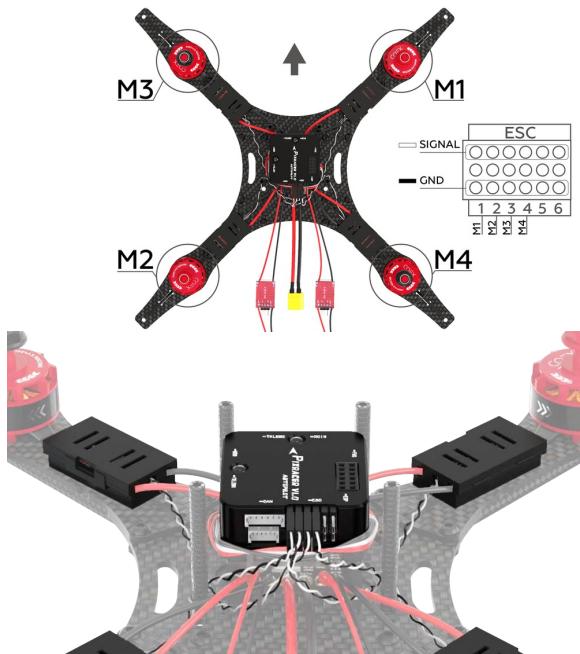
4. Connect the power cable to the "POWER" input of the flight controller.



5. Attach four 40 mm aluminum spacers to the top carbon deck using M3x10 screws.

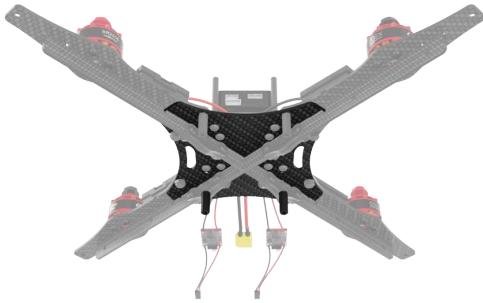


6. Connect signal wires to the flight controller as shown in these pictures:



7. Attach two 15 mm spacers to the top carbon deck using M3x8 screws.

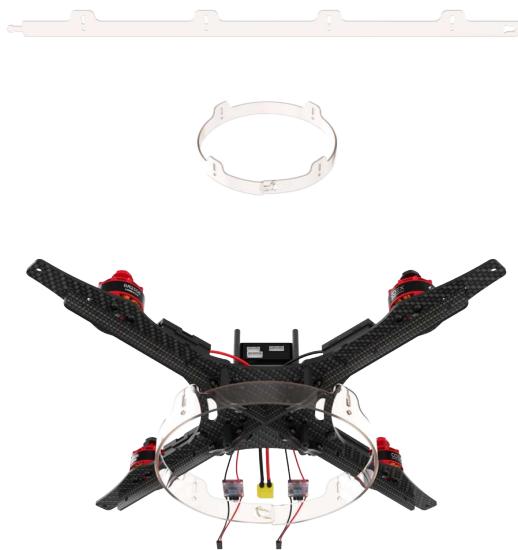




8. Attach two 15 mm spacers to the top carbon deck and the front arms using M3x10 screws (this was already described in the "Frame Assembly" section, p. 2).

## Mounting the LED strip ring

1. Bend the polycarbonate strip into a ring and use the locks to fix it in this shape.
2. Fix the ring on the frame using appropriate notches.

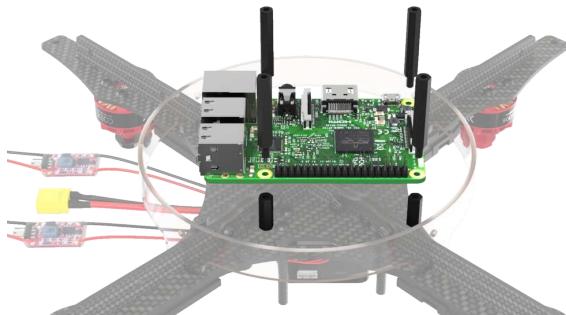


## Installing the Raspberry Pi

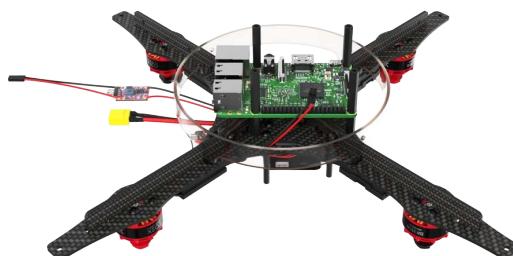
1. Insert your microSD card [with our image](#) into the Raspberry Pi



2. Attach the Raspberry Pi using four standoffs.



3. Route the BEC wires through the channel in the top carbon deck.



4. Connect the BEC outputs according to the following image:



## Installing the LED strip on the LED strip ring

1. Check wires on the strip (and solder them on if they're missing)



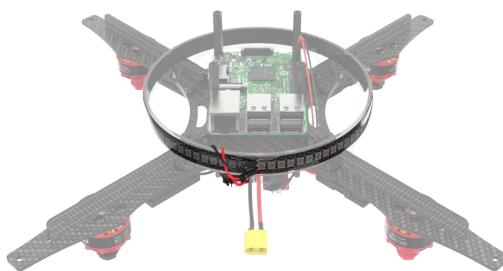
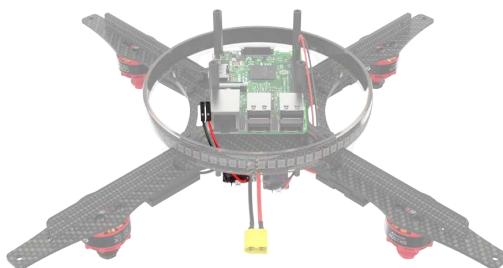


2. Attach the LED strip to the ring using the adhesive layer on the strip. Use zip ties to fix it in place.

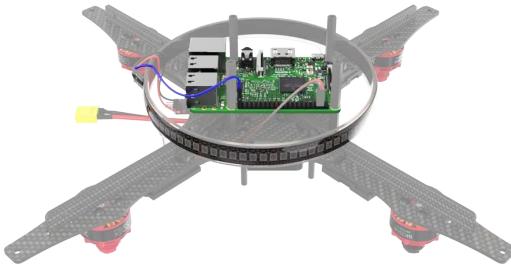


## Connecting the LED strip to Raspberry Pi

1. Power the LED strip from a separate BEC. Connect the «+» and «-» leads to **5v** and **Ground** respectively.

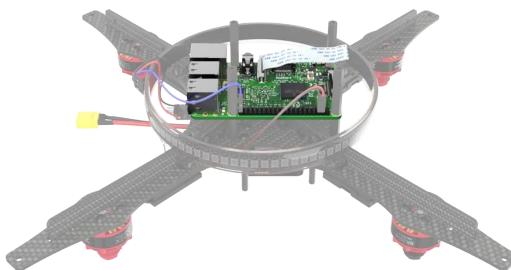


2. Connect the **D** lead to GPIO21 (consult the [relevant article](#) for more information).



## Installing the camera cable

1. Open the slot connector by lifting the T-clip.
2. Insert the ribbon cable.
3. Press the T-clip down to secure the cable.



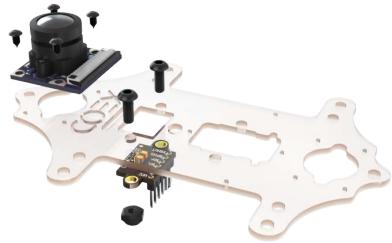
## Mounting the lower deck periphery

1. Prepare the laser rangefinder by soldering leads to it.
2. Use four 2x5 self-tapping screws to secure the camera.

Make sure the screws don't touch any components on the camera PCB! Otherwise the camera may not function properly.

3. Mount the laser rangefinder on the lower deck using two M3x8 screws and steel nuts.

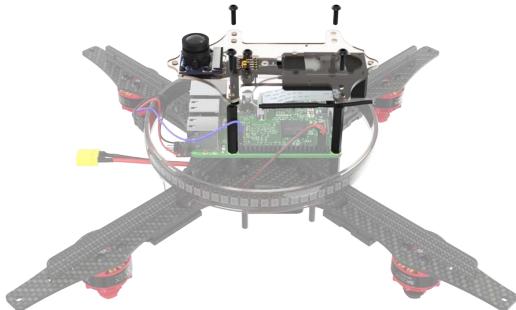




4. Attach RC receiver to the lower deck using 3M double-sided adhesive pads.



5. Mount the lower deck assembly using four M3x10 screws.



6. Connect the camera ribbon cable to the camera.

7. Connect the laser rangefinder to the Raspberry Pi using the following pinout:

- Connect **VCC** to pin 1 (**3v3**)
- Connect **GND** to pin 9 (**Ground**)
- Connect **SDA** to pin 3 (**GPIO2**)
- Connect **SCL** to pin 5 (**GPIO3**)

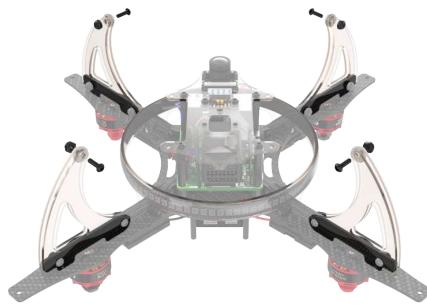


## Mounting the landing gear

1. Attach 8 landing gear pieces using M3x10 screws and steel nuts.



2. Attach dampening pads to the landing gear pieces using M3x10 screws and steel nuts.



## Connecting the cables

1. Connect RC cable to the **RCIN** port on the flight controller.



2. Connect RC cable to RC receiver.

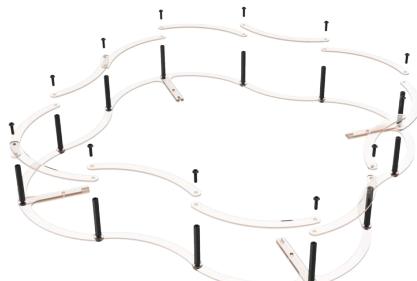


## Mounting the propeller guards

1. Assemble the lower part of the guards using twelve M3x10 screws and twelve 40 mm plastic spacers.



2. Assemble the top part using twelve M3x10 screws.



3. Attach the assembly to the drone using four M3x10 screws and steel nuts.



## Mounting the top deck

1. Attach the battery holder to the top deck with four M3x8 screws and steel nuts.
2. Thread the battery strap through the slots in the deck.
3. Attach the top deck using four M3x10 screws.



4. Connect the flight controller to the Raspberry Pi using retractable USB cable.





5. Attach the USB cable reel where convenient using 3M double-sided adhesive pads while making sure the cable does not interfere with the propellers.



## Mounting the propellers and preparing for flight

Perform the quadrotor components setup according to [the "Configuration" section](#).

Be sure to **not** mount the propellers **until the setup is complete**. Do it only when you are ready to fly.

Attach the propellers according to their rotation direction. The battery should be disconnected during propeller installation.



## Installing the battery

Make sure all cables are secured and nothing interferes with the propellers!

Check the quadrotor assembly:

- The balance connector should be fixed under the battery strap.
- The ESCs should be zip tied to the frame.
- All wires from the PDB and flight controller should be tucked under a velcro strap wound around aluminum spacers.



Be sure to install and setup the voltage indicator before flying, so as not to overdischarge the battery. To configure the indicator, use the button located at its base. The displayed numbers during setup indicate the minimum possible voltage in each [cell](#) of the battery, the recommended value is **3.5**.

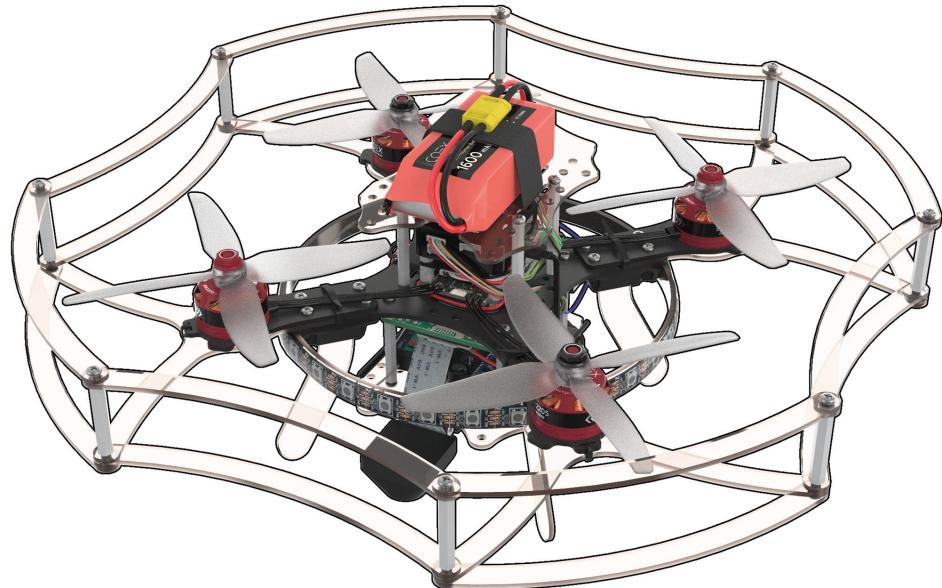
Sound indication means that your battery is low and needs to be charged.



The drone is ready to fly!

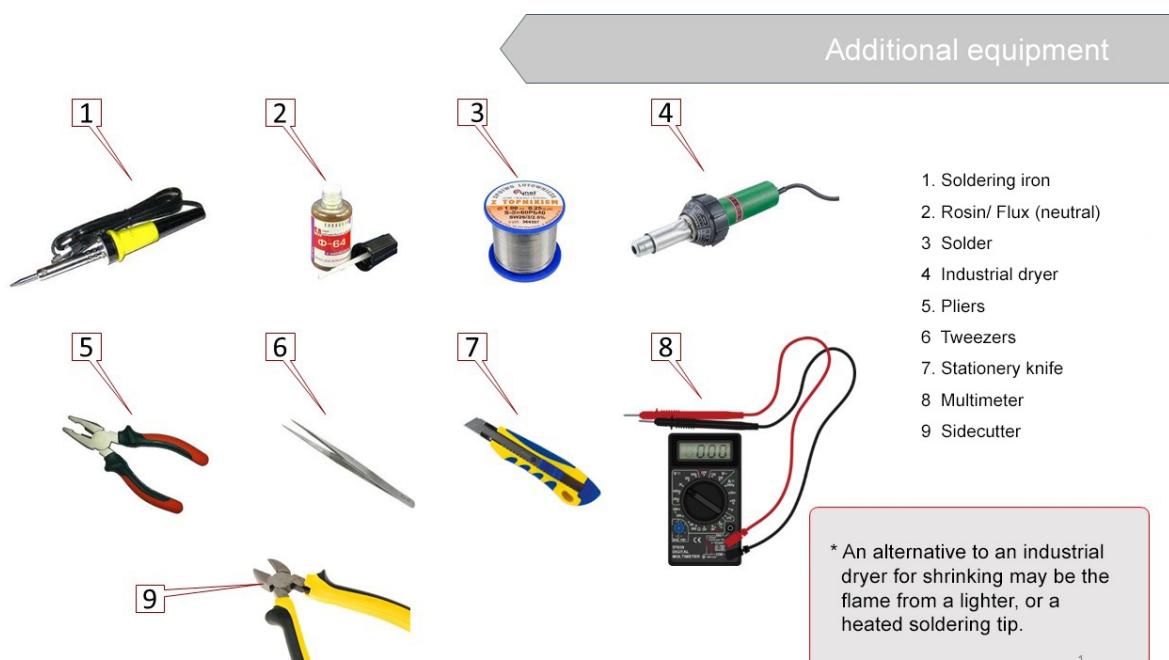
# Assembly of Clover 3

This manual discusses the assembly of the COEX Clover 3 kit with a 4 in 1 EDC circuit-board.



Before using soldering equipment, be sure to read the [safety precautions when soldering](#).

## Additional equipment



1

## Conventional symbols

### INTRODUCTION

#### 3 STEPS TO SUCCESSFUL ASSEMBLY

1. Read the text instructions carefully
2. Carefully study the graphic schemes
3. Pay attention to the symbols



Use an Allen key



Use a dryer at the temperature of 150°



Use a screwdriver



Blanch using flux, solder and a soldering iron at 350°



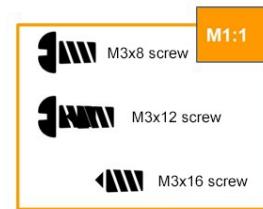
Around the entire circumference, i.e., 360 degrees



Repeat this operation 4 times for the same elements



Check with a multimeter (continuity test/ measuring voltage)



## Motor installation

1. Unpack the motors.
2. Attach a motor to the motor mount with M3x6 hex screws (the shortest screws supplied with the motors).

A hex wrench is included.

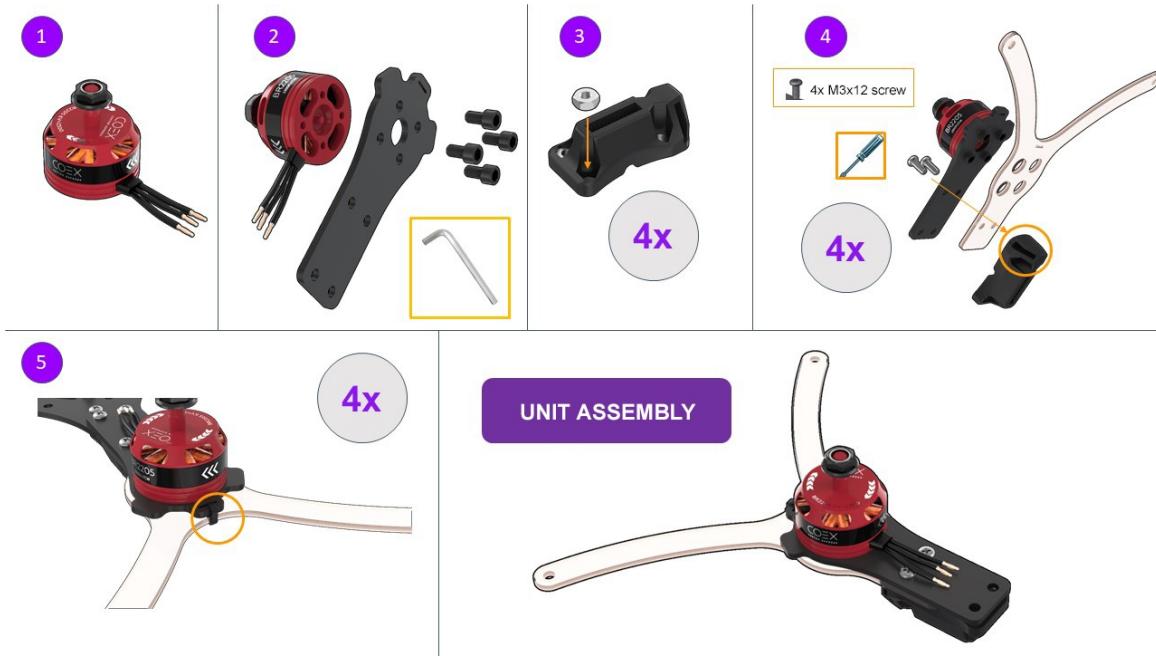
3. Insert M3 nuts (4 pcs) into the plastic holder.

The choice is yours to use a long screw or pliers.

4. Secure the motor mount, the lower motor mount guard and the holder with M3x12 screws, using a Phillips screwdriver.

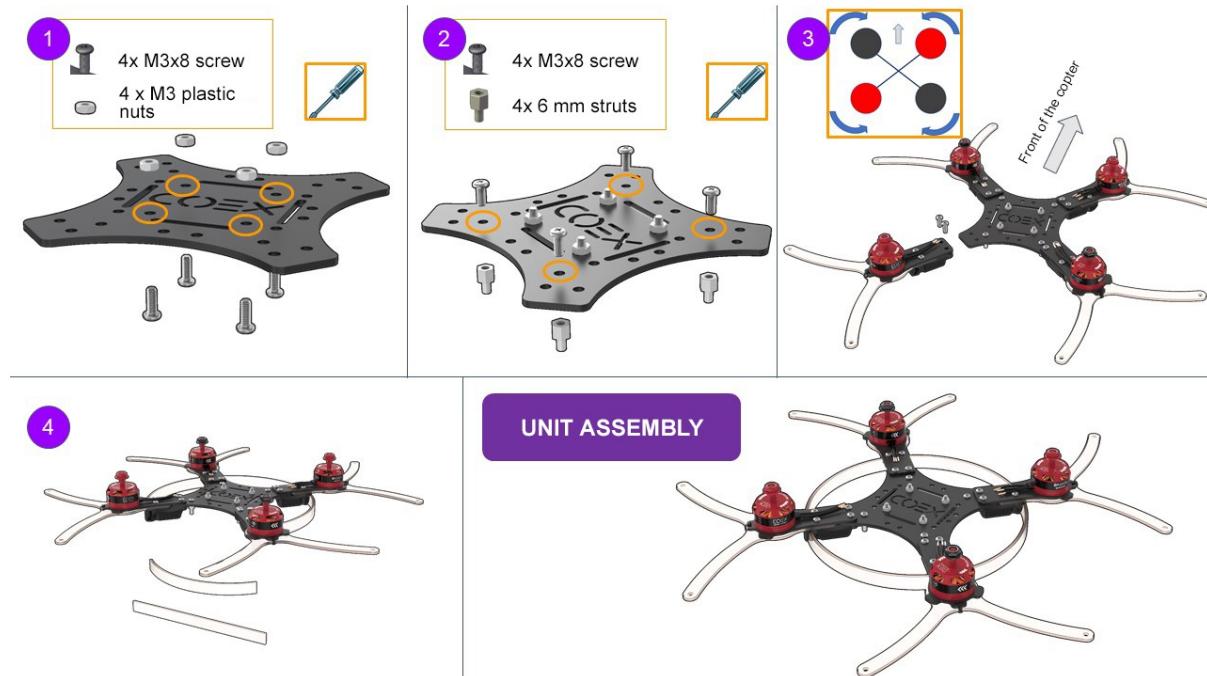
5. Using a clamp connect the motor mount and its bottom guard.

Cut the remaining part of the clamp (cable tie) with scissors.



## Frame elements installation

1. Insert the M3 plastic nuts (4 pcs) for mounting the PDB on the frame with M3x8 screws.
2. Install 6 mm legs (4 pcs) for attaching the Raspberry Pi to the frame with M3x8 screws.
3. Attach the assembled unit to the frame with M3x16 screws, complying with the layout.
4. Install the frame for the LED strip, using the slots in the leg holders.



## BEC voltage converter installation(to be soldered and tested)

1. Unpack the power board and install the power ribbon cable.

2. Switch the multimeter in the DC voltage measurement mode (20V or 200V range).
3. Check the correct functioning of the power board by connecting the battery.
  - Voltage measurements are to be made between black and red wires.
  - Output voltage at the XT30 connector should be equal to the battery voltage (10 V to 12.6 V).
  - The output voltage at the power ribbon cable should be between 4.9 V to 5.3 V.
4. Unpack the voltage converter and remove the transparent insulation.
5. Solder two additional wires to the BEC
  - Take 3 male-female wires from the kit (red, black, and any color)
  - The red and black wires **are to be tinned** on both ends using tweezers. The blue wire is to be tinned from the side of the MALE connector.

To tin means:

- Apply flux to the exposed part of the wire.
- Cover with tin.
- Solder the red and the black wires to BEC:

BLACK -> OUT-  
RED -> OUT+

6. Check BEC functioning.

- Solder the BEC to the power board:

BLACK -> -  
RED -> +

- Connect the battery and check the voltage at the wires soldered to BEC (from step 5).

5 V - great, everything is working properly!

more than 10 V - disconnect the power and move the yellow jumper to the other tweezers.

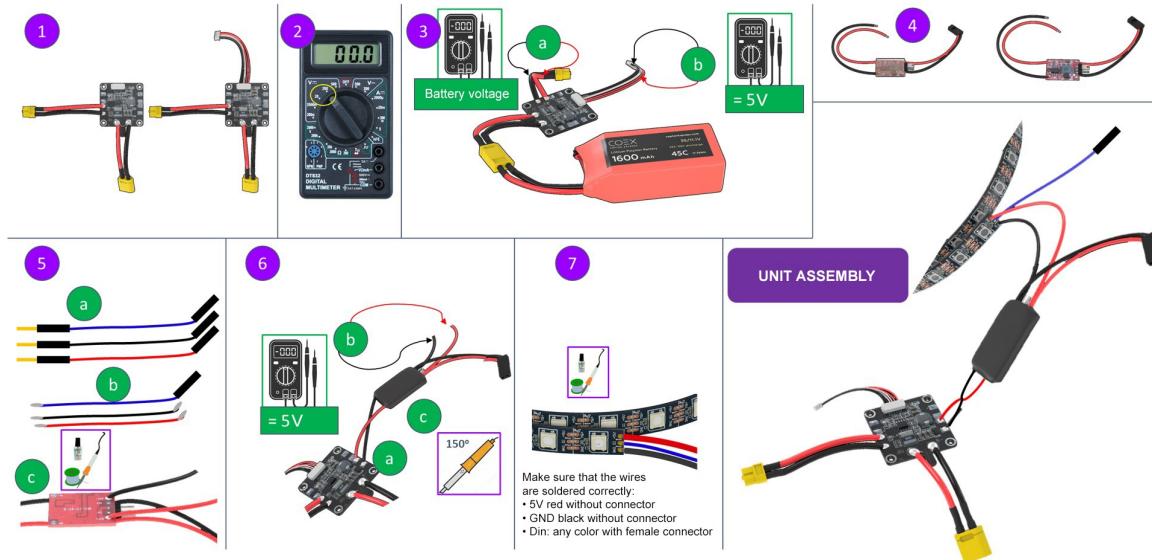
0 V - not soldered properly.

- If the BEC outputs 5 V, isolate the soldered connection with a black heat-shrink tubing.

7. LED strip installation

- Solder the wires from BEC (from step 5) to the LED strip.
- Remove the silicone layer on the strip (make an incision with a knife and tear).
- **Tin** the contacts of the LED strip.

Red -> +5V  
Black -> GND  
Blue -> Din



## 4 in 1 ESC board and the PDB power-board installation

1. Install the 4 in 1 ESC circuit-board as shown in the picture.

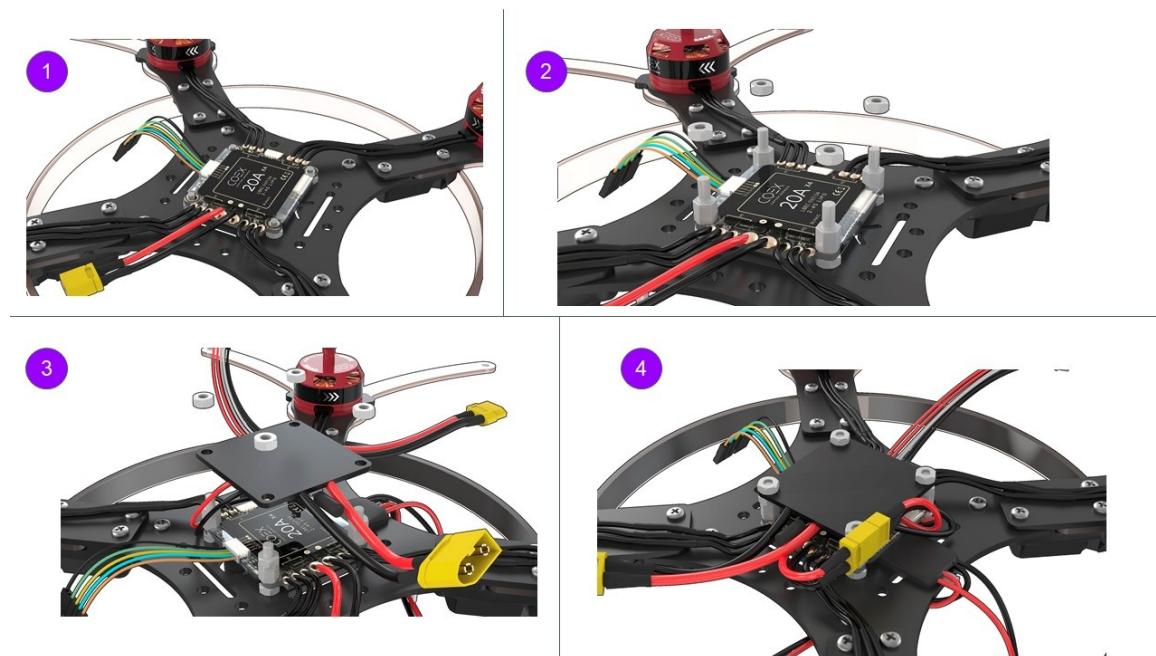
Connect the phase wires of the motors with ESCs wires.

2. Attach the ESC board with 6 mm legs (4 pcs.).

Screw M3 plastic nuts (4 PCs.) to the legs.

3. Install the PDB power distribution board as shown in the picture (the XT60 connector should point to the tail of the drone).

4. Connect the wires of the PCB power supply board and ESC XT30 board.



## Pairing the receiver and transmitter

1. Connect the 5V wire from BEC to the connector of the receiver.

Insert the BIND connector into the rightmost B/VCC port.

2. Connect the battery. The indicator on the receiver should flash rapidly (reset mode).

3. Press and hold the BIND button on the remote, and switch the remote on.

The RXBinding process will be displayed on the remote.

4. After pairing (additional lines will be displayed on the remote):

- Remove the BIND connector from the receiver.
- Disconnect the battery.



If the remote cannot be powered on, or is blocked, see article [remote faults](#).

## Checking the directions of motors rotation

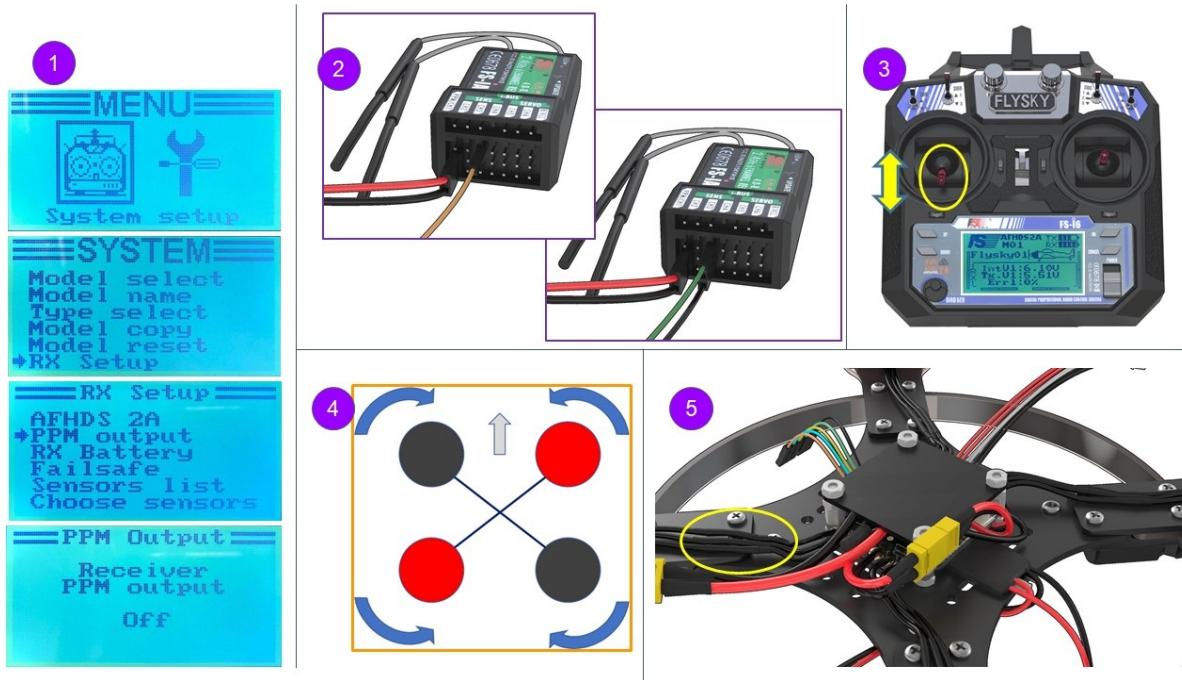
1. Turn the transmitter ON

Make sure PPM in the RX Setup menu is disabled ([section "No communications with the flight controller"](#))

In point 3, select “RX setup” > “PPM OUTPUT” > “Off”.

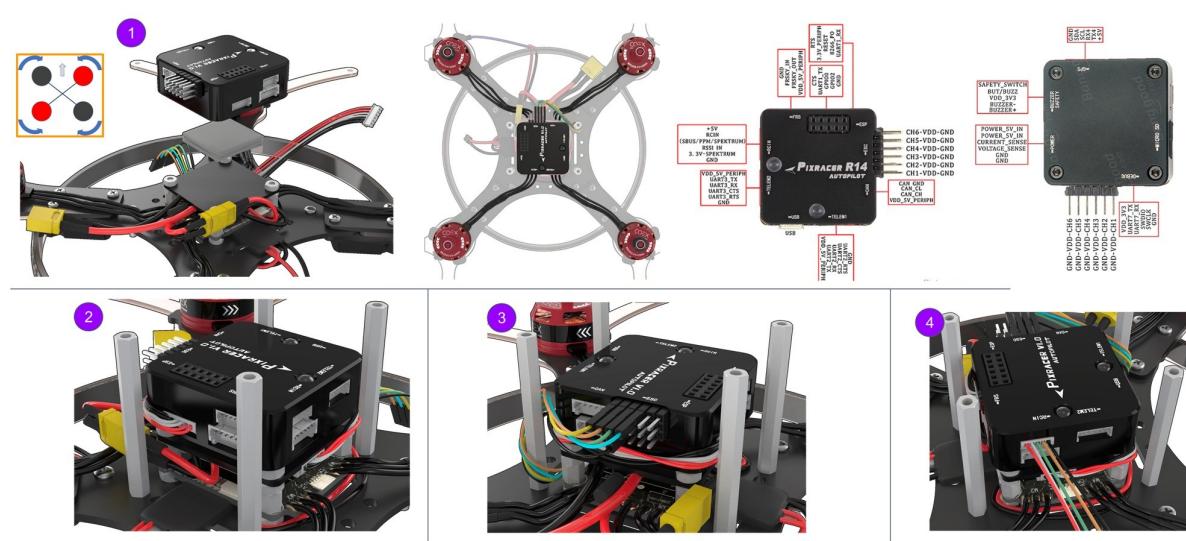
Save changes (hold pressed the “CANCEL” button).

2. Connect the S1 orange wire from the ESC board to CH3 on the receiver. Connect external power.
3. Using the left stick, set throttle to 10 %.
4. Check the motor rotation direction according to the scheme. Repeat for each motor. Thus, it will be clear which motor is controlled.
5. If you have to change the rotation direction, swap any two phase wires of the motor (needs re-connection).



## Installation and connection of the Pixracer flight controller

1. Install the Pixracer flight controller on double-sided 3M adhesive tape (2 – 3 layers). The flight controller may also be removed from the housing and firmly mounted on the M3x6 leg.
2. Install 40 mm legs using M3x8 screws.  
Connect the POWER connector.
3. Connect ESCs as shown in the picture.  
[More about connecting 4 in 1 ESCs.](#)
4. Connect the ribbon cable from the radio receiver to the RCIN connector in Pixracer.



## Raspberry installation

1. Turn the drone upside down.

Install the Raspberry on the legs using Raspberry mounting holes.

USB connectors should point to the tail of the drone.

2. Installation of the ribbon cable for the camera:

- o lift the latch;
- o connect the ribbon cable;
- o close the latch.

3. Connecting Raspberry to power supply:

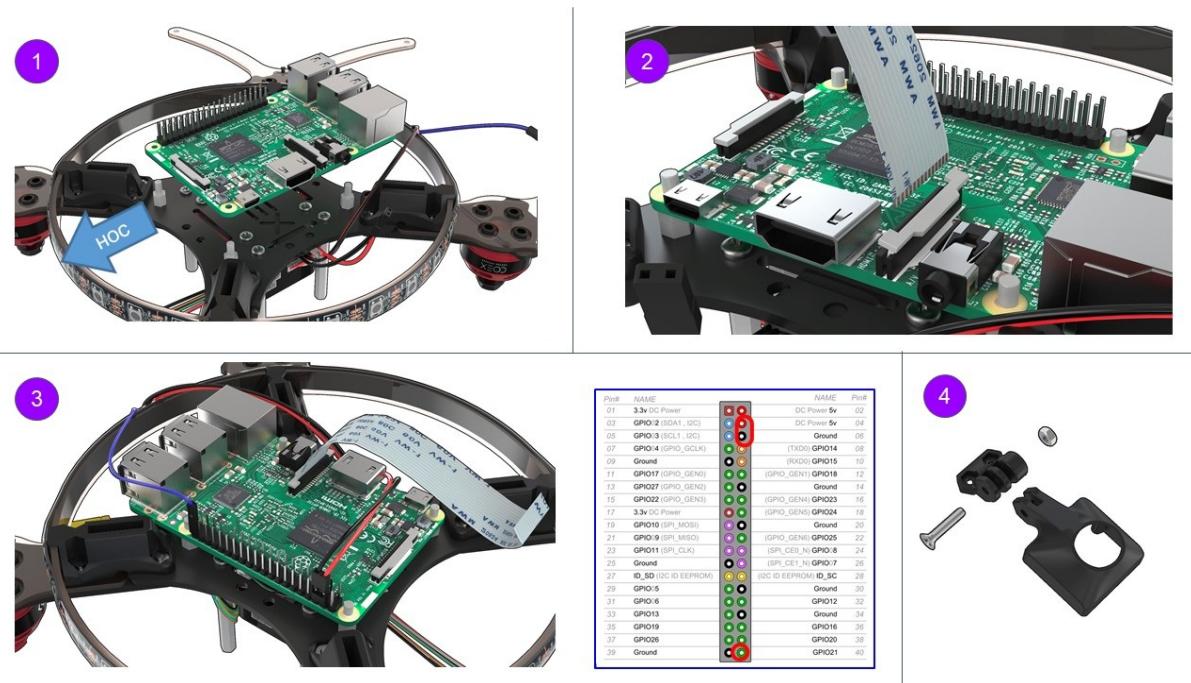
```

5V -> pin 04 (DC power 5 V)
GND -> pin 06 (Ground)
Connecting the LED strip pin 40 (GPIO21)

```

4. Assembling the mount for the RPi camera.

Use an M3x16 screw and an M3 nut



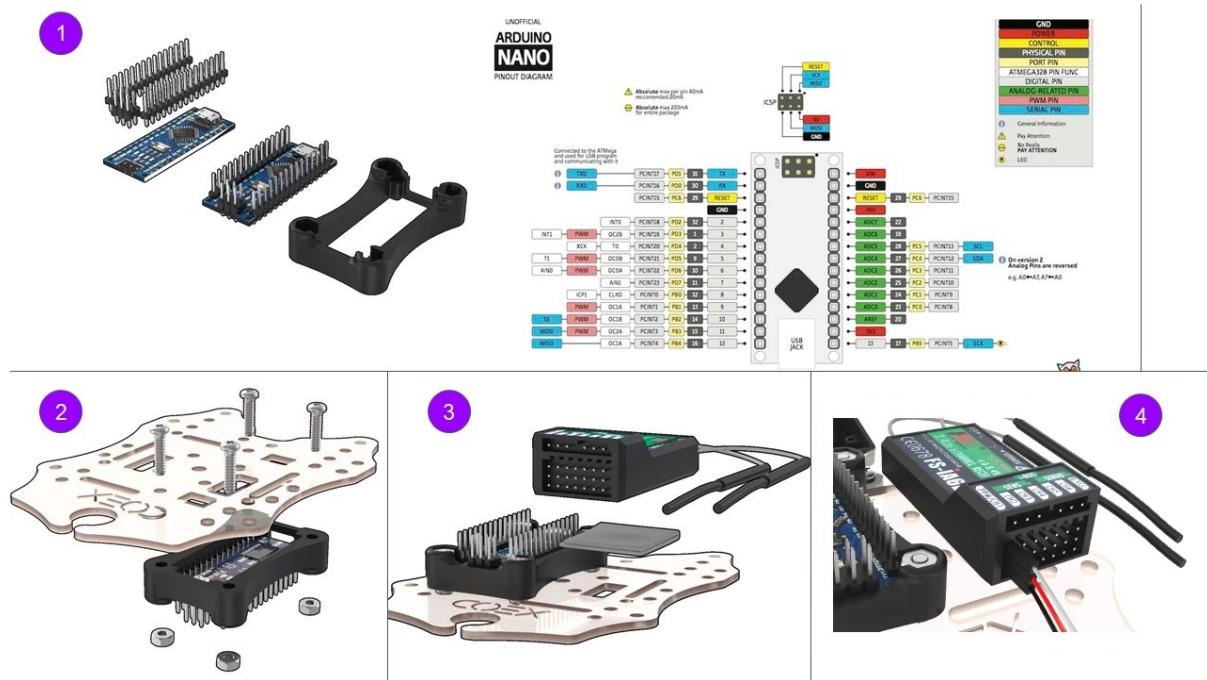
## Arduino and FlySky radio receiver installation

1. Solder Arduino Nano micro-controller pins to its board.
2. Install the micro-controller into a special mount, and attach to the lower deck using M3x16 screws (4 pcs).
3. Using double-sided tape, attach the receiver as shown in the picture.
4. Connect the ribbon cable from the radio receiver to Pixracer as shown in the picture.

```

white -> PPM
red -> 5V
black -> GND
orange, green -> currently not used. They are set to the unused pins of the radio receiver.

```

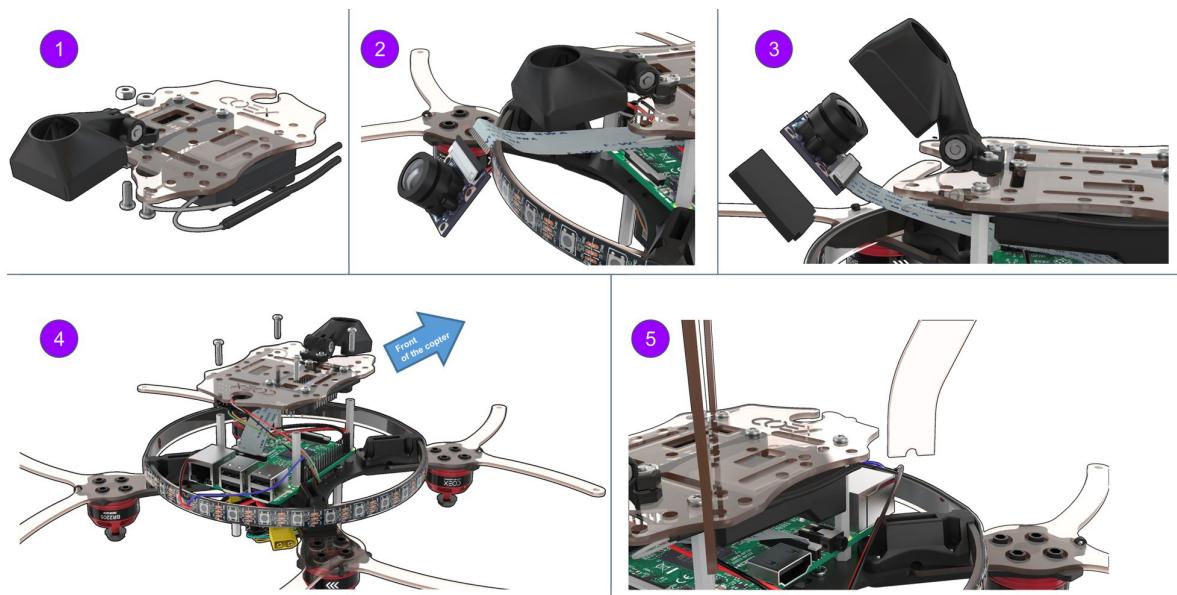


## RPi camera installation

1. Attach the mount for the RPi camera assembly to the lower deck with M3x12 screws (2 pcs.)
2. Connect the ribbon cable to the RPi camera.
3. Install the camera into the mount, secure it with M2 self-tappers.
4. Attach Raspberry with 30 mm legs (4 pcs.).

Attach the lower deck assembly to the rack with M3x8 screws (4 pcs.)

5. Install the legs into the mounts (4 pcs).



## Installation of the remaining structural elements

1. Install the bottom guard using M3x12 screws (8 units) and the 30 mm legs (8 pcs).

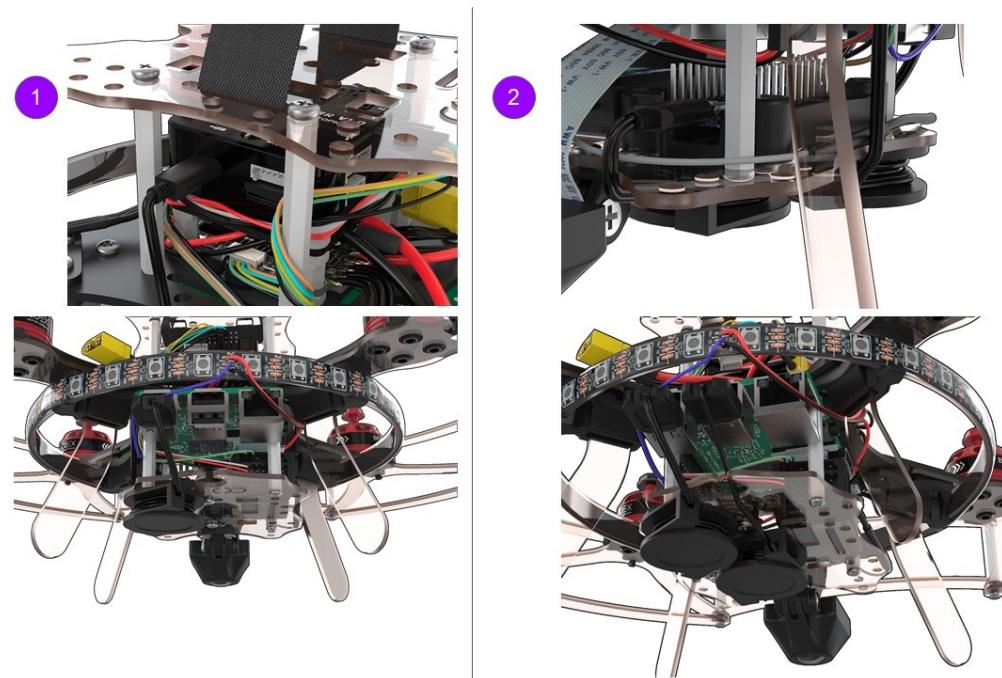
2. Install the top guard using M3x12 screws (8 pcs).
3. Insert the strap into the upper deck for attaching the battery.

Secure the upper deck with M3x8 screws (4 pcs.)



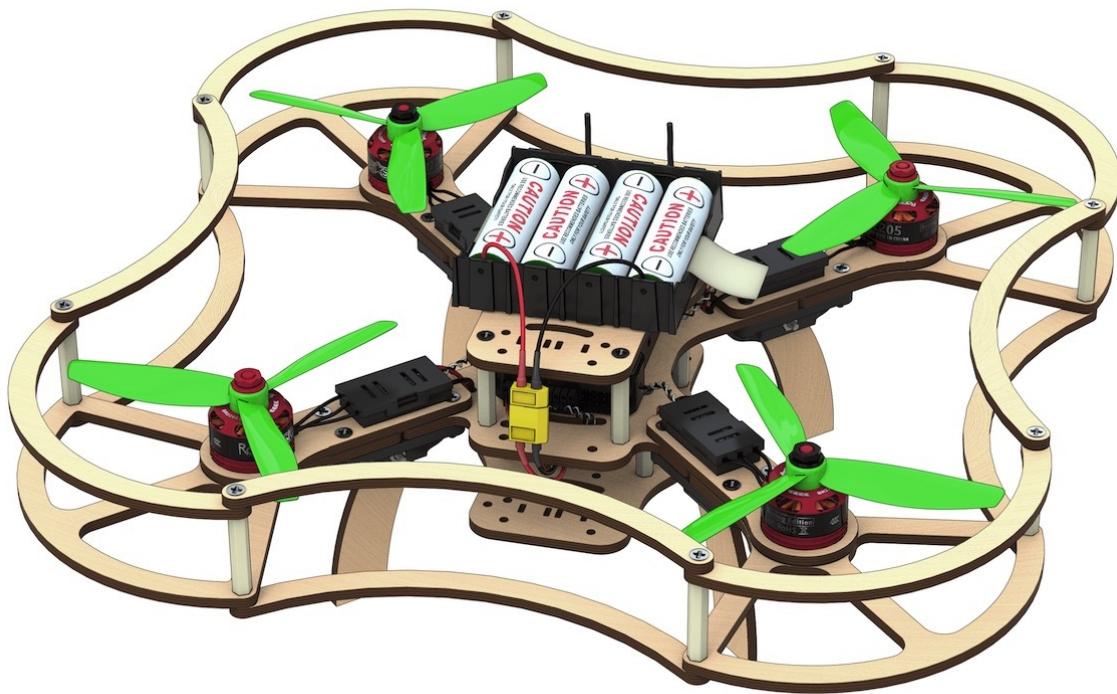
## USB connectors installation

1. Connect Pixracer to Raspberry using the micro USB - USB cable.
2. Connect Arduino to Raspberry using the micro USB - USB cable.

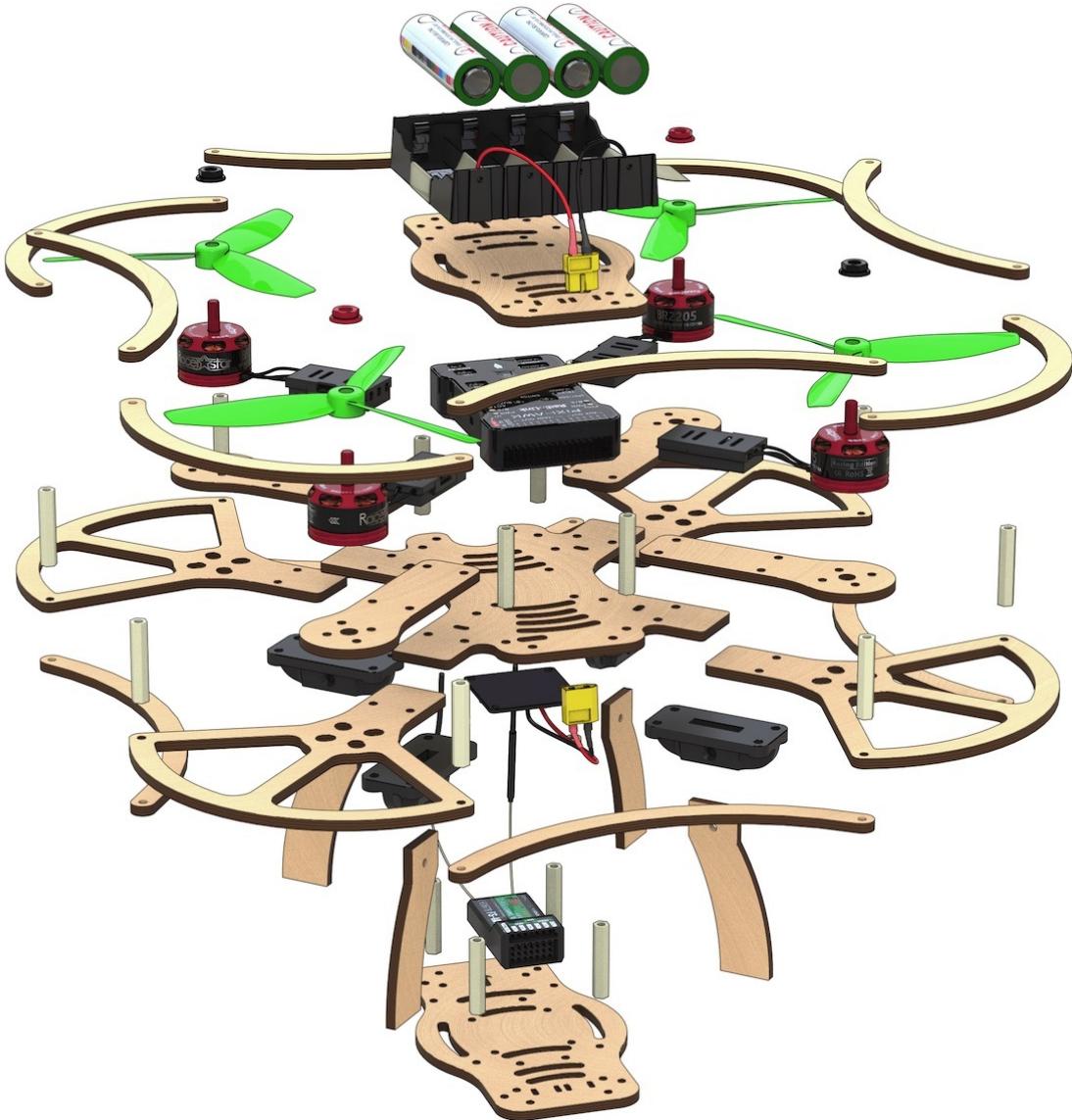


Read more about connection in [article](#).

## Clover 2 construction kit assembly instruction



### The constructor kit contents



- Central frame ×2.
- Additional frame ×4.
- Motor mount ×8.
- Legs x8.
- Motor mount guard ×8.
- Propeller guard ×16.
- Side guard ×16.
- Dalprop 5045 plastic propeller ×4.
- Racerstar BR2205 2300kV brushless motor ×4.
- Speed controllers ESC, DYS XSD20A ×4.
- Power controller XT60 pin ×1.
- Power connector XT60 socket ×1.
- Three-wire female-female flat cable ×2.
- Multicore silicone insulated copper wire 14AWG (red, black), 50 cm long
- Power distribution board PDB BeeRotor Power Distribution Board V2.0 ×1.
- Li-ion rechargeable battery (battery) 18650 ×8.
- Efest Luc V4 Li-Ion Charger ×1.
- Protective case for regulators ×4.

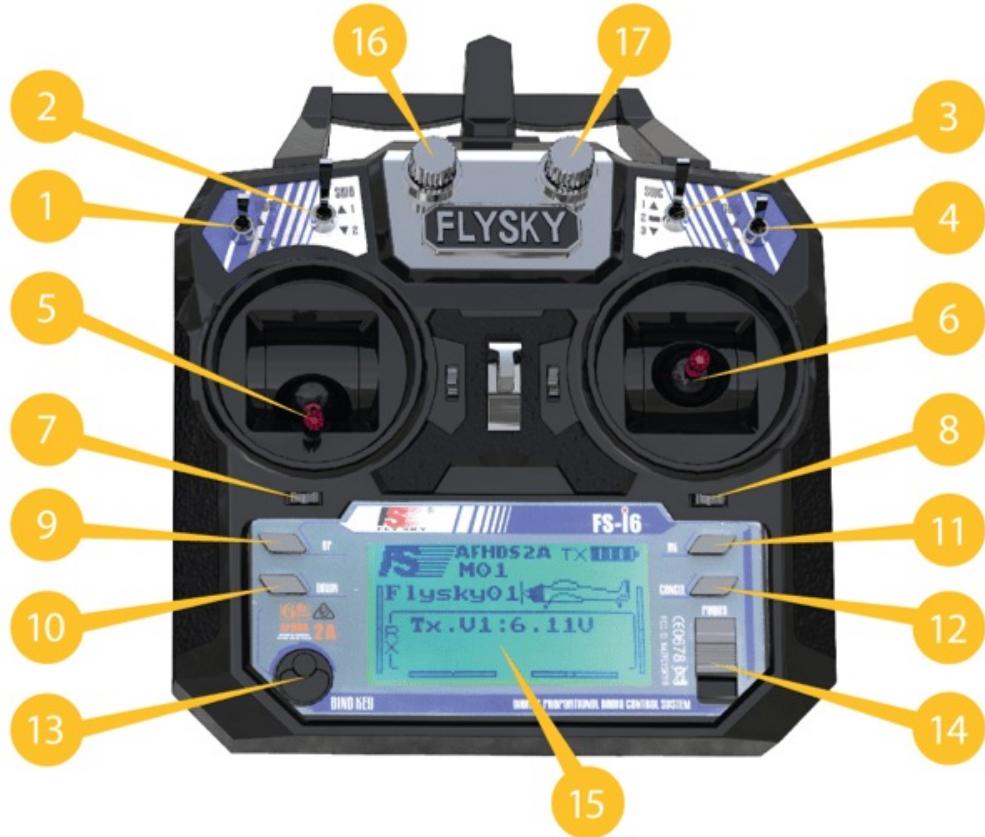
- Legs attachment ×8.
- Pixhawk flight controller ×1.
- FlySky i6 radio receiver ×1.
- FlySky i6 radio transmitter ×1.
- EFEST LUC V4 Charger ×1.
- Micro USB to USB Cable ×1
- Battery compartment 18650 Li-ion ×1
- Wire copper multicore silicone insulated cable 18AWG (red, black), 100 cm long
- AA battery ×4
- Jumper, Bind-plug

## Fasteners

- 6 mm plastic legs ×28.
- 30 mm plastic legs ×32.
- M3x8 screws ×48.
- M3x12 screws ×24.
- M3x16 screws ×40.
- Plastic nuts ×8.
- Metal nuts ×48.
- Stickers for the battery compartment ×8.
- Thermal contraction tube ø15, .50 cm
- Thermal contraction tube ø5, 100 cm
- Double-sided 3M adhesive tape ×16.
- Screwdriver ×1 (visualization needed)
- Insulation tape ×1
- Scissors ×1
- Strap for the battery 250 mm ×1

## Flysky i6 transmitter

1. Switch A (SwA).
2. Switch B (SwB).
3. Switch (SwC).
4. Switch D (SwD).
5. Left stick.
6. Right stick.
7. Left trimmer.
8. Right trimmer.
9. Up button.
10. Down button.
11. OK button.
12. Cancel button.
13. BIND KEY button.
14. POWER switch.
15. LCD.
16. Handle A (VrA).
17. Handle B (VrB).



## Additional equipment

This equipment is not part of the Clover 2 constructor kit, but it is required for the assembly process

1. Soldering iron
2. Colophony/ Flux (neutral)
3. Solder
4. Hot air gun
5. Pliers
6. Pincers
7. Stationery knife
8. Multimeter



[Soldering safety](#)

## Assembly order

### Installation of motors

- Unpack the motors. Using pliers, shorten the wires on the motors by cutting half their length (leaving about 25 mm).



Strip

- remove 2 mm of insulation from the ends of the wire without damaging the copper strands.

Twist the wires.

Tin wires

- Apply flux to the exposed part of the wire.
- Cover the solder using tweezers.

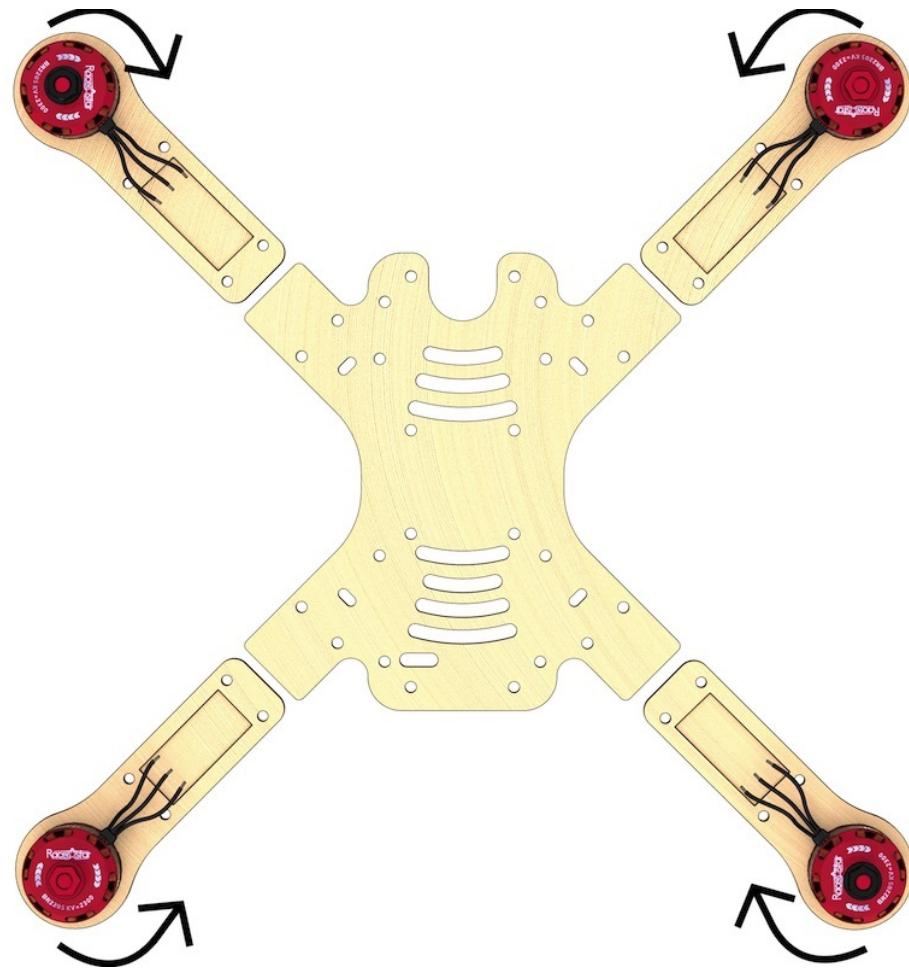


## Fix the motor on the mount

- Install the motor on the engraved side of the mount.
- Attach the motors to the mounts with M3x8 screws using a screwdriver.



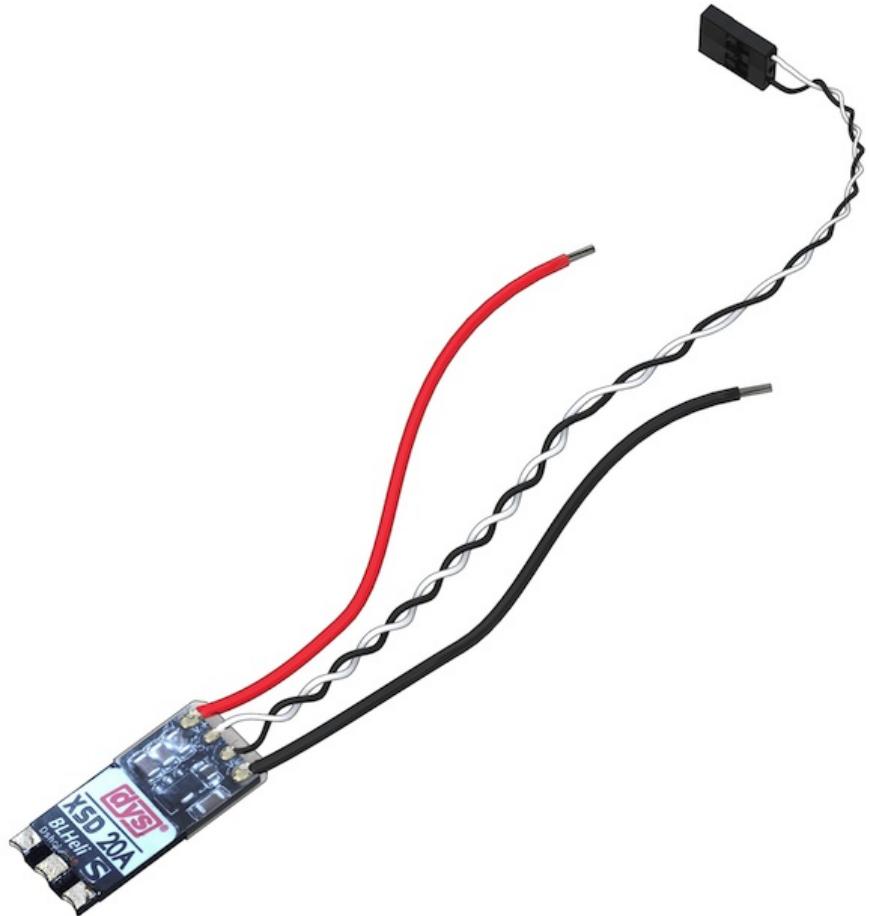
- Mounts with motors should be arranged according to the diagram. The arrows indicate the direction of motor rotation direction.



### Tin three contact pads of the speed controller

- Apply flux
- Apply solder

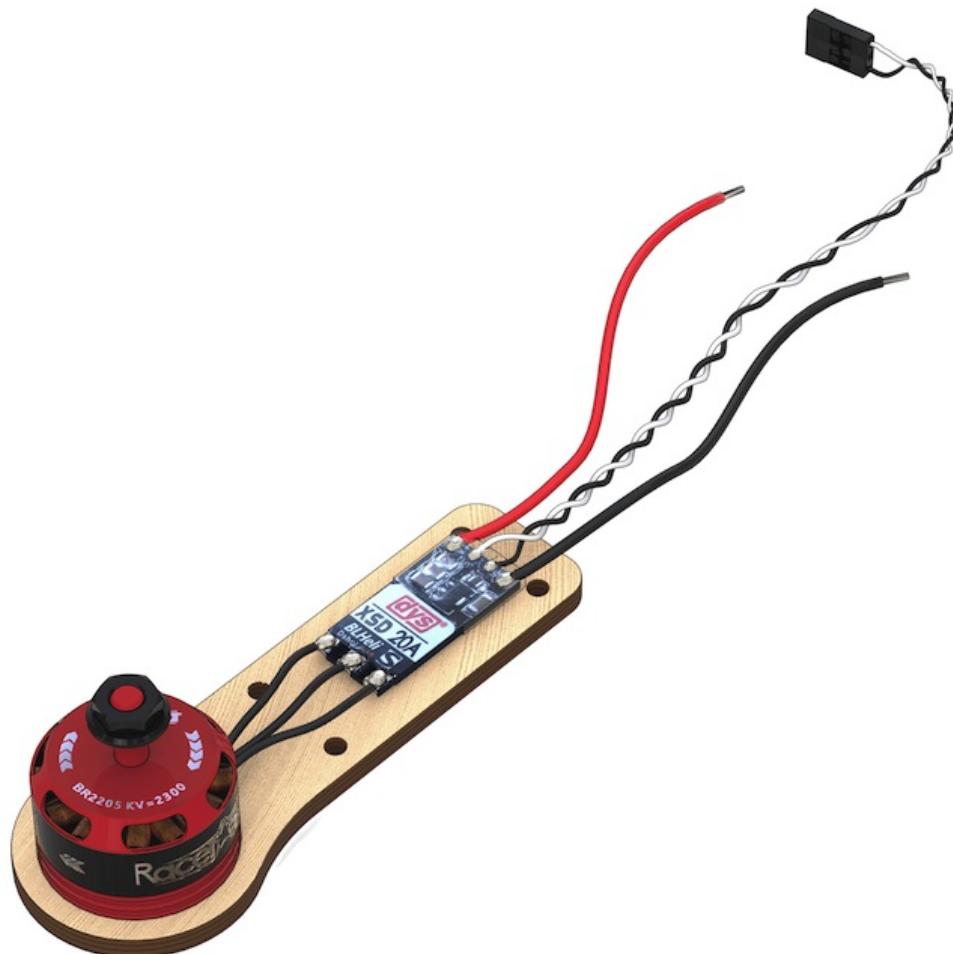
By warming up the contact pads of the controller, the tin will evenly fill the entire pad. To do so, apply heat by holding the soldering iron on the contact pads for 2 seconds (or more if needed).



- Repeat this operation for the remaining three ESC

### Solder the wires of the motors to the ESC

Solder the prepared wires of the motors to the pads of the controllers.

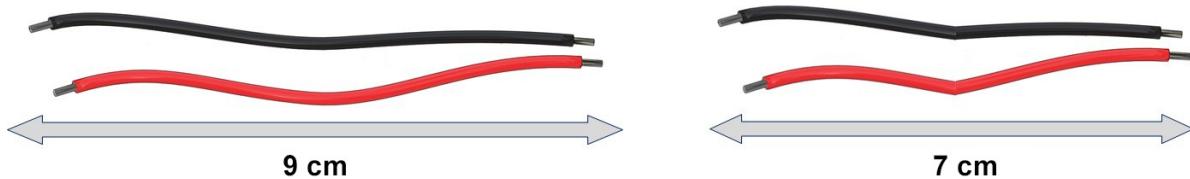


- Repeat this operation for the remaining three ESC

## Power connectors installation

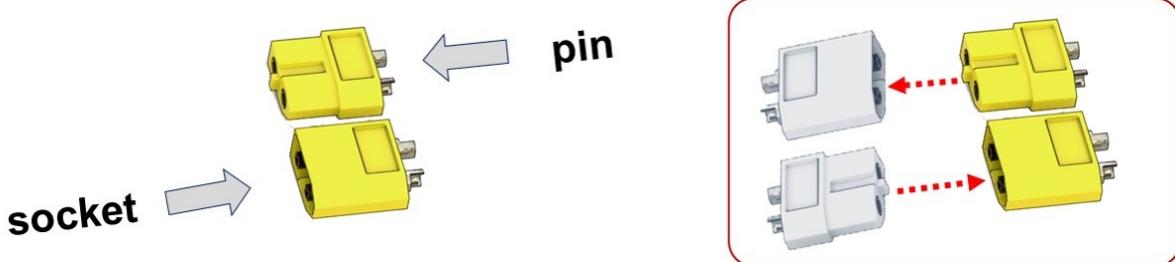
### Preparing wires for XT60 power connectors

1. Take a bundle of red and black wires marked 14AWG
2. Cut 4 pieces of wire of the following lengths
3. Length 7 cm (XT60 pin power connector) - 1 red, 1 black
4. Length 9 cm (XT60 socket power connector) - 1 red, 1 black



## Preparing XT60 pin and XT60 socket high-power connectors

Article about high-power connectors and their designations



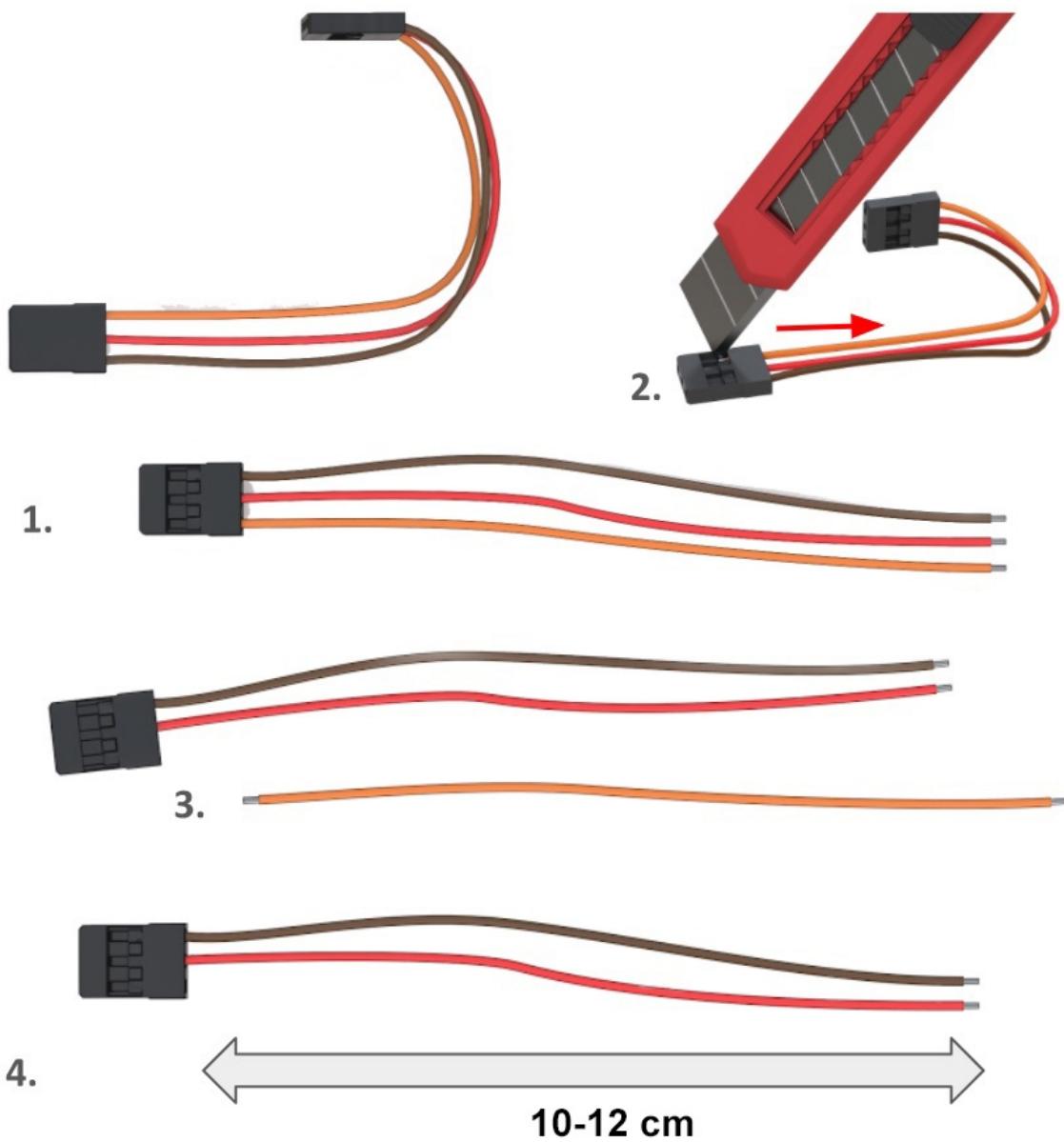
1. Tin two red and black 14AWG 7 cm long power wires for the XT60 pin connector.
2. Tin contact pads of the XT60 pin connector.
3. Solder the black wire to the “-” contact of the connector.
4. Solder the red wire to the “+” contact of the connector.
5. Cut ø5 heat-shrink tubing (2 sections × 10 mm).
6. Slip the ø5 heat-shrink tubing tube on the wires so that they cover the contact pads of the wires from XT60.
7. Shrink the heat-shrink tubing with a hot air gun.



8. Repeat the procedure for XT60 socket connector.

## Preparation of the 5V power connectors for the control circuit

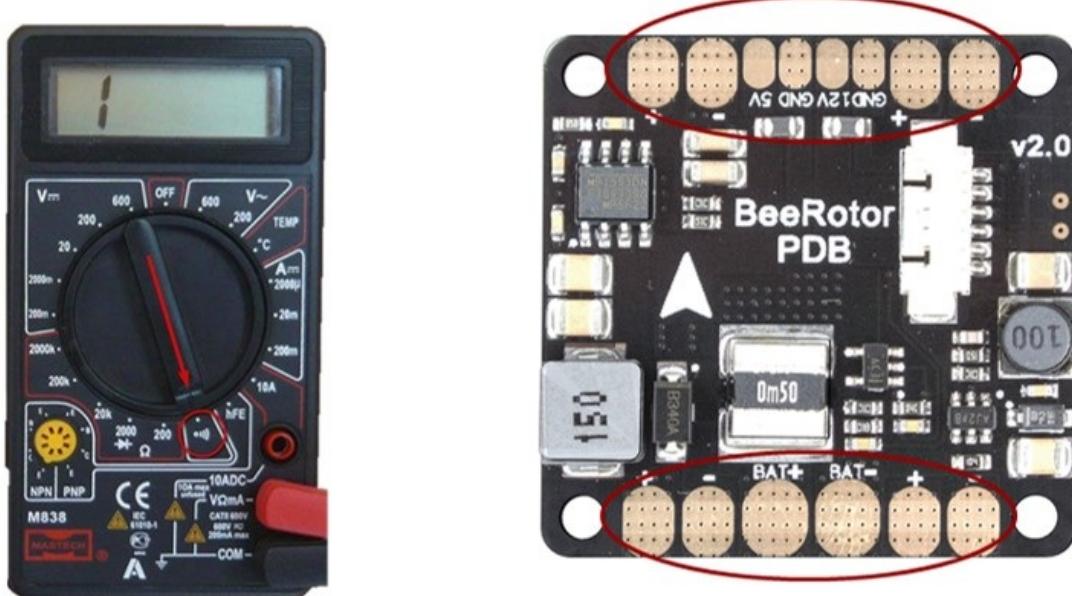
1. Trim/pull out all pins from one of the connectors. Disconnect it.
2. Using an utility knife, pry the retainer off on the remaining connector to release the 3rd wire.
3. Remove the 3rd (orange) wire from the connector, since it is not needed.
4. The length of the remaining black and red wires should be of 10 – 12 cm.



## Installation of the power distribution board

### Pre-soldering check

[Article about continuity test](#)



Check OPEN CONDITION of the following circuits (the multimeter does not beep):

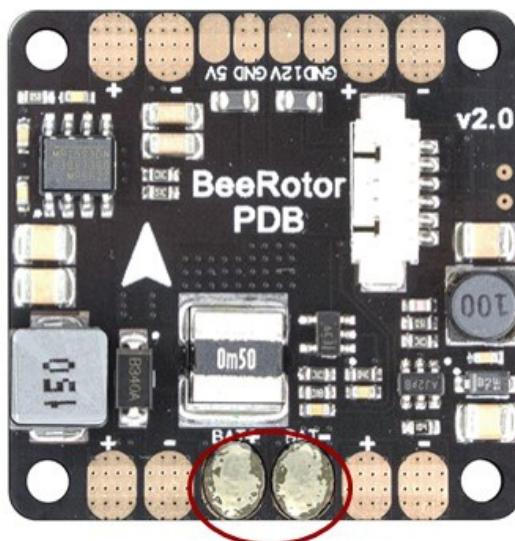
- “BAT+” and “BAT-”
- “12V” and “GND”
- “5V” and “GND”

Check CLOSED CONDITION of the following circuits (the multimeter beeps):

- “BAT-” with every contact marked “-” and “GND”
- “BAT+”, with every contact marked “+”

### Tin the contact pads of the power board

1. Tin\* the contact pads of the power board.
2. Using a multimeter, check absence of short-circuits on the PCB (check continuity).

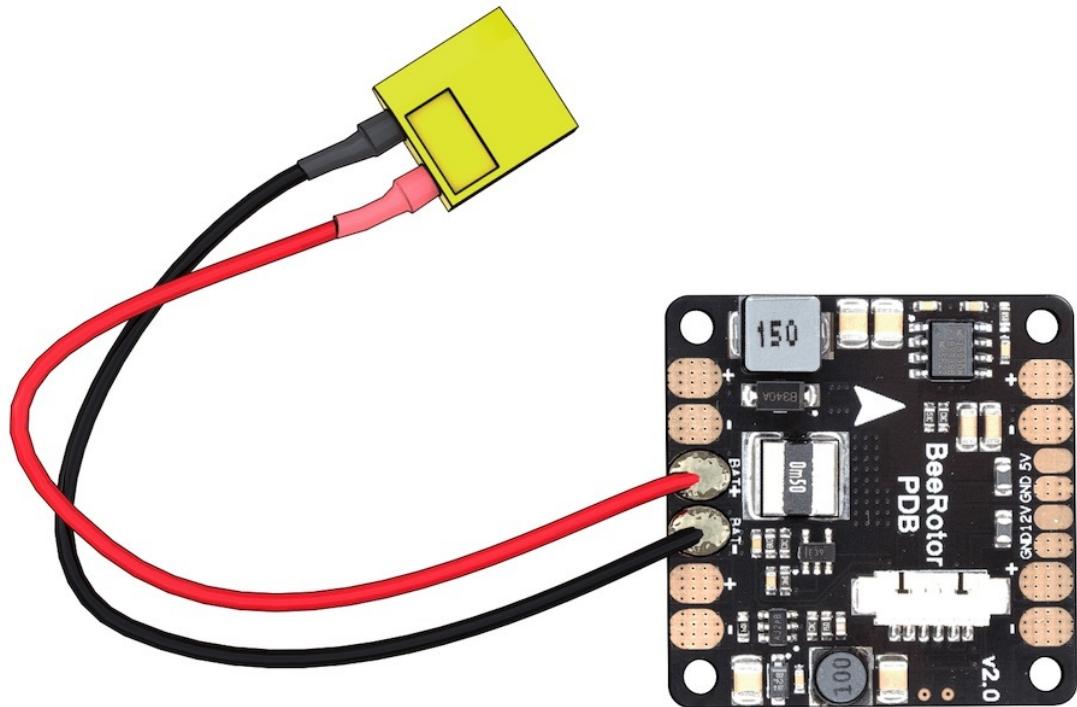


1. Blanch contact pads BAT+ and BAT-
2. Blanch other contact pads

By warming up the contact pads of the controller, the tin will evenly fill the entire pad. To do so, apply heat by holding the soldering iron on the contact pads for 2 seconds (or more if needed).

## Soldering the XT60 high power connector

Solder the connector for battery, taking into account the polarity on the contact pads.

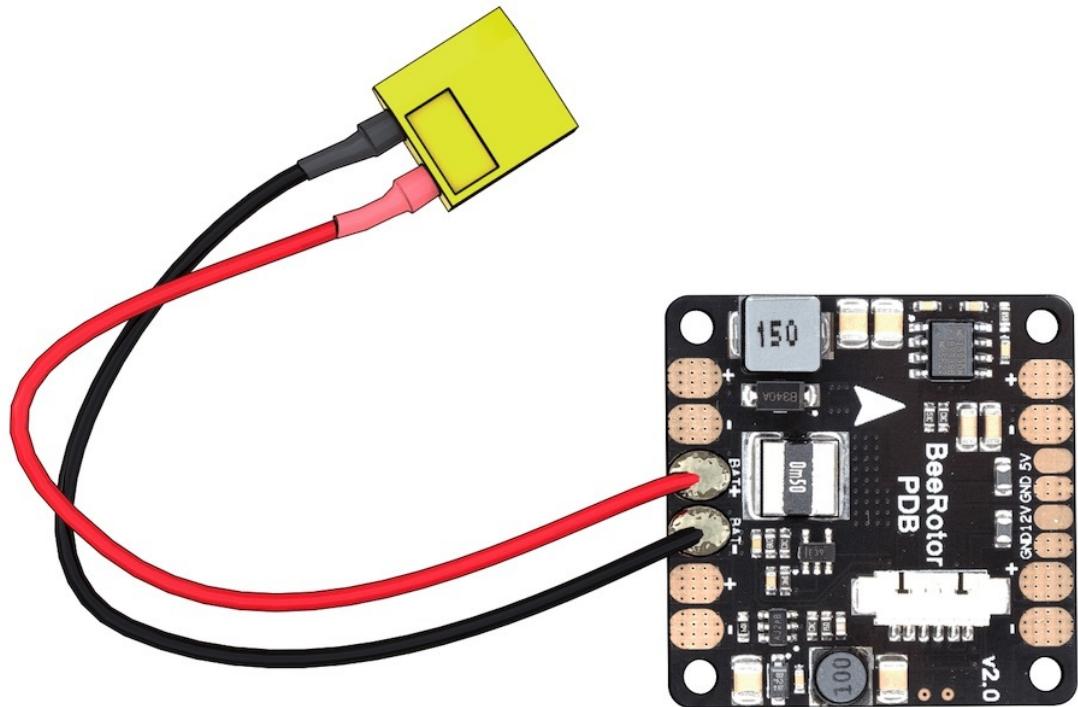


### IMPORTANT NOTE about polarity

- the red wire is “+”
- the black wire is “-”

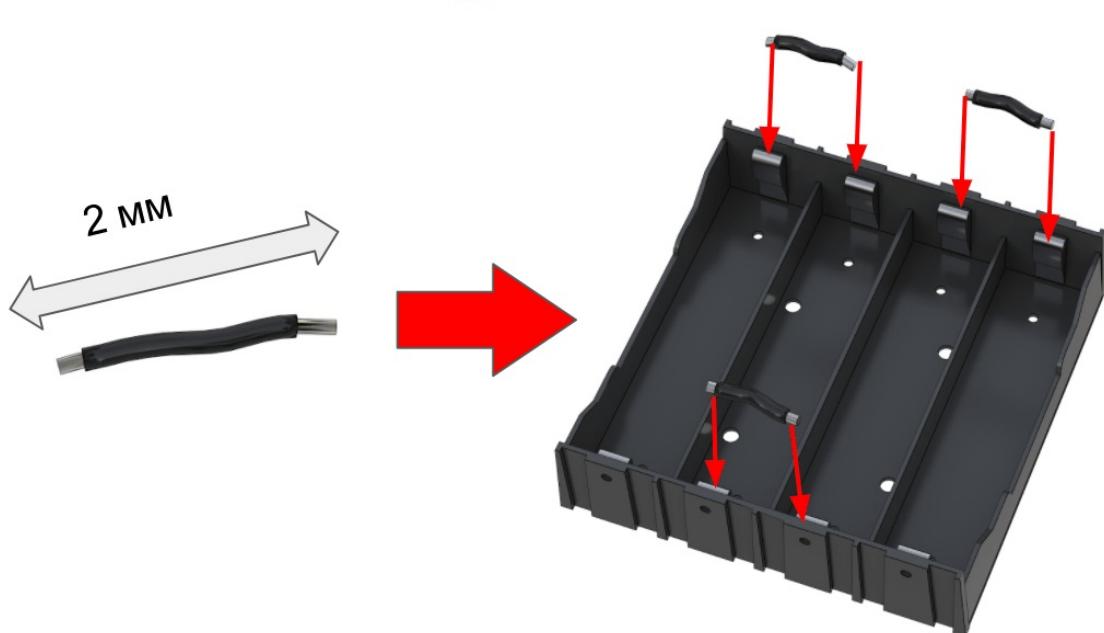
## Soldering of the power connector for the 5V control circuit

Solder the 5V connector, taking into account the polarity on the contact pads. (in the picture: the red wire is “+”)



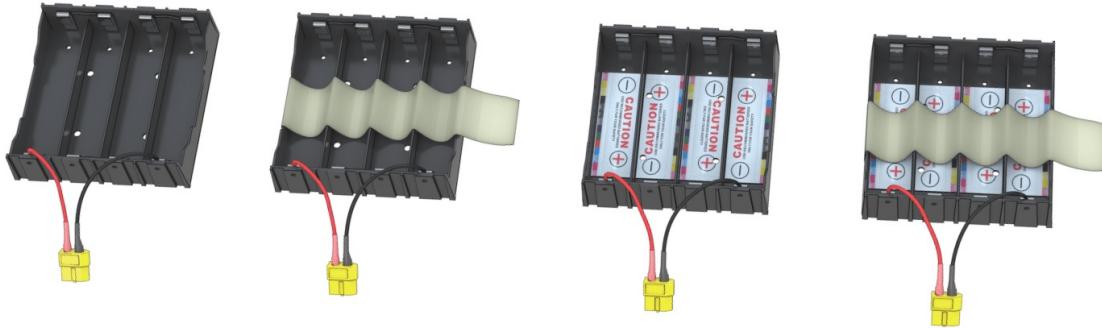
## Installation of the battery compartment

### Preparation of jumpers (3 pcs.)



- Cut off 2 cm of high-power wire.
- Strip on both ends.
- Tin.
- Make 3 jumpers.
- Solder the jumpers according to the diagram.
- Check for continuity with a multimeter. If necessary, clean with sand paper.

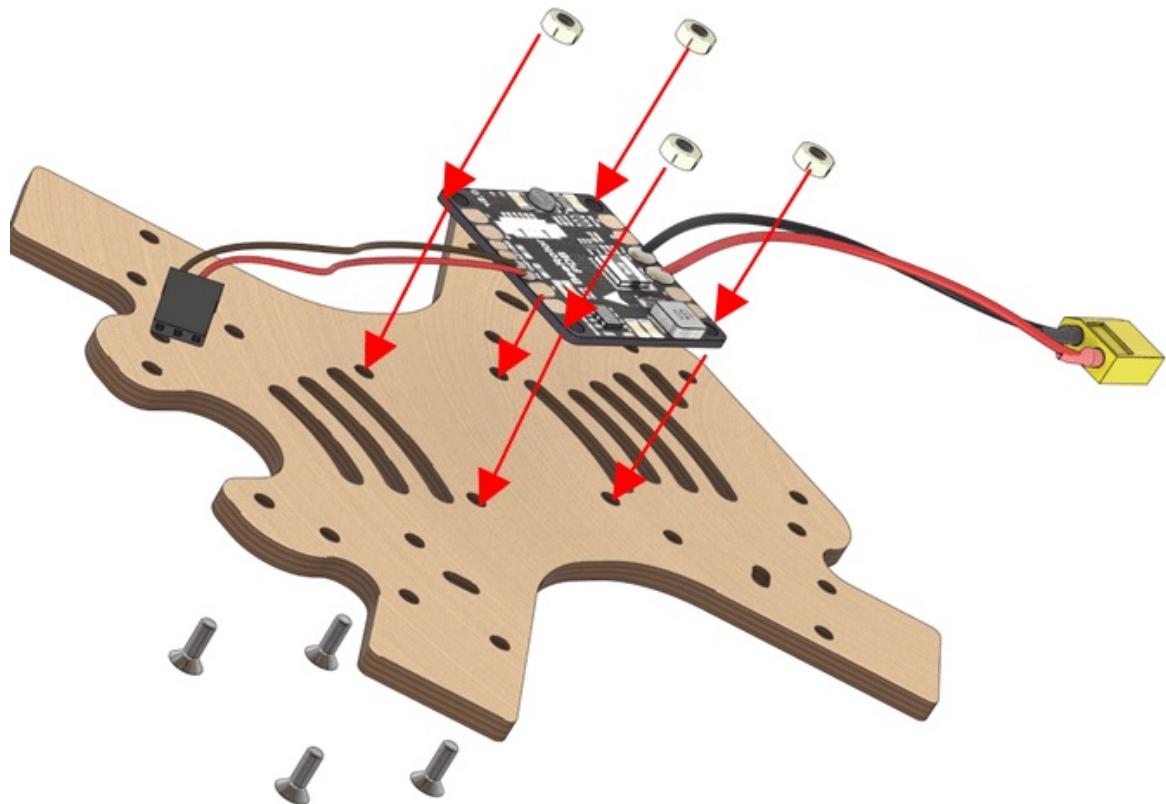
## Preparation of the battery compartment



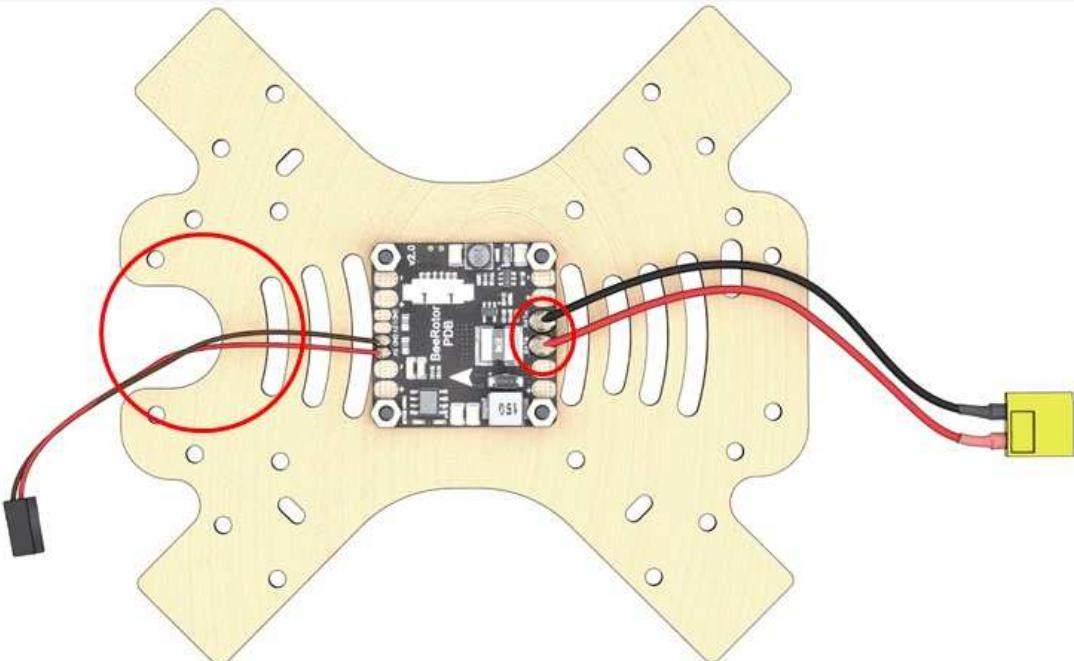
- Conforming to the polarity, glue the sticker with markings inside the battery compartment.
- Stick a strip of adhesive tape to the bottom of the compartment.

## Installation of the power distribution board

- Fix the power board to the frame with M3x8 screws and plastic nuts.



The white arrow on the BeeRotor board points towards the fore cutout.



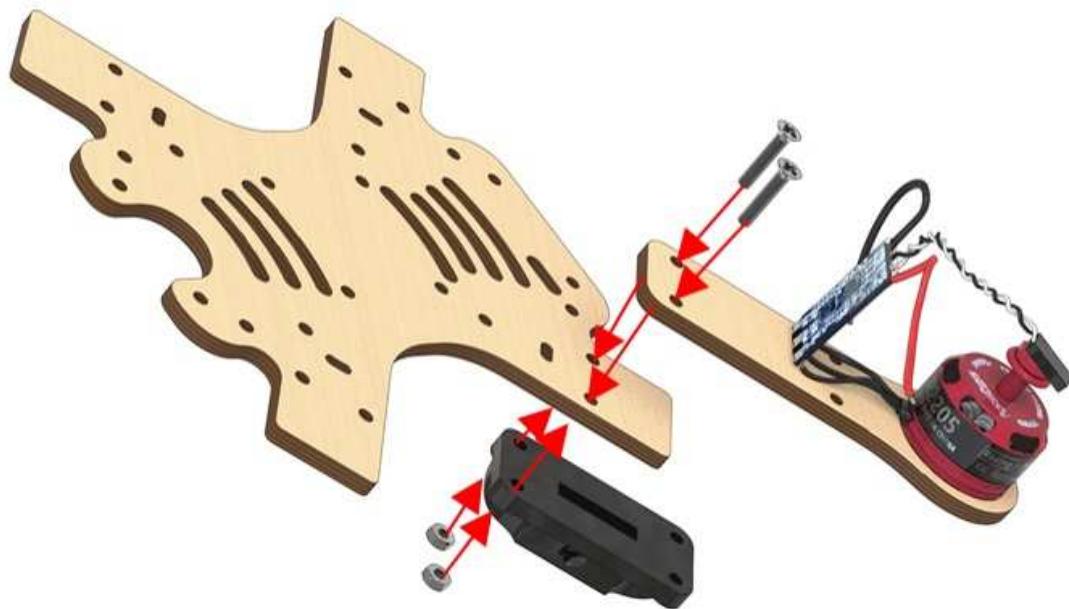
## Installation of elements

1. Install the nuts into plastic holders.

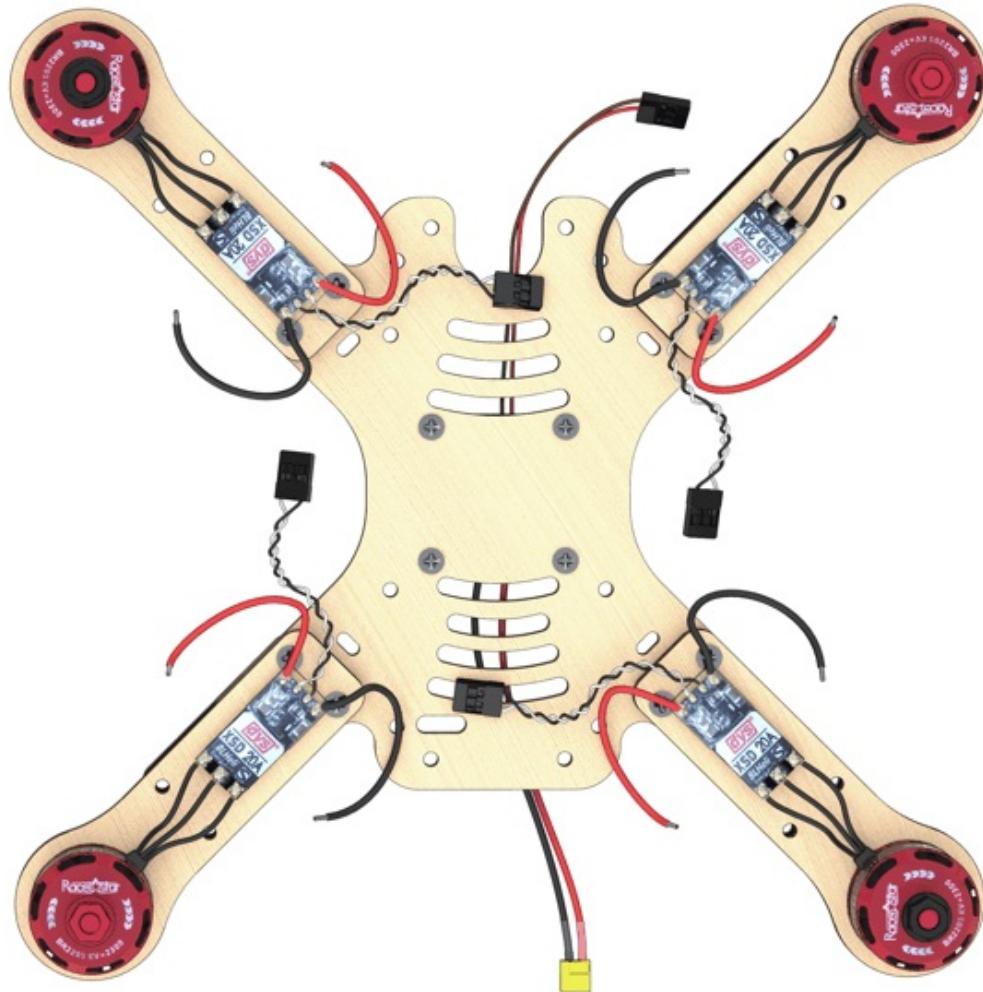


2. Fix the motor mounts to the frame with M3x16 screws.

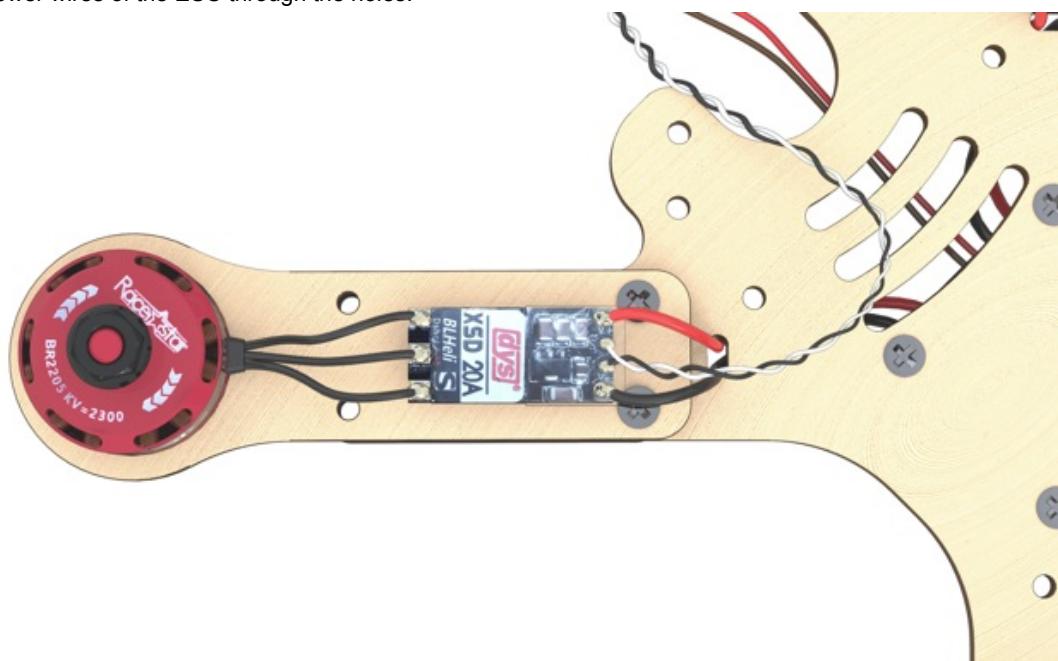
- The mounts are installed above the frame.
- Plastic holders are installed beneath the frame.



3. Arrangement of motors. Check arrangement of the motors (the motors with black nuts should be in the top left and lower right corners).

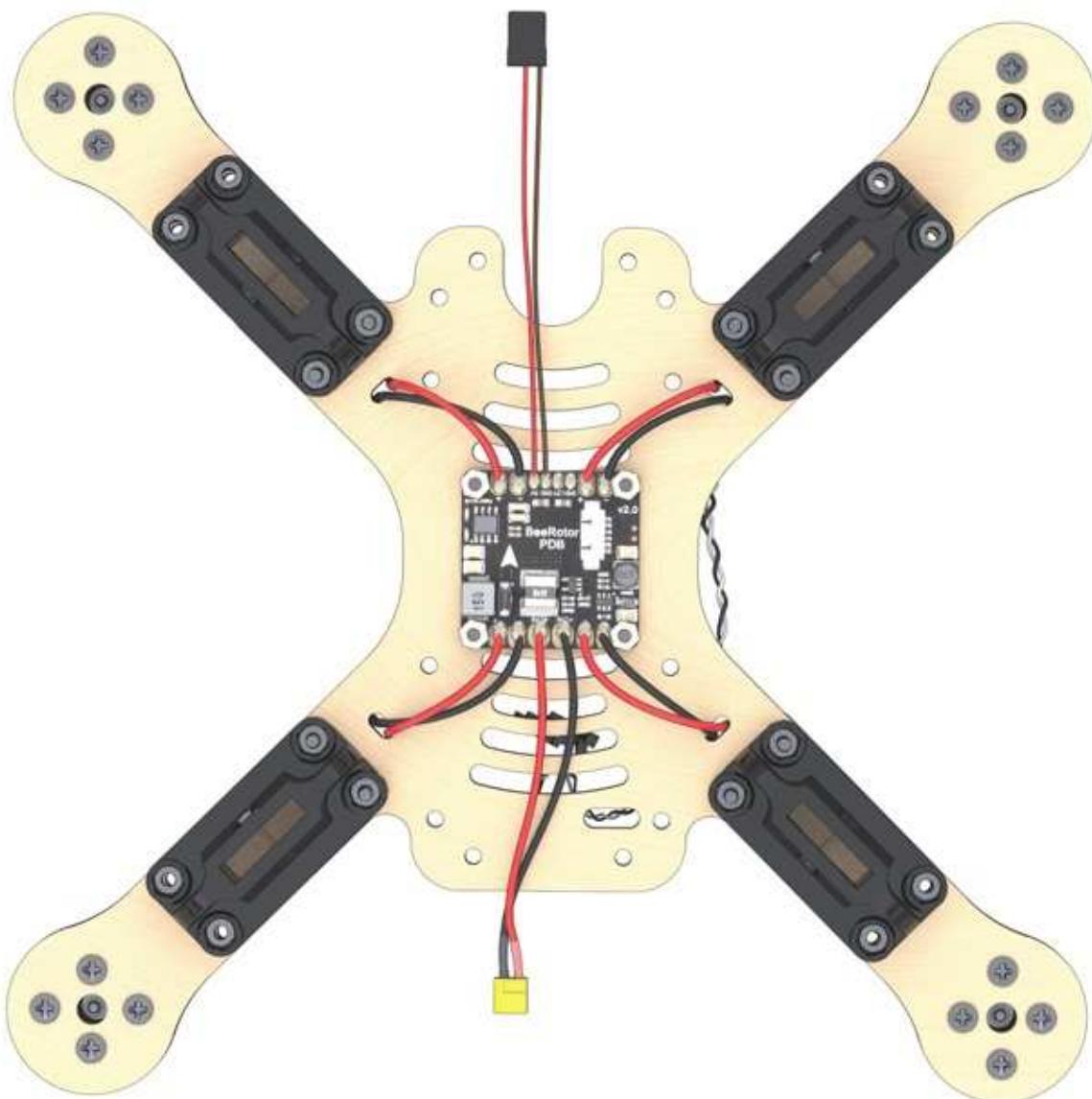


4. Put the power wires of the ESC through the holes.



### Soldering the high-power circuit board

Solder the high-power wires of the ESC to the power supply board observing polarity.

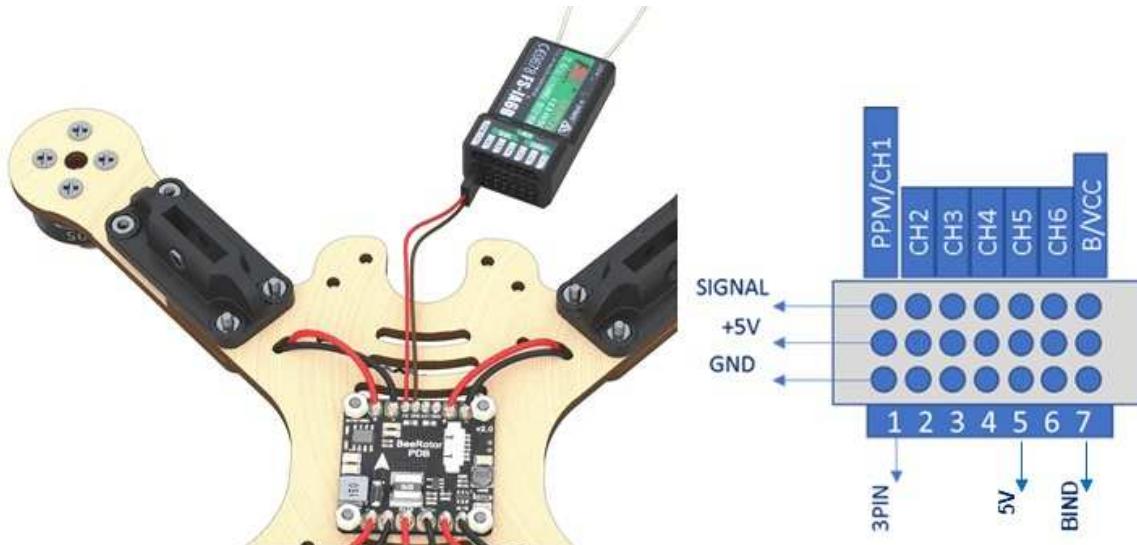


#### IMPORTANT NOTE about polarity

- the red wire is “+”
- the black wire is “-”

#### Pairing the receiver and transmitter

1. Connect the radio receiver to the 5V connector. In any connector the GND is in the bottom. In the diagram, the power is labeled 5V



2. Connect the battery. The LED on the radio receiver should be flashing. ![Connecting the battery]

## SAFETY when working with the battery

### Safety when working with 18650 Li-ion batteries

- Handle batteries carefully. Avoid falls, bumps, and deformations.
- When connecting (disconnecting) batteries, hold only connectors, never pull on the wires.
- In case of broken connectors, damaged insulation or casing of the battery, don't touch it and immediately inform the instructor.



## Enabling the transmitter

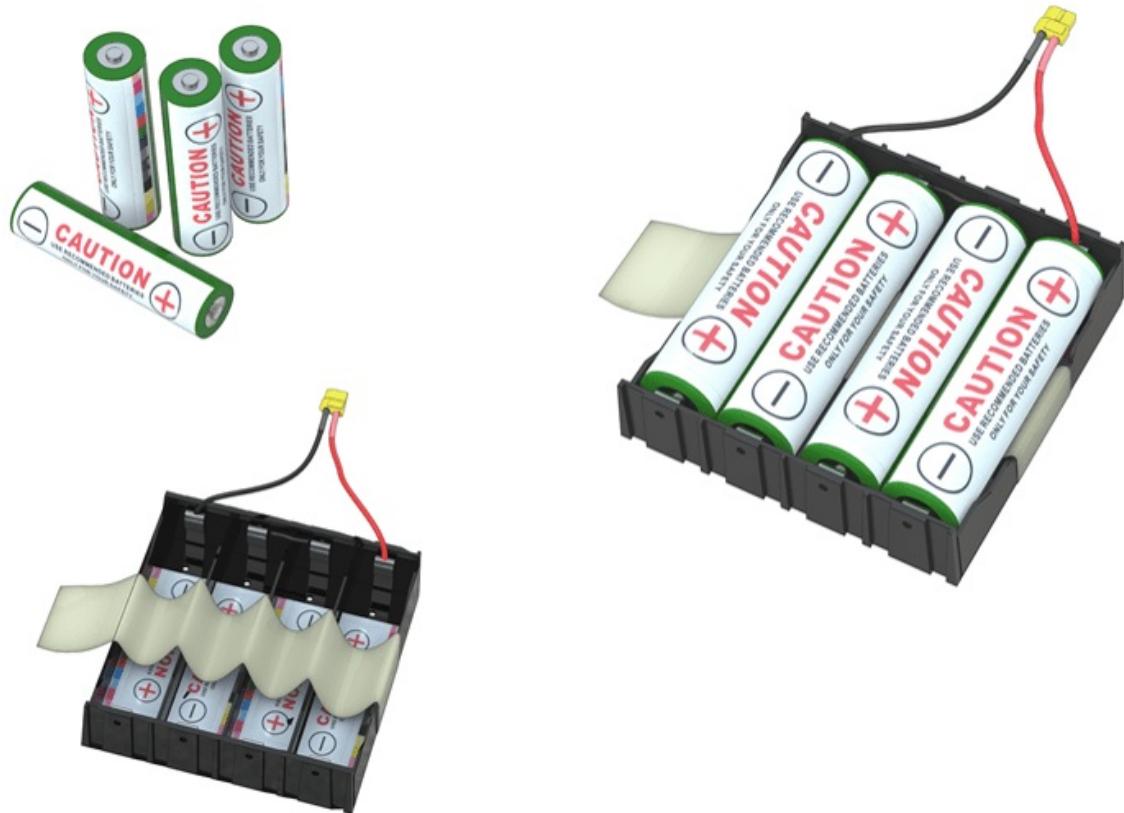
1. Insert the jumper into B/VCC of the radio receiver (short "ground" and "signal")
2. On the transmitter, hold down the BiND KEY button.
3. Power up the transmitter (flip the POWER switch, do not release BiND KEY).
4. Connect the battery to the drone.
5. Wait for synchronization.
6. Disconnect the jumper.
7. The LED will remain ON continuously.



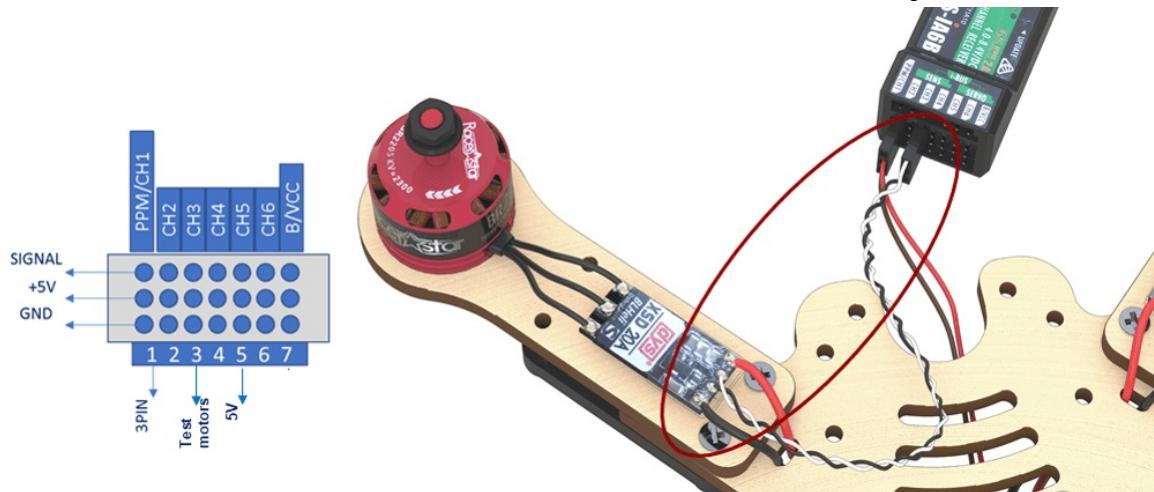
[Radio equipment troubleshooting manual](#)

### Checking the motors direction of rotation

1. Apply stickers to the 18650 batteries.
2. Install the 18650 batteries into the compartment observing polarity.



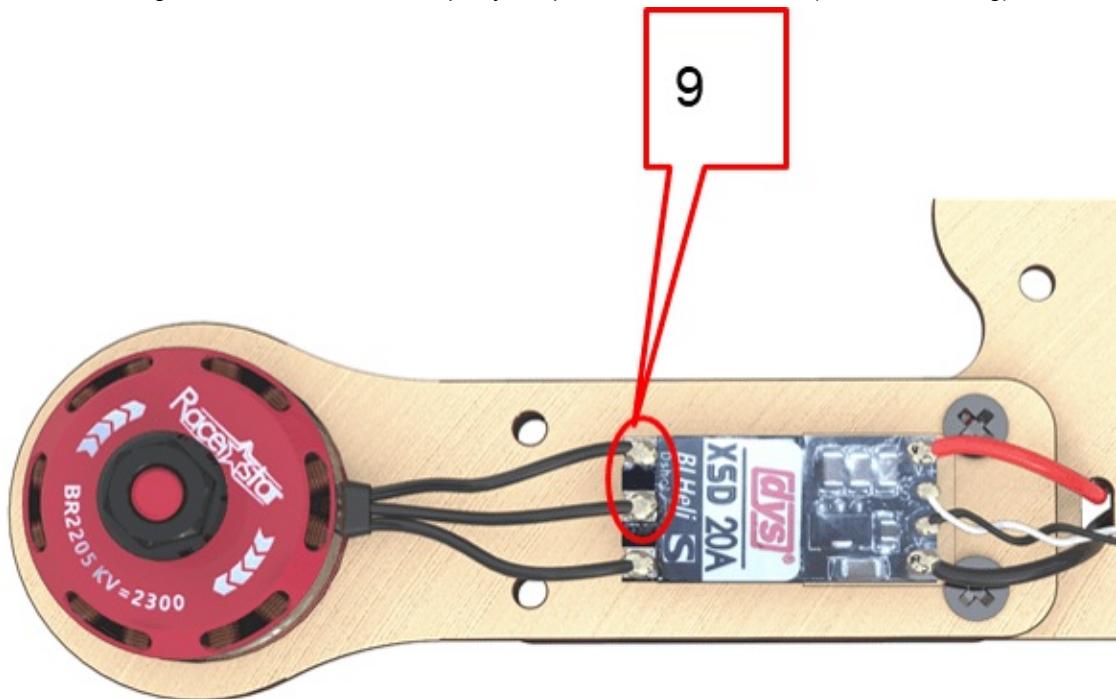
3. Check that the 5V power plug is connected to the receiver according to the circuit diagram.
4. Connect the motor ESC to channel 3, marked as CH3 on the receiver as on the circuit diagram.



5. Connect external power (battery).
6. Turn the transmitter ON.
7. Using the left stick, set throttle to 10 %.
8. Check the motor direction of rotation according to the scheme.

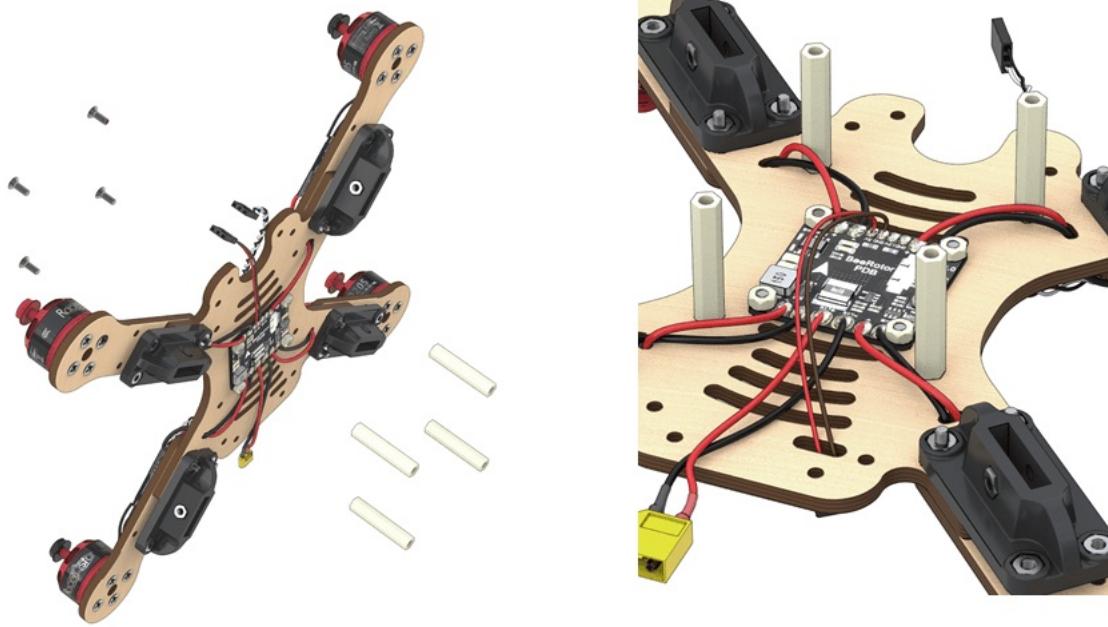


9. If you have to change the rotation direction, swap any two phase wires of the motor (needs resoldering).



## Installation of the radio receiver

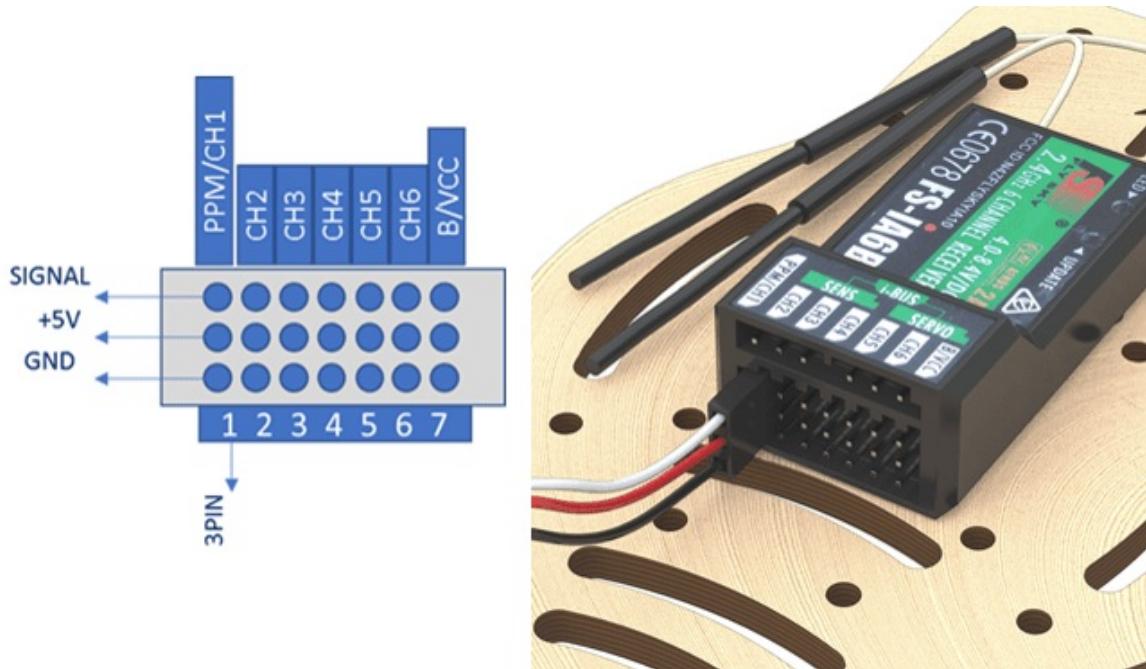
1. Install the 30 mm plastic legs on the frame with M3x8 screws.
2. Pass the 5V power connector through the slit.



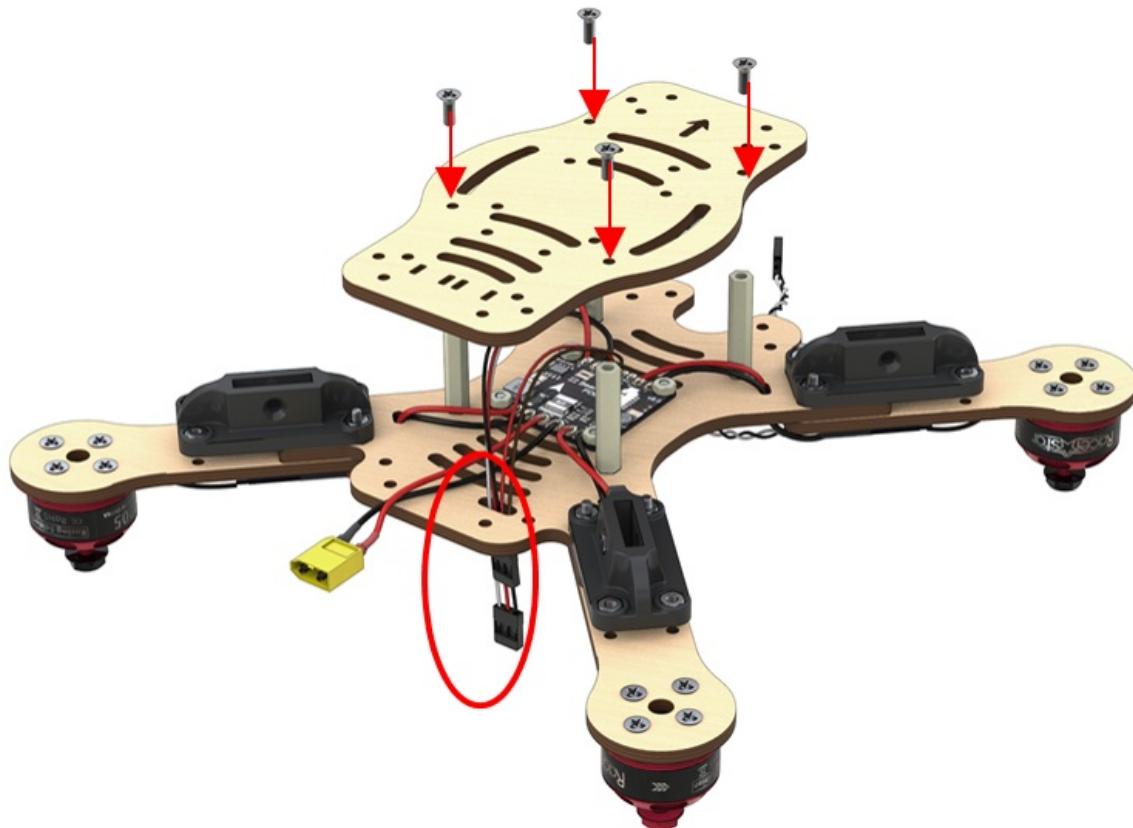
3. Attach the receiver to the bottom of the additional frame using double-sided adhesive tape and following the orientation of the engraved arrow. The antennas are to be pointing forward.



4. Install the 3-wire flat cable into the PPM / CH1 channel.



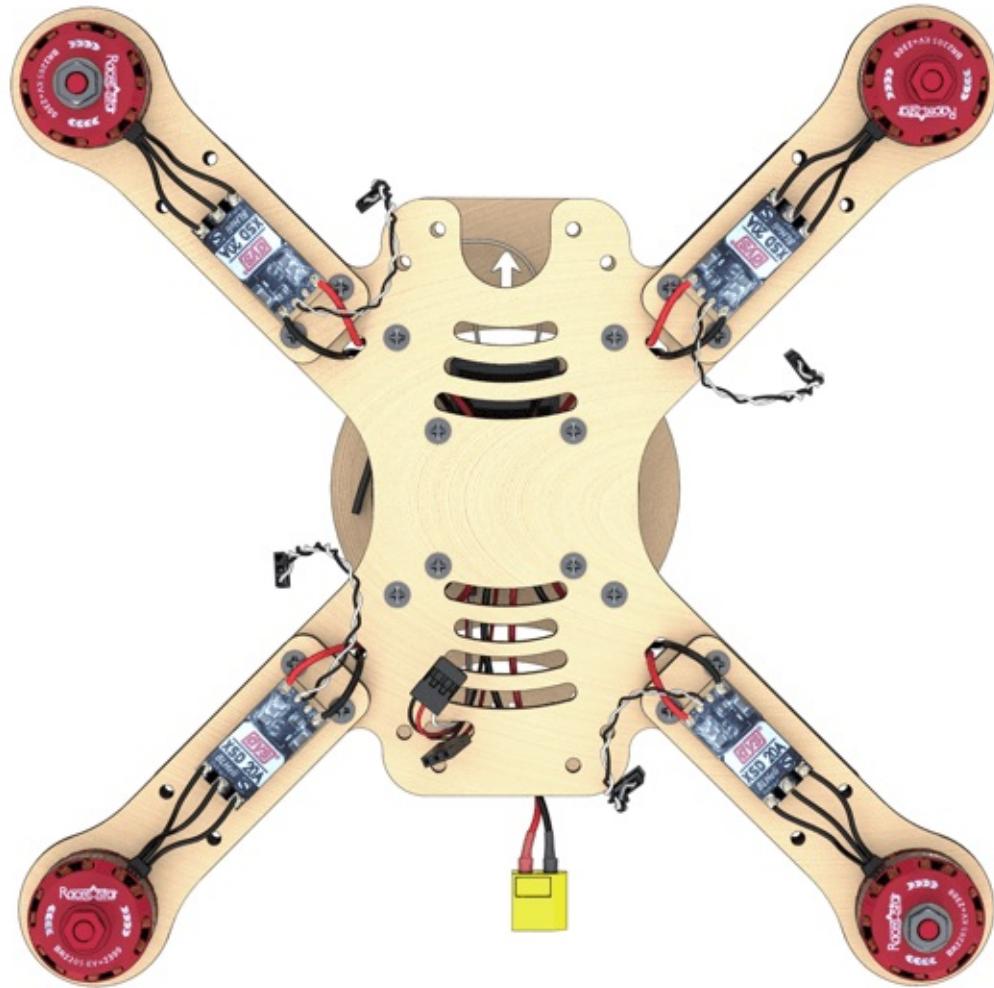
5. Pass them through the slit to the 5 V connector.
6. Screw the bottom an additional frame to the legs on the central frame with M3x8 screws.



The directions of the arrows on the power supply board and the additional frame should coincide

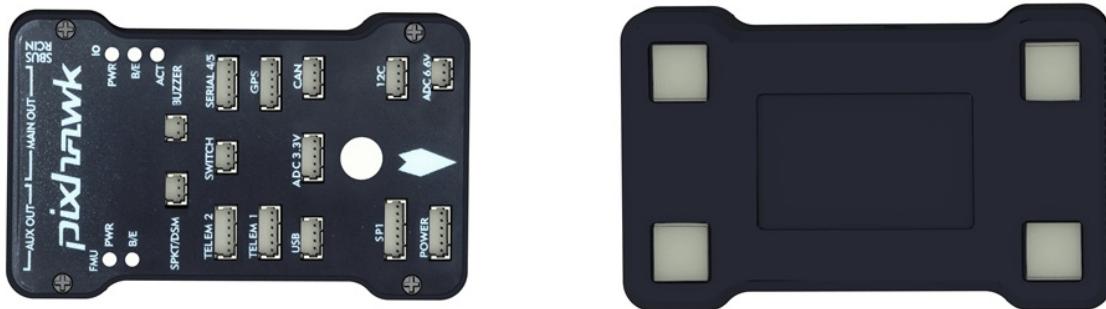
## Installation of the flight controller

Turn the assembly upside down



## Installation of the Pixhawk flight controller

1. Stick the two-sided adhesive tape in the corners of the flight controller.



When the motors rotate, vibrations occur, which affect sensors of the Pixhawk flight controller. To avoid this effect, the number of double-sided tape layers should be increased up to 4 – 5.

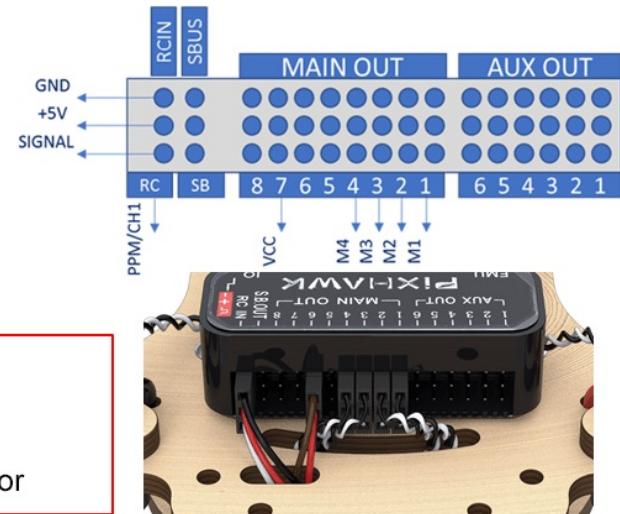
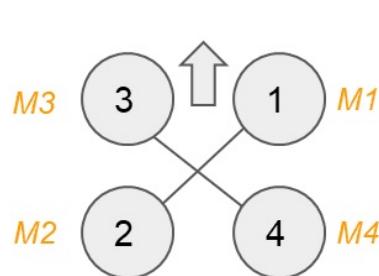
2. Install the flight controller in the center of the frame.



The arrows on the frame and Pixhawk should point in the same direction

## Connecting the flight controller according to the circuit diagram

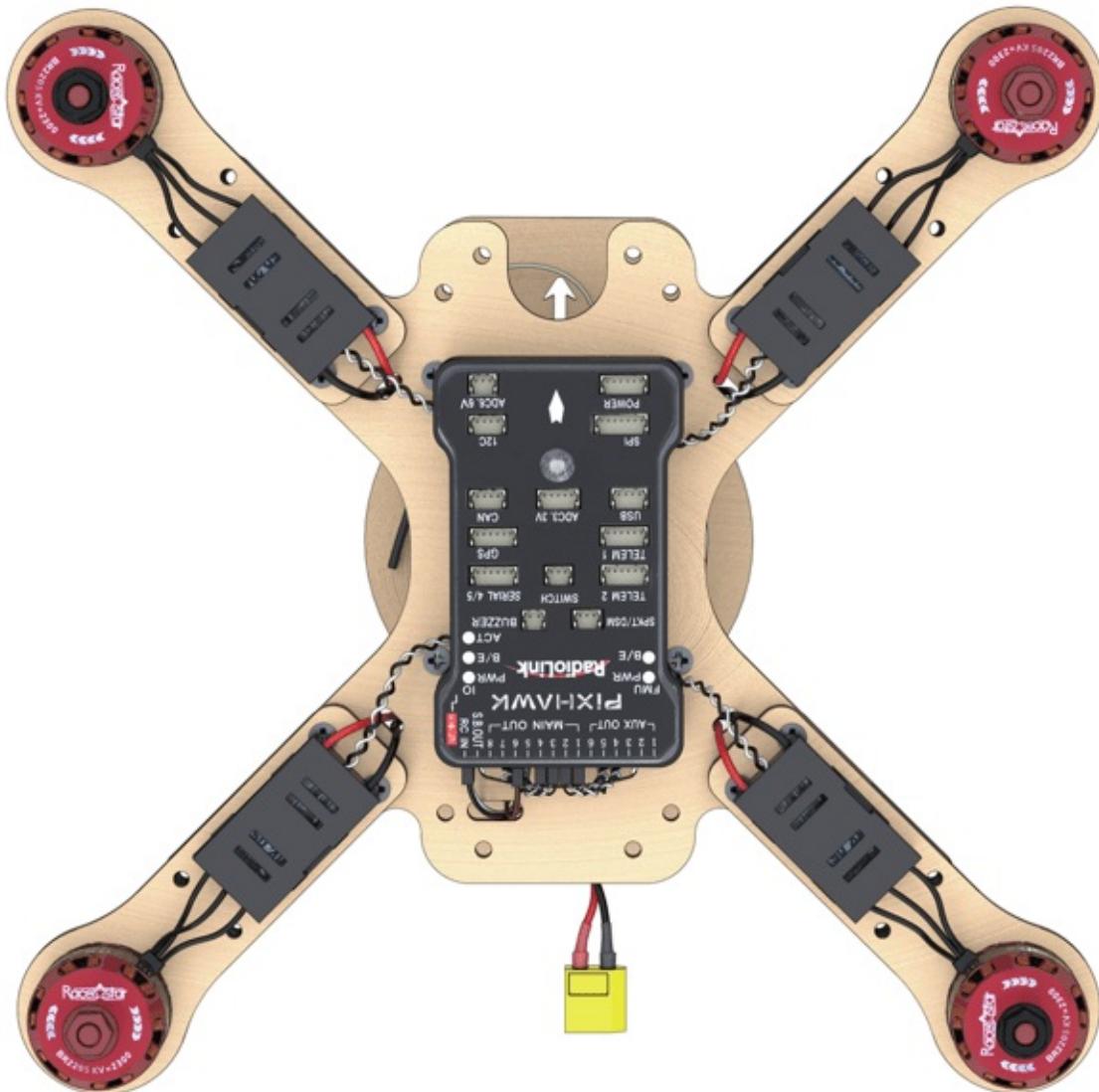
1. Connect PPM (three-wire flat cable) to the RCIN port
2. Motors to MAIN OUT ports 1,2,3,4, according to the circuit diagram
3. Power by PDB (5V/VCC) to any port except for SB (SBUS)



**IMPORTANT!**  
GND (ground) - black wire  
+5V (power) - red wire  
SIGNAL (signal) - wire of any color

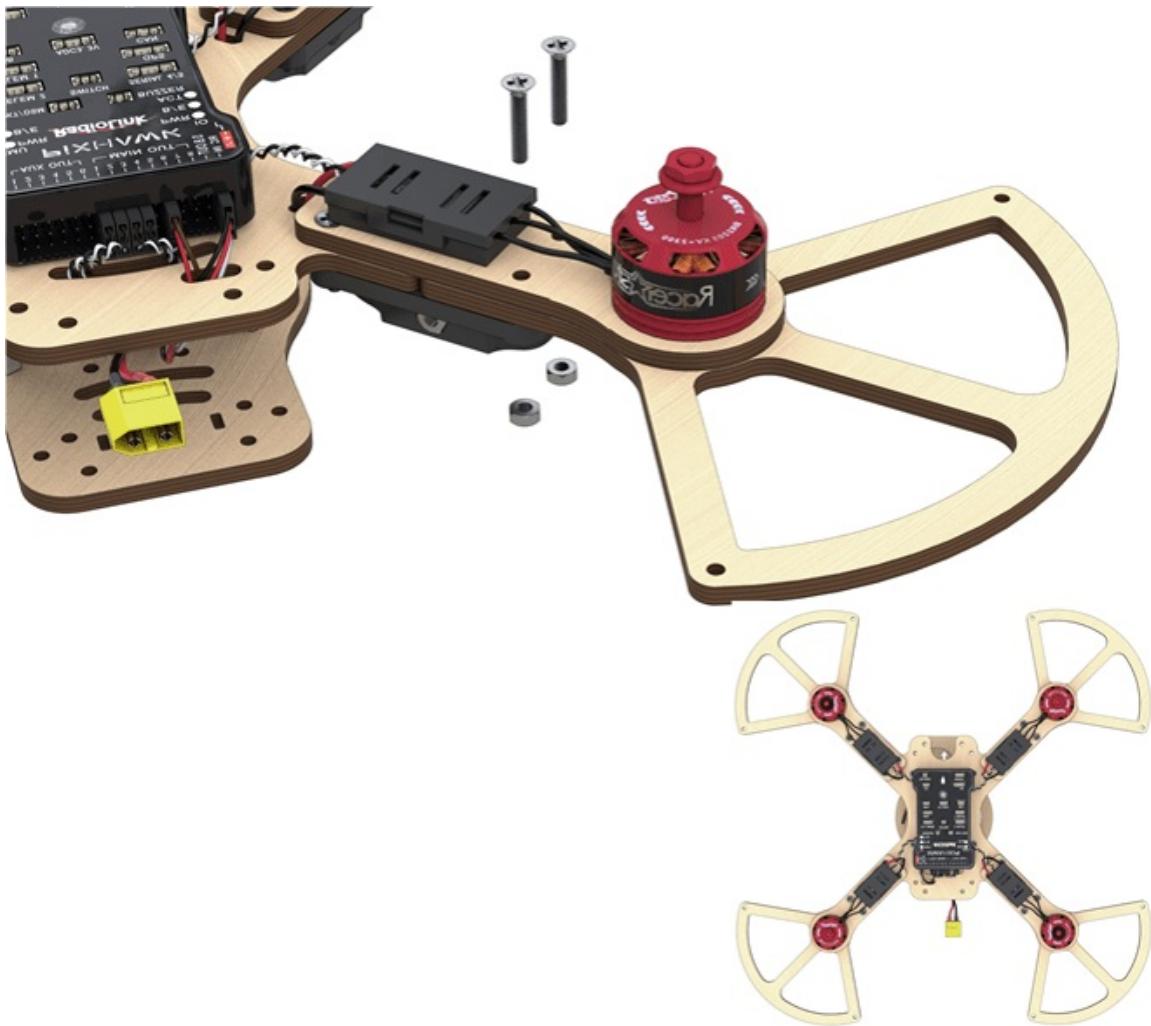
## ESC assembly

1. Stick the double-sided adhesive tape to the base of the ESC protective case
2. Put the ESCs into protective cases. Fasten the assembly to the motor mounts of the frame.

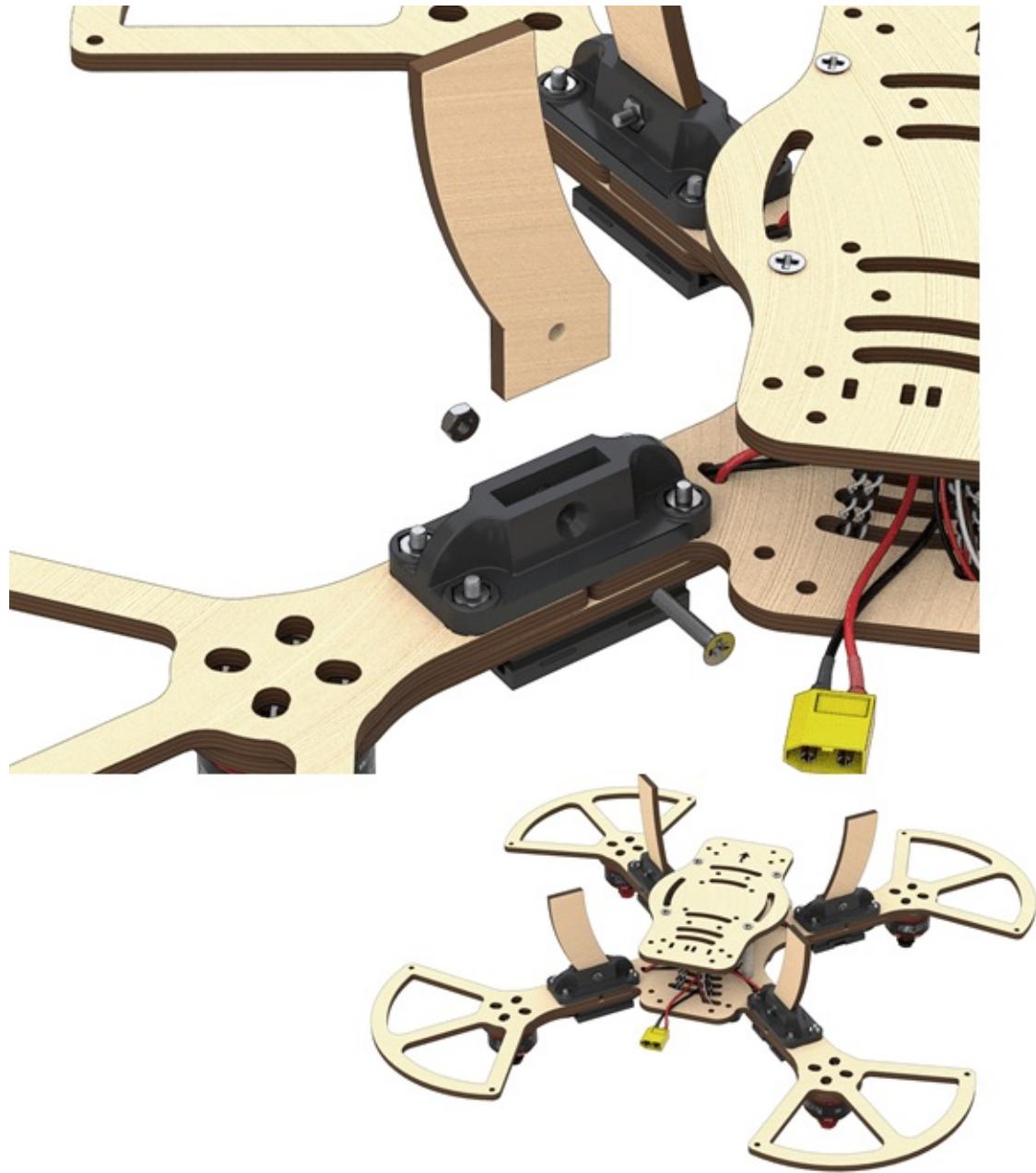


## Installation of guard

1. Attach the lower guard with M3x16 screw to the motor mounts of the frame.



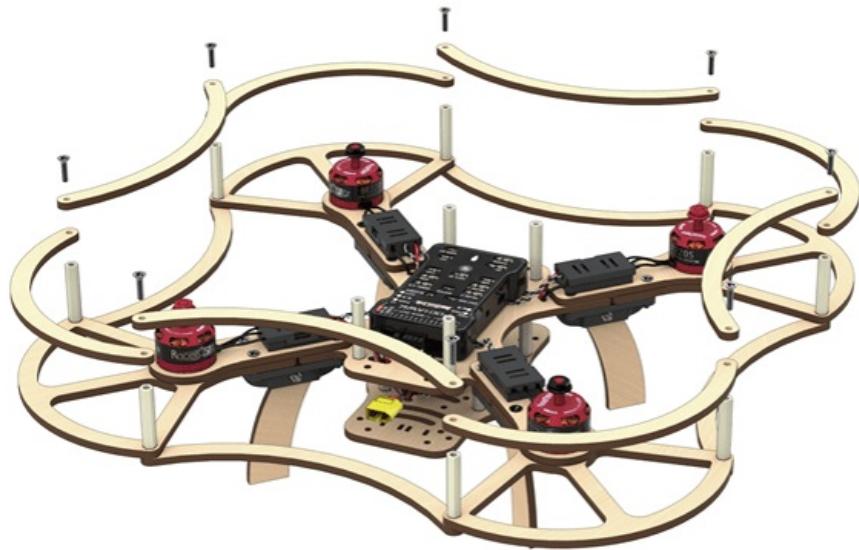
2. Attach the feet to the plastic holders with M3x16 screws.



3. Attach the 30 mm long legs to the holes of the lower guard with M3x12 screw.



4. Attach the top guard with M3x12 screws.

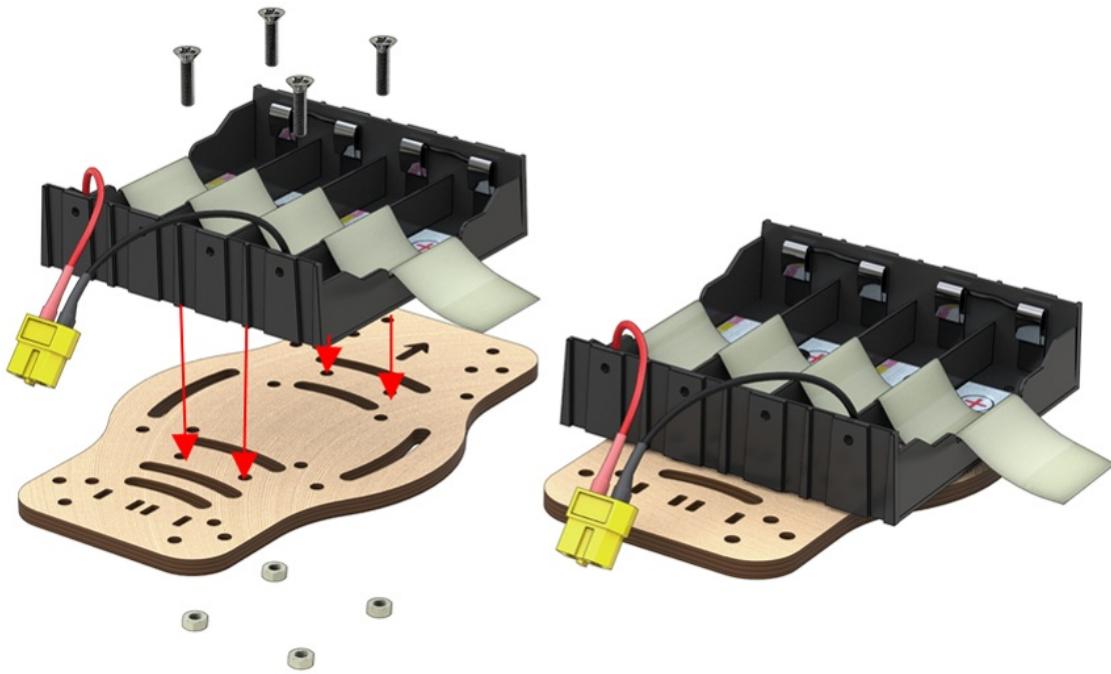


## Installation of the battery compartment

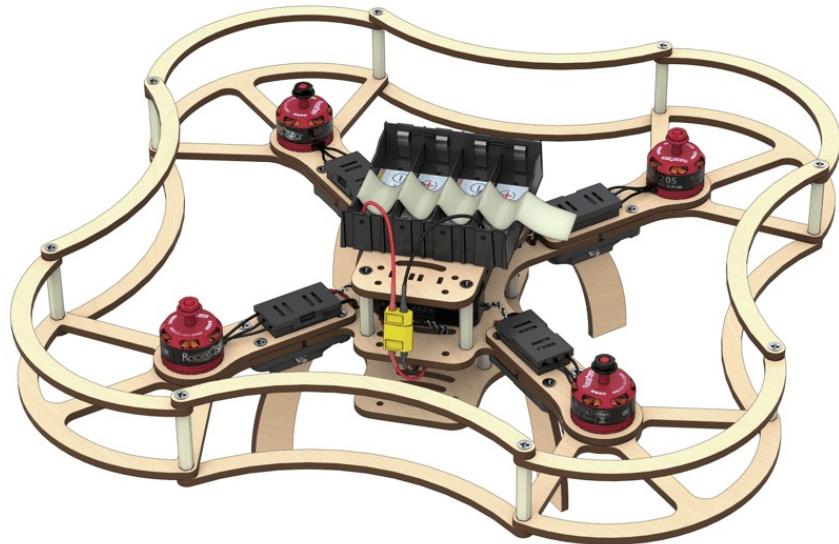
Requires the following components:

- M3x12 screws (4 pcs)
- M3 nuts (4 pcs)
- Additional frame (1 pc)
- Battery compartment (1 pc)

- Attach the battery compartment on top of the additional frame with M3x12 screws and nuts.



- Attach the top additional frame to the legs with M3x8 screws.

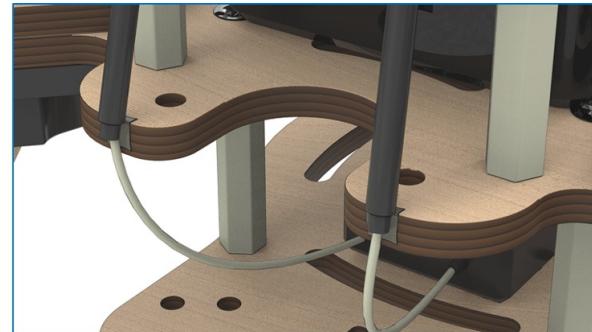
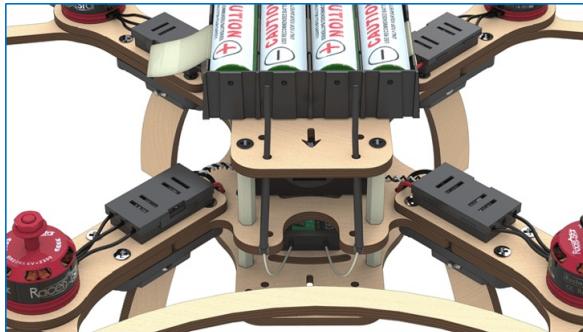


- Install the battery into the battery compartment.

## Installation of antennas

1. Attach antennas on double-sided adhesive tape or duct tape, and put the antennae into the front holes of the top

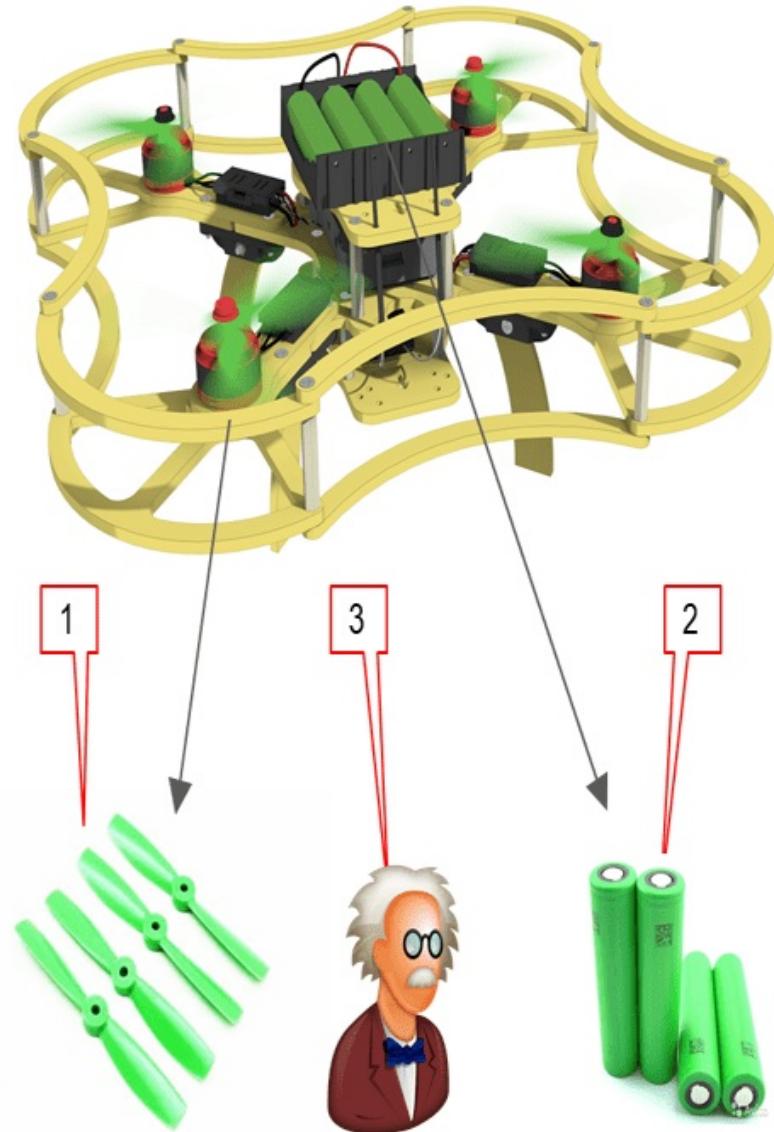
additional frame.



The drone is ready for configuration!

## Safety notes for assembly and configuration

1. Remove the propellers. "All ground operations are to be performed with propellers removed. Propellers are to be installed on the motors before the flight only."
2. Disconnect the battery. Keep the power off. "Assembly, configuration, and maintenance should be performed with power disconnected. Connect power only for testing electronic components of the drone. After testing, power is to be disconnected before other works."
3. Call for help. "If you experience problem when working with the drone, contact the instructor or the teacher, do not try to solve the problem yourself."



## Security when working with 18650 Li-ion batteries

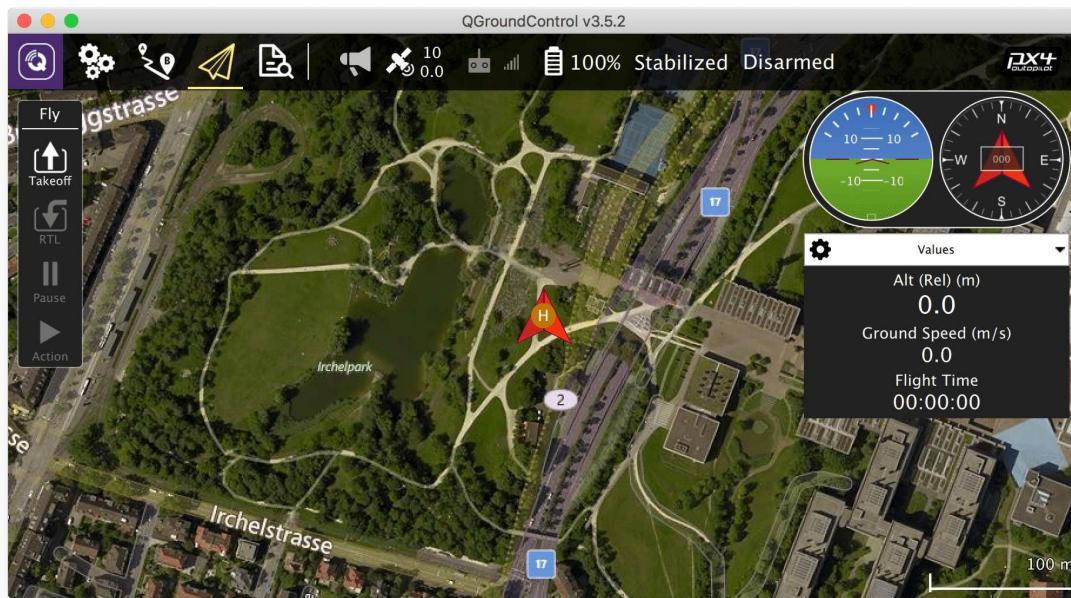
1. Handle batteries carefully. Avoid falls, bumps, and deformations.
2. When connecting (disconnecting) batteries, hold only the connectors, never pull or tug the wires.
3. If you see open connectors, violation of insulation or battery compartment integrity, do not touch it, and immediately inform the instructor or teacher.

See article [safety precautions when soldering and during drone flight operation](#)

## Initial setup

### Installing QGroundControl

**QGroundControl** is a software package that can be used to flash, configure and calibrate the flight controller.



Download and install the version for your operating system [from the official QGroundControl website](#). When asked, agree to install additional drivers.

Consult the [official QGroundControl user guide](#) if anything goes wrong.

### Preparing the MicroSD card

Prepare the MicroSD card for your flight controller.



- Put the card into your computer (use an adapter if necessary).
- Format the card to FAT32 filesystem. Right click on the SD card icon in Windows Explorer and select "Format". Use the Disk Utility in macOS.
- Use "Safely Remove Hardware" and unplug the card.
- Put the card into your flight controller.

## Flashing the flight controller

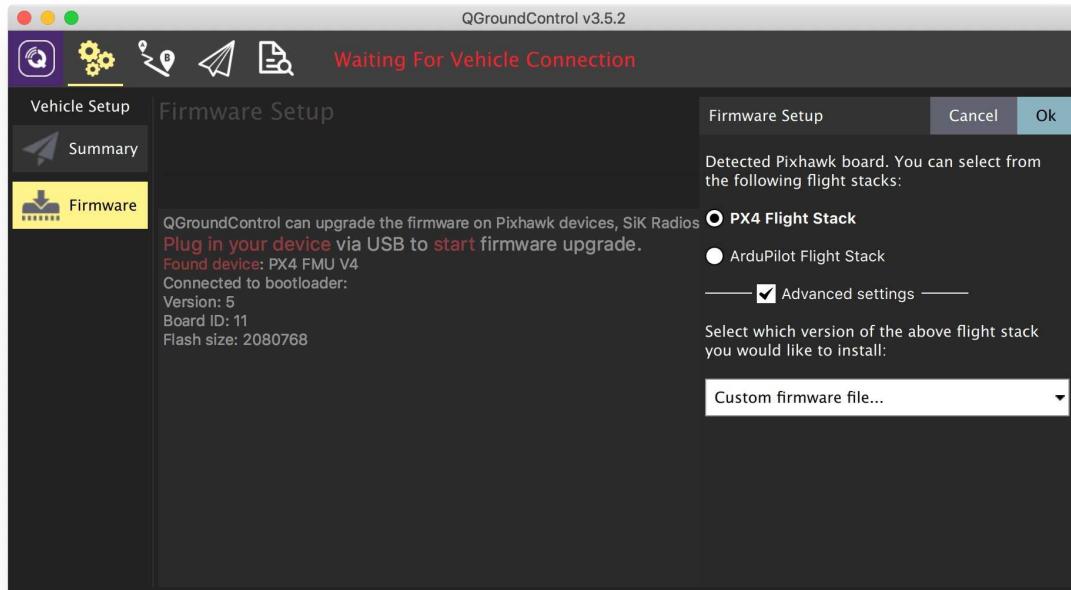
Main article: <https://docs.qgroundcontrol.com/en/SetupView/Firmware.html>

Do not connect your flight controller prior to flashing.

We recommend using the modified version of PX4 by CopterExpress for the Clover drone, especially for autonomous flights. Download the latest stable version [from our GitHub](#).

For Pixhawk-based quadcopters there is a separate firmware version. See details in "[Pixhawk / Pixracer firmware flashing](#)" article.

Flash the flight controller with this firmware:



1. Open the *Vehicle Setup* tab.
2. Select the *Firmware* menu.
3. Connect your flight controller to your PC over USB.
4. Wait for the flight controller to connect to QGroundControl.
5. Select *PX4 Flight Stack* in the right bar.

To use the recommended Copter Express firmware:

- Check *Advanced Settings* checkbox.
- Select *Custom firmware file...* from the dropdown list.
- Press *OK* and select the file that you've downloaded.

To use the latest official stable firmware just press **OK**.

Wait for QGroundControl to finish flashing the flight controller.

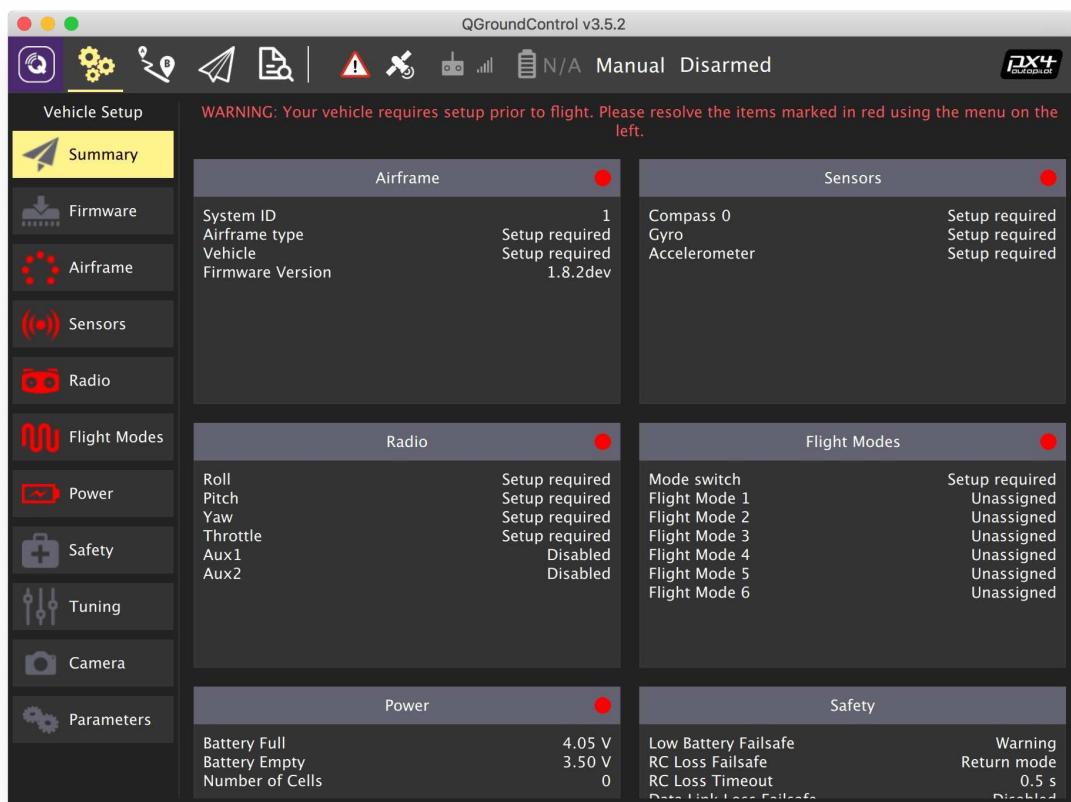
**Do not unplug the flight controller during the flashing process.**

Read more about the firmware in the "[Pixhawk Firmware](#)" article.

## Configuring the flight controller

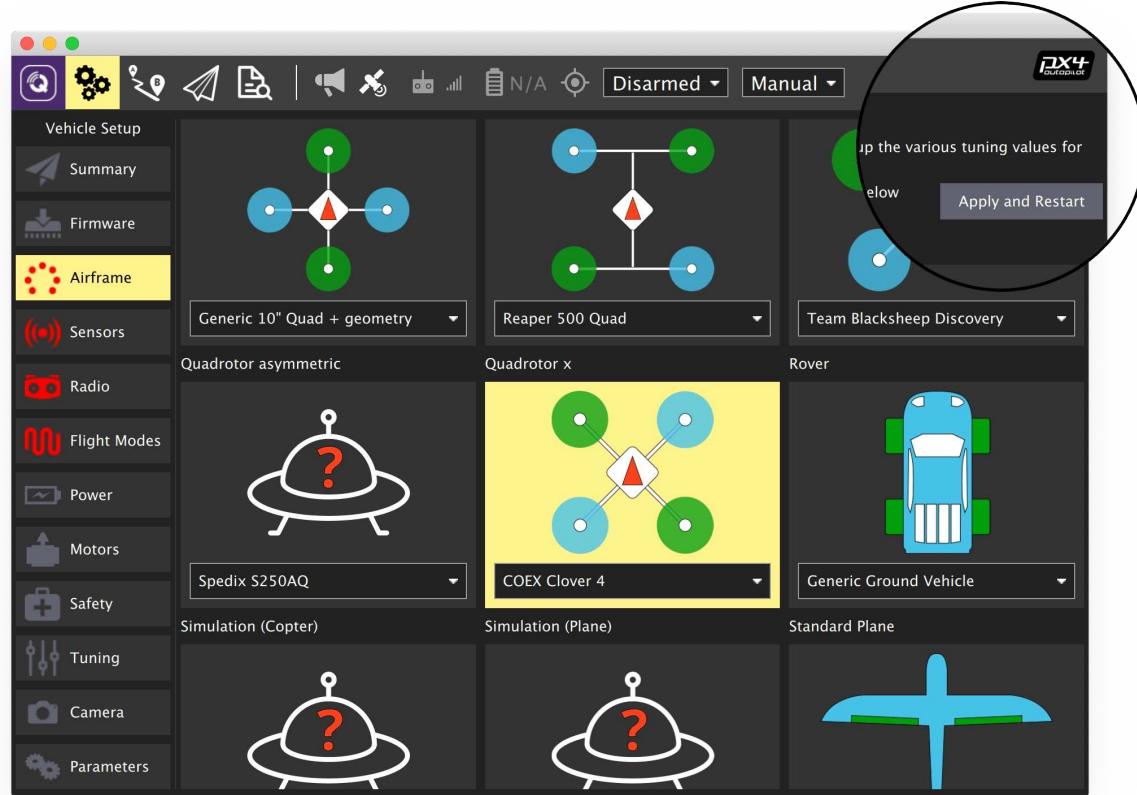
You can use the [Raspberry Pi](#) to access the flight controller over [Wi-Fi](#) for the rest of the setup process.

This is how the main QGroundControl settings window will look like:



- Parameters that require setup: *Airframe, Radio, Sensors, Flight Modes*.
- Current firmware version.
- Current flight mode.
- Error messages.

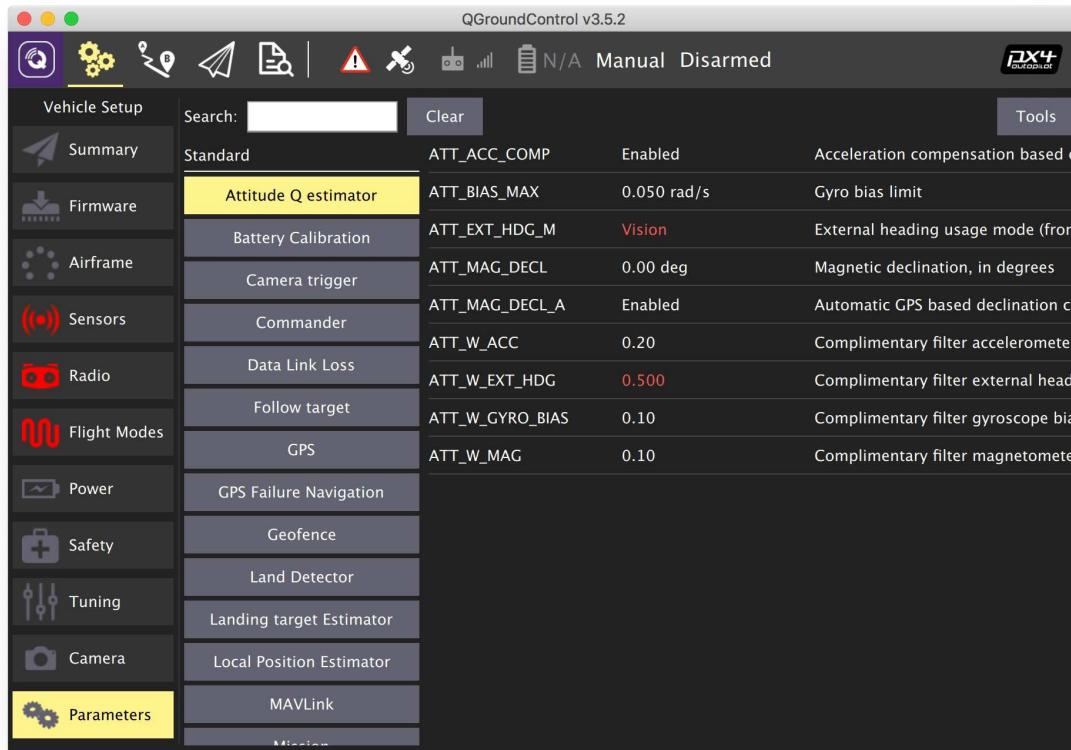
## Selecting the airframe



1. Open the *Vehicle Setup* tab.
2. Select the *Airframe* menu.
3. Select the *Quadrotor X* airframe type.
4. For Clover 4 select *COEX Clover 4* from the dropdown menu. Otherwise select *Generic Quadrotor X*.
5. Return to the top of the list and press *Apply and Restart* button, confirm by pressing *Apply*.
6. Wait for the settings to be applied and for the flight controller to restart.

## Setting parameters

Open the *Vehicle Setup* tab and select the *Parameters* menu. You can use the *Search* field to find parameters by name.



Press the **Save** button to save the changed value to the flight controller. Changing some parameters require rebooting the flight controller. You can do that by pressing the **Tools** button and selecting the **Reboot vehicle** option.

## Configuring PID regulators

Selecting *COEX Clover 4* frame subtype doesn't require setting PID coefficients.

### Averaged PID coefficients for the Clover 4 drone

- MC\_PITCHRATE\_P = 0.087
- MC\_PITCHRATE\_I = 0.037
- MC\_PITCHRATE\_D = 0.0044
- MC\_PITCH\_P = 8.5
- MC\_ROLLRATE\_P = 0.087
- MC\_ROLLRATE\_I = 0.037
- MC\_ROLLRATE\_D = 0.0044
- MC\_ROLL\_P = 8.5
- MPC\_XY\_VEL\_P = 0.11
- MPC\_XY\_VEL\_D = 0.013
- MPC\_XY\_P = 1.1
- MPC\_Z\_VEL\_P = 0.24
- MPC\_Z\_P = 1.2

### Averaged PID coefficients for the Clover 3 drone

- MC\_PITCHRATE\_P = 0.145
- MC\_PITCHRATE\_I = 0.050

- `MC_PITCHRATE_D = 0.0025`
- `MC_ROLLRATE_P = 0.145`
- `MC_ROLLRATE_I = 0.050`
- `MC_ROLLRATE_D = 0.0025`

Note that you should fine-tune the PID parameters for each drone individually.

## Circuit breaker parameters

1. Set `CBRK_USB_CHK` to 197848 to allow flights with the USB cable connected.
2. Disable safety switch check: `CBRK_IO_SAFETY = 22027`.

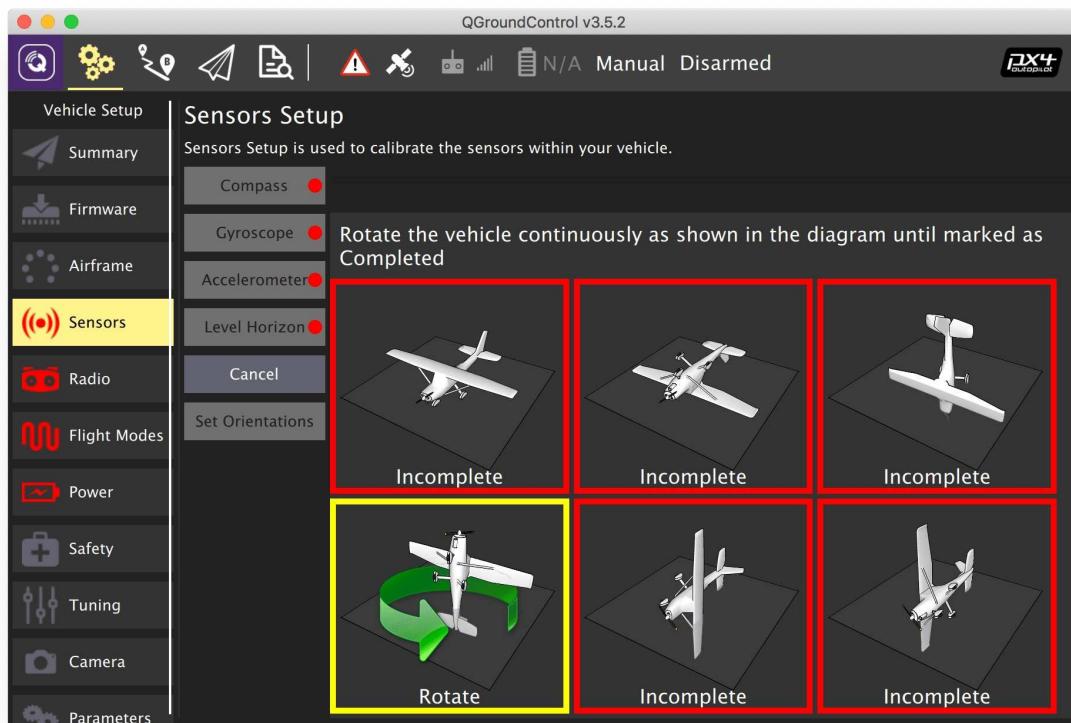
**Next:** [Sensor calibration](#).

# Sensor calibration

In order to perform the sensor calibration, select the *Vehicle Setup* tab and choose the *Sensors* menu.

If you use the flight controller *COEX Pix*, and it's installed with servo pins faced backwards, all *Autopilot Orientation* columns must specify `ROTATION_ROLL_180_YAW_90`, otherwise the flight controller will not correctly perceive the tilt and rotation of the copter.

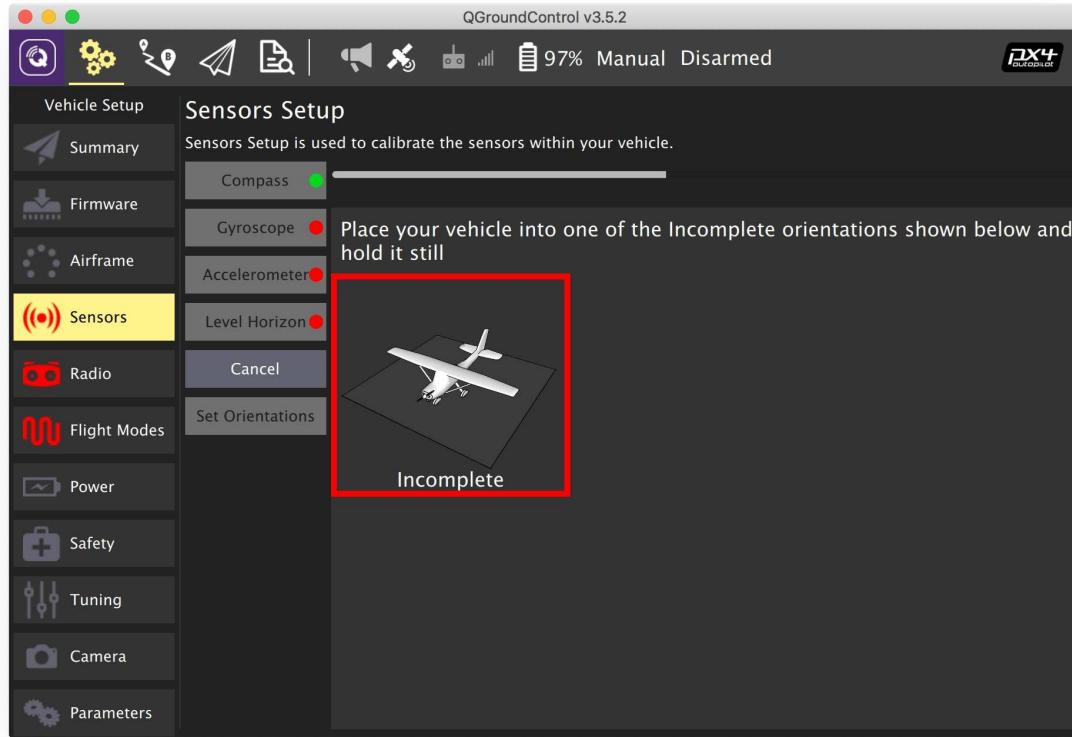
## Compass



1. Select the *Compass* submenu
2. Choose the flight controller orientation (*ROTATION\_NONE* if the arrow on the flight controller is aligned with the arrow on the frame).
3. Press *OK*.
4. Put the drone in one of the orientations marked by the red outline and wait for the appropriate outline to turn yellow.
5. Spin the drone as required until the outline turns green. Do this for all orientations.

Read more in the PX4 docs: <https://docs.px4.io/v1.9.0/en/config/compass.html>.

## Gyroscope

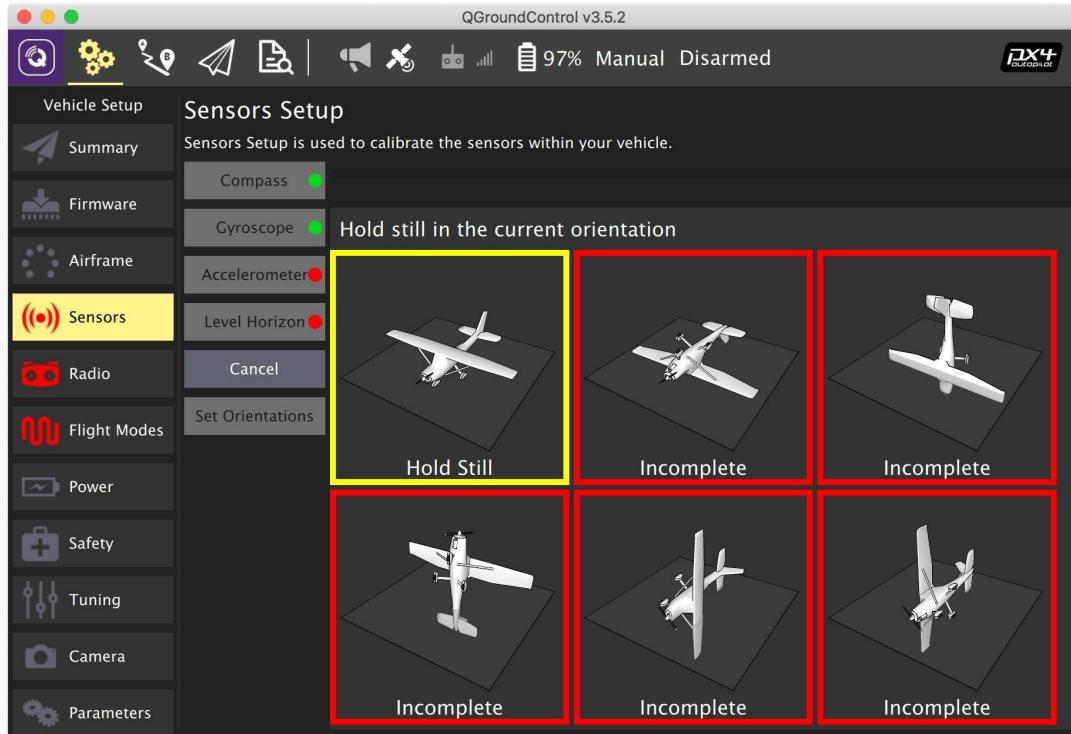


1. Select the *Gyroscope* submenu.
2. Place the drone on a flat, horizontal surface.
3. Press *OK*.
4. Wait for the calibration to finish.s

The drone should stay completely still during the calibration.

Read more in the PX4 docs: <https://docs.px4.io/v1.9.0/en/config/gyroscope.html>.

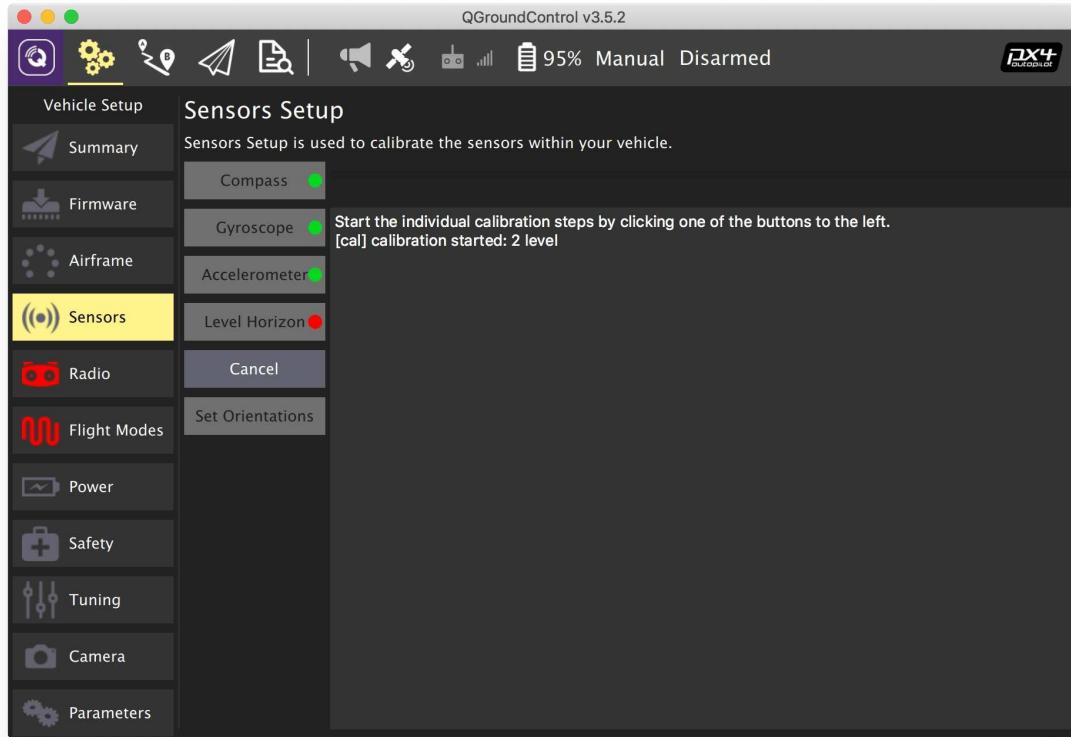
## Accelerometer



1. Select the *Accelerometer* submenu.
2. Choose the flight controller orientation (*ROTATION\_NONE* if the arrow on the flight controller is aligned with the arrow on the frame).
3. Put the drone in one of the orientations marked by the red outline and wait for the appropriate outline to turn yellow.
4. Hold the drone in this orientation until the outline turns green. Do this for all orientations.

Read more in the PX4 docs: <https://docs.px4.io/v1.9.0/en/config/accelerometer.html>.

## Level horizon

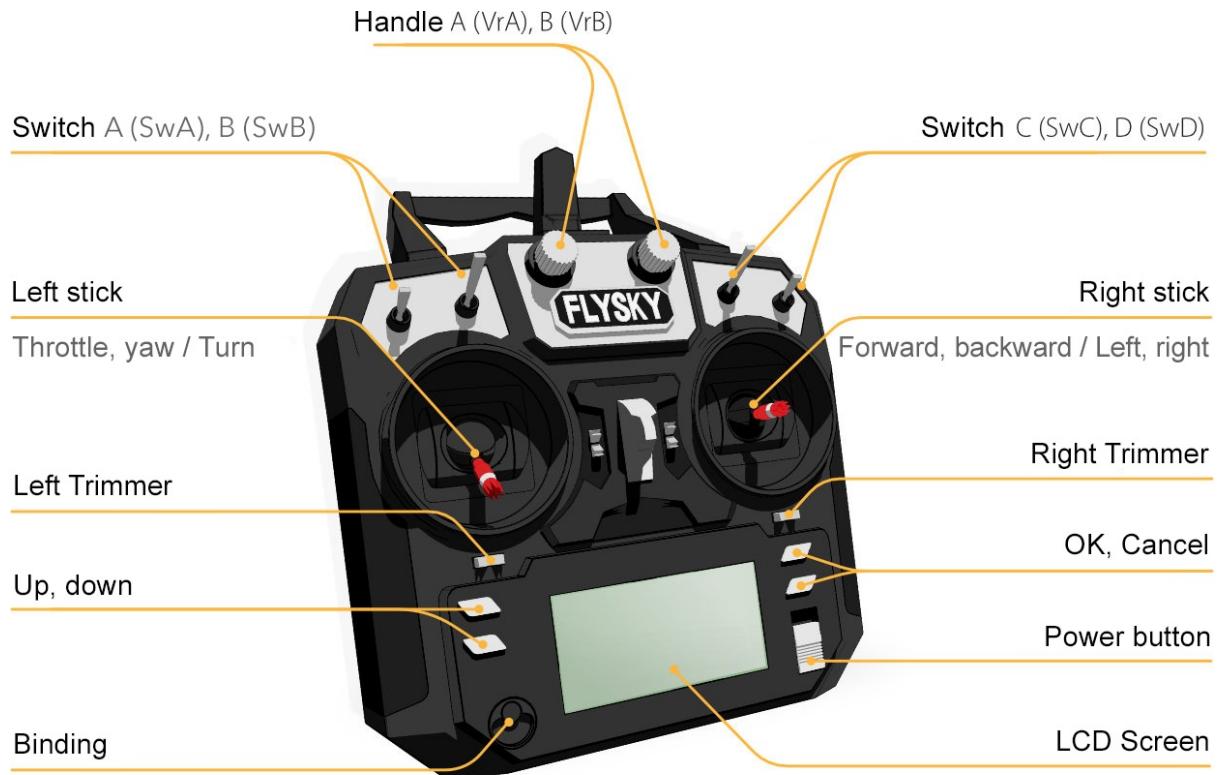


1. Select the *Level Horizon* submenu.
2. Choose the flight controller orientation (*ROTATION\_NONE* if the arrow on the flight controller is aligned with the arrow on the frame).
3. Place the drone on a flat, horizontal surface.
4. Press **OK**.
5. Wait for the calibration to finish.

Read more in the PX4 docs: [https://docs.px4.io/v1.9.0/en/config/level\\_horizon\\_calibration.html](https://docs.px4.io/v1.9.0/en/config/level_horizon_calibration.html).

**Next:** [RC setup](#).

## RC setup



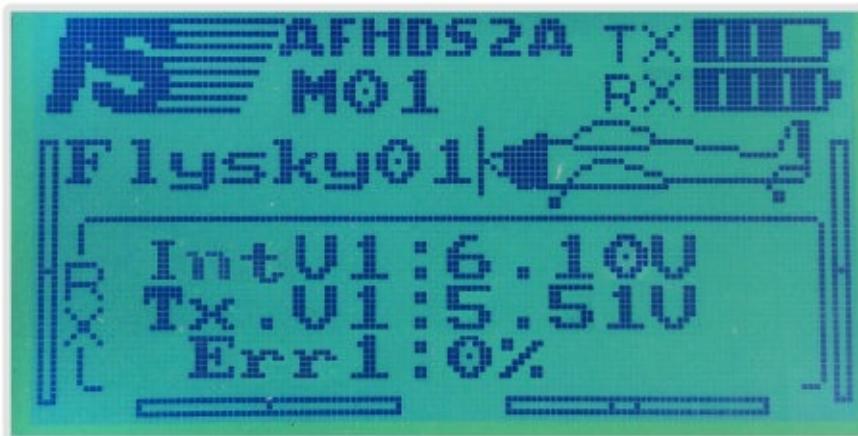
Before connecting and calibrating the RC, make sure that:

- There is no battery connected to the drone.
- The propellers are not mounted.

## Connecting the RC transmitter

1. Open the *Vehicle Setup* tab and select the *Radio* menu.
2. Power on the transmitter by sliding the **POWER** slider up.
3. Make sure the transmitter-receiver link is working.

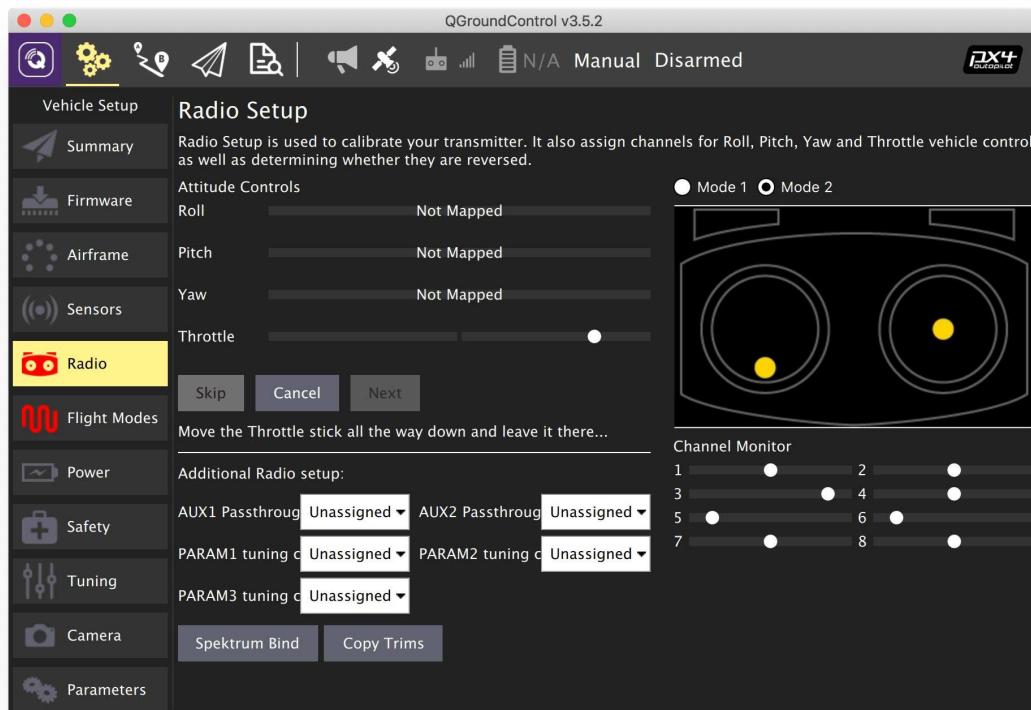
The transmitter LCD screen should display the connection:



The LED on the receiver should glow steadily. Read the [radio troubleshooting article](#) if the link does not work.

## Transmitter calibration

1. Press the *Calibrate* button.
2. Set the *Throttle, Yaw, Pitch, and Roll* trims to 0
  - Trims are small constant offsets applied to a control in order to make your drone fly correctly.
  - Move the trimming slider to the center using trimming buttons until you hear a long beep. Do this for each axis.
3. Press *OK* in QGroundControl.



4. Place the left stick (throttle) in the bottom position and press *Next*.
5. Place the sticks in positions requested by QGroundControl.

6. When you get the "*Move all transmitter switches and/or dials back and forth to their extreme positions*" instruction, move all switches and dials to their extreme positions.
7. Press *Next*.
8. When you get the "*All settings have been captured. Click Next to write the new parameters to your board*", press *Next*.

Further reading: <https://docs.qgroundcontrol.com/en/SetupView/Radio.html>

**Next:** [Flight modes](#).

## Using Flysky FS-A8S

The Flysky FS-A8S receiver is compatible with the Flysky FS-i6 and FS-i6x transmitters. The receiver can output both analog PPM and digital S.Bus/i-Bus signals to the flight controller.

S.Bus is the preferred protocol for the receiver.

### Making a cable

You don't need to follow these steps if you already have the right cable; read on to learn [how to bind your transmitter](#).

1. Gently remove the yellow wire from the receiver connector. Use sharp tweezers to lift up the plastic wire lock:

FLYSKY



FLYSKY

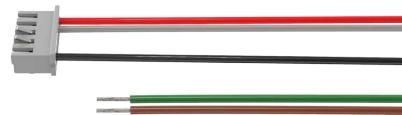


2. [Pixracer only] Remove the green and brown wires from the 5-pin connector:

PIXRACER



PIXRACER



3. [COEX Pix only] Remove the green wire (or blue if the green one is not present) from the 4-pin connector:

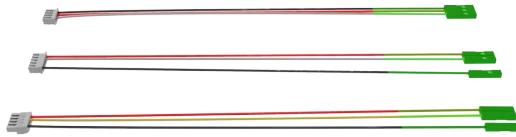
COEX PIX



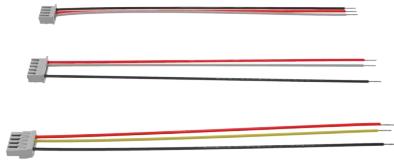
COEX PIX



4. Use side cutters to cut the Dupont connectors:



5. Strip and tin 5-7 mm of wire from each side:



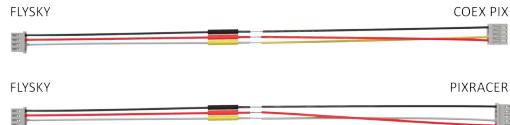
6. Put heat shrinking tubes on the wires:

FLYSKY

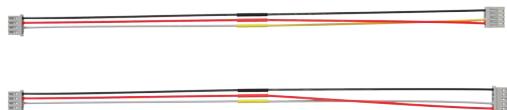


7. Solder the following wires:

- black wire from the receiver connector to the black wire from the flight controller connector;
- red wire from the receiver connector to the red wire from the flight controller connector;
- white wire from the receiver connector to the white (if you're using Pixracer) or yellow (if you're using COEX Pix) wire from the flight controller connector;



8. Put the heat shrinking tubes on the solder joints and heat them:



9. Twist your new cable:



Connect your receiver to the RC IN port on your flight controller:



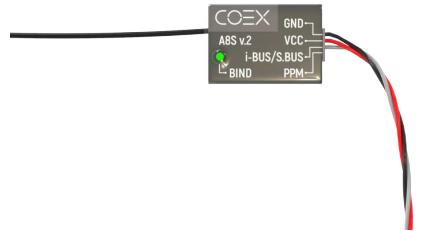
Double check that you're using the RC IN port on the COEX Pix:

coex pix pinout

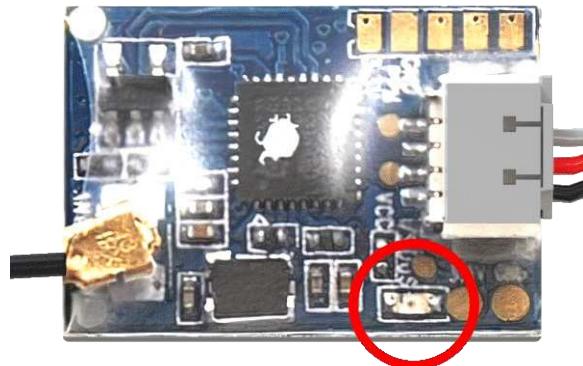
## Binding your transmitter

Do the following to bind your transmitter to the FS-A8S receiver:

1. Make sure your flight controller is powered off.
2. Hold the **BIND** button on the receiver:



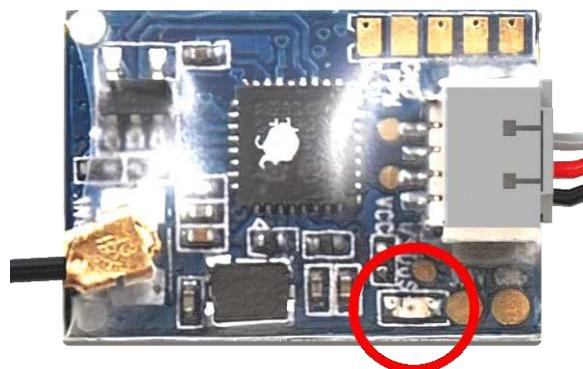
3. Turn on the flight controller. The LED light on the receiver should blink fast, about 3 times per second.



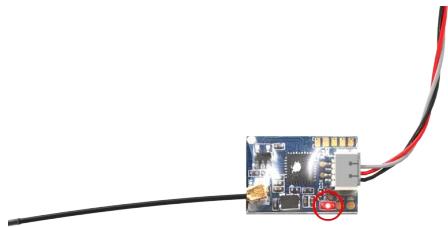
4. Hold the **BIND KEY** on your transmitter and power it on. You should see a message saying **RX Binding...**



5. The LED light on the receiver should start blinking slowly, about once per second.



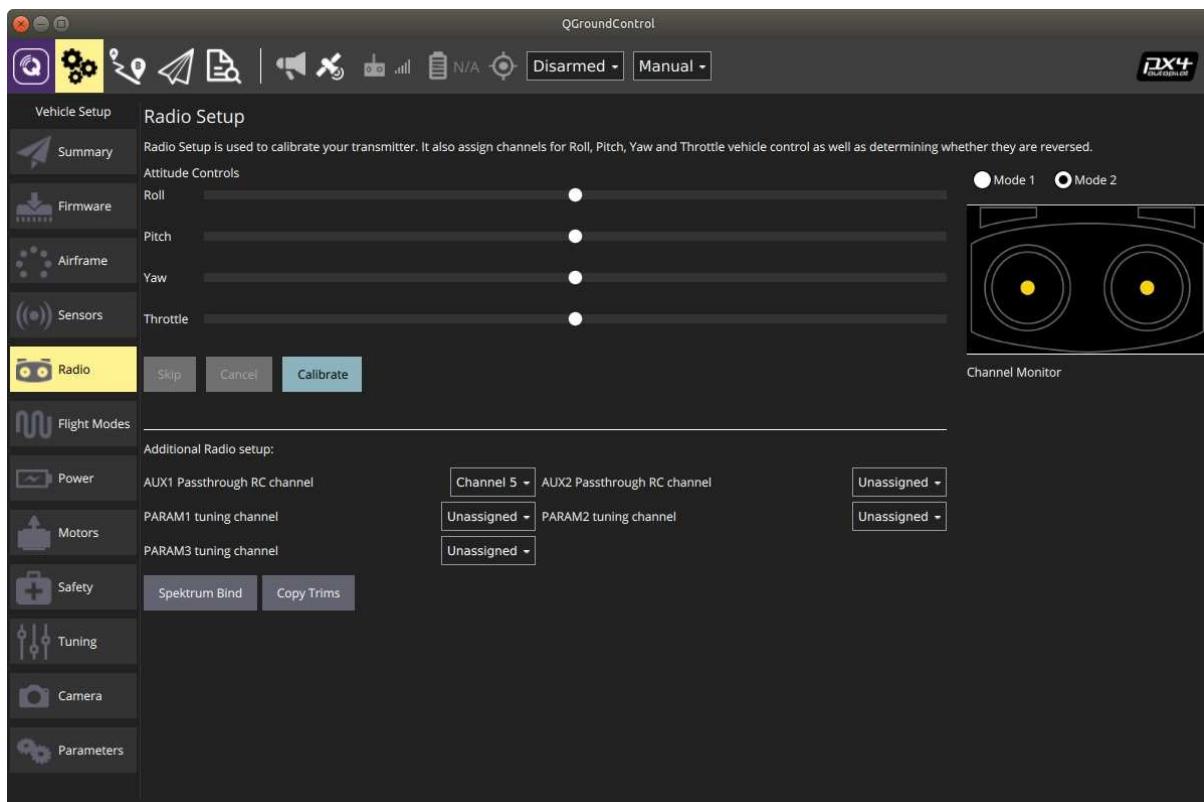
6. Turn your transmitter off and on again. The LED light on the receiver should glow steadily.



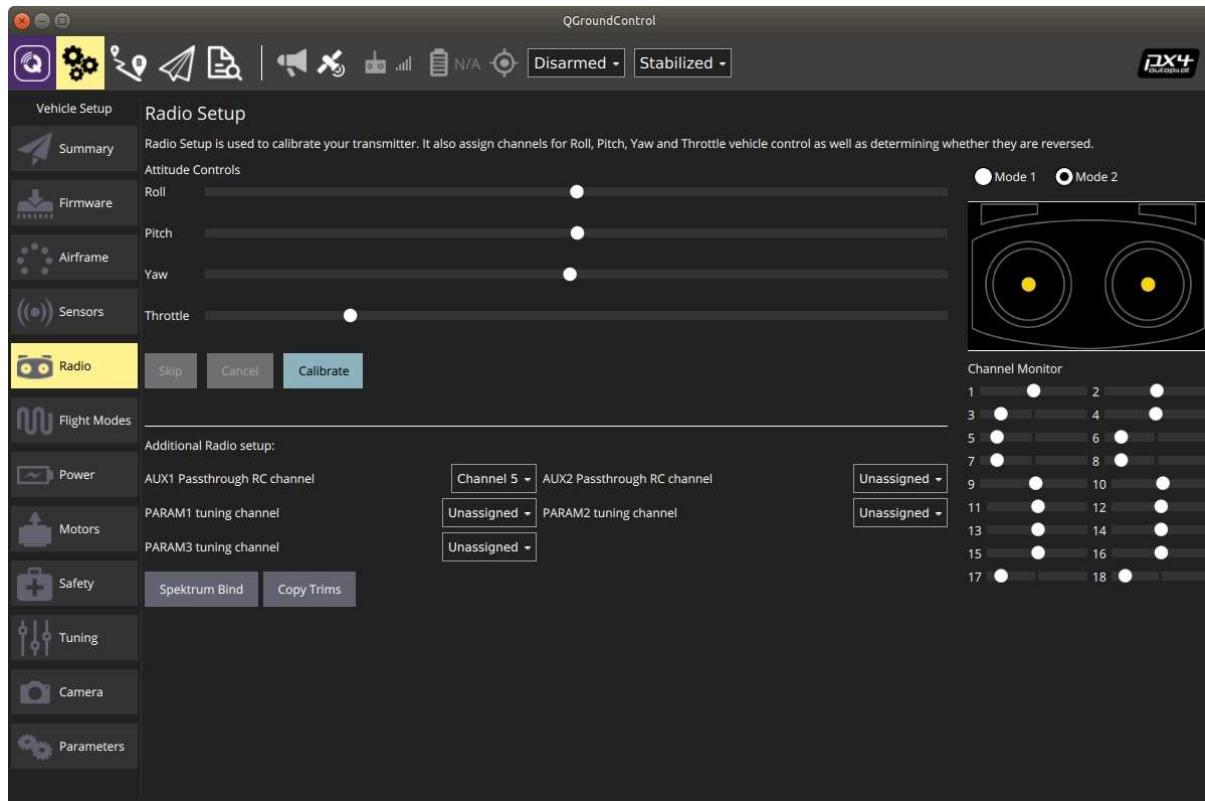
This receiver does not send any telemetry data back to the transmitter. Your transmitter will not display any data like RSSI and drone battery level on its screen. In fact, there will be no indication that the transmitter is connected to the receiver. This is not a malfunction, the controls will still work.

## Changing the receiver mode (S.Bus/i-Bus)

Connect your flight controller to your computer and open QGroundControl. In it, open the Radio tab:



If it shows zero channels under the transmitter image, hold the **BIND** key on the receiver for 2 seconds. You should then see 18 channels appear under the image:



# Flight modes

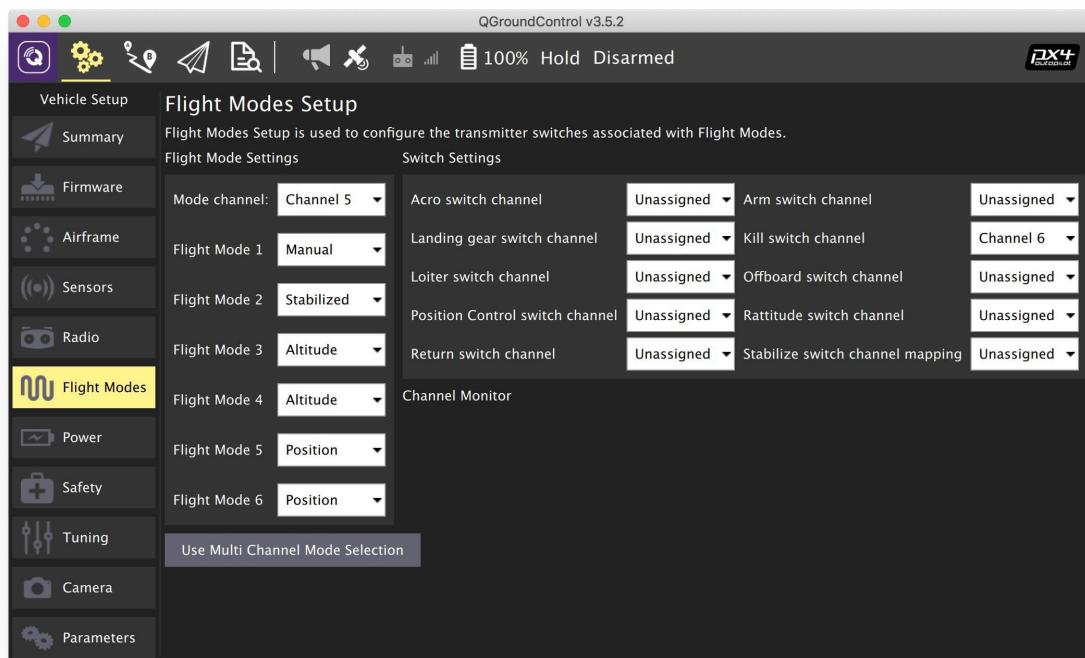
PX4 mode determines how the vehicle should react to commands and RC signals. Mode changing is usually mapped to one of the RC transmitter sticks.

In order to configure flight modes:

1. Open the *Vehicle Setup* tab in QGroundControl.
2. Select the *Flight Modes* menu.
3. Choose SwC (Channel 6) as mode selection switch.
4. Set desired flight modes.

The following flight modes are recommended:

- Flight Mode 1: *Stabilized*.
  - Flight Mode 4: *Altitude*.
  - Flight Mode 6: *Position*.
5. Check mode switching by changing the switch position.
  6. Choose SwA (Channel 5) as emergency motor stop (*Kill switch*).



## Flight modes description

### Manual control

In manual mode the pilot controls the drone directly. GPS, computer vision data, and barometer are not used. Flying in these modes requires good drone piloting skills.

- **STABILIZED/MANUAL** — the mode with stabilized horizontal orientation. Allows control of the throttle, the copter

pitch and roll, and the yaw rate.

- **ACRO** — control of throttle and the copter's pitch rate, roll rate, and yaw rate. Used by drone racers and in 3D piloting stunt shows.
- **RATTITUDE** — in the center, the right stick is similar to STABILIZED, at the edges, it passes to the ACRO mode.

## Assisted flight modes

- **ALTCTL (ALTITUDE)** — control of the altitude rate, pitch, roll and yaw angular velocity. Requires a barometer or another altitude source.
- **POSCTL (POSITION)** — control of the altitude rate, forward/backward and right/left speed, and yaw angular velocity. It is the easiest flying mode. The barometer, GPS, computer vision, and other sensors are used.

## Auto flight modes

In autonomous flight modes the quadcopter ignores the control signals from the transmitter and uses a program to fly.

- **OFFBOARD** mode uses an external computer (like a [Raspberry Pi](#)). This mode is used in Clover for [autonomous flights](#).
- **AUTO.MISSION** – PX4 uses the mission pre-loaded into the drone (the mission is uploaded using ground control station over [MAVLink](#)). This mode is commonly used to move in a pre-planned path using GPS as a position source, for example, in photogrammetry.
- **AUTO.RTL** – the copter automatically returns to the takeoff (launch) point.
- **AUTO.LAND** – the copter lands at the current position.

Additional information: [https://dev.px4.io/en/concept/flight\\_modes.html](https://dev.px4.io/en/concept/flight_modes.html).

Next: [Power setup](#).

# Power setup

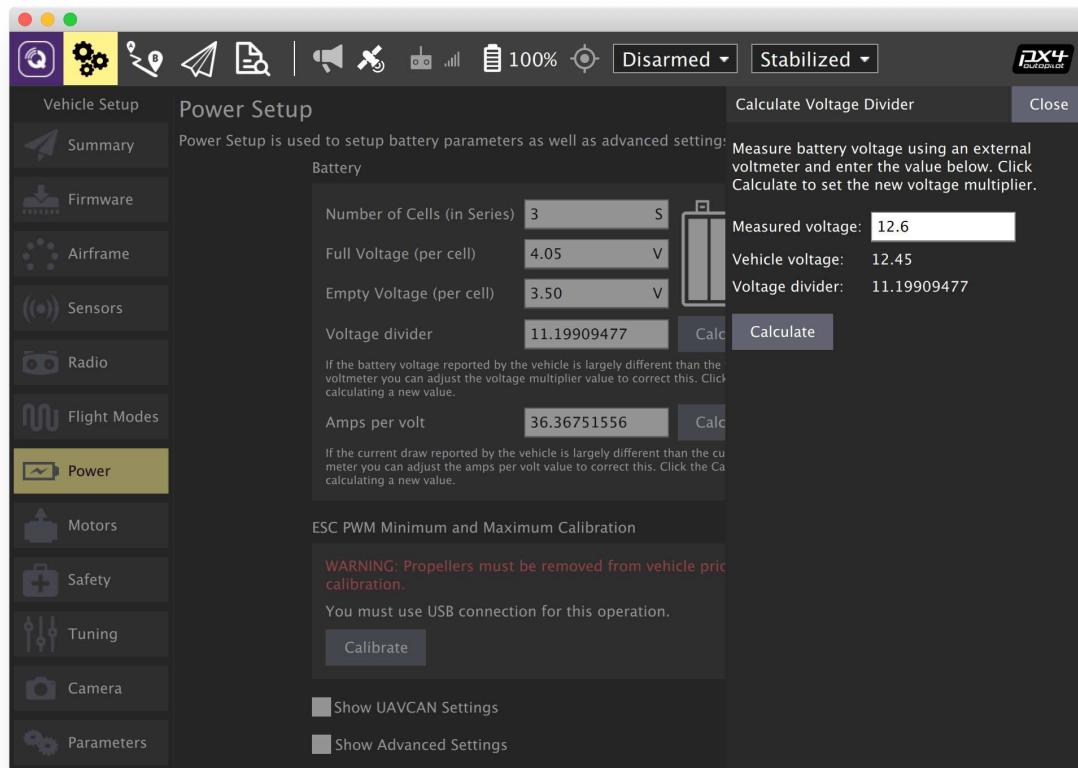
Open the *Vehicle Setup* tab and select the *Power* menu.

## Calibrating the power sensor

Power sensor calibration should be done with the battery pack connected to the drone.

If there is no voltage indicator or manual calibration is not possible, set the average value of the voltage divider for the Clover 4 kit (*Voltage divider* = 11).

1. Set the *Number of cells* parameter according to the number of cells in your battery (3 for the Clover 4 drone).
2. Calculate the voltage divider:
  - o Measure voltage across the battery (you may use a battery voltage tester for that).
  - o Press the *Calculate* button next to the *Voltage divider* label.
  - o Put the battery voltage into the prompt and click *Calculate*.
  - o Press *Close* to save the calculated value.

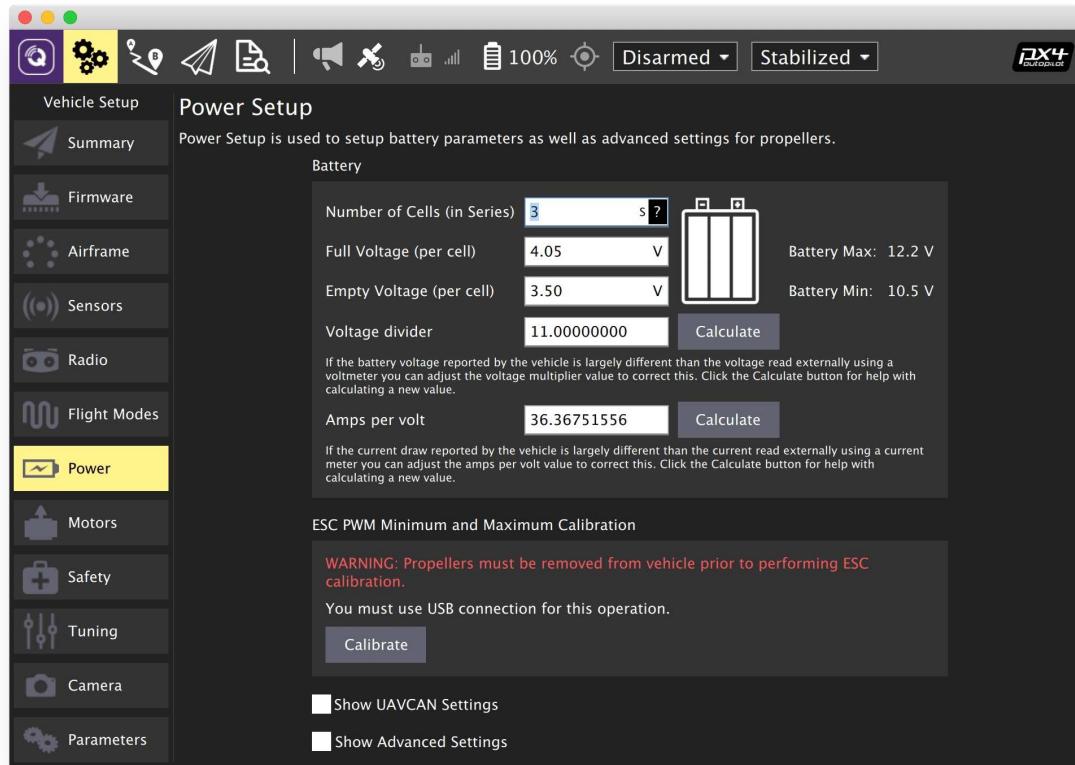


Further reading: <https://docs.qgroundcontrol.com/en/SetupView/Power.html>.

## ESC calibration

**Never attempt ESC calibration with propellers on!** In some cases the motors will start spinning with maximum speed.

1. Make sure the battery is disconnected and the propellers are not mounted.
2. Press *Calibrate*.
3. Connect the battery when prompted.
4. Wait for the *Calibration complete*.



Further reading: [https://docs.px4.io/v1.9.0/en/advanced\\_config/esc\\_calibration.html](https://docs.px4.io/v1.9.0/en/advanced_config/esc_calibration.html).

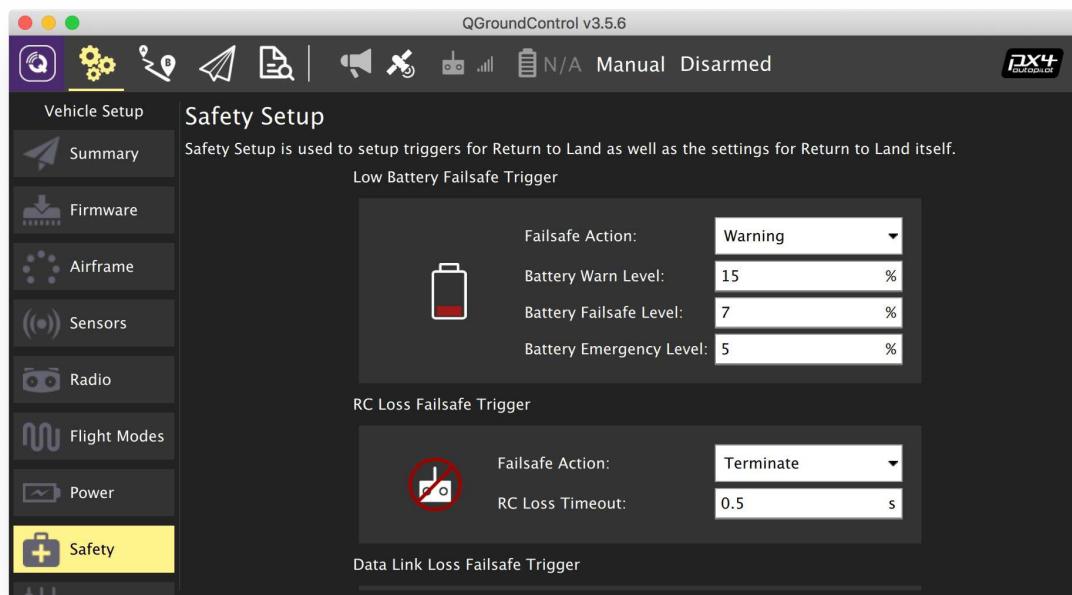
**Next:** [Failsafe configuration](#)

# Failsafe configuration

Main article is available at <https://docs.px4.io/master/en/config/safety.html>.

The *Safety* panel allows you to configure actions that should be performed when a failsafe is triggered. You should at the very least configure the RC Loss failsafe, which is triggered when the RC transmitter link is lost:

1. Open the *Safety* panel.
2. Select one of the following actions in the *RC Loss Failsafe Trigger* option:
  - *Land mode* – transition to automatic land mode;
  - *Terminate* – set all outputs to their failsafe values.
3. Set the timeout value before RC Loss triggers in the *RC Loss Timeout* field. We recommend setting it to 0.5 s.



# Flight

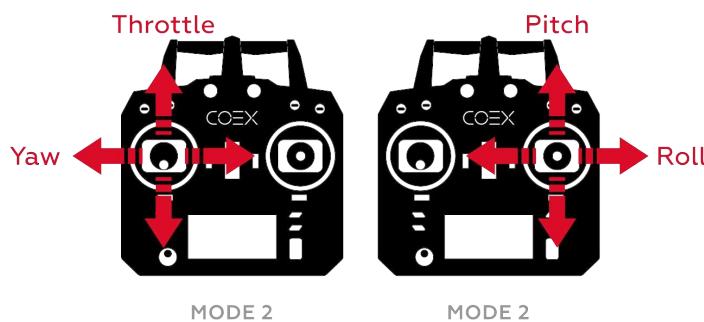
See also official PX4 flying guide: <https://docs.px4.io/v1.9.0/en/flying/>.

This section explains the basics of manual controlling the quadcopter in different modes using radio remote control (for autonomous flying see "Programming" section).

## Main features of radio remote control

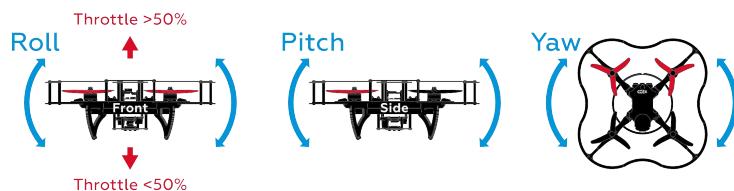
Before you can launch your drone, you need to understand how the radio remote control works.

The drone is controlled using two sticks on the remote control. By default, the left stick controls throttle and yaw, and the right stick controls roll and pitch. These terms are used for all aircraft, from airplanes to quadcopters.



- Throttle – is responsible for rotation speed of the motors.
- Yaw – is responsible for rotation around the vertical axis (Z), clockwise (when tilted to the right) and counterclockwise (when tilted to the left).
- Pitch – is responsible for tilting or moving forward / backward.
- Roll – is responsible for tilting or moving left / right.

These descriptions assume the aircraft is turned with its back to the pilot.



## Flight Modes

Manual flight using the PX4 flight controller can be performed in different flight modes. They determine the radio controller stick assignments and other flight characteristics. For the complete list of flight modes, see the article "[Flight modes](#)".

The main manual modes are described below.

**STABILIZED** - horizontal angle stabilization mode. In this mode, the aircraft will hold the horizon if not controlled.

Functions of sticks:

- Throttle – the average speed of rotation of the motors.
- Yaw – angular velocity around the vertical axis.
- Pitch – the angle of inclination around the transverse axis (forward / backward).
- Roll – the angle of inclination around the longitudinal axis (left / right).

**POSCTL** - position holding mode (requires positioning system enabled). Functions of sticks:

- Throttle – vertical flight speed.
- Yaw – angular velocity around the vertical axis.
- Pitch – linear speed of the drone (forward / backward).
- Roll – linear speed of the drone (left / right).

**ACRO** - controlling the average rotational speed of the motors and angular speeds of the drone. This mode is the most difficult to fly and is most often used by drone racers and 3D piloting shows to perform tricks. Functions of sticks:

- Throttle – the average speed of rotation of the motors.
- Yaw – angular velocity around the vertical axis.
- Pitch – angular velocity around the transverse axis (forward / backward).
- Roll – angular velocity around the longitudinal axis (left / right).

Other flight controllers may have different names for similar flight modes.

## Preparing to fly

### Installing propellers and batteries

1. Install the battery strap.



2. Set the propellers according to the [motor direction pattern](#).



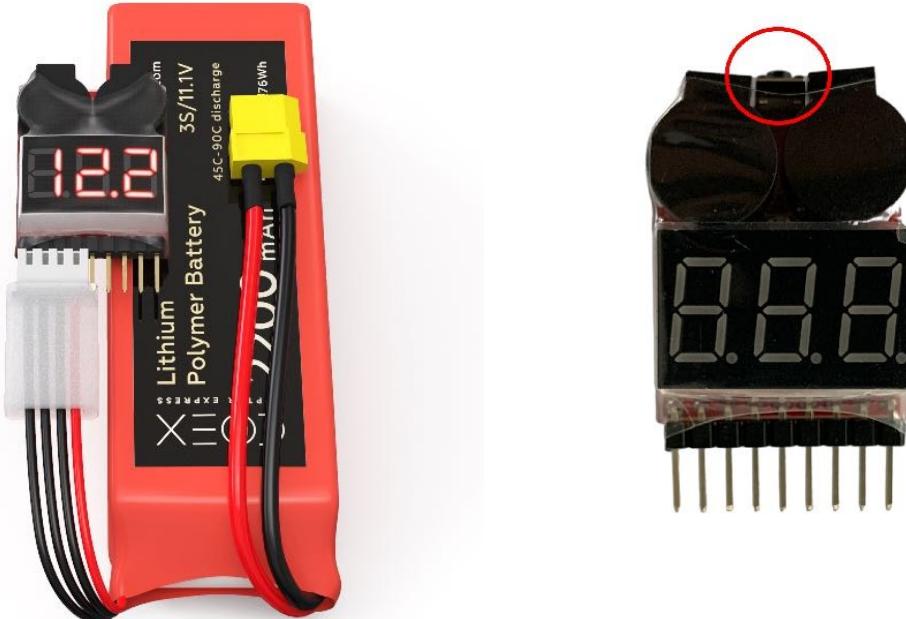
3. Attach the buzzer and install the battery.



## Setting the buzzer

In order not to over-discharge or damage the battery, it is recommended to use a voltage indicator (*buzzer*).

To configure the buzzer, connect it to the balance connector of your battery. By pressing the button, change the minimum voltage on the cells. The optimal value for the minimum voltage is 3.5-3.6 V.



## Flight readiness states

Before starting the flight, the aircraft must be in the *Armed* state.

- *Armed* state – motors rotate according to throttle stick position, copter is ready to fly.
- *Disarmed* state – motors do not rotate, copter does not respond to throttle stick.

By default, the aircraft is in the *Disarmed* state and switches to it automatically if you do not take off for a long time.

There are several ways to change the copter's state to *Armed*:

- Using the stick – move the left stick down to the right and wait a couple of seconds.



- Using the toggle switch – the Armed / Disarmed states can be set to one of the toggle switches. For more information on setting up, see the article on [flight modes](#).
- With QGC – you can arm your drone programmatically. To do this, click on the *Disarmed* label in the header and select another state.
- In the [user program](#) – the copter can switch to *Armed* state if the `auto_arm=True` argument is specified in the navigation command, such as `navigate`, `set_position`, etc.

## Kill switch

When the *Kill Switch* is activated, no control signals are sent to the motors and the motors stop rotating. This function is used in extreme cases, for example, if you lose control of the aircraft.

Be careful, *Kill Switch* does not put the copter into *Disarmed* state!

Before disabling the *Kill Switch*, make sure the throttle stick is its down position and the aircraft is in *Disarmed* state. If the throttle stick is not in the lower position, when the *Kill Switch* is turned off, a signal corresponding to the stick position will be sent to the motors, which will lead your copter to jerk.

**Next:** [Drone control exercises](#).

## Drone control exercises

The following are the recommended exercises for novice pilots. Repeat each exercise as many times as necessary until you feel confident in it.

In case there is a person nearby who can control a copter, use [trainer mode](#).

The first flights are strongly recommended to be performed behind a protective grid. In the absence of such, the flight area must be at least 6x6 m.

### Turning on/off motors, changing flight modes

For convenience, connect to the aircraft using [QGC over Wi-Fi](#) and turn on the sound. This will allow you to monitor the change in flight modes. If you cannot connect via Wi-Fi, connect via USB to check flight modes.

Be sure to set the flight mode to one of the toggle switches. To do this, switch the toggle to different positions and make sure that the mode changes.

It is recommended to configure *Kill Switch*. To check it, follow these steps:

- Turn on *Kill Switch*, make sure QGC has a notification.
- Put the aircraft in *Armed* state and then enable *Kill Switch*. Make sure the motors stop. Then switch the *Kill Switch* to its original position. If the aircraft haven't automatically entered the *Disarmed* state due to inactivity, the motors will start rotating again.

Set the aircraft to *Armed* state on the flight zone only.

Make sure modes switching is assigned to toggle switch that is convenient for you. Otherwise, change it according to the [article on setting flight modes](#). Repeat the above steps several times in order to remember which toggle switches are responsible for what.

### Working with throttle

The first step is to feel the responsiveness of the copter to the movement of the throttle stick and learn how to control it. Each drone has slightly different power reserves and therefore lifts off the ground at different stick positions.

For this exercise, only the throttle stick should be used. It is recommended not to use the rest of the sticks during the exercise.

The main tasks of the exercise:

1. Drift of the copter on the ground without taking off the ground.

### Preflight checks

Do the following before takeoff:

1. Check the integrity of the aircraft and the propellers are clear to rotate.
2. Make sure the aircraft is with its back toward you.
3. Turn on the aircraft by connecting the battery.

4. Move back to a safe distance. It is recommended to maintain a minimum distance of 4-5 m to the aircraft.
5. Make sure the aircraft is in *Stabilized* mode.

Do not try to lift the copter off the ground right away, find the lowest possible stick position for the copter to start drifting on the ground. Failure to do so may result in damage or injury.

If you lose control of the aircraft, you must immediately turn on *Kill Switch*.

**Exercise №1.** Slowly lift the throttle stick up until the aircraft starts to move. At this point, it will begin to slowly drift on the ground. Leave the throttle stick in this position and wait a couple of seconds, then move the throttle stick to its original position to land the aircraft. After landing the aircraft, turn off the motors by switching to *Disarmed* state. Repeat the exercise 5–10 times to get better feel for the copter's throttle stick response.

**Exercise №2.** Slowly lift the throttle stick up until the aircraft starts to lift slightly off the ground. Leave the throttle stick in this position and wait a couple of seconds, then land the aircraft as in Exercise №1. Repeat the exercise 5–10 times.

**Exercise №3.** Raise the throttle stick until the aircraft starts to drift on the ground, wait a second and continue increasing the throttle until the aircraft starts to lift off the ground, wait a second and land the aircraft. To consolidate, repeat the exercises 5–10 times, increasing the number of repetitions if necessary.

## Working with roll and pitch

After mastering the throttle control of the copter, it is necessary to learn how to control its horizontal position. The right stick on the remote control is responsible for this.

Manipulating these axes is intuitive:

- Stick tilted forward (up) - aircraft moves forward.
- Stick tilted back (down) - aircraft moves backward.
- Stick tilted to the right - aircraft moves to the right.
- Stick tilted to the left - aircraft moves to the left.

The more the stick is tilted to the side, the more the aircraft will tilt to the side and the faster it moves.

The main tasks of the exercise:

1. Flying along the X axis, forward / backward.
2. Flying along the Y axis, left / right.
3. Stabilization of the copter in one place.
4. Flying in a square clockwise and counterclockwise.

Always stay behind the aircraft with the rear facing towards you, otherwise you may lose control over it by mixing sides.

As with throttle control, perform [the following steps](#) before flying.

If the aircraft is spinning strongly around its axis, land it and recalibrate the magnetometer and gyroscope.

**Exercise №1.** Similar to throttle exercises, raise the throttle stick until the aircraft starts to drift on the ground or bounce a little, then release the throttle stick, leaving it in that position, and raise the pitch stick, first up for a second, then down. The copter will gradually move away from you and then towards you. Repeat the exercise 5–10 times until you feel the copter's responsiveness to the stick movement.

**Exercise №2.** Raise the throttle stick until the aircraft starts to drift, then leave it and move the roll stick first to the right for a second, then to the left. The aircraft will gradually move first to the right and then to the left. Repeat the exercise 5–10 times until you feel the copter's responsiveness to the stick movement.

**Exercise №3.** Raise the throttle stick until the aircraft starts to drift, then leave it. Combine the first and second exercises and try to stabilize the aircraft at one point, compensating for its drift with the stick. Hold the aircraft for 50–60 seconds.

**Exercise №4.** Raise the throttle stick until the aircraft starts to drift, then leave it. When you feel the copter's responsiveness to stick changes, make a "square" shape with a side of 1 m, first clockwise and then counterclockwise. Perform the figures 2–3 times.

## Air cushion and control in it

The concept of *air cushion* is very important for all flying vehicles. The air cushion itself is a zone of increased pressure created by the air being forced through the propellers. This area is characterized by turbulence and air currents affecting the flight of the copter.

Pilots try to avoid flying in an air cushion, but there is a stable area at the boundary where the aircraft can hover at minimum throttle. In this case, it feels like the copter has "sat down" on an air cushion.

The main feature and advantage of such a flight is that the copter will not change altitude with one throttle value.

Main tasks:

1. Stabilization of the copter in one place.
2. Flying in a square.
3. Flying in a circle.

Similarly to the previous exercises, perform [the following steps](#) before take off.

**Exercise №1.** Raise the throttle stick until the copter flies over the air cushion and is above it (height from floor ~ 25–30 cm, for Clover 4 copter). The aircraft should not climb up or fall down, the flight altitude should stabilize. As in the previous exercise, adjust the X and Y position of the aircraft using the roll and pitch sticks. As a result, the copter should hover at one point with slight wiggle to the sides. Hold the aircraft for 30–40 seconds.

**Exercise №2.** Raise the aircraft on the air cushion and stabilize it at one point. Next, fly over a square with a side of 1 m, first clockwise, then counterclockwise. Repeat the path 2–3 times in each direction.

**Exercise №3.** Raise the aircraft on the air cushion and stabilize it at one point. Try to fly a circle with the copter around 1 m in diameter, clockwise and counterclockwise. Repeat the path 2–3 times in each direction.

## Working with yaw

In the visual control of multicopter devices, yaw does not play as important role as with fixed wing vehicles, since the copter can move in any direction regardless of where it is directed.

The term *yaw* refers to the rotation of the aircraft around the vertical axis.

Main tasks:

1. Rotate the copter, orienting the rear of the copter towards you.
2. Turning around the copter, orienting the rear part towards you.

It is recommended that you find plenty of free space for the exercises presented.

Similarly to previous exercises, perform [preflight checks](#) before takeoff.

**Exercise №1.** Raise the aircraft on the air cushion and stabilize it at one point. Fly a circle around you with the copter, at a distance of 2–3 m, while rotating it so that the back of the copter is always directed towards you. Do the exercise clockwise and counterclockwise. Repeat the exercise 4–5 times.

**Exercise №2.** Raise the aircraft on the air cushion and stabilize it at one point. Walk around the aircraft while turning it so that the rear is facing you. Walk around the aircraft clockwise and counterclockwise. Repeat the exercise 4–5 times.

Additional exercises are much more difficult than usual and are not required. Only proceed with them if you are already confidently flying the copter.

**Additional exercise №1.** Raise the aircraft on the air cushion and stabilize it at one point. Face the aircraft with its front facing you and try to fly it backwards.

**Additional exercise №2.** Raise the aircraft on the air cushion and stabilize it at one point. Fly so that the front of the aircraft is always facing the direction of the aircraft.

## Free flight

If you can complete each of the exercises described above, chances are you already know how to freely take off and fly the aircraft. Some exercises will be presented below to consolidate the acquired skills.

Exercises:

- Flying in a vertical square.
- Flying along the sides of the cube.
- Flying in a vertical circle.
- Flight of the eight.
- Ascent of the copter in a spiral.

Strengthen the acquired skills as many times as necessary for you.

## Raspberry Pi

**Raspberry Pi** is a single-board computer that fits in the palm, created on the basis of ARM mobile microprocessor. It features low energy consumption, and it can even run on solar panels. Raspberry Pi 3 is included in the kits for programmable quadcopters "Clover".



Technical specifications:

- Weight is 45 grams.
- Clock rate is 1.2 GHz.
- Graphics core in the Broadcom BCM2837 processor.
- RAM is 1 GB.
- Four USB 2.0 ports.
- An HDMI port.

Raspberry Pi is connected to the flight controller in the Clover kit and is used as a companion computer. It can be used to [connect to the drone over Wi-Fi](#), perform autonomous flights, access peripherals and much more.

Next: [Raspberry Pi image](#)

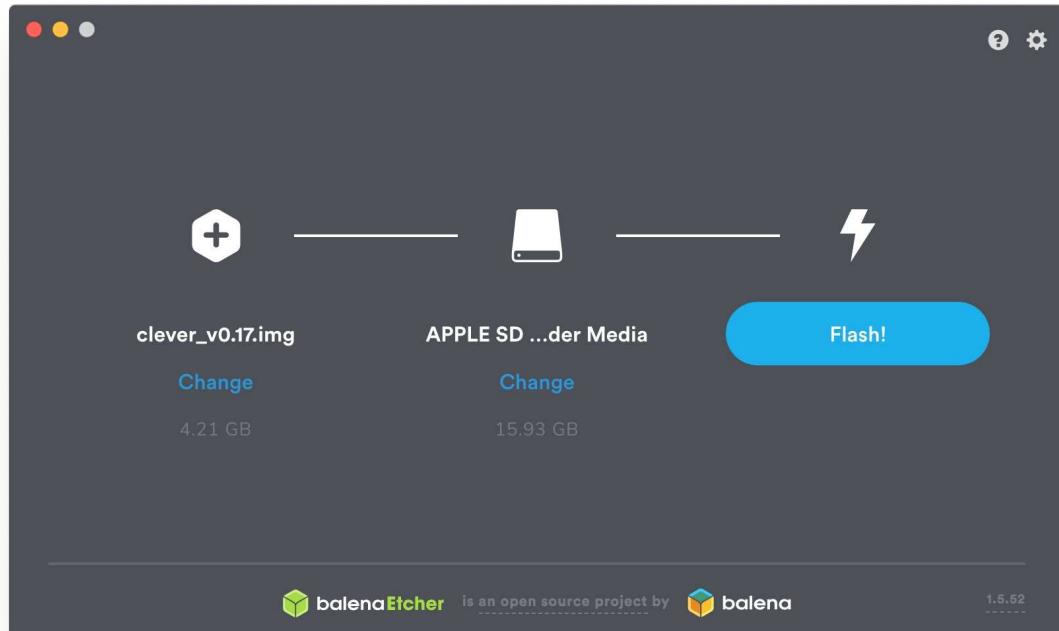
# Raspberry Pi image

The RPi image for Clover contains all the necessary software for working with Clover and [programming autonomous flights](#). The Clover platform is based on [Raspbian OS](#) and robotics framework [ROS](#). The source code of the image builder and all the additional packages is [available on GitHub](#).

## Usage

Starting from version v0.22, the image is based on ROS Noetic and using Python 3. If you want to use ROS Melodic and Python 2, use version [v0.21.2](#).

1. Download the latest stable release of the image – [download](#).
2. Download and install [Etcher](#), the software for flashing images (available for Windows/Linux/macOS).
3. Put the MicroSD-card into your computer (use an adapter if necessary).
4. Flash the downloaded image to the card using Etcher.
5. Put the card into the Raspberry Pi.



After flashing the image on the MicroSD-card, you can [connect to the Clover over Wi-Fi](#), use [wireless connection in QGroundControl](#), gain access to the Raspberry over [SSH](#) and use all the other features.

**Next:** [Connecting over Wi-Fi](#).

# Connecting to Clover via Wi-Fi

The following applies to [image version 0.20](#) and up. See [previous version of the article](#) for older images.

RPi image provides a pre-configured Wi-Fi access point with SSID `clover-xxxx`, where `xxxx` are four random numbers that are assigned when your Raspberry Pi is run for the first time.

Connect to this Wi-Fi using the password `cloverwifi`.



To edit Wi-Fi settings, or to obtain more detailed information about the network device on Raspberry Pi, read this [article](#).

## Web interface

After connecting to Clover Wi-Fi, open <http://192.168.11.1> in your web browser. It contains all the basic web tools of Clover: viewing image topics, web terminal (Butterfly), and the full copy of this documentation.

- [View documentation](#) (snapshot of [clover.coex.tech](#))
- [View image topics](#) (`web_video_server`)
- [Open web terminal](#) (`Butterfly`)
- [View 3D visualization](#) (`ros3djs`)
- [3D visualization for markers map](#) (`ros3djs`)
- [Blocks programming](#) (`Blockly`)
- [Clover console](#) (`/tmp/clover.err`)

Version: v0.22

**Next:** [Connecting Raspberry Pi to the flight controller.](#)

# Connecting Raspberry Pi to the flight controller

In order to program [autonomous flights](#), [work with Pixhawk or Pixracer over Wi-Fi](#), use [controller app](#) and access other functions you need to connect your Raspberry Pi to the flight controller.

## USB connection

USB connection is the preferred way to connect to the flight controller.

1. Connect your FCU to the Raspberry Pi using a microUSB to USB cable.
2. [Connect to the Raspberry Pi over SSH](#).
3. Make sure the connection is working by [running the following command on the Raspberry Pi](#):

```
rostopic echo /mavros/state
```

The `connected` field should have the `True` value.s

You need to set the `CBRK_USB_CHK` parameter to 197848 for the USB connection to work.

## UART connection

In the image version **0.20** `clever` package and service was renamed to `clover`. See [previous version of the article](#) for older images.

UART connection is another way for the Raspberry Pi and FCU to communicate.

1. Connect Raspberry Pi to your FCU using a UART cable.
2. [Connect to the Raspberry Pi over SSH](#).
3. Change the connection type in `~/catkin_ws/src/clover/clover/launch/clover.launch` to UART:

```
<arg name="fcu_conn" default="uart"/>
```

Be sure to restart the `clover` service after editing the .launch file:

```
sudo systemctl restart clover
```

Set the `SYS_COMPANION` PX4 parameter to 921600 to enable UART on the FCU.

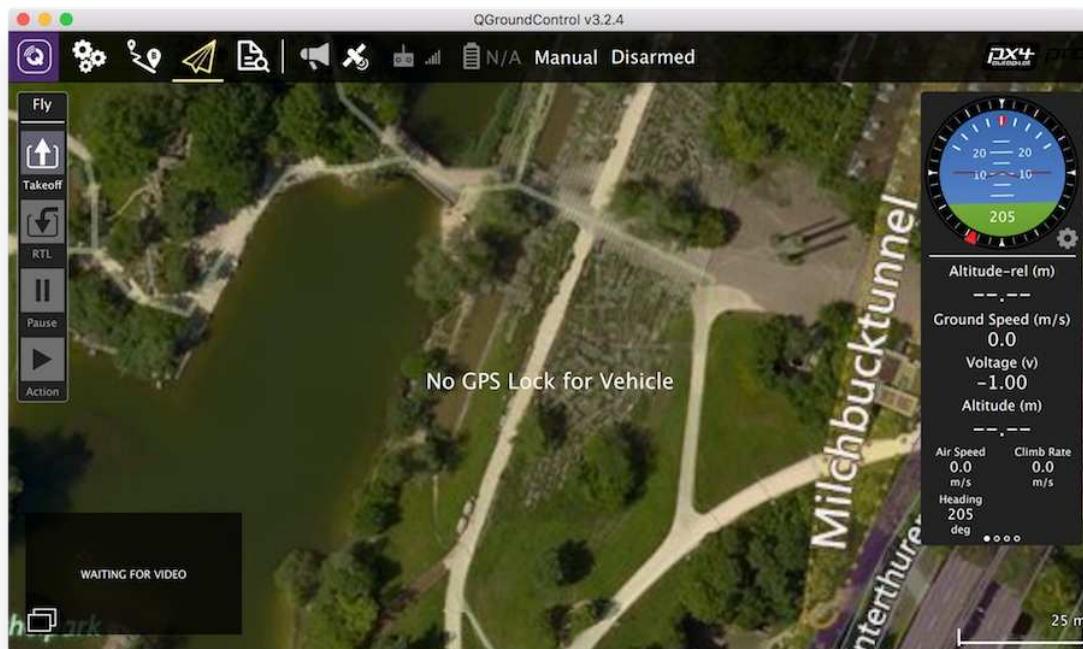
## SITL connection

In order to connect to a local or a remote SITL instance set the `fcu_conn` parameter to `udp` and `fcu_ip` to the IP address of the SITL instance (`127.0.0.1` if you are running the instance locally):

```
<arg name="fcu_conn" default="udp"/>
<arg name="fcu_ip" default="127.0.0.1"/>
```

**Next:** [Using QGroundControl over Wi-Fi](#)

# Using QGroundControl via Wi-Fi



You can monitor, control, calibrate and configure the flight controller of the quadcopter using QGroundControl via Wi-Fi. This requires [connecting to Wi-Fi](#) of the `clover-xxxx` network.

After that, in the Clover launch-file `/home/pi/catkin_ws/src/clover/clover/launch/clover.launch`, choose one of the preconfigured bridge modes.

After editing the launch-file, restart the `clover` service:

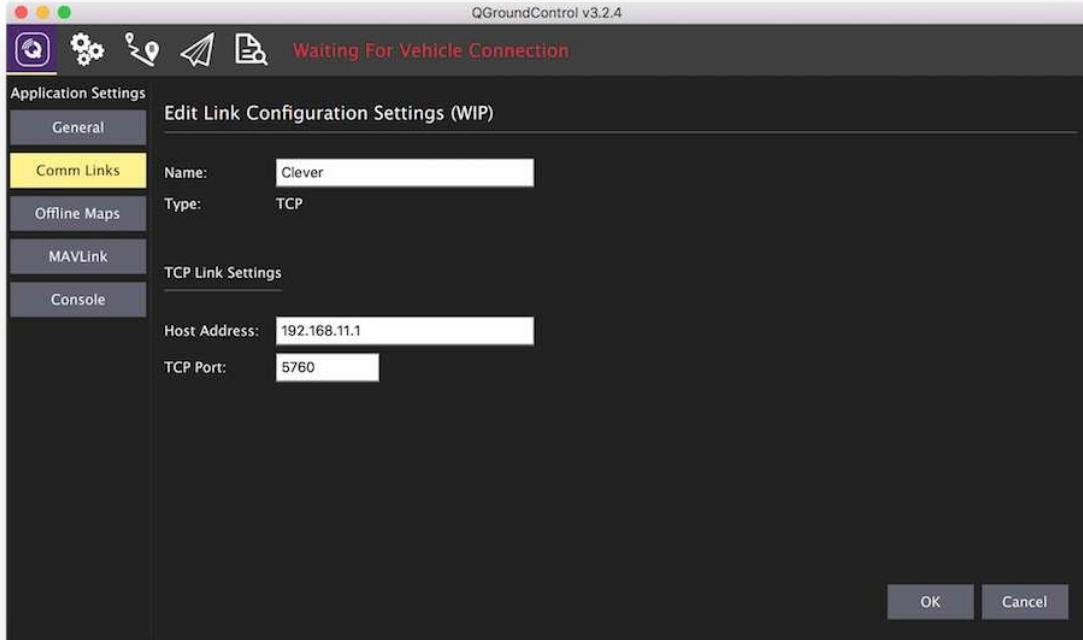
```
sudo systemctl restart clover
```

## TCP bridge

Change parameter `gcs_bridge` in the launch file:

```
<arg name="gcs_bridge" default="tcp"/>
```

Then in the QGroundControl program, choose Application Settings > Comm Links > Add. Create a connection with the following settings:



Then choose the created connection from the list of connections, and click "Connect".

## UDP bridge (with automated connection)

Change parameter `gcs_bridge` in the launch file:

```
<arg name="gcs_bridge" default="udp-b"/>
```

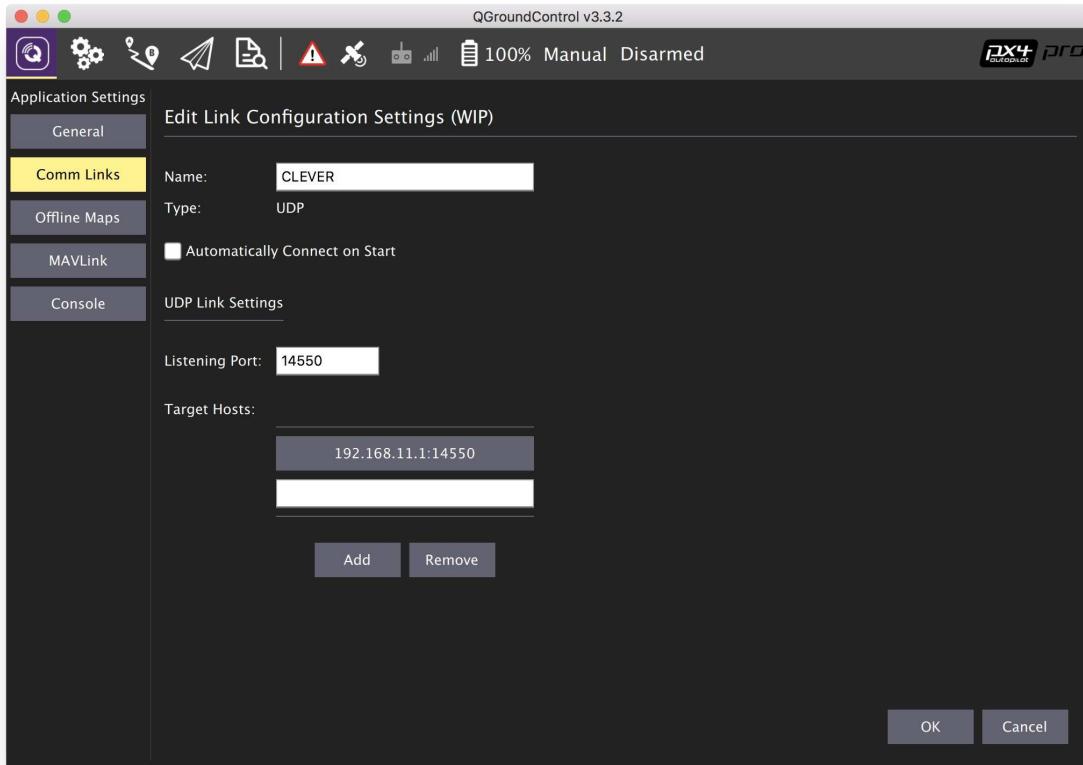
After opening the QGroundControl application, the connection should be established automatically.

## UDP bridge (without automated connection)

Change parameter `gcs_bridge` in the launch file:

```
<arg name="gcs_bridge" default="udp-b"/>
```

Then in the QGroundControl program, choose Application Settings > Comm Links > Add. Create a connection with the following settings:



Then choose the created connection from the list of connections, and click "Connect".

## UDP broadcast bridge

The feature of the UDP broadcast bridge is the ability to view drone telemetry simultaneously from multiple devices (e.g., a phone and a PC). It is also well suited for devices networking using a router.

Change parameter `gcs_bridge` in the launch file:

```
<arg name="gcs_bridge" default="udp-b"/>
```

After opening the QGroundControl application, the connection should be established automatically.

**Next:** [Remote access using SSH](#)

## SSH access to Raspberry Pi

RPi image is configured to be accessed via SSH for editing files, loading data and running programs.

For the SSH access, it is necessary to [connect to Raspberry Pi over Wi-Fi](#) (connection via an Ethernet cable is also possible).

In Linux or macOS, run the command prompt, and execute command:

```
ssh pi@192.168.11.1
```

Password: `raspberry` .

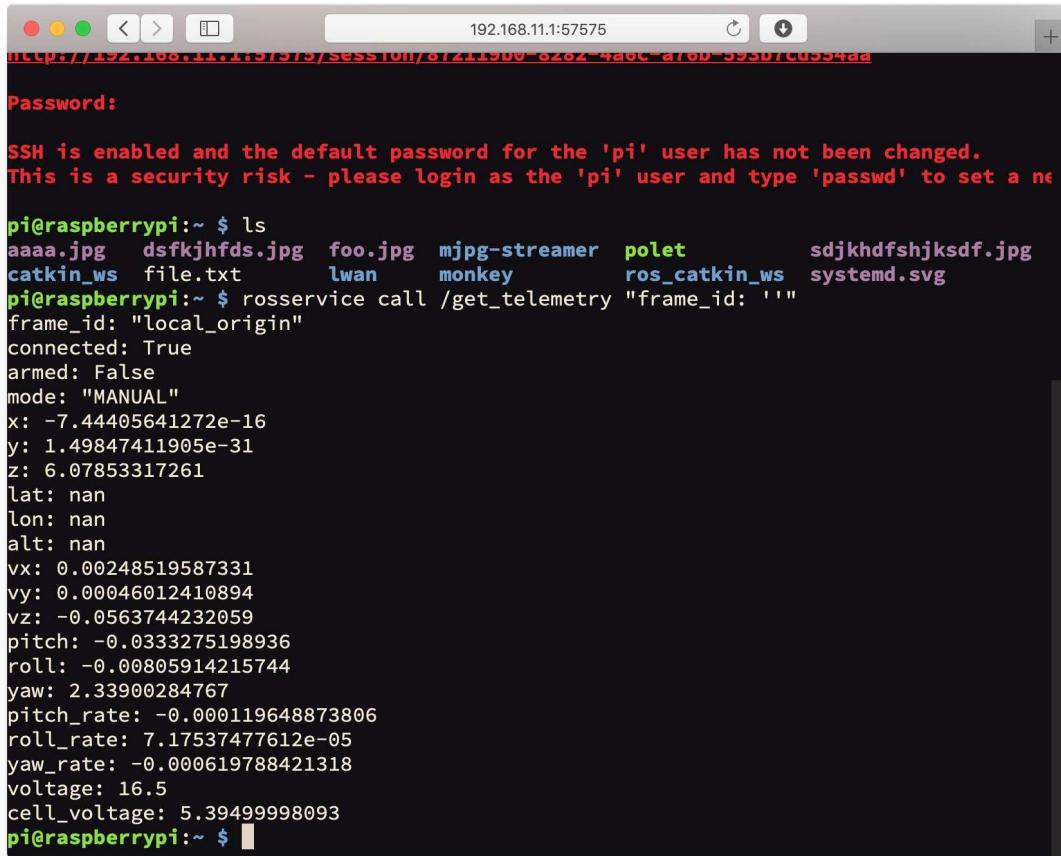
For SSH access from Windows, you may use [PuTTY](#).

You can also gain SSH access from your smart-phone using the [Termius](#) app.

Read more: <https://www.raspberrypi.org/documentation/remote-access/ssh/README.md>

## Web access

Starting with version 0.11.4 [of the image](#), access to the shell is also available via a web browser (using [Butterfly](#)). To gain access, open web page <http://192.168.11.1>, and select link *Open web terminal*:



The screenshot shows a terminal window with the following content:

```
192.168.11.1:57575
http://192.168.11.1:57575/session/87211300-8282-480C-a760-39307C0554aa

Password:

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set a new password.

pi@raspberrypi:~ $ ls
aaaa.jpg  dsfkjhfds.jpg  foo.jpg  mjpg-streamer  polet      sdjkhdfshjksdf.jpg
catkin_ws  file.txt    lwan     monkey       ros_catkin_ws  systemd.svg
pi@raspberrypi:~ $ rosservice call /get telemetry "frame_id: ''"
frame_id: "local_origin"
connected: True
armed: False
mode: "MANUAL"
x: -7.44405641272e-16
y: 1.49847411905e-31
z: 6.07853317261
lat: nan
lon: nan
alt: nan
vx: 0.00248519587331
vy: 0.00046012410894
vz: -0.0563744232059
pitch: -0.0333275198936
roll: -0.00805914215744
yaw: 2.33900284767
pitch_rate: -0.000119648873806
roll_rate: 7.17537477612e-05
yaw_rate: -0.000619788421318
voltage: 16.5
cell_voltage: 5.39499998093
pi@raspberrypi:~ $
```

**Next:** Command-line interface

## Command line interface

The Raspberry Pi OS, Raspbian, uses CLI as its primary user interface (which is common for Linux-based operating systems). You can use [a secure shell connection](#) to access the command line.

### Basic commands

Double-tapping the `Tab ↴` key autocompletes the command or its argument. This is known as "tab completion".

Show the contents of the current directory:

```
ls
```

Change current (working) directory:

```
cd catkin_ws/src/clover/clover/launch
```

Go one directory level up:

```
cd ..
```

Print path to the current directory:

```
pwd
```

Print contents of the `file.py` file:

```
cat file.py
```

Run `file.py` as a Python script:

```
python3 file.py
```

Reboot Raspberry Pi:

```
sudo reboot
```

You can terminate currently running (foreground) program by pressing `ctrl + c`.

Read more about the Linux command line in the Raspberry Pi documentation:  
<https://www.raspberrypi.org/documentation/linux/usage/commands.md>.

### Editing files

You can use **nano** to edit files on the Raspberry Pi. It is one of the more user-friendly console-based text editor.

1. Use the following command to edit or create a file:

```
nano path/to/file
```

For example:

```
nano ~/catkin_ws/src/clover/clover/launch/clover.launch
```

```

GNU nano 2.7.4          File: /home/pi/catkin_ws/src/clever/clover/launch/clover.launch
[launch>
<arg name="fcu_conn" default="usb"/>
<arg name="fcu_ip" default="127.0.0.1"/>
<arg name="gcs_bridge" default="tcp"/>
<arg name="web_video_server" default="true"/>
<arg name="rosbridge" default="true"/>
<arg name="main_camera" default="true"/>
<arg name="optical_flow" default="false"/>
<arg name="aruco" default="false"/>
<arg name="rc" default="true"/>
<arg name="rangefinder_vl53l1x" default="false"/>

<!-- mavros -->
<include file="$(find clever)/launch/mavros.launch">
  <arg name="fcu_conn" value="$(arg fcu_conn)"/>
  <arg name="fcu_ip" value="$(arg fcu_ip)"/>
  <arg name="gcs_bridge" value="$(arg gcs_bridge)"/>
</include>

<!-- web video server -->
<node name="web_video_server" pkg="web_video_server" type="web_video_server" if="$(arg web_video_server)" rosdistro="$(rosdistro)">
  <param name="default_stream_type" value="ros_compressed"/>
</node>
```

**Nano keyboard shortcuts:**

- ^G Get Help
- ^O Write Out
- ^W Where Is
- ^K Cut Text
- ^J Justify
- ^C Cur Pos
- ^Y Prev Page
- ^X Exit
- ^R Read File
- ^A Replace
- ^U Uncut Text
- ^T To Spell
- ^\_ Go To Line
- ^V Next Page

2. Edit the file.

3. Press `ctrl + x`, `Y`, `Enter` to save your file and exit.
4. Restart the `clover` service if you've changed .launch files:

```
sudo systemctl restart clover
```

You may also use other editors like **vim** if you prefer.

## Resetting changes

For resetting all the changes in Clover package related files ( `launch` -files), use git:

```
cd ~/catkin_ws/src/clover
git checkout .
sudo systemctl restart clover
```

## Automatic check

The [RPi image](#) contains a tool for automatic checking the correctness of all the settings and subsystems of the drone – `selfcheck.py`.

It is generally a good idea to perform this check before flight, especially before an autonomous one.

In order to run it, enter the following command in [the Raspberry Pi console](#):

```
rosrun clover selfcheck.py
```

```
[pi@raspberrypi:~ $ rosrun clever selfcheck.py
[INFO] [1537579766.619377]: Performing selfcheck...
[INFO] [1537579766.760407]: FCU: OK
[INFO] [1537579766.893262]: IMU: OK
[INFO] [1537579767.002858]: Local position: OK
[INFO] [1537579767.131148]: Velocity estimation: OK
[WARN] [1537579768.193787]: Global position (GPS): No global position
[INFO] [1537579768.451395]: Camera: OK
[INFO] [1537579768.639977]: Aruco detector: OK
[INFO] [1537579768.700759]: Simple offboard node: OK
[WARN] [1537579769.264130]: Optical flow: No optical flow data (from Raspberry)
[WARN] [1537579771.380045]: Visual position estimate: No VPE or MoCap messages
[INFO] [1537579771.722180]: Rangefinder: OK
[INFO] [1537579772.101394]: CPU usage: OK
[WARN] [1537579772.255673]: Boot duration: long Raspbian boot duration: 31.311s
(systemd-analyze for analyzing)
pi@raspberrypi:~ $ ]
```

Description of some checks:

- FCU – checks for proper connection with the flight controller;
- IMU – checks whether the data from from IMU is sane;
- Local position – checks presence of local position data;
- Velocity estimation – checks whether drone velocity estimation is sane(**autonomous flight is not to be performed if this check fails!**);
- Global position (GPS) — checks for presence of global position data (GPS module is required for this check);
- Camera — checks for proper operation of the Raspberry camera.
- ArUco — checks whether [ArUco](#) detection is working
- VPE — checks whether VPE data is published.
- Rangefinder — checks whether [rangefinder](#) data is published.
- RPi health – checks the [onboard computer](#) status.
- CPU usage – checks the CPU load of the onboard computer.

Pay attention on the checks marked with *WARN* sign. If necessary, contact [Copter Express technical support](#).

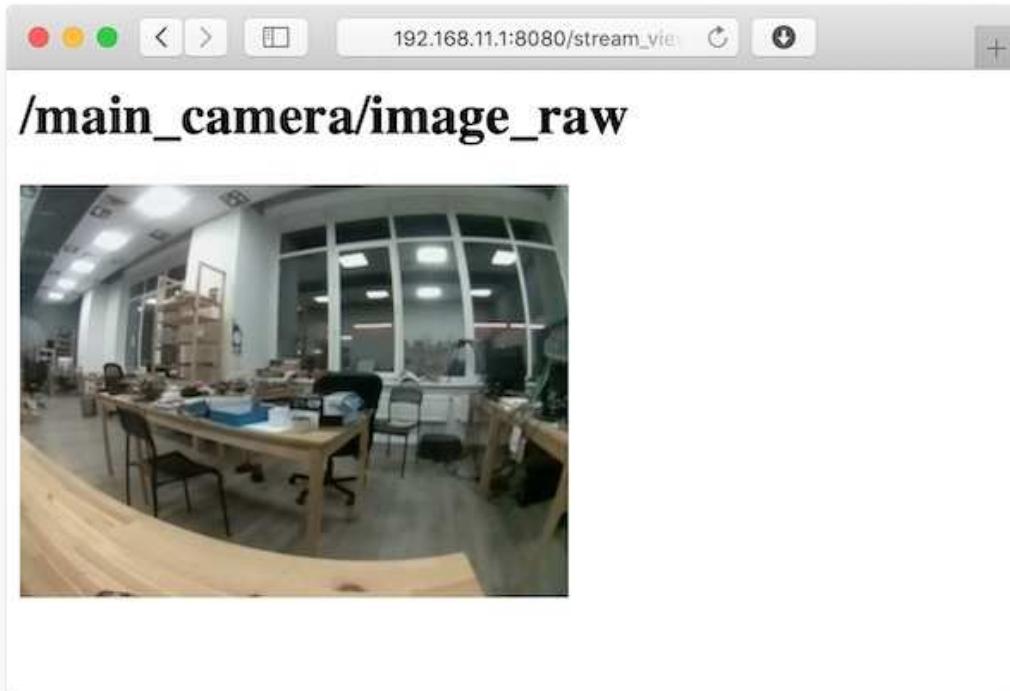
## Viewing images from cameras

To view images from cameras (or other ROS topics), you can use [rviz](#), rqt, or watch them in a browser using [web\\_video\\_server](#).

See read more about [using rqt](#).

## Viewing in a browser

To view a video-stream, you have to [connect to Wi-Fi network](#) of the Clover (`clover-xxxx`), navigate to page <http://192.168.11.1:8080/>, and choose the topic.



If the image is transmitted too slow, you can speed it up by changing GET parameter `quality` (from 1 to 100), which is responsible for video-stream compression, for example:

[http://192.168.11.1:8080/stream\\_viewer?topic=/main\\_camera/image\\_raw&quality=1](http://192.168.11.1:8080/stream_viewer?topic=/main_camera/image_raw&quality=1)

At the URL above, a stream from the main camera will be available in the minimum possible quality.

Parameters `width`, `height`, etc. re also available. Read more about [web\\_video\\_server](#) :  
[http://wiki.ros.org/web\\_video\\_server](http://wiki.ros.org/web_video_server).

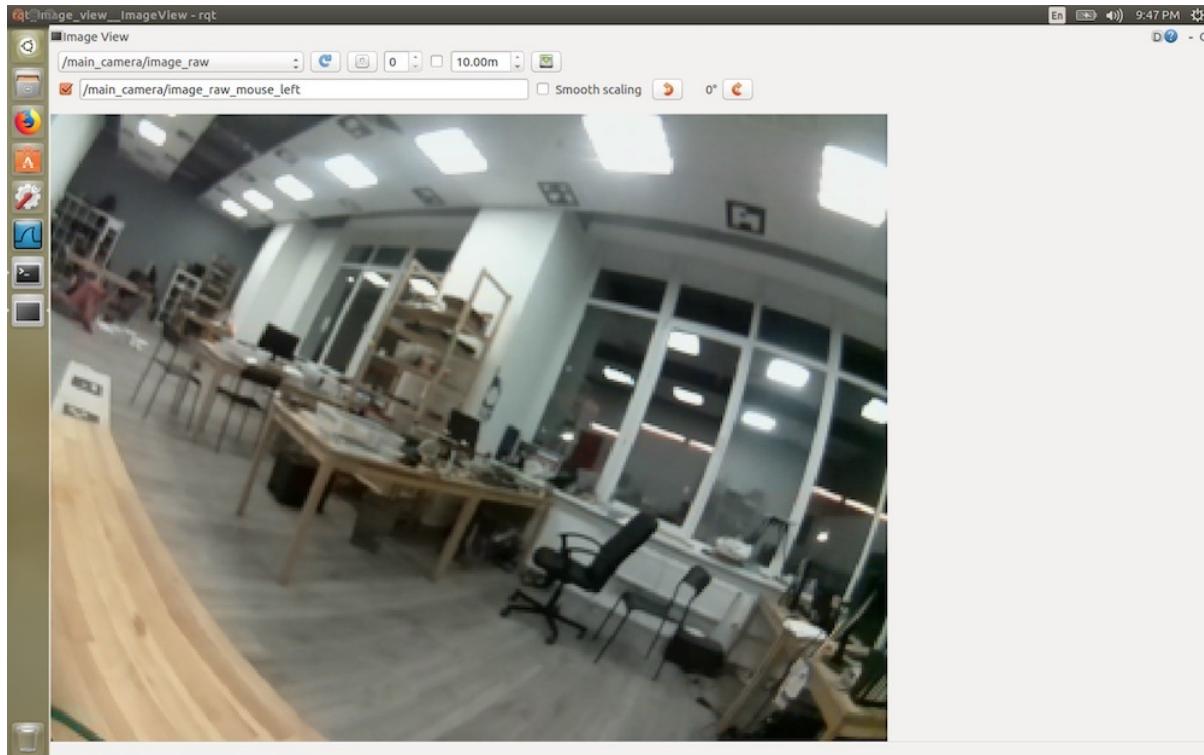
## Browse with rqt\_image\_view

To browse images with the rqt tools the user needs a computer with Ubuntu 18.04 and [ROS Melodic](#).

Connect to the Clover Wi-Fi network and run `rqt_image_view` with its IP-address:

```
ROS_MASTER_URI=http://192.168.11.1:11311 rqt_image_view
```

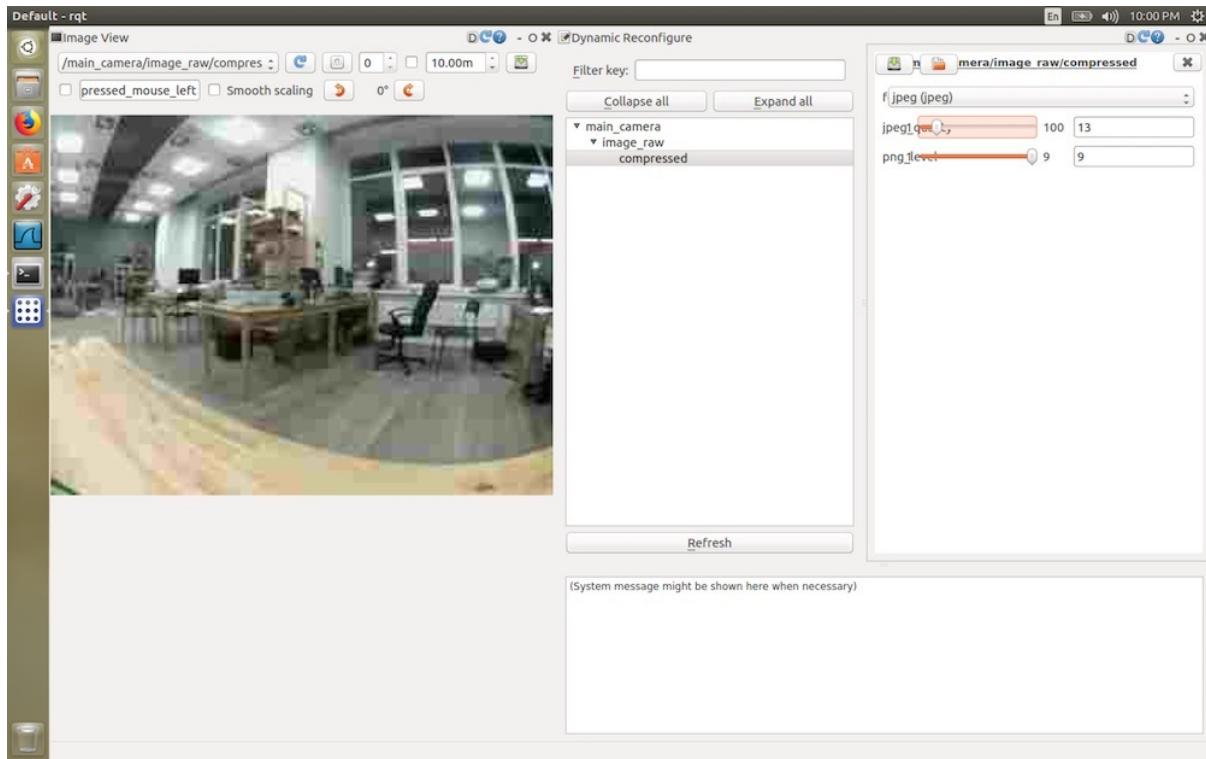
Choose a topic for browsing, for example `/main_camera/image_raw`:



To reduce network load and reduce latency, use a compressed version of the topic –

```
/main_camera/image_raw/compressed
```

To change the compression settings use the rqt-plugin Dynamic Reconfigure:



Refer to [more about rviz and rqt](#).

# Programming

The Clover platform allows a [Raspberry Pi](#) computer to be used for programming autonomous flights. The flight program is typically written using the Python programming language. The program may [receive telemetry data](#) (which includes battery data, attitude, position, and other parameters) and send commands like: [fly to a point in space](#), [set attitude](#), [set angular rates](#), and others.

The platform utilizes the [ROS framework](#), which allows the user program to communicate with the Clover services that are running as a `clover` systemd daemon. The [MAVROS](#) package is used to interact with the flight controller.

PX4 uses [OFFBOARD mode](#) for autonomous flights. The Clover API can be used to transition the drone to this flight mode automatically. If you need to interrupt the autonomous flight, use your flight mode stick on your RC controller to transition to any other flight mode.



## Positioning system

A drone has to use a positioning system to be able to hover still or to fly from point to point. The system should compute the drone position and feed this data into the flight controller. Clover allows using multiple positioning systems, such as [optical flow](#) (requires a [camera](#) and a [rangefinder](#)), [fiducial markers](#) (requires a camera and markers), GPS and others.

### Optical flow

Optical flow is used to compute shifts between consecutive frames and to use this data to compute the drone shifting in space.

Read more in the [Optical Flow article](#).

### ArUco markers

Fiducial markers allow the drone to compute its position relative to these markers. This data may then be transferred to the flight controller.

Read more about [ArUco markers](#) in our articles about them.

### GPS (outdoor flight)

GPS allows you to specify global Earth coordinates (latitude and longitude). The `navigate_global` function takes these as parameters instead of the usual cartesian coordinates.

Read more in the [GPS connection](#) article.

## Autonomous flight

For studying Python programming language, see [tutorial](#).

After you've configured your positioning system, you can start writing programs for autonomous flights. Use the [SSH connection to the Raspberry Pi](#) to run your scripts.

Before the first flight it's recommended to check the Clover's configuration with [selfcheck.py utility](#):

```
rosrun clover selfcheck.py
```

In order to run a Python script use the `python3` command:

```
python3 flight.py
```

Below is a complete flight program that performs a takeoff, flies forward and lands:

```
#coding: utf8

import rospy
from clover import srv
from std_srvs.srv import Trigger

rospy.init_node('flight')

get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)
navigate = rospy.ServiceProxy('navigate', srv.Navigate)
navigate_global = rospy.ServiceProxy('navigate_global', srv.NavigateGlobal)
set_position = rospy.ServiceProxy('set_position', srv.SetPosition)
set_velocity = rospy.ServiceProxy('set_velocity', srv.SetVelocity)
set_attitude = rospy.ServiceProxy('set_attitude', srv.SetAttitude)
set_rates = rospy.ServiceProxy('set_rates', srv.SetRates)
land = rospy.ServiceProxy('land', Trigger)

# Takeoff and hover 1 m above the ground
navigate(x=0, y=0, z=1, frame_id='body', auto_arm=True)

# Wait for 3 seconds
rospy.sleep(3)

# Fly forward 1 m
navigate(x=1, y=0, z=0, frame_id='body')

# Wait for 3 seconds
rospy.sleep(3)

# Perform landing
land()
```

The `navigate` function call is not blocking; that is, the program will continue executing the next commands before the drone arrives at the set point. Look at the `navigate_wait` snippet for a blocking function.

Note that only the first `navigate` call has its `auto_arm` parameter set to `True`. This parameter arms the drone and transitions it to the OFFBOARD flight mode.

The `frame_id` parameter specifies which frame of reference will be used for the target point:

- `body` is rigidly bound to the drone body;
- `navigate_target` has its origin at the last target point for `navigate`;
- `map` is the drone's local frame;
- `aruco_map` is bound to the ArUco marker map;
- `aruco_N` is bound to the marker with ID=N.

Read more in the [coordinate systems](#) article.

You can also use the "[Autonomous flight](#)" article as an API reference.

Clover supports [blocks-based programming](#) as well.

## Additional periphery

The Clover platform also exposes APIs for interacting with other peripherals. Read more in the following articles:

- [LED strip](#);
- [laser rangefinder](#);
- [GPIO](#);
- [ultrasonic rangefinder](#);
- [camera](#).

# Camera setup

The following applies to image version **0.20** and up. See [previous version of the article](#) for older images.

Computer vision modules (like [ArUco markers](#) and [Optical Flow](#)) require adjusting the camera focus and set up camera position and orientation relative to the drone body. Optional camera calibration can improve their quality of performance.

## Focusing the camera lens

In order to focus the camera lens, do the following:



1. Open the live camera stream in your browser using [web\\_video\\_server](#).
2. Rotate the lens to adjust the image. Make sure the objects that are 2-3 m from the camera are in focus.

Unfocused image	Focused image
	

## Setting the camera position

Position and orientation of the main camera is set in the `~/catkin_ws/src/clover/clover/launch/main_camera.launch` file:

```
<arg name="direction_z" default="down"/> <!-- direction the camera points: down, up -->
<arg name="direction_y" default="backward"/> <!-- direction the camera cable points: backward, forward -->
```

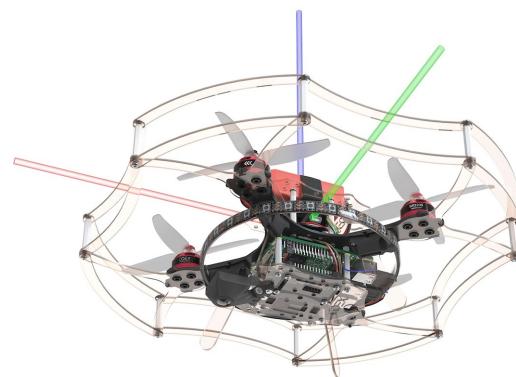
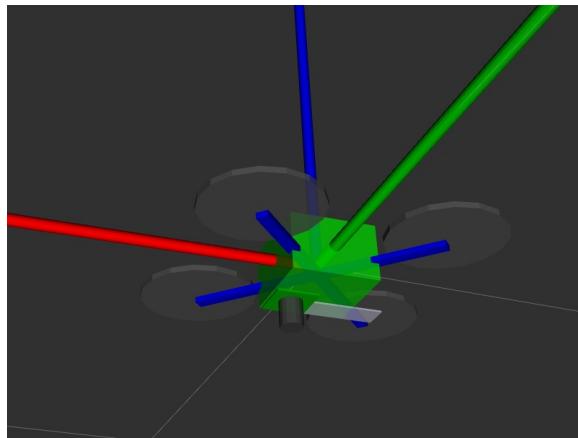
To set the orientation, define:

- direction the camera lens points `direction_z` : `down` or `up` ;
- direction the camera cable points `direction_y` : `backward` or `forward` .

## Examples

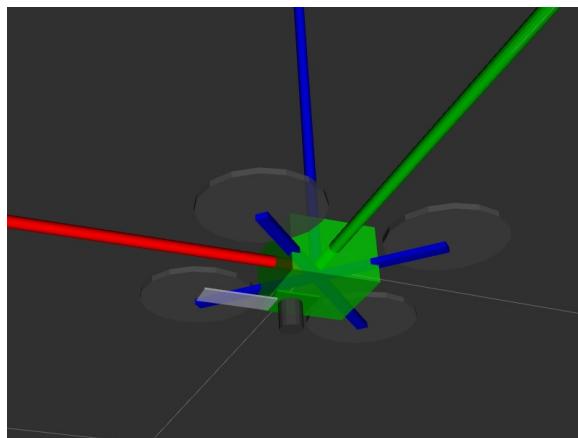
### Camera faces downward, cable goes backward

```
<arg name="direction_z" default="down"/>
<arg name="direction_y" default="backward"/>
```



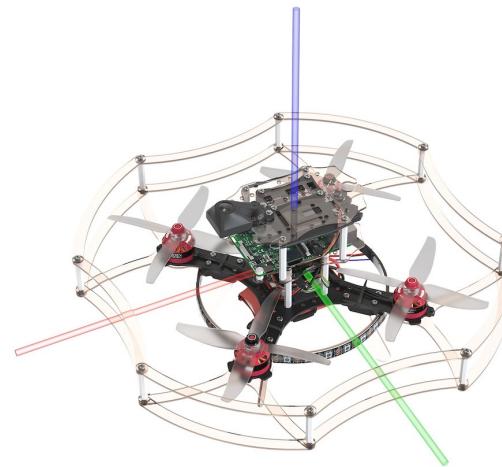
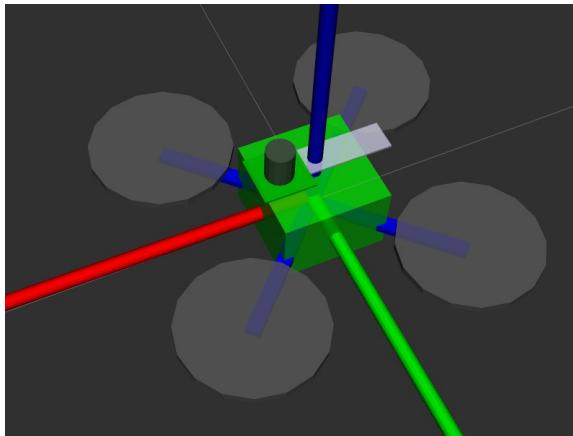
### Camera faces downward, cable goes forward

```
<arg name="direction_z" default="down"/>
<arg name="direction_y" default="forward"/>
```



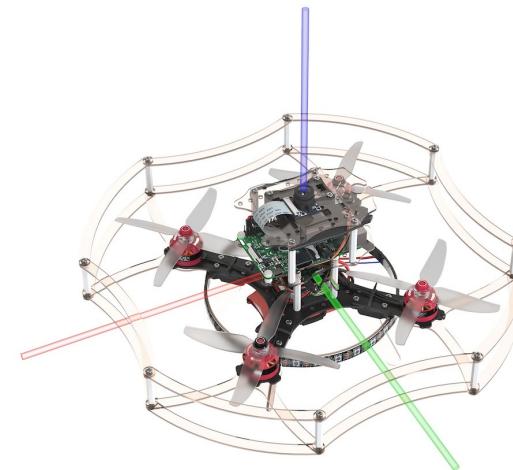
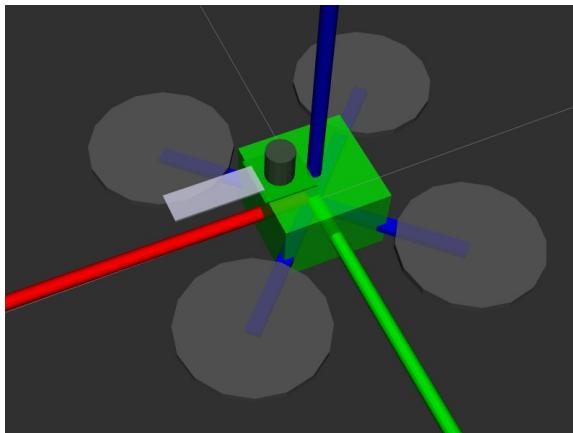
### Camera faces upward, cable goes backward

```
<arg name="direction_z" default="up"/>
<arg name="direction_y" default="backward"/>
```



## Camera faces upward, cable goes forward

```
<arg name="direction_z" default="up"/>
<arg name="direction_y" default="forward"/>
```



The `selfcheck.py` utility will describe your current camera setup in a human-readable fashion. Be sure to check whether this description corresponds to your actual camera position.

## Custom camera position

It's possible to set arbitrary camera position and orientation. In order to do that uncomment node, marked as `Template` for custom camera orientation :

```
<!-- Template for custom camera orientation -->
<!-- Camera position and orientation are represented by base_link -> main_camera_optical transform -->
<!-- static_transform_publisher arguments: x y z yaw pitch roll frame_id child_frame_id -->
<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_frame" args="0.05 0 -0.07 -1.5707963 0
3.1415926 base_link main_camera_optical"/>
```

This line describes how the camera is positioned relative to the drone body. Technically, it creates a static transform between the `base_link` frame (which corresponds to the flight controller housing) and the camera (`main_camera_optical`) in the following format:

```
shift_x shift_y shift_z yaw_angle pitch_angle roll_angle
```

Camera frame (that is, [frame of reference](#)) is aligned as follows:

- **x** points to the right side of the image;
- **y** points to the bottom of the image;
- **z** points away from the camera matrix plane.

Shifts are set in meters, angles are in radians. You can check the transform for correctness using [rviz](#).

## Calibration

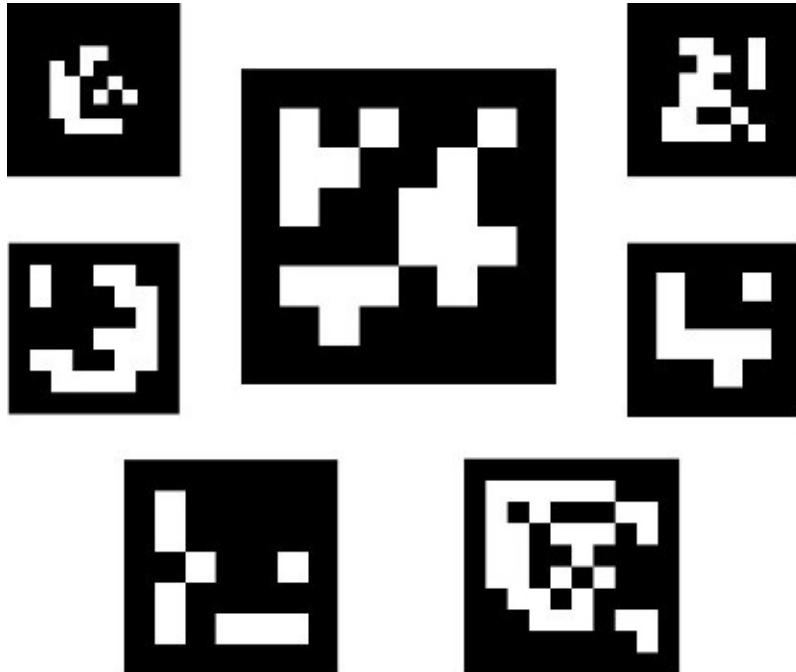
To improve the quality of computer vision related algorithms it's recommended to perform camera calibration, which is described in the [appropriate article](#).

## ArUco markers

The following applies to [image versions 0.16](#) and up. Older documentation is still available for [for version 0.15.1](#).

ArUco markers are commonly used for vision-based position estimation.

Examples of ArUco markers:



Use the most matte paper for printing visual markers. Glossy paper may glitter in the light, severely deteriorating the quality of recognition.

For rapid generation of markers for printing, you may use an online tool: <http://chev.me/arucogen/>.

[Clover Raspberry Pi image](#) contains a pre-installed `aruco_pose` ROS package, which can be used for marker detection.

## Modes of operation

There are several preconfigured modes of operation for ArUco markers on the Clover drone:

- [single marker detection and navigation](#);
- [map-based navigation](#).

Additional documentation for the `aruco_pose` ROS package is available [on GitHub](#).

# ArUco marker detection

The following applies to [image versions 0.22](#) and up. Older documentation is still available for [for version 0.20](#).

Marker detection requires the camera module to be correctly plugged in and [configured](#).

`aruco_detect` module detects ArUco markers and publishes their positions in ROS topics and as [TF frames](#).

This is useful in conjunction with other positioning systems, such as [GPS](#), [Optical Flow](#), PX4Flow, visual odometry, ultrasonic ([Marvelmind](#)) or UWB-based ([Pozyx](#)) localization.

Using this module along with [map-based navigation](#) is also possible.

## Setup

Set the `aruco` argument in `~/catkin_ws/src/clover/clover/launch/clover.launch` to `true`:

```
<arg name="aruco" default="true"/>
```

For enabling detection set the `aruco_detect` argument in `~/catkin_ws/src/clover/clover/launch/aruco.launch` to `true`:

```
<arg name="aruco_detect" default="true"/>
```

For the module to work correctly the following arguments should also be set:

```
<arg name="placement" default="floor"/> <!-- markers' placement, explained below -->
<arg name="length" default="0.33"/>      <!-- length of a single marker, in meters (excluding the white border)
-->
```

`placement` argument should be set to:

- `floor` if *all* markers are on the ground;
- `ceiling` if *all* markers are on the ceiling;
- an empty string otherwise.

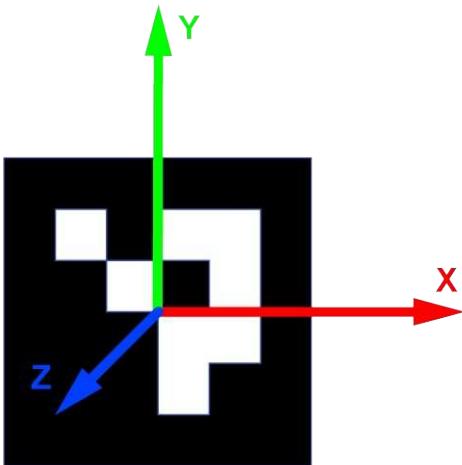
You may specify length for each marker individually by using the `length_override` parameter of the node `aruco_detect`:

```
<param name="length_override/3" value="0.1"/>    <!-- marker with id=3 has a side of 0.1m -->
<param name="length_override/17" value="0.25"/>   <!-- marker with id=17 has a side of 0.25m -->
```

## Coordinate system

Each marker has its own coordinate systems. It is aligned as follows:

- the `x` axis points to the right side of the marker;
- the `y` axis points to the top side of the marker;
- the `z` axis points outwards from the plane of the marker



## Working with detected markers

Navigation within the marker-based TF frames is possible with `simple_offboard` node.

Sample code to fly to a point 1 metre above marker with id 5:

```
navigate(frame_id='aruco_5', x=0, y=0, z=1)
```

Sample code to fly to a point 1 metre to the left and 2 metres above marker with id 7:

```
navigate(frame_id='aruco_7', x=-1, y=0, z=2)
```

Sample code to rotate counterclockwise while hovering 1.5 metres above marker id 10:

```
navigate(frame_id='aruco_10', x=0, y=0, z=1.5, yaw_rate=0.5)
```

Note that if the required marker isn't detected for 0.5 seconds after the `navigate` command, the command will be ignored.

These frames may also be used in other services that accept TF frames (like `get_telemetry`). The following code will get the drone's position relative to the marker with id 3:

```
telem = get_telemetry(frame_id='aruco_3')
```

Note that if the required marker isn't detected for 0.5 seconds, the `telem.x`, `telem.y`, `telem.z`, `telem.yaw` fields will contain `NaN`.

## Handling marker detection in Python

The following snippet shows how to read the `aruco_detect/markers` topic in Python:

```
import rospy
from aruco_pose.msg import MarkerArray
rospy.init_node('my_node')
```

```
# ...

def markers_callback(msg):
    print('Detected markers: ')
    for marker in msg.markers:
        print('Marker: %s' % marker)

# Create a Subscription object. Each time a message is posted in aruco_detect/markers, the markers_callback function is called with this message as its argument.
rospy.Subscriber('aruco_detect/markers', MarkerArray, markers_callback)

# ...

rospy.spin()
```

Each message contains the marker ID, its corner points on the image and its position relative to the camera.

---

Suggested reading: [map-based navigation](#)

# Map-based navigation with ArUco markers

The following applies to [image versions 0.22](#) and up. Older documentation is still available for [for version 0.20](#).

Marker detection requires the camera module to be correctly plugged in and [configured](#).

We recommend using our [custom PX4 firmware](#).

`aruco_map` module detects whole ArUco-based maps. Map-based navigation is possible using vision position estimate (VPE).

## Configuration

Set the `aruco` argument in `~/catkin_ws/src/clover/clover/launch/clover.launch` to `true`:

```
<arg name="aruco" default="true"/>
```

In order to enable map detection set `aruco_map` and `aruco_detect` arguments to `true` in `~/catkin_ws/src/clover/clover/launch/aruco.launch`:

```
<arg name="aruco_detect" default="true"/>
<arg name="aruco_map" default="true"/>
```

Set `aruco_vpe` to `true` to publish detected camera position to the flight controller as VPE data:

```
<arg name="aruco_vpe" default="true"/>
```

## Marker map definition

Map is defined in a text file; each line has the following format:

```
marker_id marker_size x y z z_angle y_angle x_angle
```

`N_angle` is the angle of rotation along the `N` axis in radians.

Map files are located at the `~/catkin_ws/src/clover/aruco_pose/map` directory. Map file name is defined in the `map` argument:

```
<arg name="map" default="map.txt"/>
```

Some map examples are provided in [the directory](#).

Grid maps may be generated using the `genmap.py` script:

```
rosrun aruco_pose genmap.py length x y dist_x dist_y first -o test_map.txt
```

`length` is the size of each marker, `x` is the marker count along the `x` axis, `y` is the marker count along the `y` axis, `dist_x` is the distance between the centers of adjacent markers along the `x` axis, `dist_y` is the distance between the centers of the `y` axis, `first` is the ID of the first marker (top left marker, unless `--bottom-left` is specified), `test_map.txt` is the name of the generated map file. The optional `--bottom-left` parameter changes the numbering of markers, making the bottom left marker the first one.

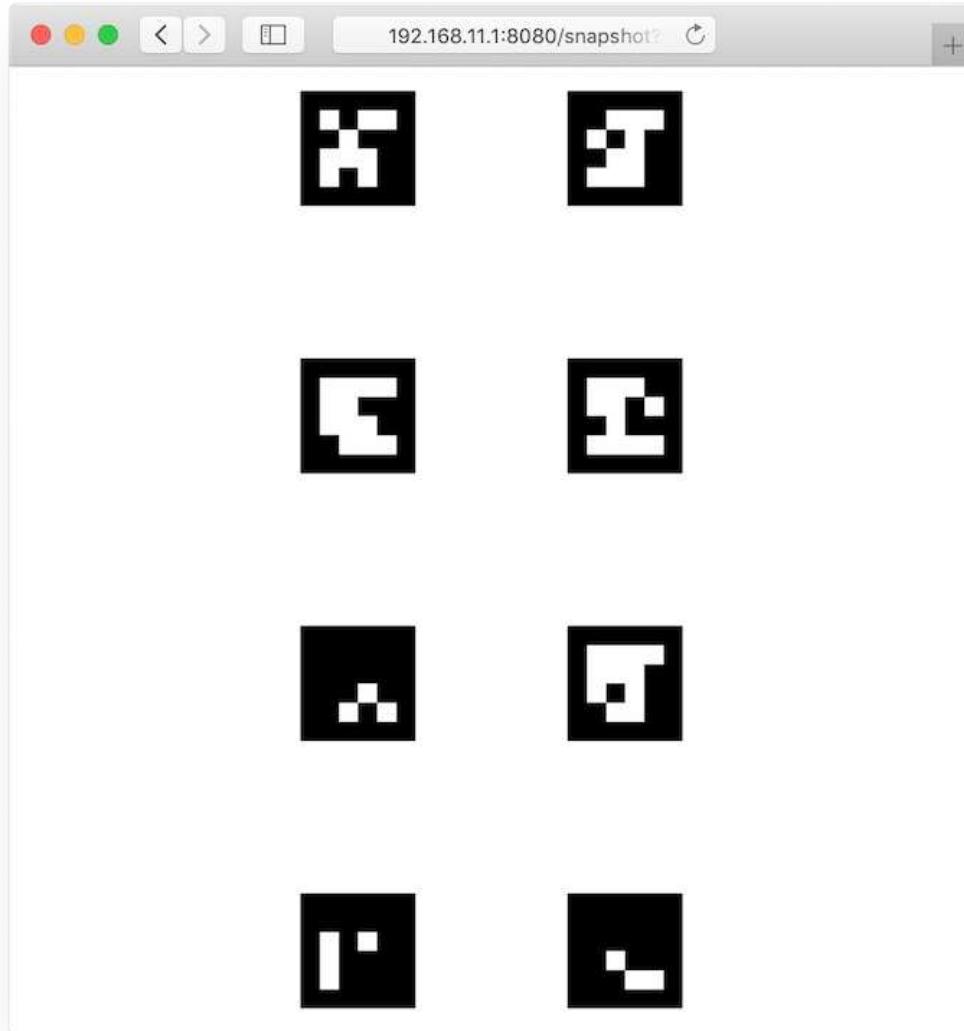
Usage example:

```
rosrun aruco_pose genmap.py 0.33 2 4 1 1 0 -o test_map.txt
```

Additional information on the utility can be obtained using `-h` key: `rosrun aruco_pose genmap.py -h`.

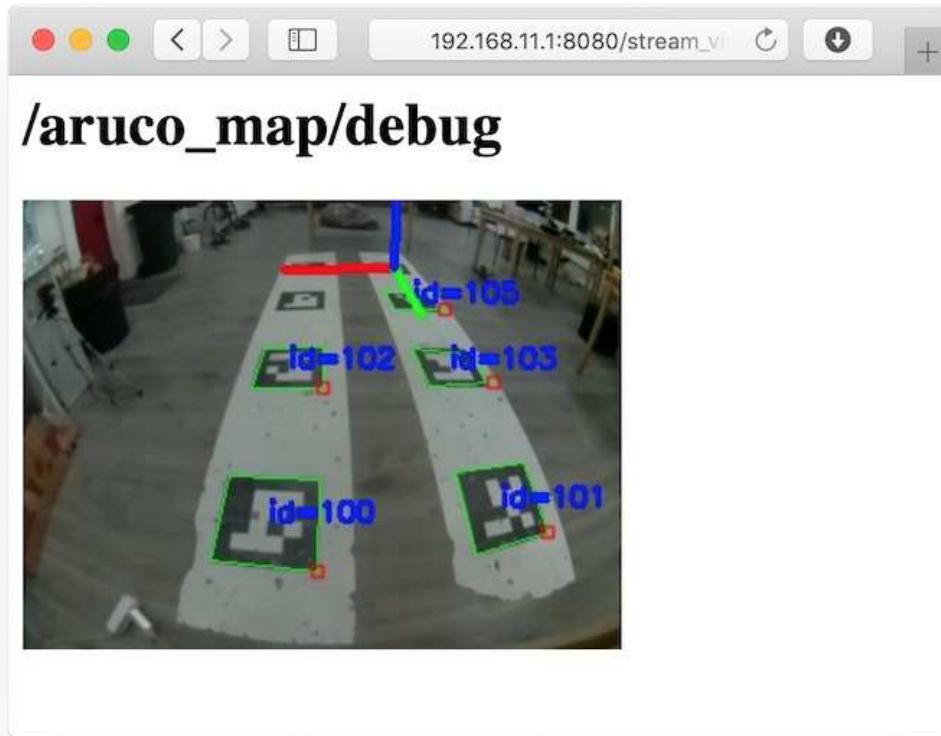
## Checking the map

The currently active map is posted in the `/aruco_map/image` ROS topic. It can be viewed using `web_video_server` by opening the following link: [http://192.168.11.1:8080/snapshot?topic=/aruco\\_map/image](http://192.168.11.1:8080/snapshot?topic=/aruco_map/image)



Current estimated pose (relative to the detected map) is published in the `aruco_map/pose` ROS topic. If the VPE is disabled, the `aruco_map` TF frame is created; otherwise, the `aruco_map_detected` frame is created instead. Visualization for the current map is also posted in the `aruco_map/visualization` ROS topic; it may be visualized in [rviz](#).

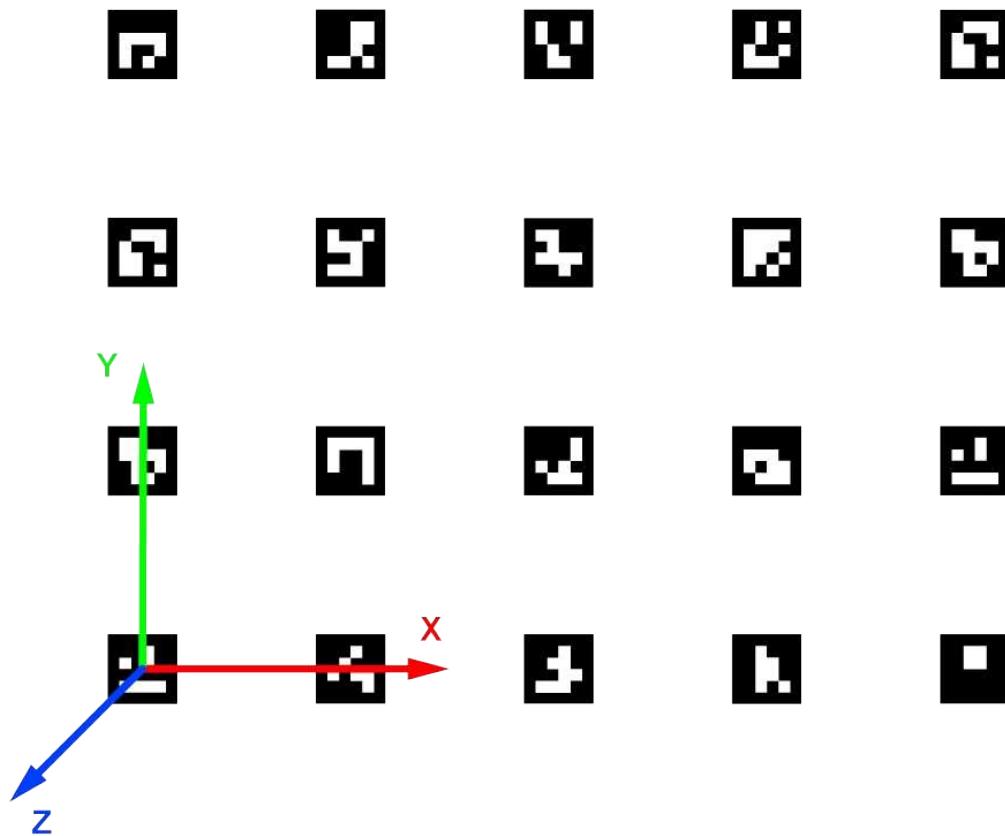
An easy to understand detected map visualization is posted in the `aruco_map/debug` ROS topic (live view is available on [http://192.168.11.1:8080/stream\\_viewer?topic=/aruco\\_map/debug](http://192.168.11.1:8080/stream_viewer?topic=/aruco_map/debug)):



## Coordinate system

The marker map adheres to the [ROS coordinate system convention](#), using the ENU coordinate system:

- the **x** axis points to the right side of the map;
- the **y** axis points to the top side of the map;
- the **z** axis points outwards from the plane of the marker



## VPE setup

In order to enable vision position estimation you should use the following [PX4 parameters](#).

If you're using **LPE** (`sys_mc_est_group` parameter is set to `local_position_estimator, attitude_estimator_q`):

- `LPE_FUSION` should have `vision position` and `land detector` flags set. We suggest unsetting the `baro` flag for indoor flights.
- External heading (yaw) weight: `ATT_W_EXT_HDG = 0.5`.
- External heading (yaw) mode: `ATT_EXT_HDG_M = 1 (vision)`.
- Vision position standard deviations: `LPE_VIS_XY = 0.1 m`, `LPE_VIS_Z = 0.1 m`.
- `LPE_VIS_DELAY = 0 sec`.

If you're using **EKF2** estimator (`sys_mc_est_group` parameter is set to `ekf2`), make sure the following is set:

- `EKF2_AID_MASK` should have `vision position fusion` and `vision yaw fusion` flags set.
- Vision angle observations noise: `EKF2_EVA_NOISE = 0.1 rad`.
- Vision position observations noise: `EKF2_EVP_NOISE = 0.1 m`.
- `EKF2_EV_DELAY = 0`.

We recommend using **LPE** for marker-based navigation.

You may use the `selfcheck.py` utility to check your settings.

In order to use LPE with the Pixhawk v1 hardware you should download the `px4fmu-v2_lpe.px4` firmware

## Flight

If the setup is done correctly, the drone will hold its position in `POSCTL` and `OFFBOARD` [flight modes](#) automatically.

You will also be able to use `navigate`, `set_position` and `set_velocity` ROS services for [autonomous flights](#). In order to fly to a specific coordinate within the ArUco map you should use the `aruco_map` frame:

```
# Takeoff should be performed in the "body" frame; "aruco_map" frame will appear as soon as the drone detects the marker field
navigate(x=0, y=0, z=2, frame_id='body', speed=0.5, auto_arm=True) # Takeoff and hover 2 metres above the ground

time.sleep(5)

# Fly to the (2, 2) point on the marker field while being 2 metres above it
navigate(x=2, y=2, z=2, speed=1, frame_id='aruco_map')
```

## Using a specific marker frame

Starting with the [image](#) version 0.18, the drone also can fly relative to a marker in the map, even if it is not currently visible. Like with [single-marker navigation](#), this works by setting the `frame_id` parameter to `aruco_ID`, where `ID` is the desired marker number.

The following code will move the drone to the point 1 meter above the center of marker 5:

```
navigate(frame_id='aruco_5', x=0, y=0, z=1)
```

## Additional settings

If the drone's position is not stable when VPE is used, try increasing the `P` term in the velocity PID regulator: increase the `MPC_XY_VEL_P` and `MPC_Z_VEL_P` parameters.

If the drone's altitude is not stable, try increasing the `MPC_Z_VEL_P` parameter and adjusting hover thrust via `MPC_THR_HOVER`.

## Placing markers on the ceiling



In order to navigate using markers on the ceiling, mount the onboard camera so that it points up and [adjust the camera frame accordingly](#).

You should also set the `placement` parameter to `ceiling` in `~/catkin_ws/src/clover/clover/launch/aruco.launch`:

```
<arg name="placement" default="ceiling"/>
```

This will flip the `aruco_map` frame (making its `z` axis point downward). Thus, in order to fly 2 metres below ceiling, the `z` argument for the `navigate` service should be set to 2:

```
navigate(x=1, y=1.1, z=2, speed=0.5, frame_id='aruco_map')
```

# Use of Optical Flow

Running the technology "Optical Flow" offers the possibility of POSCTL flight mode, and autonomous flight operating on a camera pointed downwards that detects changes of ground texture.

## Enabling

It is recommended to use [special PX4 firmware for Clover](#).

The use of a rangefinder is essential. [Connect and setup laser-ranging sensor VL53L1X](#), according to the manual.

Enable Optical Flow in the file `~/.catkin_ws/src/clover/clover/launch/clover.launch` :

```
<arg name="optical_flow" default="true"/>
```

Optical Flow publishes data in `mavros/px4flow/raw/send` topic. In the topic `optical_flow/debug` is also published a visualization, that can be viewed with [web\\_video\\_server](#).

Correct connection and [setup](#) of the camera module is needed for proper functioning.

## Setup of the flight controller

Suggested parameters are applied automatically in [our custom PX4 firmware](#).

When using **EKF2** (parameter `SYS_MC_EST_GROUP = ekf2` ):

- `EKF2_AID_MASK` – flag 'use optical flow' is on.
- `EKF2_OF_DELAY` – 0.
- `EKF2_OF_QMIN` – 10.
- `EKF2_OF_N_MIN` – 0.05.
- `EKF2_OF_N_MAX` – 0.2.
- `SENS_FLOW_ROT` – No rotation.
- `SENS_FLOW_MAXHGT` – 4.0 (for the rangefinder VL53L1X)
- `SENS_FLOW_MINHGT` – 0.01 (for the rangefinder VL53L1X)
- Optional: `EKF2_HGT_MODE` – range sensor (cf. [rangefinder setup](#)).

When using **LPE** (parameter `SYS_MC_EST_GROUP = local_position_estimator, attitude_estimator_q` ):

- `LPE_FUSION` – flags 'fuse optical flow' and 'flow gyro compensation' are on.
- `LPE_FLW_QMIN` – 10.
- `LPE_FLW_SCALE` – 1.0.
- `LPE_FLW_R` – 0.2.
- `LPE_FLW_RR` – 0.0.
- `SENS_FLOW_ROT` – No rotation.
- `SENS_FLOW_MAXHGT` – 4.0 (for the rangefinder VL53L1X)
- `SENS_FLOW_MINHGT` – 0.01 (for the rangefinder VL53L1X)
- Optional: `LPE_FUSION` – flag 'pub agl as lpos down' is on (see [rangefinder setup](#)).

The `selfcheck.py` utility will help you verify that all settings are correctly set.

## POSCTL flight

Setup POSCTL to be one of PX4 flight modes and then select POSCTL.

## Autonomous flight

The module `simple_offboard` enables autonomous flight.

Example of take off and leveling at 1.5m above the ground:

```
navigate(z=1.5, frame_id='body', auto_arm=True)
```

Flying forward for 1m:

```
navigate(x=1.5, frame_id='body')
```

[Navigation using ArUco-markers](#) and [using VPE] are available when using Optical Flow.

## Additional settings

If the copter has an unstable position, try to increase the *P* coefficient of speed PID controller - parameters are `MPC_XY_VEL_P` and `MPC_Z_VEL_P`.

If the copter has an unstable height, try increasing `MPC_Z_VEL_P` coefficient or getting better hover throttle - `MPC_THR_HOVER`.

If the copter is consistently yawing, try:

- recalibrate gyroscopes;
- recalibrate magnetometer;
- different values for `EKF2_MAG_TYPE` parameter, that indicates how data from the magnetometer is used in EKF2;
- changing values of `EKF2_MAG_NOISE`, `EKF2_GYR_NOISE`, `EKF2_GYR_B_NOISE` parameters.

For better results perform gyro calibration directly before taking off, using [appropriate snippet](#).

If the copter's height is deviating, try:

- increasing the value of `MPC_Z_VEL_P` coefficient;
- change the value of `MPC_THR_HOVER` parameter;
- add `MPC_ALT_MODE = 2` (Terrain following).

When using Optical Flow, the maximal horizontal speed is further limited. This is an indirect influence of the parameter `SENS_FLOW_MAXR` (maximal reliable "angular speed" of the optical flow). In normal flight mode, control loops will be adjusted so that Optical Flow values do not exceed 50% of this parameter.

## Errors

If errors like `EKF INTERNAL CHECKS` occur, try to restart EKF2. To do so, enter in the MAVLink-console:

```
ekf2 stop
ekf2 start
```

# Autonomous flight (OFFBOARD)

In the image version 0.20 `clever` package was renamed to `clover`. See [previous version of the article](#) for older images.

We recommend using our [custom PX4 firmware for Clover](#) for autonomous flights.

The `simple_offboard` module of the `clover` package is intended for simplified programming of the autonomous drone flight (`OFFBOARD` [flight mode](#)). It allows setting the desired flight tasks, and automatically transforms [coordinates between frames](#).

`simple_offboard` is a high level system for interacting with the flight controller. For a more low level system, see [mavros](#).

Main services are `get_telemetry` (receive telemetry data), `navigate` (fly to a given point along a straight line), `navigate_global` (fly to a point specified as latitude and longitude along a straight line), `land` (switch to landing mode).

## Python examples

You need to create proxies for services before calling them. Use the following template for your programs:

```
import rospy
from clover import srv
from std_srvs.srv import Trigger

rospy.init_node('flight') # 'flight' is name of your ROS node

get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)
navigate = rospy.ServiceProxy('navigate', srv.Navigate)
navigate_global = rospy.ServiceProxy('navigate_global', srv.NavigateGlobal)
set_position = rospy.ServiceProxy('set_position', srv.SetPosition)
set_velocity = rospy.ServiceProxy('set_velocity', srv.SetVelocity)
set_attitude = rospy.ServiceProxy('set_attitude', srv.SetAttitude)
set_rates = rospy.ServiceProxy('set_rates', srv.SetRates)
land = rospy.ServiceProxy('land', Trigger)
```

Unused proxy functions may be removed from the code.

## API description

Omitted numeric parameters are set to 0.

### get\_telemetry

Obtains complete telemetry of the drone.

Parameters:

- `frame_id` – [frame](#) for values `x`, `y`, `z`, `vx`, `vy`, `vz`. Example: `map`, `body`, `aruco_map`. Default value: `map`.

Response format:

- `frame_id` — frame;
- `connected` – whether there is a connection to FCU;
- `armed` – drone arming state (armed if true);
- `mode` – current flight mode;
- `x, y, z` — local position of the drone (*m*);
- `lat, lon` – drone latitude and longitude (*degrees*), requires GPS module;
- `alt` – altitude in the global coordinate system (according to WGS-84 standard, not AMSL!), requires GPS module;
- `vx, vy, vz` – drone velocity (*m/s*);
- `pitch` – pitch angle (*radians*);
- `roll` – roll angle (*radians*);
- `yaw` – yaw angle (*radians*);
- `pitch_rate` – angular pitch velocity (*rad/s*);
- `roll_rate` – angular roll velocity (*rad/s*);
- `yaw_rate` – angular yaw velocity (*rad/s*);
- `voltage` – total battery voltage (*V*);
- `cell_voltage` – battery cell voltage (*V*).

Fields that are unavailable for any reason will contain the `NaN` value.

Displaying drone coordinates `x`, `y` and `z` in the local system of coordinates:

```
telemetry = get_telemetry()
print(telemetry.x, telemetry.y, telemetry.z)
```

Displaying drone altitude relative to [the ArUco map](#):

```
telemetry = get_telemetry(frame_id='aruco_map')
print(telemetry.z)
```

Checking global position availability:

```
import math
if not math.isnan(get_telemetry().lat):
    print('Global position is available')
else:
    print('No global position')
```

Output of current telemetry (command line):

```
rosservice call /get_telemetry "{frame_id: ''}"
```

## navigate

Fly to the designated point in a straight line.

Parameters:

- `x, y, z` — coordinates (*m*);
- `yaw` — yaw angle (*radians*);
- `yaw_rate` – angular yaw velocity (will be used if yaw is set to `NaN`) (*rad/s*);
- `speed` – flight speed (setpoint speed) (*m/s*);

- `auto_arm` – switch the drone to `OFFBOARD` mode and arm automatically (**the drone will take off**);
- `frame_id` – coordinate system for values `x`, `y`, `z`, `vx`, `vy`, `vz`. Example: `map`, `body`, `aruco_map`. Default value: `map`.

If you don't want to change your current yaw set the `yaw` parameter to `Nan` (angular velocity by default is 0).

Ascending to the altitude of 1.5 m with the climb rate of 0.5 m/s:

```
navigate(x=0, y=0, z=1.5, speed=0.5, frame_id='body', auto_arm=True)
```

Flying in a straight line to point 5:0 (altitude 2) in the local system of coordinates at the speed of 0.8 m/s (yaw is set to 0):

```
navigate(x=5, y=0, z=3, speed=0.8)
```

Flying to point 5:0 without changing the yaw angle (`yaw = Nan`, `yaw_rate = 0`):

```
navigate(x=5, y=0, z=3, speed=0.8, yaw=float('nan'))
```

Flying 3 m to the right from the drone:

```
navigate(x=0, y=-3, z=0, speed=1, frame_id='body')
```

Flying 2 m to the left from the last navigation target:

```
navigate(x=0, y=2, z=0, speed=1, frame_id='navigate_target')
```

Turn 90 degrees clockwise:

```
navigate(yaw=math.radians(-90), frame_id='body')
```

Flying to point 3:2 (with the altitude of 2 m) in the [ArUco map](#) coordinate system with the speed of 1 m/s:

```
navigate(x=3, y=2, z=2, speed=1, frame_id='aruco_map')
```

Rotating on the spot at the speed of 0.5 rad/s (counterclockwise):

```
navigate(x=0, y=0, z=0, yaw=float('nan'), yaw_rate=0.5, frame_id='body')
```

Flying 3 meters forwards at the speed of 0.5 m/s, yaw-rotating at the speed of 0.2 rad/s:

```
navigate(x=3, y=0, z=0, speed=0.5, yaw=float('nan'), yaw_rate=0.2, frame_id='body')
```

Ascending to the altitude of 2 m (command line):

```
rosservice call /navigate "{x: 0.0, y: 0.0, z: 2, yaw: 0.0, yaw_rate: 0.0, speed: 0.5, frame_id: 'body', auto_armed: true}"
```

Consider using the `navigate_target` frame instead of `body` for missions that primarily use relative movements forward/back/left/right. This negates inaccuracies in relative point calculations.

## navigate\_global

Flying in a straight line to a point in the global coordinate system (latitude/longitude).

Parameters:

- `lat` , `lon` — latitude and longitude (*degrees*);
- `z` — altitude (*m*);
- `yaw` — yaw angle (*radians*);
- `yaw_rate` – angular yaw velocity (used for setting the yaw to `Nan`) (*rad/s*);
- `speed` – flight speed (setpoint speed) (*m/s*);
- `auto_arm` – switch the drone to `OFFBOARD` and arm automatically (**the drone will take off**);
- `frame_id` – coordinate system for `z` and `yaw` (Default value: `map` ).

If you don't want to change your current yaw set the `yaw` parameter to `Nan` (angular velocity by default is 0).

Flying to a global point at the speed of 5 m/s, while maintaining current altitude ( `yaw` will be set to 0, the drone will face East):

```
navigate_global(lat=55.707033, lon=37.725010, z=0, speed=5, frame_id='body')
```

Flying to a global point without changing the yaw angle ( `yaw` = `Nan` , `yaw_rate` = 0):

```
navigate_global(lat=55.707033, lon=37.725010, z=0, speed=5, yaw=float('nan'), frame_id='body')
```

Flying to a global point (command line):

```
rosservice call /navigate_global "{lat: 55.707033, lon: 37.725010, z: 0.0, yaw: 0.0, yaw_rate: 0.0, speed: 5.0, frame_id: 'body', auto_arm: false}"
```

## set\_position

Set the setpoint for position and yaw. This service may be used to specify the continuous flow of target points, for example, for flying along complex trajectories (circular, arcuate, etc.).

Use the `navigate` higher-level service to fly to a point in a straight line or to perform takeoff.

Parameters:

- `x` , `y` , `z` — point coordinates (*m*);
- `yaw` — yaw angle (*radians*);
- `yaw_rate` – angular yaw velocity (used for setting the yaw to `Nan`) (*rad/s*);
- `auto_arm` – switch the drone to `OFFBOARD` and arm automatically (**the drone will take off**);
- `frame_id` – coordinate system for `x` , `y` , `z` and `yaw` parameters (Default value: `map` ).

Hovering on the spot:

```
set_position(frame_id='body')
```

Assigning the target point 3 m above the current position:

```
set_position(x=0, y=0, z=3, frame_id='body')
```

Assigning the target point 1 m ahead of the current position:

```
set_position(x=1, y=0, z=0, frame_id='body')
```

Rotating on the spot at the speed of 0.5 rad/s:

```
set_position(x=0, y=0, z=0, frame_id='body', yaw=float('nan'), yaw_rate=0.5)
```

## set\_velocity

Set speed and yaw setpoints.

- `vx`, `vy`, `vz` – flight speed (*m/s*);
- `yaw` — yaw angle (*radians*);
- `yaw_rate` – angular yaw velocity (used for setting the yaw to NaN) (*rad/s*);
- `auto_arm` – switch the drone to `OFFBOARD` mode and arm automatically (**the drone will take off**);
- `frame_id` – coordinate system for `vx`, `vy`, `vz` and `yaw` (Default value: `map`).

Parameter `frame_id` specifies only the orientation of the resulting velocity vector, but not its length.

Flying forward (relative to the drone) at the speed of 1 m/s:

```
set_velocity(vx=1, vy=0.0, vz=0, frame_id='body')
```

## set\_attitude

Set pitch, roll, yaw and throttle level (similar to the `STABILIZED` mode). This service may be used for lower level control of the drone behavior, or controlling the drone when no reliable data on its position is available.

Parameters:

- `pitch`, `roll`, `yaw` – requested pitch, roll, and yaw angle (*radians*);
- `thrust` — throttle level, ranges from 0 (no throttle, propellers are stopped) to 1 (full throttle);
- `auto_arm` – switch the drone to `OFFBOARD` mode and arm automatically (**the drone will take off**);
- `frame_id` – coordinate system for `yaw` (Default value: `map`).

## set\_rates

Set pitch, roll, and yaw rates and the throttle level (similar to the `ACRO` mode). This is the lowest drone control level (excluding direct control of motor rotation speed). This service may be used to automatically perform aerobatic tricks (e.g., flips).

Parameters:

- `pitch_rate`, `roll_rate`, `yaw_rate` – pitch, roll, and yaw rates (*rad/s*);
- `thrust` — throttle level, ranges from 0 (no throttle, propellers are stopped) to 1 (full throttle);
- `auto_arm` – switch the drone to `OFFBOARD` mode and arm automatically (**the drone will take off**);

The positive direction of `yaw_rate` rotation (when viewed from the top) is counterclockwise, `pitch_rate` rotation is forward, `roll_rate` rotation is to the left.

## land

Switch the drone to landing mode (`AUTO.LAND` or similar).

Set the `COM_DISARM_LAND` **PX4 parameter** to a value greater than 0 to enable automatic disarm after landing.

Landing the drone:

```
res = land()

if res.success:
    print('drone is landing')
```

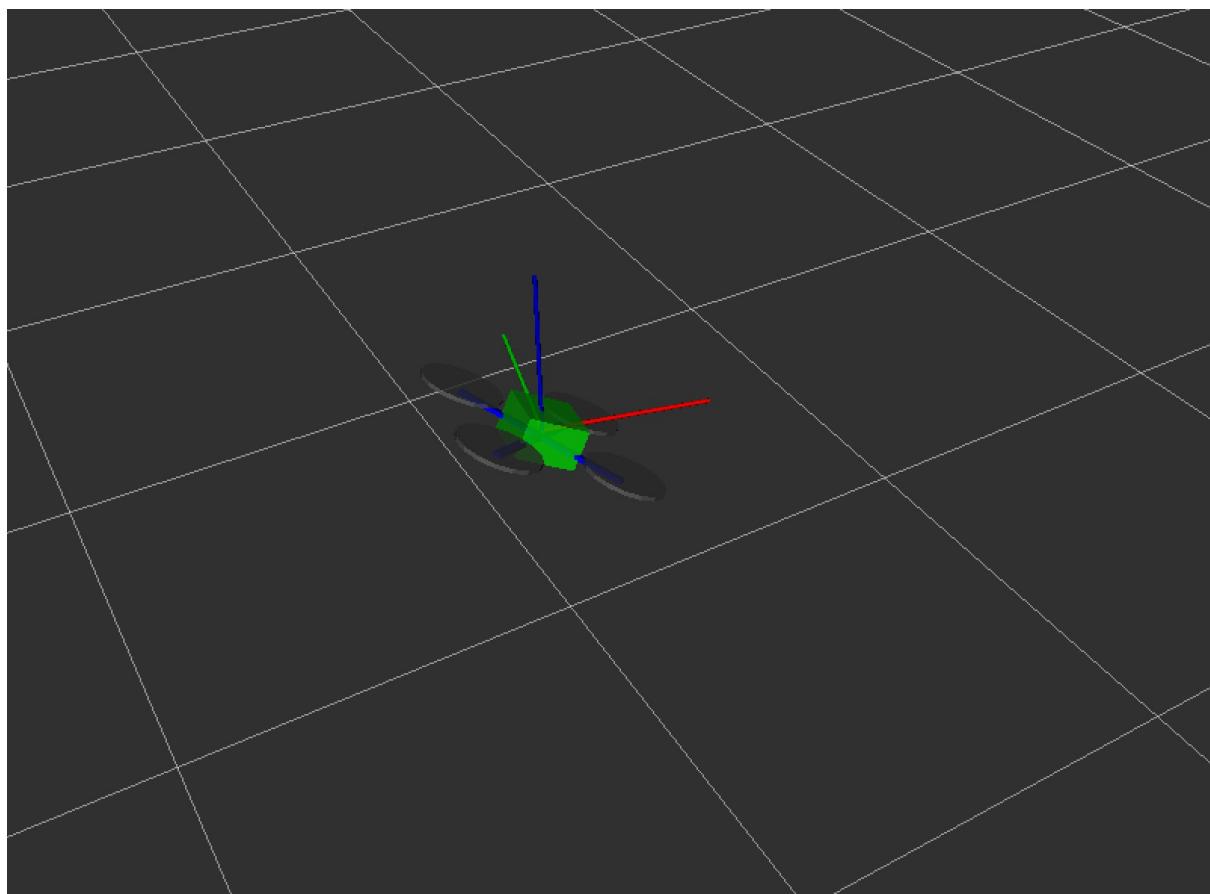
Landing the drone (command line):

```
rosservice call /land "{}"
```

## Additional materials

- ArUco-based position estimation and navigation.
- Program samples and snippets.

## Coordinate systems (frames)



Main frames in the `clover` package:

- `map` has its origin at the flight controller initialization point and may be considered stationary. It is shown as a white grid on the image above;
- `base_link` is rigidly bound to the drone. It is shown by the simplified drone model on the image above;
- `body` is bound to the drone, but its Z axis points up regardless of the drone's pitch and roll. It is shown by the red, blue and green lines in the illustration;
- `navigate_target` is bound to the current navigation target (as set by the `navigate` service);
- `setpoint` is current position setpoint.

Additional frames become available when ArUco positioning system is active:

- `aruco_map` is bound to the currently active ArUco map;
- `aruco_N` is bound to the marker with ID=N.

Frames that are bound to the drone are oriented according to [the ROS convention](#): the X axis points forward, Y to the left, and Z up.

3D visualization of the coordinate systems can be viewed using [rviz](#).

## tf2

Read more at <http://wiki.ros.org/tf2>

tf2 ROS package is used extensively in the Clover platform. tf2 is a set of libraries for C++, Python and other programming languages that are used to work with the frames. Internally, ROS nodes publish `TransformStamped` messages to `/tf` topic with transforms between frames at certain points in time.

The `simple_offboard` node can be used to request the drone position in an arbitrary frame by setting the `frame_id` argument appropriately in a call to `get_telemetry` service.

tf2 can be used from Python to transform coordinates (for objects like PoseStamped and PointStamped) from one frame to another

# Code examples

## Python

#

Fly towards a point and wait for copter's arrival:

```
import math

# ...

def navigate_wait(x=0, y=0, z=0, yaw=float('nan'), speed=0.5, frame_id='', auto_arm=False, tolerance=0.2):
    navigate(x=x, y=y, z=z, yaw=yaw, speed=speed, frame_id=frame_id, auto_arm=auto_arm)

    while not rospy.is_shutdown():
        telem = get_telemetry(frame_id='navigate_target')
        if math.sqrt(telem.x ** 2 + telem.y ** 2 + telem.z ** 2) < tolerance:
            break
        rospy.sleep(0.2)
```

This function utilizes `navigate_target` frame for computing the distance to the target.

Using the function for flying to the point x=3, y=2, z=1 in [marker's map](#):

```
navigate_wait(x=3, y=2, z=1, frame_id='aruco_map')
```

This function can be used for taking off as well:

```
navigate_wait(z=1, frame_id='body', auto_arm=True)
```

#

Land and wait until the copter lands:

```
land()
while get_telemetry().armed:
    rospy.sleep(0.2)
```

Usage:

```
land_wait()
```

#

Wait for copter's arrival to the `navigate` target:

```
import math

# ...

def wait_arrival(tolerance=0.2):
    while not rospy.is_shutdown():
```

```

        telem = get_telemetry(frame_id='navigate_target')
        if math.sqrt(telem.x ** 2 + telem.y ** 2 + telem.z ** 2) < tolerance:
            break
        rospy.sleep(0.2)
    
```

#

Calculate the distance between two points (**important**: the points are to be in the same coordinate system):

```

def get_distance(x1, y1, z1, x2, y2, z2):
    return math.sqrt((x1 - x2) ** 2 + (y1 - y2) ** 2 + (z1 - z2) ** 2)

```

#

Approximation of distance (in meters) between two global coordinates (latitude/longitude):

```

def get_distance_global(lat1, lon1, lat2, lon2):
    return math.hypot(lat1 - lat2, lon1 - lon2) * 1.113195e5

```

#

Disarm the drone (propellers will stop, **the drone will fall down**):

```

# Declaring a proxy:
from mavros_msgs.srv import CommandBool
arming = rospy.ServiceProxy('mavros/cmd/arm/disarm', CommandBool)

# ...
arming(False) # disarm

```

#

Transform the position ( `PoseStamped` ) from one coordinate system to another using `tf2`:

```

import tf2_ros
import tf2_geometry_msgs
from geometry_msgs.msg import PoseStamped

tf_buffer = tf2_ros.Buffer()
tf_listener = tf2_ros.TransformListener(tf_buffer)

# ...

# Create PoseStamped object (or get it from a topic):
pose = PoseStamped()
pose.header.frame_id = 'map' # coordinate frame, in which the position is specified
pose.header.stamp = rospy.get_rostime() # the time for which the position is specified (current time)
pose.pose.position.x = 1
pose.pose.position.y = 2
pose.pose.position.z = 3
pose.pose.orientation.w = 1

frame_id = 'base_link' # target coordinate frame
transform_timeout = rospy.Duration(0.2) # timeout for transformation

# Transform the position from the old frame to the new one:
new_pose = tf_buffer.transform(pose, frame_id, transform_timeout)

```

#

Determine whether the copter is turned upside-down:

```
PI_2 = math.pi / 2
telem = get_telemetry()

flipped = abs(telem.pitch) > PI_2 or abs(telem.roll) > PI_2
```

#

Calculate the copter horizontal angle:

```
PI_2 = math.pi / 2
telem = get_telemetry()

flipped = not -PI_2 <= telem.pitch <= PI_2 or not -PI_2 <= telem.roll <= PI_2
angle_to_horizon = math.atan(math.hypot(math.tan(telem.pitch), math.tan(telem.roll)))
if flipped:
    angle_to_horizon = math.pi - angle_to_horizon
```

#

Fly along a circular path:

```
RADIUS = 0.6 # m
SPEED = 0.3 # rad / s

start = get_telemetry()
start_stamp = rospy.get_rostime()

r = rospy.Rate(10)

while not rospy.is_shutdown():
    angle = (rospy.get_rostime() - start_stamp).to_sec() * SPEED
    x = start.x + math.sin(angle) * RADIUS
    y = start.y + math.cos(angle) * RADIUS
    set_position(x=x, y=y, z=start.z)

    r.sleep()
```

#

Repeat an action at a frequency of 10 Hz:

```
r = rospy.Rate(10)
while not rospy.is_shutdown():
    # Do anything
    r.sleep()
```

#

An example of subscription to a topic from MAVROS:

```
from geometry_msgs.msg import PoseStamped, TwistStamped
from sensor_msgs.msg import BatteryState
from mavros_msgs.msg import RCIn
```

```
# ...

def pose_update(pose):
    # Processing new data of copter's position
    pass

# Other handler functions
# ...

rospy.Subscriber('/mavros/local_position/pose', PoseStamped, pose_update)
rospy.Subscriber('/mavros/local_position/velocity', TwistStamped, velocity_update)
rospy.Subscriber('/mavros/battery', BatteryState, battery_update)
rospy.Subscriber('mavros/rc/in', RCIn, rc_callback)
```

Information about MAVROS topics is available at [the link](#).

## #

Send an arbitrary [MAVLink message](#) to the copter:

```
# ...

from mavros_msgs.msg import Mavlink
from mavros import mavlink
from pymavlink import mavutil

# ...

mavlink_pub = rospy.Publisher('mavlink/to', Mavlink, queue_size=1)

# Sending a HEARTBEAT message:

msg = mavutil.mavlink.MAVLink_heartbeat_message(mavutil.mavlink.MAV_TYPE_GCS, 0, 0, 0, 0, 0)
msg.pack(mavutil.mavlink.MAVLink('', 2, 1))
ros_msg = mavlink.convert_to_rosmsg(msg)

mavlink_pub.publish(ros_msg)
```

## #

React to the drone's mode switching (may be used for starting an autonomous flight, see [example](#)):

```
from mavros_msgs.msg import RCIn

# Called when new data is received from the transmitter
def rc_callback(data):
    # React on toggling the mode of the transmitter
    if data.channels[5] < 1100:
        # ...
        pass
    elif data.channels[5] > 1900:
        # ...
        pass
    else:
        # ...
        pass

# Creating a subscriber for the topic with the data from the transmitter
rospy.Subscriber('mavros/rc/in', RCIn, rc_callback)

rospy.spin()
```

#

Change the [flight mode](#) to arbitrary one:

```
from mavros_msgs.srv import SetMode

# ...

set_mode = rospy.ServiceProxy('mavros/set_mode', SetMode)

# ...

set_mode(custom_mode='STABILIZED')
```

#

Flip:

```
import math

# ...

PI_2 = math.pi / 2

def flip():
    start = get_telemetry() # memorize starting position

    set_rates(thrust=1) # bump up
    rospy.sleep(0.2)

    set_rates(pitch_rate=30, thrust=0.2) # pitch flip
    # set_rates(roll_rate=30, thrust=0.2) # roll flip

    while True:
        telem = get_telemetry()
        flipped = abs(telem.pitch) > PI_2 or abs(telem.roll) > PI_2
        if flipped:
            break

    rospy.loginfo('finish flip')
    set_position(x=start.x, y=start.y, z=start.z, yaw=start.yaw) # finish flip

    print(navigate(z=2, speed=1, frame_id='body', auto_arm=True)) # take off
    rospy.sleep(10)

    rospy.loginfo('flip')
    flip()
```

Requires the [special PX4 firmware for Clover](#). Before running a flip, take all necessary safety precautions.

#

Perform gyro calibration:

```
from pymavlink import mavutil
from mavros_msgs.srv import CommandLong
from mavros_msgs.msg import State

# ...

send_command = rospy.ServiceProxy('/mavros/cmd/command', CommandLong)

def calibrate_gyro():
```

```

rospy.loginfo('Calibrate gyro')
if not send_command(command=mavutil.mavlink.MAV_CMD_PREFLIGHT_CALIBRATION, param1=1).success:
    return False

calibrating = False
while not rospy.is_shutdown():
    state = rospy.wait_for_message('mavros/state', State)
    if state.system_status == mavutil.mavlink.MAV_STATE_CALIBRATING or state.system_status == mavutil.mavlink.MAV_STATE_UNINIT:
        calibrating = True
    elif calibrating and state.system_status == mavutil.mavlink.MAV_STATE_STANDBY:
        rospy.loginfo('Calibrating finished')
        return True

calibrate_gyro()

```

In process of calibration the drone should not be moved.

## #

Enable and disable ArUco markers recognition dynamically (for example, for saving CPU resources):

```

import rospy
import dynamic_reconfigure.client

# ...

client = dynamic_reconfigure.client.Client('aruco_detect')

# Turn markers recognition off
client.update_configuration({'enabled': False})

rospy.sleep(5)

# Turn markers recognition on
client.update_configuration({'enabled': True})

```

# Working with a laser rangefinder

Documentation for the [image](#), versions, starting with **0.20**. For older versions refer to [documentation for version 0.19](#).

## VL53L1X Rangefinder

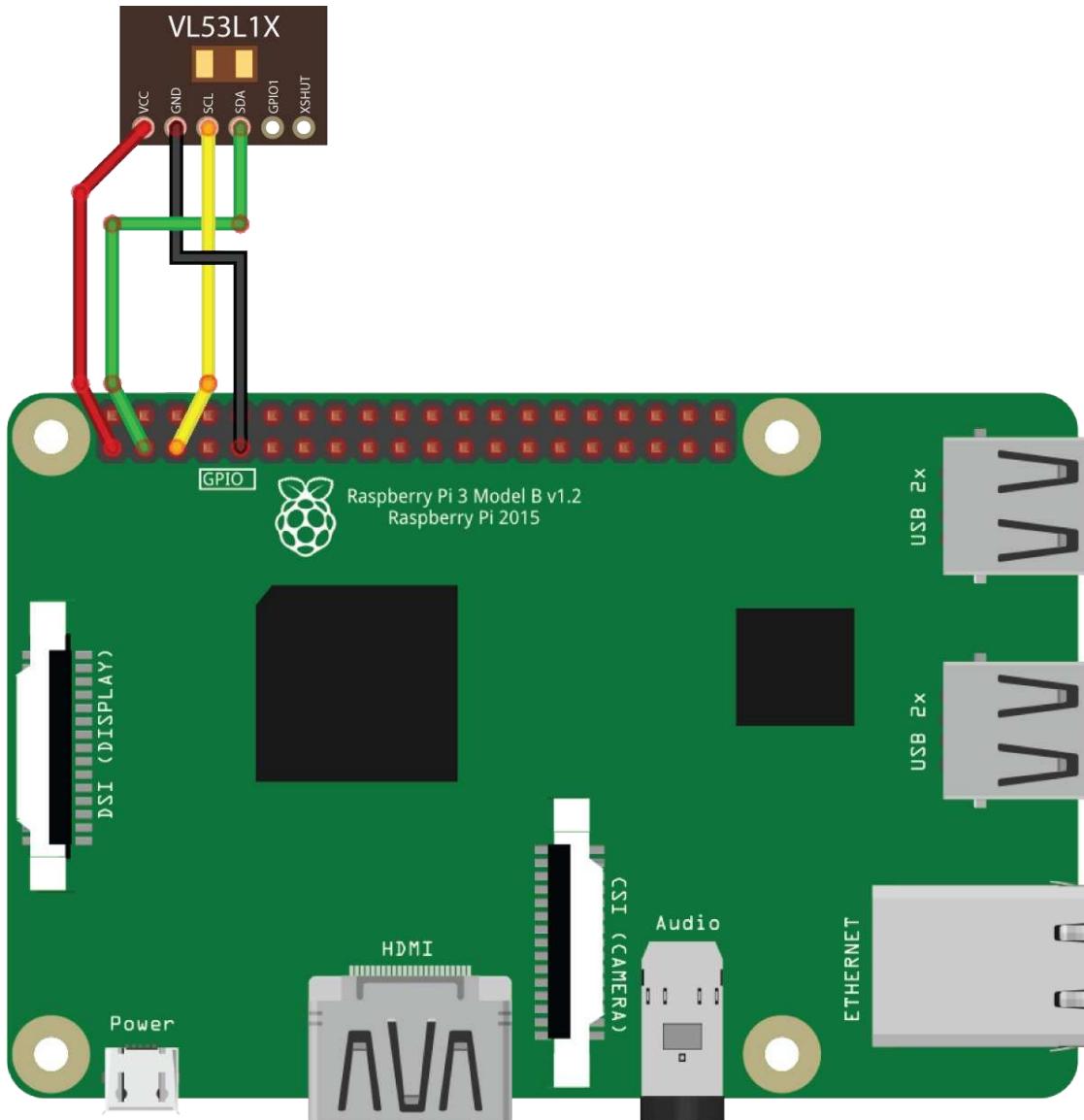
The rangefinder model recommended for Clover is STM VL53L1X. This rangefinder can measure distances from 0 to 4 m while ensuring high measurement accuracy.

The [image for Raspberry Pi](#) contains pre-installed corresponding ROS driver.

### Connecting to Raspberry Pi

We recommend using our [custom PX4 firmware for Clover](#) for best laser rangefinder support.

Connect the rangefinder to the 3V, GND, SCL and SDA pins via the I<sup>2</sup>C interface:



If the pin marked GND is occupied, you can use any other ground pin (look at the [pinout](#) for reference).

You can connect several peripheral devices via the I<sup>2</sup>C interface simultaneously. Use a parallel connection for that.

## Enabling the rangefinder

Connect via SSH and edit file `~/catkin_ws/src/clover/clover/launch/clover.launch` so that the VL53L1X driver is enabled:

```
<arg name="rangefinder_vl53l1x" default="true"/>
```

By default, the rangefinder driver sends the data to Pixhawk via the `/rangefinder/range` topic. To view data from the topic, use the following command:

```
rostopic echo /rangefinder/range
```

## PX4 settings

PX4 should be properly [configured](#) to use the rangefinder data.

Set the following parameters when EKF2 is used ( `SYS_MC_EST_GROUP = ekf2` ):

- `EKF2_HGT_MODE = 2` (Range sensor) – for flights over horizontal floor;
- `EKF2_RNG_AID = 1` (Range aid enabled) – in other cases.

Set the following parameters when LPE is used ( `SYS_MC_EST_GROUP = local_position_estimator, attitude_estimator_q` ):

- The "pub agl as lpos down" flag should be set in the `LPE_FUSION` parameter – for flights over horizontal floor.

## Receiving data in Python

In order to receive data from the topic, create a subscriber:

```
import rospy
from sensor_msgs.msg import Range

rospy.init_node('flight')

def range_callback(msg):
    # Process data from the rangefinder
    print('Rangefinder distance:', msg.range)

rospy.Subscriber('rangefinder/range', Range, range_callback)

rospy.spin()
```

Also it's possible to read one rangefinder measurement at a time:

```
from sensor_msgs.msg import Range

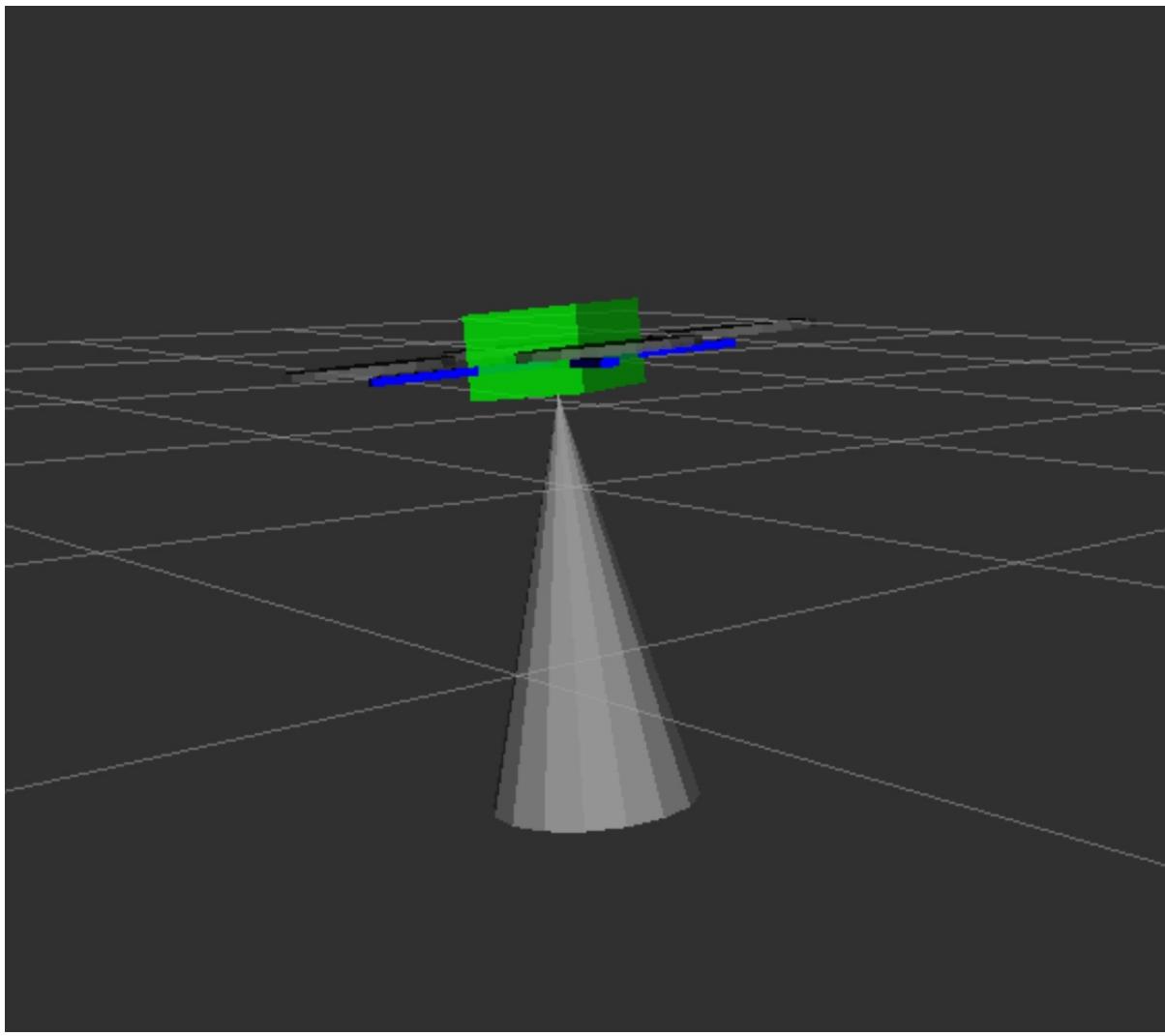
# ...

data = rospy.wait_for_message('rangefinder/range', Range)
```

## Data visualization

You may use `rqt_multiplot` tool to plot rangefinder data.

`rviz` may be used for data visualization. To do this, add a topic of the `sensor_msgs/Range` type to visualization:



Read more [about rviz and rqt](#).

## Working with a LED strip

Documentation for the [image](#) versions, starting with **0.21**. For older versions refer to [documentation for version 0.20](#).

Clover drone kits contain addressable LED strips based on `ws281x` drivers. Each LED may be set to any one of 16 million possible colors (each color is encoded by a 24-bit number). This allows making the Clover flight more spectacular, as well as show flight modes, display stages of current user program, and notify the pilot of other events.



Our [Raspberry Pi image](#) contains preinstalled modules for interfacing with the LED strip. They allow the user to:

- manage LED strip effects and animations (high-level control);
- control individual LED colors (low-level control);
- configure the strip to display flight events.

LED strip can consume a lot of power! Powering it from a Raspberry Pi may overload the computer's power circuitry. Consider using a separate BEC as a power source.

## High-level control

1. Connect the +5v and GND leads of your LED to a power source and the DIN (data in) lead to GPIO21. Consult the [assembly instructions](#) for details.
2. Enable LED strip support in `~/catkin_ws/src/clover/clover/launch/clover.launch` :

```
<arg name="led" default="true"/>
```

3. Configure the `ws281x` parameters in `~/catkin_ws/src/clover/clover/launch/led.launch`. Change the number of addressable LEDs and the GPIO pin used for control to match your configuration:

```
<arg name="led_count" default="58"/> <!-- Number of LEDs in the strip -->
<arg name="gpio_pin" default="21"/> <!-- GPIO data pin -->
```

High-level interface allows changing current effect (or animation) on the strip. It is exposed as the `/led/set_effect` service. It has the following arguments:

- `effect` is the name of requested effect.
- `r`, `g`, `b` are **RGB** components of effect color. Each component is an integer in a 0 to 255 range.

Currently available effects are:

- `fill` (or an empty string) fills the whole strip with the requested color;
- `blink` turns the strip on and off, setting it to the requested color;
- `blink_fast` is the same, but faster;
- `fade` fades smoothly to the requested color;
- `wipe` fills the strip with the requested color one LED at a time;
- `flash` blinks twice and returns to the previous effect;
- `rainbow` creates a rainbow-like shifting effect;
- `rainbow_fill` cycles the strip through rainbow colors, filling the whole strip with the same color.

Python example:

```
import rospy
from clover.srv import SetLEDEffect

rospy.init_node('flight')

set_effect = rospy.ServiceProxy('led/set_effect', SetLEDEffect) # define proxy to ROS-service

set_effect(r=255, g=0, b=0) # fill strip with red color
rospy.sleep(2)

set_effect(r=0, g=100, b=0) # fill strip with green color
rospy.sleep(2)

set_effect(effect='fade', r=0, g=0, b=255) # fade to blue color
rospy.sleep(5)

set_effect(effect='flash', r=255, g=0, b=0) # flash twice with red color
rospy.sleep(5)

set_effect(effect='blink', r=255, g=255, b=255) # blink with white color
rospy.sleep(5)

set_effect(effect='rainbow') # show rainbow
```

You can also set colors from your Bash shell:

```
rosservice call /led/set_effect "{effect: 'fade', r: 0, g: 0, b: 255}"
```

```
rosservice call /led/set_effect "{effect: 'rainbow'}"
```

## Configuring event visualizations

It is possible to display current flight controller status and notify the user about some events with the LED strip. This is configured in the `~/catkin_ws/src/clover/clover/launch/led.launch` file in the `events effects table` section. Here is a sample configuration:

```
startup: { r: 255, g: 255, b: 255 }
connected: { effect: rainbow }
disconnected: { effect: blink, r: 255, g: 50, b: 50 }
<!-- ... -->
```

The left part is one of the possible events that the strip reacts to. The right part contains the effect description that you want to execute for this event.

Here is the list of supported events:

Event	Description	Default effect
startup	Clover system startup	White
connected	Successful connection to flight controller	Rainbow
disconnected	Connection to flight controller lost	Red blink
armed	Transition to Armed state	
disarmed	Transition to Disarmed state	
acro	Acro mode	Orange
stabilized	Stabilized mode	Green
altctl	Altitude mode	Yellow
posctl	Position mode	Blue
offboard	Offboard mode	Violet
rattitude , mission , rtl , land	Corresponding mode	
error	Error in one of ROS nodes or in the flight controller ( <i>ERROR</i> message in <code>/rosout</code> )	Red flash
low_battery	Low battery (threshold is set in the <code>threshold</code> parameter)	Red fast blink

You need to [calibrate the power sensor](#) for the `low_battery` event to work properly.

In order to disable LED strip notifications set `led_notify` argument in

`~/catkin_ws/src/clover/clover/launch/led.launch` to `false`:

```
<arg name="led_notify" default="false"/>
```

## Low-level control

You can use the `/led/set_leds` ROS service to control individual LEDs. It accepts an array of LED indices and desired colors.

Python example:

```
import rospy
```

```
from led_msgs.srv import SetLEDs
from led_msgs.msg import LEDStateArray, LEDState

rospy.init_node('flight')

set_leds = rospy.ServiceProxy('led/set_leds', SetLEDs) # define proxy to ROS service

# switch LEDs number 0, 1 and 2 to red, green and blue color:
set_leds([LEDState(0, 255, 0, 0), LEDState(1, 0, 255, 0), LEDState(2, 0, 0, 255)])
```

You can also use this service from your Bash shell:

```
rosservice call /led/set_leds "leads:
- index: 0
  r: 50
  g: 100
  b: 200"
```

Current LED strip state is published in the `/led/state` ROS topic. You can view the contents of this topic from your Bash shell:

```
rostopic echo /led/state
```

# Working with GPIO

A GPIO (General-Purpose Input/Output) pin is a programmable digital signal pin on a circuit board or a microcontroller that may act as an input or an output. Raspberry Pi has a set of easily accessible GPIO pins, some of which have hardware PWM.

Use the [pinout](#) for figuring out, which Raspberry Pi's pins support GPIO and PWM.

The [pigpio](#) library for interfacing with the GPIO pins is already preinstalled on the [RPi image](#). To interact with this library, run the appropriate daemon:

```
sudo systemctl start pigpiod.service
```

To enable automatic launch of the daemon, run:

```
sudo systemctl enable pigpiod.service
```

`pigpiod` may interfere with [LED strip](#) if configured improperly. Make sure that the strip is connected to GPIO21. On [image versions](#) lower than 0.17 change the service start string in `/lib/systemd/system/pigpiod.service` to `ExecStart=/usr/bin/pigpiod -l -t 0 -x 0xFFFF3FF0`.

Example of working with the library:

```
import time
import pigpio

# initializing connection to pigpiod
pi = pigpio.pi()

# set pin 11 mode for output
pi.set_mode(11, pigpio.OUTPUT)

# set signal of pin 11 to high
pi.write(11, 1)

time.sleep(2)

# set signal on pin 11 to low
pi.write(11, 0)

# ...

# setting pin 12 mode for input
pi.set_mode(12, pigpio.INPUT)

# read the state of pin 12
level = pi.read(12)
```

To find out the pins' numbers, consult the [Raspberry Pi pinout](#).

## Connecting servos

Servo motors are typically controlled with PWM signal. Extreme positions of servos are reached with signal widths approximately equal to 1000 and 2000  $\mu\text{s}$ . Values for a specific servo can be determined experimentally.

Connect the signal wire of the servo to one of GPIO-pins of the Raspberry. To control a servo connected to the pin 13 use a code like this:

```
import time
import pigpio

pi = pigpio.pi()

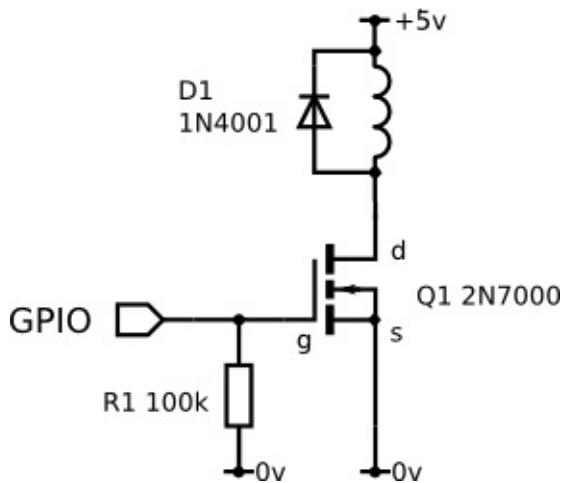
# set mode of pin 13 to output
pi.set_mode(13, pigpio.OUTPUT)

# set pin 13 to output PWM signal 1000 us
pi.set_servo_pulsewidth(13, 1000)

time.sleep(2)

# set pin 13 to output PWM signal 2000 us
pi.set_servo_pulsewidth(13, 2000)
```

## Connecting an electromagnet



To connect an electromagnet use a field-effect transistor (MOSFET). Connect the MOSFET to one of GPIO-pins of the Raspberry Pi. To control the magnet connected to the pin 15 use a code like this:

```
import time
import pigpio

pi = pigpio.pi()

# set mode of pin 15 for output
pi.set_mode(15, pigpio.OUTPUT)

# enable the magnet
pi.write(15, 1)

time.sleep(2)

# disable the magnet
pi.write(15, 0)
```

A more [comprehensive description](#) of the Raspberry Pi GPIO pins and [additional examples](#) of circuits are available at the [Embedded Linux wiki](#).

## Working with the ultrasonic distance gage

Ultrasonic distance gage ("sonar") is a distance gage based on the principle of measuring the time of a sound wave (about 40 kHz) propagation to the obstacle and back. The sonar can measure the distance up to 1.5 – 3 m with the accuracy of several centimeters.

### Distance gage HC-SR04

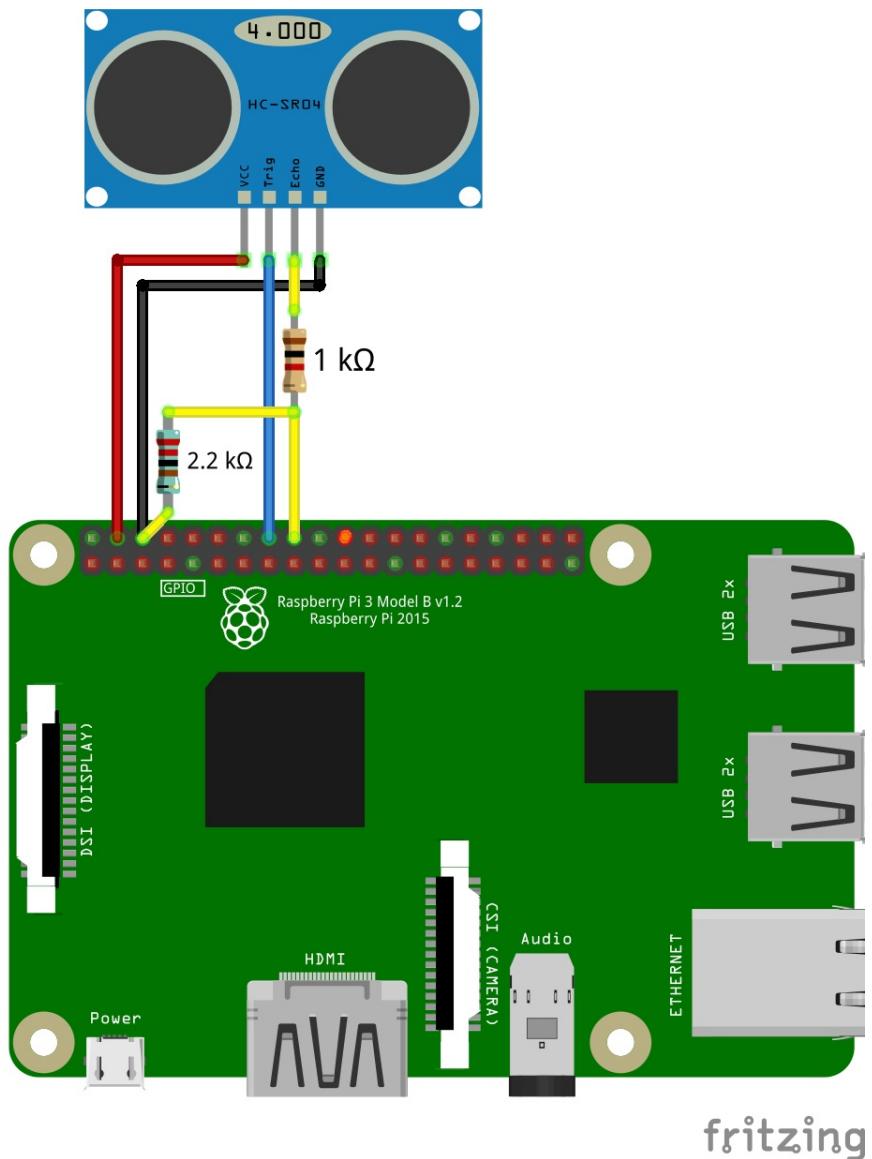


### Installation

The distance gage is attached to the body using double-sided tape. For obtaining acceptable results, the use of vibro-insulation is required. A piece of PU foam may be used for vibro-insulation.

### Connection

Connect HC-SR04 to Raspberry Pi according to the connection diagram. Use 1.0 and 2.2 k $\Omega$  resistors and any free GPIO pins, e.g., 23 and 24:



Instead of a 2.2 kΩ resistor, you can use two 1 kΩ resistors connected in series.

There are several interchangeable pins **GND** and **VCC 5V** on Raspberry Pi. Use the [pinout] (<https://pinout.xyz>) to find them.

## Reading the data

To read the data from distance gage HC-SR04 library for working with GPIO is used – [pigpio](#). This library is pre-installed in the [Clover image](#), starting with version **v0.14**. For older versions of the image, use [an installation guide](#).

To work with `pigpio`, start appropriate daemon:

```
sudo systemctl start pigpiod.service
```

You can also enable `pigpiod` auto launch on system startup:

```
sudo systemctl enable pigpiod.service
```

Thus, it becomes possible to interact with the `pigpiod` daemon from Python:

```
import pigpio
pi = pigpio.pi()
```

See detailed description of Python API in [pigpio documentation](#).

An example of the code for reading data from HC-SR04:

```
import time
import threading
import pigpio

TRIG = 23 # pin connected to the Trig pin of the sonar
ECHO = 24 # pin connected to the Echo pin of the sonar

pi = pigpio.pi()
done = threading.Event()

def rise(gpio, level, tick):
    global high
    high = tick

def fall(gpio, level, tick):
    global low
    low = tick - high
    done.set()

def read_distance():
    global low
    done.clear()
    pi.gpio_trigger(TRIG, 50, 1)
    if done.wait(timeout=5):
        return low / 58.0 / 100.0

pi.set_mode(TRIG, pigpio.OUTPUT)
pi.set_mode(ECHO, pigpio.INPUT)
pi.callback(ECHO, pigpio.RISING_EDGE, rise)
pi.callback(ECHO, pigpio.FALLING_EDGE, fall)

while True:
    # Reading the distance:
    print(read_distance())
```

## Filtering the data

To filter (smooth out) the data and delete outliers, [Kalman filter](#) or a simple [median filter](#) can be used. An example of median filtering implementation:

```
import collections
import numpy

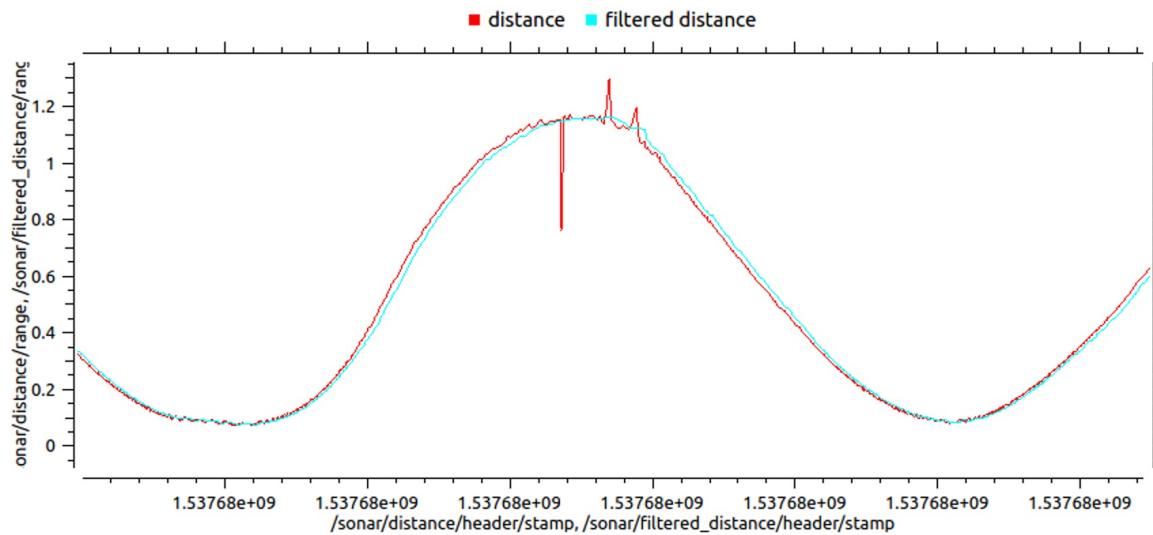
# ...

history = collections.deque(maxlen=10) # 10 - number of samples for averaging

def read_distance_filtered():
    history.append(read_distance())
    return numpy.median(history)

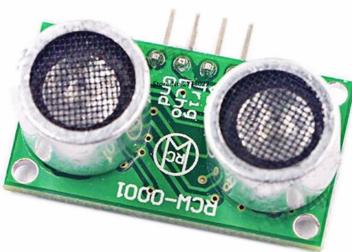
while True:
    print(read_distance_filtered())
```

An example of charts of initial and filtered data:



The source code of the ROS-node used for building the chart can be found [on Gist](#).

## Distance gage RCW-0001



Ultrasonic distance gage RCW-0001 is compatible with distance gage HC-SR04. Use the instruction above to connect and work with it.

## Flight

An example of a flight program with the use of `simple_offboard`, which makes the copter fly forward until the connected ultrasonic distance gage detects an obstacle:

```
set_velocity(vx=0.5, frame_id='body', auto_arm=True) # flying forward at the velocity of 0.5 mps

while True:
    if read_distance_filtered() < 1:
        # if the obstacle is closer than 1 m, hanging on the spot
        set_position(x=0, y=0, z=0, frame_id='body')
    rospy.sleep(0.1)
```

# Working with the camera

In the image version 0.20 `clever` package was renamed to `clover`. See [previous version of the article](#) for older images.

Make sure the camera is enabled in the `~/catkin_ws/src/clover/clover/launch/clover.launch` file:

```
<arg name="main_camera" default="true"/>
```

Also make sure that [position and orientation of the camera](#) is correct.

The `clover` service must be restarted after the launch-file has been edited:

```
sudo systemctl restart clover
```

You may use `rqt` or [web\\_video\\_server](#) to view the camera stream.

## Troubleshooting

If the camera stream is missing, try using the `raspistill` utility to check whether the camera works.

First, stop the `clover` service:

```
sudo systemctl stop clover
```

Then use `raspistill` to capture an image from the camera:

```
raspistill -o test.jpg
```

If it doesn't work, check the camera cable connections and the cable itself. Replace the cable if it is damaged. Also, make sure the camera screws don't touch any components on the camera board.

## Camera parameters

Some camera parameters, such as image size, FPS cap, and exposure, may be configured in the `main_camera.launch` file. The list of supported parameters can be found [in the cv\\_camera repository](#).

Additionally you can specify an arbitrary capture parameter using its [OpenCV code](#). For example, add the following parameters to the camera node to set exposition manually:

```
<param name="property_0_code" value="21"/> <!-- property code 21 is CAP_PROP_AUTO_EXPOSURE -->
<param name="property_0_value" value="0.25"/> <!-- property values are normalized as per OpenCV specs, even for
"menu" controls; 0.25 means "use manual exposure" -->
<param name="cv_cap_prop_exposure" value="0.3"/> <!-- set exposure to 30% of maximum value -->
```

# Computer vision

The [SD card image](#) comes with a preinstalled [OpenCV](#) library, which is commonly used for various computer vision-related tasks. Additional libraries for converting from ROS messages to OpenCV images and back are preinstalled as well.

## Python

Main article: [http://wiki.ros.org/cv\\_bridge/Tutorials/ConvertingBetweenROSImagesAndOpenCVImagesPython](http://wiki.ros.org/cv_bridge/Tutorials/ConvertingBetweenROSImagesAndOpenCVImagesPython).

An example of creating a subscriber for a topic with an image from the main camera for processing with OpenCV:

```
import rospy
import cv2
from sensor_msgs.msg import Image
from cv_bridge import CvBridge

rospy.init_node('computer_vision_sample')
bridge = CvBridge()

def image_callback(data):
    cv_image = bridge.imgmsg_to_cv2(data, 'bgr8') # OpenCV image
    # Do any image processing with cv2...

image_sub = rospy.Subscriber('main_camera/image_raw', Image, image_callback)

rospy.spin()
```

To debug image processing, you can publish a separate topic with the processed image:

```
image_pub = rospy.Publisher('~debug', Image)
```

Publishing the processed image (at the end of the image\_callback function):

```
image_pub.publish(bridge.cv2_to_imgmsg(cv_image, 'bgr8'))
```

The obtained images can be viewed using [web\\_video\\_server](#).

## Retrieving one frame

It's possible to retrieve one camera frame at a time. This method works slower than normal topic subscribing and should not be used when it's necessary to process camera images continuously.

```
import rospy
from sensor_msgs.msg import Image
from cv_bridge import CvBridge

rospy.init_node('computer_vision_sample')
bridge = CvBridge()

# ...

# Retrieve a frame:
img = bridge.imgmsg_to_cv2(rospy.wait_for_message('main_camera/image_raw', Image), 'bgr8')
```

## Examples

### Working with QR codes

For high-speed recognition and positioning, it is better to use [ArUco markers](#).

To program actions of the copter for the detection of [QR codes](#) you can use the [pyZBar](#). This lib is installed in the last image for Raspberry Pi.

QR codes recognition in Python:

```
import rospy
from pyzbar import pyzbar
from cv_bridge import CvBridge
from sensor_msgs.msg import Image

bridge = CvBridge()

rospy.init_node('barcode_test')

# Image subscriber callback function
def image_callback(data):
    cv_image = bridge.imgmsg_to_cv2(data, 'bgr8') # OpenCV image
    barcodes = pyzbar.decode(cv_image)
    for barcode in barcodes:
        b_data = barcode.data.decode("utf-8")
        b_type = barcode.type
        (x, y, w, h) = barcode.rect
        xc = x + w/2
        yc = y + h/2
        print("Found {} with data {} with center at x={}, y={}".format(b_type, b_data, xc, yc))

image_sub = rospy.Subscriber('main_camera/image_raw', Image, image_callback, queue_size=1)

rospy.spin()
```

The script will take up to 100% CPU capacity. To slow down the script artificially, you can use [throttling](#) of frames from the camera, for example, at 5 Hz (`main_camera.launch`):

```
<node pkg="topic_tools" name="cam_throttle" type="throttle"
      args="messages main_camera/image_raw 5.0 main_camera/image_raw_throttled"/>
```

The topic for the subscriber in this case should be changed for `main_camera/image_raw_throttled`.

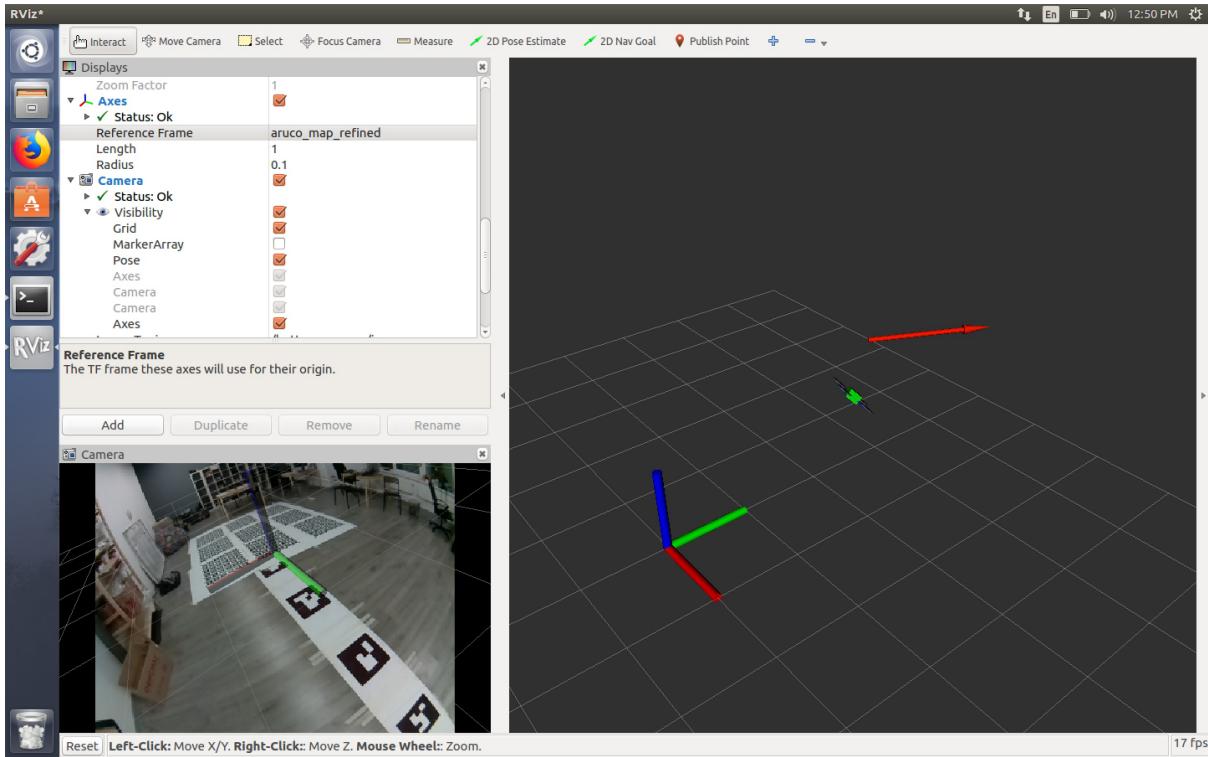
## Video recording

To record a video you can use `video_recorder` node from `image_view` package:

```
rosrun image_view video_recorder image:=/main_camera/image_raw
```

The video file will be saved to a file `output.avi`. The `image` argument contains the name of the topic to record.

# Using rviz and rqt



The [rviz] tool(<http://wiki.ros.org/rviz>) allows real-time visualization of all components of the robotic system —the system of coordinates, moving parts, sensors, camera images — on the 3D stage.

rqt is a set of GUI for analyzing and controlling ROS systems. For example, `rqt_image_view` allows viewing topics with images, `rqt_multipart` allows plot charts by the values in topics, etc.

To use rviz and rqt, a PC running Ubuntu Linux (or a virtual machine such as [Parallels Desktop Lite] (<https://itunes.apple.com/ru/app/parallels-desktop-lite/id1085114709?mt=12>) or [VirtualBox] (<https://www.virtualbox.org>)) is required.

Install package `ros-melodic-desktop-full` or `ros-melodic-desktop` using the [installation documentation](#).

## Start rviz

To start the Clover state visualization in real time, connect to it via Wi-Fi ( `clover-xxx` ) and run rviz, specifying an appropriate ROS\_MASTER\_URI:

```
ROS_MASTER_URI=http://192.168.11.1:11311 rviz
```

If connection is not established, make sure the `.bashrc` of Clover contains line:

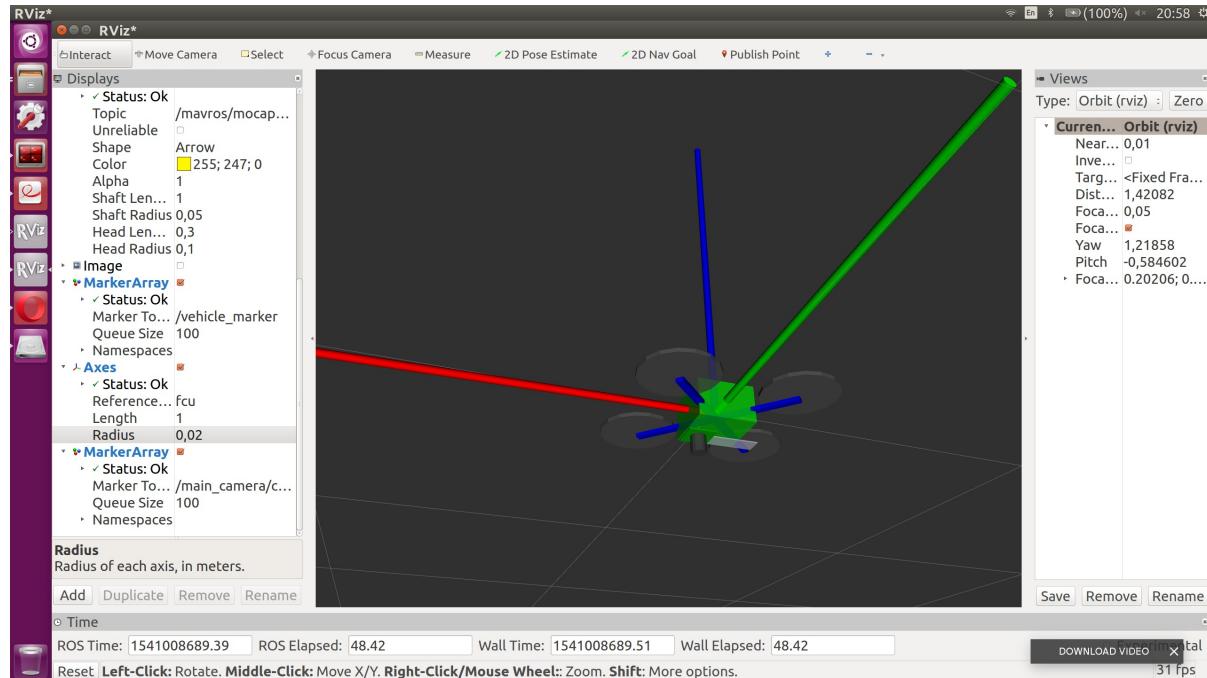
```
export ROS_HOSTNAME=`hostname`.local
```

## Using rviz

## Visualization of the copter position

It is recommended to set the `map` frame as a reference frame. To visualize the copter, add visualization markers from topic `/vehicle_markers`. To visualize the camera of the copter, add visualization markers from topic `/main_camera/camera_markers`.

The result of copter and camera visualization is shown below:



## Visualization of the environment

You can view a picture with augmented reality from the topic of the main camera `/main_camera/image_raw`.

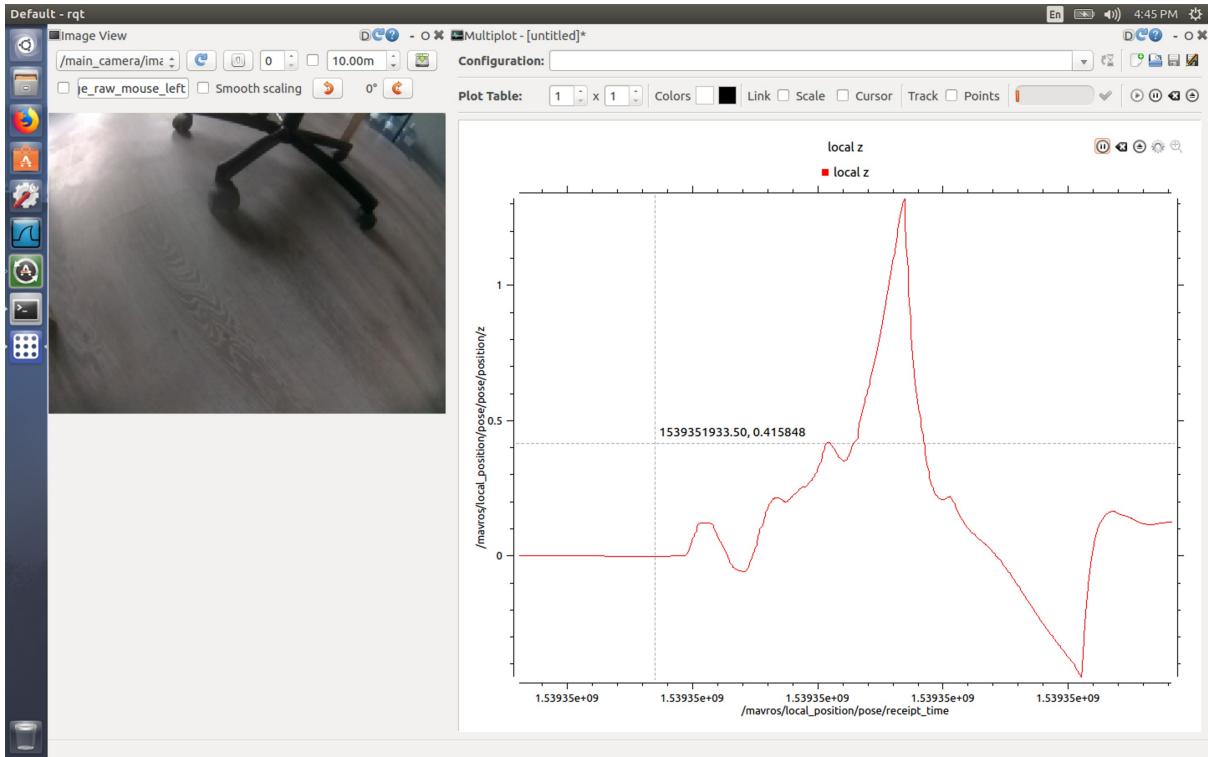
Axis or Grid configured to frame `aruco_map` will visualize the location on the map of ArUco marks.

## jsk\_rviz\_plugins

It is also recommended to install additional useful plugins for rviz [jsk\\_rviz\\_plugins](#). This kit allows visualizing topics like `TwistStamped` (velocity), `CameraInfo`, `PolygonArray`, and many more. To install, use command:

```
sudo apt-get install ros-melodic-jsk-visualization
```

## Starting the rqt toolkit



To start rqt for monitoring Clover status, use command:

```
ROS_MASTER_URI=http://192.168.11.1:11311 rqt
```

An example of starting a specific plugin ( `rqt_image_view` ):

```
ROS_MASTER_URI=http://192.168.11.1:11311 rqt_image_view
```

Brief description of useful rqt plugins:

- `rqt_image_view` – viewing images from topics like `sensor_msgs/Image` ;
- `rqt_multiplot` – Building charts from the data from of arbitrary topics (installation: `sudo apt-get install ros-melodic-rqt-multiplot` );
- Bag – working with [Bag-files](#).

# Software autorun

In the image version 0.20 `clever` package and service was renamed to `clover`. See previous version of the article for older images.

## systemd

Main documentation: [https://wiki.archlinux.org/index.php/Systemd\\_\(Russian\)](https://wiki.archlinux.org/index.php/Systemd_(Russian)).

All automatically started Clover software is launched as a `clover.service` systemd service.

The service may be restarted by the `systemctl` command:

```
sudo systemctl restart clover
```

Text output of the software can be viewed using the `journalctl` command:

```
journalctl -u clover
```

To run Clover software directly in the current console session, you can use the `roslaunch` command:

```
sudo systemctl restart clover
roslaunch clover clover.launch
```

You can disable Clover software autolaunch using the `disable` command:

```
sudo systemctl disable clover
```

## roslaunch

Main documentation: <http://wiki.ros.org/roslaunch>.

The list of nodes / programs declared for running is specified in file

```
/home/pi/catkin_ws/src/clover/clover/launch/clover.launch .
```

You can add your own node to the list of automatically launched ones. To do this, place your executable file (e.g.

```
my_program.py ) into folder /home/pi/catkin_ws/src/clover/clover/src . Then add the start of your node to
clover.launch , for example:
```

```
<node name="my_program" pkg="clover" type="my_program.py" output="screen"/>
```

The started file must have *permission* to run:

```
chmod +x my_program.py
```

When scripting languages are used, [shebang] should be placed at the beginning of the file ([https://ru.wikipedia.org/wiki/Shebang\\_\(Unix\)](https://ru.wikipedia.org/wiki/Shebang_(Unix))), for example:

```
#!/usr/bin/env python
```

# Work with ROS from browser

Using the `roslibjs` library it's possible to work with all the ROS resources (topics, services, parameters) from JavaScript code within the browser, which allows creating various interactive web applications for drone.

All the required software is preinstalled in [RPi image](#) for Clover.

## Example

An example of a web page, working with `roslib.js` :

```
<html>
  <script src="js/roslib.js"></script>
  <script type="text/javascript">
    // Establish roslibjs connection
    var ros = new ROSLIB.Ros({ url: 'ws://' + location.hostname + ':9090' });

    ros.on('connection', function () {
      // Connection callback
      alert('Connected');
    });

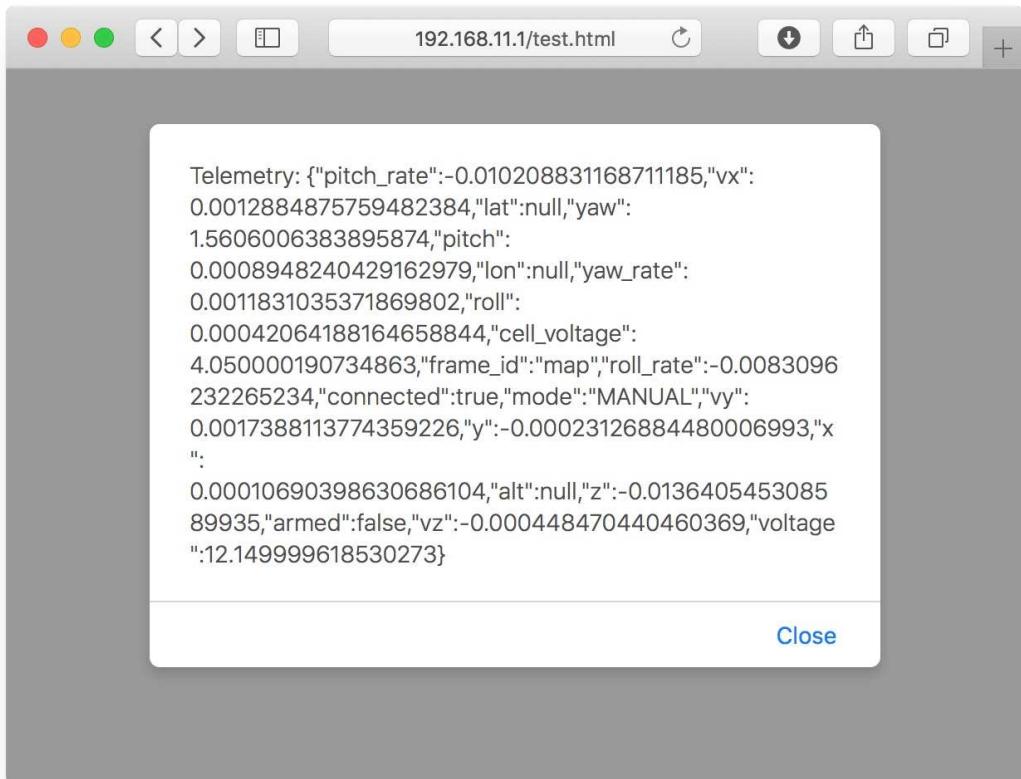
    // Declare get_telemetry service client
    var getTelemetry = new ROSLIB.Service({ ros: ros, name : '/get_telemetry', serviceType : 'clover/GetTelemetry' });

    // Call get_telemetry
    getTelemetry.callService(new ROSLIB.ServiceRequest({ frame_id: 'map' }), function(result) {
      // Service respond callback
      alert('Telemetry: ' + JSON.stringify(result));
    });

    // Subscribe to `/mavros/state` topic
    var stateSub = new ROSLIB.Topic({ ros : ros, name : '/mavros/state', messageType : 'mavros_msgs/State' });
    stateSub.subscribe(function(msg) {
      // Topic message callback
      console.log('State: ', msg);
    });
  </script>
</html>
```

[Taking off, landing and all the rest operations](#) can be implemented in a similar way.

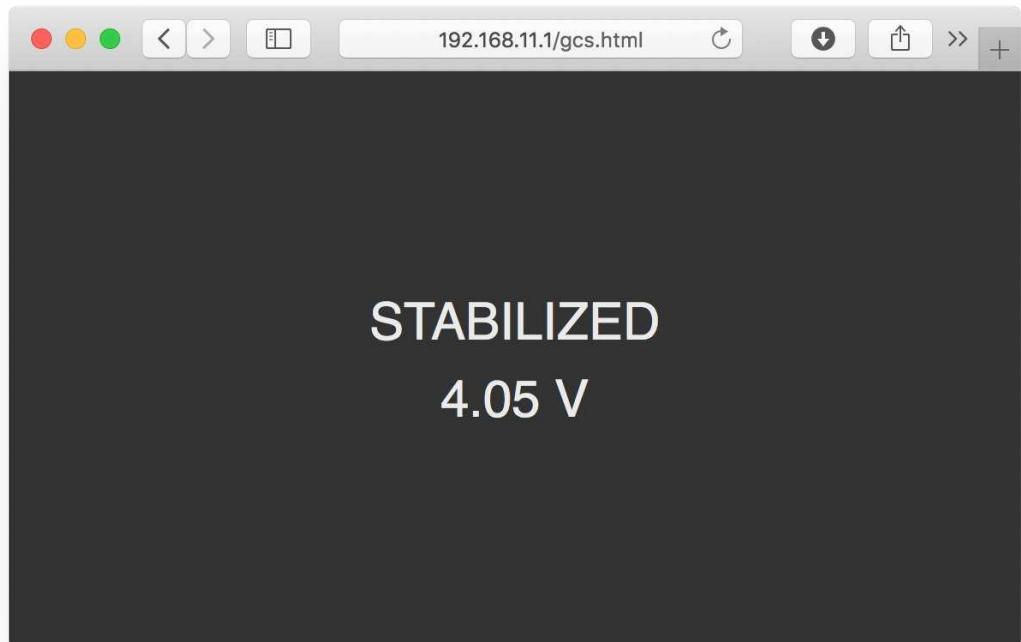
The page should be placed in the `/home/pi/catkin_ws/src/clover/clover/www/` directory. After that, it will be available at `http://192.168.11.1/clover/<page_name>.html`. When the page is opened, browser should show an alert with the drone telemetry and constantly print the state of the flight controller to the console.



See additional information in [roslibjs tutorial](#).

## Web GCS

See an example of simplified web ground control station on Clover at <http://192.168.11.1/clover/gcs.html>.



# Blocks programming for Clover

Visual blocks programming feature has been added to the RPi image, starting with the version **0.21**. Blocks programming is implemented using [Google Blockly](#) platform. Blocks programming integration can lower the entry barrier to a minimum.



## Configuration

For correct work of the blocks programming, `blocks` argument in the Clover launch-file (`~/.catkin_ws/src/clover/clover/launch/clover.launch`) [should be equal to `true`](#):

```
<arg name="blocks" default="true"/>
```

## Running

To run Clover's blocks programming interface, [connect to Clover's Wi-Fi](#) and go to web-page [http://192.168.11.1/clover\\_blocks/](http://192.168.11.1/clover_blocks/) or click the link *Blocks programming* at the [main page](#).

The page looks as follows:

 A screenshot of the Blockly interface. On the left is a sidebar with categories: Flight, State, LED, GPIO, Logic, Loops, Math, Text, Lists, Colour, Variables, and Functions. The main workspace contains the following blocks:
 

- A purple `take off to [1] wait` block.
- A green `set LED effect [wipe] with color` block.
- A purple `navigate to point` block with variables `x: 3, y: 2, z: 1`.
- A purple `relative to [markers map]` block with `with speed 0.5`.
- A purple `repeat [while true]` block containing a purple `do` loop.
- The `do` loop contains:
  - A purple `navigate to point` block with variables `x: 3, y: 2`.
  - A green `prompt for [number] with message "Enter desired altitude"` block.
  - A purple `relative to [markers map]` block with `with speed 0.5`.
  - A purple `wait` block.
  - A green `print [current rangefinder distance]` block.
  - A green `set LED effect [fill] with color [random colour]` block.

 The top bar includes tabs for **Blocks** and **Python**, and buttons for **Run**, **Stop**, and **Land**.

Assemble your program using blocks in the menu at the left and then click *Run* button for running. You can also view generated Python-code, switching to *Python* tab.

The *Stop* button stops the program. Clicking *Land* button also stops the program and lands the drone.

## Storing and loading

To store the program, open the menu at the top right, select **Save** item and input your program's name. The name should contain only Latin characters, hyphen, underline and dot characters. All your stored programs are available at the same menu.



Your programs are stored as XML-files in the `/catkin_ws/src/clover/clover_blocks/programs/` directory of the SD-card.

Note also example programs, available at the same menu.

## Blocks

The set of blocks is somewhat similar to the set of ROS-services of [Clover's autonomous flights API](#). This section contains descriptions of some of them.

Clover's blocks are separated into 4 categories:

- **Flight** – autonomous flight related commands.
- **State** – blocks for obtaining the drone state parameters.
- **LED** – blocks for controlling [LED strip](#).
- **GPIO** – blocks for working with [GPIO pins](#).

The rest of categories contains standard Blockly's blocks.

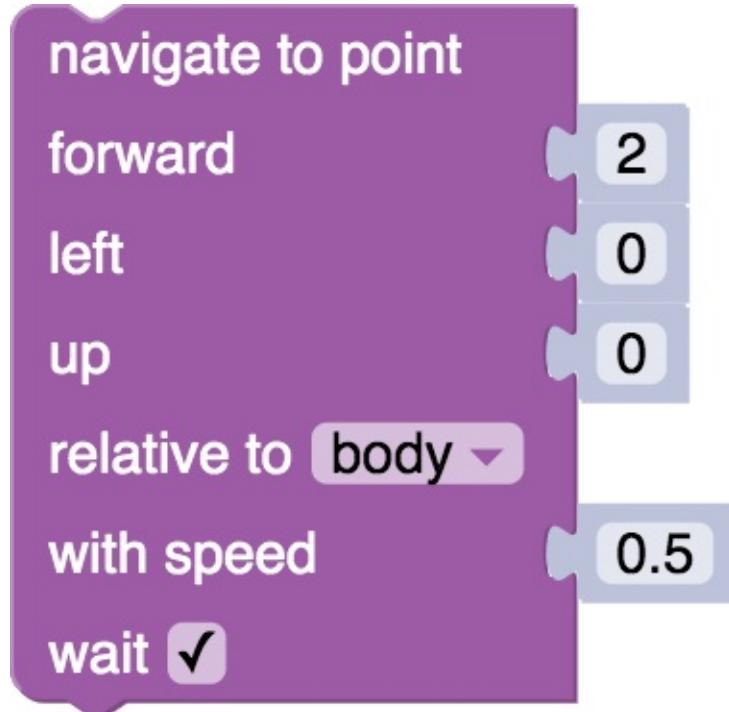
### `take_off`



Take off to specified altitude in meters. The altitude may be an arbitrary block, that returns a number.

The `wait` flag specifies, if the drone should wait until take off is complete, before executing the next block.

### `navigate`



Navigate to specified point. Coordinates are specified in meters.

The `wait` flag specifies, if the drone should wait until navigation is complete, before executing the next block.

### **Relative to field**

This block allows to specify the `coordinate frame` of the target point:

- *body* – coordinates, relative to the drone: *forward*, *left*, *up*.
- *markers map* – coordinates, relative to the [map of ArUco-markers](#).
- *marker* – coordinates, relative to an [ArUco-marker](#); marker's ID input fields appears.
- *last navigate target* – coordinates, relative to the last specified navigate point.
- *map* – drone's local coordinate system, linked with the point of its initialization.

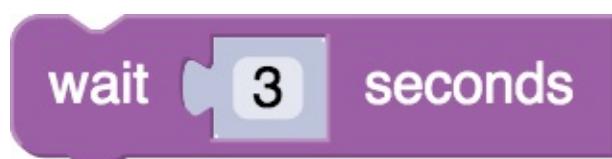
### **land**



Land the drone.

The `wait` flag specifies, if the drone should wait until landing is complete, before executing the next block.

### **wait**



Wait specified time period in seconds. The time period may be an arbitrary block, that returns a number.

**wait\_arrival**

Wait, until the drone reaches [navigate](#)-block's target point.

**get\_position**

The block returns current position, velocity or yaw angle of the drone relative to the specified [coordinate frame](#).

**set\_effect**

The block allows to set animations to LED strip, similarly to [set\\_effect](#) ROS-service.

Example of using the block with a random color (colors-related blocks are located in *Colour* category):

**Work with GPIO**

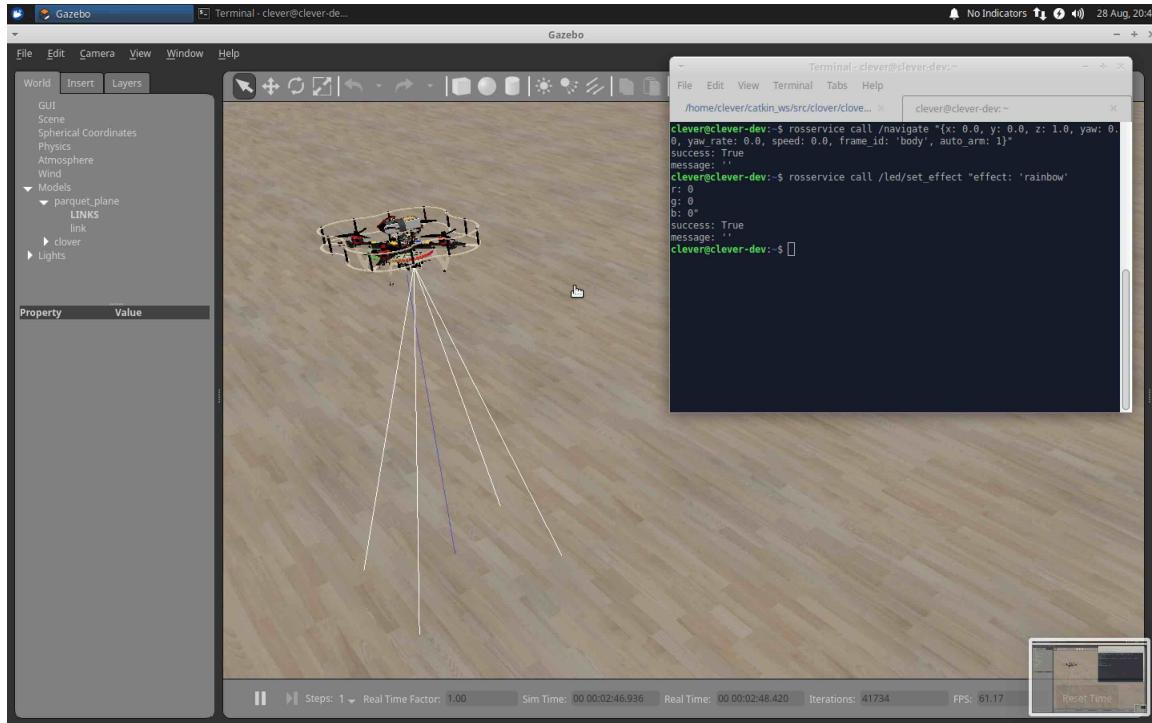
[GPIO](#) category contains blocks for working with GPIO. Note, that for correct work of these blocks, `pigpiod` daemon should be running:

```
sudo systemctl enable pigpiod.service
sudo systemctl start pigpiod.service
```

See details on GPIO in the [appropriate article](#).

# Simulation overview

The Clover simulation environment allows users to run and debug their code within a simulator while using most of the features available on the real drone. The simulation utilizes [PX4 SITL mode](#) and uses the same ROS code as the real drone. Most hardware is simulated as well.



## Features

Basic, user-installable environment includes:

- high-quality Clover 4 visual model;
- Gazebo plugins for Clover-specific hardware (e.g. LED strip);
- modification-friendly `xacro` drone descriptions;
- sample models and worlds;
- `roslaunch` files for quick simulation launching and configuration.

Additionally, a [virtual machine image](#) that mimics the real drone as closely as possible is provided with the following features:

- easy access to the simulation environment;
- Visual Studio Code editor, preconfigured to work with ROS packages;
- Monkey web server for web-based Clover plugins;
- always-running `roscore` service;
- ROS GUI tools (`rviz`, `rqt`).

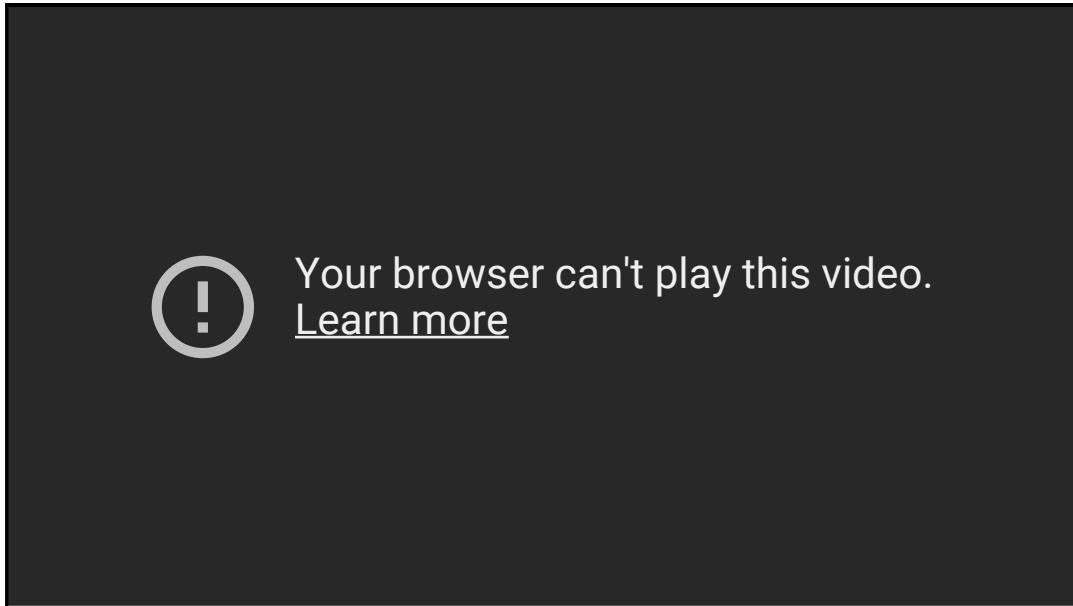
## Architecture

The simulation environment is based on the following components:

- [Gazebo](#), a state-of-the-art robotics simulator;
- [PX4](#), specifically its SITL (software-in-the-loop) components;
- [sitl\\_gazebo](#) package containing Gazebo plugins for PX4;
- ROS packages and Gazebo plugins.

## Video

Short video review of the simulator:



## Native setup

Setting up the simulation environment from scratch requires some effort, but results in the most performant setup, with less chance of driver issues.

Prerequisites: Ubuntu 18.04, [native ROS installation](#).

## Create a workspace for the simulation

Throughout this guide we will be using the `catkin_ws` as the workspace name. Feel free to change it in your setup. We will be creating it in the home directory of the current user (`~`).

Create the workspace and clone Clover sources:

```
mkdir -p ~/catkin_ws/src
cd ~/catkin_ws/src
git clone https://github.com/CopterExpress/clover
git clone https://github.com/CopterExpress/ros_led
```

Install all prerequisites using `rosdep`:

```
cd ~/catkin_ws
rosdep update
rosdep install --from-paths src --ignore-src -y
```

## Get PX4 sources

PX4 will be built along with the other packages in our workspace. You may clone it directly into the workspace or put it somewhere and symlink to `~/catkin_ws/src`. We will need to put its `sitl_gazebo` submodule in `~/catkin_ws/src` as well. For simplicity's sake we will clone the firmware directly to the workspace:

```
cd ~/catkin_ws/src
git clone --recursive https://github.com/CopterExpress/Firmware -b v1.10.1-clever
ln -s Firmware/Tools/sitl_gazebo ./sitl_gazebo
```

## Install PX4 prerequisites

PX4 comes with its own script for dependency installation. We may as well leverage it:

```
cd ~/catkin_ws/src/Firmware/Tools/setup
sudo ./ubuntu.sh
```

This will install everything required to build PX4 and its SITL environment.

You may want to skip installing the ARM toolchain if you're not planning on compiling PX4 for your flight controller. To do this, use the `--no-nuttx` flag:

```
sudo ./ubuntu.sh --no-nuttx
```

## Patch Gazebo plugins

The `sitl_gazebo` package containing required Gazebo plugins needs patching due to recent changes in MAVLink. These patches are already preapplied in the [virtual machine image](#) and are stored in the VM repository. Run the following commands to download and apply the patches:

```
cd ~/catkin_ws/src/Firmware/Tools/sitl_gazebo
wget https://raw.githubusercontent.com/CopterExpress/clover_vm/master/assets/patches/sitl_gazebo.patch
patch -p1 < sitl_gazebo.patch
rm sitl_gazebo.patch
```

## Install geographiclib datasets

`mavros` requires geographiclib datasets to be present:

```
cd ~
wget https://raw.githubusercontent.com/mavlink/mavros/6f5bd5a1a67c19c2e605f33de296b1b1be9d02fc/mavros/scripts/i
nstall_geographiclib_datasets.sh
chmod +x ./install_geographiclib_datasets.sh
sudo ./install_geographiclib_datasets.sh
rm ./install_geographiclib_datasets.sh
```

## Build the simulator

With all dependencies installed, you can build your workspace:

```
cd ~/catkin_ws
catkin_make
```

Some of the files - particularly Gazebo plugins - require large amounts of RAM to be built. You may wish to reduce the number of parallel jobs; the number of parallel jobs should be equal to the amount of RAM in gigabytes divided by 2 - so a 16GB machine should use no more than 8 jobs. You can specify the number of jobs using the `-j` flag: `catkin_make -j8`

## Run the simulator

In order to be sure that everything was built correctly, try running the simulator for the first time:

```
source ~/catkin_ws/devel/setup.bash
roslaunch clover_simulation simulator.launch
```

## Simulation VM setup

In addition to [native installation instructions](#), we provide a [preconfigured developer virtual machine image](#). The image contains:

- Ubuntu 18.04 with XFCE lightweight desktop environment;
- ROS packages required to develop for the Clover platform;
- QGroundControl;
- preconfigured Gazebo simulation environment;
- Visual Studio Code with C++ and Python plugins.

The default username on the VM is `clover`, with password `clover`.

The VM is an easy way to set up a simulation environment, but can be used as a development environment for a real drone as well.

## Downloading

You can download the latest VM image [in the VM releases repository](#).

The virtual machine should be used when native installation is not feasible or possible. You may experience reduced performance in programs that use 3D rendering, like rviz and Gazebo.

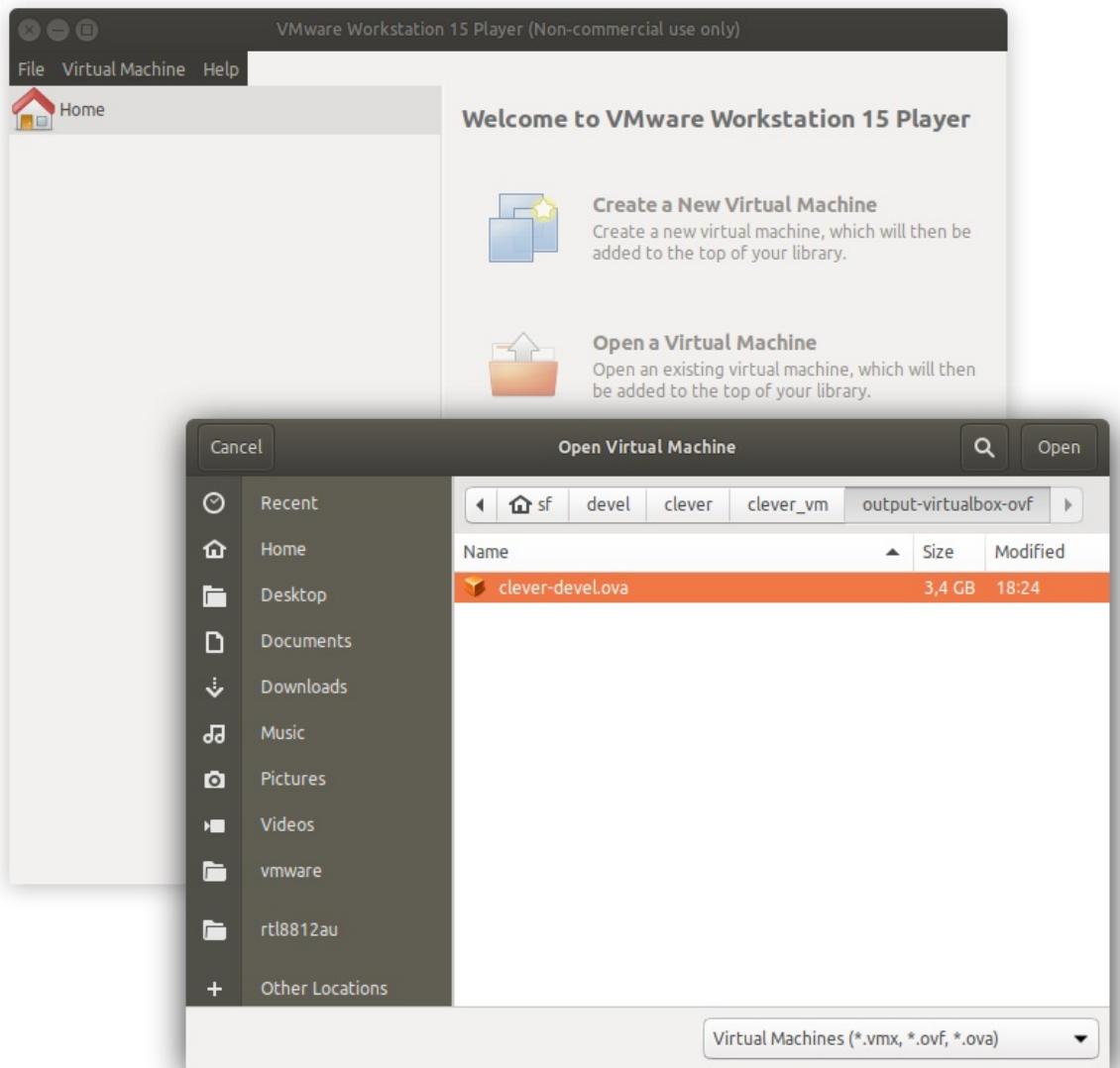
## Setting up the VM

You need to use a VM manager that supports OVF format, like [VirtualBox](#), [VMware Player](#) or [VMware Workstation](#).

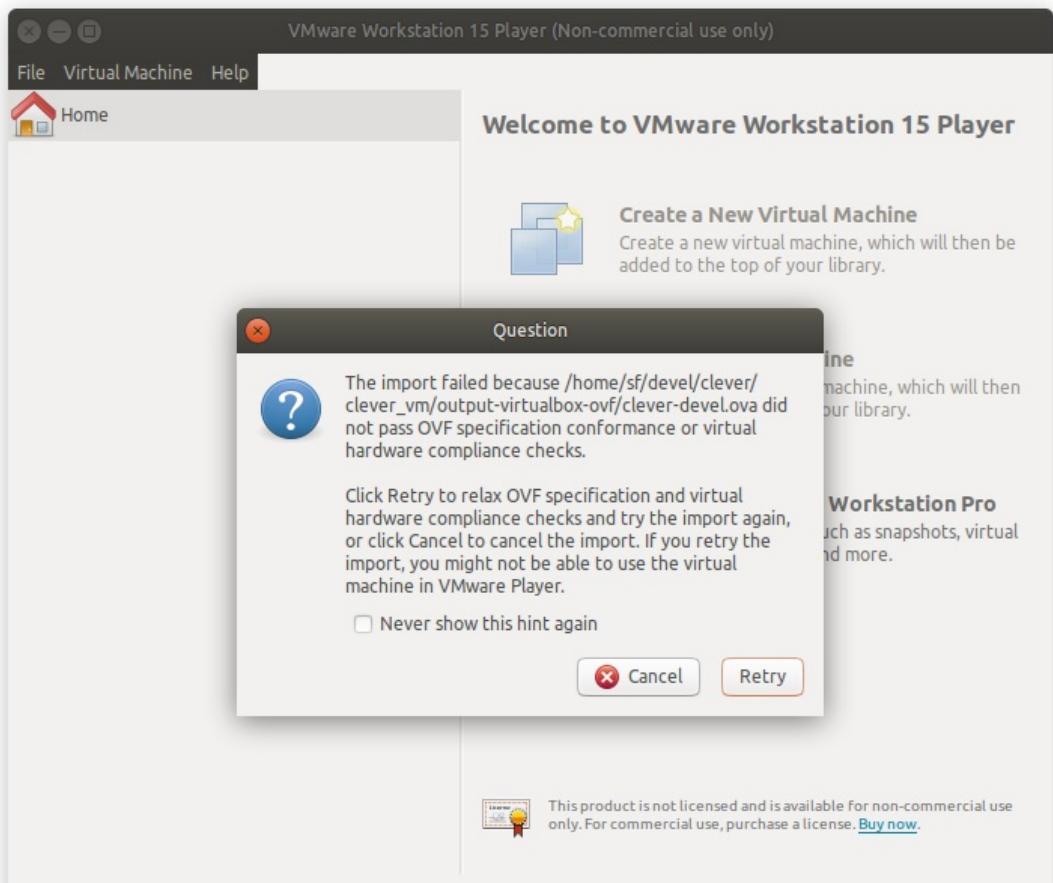
At the time of writing VirtualBox had issues running the VM, particularly with 3D applications. We recommend using VMware Player or VMware Workstation if possible. The following steps assume you're using VMware Player.

Make sure that you have hardware virtualization enabled in your BIOS/UEFI (it may be supported by your hardware but turned off by default). The steps to enable virtualization differ from manufacturer to manufacturer, but should be described in your system manual. Consult your system's manufacturer if you're having trouble turning virtualization on.

1. Import the OVA archive into your virtualization environment. Use the **Open a Virtual Machine** option in VMware Player:

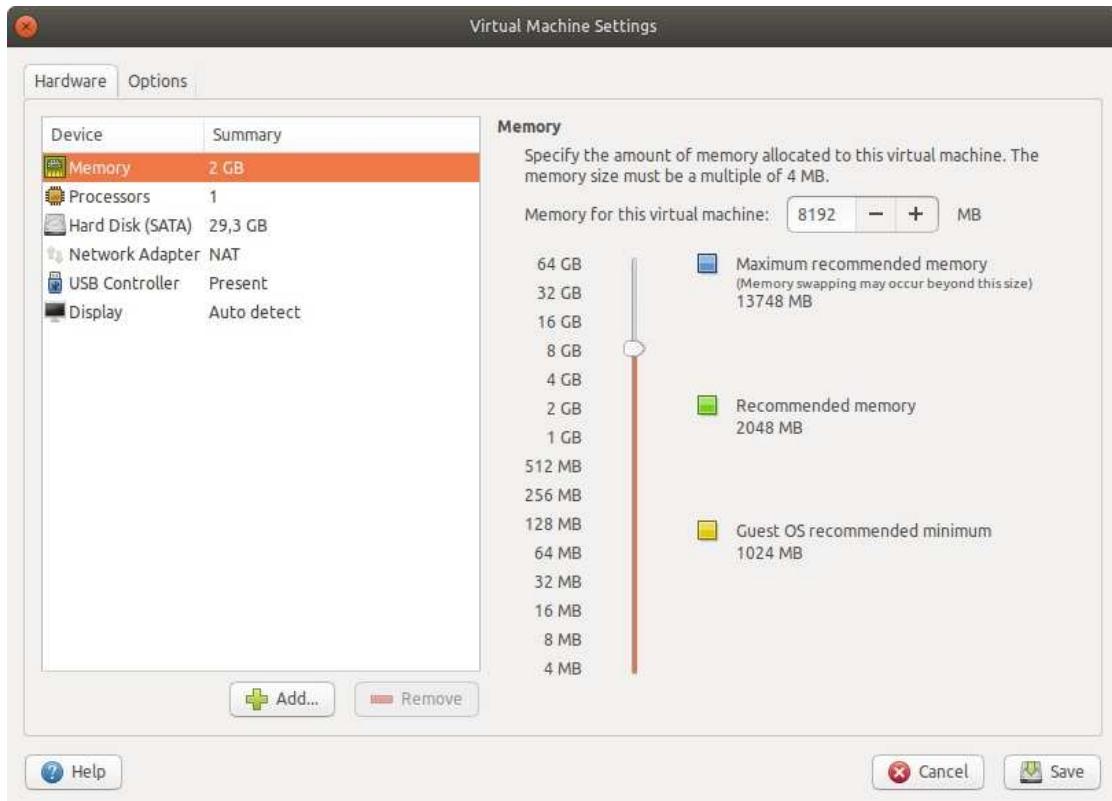


You may see a dialog box with a warning about the VM format:

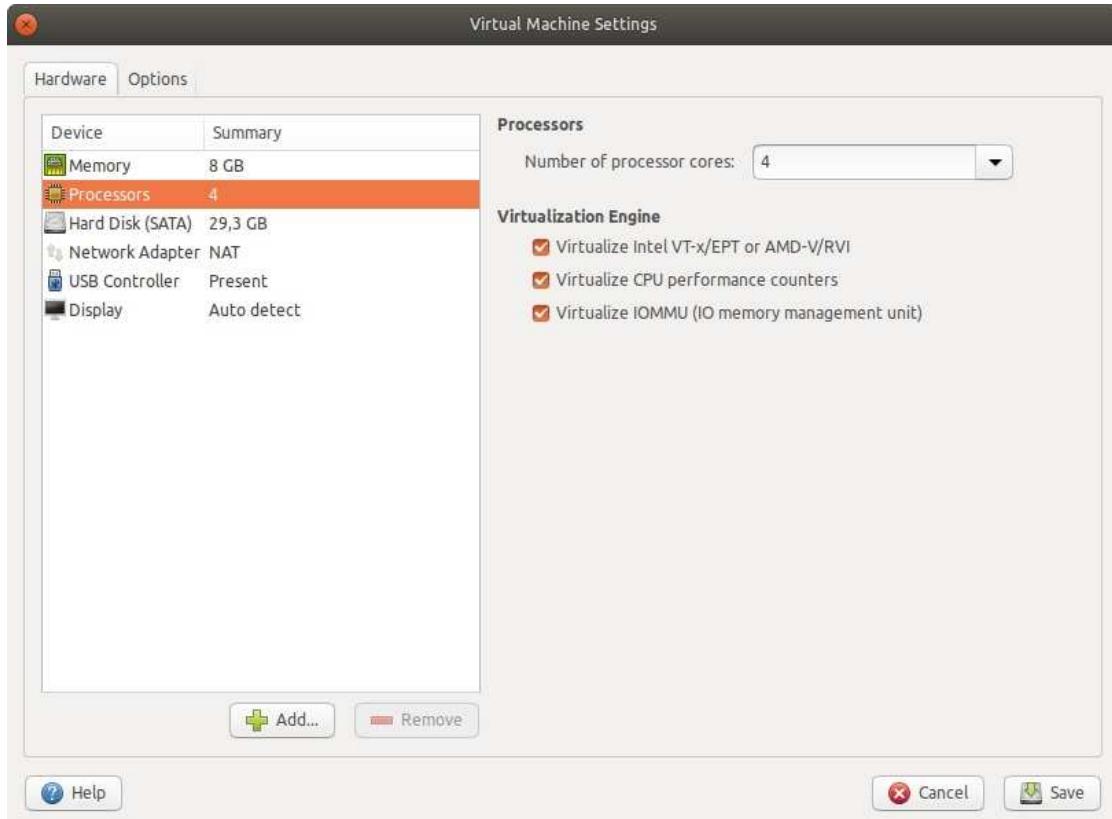


You can safely ignore the warning and press **Retry**.

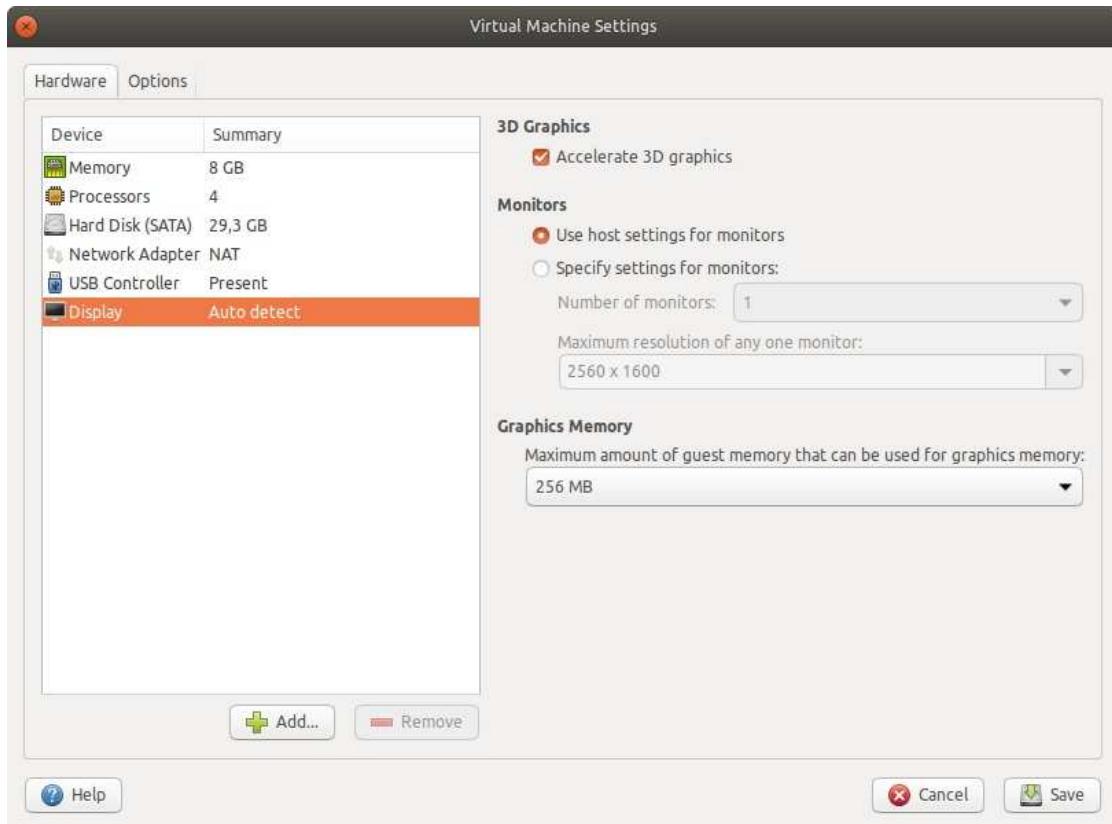
2. Right-click on the VM name and select **Virtual Machine Settings**. In the new window, set the following parameters:
  - o increase the amount of memory available to the virtual machine (a good rule of thumb is 2048 MB per CPU core, but no less than 4 GB):



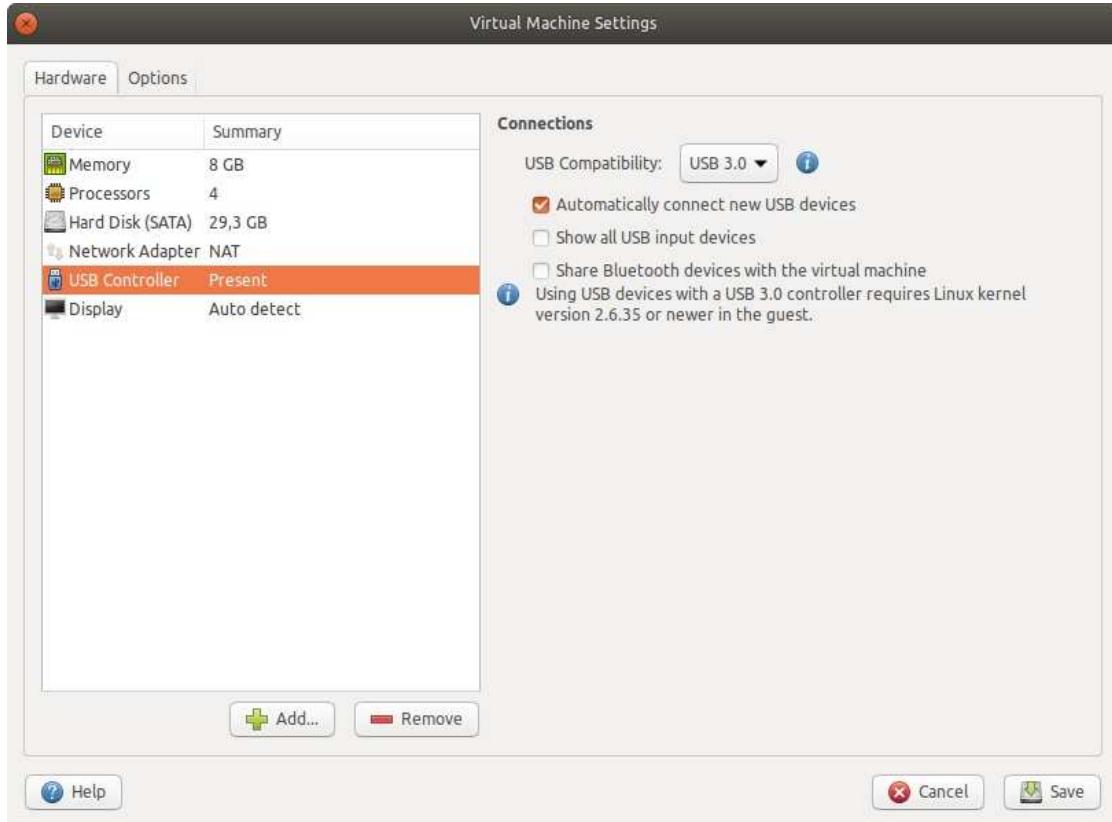
- increase the amount available CPU cores:



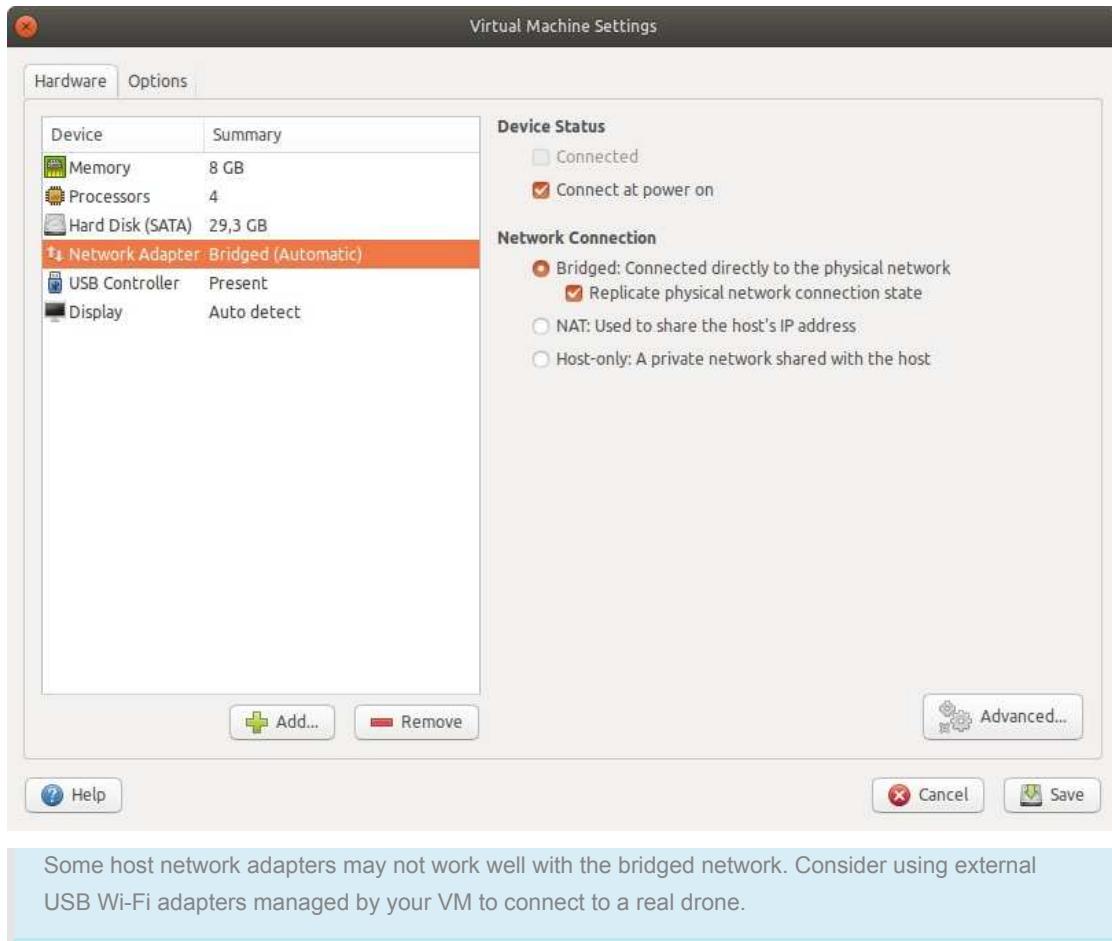
- enable 3D acceleration:



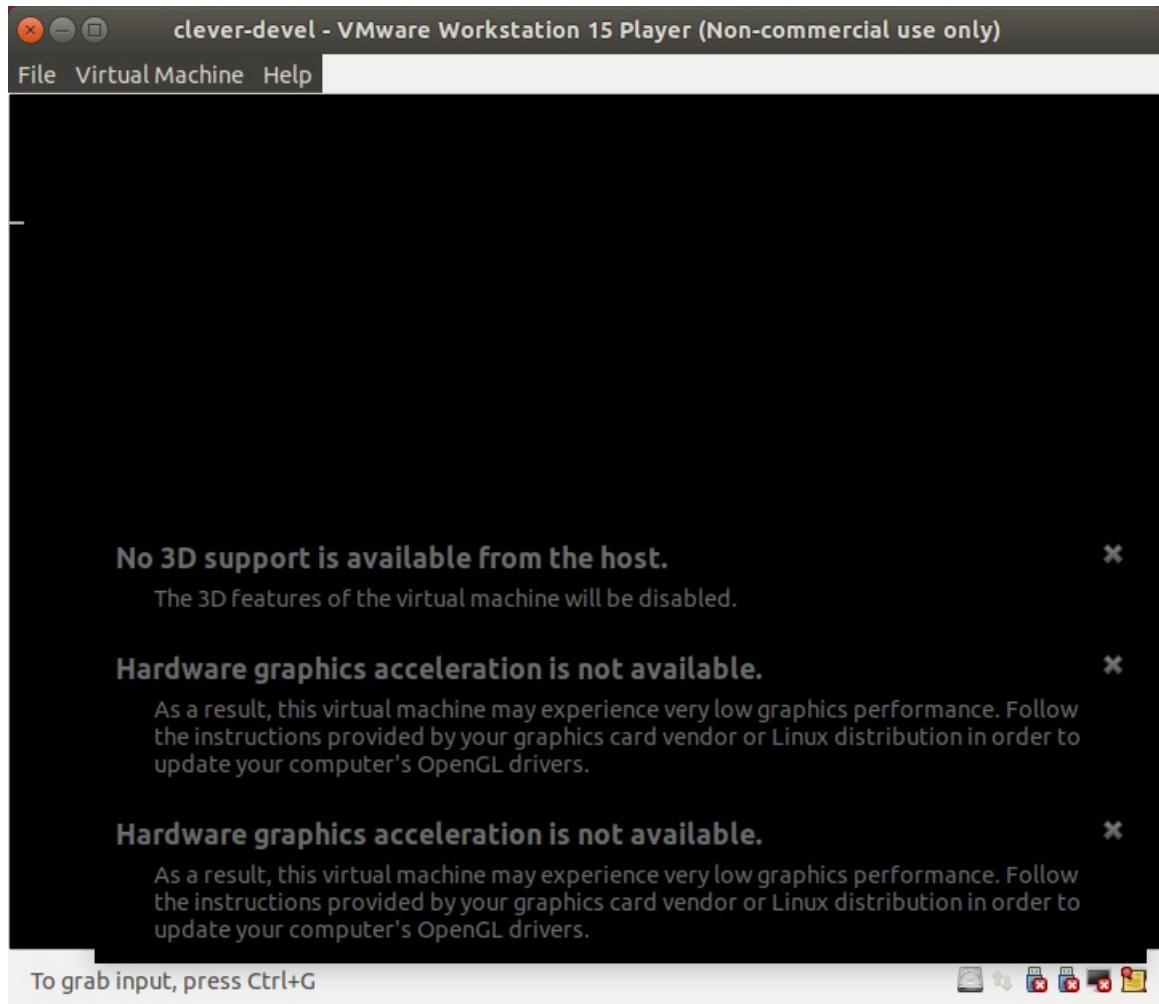
- enable USB 2.0/3.0 controller (if you plan to connect external devices to the VM):



- optionally enable the "bridged" network connection (if you plan to connect to a real drone):



- "Power on" the virtual machine. You may see a warning message about your host system not providing 3D acceleration:

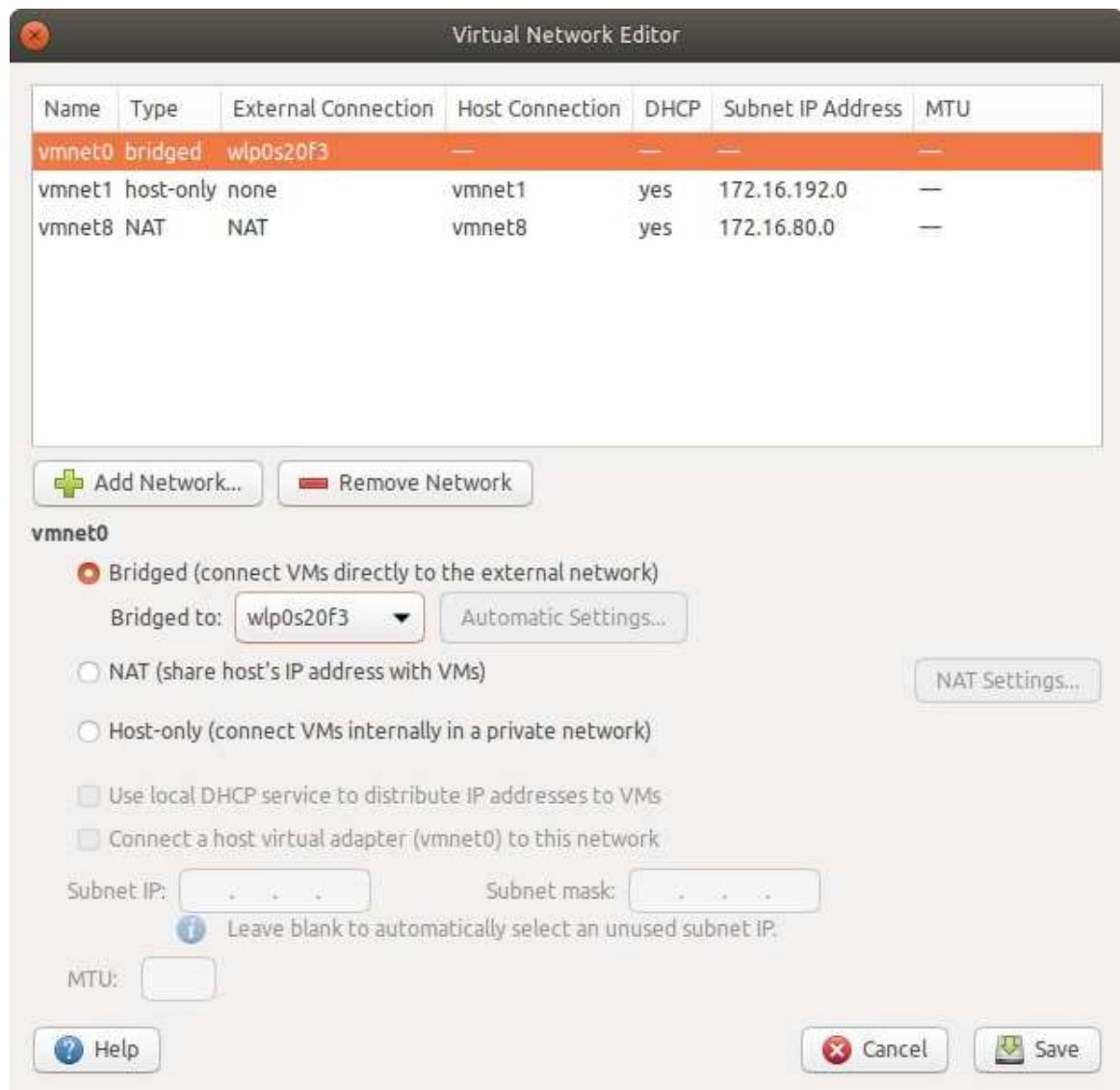


Make sure you have the latest GPU drivers for your host system. If the warnings persist, add the following line to `clover-devel.vmx` (actual file name may differ based on the VM name):

```
mks.gl.allowBlacklistedDrivers = "TRUE"
```

You can find this file in a folder where the VM is imported to.

4. (Bridged networking only) Set up network bridge configuration in VM settings or using `vmware-netcfg` utility (in Linux):



Select **vmnet0** in the networks list, set it to *Bridged*, and choose the adapter you are planning to use to connect to drone in the drop-down menu.

# Using the simulator

The Clover simulation environment allows the user to test their code without any risk of equipment damage. Additionally, the [virtual machine](#)-based environment has additional (non-ROS) services that are present on a real drone, like Monkey web server.

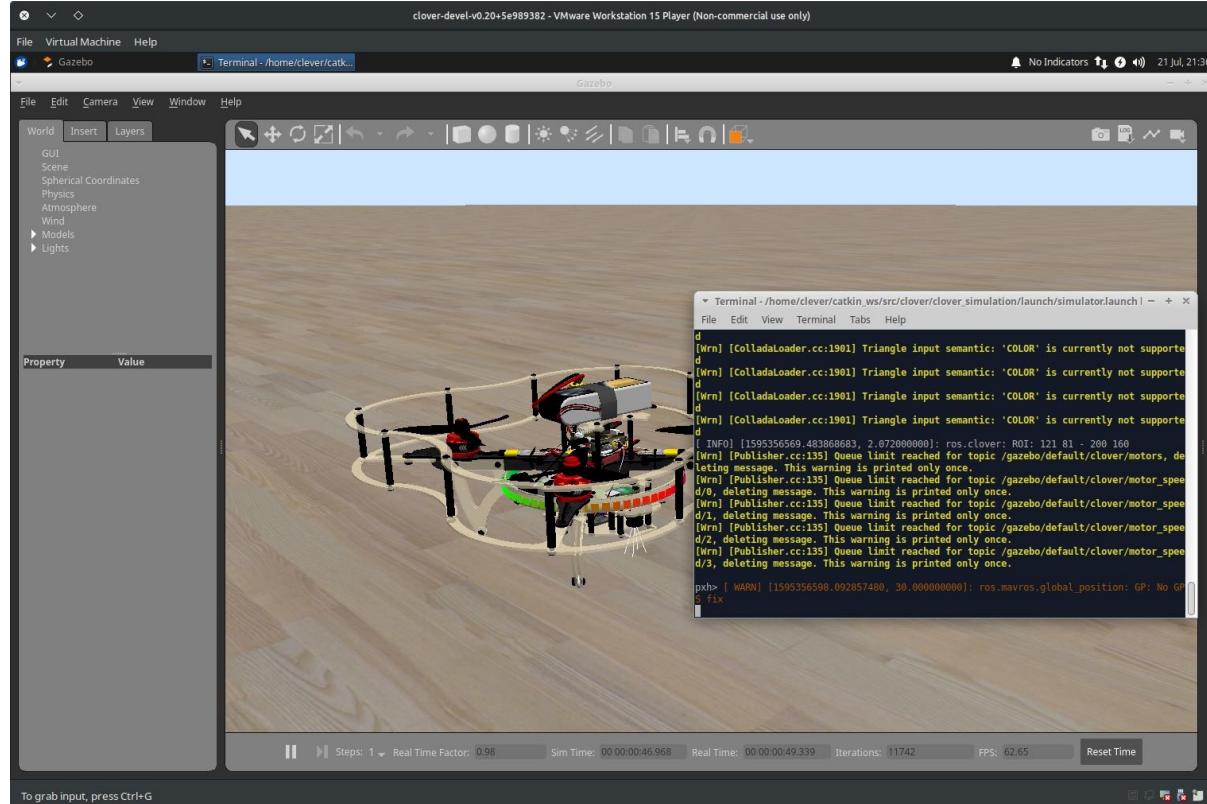
## Running the simulation

After [setting up the simulation packages](#) or [importing and running the VM](#), you can use `roslaunch` to start Gazebo simulation:

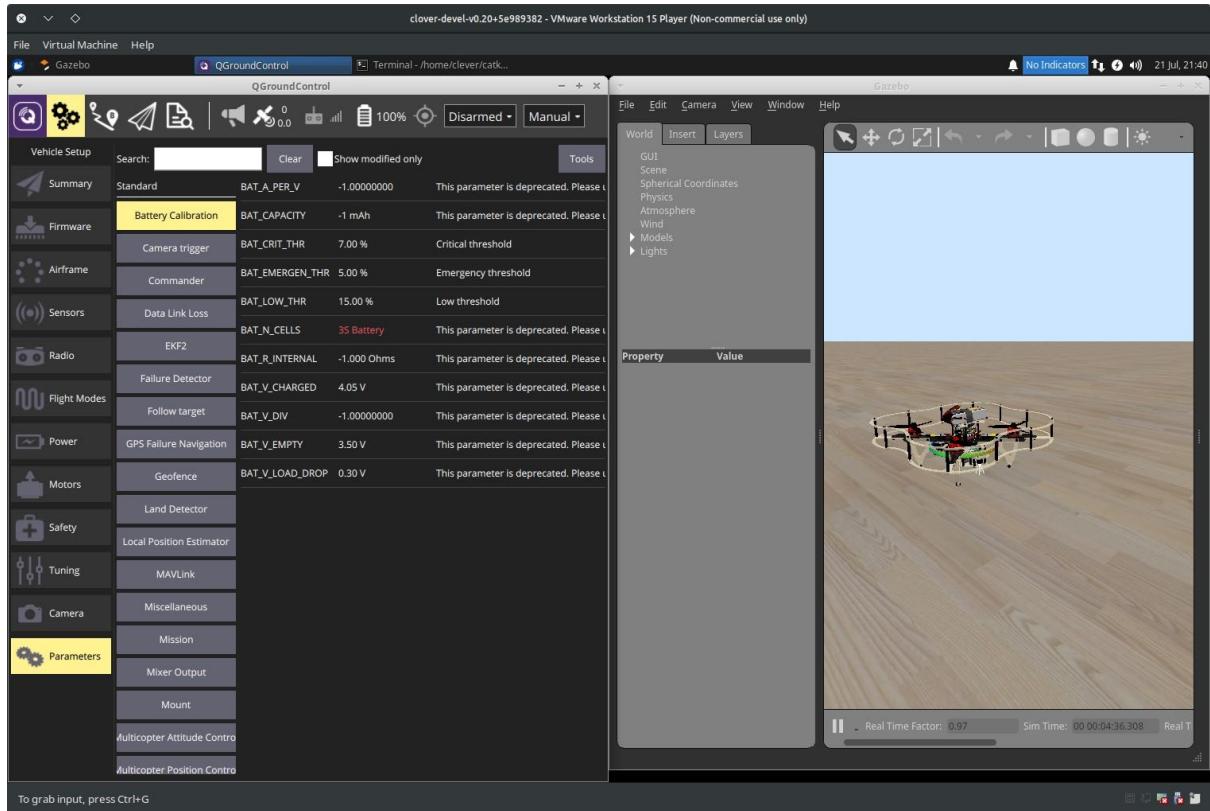
```
# Be sure to activate your workspace first
source ~/catkin_ws/devel/setup.bash
roslaunch clover_simulation simulator.launch
```

Alternatively, if you are using the VM, just double-click on the `Gazebo PX4` icon on the desktop.

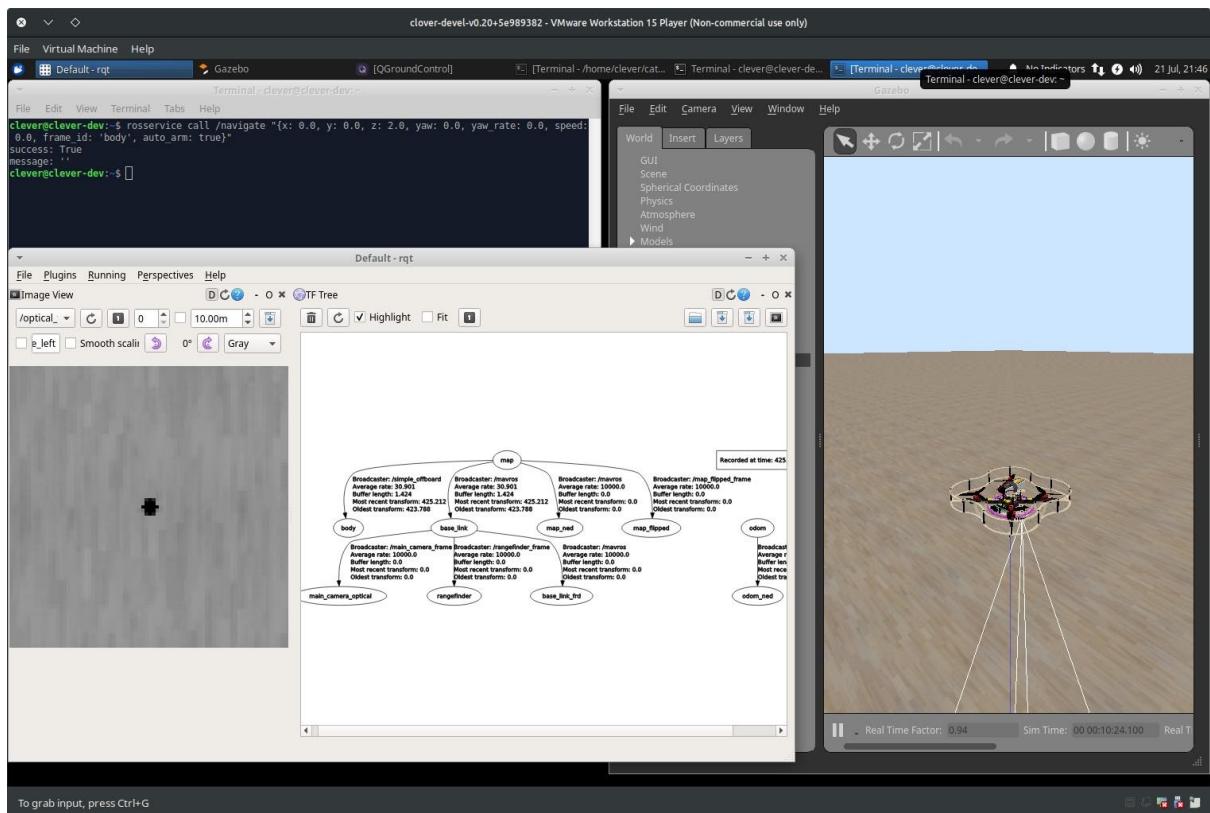
This will launch Gazebo server and client, the PX4 SITL binary and Clover nodes. The terminal in which the command was run will display diagnostic messages from the nodes and PX4, and will accept input for the PX4 command interpreter:



You can use QGroundControl to configure the simulated drone parameters, plan missions (if GPS is simulated) and control the drone using a joystick:



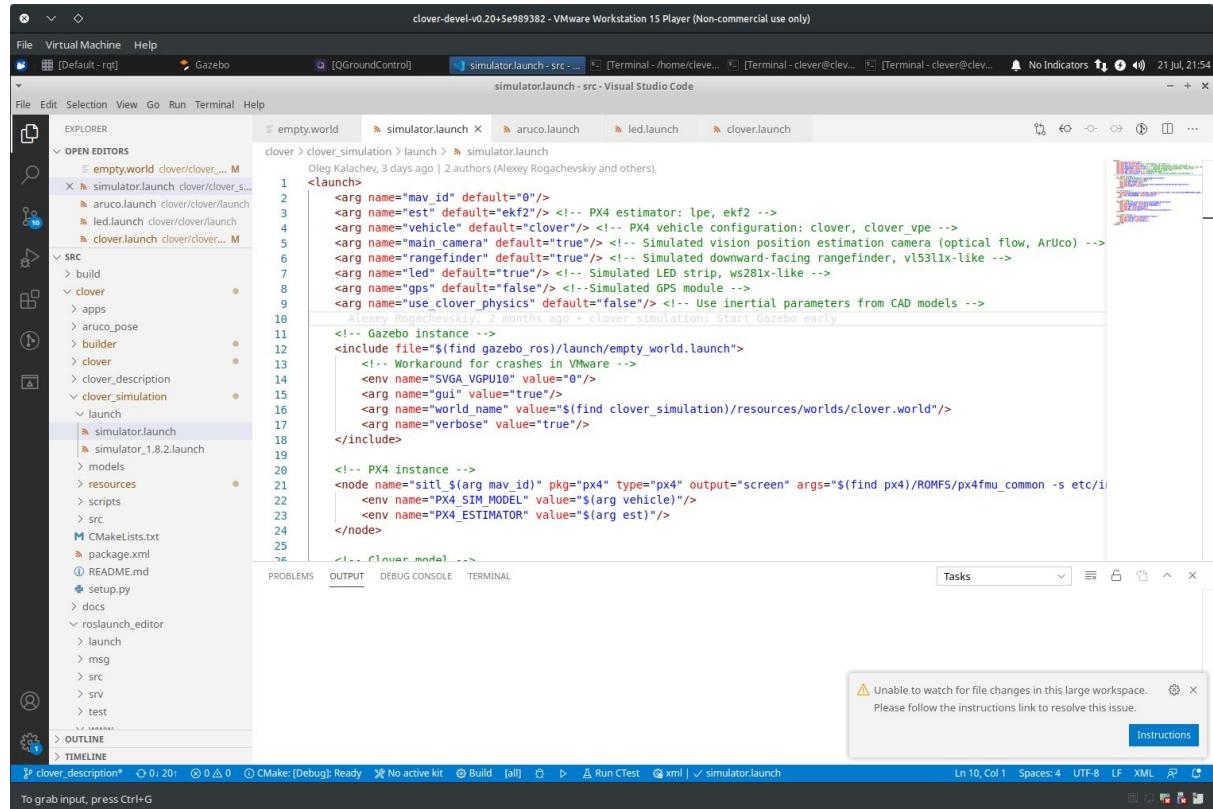
You can also use [our simplified OFFBOARD control](#) to control the drone, and traditional ROS GUI utilities like [rviz](#) and [rqt](#) to analyze the drone state:



## Configuring the simulation

The simulation can be configured by passing additional arguments to the `roslaunch` command or by changing the `~catkin_ws/src/clover/clover_simulation/launch/simulator.launch` file. Nodes that provide [ArUco detection](#), [optical flow calculation](#) and other services can be configured by changing their respective `.launch` files, just like on a real drone.

## Changing the drone parameters



You can enable or disable some of the drone sensors by changing parameters in the `simulator.launch` file. For example, in order to enable GPS, set the `gps` argument to `true`:

```
<arg name="gps" value="true"/>
```

Note that this will simply enable the sensor, you will have to change the PX4 estimator parameters to enable GPS fusion.

If you wish to add additional sensors or change their placement, you will have to change the drone description. The description file is located in `~catkin_ws/src/clover/clover_description/urdf/clover4.xacro`, and uses the [xacro](#) format to build URDF description.

## Changing the default world

Gazebo plugins for the drone currently require the `real_time_update_rate` world parameter to be 250, and `max_step_size` to be 0.004. Using other values will not work. Consider using `~/catkin_ws/src/clover/clover_simulation/resources/worlds/clover.world` as a base.

## Performance suggestions

Gazebo simulation environment is resource-intensive, and requires a fast CPU and a decent GPU for real-time execution. However, the simulation may still work on less powerful systems at slower-than-realtime rate. Below are some suggestions for running Gazebo on hardware that does not allow realtime execution.

## Use `throttling_camera` plugin

By default, Gazebo does not slow simulation down for visual sensors. This can be remedied by using the `throttling_camera` plugin from `clover_simulation`.

You can enable it for the drone by changing the `maintain_camera_rate` argument to `true` in `clover_description/launch/spawn_drone.launch`:

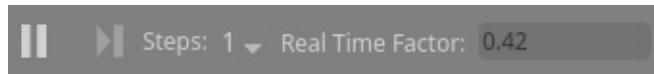
```
<!-- Slow simulation down to maintain camera rate -->
<arg name="maintain_camera_rate" default="true"/>
```

The plugin will collect publishing rate statistics and slow the simulation down so that the camera publishing rate is no less than requested. However, large slowdowns may negatively affect non-ROS software that connects to PX4. If your simulation is being slowed down to values lower than 0.5 of realtime, consider using the next suggestion.

## Set simulation speed

Since v1.9 the PX4 SITL setup supports [setting the simulation speed](#) by setting the `PX4_SIM_SPEED_FACTOR` environment variable. Its value is picked up by PX4 startup scripts, which in turn reconfigure it to expect a certain speedup/slowdown.

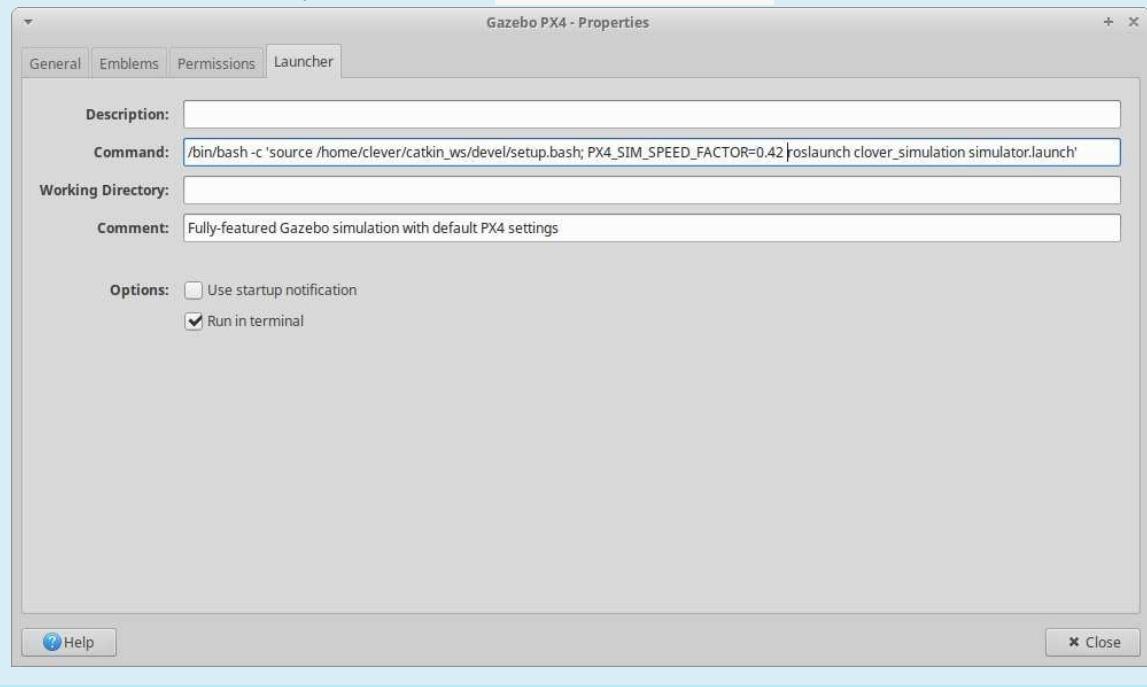
You should set its value to the actual real time factor that you get with `throttling_camera`. The real time factor may be found in the Gazebo GUI window at the bottom:



In this example you should set `PX4_SIM_SPEED_FACTOR` to `0.42` when launching the simulation:

```
PX4_SIM_SPEED_FACTOR=0.42 roslaunch clover_simulation simulator.launch
```

If you are using the VM, it may be convenient to put the value in the Gazebo desktop shortcut. Right-click on the Gazebo icon, select "Properties..." and add `PX4_SIM_SPEED_FACTOR=0.42` to the Command field as follows:



## Allocate more resources to the VM

The virtual machine may benefit from several CPU cores, especially if the cores are not very performant. In our tests, a four-core machine with only a single core allocated to the VM was unable to run the simulation, with constant interface freezes and dropped ROS messages. The same machine with all four cores available to the VM was able to run the simulation at 0.25 real-time speed.

Do note that you should not allocate more resources than you have on your host hardware.

# ROS

Main article: <http://wiki.ros.org>

ROS is a widely used framework for developing complex and distributed robotic systems.

## Installation

Main article: <http://wiki.ros.org/melodic/Installation/Ubuntu>

ROS is already installed on [the RPi image](#).

To use ROS on a PC, we recommend using Ubuntu Linux (or a virtual machine such as Parallels Desktop Lite] (<https://itunes.apple.com/ru/app/parallels-desktop-lite/id1085114709?mt=12>) or [VirtualBox](#)).

For ROS Melodic distribution, we recommend using Ubuntu 18.04.

## Concepts

### Nodes

Main article: <http://wiki.ros.org/Nodes>

ROS node is a special program (usually written in Python or C++) that communicates with other nodes via ROS topics and ROS services. Dividing complex robotic systems into isolated nodes provides certain advantages: reduced coupling of the code, increases re-usability and reliability.

Many robotic libraries and the drivers are executed in the form of ROS-nodes.

In order to turn an ordinary program into a ROS node, include a `rospy` or `roscpp` library, and insert the initialization code.

An example of a ROS node in Python:

```
import rospy

rospy.init_node('my_ros_node') # the name of the ROS node

rospy.spin() # entering an endless cycle...
```

### Topics

Main article: <http://wiki.ros.org/Topics>

A topic is a named data bus used by the nodes for exchanging messages. Any node can *post* a message in a random topic, and *subscribe* to an arbitrary topic.

An example of `std_msgs/String` (line) message type posting in topic `/foo` in Python:

```
from std_msgs.msg import String

# ...

foo_pub = rospy.Publisher('/foo', String, queue_size=1) # creating a Publisher
```

```
# ...
foo_pub.publish(data='Hello, world!') # posting the message
```

An example of subscription to topic `/foo`:

```
def foo_callback(msg):
    print(msg.data)

# Subscribing. When a message is received in topic /foo, function foo_callback will be invoked.
rospy.Subscriber('/foo', String, foo_callback)
```

There is also an opportunity to work with the topics using the `rostopic` utility. For example, using the following command, one can view messages published in topic `/variety` of the Aegean sea/state:

```
rostopic echo /mavros/state
```

## Services

Main article: <http://wiki.ros.org/Services>

A service can be assimilated to the a function that can be called from one node, and processed in another one. The service has a name that is similar to the name of the topic, and 2 message types: request type and response type.

An example ROS service invoking from Python:

```
from clover.srv import GetTelemetry

# ...

# Creating a wrapper for the get_telemetry service of the clover package with the GetTelemetry type:
get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)

# Invoking the service, and receiving the quadcopter telemetry:
telemetry = get_telemetry()
```

You can also work with the services using the `rosservice` utility. For instance, you can call service `/get_telemetry` from the command line:

```
rosservice call /get_telemetry "{frame_id: ''}"
```

More examples of using the services for Clover quadcopter autonomous flights are available in the [documentation for node simple\\_offboard](#).

## Working on several PCs

Main article: <http://wiki.ros.org/ROS/Tutorials/MultipleMachines>.

The advantage of using ROS is the possibility of distributing the nodes across several PCs in the network. For example, a node that recognizes an image may be run on a more powerful PC; the node that controls the copter may be run directly on a Raspberry Pi connected to the flight controller, etc.

# MAVROS

Main article is available in the official documentation: <http://wiki.ros.org/mavros>

MAVROS (MAVLink + ROS) is a ROS package that allows controlling drones via the [MAVLink](#) protocol. MAVROS supports PX4 and APM flight stacks. Communication may be established via UART, USB, TCP or UDP.

MAVROS subscribes to certain ROS topics that can be used to send commands, publishes telemetry to other topics, and provides services.

The MAVROS node is automatically started in the Clover launch-file. In order to [set the type of connection](#), change the `fcu_conn` argument.

Simplified interaction with the drone is possible with the use of [`simple_offboard`] package (`simple_offboard.md`).

Some MAVROS plugins are disabled by default in the `clover` package in order to save resources. For more information, see the `plugin_blacklist` parameter in

`/home/pi/catkin_ws/src/clover/clover/launch/mavros.launch`.

## Main services

`/mavros/set_mode` — set [flight mode](#) of the controller. Most often used to set the OFFBOARD mode to accept commands from Raspberry Pi.

`/mavros/cmd/arm` — arm or disarm drone motors (change arming status).

## Main published topics

`/mavros/state` — status of connection to the flight controller and flight controller mode.

`/mavros/local_position/pose` — local position and orientation of the copter in the ENU coordinate system.

`/mavros/local_position/velocity` — current speed in local coordinates and angular velocities.

`/mavros/global_position/global` — current global position (latitude, longitude, altitude).

`/mavros/global_position/local` — the global position in the [UTM](#) coordinate system.

`/mavros/global_position/rel_alt` — relative altitude (relative to the arming altitude).

Messages published in the topics may be viewed with the `rostopic` utility, e.g., `rostopic echo /mavros/state`. See more in [working with ROS](#).

## Main topics for publication

`/mavros/setpoint_position/local` — set target position and yaw of the drone (in the ENU coordinate system).

`/mavros/setpoint_position/cmd_vel` — set target linear velocity of the drone.

`/mavros/setpoint_attitude/attitude` and `/mavros/setpoint_attitude/att_throttle` — set target attitude and throttle level.

`/mavros/setpoint_attitude/cmd_vel` and `/mavros/setpoint_attitude/att_throttle` — set target angular velocity and throttle level.

## Topics for sending raw packets

`/mavros/setpoint_raw/local` — sends [SET\\_POSITION\\_TARGET\\_LOCAL\\_NED](#) message. Allows setting target position/target speed and target yaw/angular yaw velocity. The values to be set are selected using the `type_mask` field.

`/mavros/setpoint_raw/attitude` — sends [SET\\_ATTITUDE\\_TARGET](#) message. Allows setting the target attitude /angular velocity and throttle level. The values to be set are selected using the `type_mask` field

`/mavros/setpoint_raw/global` — sends [SET\\_POSITION\\_TARGET\\_GLOBAL\\_INT](#). Allows setting the target attitude in global coordinates (latitude, longitude, altitude) and flight speed. **Not supported in PX4** ([issue](#)).

## Supplementary materials

This section contains articles that are not included in the main sections, as well as articles by the users on various subjects related to UAV.

To learn more about publishing text in this section, see the article "[Contributing to Clover](#)".

# COEX Pix

The **COEX Pix** flight controller is a modified [Pixracer](#) FCU. It is a part of the **Clover 4** quadrotor kit.

The source files of the COEX Pix flight controller are [published](#) under the CC BY-NC-SA license.

## Revision 1.1

### Physical specs

- Board size: 35x35 mm.
- Mounting hole pattern: standard 30.5 mm.
- Mounting hole diameter: 3.2 mm.
- Board mass: 9 g.
- Operating temperature range: -5..+65 °C.
- Input voltage: 4.8..5.5 V.

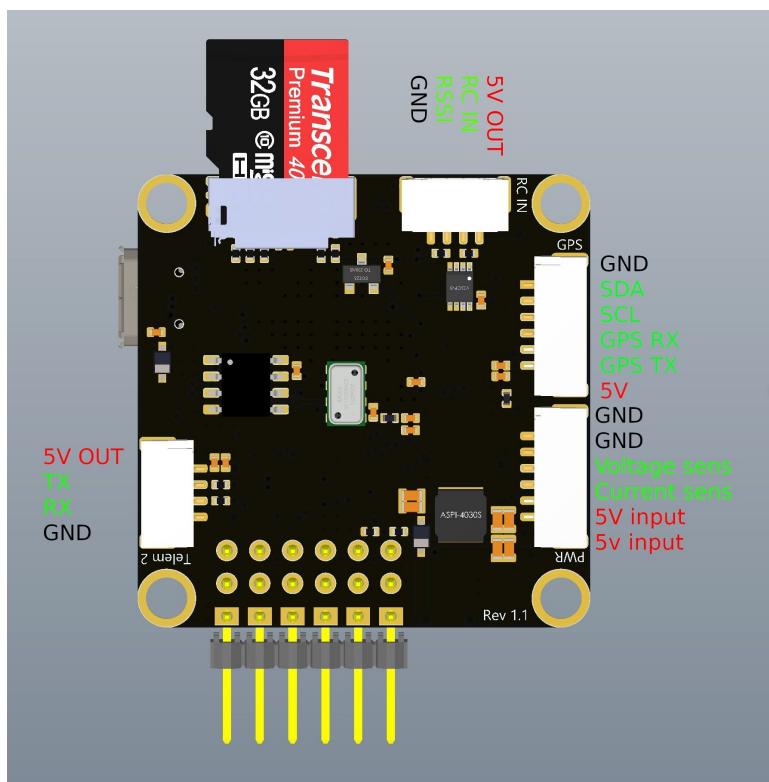
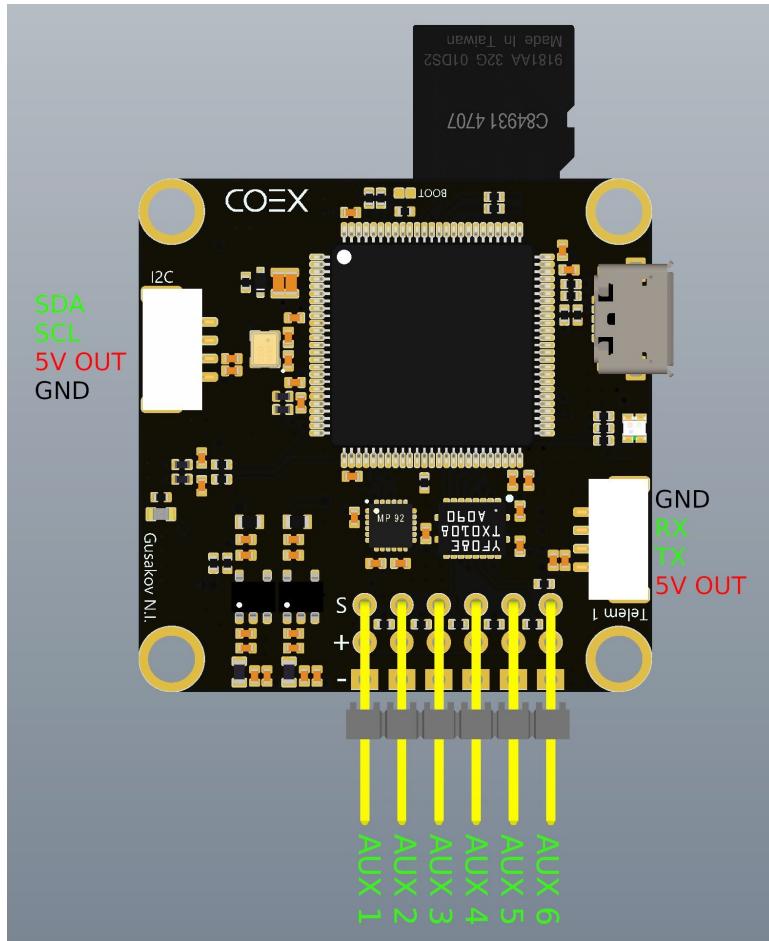
### Key features

- Main System-on-Chip: *STM32F427VIT6*.
- FRAM chip: *FM25V02A*
- Built-in sensors:
  - *MPU9250* 9DOF accelerometer/gyroscope/magnetometer.
  - *MS5607* barometer.

### Ports

- *TELEM 1* (JST-GH 4 pin) – telemetry port 1, UART.
- *TELEM 2* (JST-GH 4 pin) – telemetry port 2, UART.
- *GPS* (JST-GH 6 pin) – GNSS (UART) and external compass (I2C) port.
- *I2C* (JST-GH 4 pin) – I2C port for supported devices (shares lanes with *GPS* port).
- *PWR* (JST-GH 6 pin) – port for PDB connection (COEX PDB or compatible), with two power lanes, two ground lanes, and voltage and current sensor inputs.
- *RC IN* (JST-GH 4 pin) – RC input port with RSSI pin. Supports PPM and S.BUS protocols.
- Micro USB port for PC connection (USB 2.0/1.1).
- MicroSD slot (supports up to 32gb microSD cards).
- 6 servo outputs for ESCs and other peripherals.

### Port pinouts



On rev. 1.0 boards *RC IN* port and microSD slot are switched. Pinout for the *RC IN* port is the same on these boards.

## Mounting suggestions

**Important:** The board is meant to be installed with a non-standard orientation (roll 180°, yaw 90°) on the Clover airframe. Therefore, the `SENS_BOARD_ROT` PX4 parameter should be set to `ROLL 180, YAW 90`.

## Usage notes

In order to reduce magnetic interference from the PDB and power cables you should mount the FCU as far away from these parts as possible. You should have at least 15 mm clearance from high-power parts.

You may want to disable internal compass if you're using an external GNSS+compass module.

If your drone does not have a protective cover for the FCU, you should place a piece of foam over the barometer.

The FCU has power passthrough from the *PWR* input to the servo rail. Supplying additional power to the servo rail is not recommended if the *PWR* input is used. Powering the FCU from USB and *PWR/AUX* inputs is acceptable.

## Board specifics

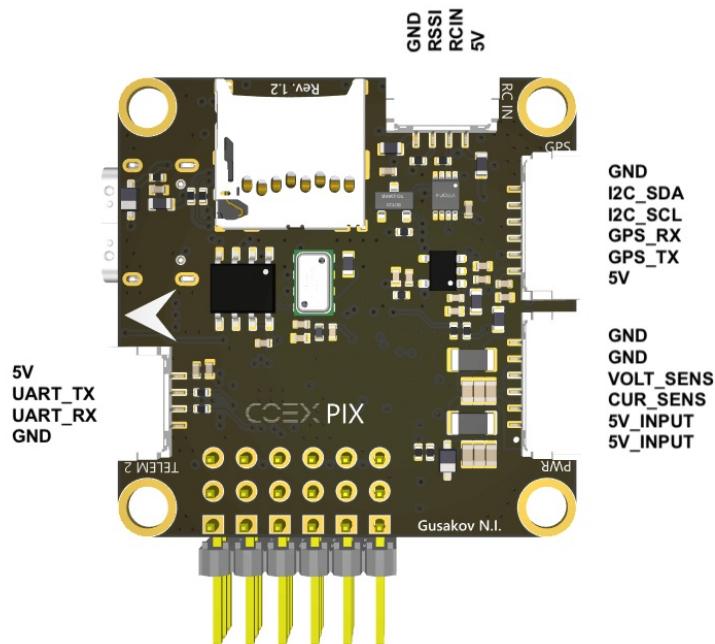
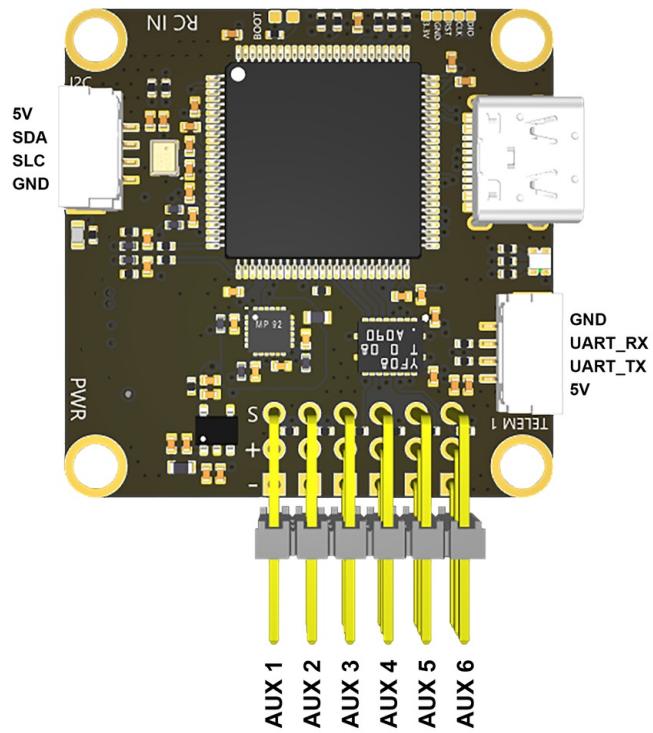
The board utilizes low-noise DC-DC converters, voltage inputs have LC and ferrite filters.

## Revision 1.2

### Innovations

- Replaced USB Micro-B connector with USB Type-C connector.
- Changed the slot for microSD cards to a deeper one.
- Changed pin assignments on the I2C connector.
- Added ferrite filters in the power circuit.

### Port pinouts



# COEX PDB

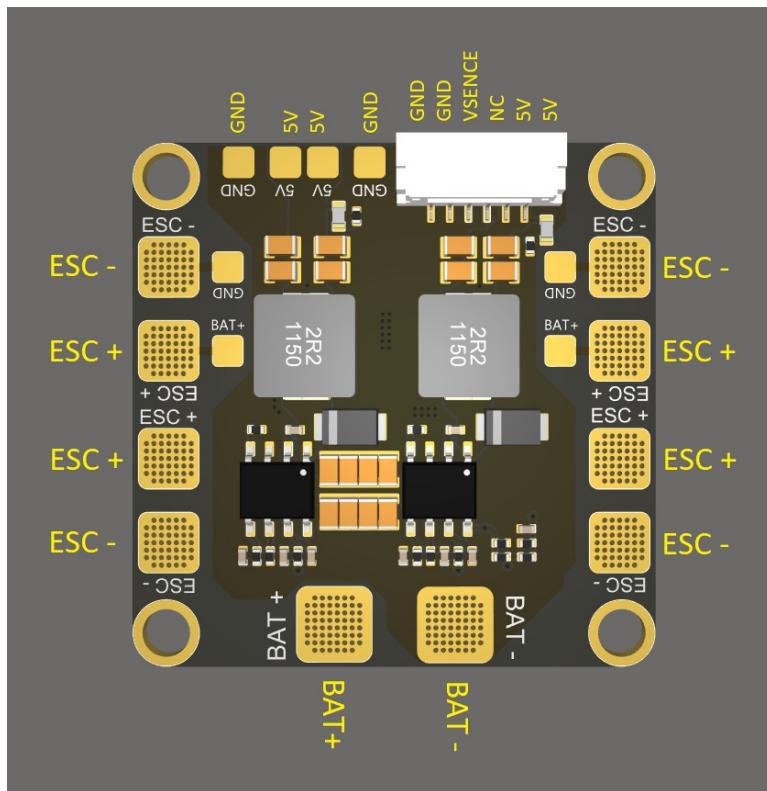
**COEX PDB** is the power distribution board used in [Clover 4 Drone kit](#).

Board size: 35x35 mm.

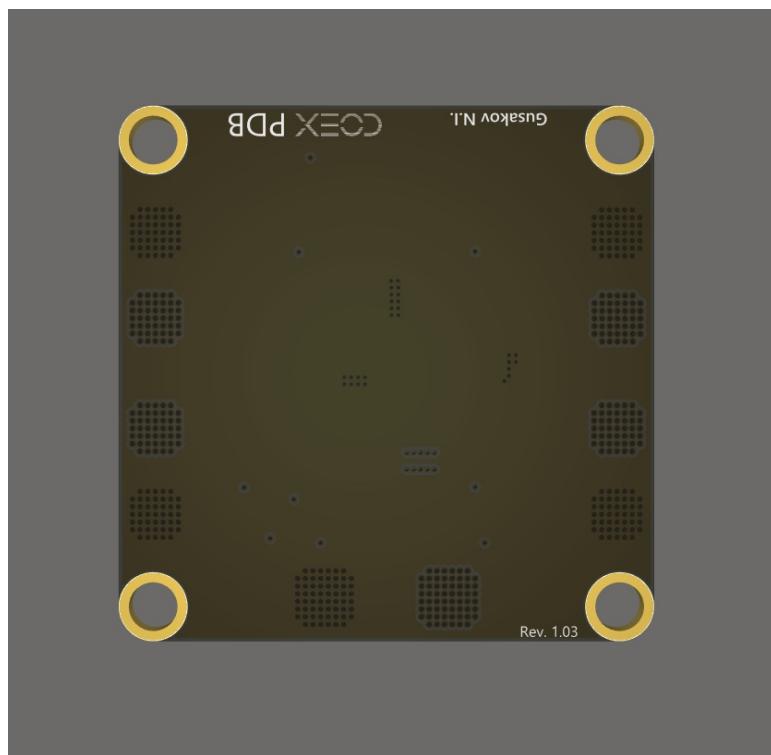
The source files of the COEX PDB board are [published](#) under the CC BY-NC-SA license.

## Port pinouts

### Top view



### Bottom view



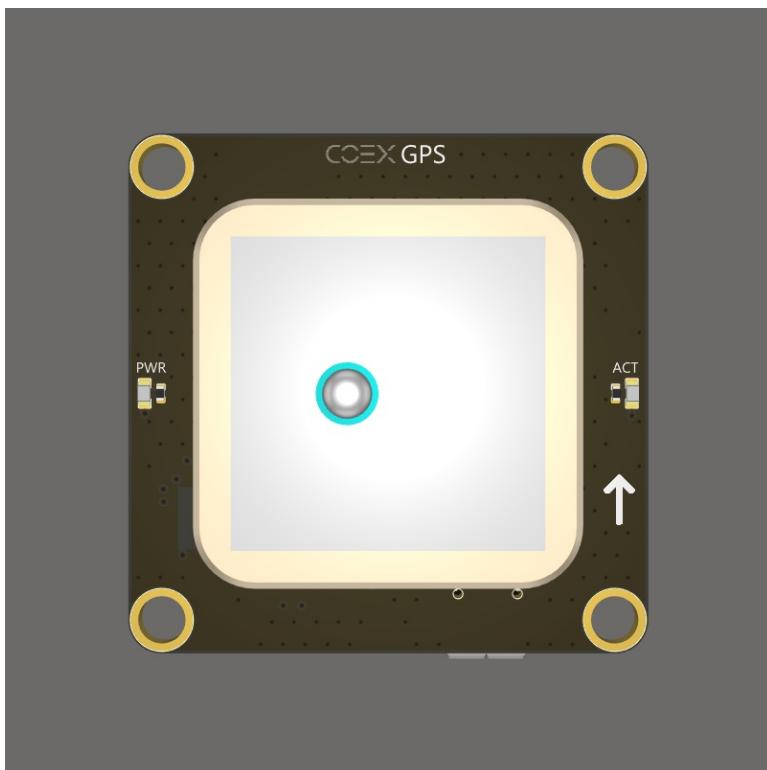
# COEX GPS

The GNSS receiver **COEX GPS** is compatible with the [COEX Pix](#) flight controller. This receiver comes with a COEX Clover Drone Kit.

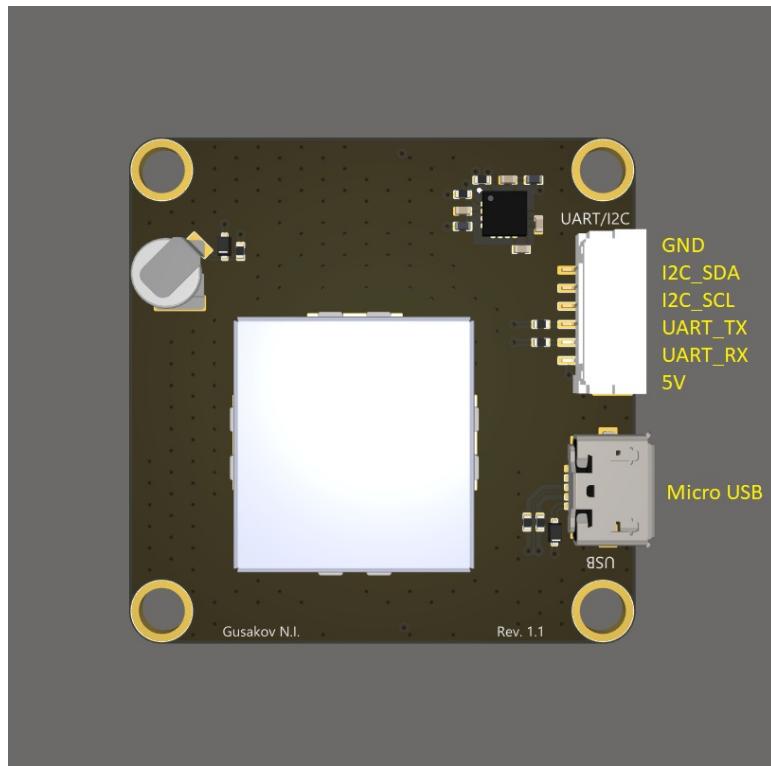
The source files of the COEX GPS board are [published](#) under the CC BY-NC-SA license.

## Port pinouts

### Top view



### Bottom view



# Step-by-step guide on autonomous flight with Clover 4

The following applies to [image version 0.20](#) and up. See [previous version of the article](#) for older images.

This manual contains links to other articles in which each of the topics addressed is discussed in more detail. If you encounter difficulties while reading one of these articles, it is recommended that you return to this manual, since many operations here are described step by step and some unnecessary steps are skipped.

## Raspberry Pi initial setup

- Install Raspberry Pi and a camera on the drone according to the [manual](#).
- Download the system image [here](#).
- Burn the image to the microSD card.
- Insert the card into Raspberry Pi.
- Connect power to Raspberry Pi and wait for the Wi-Fi network to appear. To do this, connect the Raspberry Pi to the computer via the microUSB cable. On Raspberry Pi, the green LED should flash blink. It shows that Raspberry Pi works properly.

Before connecting the Raspberry Pi to the computer via USB, you need to remove the 5V power cable from Raspberry Pi. Otherwise, there may be problems with power.

- Connect to Wi-Fi and open the web interface ([this article](#)).

After the first power-up, the network appears with a delay. You need to wait until the system is fully loaded. If the Clover network does not appear in the list of networks for a long time, reopen the window with the network selection. Then the list of networks will be updated.

Now if you have connected to the Clover's Wi-Fi network, it is recommended to open the [local version of this guide](#), otherwise the links will not work.

- Connect to Raspberry Pi via SSH.

Web access is the easiest way. Follow the instructions in the article [SSH Access](#).

- You can change the name and password of the network if you want to. See the article "[Network Settings] (network.md # change-password-or-ssid-network-name)". The remaining operations with the network are unnecessary.

- Use the nano editor to edit files. [Instructions for working with nano](#).

In nano, you can only move the cursor with the arrow keys on the keyboard.

- Reboot Raspberry Pi:

```
sudo reboot
```

The connection will temporary close, a new network will be created and you will need to reconnect to it.

- Make sure that the camera is working correctly. Follow the link <http://192.168.11.1:8080> and click `image_raw`.

For more information read "[Viewing images from cameras](#)".

If the image is blurry, you need to focus the lens. To do this, twist the lens in one or the other direction. Continue

If the image is blurry, you need to focus the lens. To do this, twist the lens in one or the other direction. Continue to twist until the image becomes clear.

The red LED on the camera should be lit: it means that the camera is currently capturing image. If the LED does not light: either the camera is connected incorrectly, or the operating system did not boot yet, or there is an error in settings.

## Basic commands

You will need the basic Linux commands, as well as special Clover commands, to work efficiently in the system.

Show list of files and folders:

```
ls
```

Go to certain directory by entering the path too it (catkin\_ws/src/clover/clover/launch/):

```
cd catkin_ws/src/clover/clover/launch/
```

Go to home directory:

```
cd
```

Open the file `file.py`:

```
nano file.py
```

Open the file `clover.launch` by entering the full path to it (it works even if you're in a different directory):

```
nano ~/catkin_ws/src/clover/clover/launch/clover.launch
```

Save file (press sequentially):

```
Ctrl+X; Y; Enter
```

Delete a file or folder called `name` (WARNING: the operation will not request confirmation. Be careful!):

```
rm -rf name
```

Make a new directory called `myfolder`:

```
mkdir myfolder
```

Raspberry Pi complete reboot:

```
sudo reboot
```

Reboot only the `clover` service:

```
sudo systemctl restart clover
```

Perform selfcheck:

```
rosrun clover selfcheck.py
```

Stop a program:

```
Ctrl+C
```

Start a program `myprogram.py` using Python:

```
python3 myprogram.py
```

Journal of the events related to `clover` package. Scroll the list by pressing Enter or Ctrl+V (scrolls faster):

```
journalctl -u clover
```

Open the sudoers file with super user rights (this particular file doesn't open without sudo. You can use sudo to open other locked files or run programs that require super user rights):

```
sudo nano /etc/sudoers
```

## Setting Raspberry Pi for autonomous flight

Most of the parameters for autonomous flight are located in the following directory:

```
~/catkin_ws/src/clover/clover/launch/ .
```

- Enter the directory:

```
cd ~/catkin_ws/src/clover/clover/launch/
```

The `~` symbol stands for home directory of your user. If you are already in the directory, you can go with just the command:

```
cd catkin_ws/src/clover/clover/launch/
```

Tab can automatically complete the names of files, folders or commands. You need to start entering the desired name and press Tab. If there are no conflicts, the name will be auto completed. For example, to quickly enter the path to the `catkin_ws/src/clover/clover/launch/` directory, after entering `cd`, you can start typing the following key combination: `c-Tab-s-Tab-c-Tab-c-Tab-1-Tab`. This way you can save a lot of time when writing a long command, and also avoid possible mistakes in writing the path.

- In this folder you need to configure three files:

- `clover.launch`
- `aruco.launch`
- `main_camera.launch`

- Open the file `clover.launch`:

```
nano clover.launch
```

You must be in the directory in which the file is located. If you are in other directory, you can open the file by writing the full path to it:

```
nano ~/catkin_ws/src/clover/clover/launch/clover.launch
```

If two users are editing a file at the same time, or if previously the file was closed incorrectly, nano will not display the file contents, it will ask for permission to display the file. To grant permission, press Y.

If the content of a file is still empty, you may have entered the file name incorrectly. You need to pay attention to the extension. If you entered a wrong name or extension, nano will create a new empty file named this way, which is undesirable. Such file should be deleted.

- Find the following line in clover.launch file:

```
<arg name="aruco" default="false"/>
```

Replace `false` with `true`:

```
<arg name="aruco" default="true"/>.
```

This will activate the ArUco marker detection module.

- Open the file `aruco.launch`:

```
nano aruco.launch
```

- Here you need to activate some parameters. Go to the [article](#) for more detail.

Here is what you should get:

```
<arg name="aruco_detect" default="true"/>
<arg name="aruco_map" default="true"/>
<arg name="aruco_vpe" default="true"/>
```

- Generate the ArUco markers field. See the article [Map-based navigation with ArUco markers] (`aruco_map.md` # marker map settings) for details. To generate markers, you need to enter a command with specific values.

Here is the example generating command where:

- marker length = 0.335 m ( `length` )
- 10 columns (x)
- 10 rows (y)
- distance between markers on the x axis = 1 m ( `dist_x` )
- distance between markers on the y axis = 1 m ( `dist_y` )
- the first marker's ID = 0 ( `first` )
- the marker map name is default: `map.txt`
- the marker map numbering is from the top left corner (key `--top-left` )

```
rosrun aruco_pose genmap.py 0.335 10 10 1 1 0 > ~/catkin_ws/src/clover/aruco_pose/map/map.txt --top-left
```

In most maps, numbering starts with a zero marker. Also, in most cases, numbering starts from the upper left corner, so when generating, it is very important to enter the key `--top-left`.

If you choose a different name for your ArUco map, you also need to change it in the `aruco.launch`. Find the line `<param name="map" value="$(find aruco_pose)/map/map.txt"/>` and replace `map.txt` with your map name.

- Edit the `main_camera.launch` for setting up the camera:

Read more in the article. "[Camera orientation](#)".

In this file, you need to edit the line with the camera location parameters. The line looks like this:

```
<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_frame" args="0.05 0 -0.07 -1.570796
3 0 3.1415926 base_link main_camera_optical"/>
```

In the file you will find many lines similar to this, but most of them are commented out (i.e. not readable) and only one is uncommented. These are pre-configured settings from which you can choose the one you need.

Comment in XML is `<!--` at the beginning of a line and `-->` at the end of a line. An example of a commented line:

```
<!--<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_frame" args="0.05 0 -0.07 -1.57
07963 0 3.1415926 base_link main_camera_optical"/><!--&gt;</pre>

```

An example of an uncommented line (the line will be read by the program):

```
<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_frame" args="0.05 0 -0.07 -1.570796
3 0 3.1415926 base_link main_camera_optical"/>
```

The writing above each of these lines indicates which camera position the line corresponds to. If the camera cable goes forward relative to the drone, and the camera is pointing down, you need to select the following setting:

```
<!-- camera is oriented downward, camera cable goes forward [option 2] -->
```

To select the desired setting, you need to uncomment the corresponding line, and comment out another similar line so that there are no conflicts.

- Save changes. Press sequentially:

```
Ctrl+x; y; Enter
```

- Restart the `clover` service:

```
sudo systemctl restart clover
```

## Setting the flight controller

- Flash the flight controller with modified firmware. You can download it [here](#) in the section "Flashing the flight controller".
- Instructions for flashing and calibrating the flight controller are in the same article.

Don't forget to choose the downloaded firmware when you flash the flight controller.

## Connecting the flight controller with Raspberry Pi

- Connect the Raspberry Pi and the Pixracer via the microUSB cable. The cable should be tightly fastened and passed through the bottom of the drone to not get into the propellers.
- Connect remotely to the flight controller through QGroundControl.

All the necessary settings for that are already set in Clover. Now you need to create a new connection in QGroundControl. Use the settings from [this article](#).

## Remote controller setup

- Flight modes setup is described in the article "[Flight modes](#)".

Set channel 5 to SwC switch; channel 5 to SwA switch. Or you can use any other switches you like.

## Clover selfcheck

Perform selfcheck when you have set up your drone or when you have faced problems. The selfcheck process is described in the article "[Automated self checks](#)"

- Run the command:

```
rosrun clover selfcheck.py
```

## Writing a program

The article "[Simple OFFBOARD](#)" describes working with `simple_offboard` module that helps to easily program a drone. All the basic flight functions are described in this article, as well as code snippets.

- Copy the Python code example from "The use of Python language" section and paste in code editor (e.g. Visual Studio Code, PyCharm, Sublime Text, Notepad++)
- Save the document with .py extension for highlighting the code.
- Add flight logic. The examples of such functions are given in the article. You need to call functions for taking off, flying to point and landing.
- Taking off.

Use `navigate` function to take off. Add this line at the bottom of the program.

```
navigate(x=0, y=0, z=1.5, speed=0.5, frame_id='body', auto_arm=True)
```

Add this line to add delay to the program. It gives you time for doing previously called operation.

```
rospy.sleep(3)
```

It is important to allocate time to execute the `navigate` function, otherwise the drone, without waiting for the previous command to execute, will immediately proceed to the next. For allocating time, use the `rospy.sleep()` command. The time in seconds is indicated in parentheses. The function `rospy.sleep()` refers to the previous `navigate` command, and not to the next. This is the time we give to fly to the point indicated in previous `navigate` (the one that is just above the `rospy.sleep()`).

- Set the drone's position in the marker field coordinate system.

For doing that you need to call a `navigate`, set the coordinates and coordinate system (`frame_id`):

```
navigate(x=1, y=1, z=1.5, speed=1, frame_id='aruco_map')
```

- As the result you get:

```
navigate(x=0, y=0, z=1.5, speed=0.5, frame_id='body', auto_arm=True)
rospy.sleep(3)
navigate(x=1, y=1, z=1.5, speed=1, frame_id='aruco_map')
rospy.sleep(5)
```

Note that the parameter `auto_arm=True` is only set once on the first takeoff. In other cases it should not be set True because it prevents overtaking the control.

- If you want to add other points for the drone's mission, add another `navigate` and `rospy.sleep()`. Calculate time individually for each point, depending on the speed of flight and the distance between two points.

If you want to add the points with coordinates (3, 3, 1.5):

```
navigate(x=3, y=3, z=1.5, speed=1, frame_id='aruco_map')
rospy.sleep(3)
```

Coordinates should not exceed the size of your field. If the field is 4x4 meters in size, the maximum coordinate value is 4.

- After reaching all of the points you need to land. The following line is placed at the end of the program:

```
land()
```

## Writing the program to the drone

The easiest way to send the program is to copy the content of the program, create a new file in the command line and paste the program text into the file.

- To create the file `myprogram.py`, run the command:

```
nano myprogram.py
```

You can select any name you want, but it is not recommended to use spaces and special characters. In addition, the program extension should always end with `.py`

- Paste text in the input field. If you use Butterfly web access on Windows or Linux:

```
Ctrl+Shift+V
```

On Mac you can click `Cmd+v`.

- Save the file:

```
Ctrl+x; Y; Enter
```

## Starting the program

- It is necessary to carefully prepare the drone, remote control and program before you fly autonomously. Run `selfcheck.py`. Make sure the drone flies well in manual mode.
- Turn on the drone and wait for the system to boot. A red light on the camera means that the system has booted.
- Check drone's flight in POSCTL mode.
- To do this, take off above the markers in STABILIZED mode and turn the SwC switch (or the one you have set) to the lower position - POSCTL mode.

You need to be ready to immediately switch back to STABILIZED mode if the drone gets out of control!

Set the left stick (throttle) to the middle position. The drone has to hover in place. If so, you can land the drone and proceed to the next step. If not, you need to find the reason for the problem.

- Before you start your program, set the SwC switch to the middle position. It will help you to take control of the drone. For taking control, switch your mode switch (SwC by default) to any other flight mode.
- Set the left stick (throttle) to the middle position so that in case of taking control the drone won't fall down.
- Run the program:

```
python3 my_program.py
```

After completion of the program , the drone can land incorrectly and continue to fly over the floor. In this case, you need to intercept control.

- If you want to stop the program before it ends, press `ctrl+c` . If didn't work, press `ctrl+z` , but it is not recommended.

# Hostname

The following applies to [image version 0.20](#) and up. See [previous version of the article](#) for older images.

By [default](#) the hostname of the Clover drone is set to `clover-xxxx`, where `xxxx` are random numbers. These numbers are the same as in the [Wi-Fi SSID](#).

Thus, Clover is accessible on machines that support mDNS as `clover-xxxx.local`. You can use this name to access Clover over SSH:

```
ssh pi@clover-xxxx.local
```

Also, this name can be used in place of IP-address to open Clover web pages in browser, accessing ROS master, etc.

## Changing hostname

In some situations it is necessary to change Clover's hostname. You can use the `hostnamectl` utility for that:

```
sudo hostnamectl set-hostname newname
```

Where `newname` is the new name of the machine. `hostnamectl` utility will change the name in `/etc/hostname` file.

You should also put the new name to `/etc/hosts` file:

```
127.0.1.1    newname newname.local
```

Setting `newname.local` is necessary to allow ROS to resolve this name in situations where all the network interfaces are down (when Wi-Fi is turned off or disconnected).

Changing the hostname does not affect the Wi-Fi SSID (and vice versa, changing the Wi-Fi SSID won't affect the hostname).

# PX4 Simulation

This article is about running a standalone PX4 simulation with a generic quadcopter and is **outdated**. Consider using [our configuration](#) for a more Clover-like experience.

Main article: <https://dev.px4.io/en/simulation/>

PX4 simulation is possible in Linux and macOS with the use of physical environment simulation systems [jMAVSim](#) and [the Gazebo](#).

jMAVSim is a lightweight environment intended only for testing multi-rotor aircraft systems; Gazebo is a versatile environment for all types of robots.

## Launching PX4 SITL

1. Clone repository from PX4.

```
git clone https://github.com/PX4/Firmware.git  
cd Firmware
```

## jMAVSim

Main article: <https://dev.px4.io/en/simulation/jmavsim.html>

For simulation using the jMAVSim lightweight environment, use the following command:

```
make posix_sitl_default jmavsim
```

To use the LPE position calculation module instead of EKF2, use:

```
make posix_sitl_lpe jmavsim
```

## Gazebo

Main article: <https://dev.px4.io/en/simulation/gazebo.html>

To get started, install Gazebo 7. On a Mac:

```
brew install gazebo7
```

On Linux (Debian):

```
sudo apt-get install gazebo7 libgazebo7-dev
```

Start simulation from the Firmware folder:

```
make posix_sitl_default gazebo
```

You can run a simulation in headless mode (without a window client). To do this, use the following command:

```
HEADLESS=1 make posix_sitl_default gazebo
```

## Connection

QGroundControl will automatically connect to the running simulation on startup. The operation will be the same as, as in the case of a real flight controller.

To connect MAVROS to the simulation, use the UDP Protocol, a local IP address, and port 14557, for example:

```
roslaunch mavros px4.launch fcu_url:=udp://@127.0.0.1:14557
```

# Navigation using vertical ArUco-markers

The algorithm of the navigation through visual ArUco-markers, that was implemented in the Clever image, supports the flexible configuration of the markers in area. It allows you to place them on any surface, at any angle.

## Installing the vertical camera mount

For a better recognition of the markers, you need to set the camera vertically so that the lens is pointed parallel to the horizon.

The configuration file allows you to configure the location of the camera in area relative to the copter in any way. For your convenience, we will review the option of installing the camera at an angle of 90 degrees to the horizon in the direction of the copter's nose.

### Camera mount, 3D printing

Print the [camera mount](#).

Install the mount in a convenient location, so that the camera has a minimum number of unnecessary objects (protection, legs, propellers, beams) — all of it will negatively affect the recognition of the markers.

## Setting the camera transform

To set the camera position at the desired angle, open the file `main_camera.launch`, located in  
`~/catkin_ws/src/clover/clover/launch/`.

```
nano ~/catkin_ws/src/clover/clover/launch/main_camera.launch
```

In the parameters `direction_x`, `direction_y`, set empty values manually or enter the following lines:

```
sed -i "/direction_z/s/default=.*/default=\"\"/" /home/pi/catkin_ws/src/clover/clover/launch/main_camera.launch
sed -i "/direction_y/s/default=.*/default=\"\"/" /home/pi/catkin_ws/src/clover/clover/launch/main_camera.launch
```

Edit one of the configuration lines or add the line shown below:

```
<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_frame" args="0.05 0 0.05 -1.5707963 0 -1.5707963 base_link main_camera_optical"/>
```

. Only one camera configuration can be used at a time. If you insert the line above, don't forget to comment the currently active one. The syntax highlighting system will help you determine that — the active line will be highlighted in a different color than the comments. To comment, add the `<!--` and `-->` symbols at the beginning and the end respectively.

If you are using the marker map, where the markers have equal distances along the x and y axes, you can use [script for creating markers map](#) `gen_map.py`. Otherwise, you will need to set them manually. To do this, go to the directory `map_name.txt` and create a map file. Fill out your map according to the [map syntax](#). Here is an example of a marker

map with a random marker location:

. When filling out the map, select one of the markers as the origin, and measure the distance to all other markers relative to it. If all your parameters are oriented same way, you can choose not to specify all 8 parameters, but only the first 5: the marker index, size, and its location in space along the x, y, and z axes, respectively.

```
106 0.33    0   0   0  
103 0.33    1.53  0.23   0  
153 0.40   -0.56  1.36   0
```

After you fill out the map, you need to apply it. To do it, edit the file `aruco.launch`, located in `~/catkin_ws/src/clover/clover/launch/`. Change the line `<param name="map" value="$(find aruco_pose)/map/map_name.txt"/>`, where `map_name.txt` is the name of your map file.

If you are using markers that are not linked to horizontal surfaces (floor, ceiling), you must disable the parameter `known_tilt` both in the module `aruco_detect` and `aruco_map` in the same file. To do it automatically, enter:

```
sed -i "/known_tilt/s/value=.*\"/value=\"\"/" /home/pi/catkin_ws/src/clover/clover/launch/aruco.launch
```

After all the settings, call `sudo systemctl restart clover` to restart the `clover` service.

## Configuring the PID coefficients

In practice, the most common problem is the presence of rapid oscillations that occur due to the too large values of parameter P. In this situation, you should decrease this value (all parameters are set experimentally, based on copter behavior).

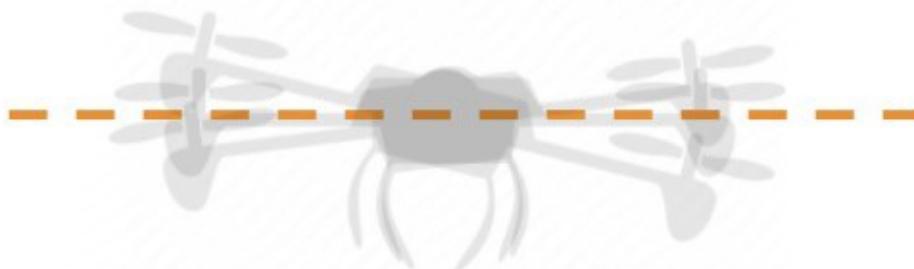
It is also worth checking that the oscillations do not occur during sharp descent (otherwise, reduce P). Slow copter rocking from side to side while trying to maintain the predetermined position is related to excessive value I. If the copter swings during movement, the value should be increased. If the copter keeps the preset position poorly, you should increase the D parameter; if the D parameter is too high or too low, oscillations occur.

Adjustment of the D parameter should start with the minimum values, which are 3 – 4 times lower than default values, if any.

The Rate Pitch and Rate Roll parameters should be the same.

YAW parameters should be changed individually, according to the above instruction (usually the yaw doesn't require serious adjustment, you may leave it default).

Oscillations are regular fluctuations of the  
copter Fast oscillations are similar to copter shaking



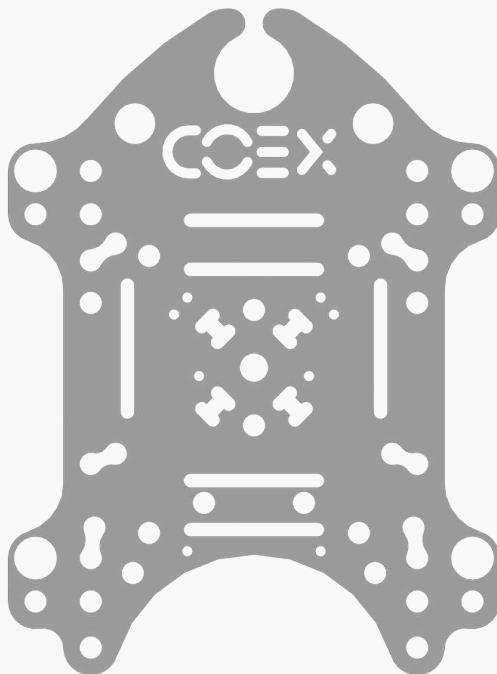
*An example of ROLL oscillation*

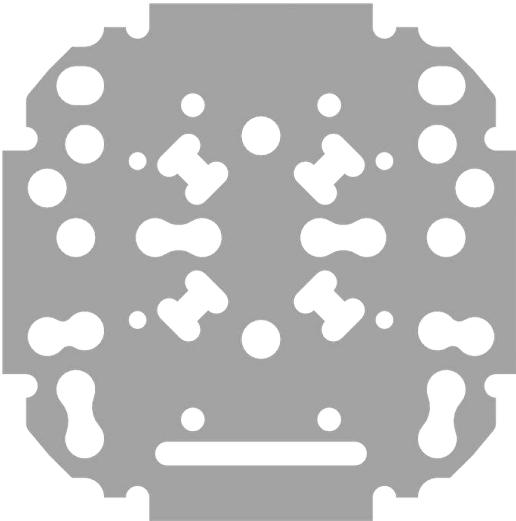
## Model files for parts

This page contains models and drawings of some of the drone parts. They can be used for 3D printing and/or laser cutting replacement parts.

### Clover 4.2

#### Milling

Preview	Part	Files
	<b>Deck mount.</b> Function: Deck for installing battery and Raspberry Pi Material: Monolithic polycarbonate 2mm. Quantity: 1 pcs.	<a href="#">Deck Mount.dxf</a> <a href="#">Deck Mount.igt</a> <a href="#">Deck Mount.stp</a>
	<b>Deck mount small.</b> Function: Deck for mounting FPV	



cameras and  
mounting stiffening  
plates.  
Material: Monolithic  
polycarbonate 2mm.  
Quantity: 1 pcs.

[Deck Mount Small.dxf](#)  
[Deck Mount Small.ipt](#)  
[Deck Mount Small.stp](#)



**Grab deck.**  
Function: Deck for  
installing grippers  
and external  
peripherals (camera,  
rangefinder).  
Material: Monolithic  
polycarbonate 2mm.  
Quantity: 1 pcs.

[Grab Deck.dxf](#)  
[Grab Deck.ipt](#)  
[Grab Deck.stp](#)



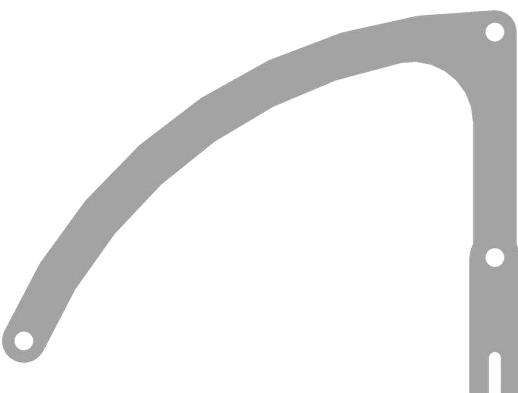
**LED mount plate.**  
Function: Fixing the  
LED strip.  
Material: Monolithic  
polycarbonate 2mm.  
Quantity: 1 pcs.

[LED mount plate.dxf](#)  
[LED mount plate.ipt](#)  
[LED mount plate.stp](#)



**Prop guard.**  
Function: Prevent  
damage of  
propellers.  
Material: Monolithic  
polycarbonate 2mm.  
Quantity: 4 pcs.

[Prop Guard.dxf](#)  
[Prop Guard.ipt](#)  
[Prop Guard.stp](#)



**Prop guard mount.**

Function: Arc for securing the guard.  
Material: Monolithic polycarbonate 2mm.  
Quantity: 2 pcs.

[Prop Guard Mount.dxf](#)  
[Prop Guard Mount.ipt](#)  
[Prop Guard Mount.stp](#)



**Small leg.**

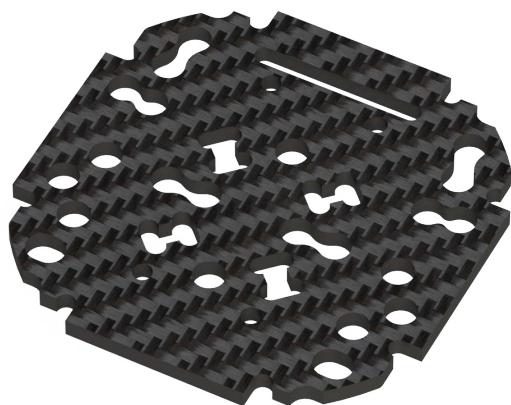
Function: Standard footing element.  
Material: Monolithic polycarbonate 2mm.  
Quantity: 2 pcs.

[Small Leg.dxf](#)  
[Small Leg.ipt](#)  
[Small Leg.stp](#)

**Arm.**

Function: motor mount.  
Material: carbon fibre 2mm.  
Quantity: 4 pcs.

[Arm.dxf](#)  
[Arm.ipt](#)  
[Arm.stp](#)



**Central plate.**

Function: a place to mount PCBs.  
Material: carbon fibre 2mm.  
Quantity: 1 pc.

[Central Plate.dxf](#)  
[Central Plate.ipt](#)  
[Central Plate.stp](#)

**Small deck mount.**

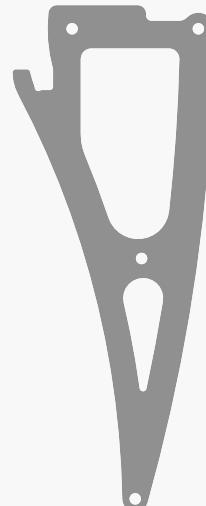
Function: holds stiffener plates.  
Material: carbon fibre 2mm.  
Quantity: 1 pc.

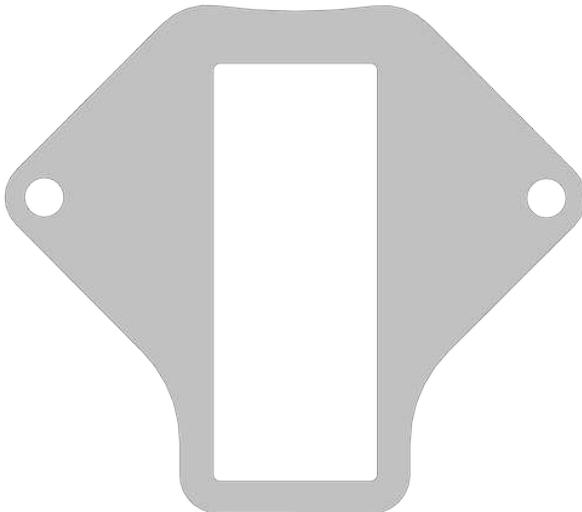
[Deck Mount Small.dxf](#)  
[Deck Mount Small.ipt](#)  
[Deck Mount Small.stp](#)

	<p><b>Stiffener plate.</b> Function: frame stiffener. Material: carbon fibre 2mm. Quantity: 4 pcs.</p>	<p>Stiffener Plate.dxf Stiffener Plate.ipt Stiffener Plate.stp</p>
---	--	--

## Clover 4.2 WorldSkills

### Milling

Preview	Part	Files
	<p><b>Big leg.</b> Function: Extended footing element. Материал: Monolithic polycarbonate 2mm. Quantity: 2 pcs.</p>	<p>Big Leg.dxf Big Leg.ipt Big Leg.stp</p>



**Grip spacer.**

Function:  
spacer for the  
gripper  
plates.  
Material:  
monolithic  
polycarbonate  
2mm.  
Quantity: 1  
pcs.

[Grab\\_Spacer.dxf](#)  
[Grab\\_Spacer.ipt](#)  
[Grab\\_Spacer.stp](#)

## Clover 4

### 3D print

- Battery holder – [battery\\_holder.stl](#) . Filament: PLA/ABS/SBS. Infill: 50% or more.

### Laser cut

- Reinforcing Pad – [reinforcing\\_pad.dxf](#)

## Contributed models for Clover 4

Reinforced mounting plate for [Jetson Nano](#) and additional equipment by [Vyacheslav Buzov](#).

### Laser cut

- Reinforced plate base (for Jetson Nano) – [reinforced\\_plate\\_base.dxf](#)
- Reinforced plate rib – [reinforced\\_plate\\_rib.dxf](#) (x2)
- Camera pad for reinforced plate – [reinforced\\_plate\\_camera\\_pad.dxf](#)

## Clover 3

### 3D print

- Camera case – [camera\\_case.stl](#) . Filament: PLA/ABS/SBS.
- Camera mount – [camera\\_mount.stl](#) . Filament: PLA/ABS/SBS.
- Camera plate – [camera\\_plate.stl](#) . Filament: PLA/ABS/SBS.
- Mounting deck small – [mounting\\_deck\\_small.stl](#) . Filament: PLA/ABS/SBS.

## Laser cut

- Big leg – [big\\_leg.dxf](#).
- Deck mount – [deck.dxf](#).
- Prop guard – [prop\\_guard.dxf](#).
- Prop guard fork – [prop\\_guard\\_mount.dxf](#).
- Spacer – [grab\\_spacer.dxf](#).
- Leg – [leg.dxf](#).
- LED mount plate – [led\\_mount\\_plate.dxf](#).
- Mounting deck small – [mounting\\_deck\\_small.dxf](#).

## Milling

- Central plate – [central\\_plate.dxf](#).
- Arm – [arm.dxf](#).

# ROS Melodic package installation and setup

In order to use tools such as rqt, rviz and others as well as running the simulator (SITL), you will need to install and setup ROS package

For more details on installation refer to [the main article](#).

## ROS Melodic installation on Ubuntu

To find the correct package version, you will need to change the settings of your repositories. Go to "Software and updates" and enable `restricted`, `universe` and `multiverse`.

Set up your system so that software from `packages.ros.org` can be installed :

```
sudo sh -c 'echo "deb http://packages.ros.org/ros/ubuntu $(lsb_release -sc) main" > /etc/apt/sources.list.d/ros-latest.list'
```

Configure access keys in your system for correct download:

```
sudo apt-key adv --keyserver hkp://ha.pool.sks-keyservers.net:80 --recv-key C1CF6E31E6BADE8868B172B4F42ED6FBAB17C654
```

Make sure that your packages are up to date:

```
sudo apt-get update
```

Now you can install the ROS package itself.

- If you plan to use ROS together with the simulator (also includes tools such as rqt, rviz and others):

```
sudo apt-get install ros-melodic-desktop-full
```

- If you plan to use ROS exclusively for tools rqt, rviz etc.:

```
sudo apt-get install ros-melodic-desktop
```

After the package has installed, initialize `rosdep`. Package `rosdep` will allow to easily install dependencies for the source files that you wish to compile. Running some essential components of ROS will as well require this package.

```
sudo rosdep init  
rosdep update
```

If you are not comfortable with entering environment variables manually each time, you may configure it in a way that it adds itself in your bash session on every new shell startup:

```
echo "source /opt/ros/melodic/setup.bash" >> ~/.bashrc  
source ~/.bashrc
```

If you wish to install any additional packages for your ROS Melodic simply use:

```
sudo apt-get install ros-melodic-PACKAGE
```

# Camera calibration

Camera calibration can significantly improve the quality of nodes related to computer vision: [ArUco markers detection](#) and [optical flow](#).

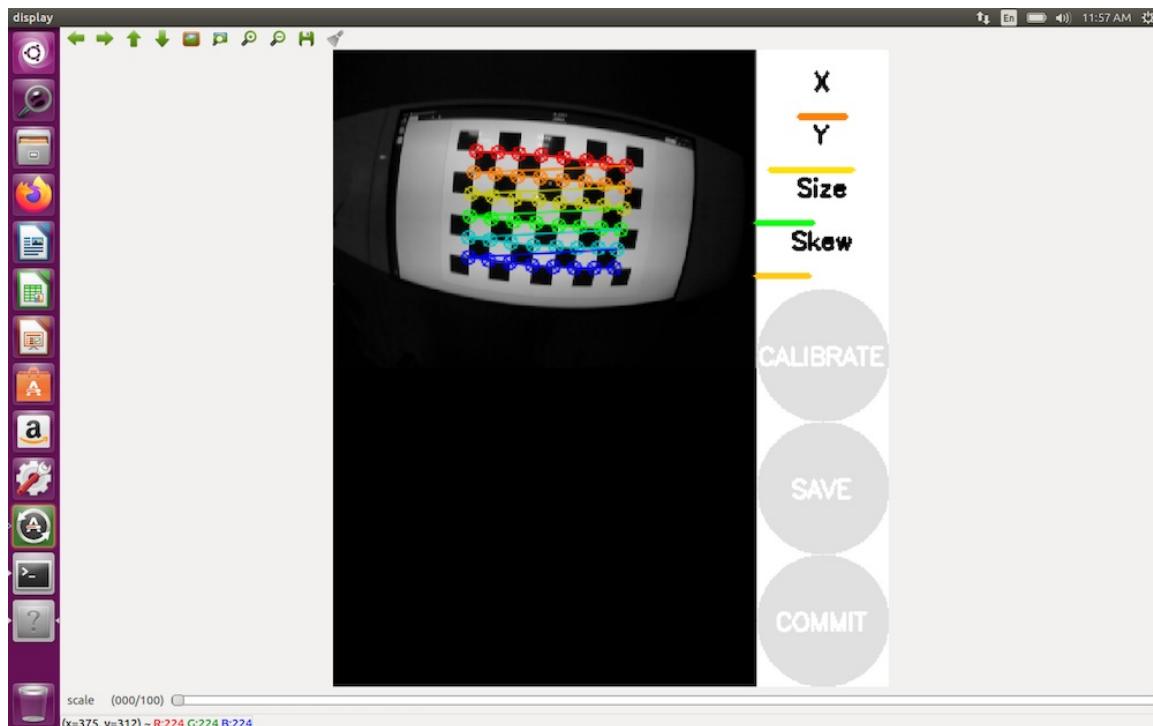
Camera calibration process allows to define the parameters reflecting the specific lens installed. These parameters include focal lengths, principal point (which depends on camera lens placement regarding the centre), distortion coefficient  $D$ . You can read more about camera distortion model used in the [OpenCV documentation](#).

There are several tools allowing to calibrate the camera and store calculated parameters into the system. Usually they use calibration images, "chessboards" or combinations of "chessboards" and ArUco-marker grids ([ChArUco](#)).

## camera\_calibration ROS-package

Main tutorial: [http://wiki.ros.org/camera\\_calibration/Tutorials/MonocularCalibration](http://wiki.ros.org/camera_calibration/Tutorials/MonocularCalibration).

In order to calibrate the camera with the `camera_calibration` ROS-package you need a computer with OS GNU/Linux and [ROS Melodic](#) installed.



1. Using the Terminal, install `camera_calibration` package to your computer:

```
sudo apt-get install ros-melodic-camera-calibration
```

2. Download the chessboard – [chessboard.pdf](#). Print the chessboard on paper or open it on the computer screen.
3. Connect to the [Clover Wi-Fi network](#).
4. Run camera calibration (on your computer):

```
ROS_MASTER_URI=http://192.168.11.1:11311 rosrun camera_calibration cameracalibrator.py --size 6x8 --square 0.108 image:=/main_camera/image_raw camera:=/main_camera
```

Change the value `0.108` to actual size a square on the chessboard in metres. For example, value `0.03` corresponds to 3 cm.

5. When the calibration program starts, move the drone so the calibration board is observed from different angles:
  - o Place the chessboard in the left, right, top and bottom part of the frame.
  - o Rotate the chessboard around all 3 axes.
  - o Move camera toward and away from the chessboard, so that it is observed from different distance.
6. Click the `CALIBRATE` button, when it's active. The process of calculation will take several minutes.

When the calculation is done, you'll see calculated parameters in the terminal. The corrected camera image view will be displayed as well. If calibration was successful all straight lines will remain straight on the image displayed.

7. Click the `COMMIT` button to store calculated calibration parameters. The result will be stored in the main Clover camera calibration file: `/home/pi/catkin_ws/src/clover/clover/camera_info/fisheye_cam_320.yaml`.

# Creating a virtual network ZeroTier One and connecting to it

## Creating and configuring a ZeroTier network

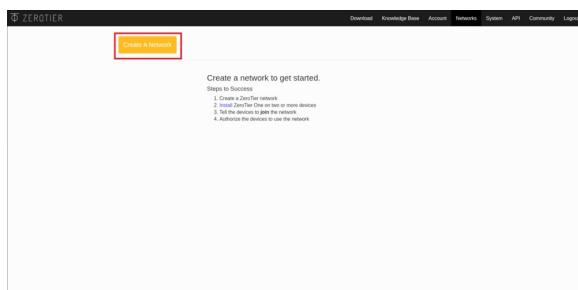
1. Go to [ZeroTier](#) website.



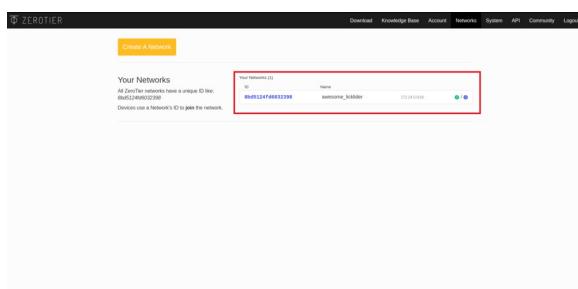
2. Sign up on ZeroTier.

3. Go to your account.

4. Click on the *Create A Network*.



5. After that, you will see the network you created, its ID and name. Click on the network to configure it.



6. In the window that appears you can change the network name and connection privacy.

The screenshot shows the 'Settings' page for a ZeroTier network. Under 'Basics', the 'Name' field is set to '8bd5124fd6032398' and 'Access Control' is set to 'PUBLIC'. Under 'Advanced', 'Managed Routes' is set to '172.24.0.0/16' and 'Add Route' is set to '0.0.0.0/0'. Both fields have red boxes around them.

7. Scroll down to the *Members* column. It will say that there are no users on the network.

The screenshot shows the 'Members' page. It displays a message: 'No devices have joined this network. Use the ZeroTierOne app on your devices to join 8bd5124fd6032398. Visit the download page to get the app.' A red box highlights this message area.

8. Devices connected to the network will be displayed in this column. To allow them to connect to the network, activate the *Auth?* checkbox. The connected device will automatically be given an internal IP address, which will then be used to communicate with this device.

The screenshot shows the 'Members' page after a device has joined. It displays a message: 'One device has joined this network. A ZeroTier network should have at least 2 member devices. Use the ZeroTierOne app on your devices to join 8bd5124fd6032398. Visit the download page to get the app.' Below this, a table lists the joined device: 'Auth?' (checkbox checked), 'Address' (8bd5-09f1-4914), 'Name/Description' (Lacie PC), 'Managed IPs' (172.24.0.10), 'Last Seen' (Online), 'Version' (1.4.2), and 'Physical IP' (192.168.1.10). A red box highlights the 'Auth?' checkbox in the table header.

The screenshot shows the 'Members' page again. It displays a message: 'One device has joined this network. A ZeroTier network should have at least 2 member devices. Use the ZeroTierOne app on your devices to join 8bd5124fd6032398. Visit the download page to get the app.' Below this, a table lists the joined device: 'Auth?' (checkbox checked), 'Address' (8bd5-09f1-4914), 'Name/Description' (Lacie PC), 'Managed IPs' (172.24.0.10), 'Last Seen' (Online), 'Version' (1.4.2), and 'Physical IP' (192.168.1.10). A red box highlights the 'Auth?' checkbox in the table header. A green box at the bottom right contains the text: 'specify names for new devices, it will help you distinguish them from each other in the future.'

9. Repeat the last step for all the devices that you want to connect.

ZeroTier network supports up to 50 users simultaneously for free use.

## Setup on Windows

### Installing the app

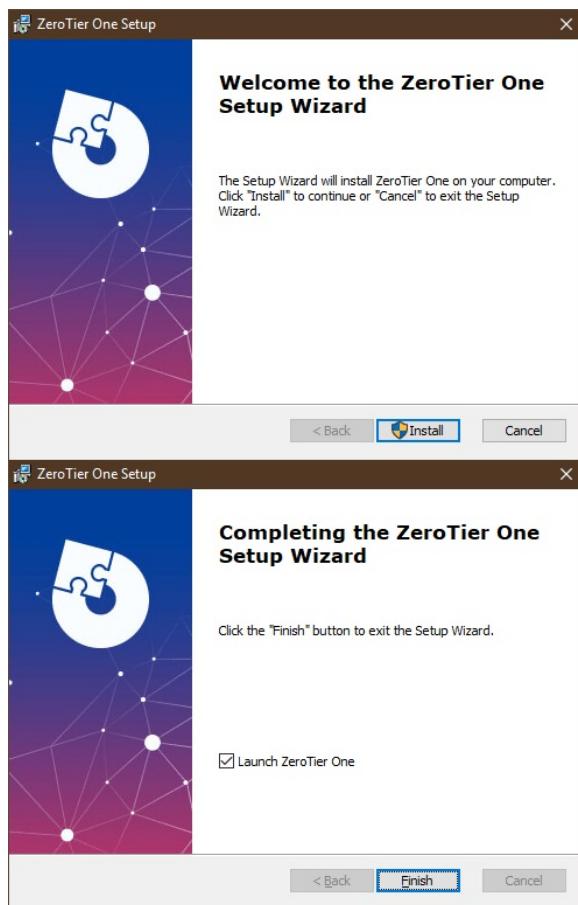
1. Go to the ZeroTier website.



2. Click on the Windows icon.



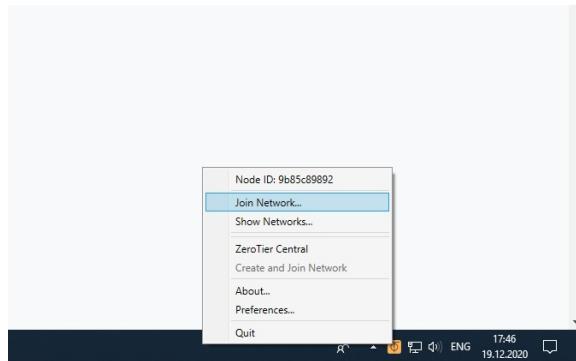
3. Download and run the `ZeroTier One.msi` file.



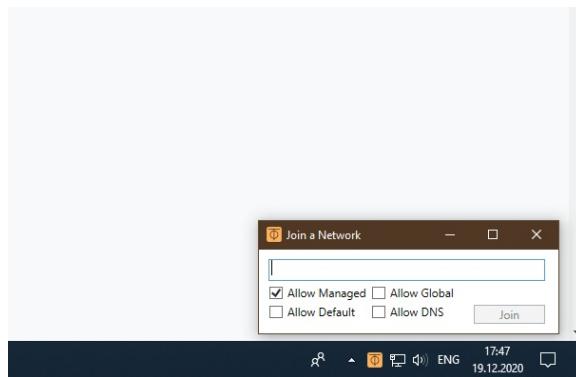
## Network connection

1. Run ZeroTier One.
2. Click on the ZeroTier One icon in the taskbar.

3. Click on the *Join Network...* to connect to the network.



4. In the window that appears, enter your network ID and click *Join*.



5. Allow using the new network.

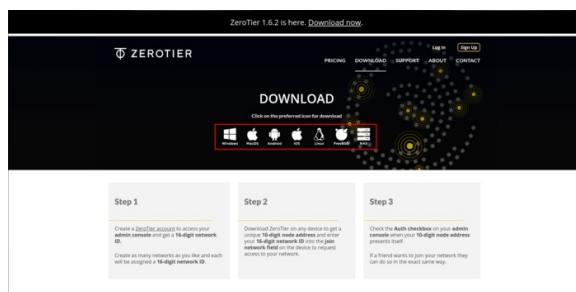
## Setup on iOS

### Installing the app

1. Go to the ZeroTier website.



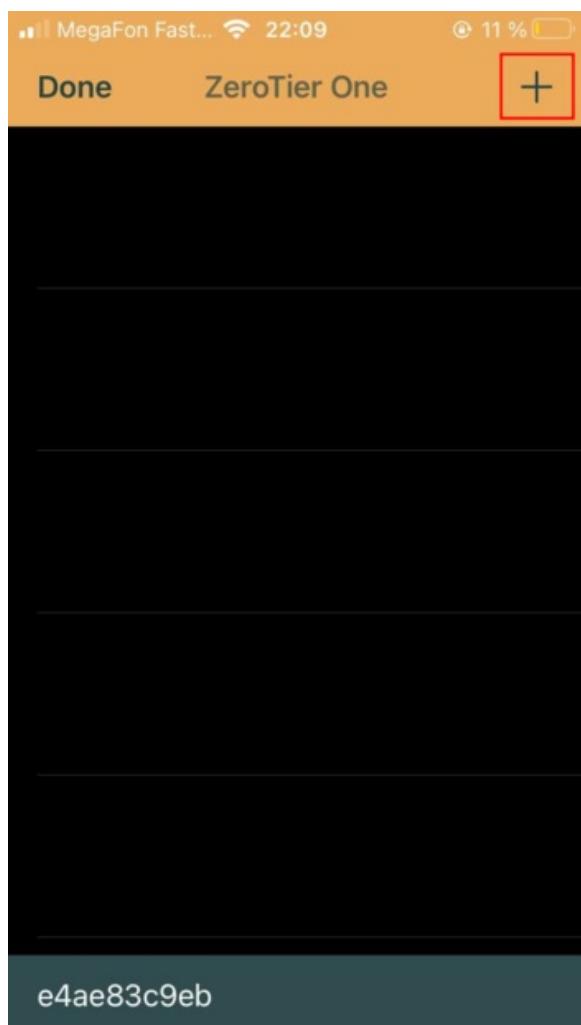
2. Click on the iOS icon.



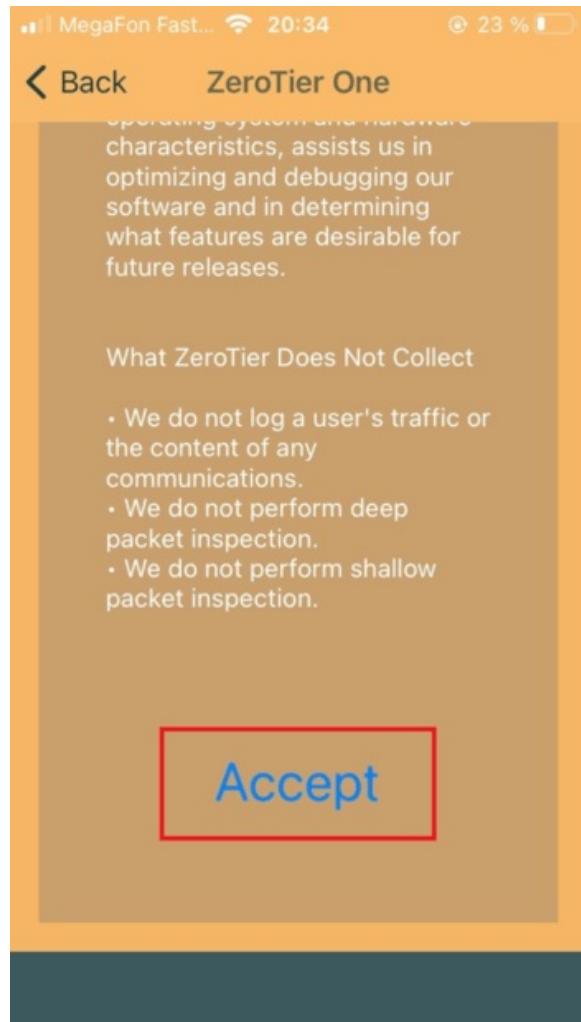
3. Install the *ZeroTier One* app.

## Network connection

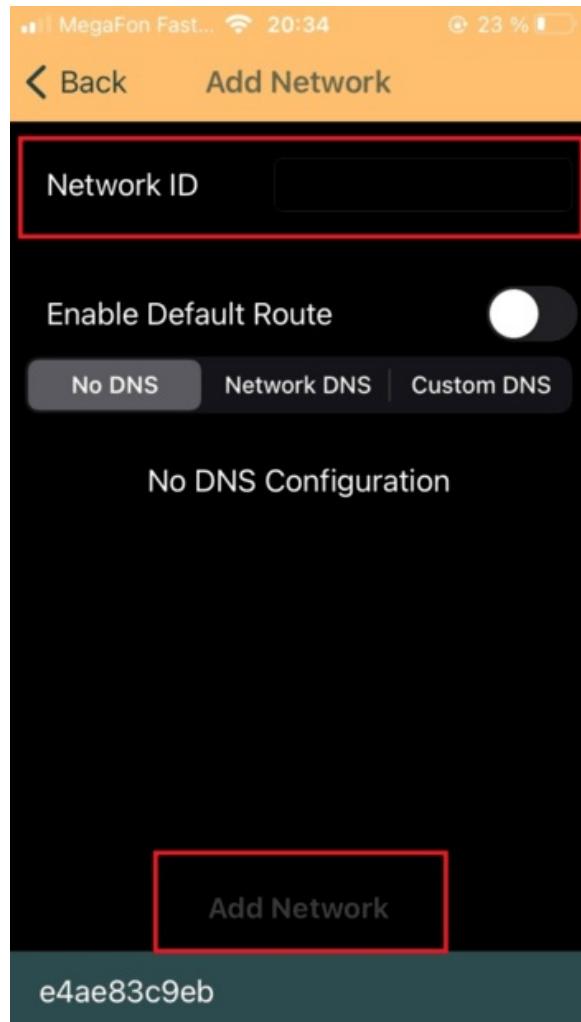
1. Run *ZeroTier One* app.
2. Click on + to add a new connection.



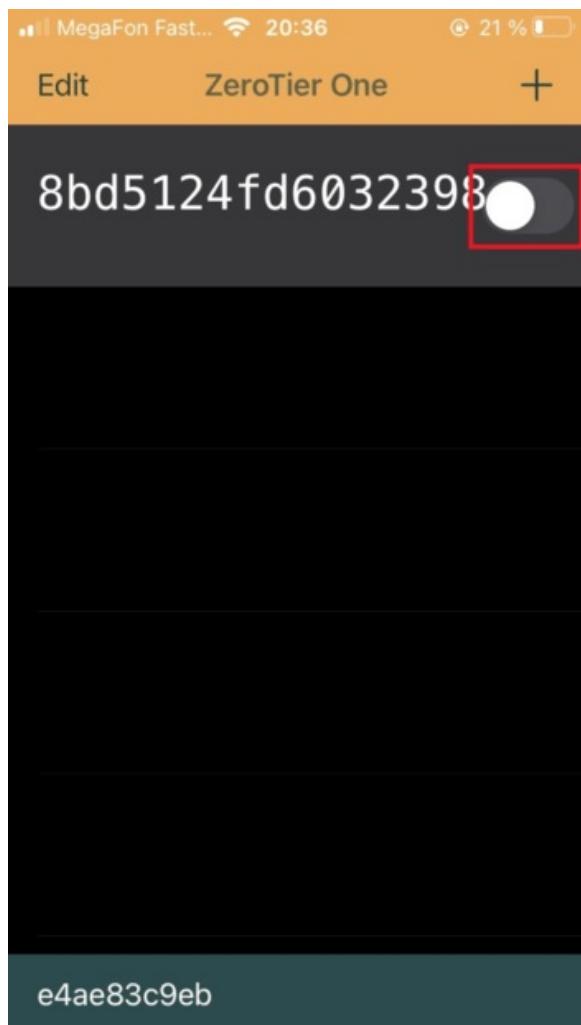
3. Confirm the privacy policy.

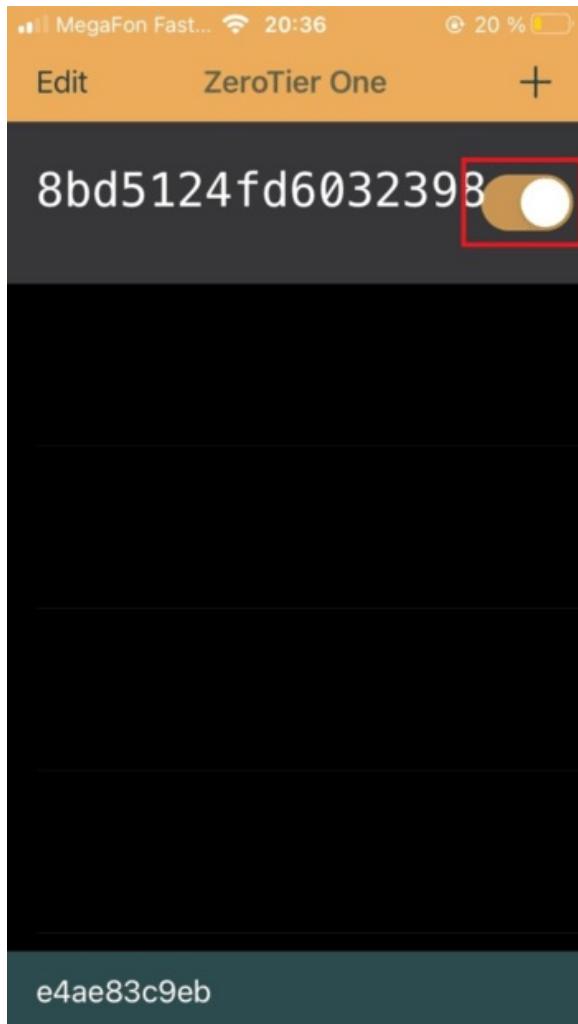


4. Enter your network ID and click *Add Network*.



5. Confirm adding the new VPN configuration.
6. Connect to the VPN network by sliding the network activation slider.





## Setup on Linux (PC, Raspberry Pi)

### Installing the app

1. Open the console by pressing the keyboard shortcut `ctrl + alt + t` or type `terminal` in the program search bar.
2. Enter the ZeroTier installation command.

```
curl -s https://install.zerotier.com | sudo bash
```

### Network connection

1. Open the console.
2. Enter the command `sudo zerotier-cli join network-id`, where `network-id` is your network ID.

```
File Edit View Search Terminal Help
alanorits@alamoris-comp: ~
alanorits@alamoris-comp: $ sudo zerotier-cli join 8bd5124fd6032398
200 join OK
alanorits@alamoris-comp: $
```

- If the connection is successful, the corresponding message will be displayed in the console.

## Installing and configuring on macOS

### Installing the app

- Go to the ZeroTier website.



- Click on the macOS icon.



- Download and run `zeroTier One.pkg` file.

- Install the ZeroTier One app.

### Network connection

- Run ZeroTier One app.
- Click on the ZeroTier One icon in the taskbar .
- In the window that appears, click on *Join Network....*

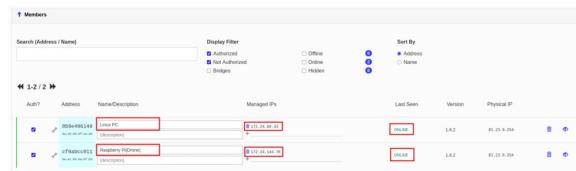


4. In the *Enter Network ID* field, enter your network ID.

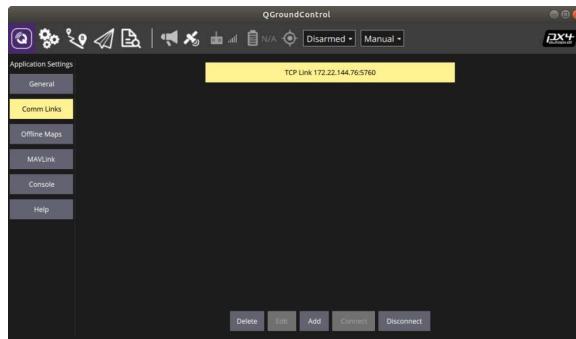


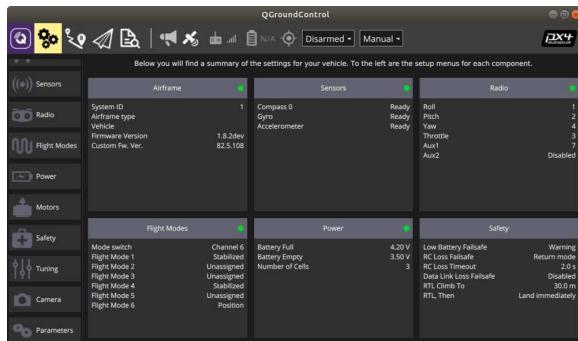
## Connecting to the copter

1. Make sure that ZeroTier is working and connected to the network on the drone and control device. To do this, make sure that these have an *Online* status.



2. Make sure that all devices have local IP addresses - *Managed IPs*.
3. Open GQC and in the *Comm Links* tab add a TCP connection specifying the IP of the drone. Read more about remote connection [here](#).





## Multi-copter control with 4G communication

The fourth generation mobile communication is a convenient tool for transmitting and receiving information at high speed. Nowadays, the coverage area of mobile operators allows to connect to the Internet at high speed from almost any point.

To transfer any data from your drone to the ground control station (e.g., QGroundControl) and back, you need to set up your own VPN network.

### Connecting Raspberry Pi to the VPN

Connect a 4G modem with SIM card to the USB port of your Raspberry Pi.

Note that when connected, the modem must be recognized in the system as a network card, without any additional settings.

4G modem example: *USB 4G Huawei E3372H*



We suggest using the UDP transfer protocol to control the drone, which provides less delay, at the cost of no guarantee of receiving the package, which is very important during the flight.

Create the VPN network keys to connect Raspberry Pi and the ground station.

To connect Raspberry Pi to your network, install the OpenVPN package:

```
sudo apt-get install openvpn
```

Move your keys to the `/etc/openvpn/client` directory. For convenience, use the graphical SFTP data transfer interface, for example: WinSCP, FileZilla, etc.

To enable the client mode, you must activate the keys you have transmitted. Keys can be generated in various formats, for example: `.ovpn`, `.conf`. The key or configuration used on your copter should be strictly in `.conf` format.

Initialize the service that uses your keys to connect in client mode:

```
sudo systemctl enable openvpn-client@config-name
```

where *config-name* is the name of your configuration file.

If everything is done correctly, every time the system restarts, the service client will automatically connect to your network.

Before starting work, do not forget to set up and enable VPN connection on your PC.

## Copter control via QGroundControl

Make sure your copter and ground station are connected to your network.

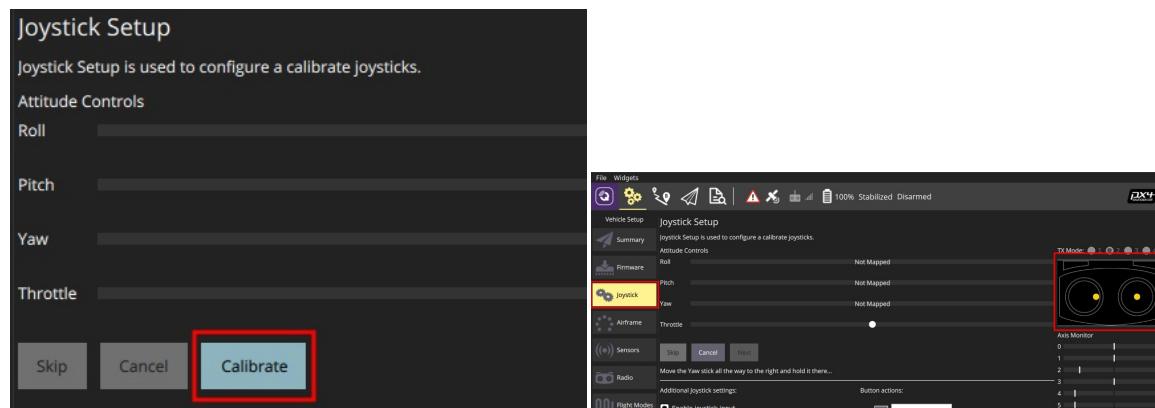
To do this, you can use the command `ip addr`. The result will be a numbered list of the active networks enabled on your device. Note the connection with the prefix *tun* and the IP address you specify; if it is present in your list, your copter is connected to the network.

Set up the GCS connection to your drone using the same protocol that is used for your VPN network. The steps are the same as in the [Wi-Fi connection article](#). We recommend using *UDP* due to lower latency.

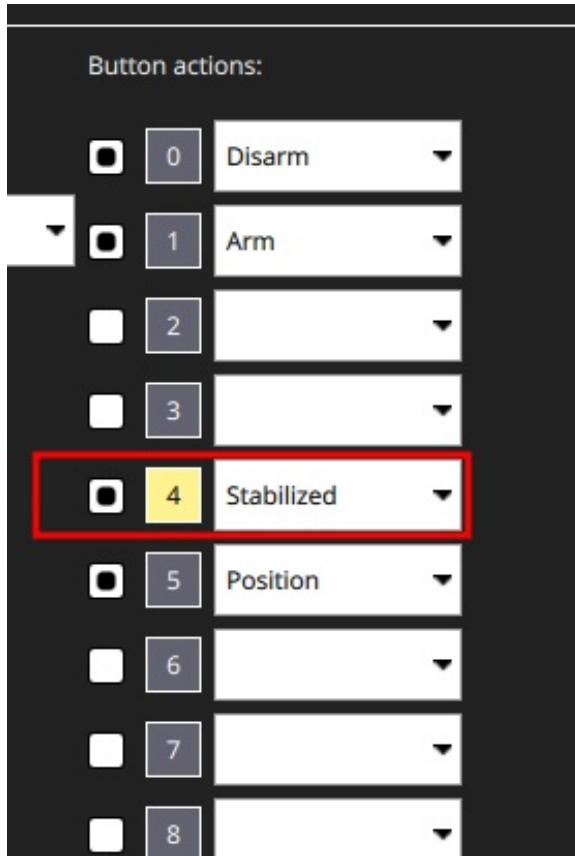
If you have a connection to your drone, connect some joystick to your PC. You may use an RC transmitter with a USB port, such as FlySky-i6X, Taranis x7, etc., as well as any analog joystick that is recognized by the system.

When the joystick is recognized by the system, the *Joystick* item will appear in the *Vehicle Setup* column. If it is highlighted in red, then calibration is required.

To calibrate the joystick, press the *Calibrate* button in the *Joystick* tab and follow the instructions for the sticks position on the left side of the window.



After successful calibration, flight modes must be set up. To do this, switch the required toggle switches several times. During switching, you will see the virtual channels on which the toggle switches operate. One of the channels will be highlighted in the active position.

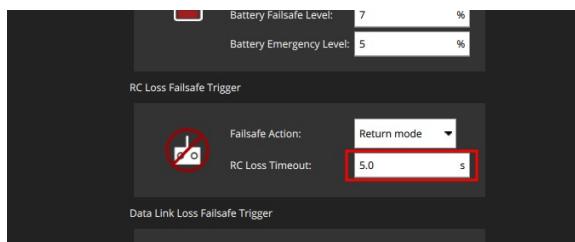


When selecting the joystick, check the number of working channels and its support in QGroundControl (which uses SDL2, so any joystick supported there should be fine). There are joysticks that support only 4 channels, which are not convenient for this type of control.

If changes to stick positions are reflected in the QGroundControl window, all you have to do is apply a parameter that specifies that the drone is controlled by the joystick, not by the RC:

`COM_RC_IN_MODE` - Joystick/No RC Checks

Since mobile communication is not always stable, it is recommended to increase the timeout for control signal loss to 5 seconds.



The drone is ready to fly!

If the copter does not arm when you move the left stick to the bottom right corner, set the Arm/Disarm command to one of the switches.

## Streaming video from the camera to QGroundControl

You can stream video from almost any camera connected to your Raspberry Pi. You will need to install or [build](#) the `gst-rtsp-launch` package:

```
sudo apt-get install gst-rtsp-launch
```

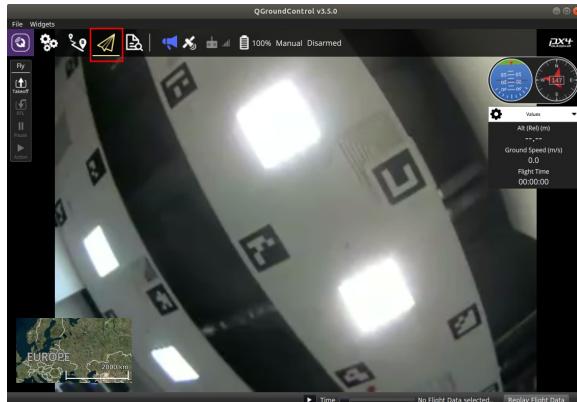
To start the transfer of images, you must enter the appropriate command line:

```
gst-rtsp-launch "( v4l2src device=/dev/video0 ! video/x-raw,framerate=30/1,width=320,height=240 ! videoconvert
! v4l2h264enc output-io-mode=4 extra-controls=\"encode,frame_level_rate_control_enable=1,h264_profile=4,h264_le
vel=13,video_bitrate=300000,h264_i_frame_period=5;\" ! rtpH264pay name=pay0 pt=96 )"
```

This command line contains the parameters of the video stream, such as the source video device, framerate, image height/width, encoding, etc. You can see more examples [in the `gst-rtsp-launch` repository](#).

A Raspberry Pi camera device `/dev/video0` could be used by `clover` systemd service. In this case `gst-rtsp-launch` will not get an access to the device. For stop the `clover` run command `sudo systemctl stop clover`. Also you could stream from a USB-camera, for this change the source video device to `/dev/video1`.

Make sure the stream by the address `rtsp://192.168.11.1:8554/video` is received and shown in QGroundControl.



## Starting video stream automatically

Create a file and add your video stream [command line](#):

```
nano script_name.sh
```

In order to run the file, you have to mark it as executable.

```
chmod a+x script_name.sh
```

You can use systemd to launch this script every time on system startup. Create the `qgc_video.service` file in the `/etc/systemd/system` directory:

```
sudo nano /etc/systemd/system/qgc_video.service
```

Put the following in this file:

```
[Unit]
Description=VideoStream
```

```
[Service]
ExecStart=/bin/bash /home/pi/script_name.sh

[Install]
WantedBy=multi-user.target
```

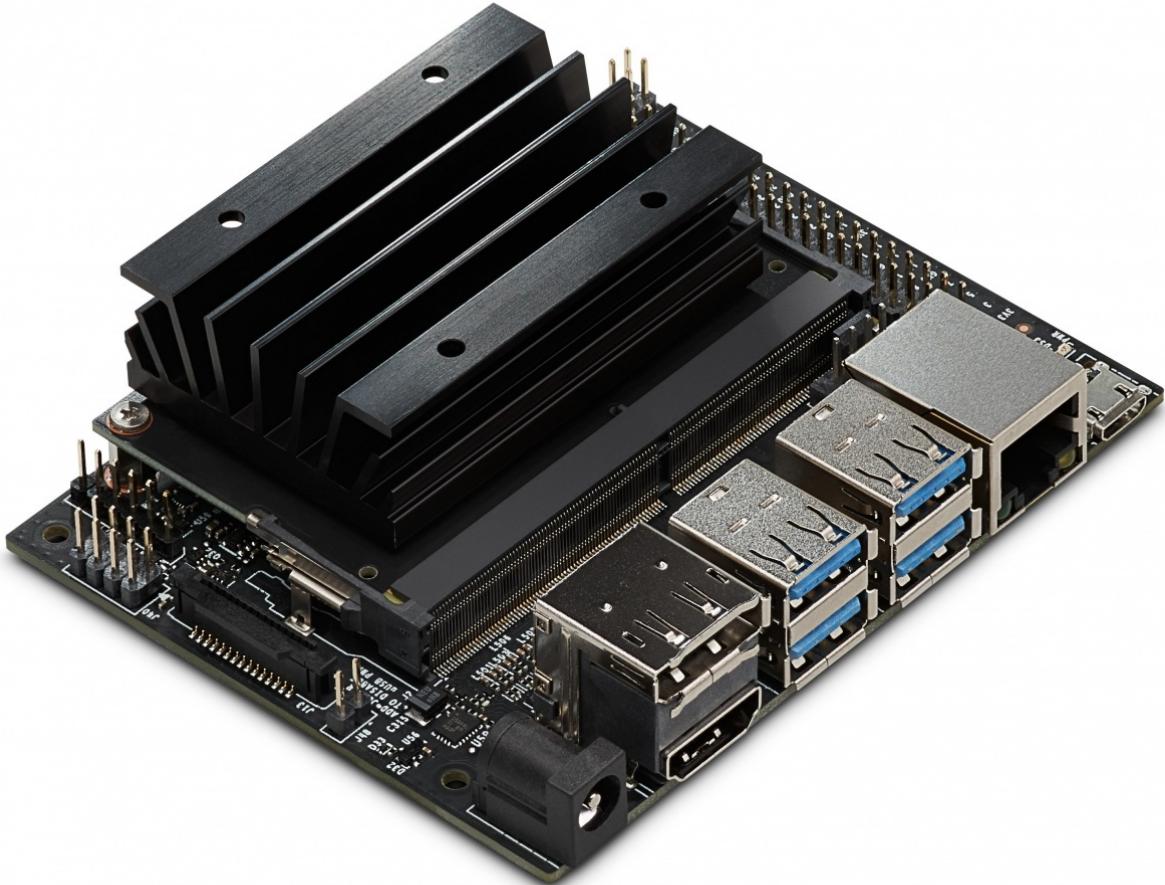
Enable the script at startup.

```
sudo systemctl enable qgc_video.service
```

# Clover and Jetson Nano

## Jetson Nano overview

[Jetson Nano](#) is a system-on-a-module by Nvidia. It is built on a Tegra X1 platform. With four ARM Cortex-A57 cores clocked at 1.4 GHz, 4 GB of RAM and a relatively powerful GPU, it is more capable than a Raspberry Pi 3 series of single-board computers.



Jetson Nano developer kits come with a carrier board that has USB 3.0, CSI and Ethernet ports, as well as a row of GPIO pins. The carrier board is only slightly larger than a Raspberry Pi computer, making it a viable option for an onboard computer.

The default carrier board does not have a Wi-Fi chip installed. You can use a USB Wi-Fi adapter or install a Wi-Fi card in the M.2 slot on the carrier board. Be sure to check your adapter for compatibility with the Jetson Nano!

## Setting up

Nvidia provides an SD card image with an operating system based on Ubuntu Linux 18.04 for Jetson Nano. This image is a good starting point for ROS and Clover installation.

## Initial system setup

Be sure to check the official [Getting Started instructions](#) for the Jetson Nano developer kit!

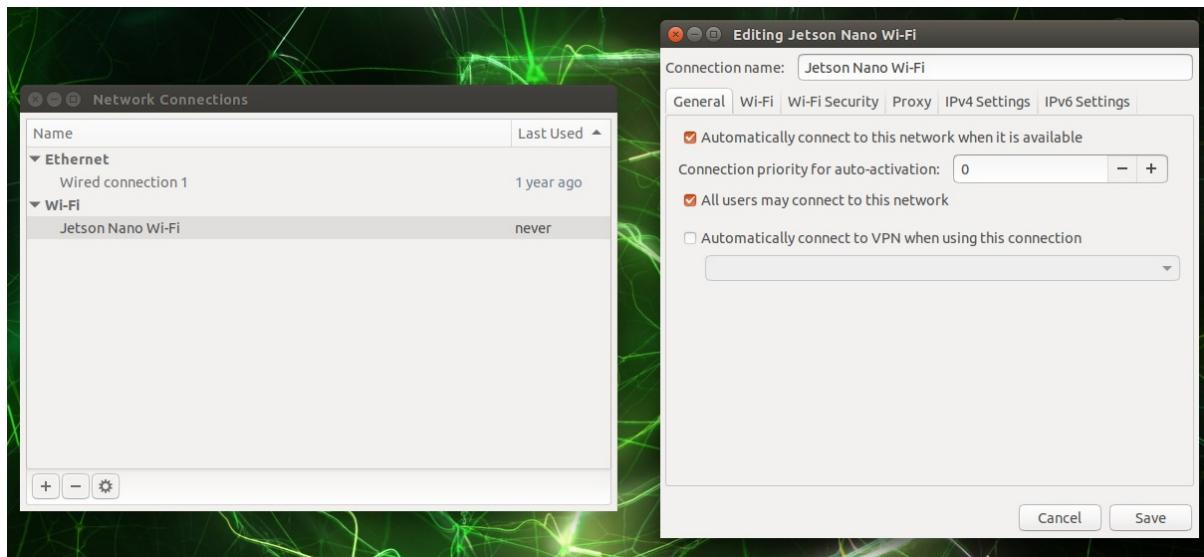
For the initial setup you'll need an HDMI or DisplayPort monitor, a keyboard and a mouse. Download the [Jetson Nano developer kit image](#) and flash it on a microSD card (a 32+ GB card is strongly recommended). Plug the card into the Jetson Nano module, connect your monitor, keyboard, and mouse to the carrier board, and power up the Jetson Nano.

Jetson Nano can be powered by a microUSB cable, but we strongly suggest using a good power supply and a barrel jack connector. You'll need to put a jumper on the J48 pins (they are right next to the CSI connector on the carrier board).

Accept the Nvidia EULA and follow the installer prompts. The system will reboot after installation. Login with your username and password.

We strongly recommend to choose the English system language/locale for Jetson Nano to avoid ROS compatibility issues!

If you've installed a Wi-Fi adapter, you may want to configure your Jetson Nano to connect to your Wi-Fi network automatically. Once the system is installed and booted up, click on the "wireless network" icon in the top bar, choose "Edit Connections..." in the drop-down menu, select your network name from the list and click on the gear icon at the bottom of the window.



Go to the "General" tab in the newly-opened window and check the "All users may connect to this network" checkbox. Press the "Save" button to close the window.

You may want to make sure you're able to access your Jetson Nano over the network. The image already has SSH enabled, and it's more convenient to perform next steps using the remote shell.

## Installing ROS

Ubuntu 18.04 is officially supported as a base system for ROS Melodic. Be sure to [check the official installation instructions](#)!

Add OSRF keys and repositories to your system:

```
sudo apt-key adv --keyserver 'hkp://keyserver.ubuntu.com:80' --recv-key C1CF6E31E6BADE8868B172B4F42ED6FBAB17C65  
4  
sudo sh -c 'echo "deb http://packages.ros.org/ros/ubuntu $(lsb_release -sc) main" > /etc/apt/sources.list.d/ros  
_latest.list'  
sudo apt update
```

Install base ROS packages:

```
sudo apt install ros-melodic-ros-base
```

Enable your ROS environment and update your `rosdep` cache:

```
source /opt/ros/melodic/setup.bash  
sudo rosdep init  
rosdep update
```

You may wish to put the `source /opt/ros/melodic/setup.bash` line at the end of your user's `.profile` file.

Install pip for Python 2 (while this is not technically a part of ROS, some dependencies are only installable using pip):

```
sudo apt install curl  
curl https://bootstrap.pypa.io/get-pip.py -o get-pip.py  
sudo python ./get-pip.py
```

## Building Clover nodes

Create a "workspace" directory in your home folder and populate it with Clover packages:

```
mkdir -p ~/catkin_ws/src  
cd ~/catkin_ws/src  
git clone https://github.com/CopterExpress/clover  
git clone https://github.com/CopterExpress/ros_led  
git clone https://github.com/okalachev/vl53l1x_ros
```

Install dependencies using `rosdep`:

```
cd ~/catkin_ws  
rosdep install --from-paths src --ignore-src -y
```

Install geographiclib datasets (they are required for mavros, but are not packaged with it):

```
curl https://raw.githubusercontent.com/mavlink/mavros/master/mavros/scripts/install_geographiclib_datasets.sh -  
o install_geographiclib_datasets.sh  
chmod a+x ./install_geographiclib_datasets.sh  
sudo ./install_geographiclib_datasets.sh
```

Install development libraries for OpenCV 3.2 (recent Jetson Nano images have OpenCV 4.1.1 preinstalled; using this version will result in build failures):

```
sudo apt install libopencv-dev=3.2.0+dfsg-4ubuntu0.1
```

Finally, build the Clover nodes:

```
cd ~/catkin_ws  
catkin_make
```

You may also want to add udev rules for PX4 flight controllers. Copy [the rules file](#) to `/etc/udev/rules.d` and run  
`sudo udevadm control --reload-rules && sudo udevadm trigger`.

## Running Clover nodes

Set up the workspace environment:

```
cd ~/catkin_ws  
source devel/setup.bash
```

Configure the launch files to your taste and use `roslaunch` to launch the nodes:

```
roslaunch clover clover.launch
```

You may want to start the Clover nodes automatically. This can be done with `systemd`: look at service files for `roscore` and `clover` that are used in our image and adjust them as necessary.

## Caveats

### CSI cameras

Jetson Nano currently does not support older Raspberry Pi v1 cameras (that are based on the Omnivision OV5647 sensor). Raspberry Pi v2 cameras (the ones that use Sony IMX219) are supported, but are not available as Video4Linux devices.

Fortunately, these cameras are available using GStreamer. You can try using the `gscam` ROS package or our `jetson_camera` node. The latter requires you to build OpenCV 3.4 from source with GStreamer support.

The GStreamer pipelines are available at [JetsonHacksNano CSI camera repository](#).

You may also notice that the camera image has a red tint that is more pronounced near the edges. This can be fixed by image signal processor tuning. Generally this should be done by your camera manufacturer; [here is a sample ISP configuration](#) from AdruCam

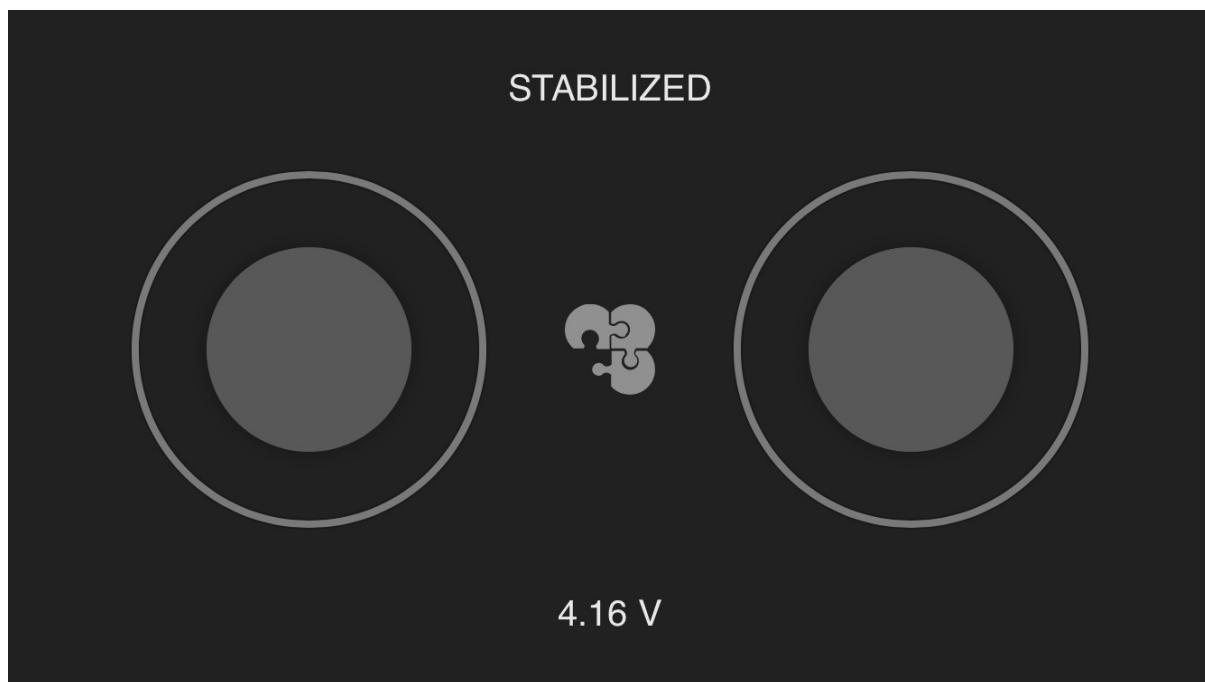
### LED strip

Jetson Nano currently does not support LED strips over GPIO.

## Controlling Clover from a smartphone



To control Clover from a smartphone via Wi-Fi, you have to install the appropriate application – iOS, Android (<https://play.google.com/store/apps/details?id=express.copter.cleverrc>).



The mobile transmitter is mainly intended for indoor flights to the range not exceeding 10-15 m. Many Wi-Fi networks may also impair responsiveness and the range of the transmitter.

Control from a smartphone is also available in the mobile version of the app QGroundControl.

## Configuring

An open QGroundControl or rviz connection sends large amounts of data over Wi-Fi, which can adversely affect responsiveness of the mobile transmitter. It is recommended not to use these applications together with it.

Install [Clover image on RPi](#). For running the application, settings `rosbridge` and `rc` in the launch file (`~/catkin_ws/src/clover/clover/launch/clover.launch`) should be enabled:

```
<arg name="rosbridge" default="true"/>
```

```
<arg name="rc" default="true"/>
```

After the launch-file is edited, restart package `clover`:

```
sudo systemctl restart clover
```

Also make sure that PX4-parameter `COM_RC_IN_MODE` is set to `0` (RC Transmitter).

Additional PX4 parameters:

- `COM_RC_LOSS_T` – timeout for detecting signal loss by the transmitter (mobile or physical). It is recommended to increase the timeout to several seconds.
- `NAV_RCL_ACT` – action upon loss of transmitter signal.

The mobile transmitter conflicts with the real radio control equipment. When the mobile transmitter is used, it should be powered off.

## Connection

Connect the smartphone to Clover [Wi-Fi](#) network (`clover-xxxx`). The application should connect to the copter automatically. Upon successful connection, the current [mode](#) and the battery charge level should be displayed.

The sticks on the screen of the application work just like real sticks. To arm the copter, hold the left stick in the bottom right corner for several seconds. To disarm — in the bottom left corner.

## Malfunctions

- If the interface of the transmitter displays a surely incorrect voltage (e.g., > 5 V), check that the value of PX4 parameter `BAT_N_CELLS` matches the actual number of battery cells. If the displayed voltage is still incorrect, calibrate the battery (TODO: link).
- If instead of mode PX4, text "DISCONNECTED FROM FCU" is displayed, check [Raspberry Pi connection to Pixhawk](#).

# Configuring Wi-Fi

The Raspberry Pi Wi-Fi adapter has two main operating modes:

1. **Client mode** – RPi connects to an existing Wi-Fi network.
2. **Access point mode** – RPi creates a Wi-Fi network that you can connect to.

On our [RPi image](#) the Wi-Fi adapter is configured to use the [access point mode](#) by default.

## Changing the password or SSID (of the network name)

1. Edit the `/etc/wpa_supplicant/wpa_supplicant.conf` file (using [SSH connection](#)):

```
sudo nano /etc/wpa_supplicant/wpa_supplicant.conf
```

In order to change the name of the Wi-Fi network, change the value of the `ssid` parameter; to change the password, change the `psk` parameter. For example:

```
network={
    ssid="my-super-ssid"
    psk="cloverwifi123"
    mode=2
    proto=RSN
    key_mgmt=WPA-PSK
    pairwise=CCMP
    group=CCMP
    auth_alg=OPEN
}
```

2. Restart Raspberry Pi.

The Wi-Fi network password should be **at least** 8 characters.

If your `wpa_supplicant.conf` is not valid, Raspberry Pi will not allow Wi-Fi connections!

## Switching adapter to the client mode

1. Disable the `dnsmasq` service.

```
sudo systemctl stop dnsmasq
sudo systemctl disable dnsmasq
```

2. Enable DHCP client on the wireless interface to obtain IP address. In order to do this, remove the following lines from the `etc/dhcpcd.conf` file:

```
interface wlan0
static ip_address=192.168.11.1/24
```

3. Configure `wpa_supplicant` to connect to an existing access point. Change your `/etc/wpa_supplicant/wpa_supplicant.conf` to contain the following:

```

ctrl_interface=DIR=/var/run/wpa_supplicant GROUP=netdev
update_config=1
country=GB

network={
    ssid="SSID"
    psk="password"
}

```

where `SSID` is the name of the network, and `password` is its password.

4. Restart the `dhcpcd` service.

```
sudo systemctl restart dhcpcd
```

## Switching the adapter to the access point mode

1. Enable the static IP address in the wireless interface. Add the following lines to your `/etc/dhcpcd.conf` file:

```

interface wlan0
static ip_address=192.168.11.1/24

```

2. Configure `wpa_supplicant` to work in the access point mode. Change your `/etc/wpa_supplicant/wpa_supplicant.conf` file to contain the following:

```

ctrl_interface=DIR=/var/run/wpa_supplicant GROUP=netdev
update_config=1
country=GB

network={
    ssid="clover-1234"
    psk="cloverwifi"
    mode=2
    proto=RSN
    key_mgmt=WPA-PSK
    pairwise=CCMP
    group=CCMP
    auth_alg=OPEN
}

```

where `clover-1234` is the network name and `cloverwifi` is the password.

3. Enable the `dnsmasq` service.

```

sudo systemctl enable dnsmasq
sudo systemctl start dnsmasq

```

4. Restart the `dhcpcd` service.

```
sudo systemctl restart dhcpcd
```

---

Below you can read more about how RPi networking is organized.

# RPi network organization

Network operation in the [image](#) is supported by two pre-installed services:

- **networking** — the service enables all network interfaces at startup [5].
- **dhcpcd** — the service ensures that configuration of addressing and routing on the interfaces is obtained dynamically or specified statically in the config file.

To work in the router (access point) mode, RPi requires a DHCP server. It is used to automatically send the settings of the current network to connected clients. `isc-dhcp-server` or `dnsmasq` may be used for this.

## dhcpcd

Starting with Raspbian Jessie, network settings are no longer defined in the `/etc/network/interfaces` file. Now `dhcpcd` is used for sending addressing and routing settings[4].

By default, a dhcp client is enabled in all interfaces. Settings for network interfaces are changed in the `/etc/dhcpcd.conf` file. An access point should have a static IP address. To specify one, add the following lines to the end of the file:

```
interface wlan0
static ip_address=192.168.11.1/24
```

If the interface is wireless (wlan), the `dhcpcd` service triggers `wpa_supplicant` [13], which in turn works directly with the Wi-Fi adapter, and sets it to the specified state.

## wpa\_supplicant

**wpa\_supplicant** — the service configures the Wi-Fi adapter. The `wpa_supplicant` service does not run as a standalone service (although it exists as such), but is instead launched as a `dhcpcd` child process.

By default the config file is `/etc/wpa_supplicant/wpa_supplicant.conf`. An example of the configuration file:

```
ctrl_interface=DIR=/var/run/wpa_supplicant GROUP=netdev
update_config=1
country=GB

network={
    ssid=\"my-clover\"
    psk=\"cloverwifi\"
    mode=2
    proto=RSN
    key_mgmt=WPA-PSK
    pairwise=CCMP
    group=CCMP
    auth_alg=OPEN
}
```

Inside the config file, general `wpa_supplicant` settings, and the settings for the adapter configuration are specified. The configuration file also contains `network` section with the basic settings of the Wi-Fi network, such as network SSID, password, adapter operating mode. There may be several `network` sections, but only the first valid one is used. For example, if the first section contains a connection to an unavailable network, the adapter will be configured according to a next valid section, if there is one. Read more about the syntax of `wpa_supplicant.conf` [TODO WIKI].

## wpa\_passphrase

`wpa_passphrase` — a utility for creating the `network` section.

```
wpa_passphrase SSID PASSWORD
```

After running the command, copy the resulting section to your config file. You may remove the commented field `psk`, and leave only the field with the password hash, or vice versa.

```
network={  
    ssid="SSID"  
    #psk="PASSWORD"  
    psk=c2161655c6ba444d8df94cbbf4e9c5c4c61fc37702b9c66ed37aee1545a5a333  
}
```

## Multiple Wi-Fi adapters

The system may use multiple Wi-Fi adapters. If drivers are properly connected to them, they may be viewed by calling `ifconfig` (e.g. `wlan0` and `wlan1`).

If you have multiple adapters, the same working `network` section will be used for all of them. This is due to the fact that for each interface, `dhcpcd` separately creates a child `wpa_supplicant` process, which runs the same code (since the config is the same).

To make multiple adapters work with individual settings, the mechanism for running different configuration scripts is implemented in the called standard `dhcpcd` script. To use it, rename the standard config file as follows:

```
wpa_supplicant-<interface name>.conf , for example wpa_supplicant-wlan0.conf .
```

To apply the settings, restart the parent process — the `dhcpcd` service. This can be done by running the following command:

```
sudo systemctl restart dhcpcd
```

## DHCP server

### dnsmasq-base

`dnsmasq-base` — a command-line utility, which is not a service. To use dnsmasq as a service, install the `dnsmasq` package.

```
sudo apt install dnsmasq-base
```

```
# Calling dnsmasq-base
sudo dnsmasq --interface=wlan0 --address=/clover/coex/192.168.11.1 --no-daemon --dhcp-range=192.168.11.100,192.168.11.200,12h --no-hosts --filterwin2k --bogus-priv --domain-needed --quiet-dhcp6 --log-queries

# More about dnsmasq-base
dnsmasq --help

# or
man dnsmasq
```

### dnsmasq

```
sudo apt install dnsmasq
```

```
cat << EOF | sudo tee -a /etc/dnsmasq.conf
interface=wlan0
address=/clover/coex/192.168.11.1
dhcp-range=192.168.11.100,192.168.11.200,12h
no-hosts
filterwin2k
bogus-priv
domain-needed
quiet-dhcp6

EOF
```

## isc-dhcp-server

```
sudo apt install isc-dhcp-server
```

```
# https://www.shellhacks.com/ru/sed-find-replace-string-in-file/
sed -i 's/INTERFACESv4=\\""/INTERFACESv4=\"wlan0\"/' /etc/default/isc-dhcp-server
```

```
cat << EOF | sudo tee /etc/dhcp/dhcpd.conf
subnet 192.168.11.0 netmask 255.255.255.0 {
    range 192.168.11.11 192.168.11.254;
    #option domain-name-servers 8.8.8.8;
    #option domain-name "rpi.local";
    option routers 192.168.11.1;
    option broadcast-address 192.168.11.255;
    default-lease-time 600;
    max-lease-time 7200;
}

EOF
```

```
cat << EOF | sudo tee /etc/network/if-up.d/isc-dhcp-server && sudo chmod +x /etc/network/if-up.d/isc-dhcp-server
r
#!/bin/sh
if [ "$INTERFACE" = "--all" ];
then sleep 10 && systemctl start isc-dhcp-server.service &
fi

EOF
```

## Links

1. [habr.com Linux WiFi from the command line with wpa\\_supplicant](#)
2. [wiki.archlinux.org WPA supplicant \(Russian\)](#)
3. [blog.hoxnox.com: WiFi access point with wpa\\_supplicant](#)
4. [dmitrysnotes.ru: Raspberry Pi 3. Assigning a static IP addresses](#)
5. [thegeekdiary.com: Linux OS Service ‘network’](#)
6. [frillip.com: Using your new Raspberry Pi 3 as a Wi-Fi access point with hostapd](#) (it also contains instructions for setting up forwarding for using RPi as an Internet gateway)
7. [habr.com: Configuring a ddns server on a GNU/Linux Debian 6](#) (Good article on configuring a ddns server based on bind and isc-dhcp-server )
8. [pro-gram.ru to: Setting up and configuring a DHCP server in Ubuntu 16.04.](#) (setup isc-dhcp-server)
9. [expert-orda.ru: Configuring a DHCP server in Ubuntu](#) (setup isc-dhcp-server)

10. [academicfox.com: A Raspberry Pi wireless access point \(WiFi access point\)](#) (setting the routes, hostapd, isc-dhcp-server)
11. [weworkweplay.com: Automatically connect a Raspberry Pi to a Wifi network](#) (Contains settings for creating an open access point)
12. [wiki.archlinux.org: WPA supplicant](#)
13. [wiki.archlinux.org: dhcpcd](#) (dhcpcd hook wpa\_supplicant)

## UART interface

UART is an asynchronous serial interface for data transfer that is used in many devices. For example, GPS antennas, Wi-Fi routers, or Pixhawk.

The interface usually contains two lines: TX for data transmission, and RX for data reception. It usually uses the 5-volt logics.

To connect two devices, you have to feed the TX line of the first device to the RX line of the other one. A similar manipulation is required on the other end for ensuring two-way data transmission.

It is also necessary to synchronize the voltages – connect the ground on two devices.

Read more about the interface and the Protocol in [this article](#).

## Linux TTY

In Linux, there is the concept of POSIX Terminal Interface (read more [here](#)). It is an abstraction over the serial or virtual interface that allows several agents to work with the device simultaneously.

An example of such abstraction in Raspbian may be `/dev/tty1` – the device for text output to the screen connected via HDMI.

## UART on Raspberry Pi 3

Raspberry Pi 3 has two hardware UART interfaces:

1. Mini UART (`/dev/ttymA0`) – uses the timing of the RPi graphics core, and therefore limits its frequency.
2. PL011 (`/dev/ttys0`) – the full-fledged UART interface on a separate chip of the microcontroller.

Read more about UART on Raspberry Pi in the [official article](#).

Using microcontroller valves, these interfaces may be switched between two physical outputs:

1. UART connector on GPIO;
2. RPi Bluetooth module.

By default, Raspberry Pi 3 PL011 is connected to the Bluetooth module. And Mini UART is disabled with the value of directive `enable_uart`, which is `0` by default.

One should understand that directive `enable_uart` changes its default value, depending on which UART is connected to the RPi Bluetooth module with directive `dtoverlay=pi3-miniuart-bt`.

For the sake of convenience of working with these outputs, aliases exist in Raspbian:

- `/dev/serial0` – always points to the TTY device that is connected to the GPIO ports.
- `/dev/serial1` – always points to the TTY device that is connected to the Bluetooth module.

## Configuration of UART on Raspberry Pi 3

To configure UART, there are directives located in `/boot/config.txt`.

To enable the UART interface on GPIO:

```
enable_uart=1
```

To disconnect the UART interface from the Bluetooth module:

```
dtoverlay=pi3-disable-bt
```

To connect Mini UART to the Bluetooth module:

```
dtoverlay=pi3-miniuart-bt
```

If the Bluetooth module is disabled, one should disable the hcuart service:

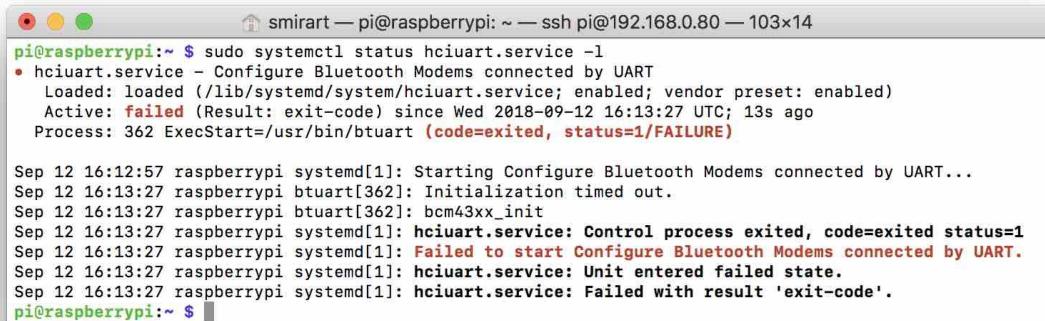
```
sudo systemctl disable hcuart.service
```

## Default image configuration

In the [Clover image for RPi](#), we initially disabled Mini UART and the Bluetooth module.

## Bugs

If you use the Mini UART connection to Bluetooth, `hcuart` crashes with the following error:



```
smirart — pi@raspberrypi: ~ — ssh pi@192.168.0.80 — 103x14
pi@raspberrypi:~ $ sudo systemctl status hcuart.service -l
● hcuart.service - Configure Bluetooth Modems connected by UART
  Loaded: loaded (/lib/systemd/system/hcuart.service; enabled; vendor preset: enabled)
  Active: failed (Result: exit-code) since Wed 2018-09-12 16:13:27 UTC; 13s ago
    Process: 362 ExecStart=/usr/bin/btuart (code=exited, status=1/FAILURE)

Sep 12 16:12:57 raspberrypi systemd[1]: Starting Configure Bluetooth Modems connected by UART...
Sep 12 16:13:27 raspberrypi btuart[362]: Initialization timed out.
Sep 12 16:13:27 raspberrypi btuart[362]: bcm43xx_init
Sep 12 16:13:27 raspberrypi systemd[1]: hcuart.service: Control process exited, code=exited status=1
Sep 12 16:13:27 raspberrypi systemd[1]: Failed to start Configure Bluetooth Modems connected by UART.
Sep 12 16:13:27 raspberrypi systemd[1]: hcuart.service: Unit entered failed state.
Sep 12 16:13:27 raspberrypi systemd[1]: hcuart.service: Failed with result 'exit-code'.
pi@raspberrypi:~ $
```

In case of Bluetooth disconnection

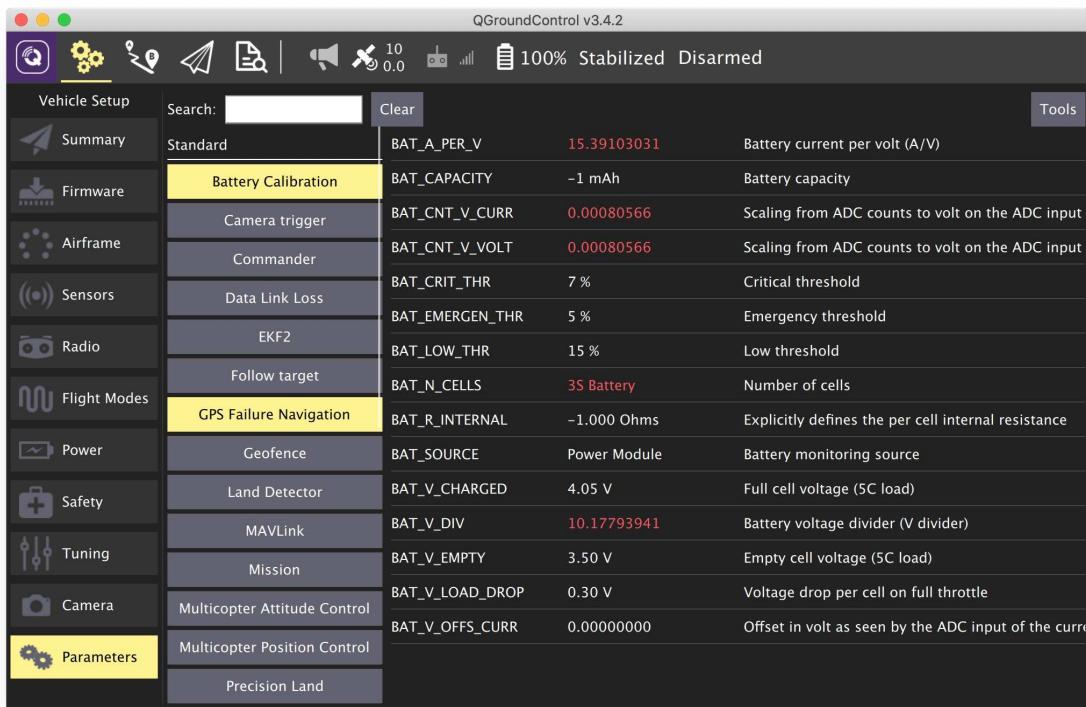
```
/dev/serial0 -\> ttyAMA0
/dev/serial1 -\> ttyS0
```

# PX4 Parameters

Main article: [https://dev.px4.io/en/advanced/parameter\\_reference.html](https://dev.px4.io/en/advanced/parameter_reference.html)

This is a description some of the most important PX4 parameters as of version 1.8.0. The full list is available at the link above.

To change PX4 parameters, you can use the QGroundControl application by connecting to Clover via Wi-Fi:



## Main parameters

The most important parameters are listed in this paragraph.

`SYS_MC_EST_GROUP` — select the estimator module.

This is a group of modules that calculates the current state of the copter using readings from the sensors. The copter state includes:

- Angle rate of the copter – `pitch_rate`, `roll_rate`, `yaw_rate`;
- Copter orientation (in the local coordinate system) – `pitch`, `roll`, `yaw` (one of presentations);
- Copter position (in the local coordinate system) – `x`, `y`, `z`;
- Copter speed (in the local coordinate system) – `vx`, `vy`, `vz`;
- Global coordinates of the copter – `latitude`, `longitude`, `altitude`;
- Altitude above the surface;
- Other parameters (the drift of gyroscopes, wind speed, etc.).

`SYS_AUTOCONFIG` — resets all parameters (sets to 1).

## EKF2

`EKF2_AID_MASK` — selects sensors that are used by EKF2 to calculate the copter state.

`EKF2_HGT_MODE` is the main source of height data (z in the local coordinate system):

- 0 – pressure reading on the barometer.
- 1 – GPS.
- 2 – distance meter (for example, vl53l1x).
- 3 – data from VPE.

Variant 2 is the most accurate; however, it is correct to use it only if the surface the copter flies over is flat. Otherwise, the Z axis origin will move up and down with the altitude of the surface.

## Multicopter Position Control

These parameters adjust the flight of the copter by position (POSCTL, OFFBOARD, AUTO modes).

`MPC_THR_HOVER` — hovering throttle. This option is to set to the approximate percentage of throttle needed to make the copter maintain its altitude. If copter has a tendency to gain or lose altitude during the hovering mode, reduce or increase this value.

`MPC_XY_P` — position factor  $P$  of the ESC. This parameter affects how sharply the copter will react to the position commands. A too high value may cause overshoots.

`MPC_XY_VEL_P` — speed factor  $P$  of the ESC. This parameter also affects the accuracy and sharpness of copter execution of the given position. A too high value may cause overshoots.

`MPC_XY_VEL_MAX` — the maximum horizontal speed in POSCTL, OFFBOARD, AUTO modes.

`MPC_Z_P`, `MPC_Z_VEL_P` — vertical position and speed factors  $P$  of the ESCs they determine the copter's ability to maintain the desired altitude.

`MPC_LAND_SPEED` is the vertical velocity of landing in the LAND mode.

## LPE + Q attitude estimator

These parameters configure the behavior of the `lpe` and `q` modules, which compute the state (orientation, position) of the copter. These parameters apply **only** if the `sys_mc_est_group` parameter is set to `1` (`local_position_estimator`, `attitude_estimator_q`)

TODO

## Commander

Pream checks, switching the modes and states of the copter.

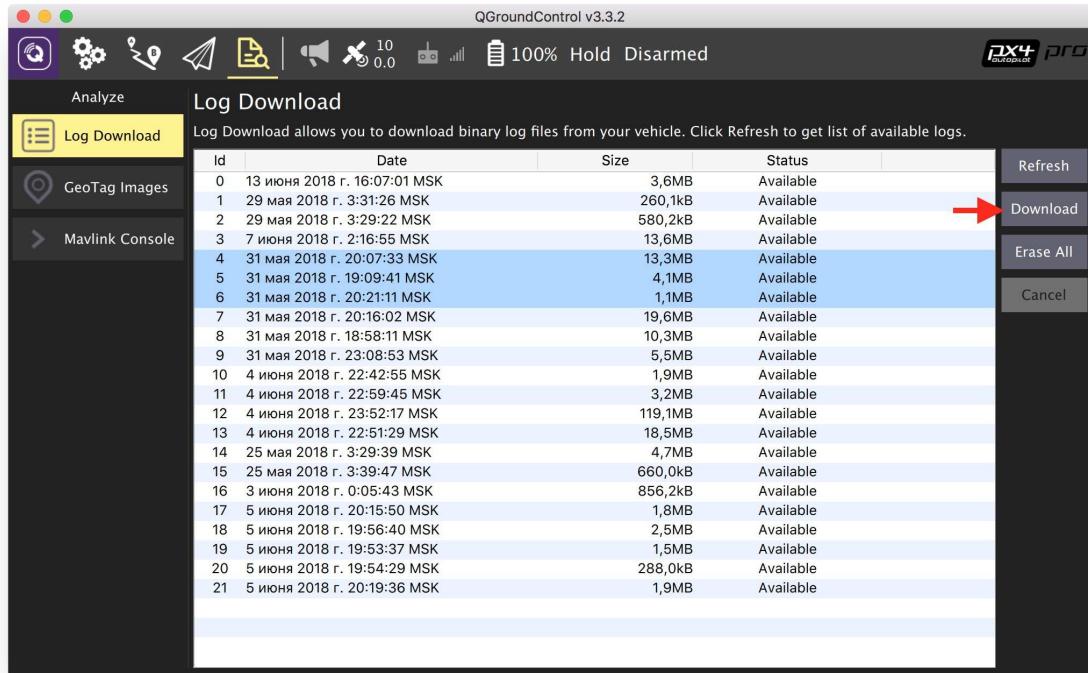
## Sensors

Enabling, disabling and configuring various sensors.

TODO

# PX4 Logs and Topics

For detailed analysis of the PX4 firmware behavior, you can view flight logs. Flight logs are messages in uORB topics written to a file with extension `.ulg`. The log file can be downloaded using QGroundControl via Wi-Fi or USB in the *Download Log* tab:

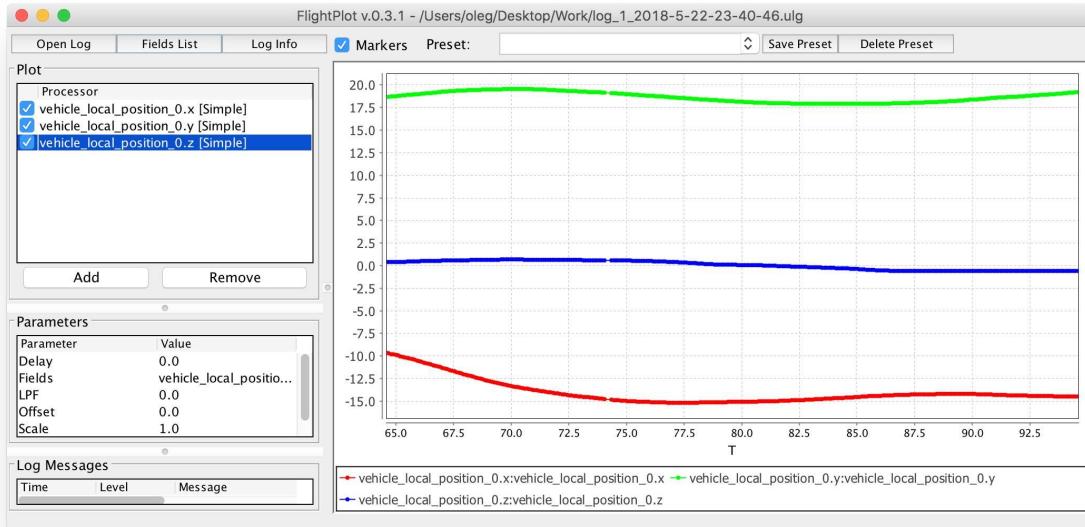


The required `.ulg` files may also be copied directly from the MicroSD card in the flight controller.

## Analysis

The log file can be analyzed using the FlightPlot application. The current version of the application is available for [downloading](#) from GitHub.

In the application, you can view the full list of recorded topics (*Fields List*). In the list, you will have to select the required topics, after which they will appear on the chart:



## Main topics in PX4

uORB is a pubsub mechanism similar to ROS topics, but greatly simplified and suitable for an embedded environment.

A complete list of topics may be found in the source code of the project in the `msg` directory.

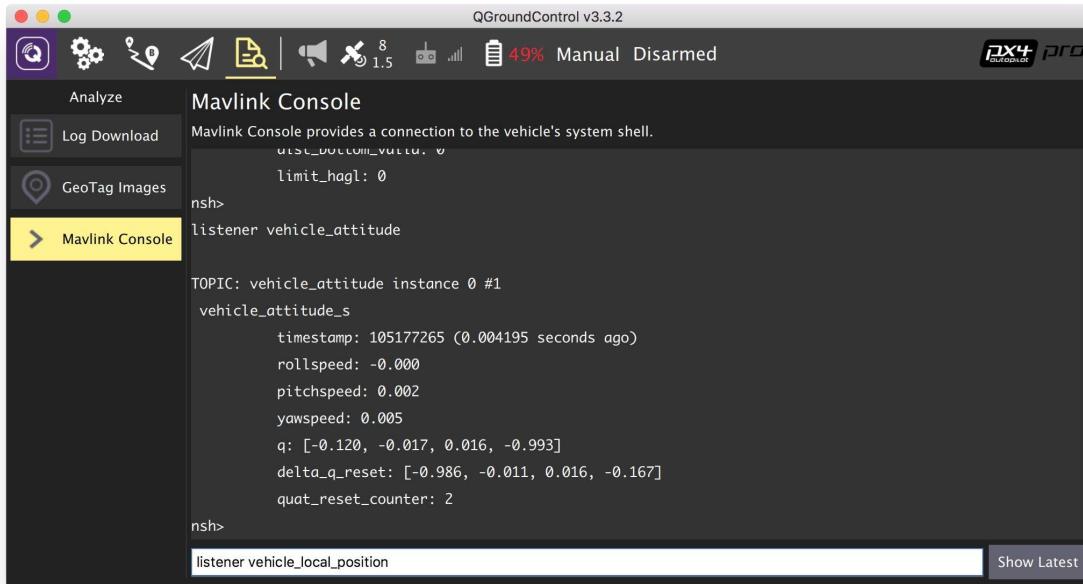
Here are some topics:

- **vehicle\_status** — quadcopter status (mode, etc.).
- **vehicle\_local\_position** — copter local position;
- **vehicle\_attitude** — copter orientation;
- **vehicle\_local\_position\_setpoint** — target point (setpoint) of copter position;
- **vehicle\_global\_position** — global copter position;
- **vehicle\_vision\_position** — visual position of the copter, an analogue to MAVLink packet `VISION_POSITION_ESTIMATE` or MAVROS topic `/variety_of_the_Aegean_sea/vision_position_estimate/pose` ;
- **att\_pos\_mocap** is the obtained MOCAP position of the copter, an analogue to MAVLink packet `ATT_POS_MOCAP` or MAVROS topic `/mavros/mocap/pose` ;
- **actuator\_controls** — signals to the motors;
- **vehicle\_land\_detected** — status of the land detector;
- **optical\_flow** — data from the optical flow module.

## Monitoring the topics in real time

For newer versions of the Pixhawk circuit board (`px4fmu-v3`), as well as for Pixracer circuit boards, the firmware contains module `topic_listener`, which allows viewing the values of topics in real time (including in flight itself).

To use it, select tab MAVLink Console in QGroundControl:



Command `list_topics` displays a list of topics available for viewing (included only in SITL).

Command `listener <topic name>` displays the current value in the topic. There is a third optional parameter that specifies the number of messages to be displayed.

Examples of commands:

```
listener vehicle_local_position
listener vehicle_attitude 5
```

## Pixhawk / Pixracer firmware flashing

Pixhawk, Pixracer or [COEX Pix](#) firmware may be flashed using QGroundControl or command line utilities.

### Modified firmware for Clover

It is advisable to use a specialized build of PX4 with the necessary fixes and better defaults for the Clover drone. Use the latest stable release in our [GitHub repository](#) with the word `clover`, for example, `v1.8.2-clover.5`.

### QGroundControl

Open the Firmware section in QGroundControl. Then, connect your flight controller via USB.

Choose PX4 Flight Stack. If you wish to install the official firmware (with EKF2 for Pixhawk), choose "Standard version". In order to flash custom firmware, choose "Custom firmware file..." and click OK.

Do not unplug your flight controller from USB during flashing!

### Firmware variants

The name of the firmware file contains information about the target flight controller and build variant. For example:

- `px4fmu-v4_default.px4` — firmware for COEX Pix and Pixracer with EKF2 and LPE (**Clover 3 / Clover 4**).
- `px4fmu-v2_1pe.px4` — firmware for Pixhawk with LPE (**Clover 2**).
- `px4fmu-v2_default.px4` — firmware for Pixhawk with EKF2.
- `px4fmu-v3_default.px4` — firmware for newer Pixhawk versions (rev. 3 chip, see Fig. + Bootloader v5) with EKF2 and LPE.



In order to flash the `px4fmu-v3_default.px4` file, you may need to use the `force_upload` command in the command prompt.

### Command prompt

PX4 may be compiled from the source and automatically flashed to the flight controller from the command prompt.

To do this, clone the PX4 repository:

```
git clone https://github.com/PX4/Firmware.git
```

Select the appropriate version (tag) using `git checkout`. Then compile and upload the firmware:

```
make px4fmu-v4_default upload
```

Where `px4fmu-v4_default` is the required firmware variant.

In order to upload the `v3` firmware to Pixhawk, you may need to use the `force_upload` option:

```
make px4fmu-v3_default force-upload
```

# MAVLink

Basic documentation: <https://mavlink.io/en/>.

MAVLink is a communication protocol between autonomous aircraft and vehicle systems (drones, planes, vehicles). The MAVLink protocol lies at the base of interaction between Pixhawk and Raspberry Pi.

Clover contains two wrappers for this protocol: [MAVROS](#) and [simple\\_offboard](#).

The code for sending an arbitrary MAVLink message may be found in [the examples](#).

## The main concerts

### Communication channel

The MAVLink protocol may be used on top of the following communication channels:

- connection in series (UART, USB, etc.);
- UDP (Wi-Fi, Ethernet, 3G, LTE);
- TCP (Wi-Fi, Ethernet, 3G, LTE).

### Message

A MAVLink message is an individual "portion" of data transmitted between devices. An individual MAVLink message contains information about the state of the drone (or another device) or a command for the drone.

Examples of MAVLink messages:

- `ATTITUDE` , `ATTITUDE_QUATERNION` – the quadcopter orientation in the space;
- `LOCAL_POSITION_NED` – local position of the quadcopter;
- `GLOBAL_POSITION_INT` – global position of the quadcopter (latitude/longitude/altitude);
- `COMMAND_LONG` – a command to the quadcopter (take off, land, toggle modes, etc.).

A complete list of MAVLink messages is available in [MAVLink documentation] (<http://mavlink.org/messages/common>).

### System, system component

Each device (a drone, a base station, etc.) has an ID in the MAVLink network. In PX4 MAVLink, ID is changed using parameter `MAV_SYS_ID`. Each MAVLink message contains a field with the ID of the originating system. Besides, some messages (for example, `COMMAND_LONG`) also contain the ID of the target system.

In addition to IDs of the systems, the messages may contain IDs of the originating component and the target component. Examples of the system components: a flight controller, an external camera, a controlling onboard computer (Raspberry Pi in case of Clover), etc.

### An example of a package

An example of a MAVLink package structure with message `COMMAND_LONG` :

	Field	Length	Name	Comment
	<code>magic</code>	1 byte	Start tag	0xFD for MAVLink 2.0

Header	len	1 byte	Data size	
	incompat_flags	1 byte	Reversely incompatible flags	Currently unused
	compat_flags	1 byte	Reversely compatible flags	Currently unused
	seq	1 byte	Message sequence number	
	sysid	1 byte	Originating system ID	
	compid	1 byte	Originating component ID	
	msgid	3 bytes	Message ID	
Data (example)	target_system	1 byte	Target system ID	
	target_component	1 byte	Target component ID	
	command	2 bytes	Command ID	
	confirmation	1 byte	Number for confirmation	
	param1	4 bytes	Parameter 1	
	param2	4 bytes	Parameter 2	
	param3	4 bytes	Parameter 3	
	param4	4 bytes	Parameter 4	A single-precision floating point number
	param5	4 bytes	Parameter 5	
	param6	4 bytes	Parameter 6	
	param7	4 bytes	Parameter 7	
	checksum	2 bytes	Checksum	
	signature	13 bytes	Signature (optional)	Allows checking that the package has not been compromised. Usually unused.

Yellow is used for highlighting the data fields(payload). An individual set of such fields exists for every message type.

## How to use a multimeter?

### Check the circuits (continuity test)

The tested object should be disconnected from the power supply (de-energized)!

Using a multimeter, check the absence of a short circuit (check the loop):

- Set the multimeter to the loop check mode.
- Test the multimeter by shorting the probes. A unit that operated properly makes a distinctive sound.
- The red probe is connected to the "+" pin, the black probe — to the "-" / "GND" pin. If the circuit is short, a sound is heard.



1. Check OPEN CONDITION of the following circuits (absence of the multimeter sound signal):

- "BAT+" and "BAT-"
- "12V" and "GND"
- "5V" and "GND"

2. Check CLOSED CONDITION of the following circuits (presence of the multimeter sound signal):

- "BAT-" with every contact marked "-" and "GND"
- "BAT+", with every contact marked "+"

## Checking for voltage

Using a multimeter, you need to make sure that the voltage converters located on the power distribution board are working properly and provide the voltage of 5V and 12V, respectively.

- Switch the multimeter to the "Measuring DC voltage" mode
- Select the upper limit of the measured voltage (in our case, not more than 20)
- Make sure the battery is connected
- Make the following measurements:
  1. Measure the battery voltage (between BAT+ and BAT-). It should be between 14.0 V to 16.8 V
  2. Measure the voltage at the 5V output. It should not exceed 5.5 V
  3. Measure the voltage at the 12 V output. It should not exceed 12.5 V

After measurement:

- disconnect the battery
- turn off the multimeter

## Possible radio failures

### The remote is blocked

If the remote is blocked, the LCD will read: "Warning. Place all switches in their up position and lower the throttle".

To unlock the controller, place all sticks and switches to the initial position, namely:

1. The left stick (1) to the central bottom position.
2. Switches A, B, C, D (2) to the position "away from yourself".
3. The right stick (3) to the center.



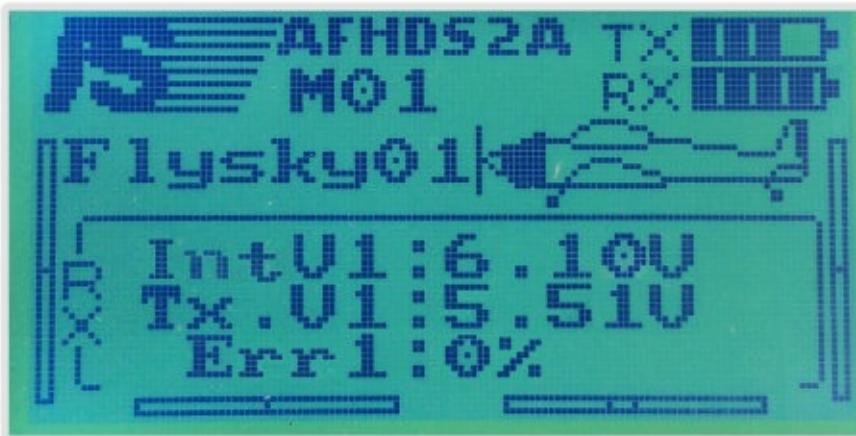
### No communication with the receiver

To test the remote connection with the receiver, turn on the remote and watch the readouts on the LCD Screen.

1. Communication with the receiver is absent:



- Communication with the receiver established:

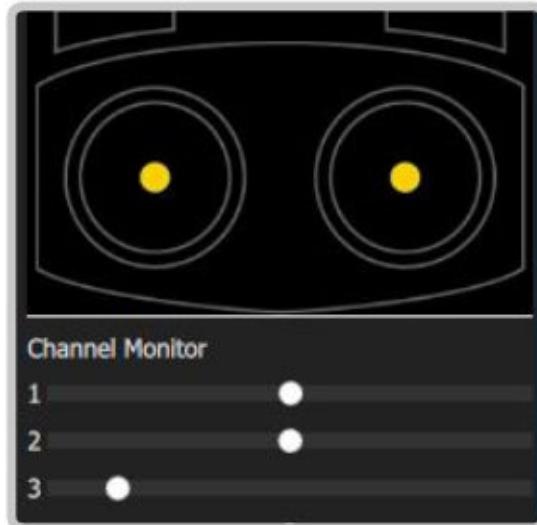


If there is no communication:

- Make sure the receiver is enabled (the red LED is blinking). If the LED remains constantly ON, it means that communication is established with another remote.
- Pair the remote and the receiver.

## No communication with the flight controller

If there is no communication with the flight controller, the screen of the computer monitor in the Channel Monitor window will not display changes in the position of the sliders when the sticks of your remote are shifted.



- Go to MENU (by holding down the "OK" button)
- Select menu "System setup" (Up/Down Button to navigate, OK button - to confirms the choice).
- Select "RX setup" > "PPM OUTPUT" > "On"
- Save changes (hold pressed the "CANCEL" button).

## Flashing ESCs using BLHeliSuite

A good article that explains the principle of ESCs (Electric speed controller) operation:

<http://www.avmodels.ru/engines/electric/esc.html>

### Why reflash?

Sometimes, it is necessary to change one of ESC parameters, such as the direction of motor rotation, the minimum and the maximum duty cycle of the PPM signal at ESC input, the volume of audio signals emitted by the motor, or the time after which the ESC should start reminding that it is engaged.

### An application for flashing ESCs

For flashing various ESC, the [BLHeliSuite](#) application is used (for Windows).

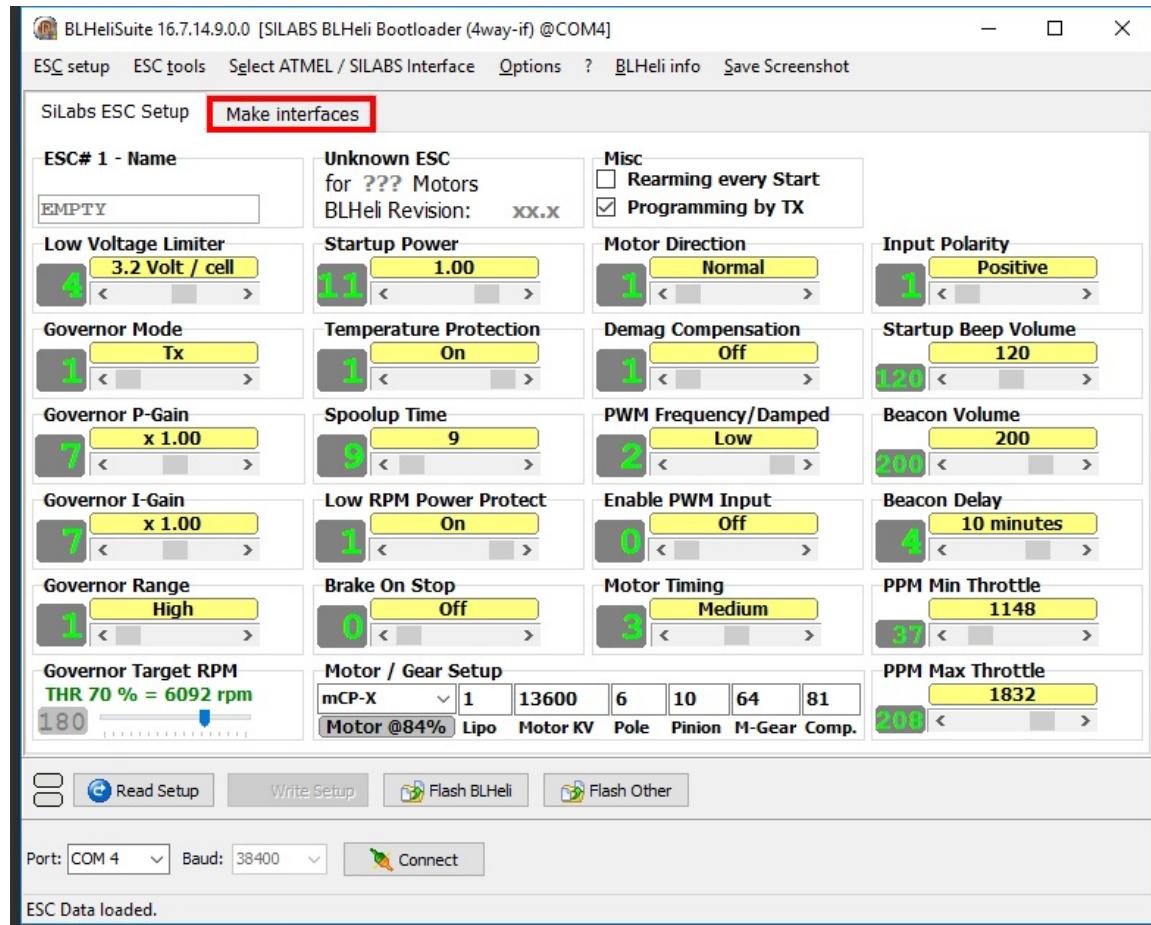
To start the (BLHeliSuite.exe) application, unpack archives BLHeliAtmelHEX.zip and BLHeliSilabsHEX.zip into the folder with the application.

### A programming unit for flashing ESCs

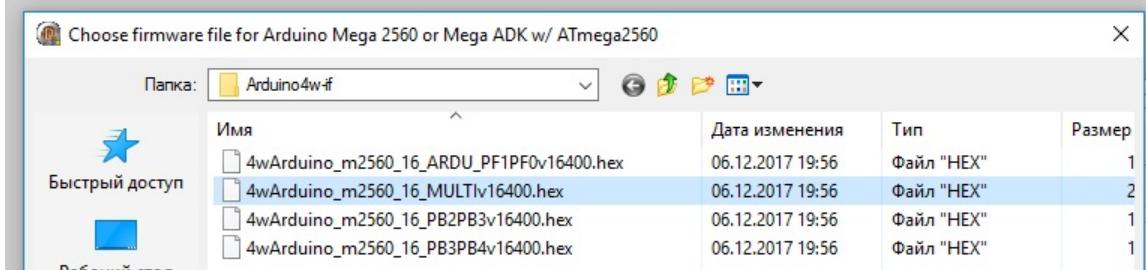
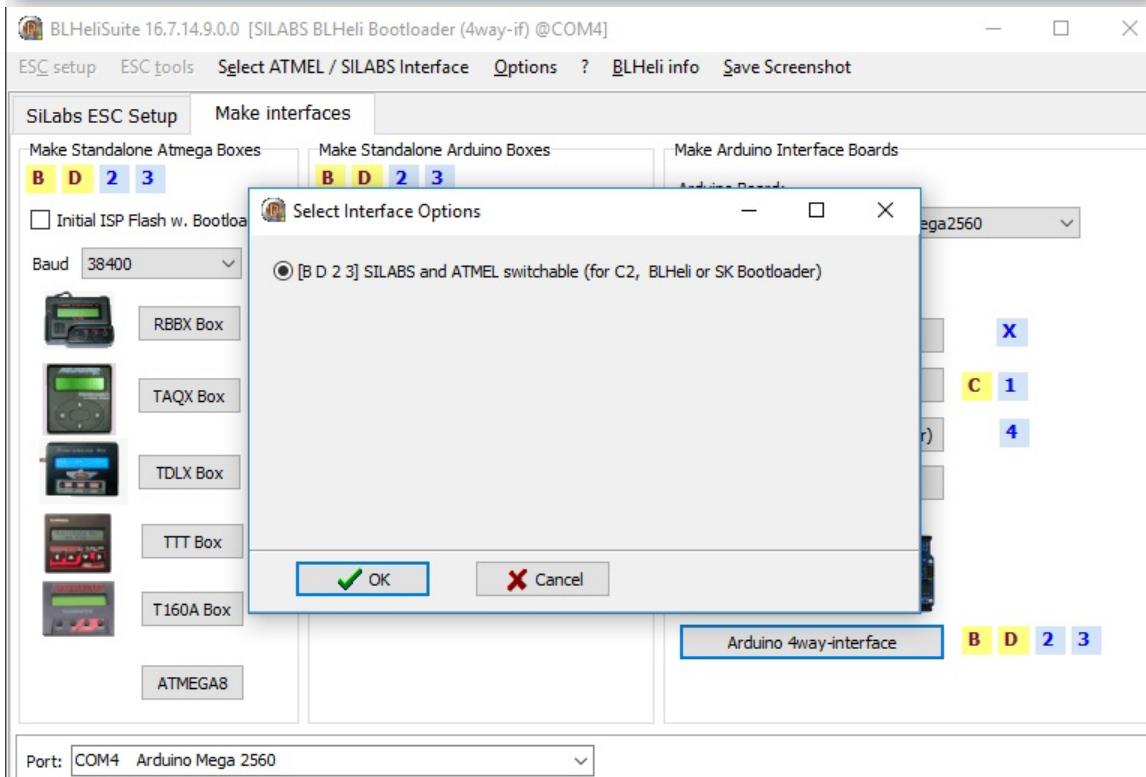
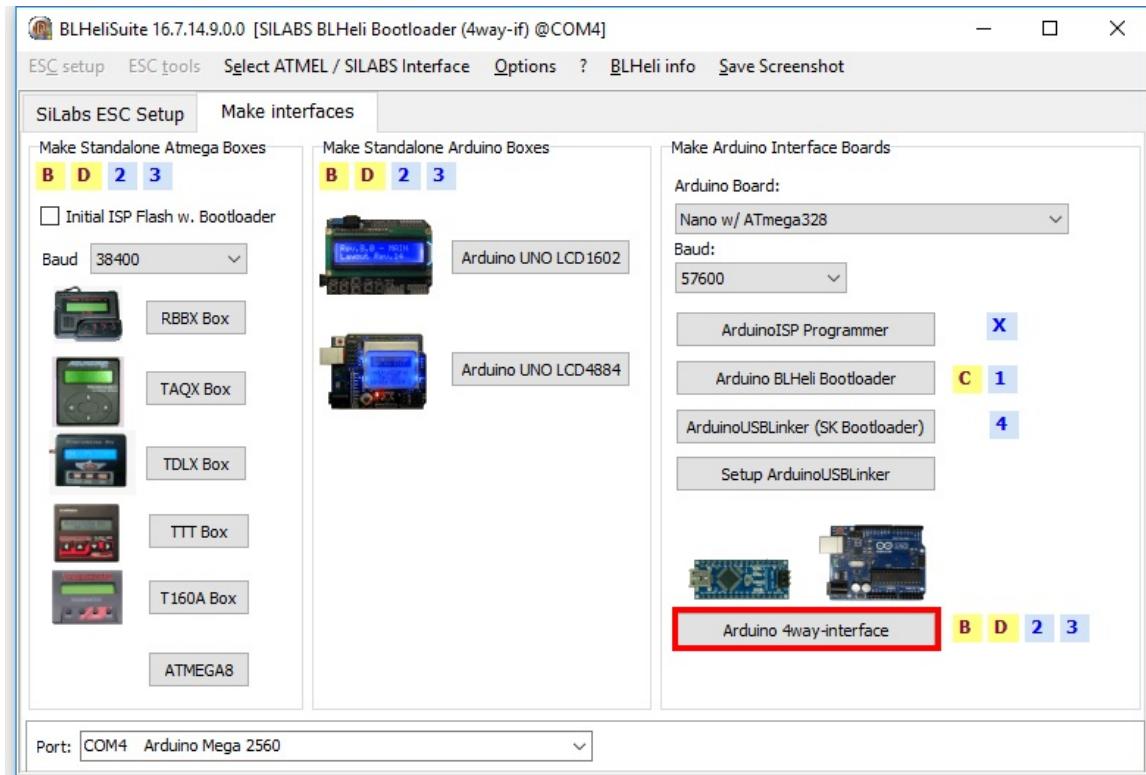
To flash an ESC, you need a programming unit that can handle an ESC controller via the 1-wire protocol. One of the ways of obtaining the programming unit - is flashing special firmware to an Arduino device. BLHeliSuite contains a tool for creating interfaces for programming units.

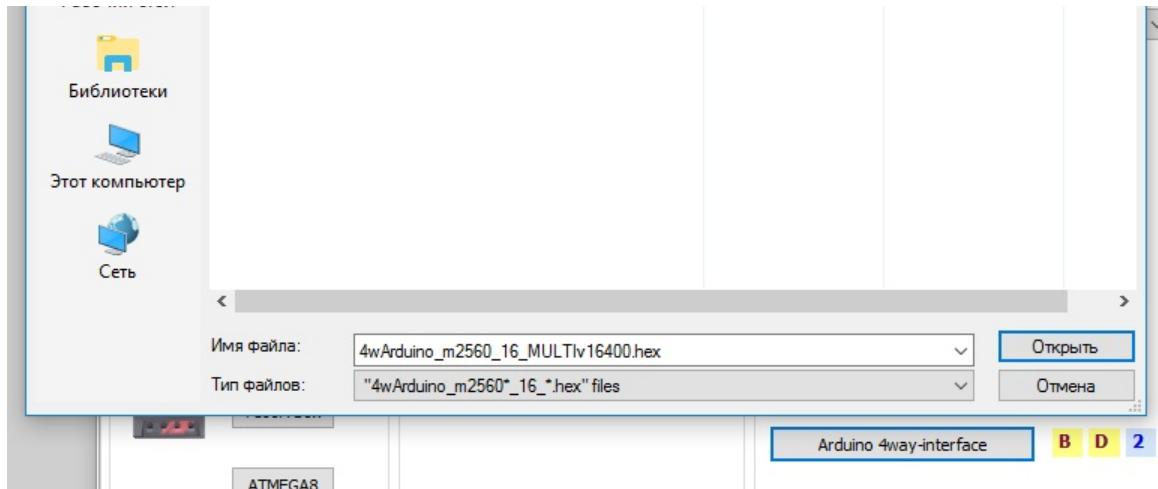
Creating a programming unit on the example of Arduino Mega.

1. Start BLHeliSuite and select the Make interfaces tab.



2. Connect the Arduino to a computer, if necessary, check the number of the COM port to which the circuit board is connected, in the Device Manager.
3. Click on Arduino 4way-interface in tab Make Arduino Interface Boards, and select the firmware file. After the file is selected, the flashing of the controller will start.





4. After flashing the Arduino, return to tap Silabs ESC Setup and connect to Arduino, having selected the 4way-if interface of the programming device and the Arduino COM port.

**BLHeliSuite 16.7.14.9.0.0 [SILABS BLHeli Bootloader (4way-if) @COM4]**

ESC setup ESC tools Select ATMEtal / SILABS Interface Options ? BLHeli info Save Screenshot

**SiLabs ESC Setup**

Make Standalone Atmeg:  
B D 2 3

Initial ISP Flash w/ Baud: 38400

RBBX B  
TAQX B  
TDLX B  
TTT B  
T160A Box  
ATMEGA8

SILABS C2 (Toolstick)  
SILABS C2 (4way-if)  
SILABS BLHeli Bootloader (USB/Com)  
SILABS BLHeli Bootloader (4way-if)  
SILABS BLHeli Bootloader (Cleanflight)

ATMEL BLHeli Bootloader (USB/Com)  
ATMEL BLHeli Bootloader (4way-if)  
ATMEL SK Bootloader (4way-if)  
ATMEL SK Bootloader (ArduinoUSBLinker)  
ATMEL SK Bootloader (Afro/Turnigy USB Linker)  
ATMEL BLHeli/SK Bootloader (Cleanflight)

ATMEL ISP Interface (AVRDude)

Make Arduino Interface Boards

Arduino Board: Nano w/ ATmega328  
Baud: 57600

ArduinoISP Programmer X  
Arduino BLHeli Bootloader C 1  
ArduinoUSBLinker (SK Bootloader) 4  
Setup ArduinoUSBLinker

Arduino 4way-interface B D 2 3

Port: COM4 Arduino Mega 2560

**BLHeliSuite 16.7.14.9.0.0 [SILABS BLHeli Bootloader (4way-if) @COM4]**

ESC setup ESC tools Select ATMEtal / SILABS Interface Options ? BLHeli info Save Screenshot

**SiLabs ESC Setup** Make interfaces

**ESC# 1 - Name**: EMPTY

**Unknown ESC for ??? Motors**: BLHeli Revision: xx.x

**Misc**:  Rearming every Start  Programming by TX

<b>Low Voltage Limiter</b> : 4 (3.2 Volt / cell)	<b>Startup Power</b> : 1.00	<b>Motor Direction</b> : Normal	<b>Input Polarity</b> : Positive
<b>Governor Mode</b> : Tx	<b>Temperature Protection</b> : On	<b>Demag Compensation</b> : Off	<b>Startup Beep Volume</b> : 120
<b>Governor P-Gain</b> : 7 (x 1.00)	<b>Spoolup Time</b> : 9	<b>PWM Frequency/Damped</b> : Low	<b>Beacon Volume</b> : 200
<b>Governor I-Gain</b> : 7 (x 1.00)	<b>Low RPM Power Protect</b> : On	<b>Enable PWM Input</b> : Off	<b>Beacon Delay</b> : 10 minutes
<b>Governor Range</b> : 1 (High)	<b>Brake On Stop</b> : Off	<b>Motor Timing</b> : Medium	<b>PPM Min Throttle</b> : 1148
<b>Governor Target RPM</b> : THR 70 % = 6092 rpm	<b>Motor / Gear Setup</b> : mCP-X 1 13600 6 10 64 81 Motor @84% Lipo Motor KV Pole Pinion M-Gear Comp.		<b>PPM Max Throttle</b> : 1832

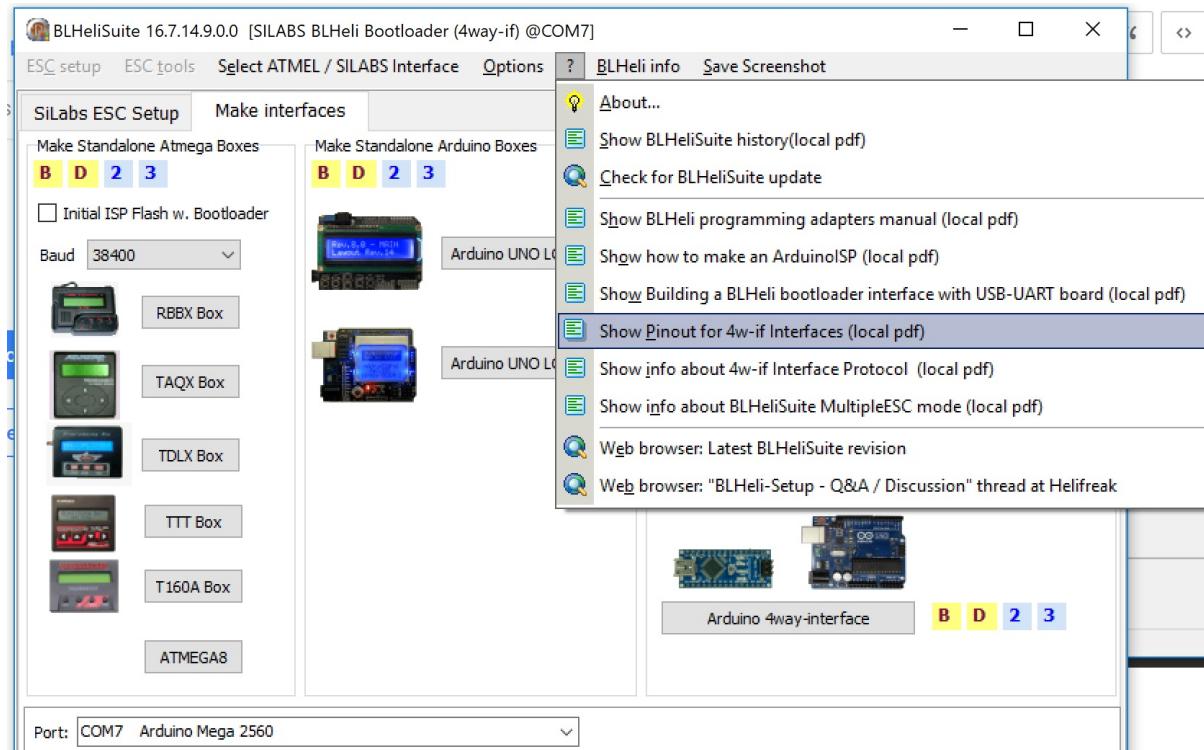
**Read Setup** **Write Setup** **Flash BLHeli** **Flash Other**

Port: COM 4 Baud: 38400 Connect

ESC Data loaded.

## Connecting ESCs to Arduino

For flashing or readjusting ESCs, connect signal ports (usually white) of ESCs to Arduino ports, after checking in the manual (see the figure below), which ports are used for connecting to ESCs. You should also connect GND of Arduino with the ground of one of the ESCs (usually black). The ESCs should be connected to power, and, if electric motors are connected to ESCs, **they should not have propellers**.



In the case of Arduino Mega, signal ports of the ESCs are connected to ports D43-D49 and D51.

## Changing ESC settings

To download information about firmware version and ESC settings, click on Check.

**BLHeliSuite 16.7.14.9.0.0 [SILABS BLHeli Bootloader (4way-if): m4wARm2560\_16v16.4.0.0 @COM4]**

ESC setup ESC tools Select ATTEL / SILABS Interface Options ? BLHeli info Save Screenshot

SiLabs ESC Setup    ESC overview    Make interfaces

<b>ESC# 1 - Name</b> EMPTY	<b>Unknown ESC</b> for ??? Motors BLHeli Revision: xx.x	<b>Misc</b> <input type="checkbox"/> Rearming every Start <input checked="" type="checkbox"/> Programming by TX	
<b>Low Voltage Limiter</b> 4 < > 3.2 Volt / cell	<b>Startup Power</b> 11 < > 1.00	<b>Motor Direction</b> 1 < > Normal	<b>Input Polarity</b> 1 < > Positive
<b>Governor Mode</b> Tx 1 < >	<b>Temperature Protection</b> On 1 < >	<b>Demag Compensation</b> Off 1 < >	<b>Startup Beep Volume</b> 120 < > 120
<b>Governor P-Gain</b> x 1.00 7 < >	<b>Spoolup Time</b> 9 < > Spoolup Time 9 < >	<b>PWM Frequency/Damped</b> Low 2 < >	<b>Beacon Volume</b> 200 < > 200
<b>Governor I-Gain</b> x 1.00 7 < >	<b>Low RPM Power Protect</b> On 1 < >	<b>Enable PWM Input</b> Off 0 < >	<b>Beacon Delay</b> 10 minutes 4 < >
<b>Governor Range</b> High 1 < >	<b>Brake On Stop</b> Off 0 < >	<b>Motor Timing</b> Medium 3 < >	<b>PPM Min Throttle</b> 1148 < > 37
<b>Governor Target RPM</b> THR 70 % = 6092 rpm 180 < >	<b>Motor / Gear Setup</b> mCP-X 1 13600 6 10 64 81 Motor @84% Lipo Motor KV Pole Pinion M-Gear Comp.		<b>PPM Max Throttle</b> 1832 < > 208

Read Setup Write Setup Flash BLHeli Flash Other

Port: COM 4    Baud: 38400    Disconnect    Multiple ESC    Check

Found Multiple ESC:

**BLHeliSuite 16.7.14.9.0.0 [SILABS BLHeli Bootloader (4way-if): m4wARm2560\_16v16.4.0.0 @COM4]**

ESC setup ESC tools Select ATTEL / SILABS Interface Options ? BLHeli info Save Screenshot

SiLabs ESC Setup    ESC overview    Make interfaces

<b>ESC# 1 - Name</b> EMPTY	<b>A-H-70</b> for Multicopter Motors BLHeli_S Revision: 16.6	<b>Misc</b> <input checked="" type="checkbox"/> Programming by TX	
<b>Startup Power</b> 0.50 < >	<b>Motor Direction</b> 1 < > Normal	<b>PPM Min Throttle</b> 1012 < >	<b>Startup Beep Volume</b> 40 < >
<b>Temperature Protection</b> 140°C < >	<b>Demag Compensation</b> 2 < > Low	<b>PPM Max Throttle</b> 1956 < >	<b>Beacon Volume</b> 80 < >
<b>Low RPM Power Protect</b> On < >	<b>Motor Timing</b> 3 < > Medium	<b>PPM Center Throttle</b> 1488 < >	<b>Beacon Delay</b> Infinite < >
		<b>Brake On Stop</b> Off < >	

Read Setup Write Setup Flash BLHeli Flash Other

Port: COM 4    Baud: 38400    Disconnect    Multiple ESC / Master#1    Check

Found Multiple ESC: ESC#1 ;ESC#2 ;ESC#3 ;ESC#4 ;

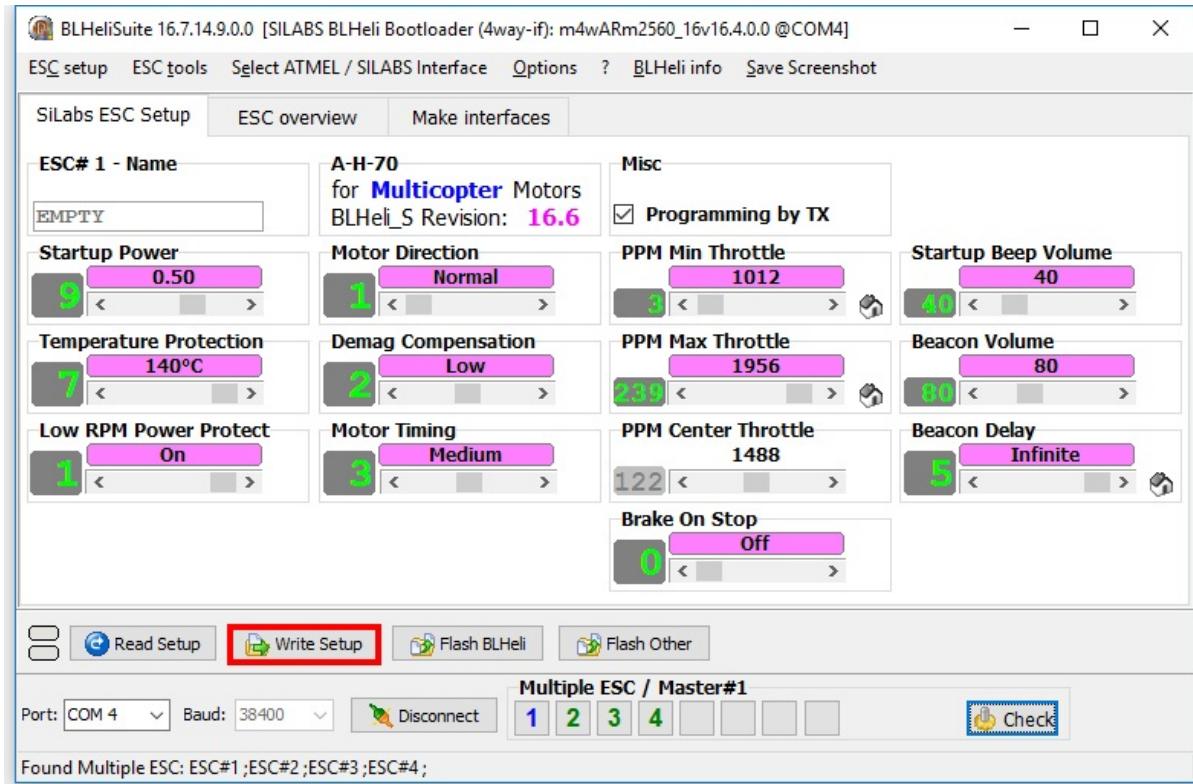
The main parameters that we are interested in are:

- Motor Direction (Normal or Reversed) - sets motor rotation direction. Convenient, if you do not wish to reconnect

an incorrectly connected motor.

- PPM Min and Max Throttle - sets the minimum and the maximum throttle signal
- Startup Beep Volume - set the signal volume on startup. In firmware 16.65, an ability to change the startup melody has been added. More information is available [here] (<https://github.com/cleanflight/blheli-multishot/releases>). For example, you can set the Imperial March from the Star Wars or the main theme from the Game of the Thrones as the startup melody
- Beacon Volume - sets the volume of the detecting signal. When the motors have not been rotating for some time, and the ESC is not used, it starts reminding about itself by motor squeaks.
- Beacon Delay - sets the duration of inactivity, after which the detecting signal is enabled. During development, it may become boring, therefore it may be set to infinity.

The leftmost motor in the list of motors (Multiple ESC) is considered the (master) motor. By clicking on motor numbers, you can enable or disable the possibility of writing their settings. After changing the necessary parameters, you can write settings to respective motors by clicking on Write Setup.



To display the settings of all ESCs simultaneously, you can use the ESC Overview tab.

## Flashing ESCs

ESC firmware files are located [here](#).

To flesh ESCs, click on button Flash BLHeli and choose the firmware file with the type of the controller, the name of which is indicated in the firmware name frame on top of the screen in tab Silabs ESC Setup (for the controller that is used in Clover 2, it is A-H-70).

To re-flash an individual ESC, disable all other ESCs.

## Video guide to flashing ESCs

For a better understanding of the things written in the article, we recommend watching a video guide about connecting electronics and flashing ESCs in English on [youtube](#).

## Controlling the copter from Arduino

For interaction with ROS topics and services on a Raspberry Pi, you can use the `rosserial_arduino` library. This library is pre-installed on a [Raspberry Pi image](#).

The main tutorial for rosserial: [http://wiki.ros.org/rosserial\\_arduino/Tutorials](http://wiki.ros.org/rosserial_arduino/Tutorials)

Arduino is to be installed on Clover and connected via a USB port.

## Configuring Arduino IDE

To work with ROS and Arduino, you should understand the format of installed packages' messages. For this purpose on [Raspberry Pi](#), build the ROS messages library:

```
rosrun rosserial_arduino make_libraries.py.
```

The obtained folder `ros_lib` is to be copied to `<sketches folder>/libraries` on a computer with Arduino IDE.

## Configuring Raspberry Pi

To run the program on Arduino once, you can use command:

```
roslaunch clover arduino.launch
```

To start the link with Arduino at the startup automatically, set argument `arduino` in the Clover launch file (`~/catkin_ws/src/clover/clover/launch/clover.launch`):

```
<arg name="arduino" default="true"/>
```

After the launch file is edited, restart the `clover` service:

```
sudo systemctl restart clover
```

## Delays

When `rosserial_arduino` is used, the Arduino microcontroller should not be blocked for more than a few seconds (for example, using the `delay` function); otherwise communication between Raspberry Pi and Arduino will be broken.

During implementation of long `while` cycles, ensure periodic calling the `hn.spinOnce` function:

```
while(/* condition */) {
    // ... Perform required actions
    nh.spinOnce();
}
```

To organize long delays, use the delays in a loop with periodic calling of the `hn.spinOnce()` function:

```
// 8 second delay
for(int i=0; i<8; i++) {
```

```

    delay(1000);
    nh.spinOnce();
}

```

## Working with Clover

The set of services and topics is similar to the regular set in [simple\\_offboard](#) and [mavros](#).

An example of a program that controls the copter by position using the `navigate` and `set_mode` services:

```

// Connecting libraries for working with rosserial
#include <ros.h>

// Connecting Clover and MAVROS package message header files
#include <clover/Navigate.h>
#include <mavros_msgs/SetMode.h>

using namespace clover;
using namespace mavros_msgs;

ros::NodeHandle nh;

// Declaring services
ros::ServiceClient<Navigate::Request, Navigate::Response> navigate("/navigate");
ros::ServiceClient<SetMode::Request, SetMode::Response> setMode("/mavros/set_mode");

void setup()
{
    // Initializing rosserial
    nh.initNode();

    // Initializing services
    nh.serviceClient(navigate);
    nh.serviceClient(setMode);

    // Waiting for connection to Raspberry Pi
    while(!nh.connected()) nh.spinOnce();
    nh.loginfo("Startup complete");

    // Custom settings
    // <...>

    // Test program
    Navigate::Request nav_req;
    Navigate::Response nav_res;
    SetMode::Request sm_req;
    SetMode::Response sm_res;

    // Ascending to 2 meters:
    nh.loginfo("Take off");
    nav_req.auto_arm = false;
    nav_req.x = 0;
    nav_req.y = 0;
    nav_req.z = 2;
    nav_req.frame_id = "body";
    nav_req.speed = 0.5;
    navigate.call(nav_req, nav_res);

    // Waiting for 5 seconds
    for(int i=0; i<5; i++) {
        delay(1000);
        nh.spinOnce();
    }

    nav_req.auto_arm = false;
}

```

```

// Flying forward 3 meters:
nh.loginfo("Fly forward");
nav_req.auto_arm = true;
nav_req.x = 3;
nav_req.y = 0;
nav_req.z = 0;
nav_req.frame_id = "body";
nav_req.speed = 0.8;
navigate.call(nav_req, nav_res);

// Waiting for 5 seconds
for(int i=0; i<5; i++) {
    delay(1000);
    nh.spinOnce();
}

// Flying to point 1:0:2 in the marker field
nh.loginfo("Fly on point");
nav_req.auto_arm = false;
nav_req.x = 1;
nav_req.y = 0;
nav_req.z = 2;
nav_req.frame_id = "aruco_map";
nav_req.speed = 0.8;
navigate.call(nav_req, nav_res);

// Waiting for 5 seconds
for(int i=0; i<5; i++) {
    delay(1000);
    nh.spinOnce();
}

// Landing
nh.loginfo("Land");
sm_req.custom_mode = "AUTO.LAND";
setMode.call(sm_req, sm_res);
}

void loop()
{
}

```

## Getting telemetry

With Arduino, you can use the `get_telemetry` service. To do so, declare it similar to the `navigate` and `set_mode` services:

```

#include <ros.h>

// ...

#include <clover/GetTelemetry.h>

// ...

ros::ServiceClient<GetTelemetry::Request, GetTelemetry::Response> getTelemetry("/get_telemetry");

// ...

nh.serviceClient(getTelemetry);

// ...

GetTelemetry::Request gt_req;

```

```

GetTelemetry::Response gt_res;

// ...

gt_req.frame_id = "aruco_map"; // frame id for x, y, z
getTelemetry.call(gt_req, gt_res);

// gt_res.x is copter position on the x axis
// gt_res.y is copter position on the y axis
// gt_res.z is copter position on the z axis

```

## Problem

When using Arduino Nano, RAM may be insufficient. In this case, messages will appear in the Arduino IDE like:

```

Global variables use 1837 bytes (89%) of the dynamic memory, leaving 211 bytes for local variables. The maximum
is 2048 bytes.
Not enough memory, the program may be unstable.

```

You can reduce RAM usage by reducing the size of the buffers allocated for sending and receiving messages. To do this, place the following line **at the beginning** the program:

```
#define __AVR_ATmega168__ 1
```

You can reduce the amount of used memory even more, if you manually configure the number publishers and subscribers, as well as the size of memory buffers allocated for messages, for example:

```

#include <ros.h>

// ...

typedef ros::NodeHandle_<ArduinoHardware, 3, 3, 100, 100> NodeHandle;

// ...
NodeHandle nh;

```

# Connecting GPS

Upon connecting GPS, the following possibilities appear:

- The copter can remain at the same point when flying outside
- Autonomous missions may be programmed in the QGroundControl application
- Flying may be performed by global points in standalone mode using the [simple\\_offboard](#) module.

Useful links:

- [https://docs.px4.io/en/assembly/quick\\_start\\_pixhawk.html](https://docs.px4.io/en/assembly/quick_start_pixhawk.html)
- <http://ardupilot.org/copter/docs/common-pixhawk-wiring-and-quick-start.html>
- <http://ardupilot.org/copter/docs/common-installing-3dr-ublox-gps-compass-module.html>

## Connection

The GPS module is connected to "GPS" and "I2C" (compass) connectors of the flight controller.

If GPS is connected, magnetometers are to be re-calibrated in the QGroundControl application via a [Wi-Fi](#) or USB connection.

Next, GPS is to be enabled in parameter `EKF2_AID_MASK` (when EKF2 is used) or `LPE_FUSION` (when LPE is used). When using LPE the weight of the magnetometer should be more 0 (`ATT_W_MAG = 0.1`).

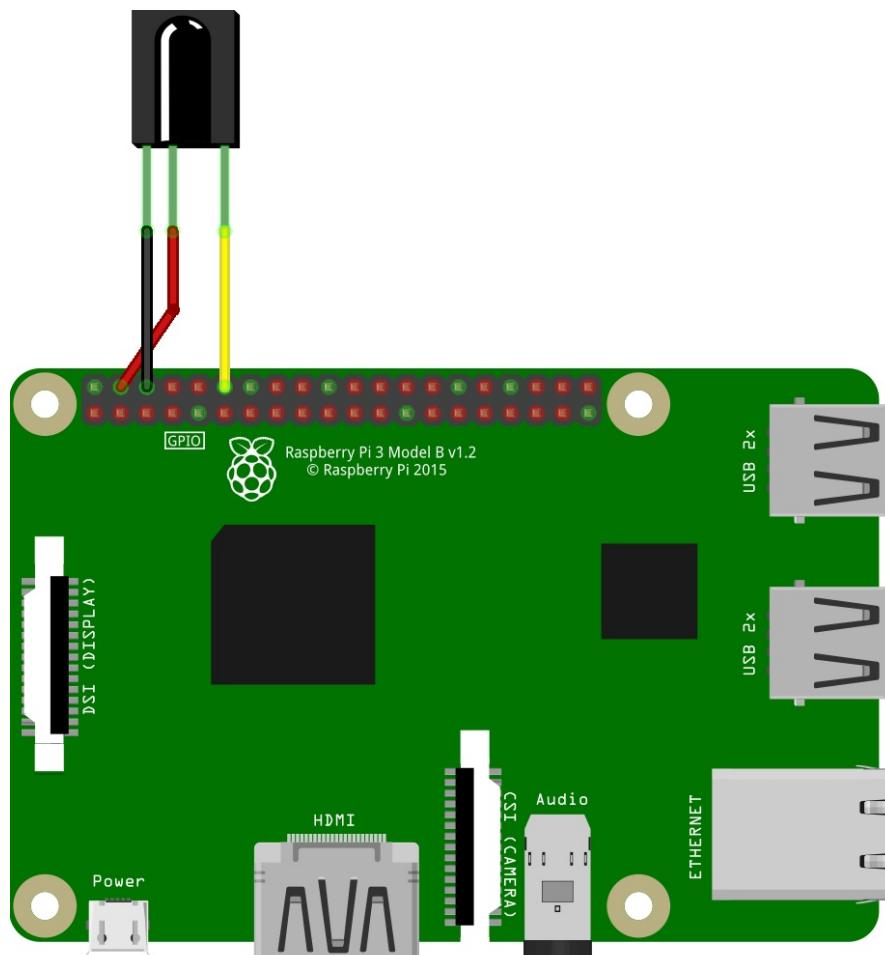
# Working with IR sensors on Raspberry Pi 3

This article is not relevant for the latest versions of the *clover* image and works only on the versions *clover\_v0.16-clover\_v0.17*.

Infrared sensors are a convenient tool for transmitting any commands to the copter. They are flexible in configuration, and interaction with them is possible in Python.

## Connecting the IR receiver

Most IR receivers operate and are connected the same way. Such receivers have 3 pins for connecting: G/GND — ground V/VCC — 5V power, S/OUT — signal.



The signal port doesn't have to be connected to port GPIO 17; this pin may be changed during the [in/out port settings](#).

## Configuring the IR receiver to work with the LIRC module

LIRC (Linux Infrared Remote Control) is a stable and time-proven open source library, which allows sending and receiving commands via an infrared port. LIRC is supported by Raspbian.

To install LIRC and related modules, connect your Raspberry Pi to the Internet and run the console command:

```
sudo apt-get update  
sudo apt-get install lirc  
sudo apt-get install python-lirc  
pip install py-irsend
```

To correctly edit the system files, superuser privileges are required; when calling a text editor, use `sudo`.

After installing the module, edit file `/etc/modules` and add line:

```
lirc_dev  
lirc_rpi gpio_in_pin=18 gpio_out_pin=17
```

Where:

- `gpio_in_pin` is the input pin from the receiver
- `gpio_out_pin` is the transmitter output pin

Update the following line in file `/boot/config.txt`:

```
dtoverlay=lirc-rpi,gpio_in_pin=18,gpio_out_pin=17
```

Add the following lines to file `/etc/lirc/hardware.conf`. If this file does not exist, create it yourself.

```
LIRCD_ARGS="--uinput --listen"  
LOAD_MODULES=true  
DRIVER="default"  
DEVICE="/dev/lirc0"  
MODULES="lirc_rpi"
```

Update the following lines in file `/etc/lirc/lirc_options.conf`

```
driver    = default  
device   = /dev/lirc0
```

All required settings are made, you now have to restart your Raspberry Pi device to complete the installation. To do so, run:

```
sudo reboot
```

After rebooting, check its status by calling command:

```
sudo /etc/init.d/lircd status
```

If everything has been done correctly, the status should be `active`. To check whether the installed module LIRC is running, disable daemon `lircd`, and call the appropriate command:

```
sudo /etc/init.d/lircd stop  
mode2 -d /dev/lirc0
```

Now point the IR transmitter on your device and tap a few keys. You should see something like this:

```
space 402351
```

```
pulse 135
space 7085
pulse 85
space 2903
pulse 560
space 1706
pulse 535
```

If you are using an IR transmitter (a TV remote, an air conditioner remote, etc. and you are not getting the signal when checking, your remote is evidently using another signal frequency. When using receivers such as TSOP 22XX, the operating frequency of the signal reception will be in the range between 30 and 50 kHz.

## Write your configuration of the IR transmitter

If you want to use your own IR transmitter, you will have to write its specific settings using the supplied module `irrecord`. For this purpose, disable daemon `lircd`, and call the appropriate command. During transmitter calibration, stick to all written instructions.

Please note that the last step of the calibration will be specifying the names of the keys that you will want to decode programmatically. To view the list of available names, call command `irrecord --list-namespace`.

```
irrecord -d /dev/lirc0 ~/lircd.conf
```

If you have managed to successfully write the configuration of your transmitter, file `your-name.lircd.conf` should appear in folder `/home/pi/`. Now you need to move the written configuration file to working folder `lirc`, and restart the daemon:

```
sudo cp ~/your-name.lircd.conf /etc/lirc/lircd.conf
sudo /etc/init.d/lircd restart
```

To check whether the written configuration is recognized, call the appropriate module. Now when you tap the keys that you have specified in the previously created configuration, the terminal will show debug information about which key has been pressed.

```
irw
```

when working with some transmitters, there are situations where the bit descriptions of keys are redundant; in this case, command `irw` may fail. To correct this error, open file `etc/lirc/lircd.conf` and check what the description of your keys looks like; if it looks like `KEY_1 0x00FF6897 0x7EE0CF2C` and in all lines the second digits match, you have to remove it, so that lines with keys assignment looks like `KEY_1 0x00FF6897` and all digits in them are unique. After completing these steps, close the file and restart the daemon.

If you did everything correctly, upon tapping a key, you will see the output similar to:

```
0000000000ff6897 00 KEY_1 pult
0000000000ff6897 01 KEY_1 pult
0000000000ff9867 00 KEY_2 pult
0000000000ff9867 01 KEY_2 pult
```

This means that your configuration is correctly detected by the program, and now you can program the desired action for tapping appropriate keys.

## Working with IR sensors in Python

To be able to use signals from the IR receiver in Python programs, you'll need package `python-lirc`. [Install it](#), if necessary.

For correct obtaining information, create file `lircrc` in your own script, which will store settings of your keys and the program response upon calling.

This file is created in the folder from which your script will be called, `/home/pi/` by default.

To create the required file, use any text editor:

```
sudo nano .lircrc
```

The format of this file should be something like this:

```
begin
prog = myprogram
button = KEY_1
config = one
end

begin
prog = myprogram
button = KEY_2
config = two
end
```

Where:

- `prog` is the name of the program that you will call from your script
- `key` is the name of the key that you entered during transmitter setup
- `config` is the information to be passed to your program upon tapping a specified key

All settings are now made, and you can proceed directly to programming IR signals.

For this purpose, create a Python script that will accept the values of the keys pressed and perform required action s accordingly. An example of such a script:

```
import lirc
import fly_module

# ...

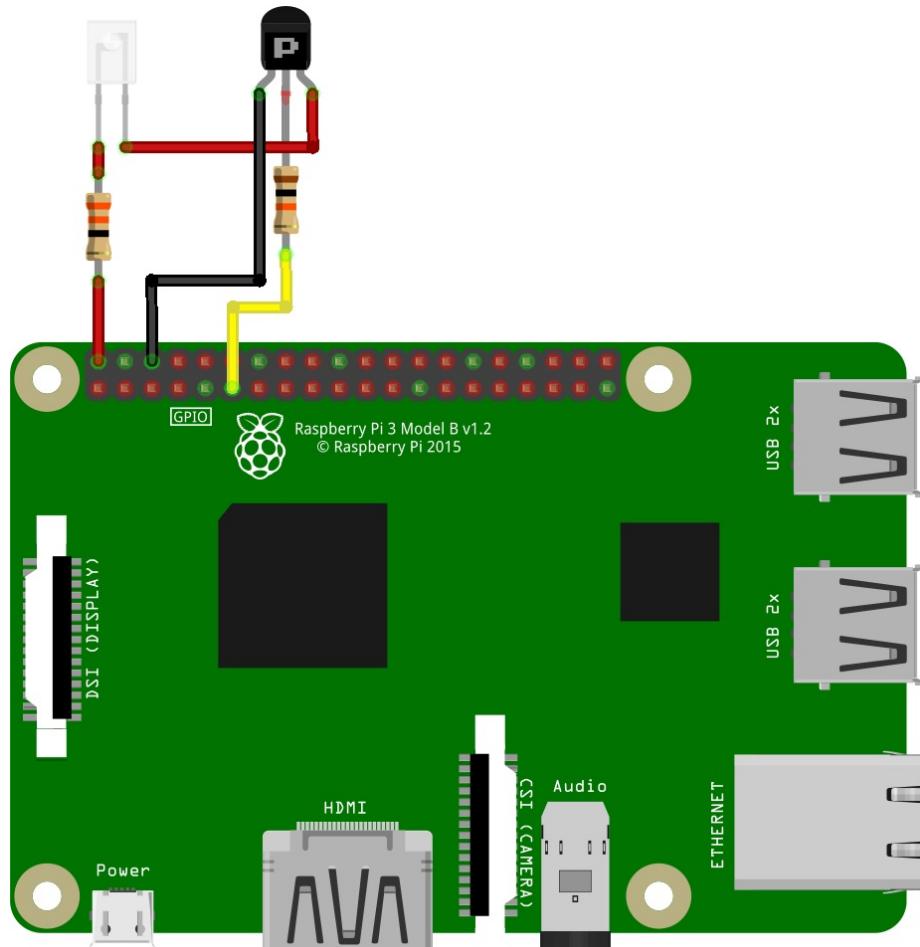
sockid = lirc.init('myprogram')

inf = lirc.nextcode()
if inf[0] == 1:
    print('You pressed key 1')
elif inf[0] == 2:
    print('You pressed key 2')

lirc.deinit()
```

## Working with the IR transmitter

To work with the IR transmitter, connect it to the ports specified [during setup](#).



if you are using a ready IR transmitter board, connect it to required pins of Raspberry in accordance with pins marking, in the same way as with the receiver.

If everything has been properly connected, you will be able to send signals specified in [transmitter settings](#) using the command:

```
irsend SEND_ONCE deviceName keyName
```

Where:

- SEND\_ONCE is the parameter responsible for sending a single signal, or sending a signal from a depressed and held down key
- deviceName is the name of the transmitter specified during [setup](#)

- keyName is the name of one of the keys specified during transmitter configuration

To work with `irsend` inside your script, you'll need module `python-irsend`; if necessary, [install it](#).

To use `irsend`, import the library and call the appropriate command:

```
from py_irsend import irsend

irsend.send_once('YourRemote', ['YourKey'])
```

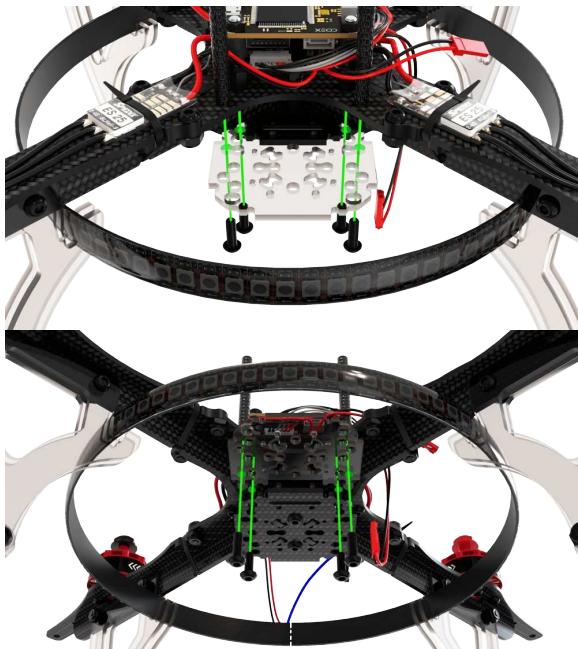
Where:

- YourRemote is the name of your transmitter specified during setup
- YourKey is the name of one of the buttons specified during setup

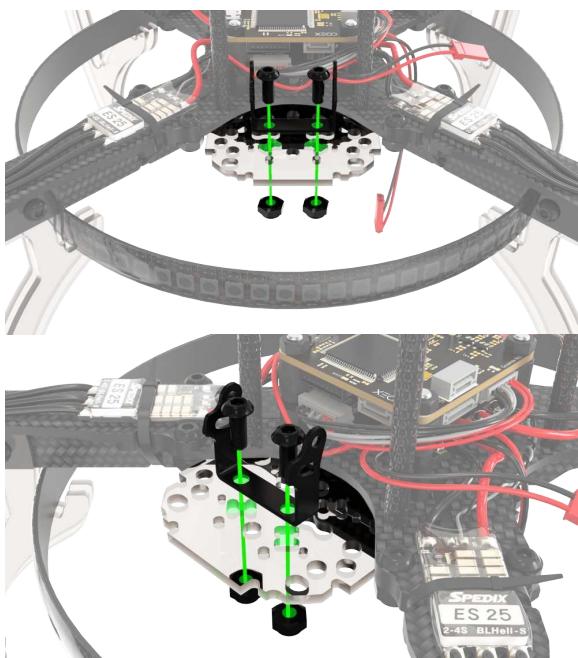
# Installing and configuring FPV equipment

## Preparing and installing the FPV camera and transmitter

1. Install the small mounting deck onto the main frame.



2. Install the camera mount bracket into the corresponding holes.



3. Cut the three-pin supplied camera cable.



4. Tin the wires

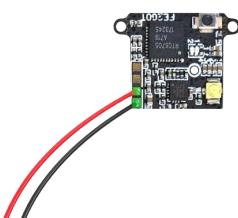
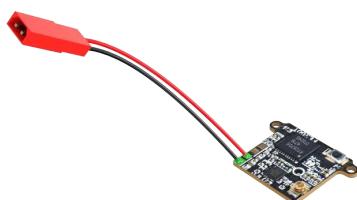


5. Solder the JST-male connector to the power wires of the camera.

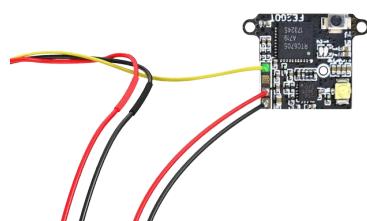
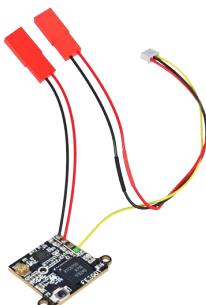


Check what you are wearing shrink tubes before soldering the wires.

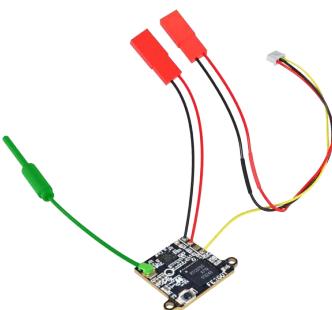
6. Solder the JST male connector to the transmitter.



7. Solder the yellow camera signal cable to the transmitter.

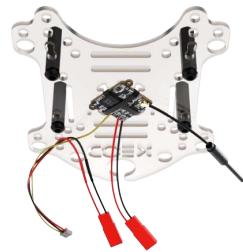


8. Connect the antenna to the transmitter.

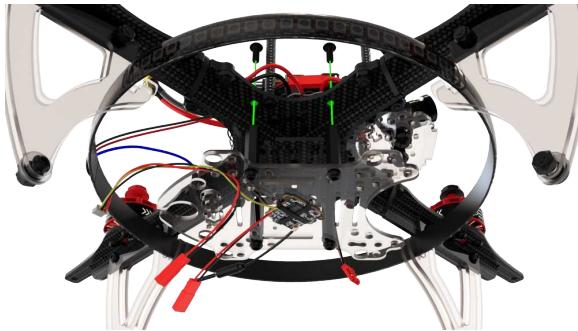


If voltage is applied to a transmitter without an antenna, there is a high probability that it will burn out.

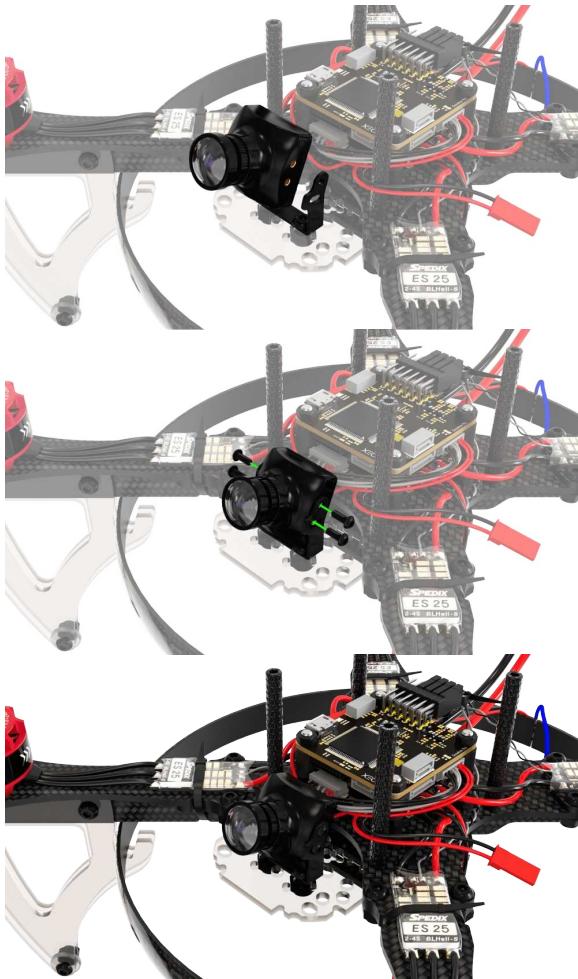
9. Place the receiver onto the mounting deck, securing it with ties.



10. Place the mounting deck with the receiver on the bottom of the aircraft.



11. Place the camera in the bracket and secure it with the 4 attached bolts. The camera should be at an angle of 15°-20° relative to the plane of the aircraft.

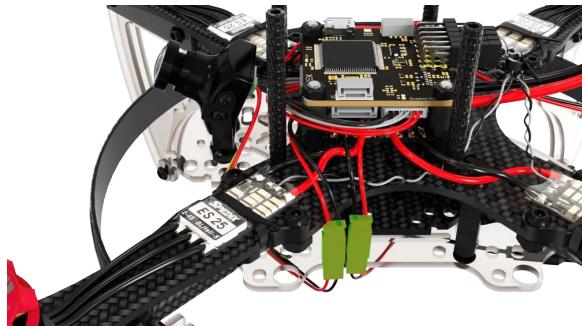




12. Connect the signal cable to the camera.



13. Connect the camera's power cable to the power JST soldered to the *BAT+* and *GND* pads on the power distribution board.
14. Connect the transmitter power cable to JST at 5V.



## Setting up and connecting FPV goggles

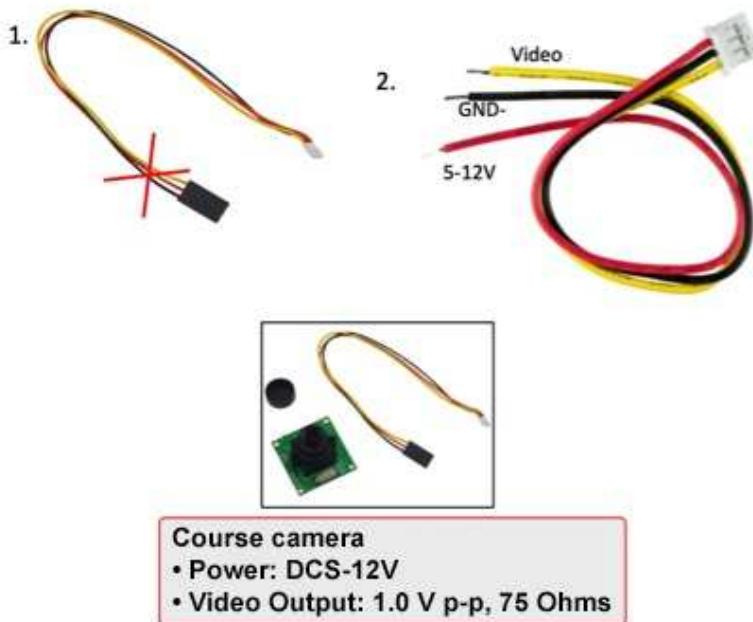
1. Install the two supplied antennas on the glasses.
2. Turn on the glasses by holding the power button for 3-4 seconds.
3. Turn on the aircraft and make sure the transmitter LED is blue.
4. Press the *Auto Search* button on the glasses to automatically search for an available radio channel.

# Installation of FPV

## Preparation of the FPV camera

1. Take the connector wire from the camera and cut off the BLACK side of the 3-pin connector.
2. Prepare the wire leads to be connected:
  - i. Shorten the wires to the desired length \*.
  - ii. Strip (remove 2 mm of insulation from the end of the wire without damaging the strands).
  - iii. Twist the wires.
  - iv. Blanch using tweezers.

\* The distance between the power distribution board and the estimated location of the camera should be determined in advance!

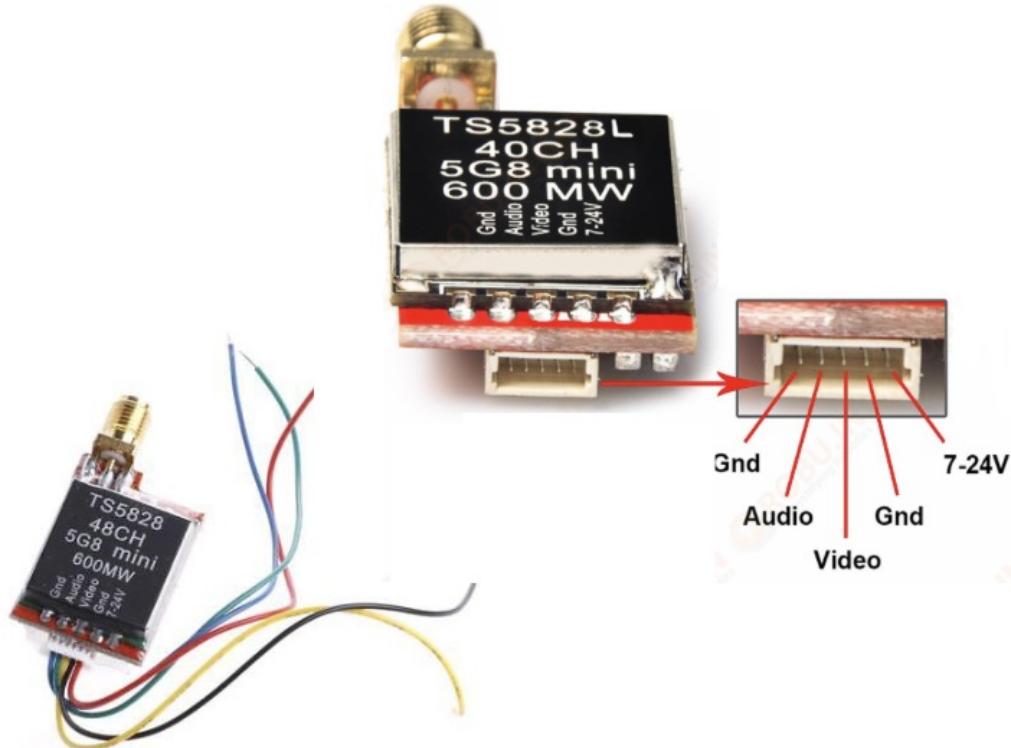


## Preparation of the transmitter

The same procedure applies here:

1. Take the connector wire from the transmitter and cut off the BLACK side of the 5-pin connector.
2. Prepare the wire leads to be connected:
  - i. Shorten the wires to the desired length \*.
  - ii. Strip (remove 2 mm of insulation from the end of the wire without damaging the strands).
  - iii. Twist the wires.
  - iv. Blanch using tweezers.

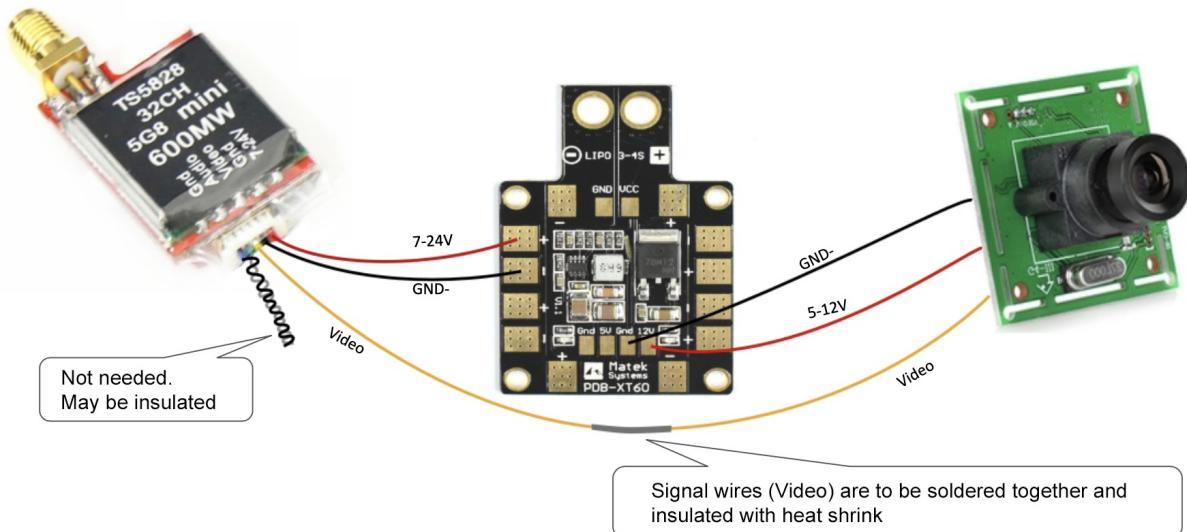
\* The distance between the power distribution board and the estimated location of the transmitter should be determined in advance!



**Transmitter power supply: DC7-24V**

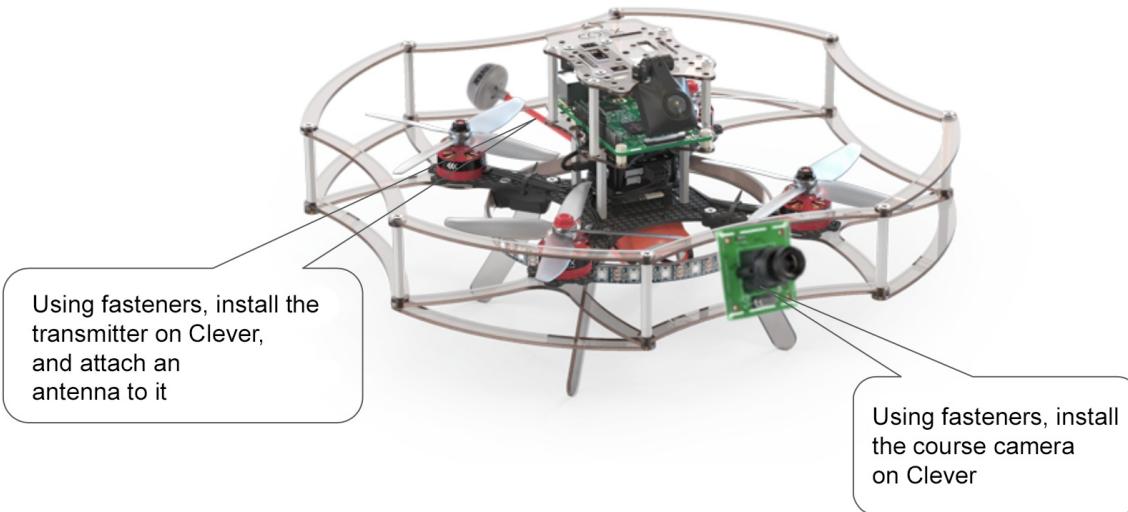
## Connection of FPV

Prepared connectors are to be inserted into appropriate sockets, and power wires are to be soldered to the power distribution board according to the circuit diagram:



In this circuit diagram, the camera is powered from 12 V (however, it is possible to use 5 V). The transmitter is powered from the ESC power (however, it is possible to use 12 V).

## Installing FPV components

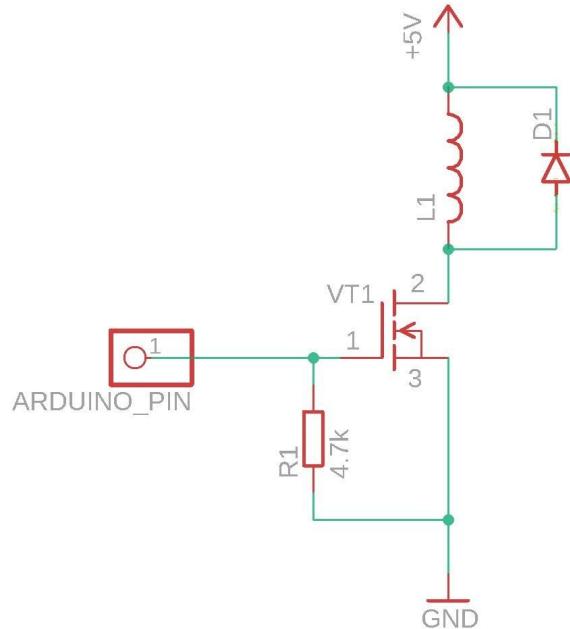


The following may be used as fastening materials:

1. Hot-melt glue;
2. electrical tape;
3. zip-ties (clamps);
4. double-sided adhesive tape.

## Assembling and setting up the electromagnetic gripper

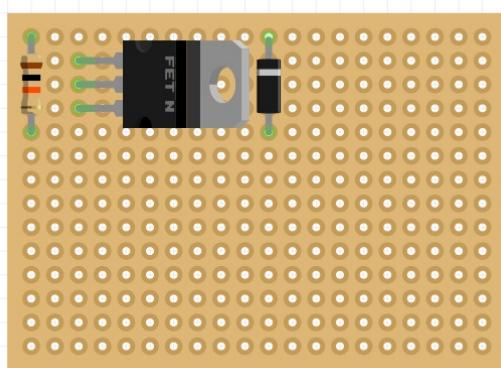
The magnetic gripper can be assembled in various ways according to the wiring diagram.



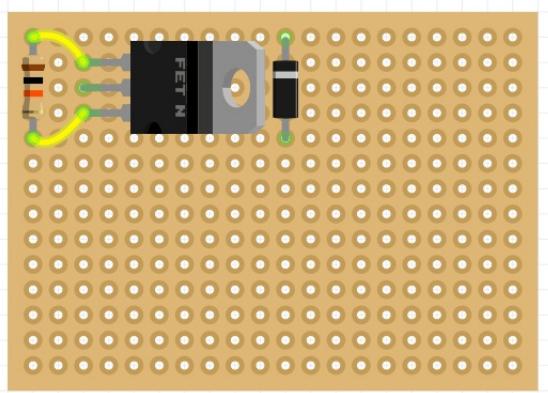
The following is an example of assembling an electromagnetic capture circuit on a breadboard.

It is recommended to lay the wiring between the elements on the back side of the board (in the following images, the wiring is done over the diagram for illustrative purpose).

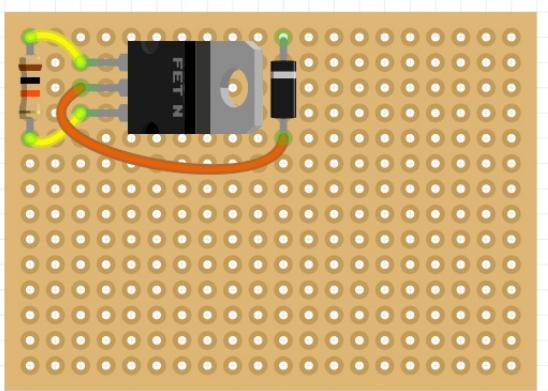
1. Place the Schottky diode, 10K resistor, and transistor on the soldering board.



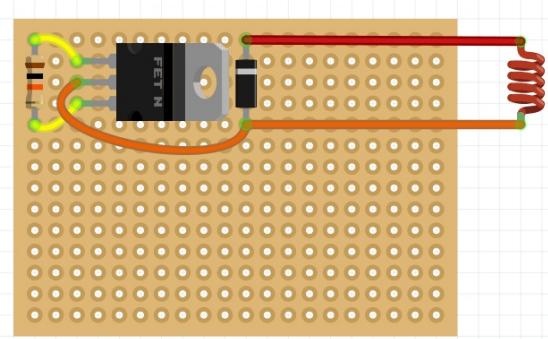
2. Solder the contacts on the other side of the board and bite off the remaining element legs.
3. Connect the pins of the resistor and the two outer legs of the transistor.



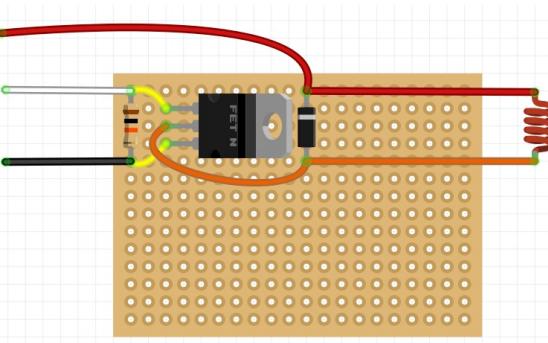
4. Connect the center leg of the transistor and the leg of the Schottky diode (opposite to the gray marking strip).



5. Cut the required amount of magnetic grab wire and solder it to the pins of the Schottky diode.

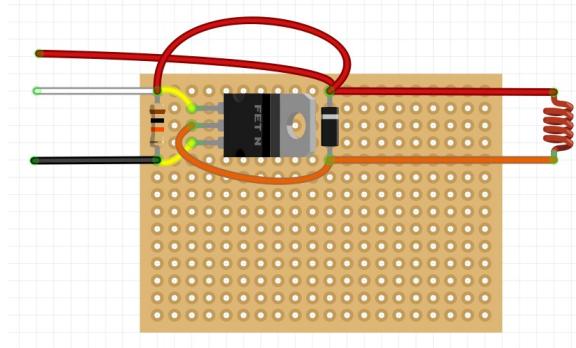


6. Solder the Dupont - male wires to the transistor and diode leg (red, black wires), and the Dupont - female wire to the opposite transistor leg (white wire).



## Checking the operation of the electromagnetic gripper

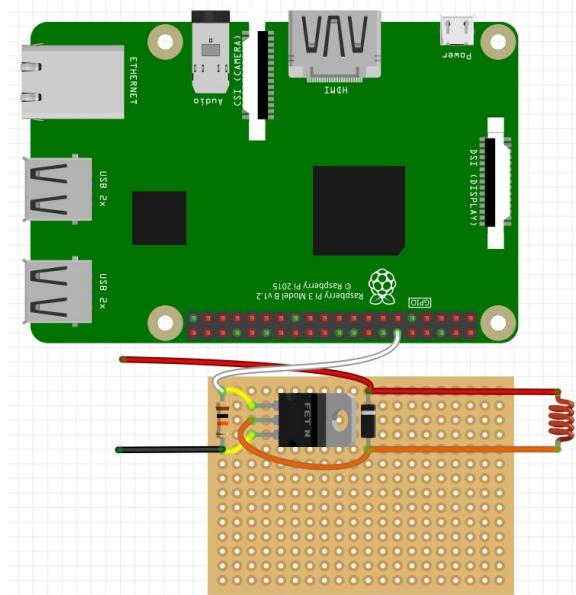
In order to check the operation of the gripper, apply a voltage of 5V to the signal wire. You can use the *Dupont dad-dad* wire for that.



After applying voltage, the magnet should turn on.

## Connecting to Raspberry Pi

Connect the magnetic gripper to a Raspberry Pi for software activation.

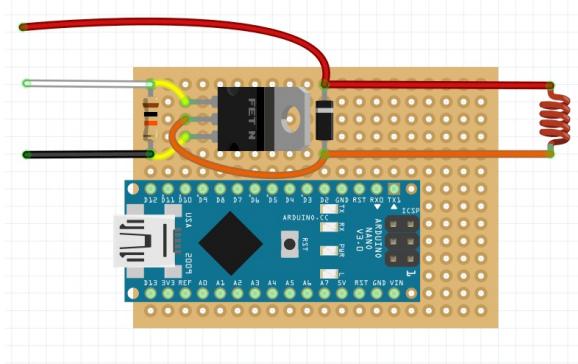


An example of the code activating the magnetic gripper can be found [here](#).

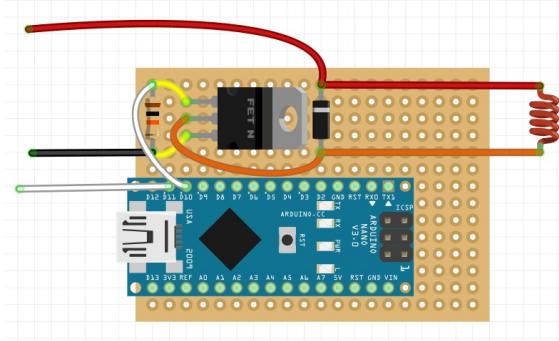
## Connecting to Arduino

Connect the gripper to the Arduino Nano board in order to control it manually.

It is convenient to place it on the same soldering board — insert it into the appropriate holes and solder it from the back to the board.



Then connect the signal output of the circuit to the selected port and solder the *Dupont* female wire to the selected signal port on the board.

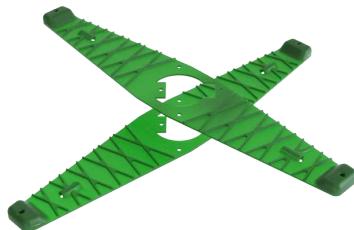


## Installation of electromagnetic gripper

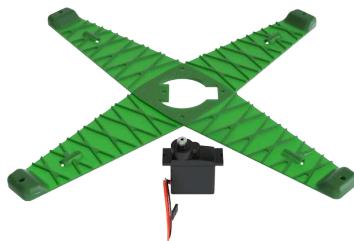
1. Install an electromagnet into the center hole on the gripper deck.
2. Use a zip tie to pull the assembled circuit to the back of the deck.
3. Plug the Arduino D11 signal pin into one of the AUX pins on the flight controller.
4. Plug the power wire of the electromagnetic gripper to JST 5V.

## Assembling and setting up a mechanical gripper

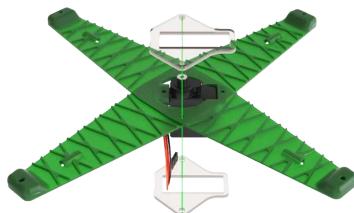
1. Combine the main gripper plates.



2. Install the servo in the appropriate groove in the center of the plates with the axle gear in the middle.



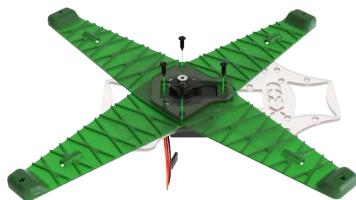
3. Hold down the gripper plates with the small spacers.



4. Install the gripper deck so that the mounting holes in the grapple correspond with the self-tapping holes in the plate.



5. Fix the gripper structure with self-tapping screws.



6. Turn the servo gear to the end position.



7. Install the cruciform mount onto the gear and secure it using the screw attached to the servo.



8. Cut the cruciform mount.



9. Tie the servo thread so that there is a 2 to 3 cm margin.



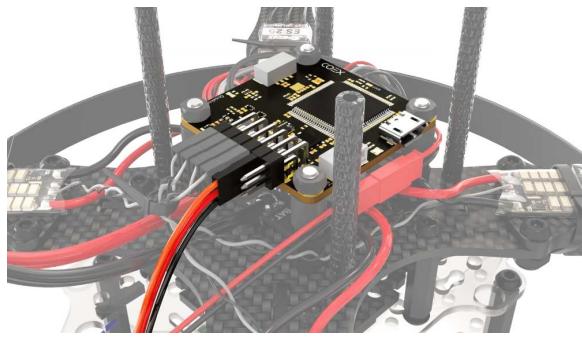
10. Thread the servo thread into the corresponding tensioning slots.



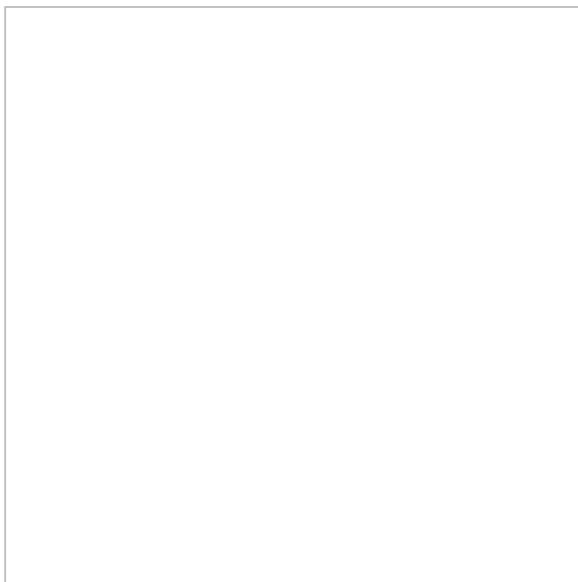
11. Fasten the grip claws with small self-tapping screws so that their angle is 25°–40°.



12. Install the assembled grip onto the aircraft from below.



13. Insert the servo cable into the *AUX 1-2* output on the flight controller.



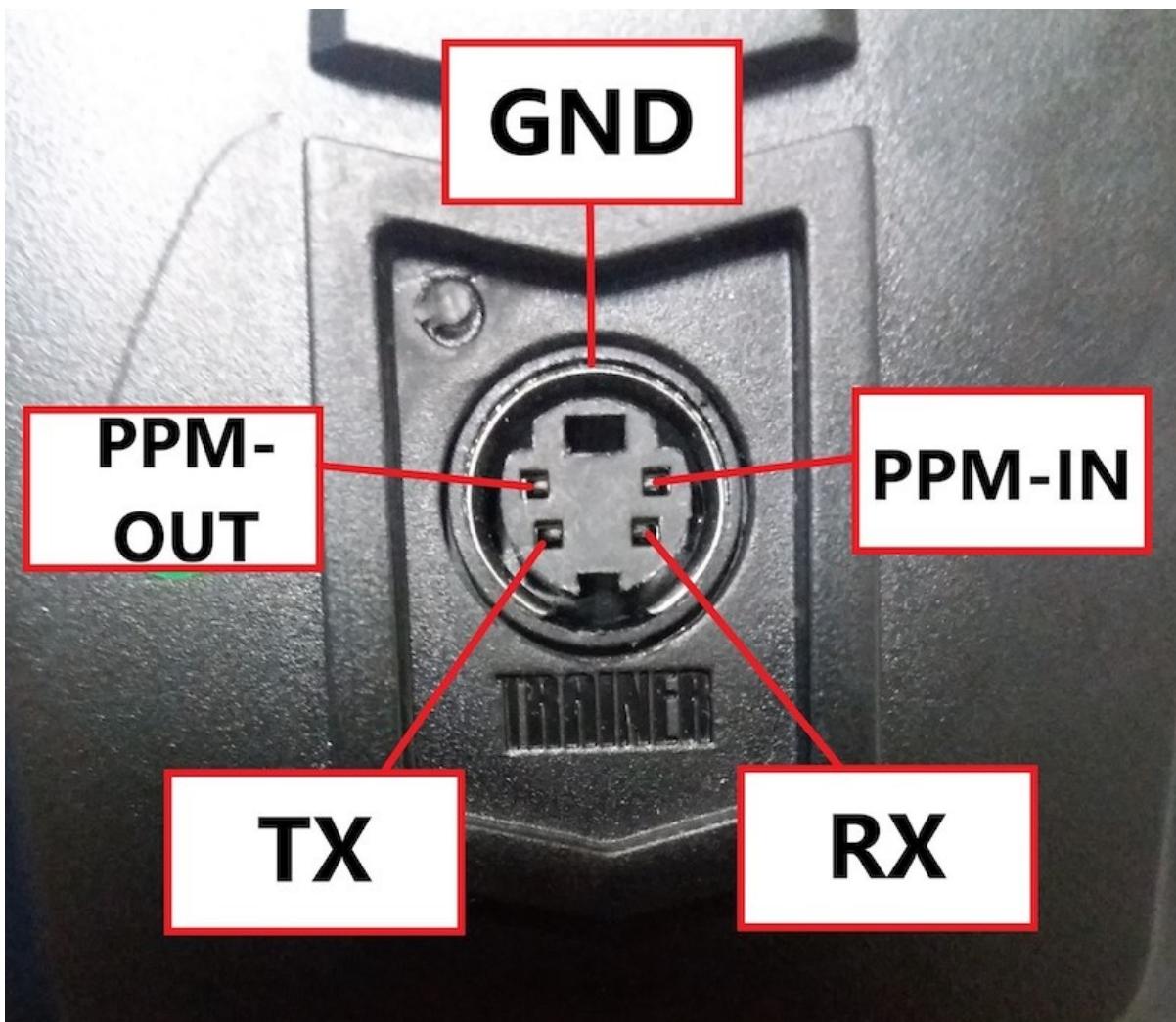
14. Go to the *Radio* tab to control capture with the remote control.
15. In the *AUX 1/2 Passthrough RC channel* parameter, select the desired channel.
16. Now, when you switch the toggle switch of the corresponding channel, the capture will be closed or opened.

## FlySky Trainer mode settings

The trainer mode is used for teaching students how to fly a drone. In trainer mode the experienced pilot is ready to take control of the drone in case of emergency situation during the flight.

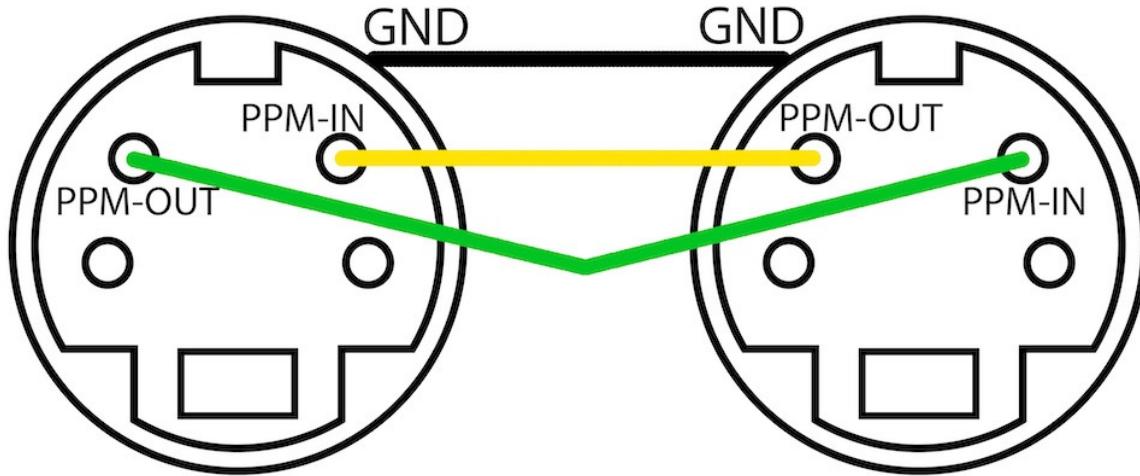
For that we connect two remote controllers. The first controller (Slave) is for a student and the second (Trainer) is for a teacher.

### Wire pinout



To create a link between remote controllers, a connector is used at the back of the case (S-Video). Three contacts in the connector are used for receiving, transmitting information and for ground. The PPM-OUT (transmit) contact must be connected to the PPM-IN (receive) and vice versa. To avoid environmental interference, ground contacts must be interconnected.

This is how we need to solder the wires to the connector.



## Trainer's settings

Go to settings (hold OK button). Then to the System setup and look for (Up / Down) Trainer mode.

To activate mode, the Mode line should be 'ON'. Use the Up/Down buttons to change the parameter. To save the parameter, click OK.

Now select the switch for taking the control:

Do it in the Trainer mode menu. In the Switch line, select (you can change using Up/Down) any convenient switch (SwA, SwB, SwC, SwD). Trainer now will take control of the drone after toggling the switching.

To save the settings hold Cancel.

Both teacher's and student's remote controllers must be in the same flight mode.

## Student's settings

Go to the settings, System setup and select the student mode (Student mode). Then click OK and use Up\Down to select 'Yes'. Hold Cancel to save the settings. If everything is configured correctly, the letter S will appear on the main screen.

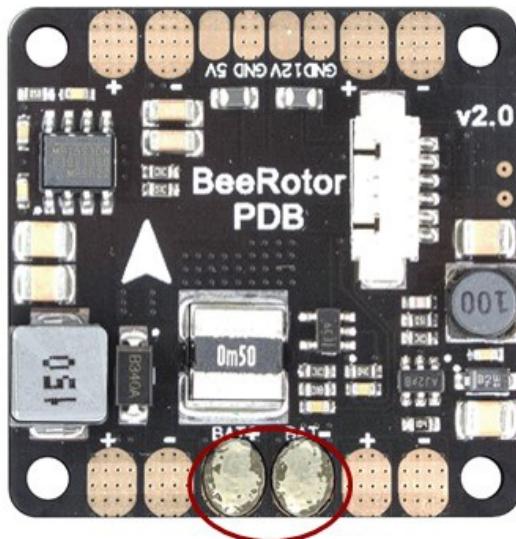
# Blanching

Before soldering and blanching, make sure that the wires and the circuit-boards are disconnected from the power supply (de-energized)!

## Blanching contact pads

Blanching a contact pad means doing the following:

1. Apply flux on the contact pad
2. Cover the contact pad with solder



1. Blanch contact pads BAT+ and BAT-
2. Blanch other contact pads

## Blanching wires

Blanching a wire means doing the following:

1. Strip the wire to remove the insulation layer
2. Twist stripped wires
3. Apply flux to the twisted stripped wires
4. Apply a layer of solder.



## Types of power connectors

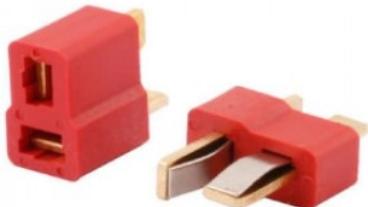
### XT-60

It is one of the most reliable power connectors that they try to use on power batteries. These specific connectors are used on Li-Po batteries for copters.



### T-plug

An analog for XT-60. It has various options for simplifying disconnection.



### JST-XH or a balancing connector

Connectors of this type are often used for balancing individual elements in an assembly of several lithium-polymer (Li-Pol), lithium-ion (Li-ion), or lithium-phosphate (LiFePO4) batteries. Similar connectors with various numbers of pins are installed in most modern chargers for balancing the lithium cells during charging. This connector may be used together with a buzzer (beeper) for monitoring battery charge.



## Gold bullet connectors, or bananas

There is a great variety of Gold bullet pin connectors. Connectors of this type may have different diameters and size. The most widespread connectors are those with the diameter of 2 mm, 3 mm, and 4 mm. They are often used for solderless connections on PDB and motors.



# Connecting 4 in 1 ESCs

## 4 in 1 ESC circuit board pin-out

Appropriate phase wires and their control signal (Fig. 1b) are marked with the same color (Fig. 1a).

For example, orange color -> bottom-right motor -> S1 - orange wire.

## Pixracer flight controller pin-out

Fig. 2a shows the pin-out of the terminal strip:

- **SIGNAL** — ESC connection. Every pin has its own signal. Pins 5 and 6 can receive a PWM signal (for example, a servo may be connected).
- **GND** is the ground of the flight controller. A common bus on all GND pins (marked in black).
- 1, 2, 3, 4 are ports for connecting ESCs.
- 1, 2 are ports for expanding the output PWM signal (can be setup in QGroundControl, can also be used to control the hexacopter).

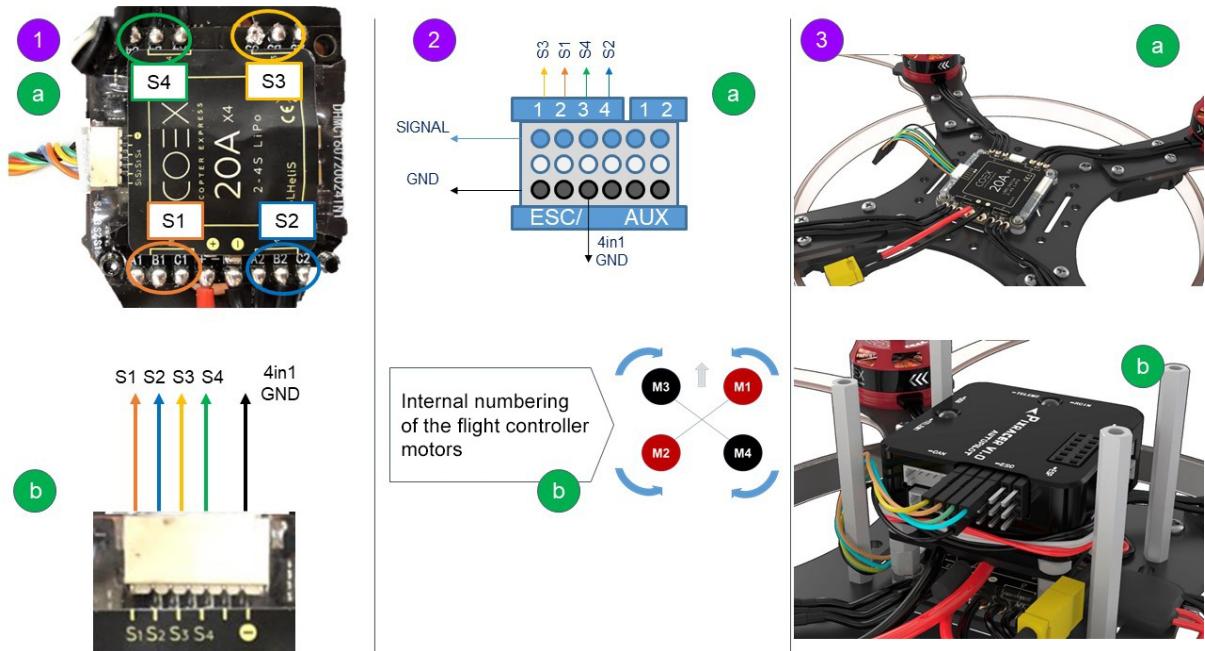
Fig. 2b shows motor numbering of the Pixracer flight controller.

- The arrow is the flight controller orientation.
- Black M3, M4 are the motors that rotate clockwise.
- Red M1, M2 are the motors that rotate counter-clockwise.

## Picture of the connection, based on the current orientation of the 4 in 1 ESC board

Using Fig. 1a, 1b, 2a, 2b, map its own control signal to each motor, and connect in accordance with the Pixracer motor numbering order.

For example, motor M3 that rotates counter-clockwise (top left corner) is controlled by signal S4 (green wire). It is connected to port 3.



## Soldering safety

All work involving soldering and blanching should be performed on specially equipped and prepared premises. There must be a ventilation system.

Before you start, do the following:

1. Tidy up your workplace, nothing should interfere with the process. The workplace should be well illuminated.
2. The working soldering iron is to be placed in the area of local exhaust ventilation, in a special holder.
3. Before work, put on a protective gown, goggles, and gloves, if necessary.



When soldering:

1. The soldering iron should be held only by the handle since the tip is hot.



2. Items are to only be moved using special tools (tweezers, pliers or other tools) that ensure safety when soldering.

3. To avoid burns by molten solder when soldering, do not pull the soldered wires out abruptly with great effort.
4. When soldering small and mobile items use a special holder.



5. Carry the soldering iron by the handle, rather than the cable or the working part. During breaks, the soldering iron is to be disconnected from the mains.

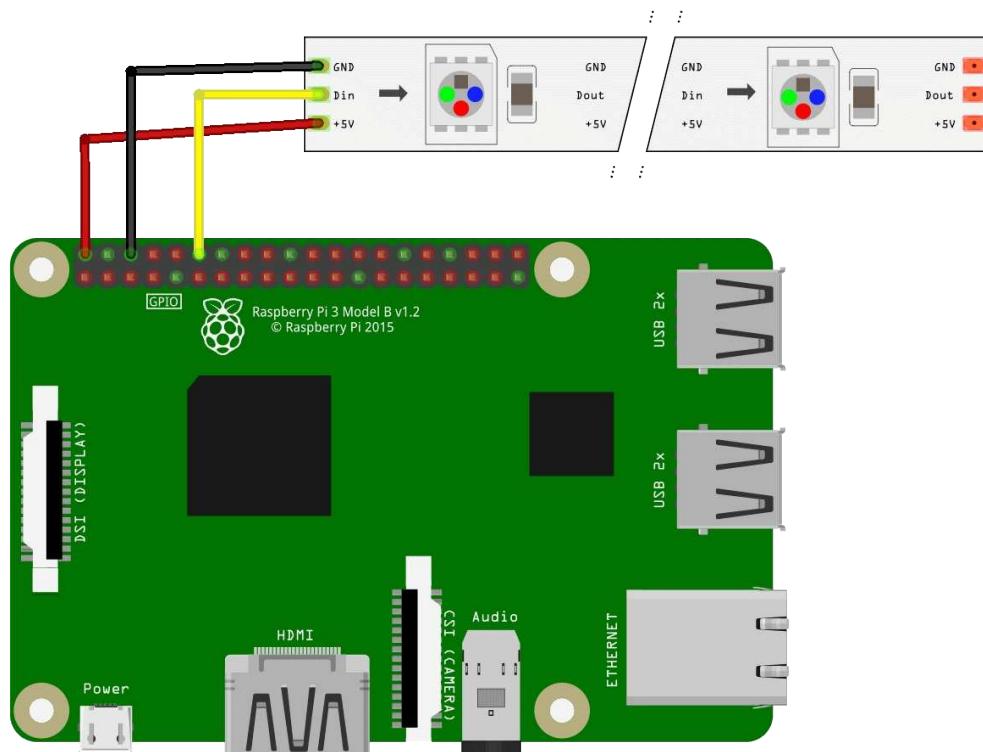
In case of the soldering iron malfunction or fire, disconnect it from the mains.

# Working with a LED strip on Raspberry 3

## Connecting and determining the type of the strip

The following is applicable to image versions 0.14 and up. For versions 0.13 and older see [an older revision of this article](#)

Connect the +5v and GND leads of your LED to a power source and the DIN (data in) lead to GPIO18 or **GPIO21** (by default).



LED strip can consume a lot of power! Powering it from a Raspberry Pi may overload the computer's power circuitry. Consider using a separate BEC as a power source.

If you are using **GPIO** along with the LED strip, connect the strip to **GPIO21**. Otherwise you may experience unintended strip behavior.

## ROS and Python compatibility

LED strip library requires you to run your Python scripts with `sudo`. In order to make it work with ROS nodes you have to add the following lines to your `/etc/sudoers` file on the Raspberry Pi:

```
Defaults      env_keep += "PYTHONPATH"
Defaults      env_keep += "PATH"
Defaults      env_keep += "ROS_ROOT"
Defaults      env_keep += "ROS_MASTER_URI"
Defaults      env_keep += "ROS_PACKAGE_PATH"
```

```
Defaults      env_keep += "ROS_LOCATIONS"
Defaults      env_keep += "ROS_HOME"
Defaults      env_keep += "ROS_LOG_DIR"
```

## Sample program for the LED strip

The following code lights up the first 10 LEDs on the LED strip. You may use it to check whether your LED strip works correctly:

```
import time

from rpi_ws281x import Adafruit_NeoPixel
from rpi_ws281x import Color

LED_COUNT      = 10      # Number of LED pixels
LED_PIN        = 21      # GPIO pin for the strip
LED_FREQ_HZ    = 800000  # LED signal frequency in hertz (usually 800khz)
LED_DMA        = 10      # DMA channel to use for generating signal (try 10)
LED_BRIGHTNESS = 255    # Set to 0 for darkest and 255 for brightest
LED_INVERT     = False   # True to invert the signal (when using NPN transistor level shift)
LED_CHANNEL    = 0       # Set to '1' for GPIOs 13, 19, 41, 45 or 53

strip = Adafruit_NeoPixel(LED_COUNT, LED_PIN, LED_FREQ_HZ, LED_DMA, LED_INVERT)
strip.begin()

def colorWipe(strip, color, wait_ms=50):
    """Wipe color across strip a pixel at a time."""
    for i in range(strip.numPixels()):
        strip.setPixelColor(i, color)
        strip.show()
        time.sleep(wait_ms/1000.0)

print('Color wipe animations.')
colorWipe(strip, Color(255, 0, 0), wait_ms=100) # Red wipe
colorWipe(strip, Color(0, 255, 0), wait_ms=100) # Blue wipe
colorWipe(strip, Color(0, 0, 255), wait_ms=100) # Green wipe
colorWipe(strip, Color(0, 0, 0), wait_ms=100) # Turn LEDs off
```

You may also want to use additional test scripts from the [LED library repository](#).

Save the script and run it as root:

```
sudo python led_test.py
```

## Basic LED library functions

You'll need to import `Adafruit_NeoPixel` class and `Color` function into your program to interact with the LED strip. Additionally, you'll want the `time` module to add delays to your animations:

```
from rpi_ws281x import Adafruit_NeoPixel
from rpi_ws281x import Color
import time
```

Instantiate the `Adafruit_NeoPixel` object and call its `begin()` method to start working with the strip:

```
# Strip object instantiation (parameter description is provided in a code snippet above)
strip = Adafruit_NeoPixel(LED_COUNT, LED_PIN, LED_FREQ_HZ, LED_DMA, LED_INVERT)
strip.begin()
```

Main strip control methods:

- `numPixels()` returns the number of pixels in the strip. Convenient for whole strip operations.
- `setPixelColor(pos, color)` sets the pixel color at `pos` to `color`. Color should be a 24-bit value, where the first 8 bits are for the red channel, the next 8 bits are for the green channel, and the last 8 bits are for the blue channel. You may use the `Color(red, green, blue)` convenience function to convert colors to this format. Each color value should be an integer in the [0..255] range, where 0 means zero brightness and 255 means full brightness.
- `SetPixelColorRGB(pos, red, green, blue)` sets the pixel at `pos` to the color value with components `red`, `green` and `blue`. Each component value should be an integer in the [0..255] range, where 0 means zero brightness and 255 means full brightness.
- `show()` updates the strip state. Any changes to the strip state are only pushed to the actual strip after calling this method.

## Does it have to be this way?

The LED strip type used in the Clover kits use the following protocol: a data source (a Raspberry Pi, for example) sends a bit stream, 24 bits per LED. Each LED reads the first 24 bits from the stream and sets its color accordingly while passing the rest of the stream to the next LED. Zeroes and ones are encoded by different pulse lengths.

This LED strip is supported by the [rpi\\_ws281x](#) library. The library uses the DMA (direct memory access) module of the Raspberry CPU and can utilize one of the three periphery channels: PWM, PCM or SPI. This allows the library to drive the strip consistently in a multitasking environment.

Each channel has its caveats. Using the PWM prevents you from using the builtin Raspberry audio subsystem; using the PCM channel will prevent you from adding I2S (digital audio) devices, although the analog audio will work. SPI requires you to change your GPU and buffer size and prevents you from using any SPI devices.

Some DMA channels are reserved for system use. DMA channel 5 is used for SD card reads and writes, and setting `LED_DMA` to 5 will corrupt your filesystem. DMA channel 10 is considered to be safe.

You have the following options for the LED strip:

1. If you don't need onboard audio, you may use the PWM channel and connect the LED strip to one of the following GPIO pins: 12, 18, 40 or 52 for PWM0 and 13, 19, 41, 45 or 53 for PWM1.
2. If you don't care about SPI devices, you may use the SPI channel for the LED with GPIO pins 10 or 38. You'll have to perform the following adjustments:
  - increase the SPI device buffer by adding `spidev.bufsiz=32768` option to `/boot/cmdline.txt` ;
  - set the GPU frequency to 250 MHz by adding `core_freq=250` to `/boot/cmdline.txt` ;
  - reboot your Raspberry Pi: `sudo reboot` .
3. If you care about audio and SPI devices, you may want to use the PCM channel (GPIO 21 or 31). You don't have to reconfigure your Raspberry.

The default option is 3, because it allows the builtin audio system to work and does not require any modifications to the boot sequence.

# Contribution to Clover

Clover is mostly an [open source](#) and [open hardware](#) project aimed at lowering the entry threshold to development of the projects related to flying robotics. You can contribute to the project by offering fixes and improvements for Clover documentation and software.

To offer changes to Clover documentation or SW, you should have an account at [GitHub](#).

## Markdown

All Clover documentation is written in the widespread [Markdown](#) format. There are many Markdown guides on the Internet.

In Russian: <https://guides.hexlet.io/markdown/>.

In English: <https://www.markdownguide.org/getting-started>, <https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet>.

For the ease of editing texts, you may use text editors with Markdown support: [Typora](#), [Dillinger](#) (web), [VSCode](#) with the [Markdown Editor plugin](#).

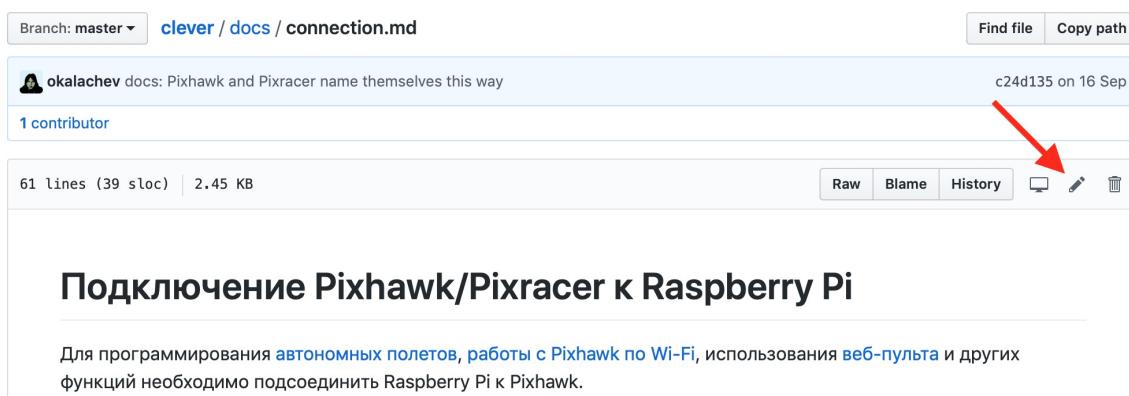
We also recommend using the [Code Spell Checker](#) VScode plugin.

For a local build of a static documentation website, use the [gitbook-cli](#) utility.

## Fixing documentation errors

If you have found an error in the documentation or if you want to improve it, use the **Pull Request** mechanism.

1. Find a file with the article you want in the repository – <https://github.com/CopterExpress/clover/tree/master/docs>.
2. Click "Edit".



The screenshot shows a GitHub file edit interface for the file `connection.md`. The file content is:

```
docs: Pixhawk and Pixracer name themselves this way
```

Below the code, there is a note in Russian: "Для программирования автономных полетов, работы с Pixhawk по Wi-Fi, использования веб-пульта и других функций необходимо подсоединить Raspberry Pi к Pixhawk."

At the bottom right of the editor, there is a toolbar with buttons for "Raw", "Blame", "History", a monitor icon, a pencil icon (highlighted with a red arrow), and a trash bin icon.

3. Make the necessary changes.
4. Click "Propose file change".
5. Describe the change you have made, and click "Create a Pull Request".
6. Wait for your changes to be approved :)

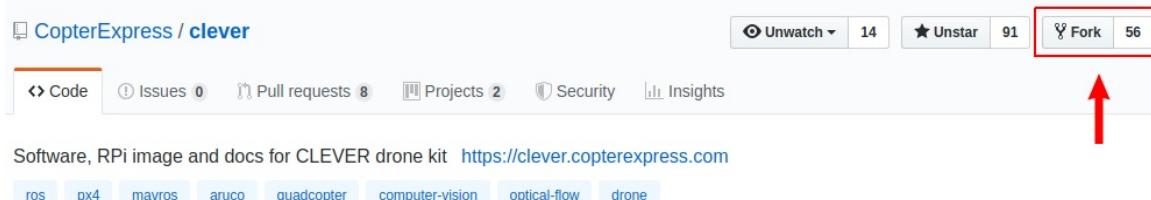
More information about Pull Requests is available [at GitHub](#) (English) or in [GIT documentation](#) (Russian).

## Contributing a new article

If you've made your own project based on Clover, you can add an article about it to the "Clover-based projects" section.

Prepare your article and send it as a pull request to the [Clover repository](#).

1. Fork the Clover repository:



2. Check out the freshly-forked repository on your computer:

```
git clone https://github.com/<USERNAME>/clover.git
```

3. Open the directory with the source code checkout and create a new branch for your article (for example, `new-article`):

```
git checkout -b new-article
```

4. Write a new article in the [Markdown](#) format and save it in the `docs/ru` or `docs/en` folder (for example, `docs/en/new_article.md`). Don't forget to give you contacts (e-mail / Telegram / ...) in articles on your projects.

5. Place additional visual assets in the `docs/assets` folder and add them to your article.
6. Add a link to your article to the appropriate section in the `SUMMARY.md` file (in the same folder as in the fourth step):

```
...
* Supplementary materials
  * [COEX Pix](coex_pix.md)
  * [Contribution guidelines](contributing.md)
  * [New article](new_article.md)
  * [RC troubleshooting](radioerrors.md)
  * [Flashing ESCs](esc_firmware.md)
...
```

7. Commit your changes locally:

```
git add docs/
git commit -m "Add new article for Clover"
```

8. Upload your branch to your forked repository on GitHub:

```
git push -u origin new-article
```

9. Open your repository on GitHub and send a `pull request` from your branch to Clover:

The screenshot shows the GitHub interface for a repository named 'CopterExpress / clever'. At the top, there are navigation links for Code, Pull requests (0), Projects (0), Security, Insights, and Settings. Below the header, it displays repository statistics: 1,475 commits, 15 branches, 28 releases, 26 contributors, and an MIT license. A red arrow points from the 'new-article' branch name to the 'Compare & pull request' button. The main content area is titled 'Open a pull request' with the sub-instruction: 'Create a new pull request by comparing changes across two branches. If you need to, you can also compare across forks.' It shows the base repository as 'CopterExpress/clever', base branch as 'master', head repository as 'goldarde/clever', and compare branch as 'new-article'. A green checkmark indicates 'Able to merge'. The pull request form includes fields for 'docs: Add information about writing new article', 'Leave a comment', and 'Attach files by dragging & dropping, selecting or pasting them.' A red arrow points to the 'Create pull request' button. To the right, there are sections for Reviewers (okalachev), Suggestions, Assignees (None yet), Labels (None yet), Projects (None yet), and Milestone (None yet). At the bottom, it shows 1 commit, 2 files changed, 0 commit comments, and 1 contributor.

10. Wait for the review, be ready to make changes if needed.

11. Look at your new and useful article at <https://clover.coex.tech> !

## Easy way

If the above instructions are too difficult for you, send your fixes and new articles by e-mail ([okalachev@gmail.com](mailto:okalachev@gmail.com)) or in Telegram messenger (user [@okalachev](#)).

## Publishing packages

You also can publish a package, that extends Clover functionality, into the official [COEX Debian repository](#).

# COEX packages repository

COEX provides an open [Debian-repository](#) with ROS Noetic related prebuilt binary pacakges for `armhf` architecture.

Repository URL: <http://packages.coex.tech>.

The repository is already addedd in RPi image and may be used for simple installation of additional ROS packages.

## Packages publishing

You can make a Pull Request in a [git repository with packages](#), adding or updating your package (a file with `.deb` extension), that relates to Clover or ROS. After merging your package will be available for installation with `apt` utility:

```
sudo apt install ros-noetic-clover-some-feature
```

Packages, that extend Clover functionality are recommended to be named with `clover_` prefix, e. g.

```
clover_some_feature .
```

## Using on a normal Raspberry Pi OS

On a normal Raspberry Pi OS, the repository may be added to the sources list, this way:

```
wget -O - 'http://packages.coex.tech/key.asc' | apt-key add -
echo 'deb http://packages.coex.tech buster main' >> /etc/apt/sources.list
sudo apt update
```

## Migration to version 0.20

[Image](#) version v0.20 includes significant changes in comparison with the version 0.19. When transitioning please note the changes presented below.

### ROS package clever is renamed to clover

All the imports in Python scripts should be changed.

Before:

```
import rospy
from clever import srv
from std_srvs.srv import Trigger

rospy.init_node('flight')

get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)
navigate = rospy.ServiceProxy('navigate', srv.Navigate)
navigate_global = rospy.ServiceProxy('navigate_global', srv.NavigateGlobal)
set_position = rospy.ServiceProxy('set_position', srv.SetPosition)
set_velocity = rospy.ServiceProxy('set_velocity', srv.SetVelocity)
set_attitude = rospy.ServiceProxy('set_attitude', srv.SetAttitude)
set_rates = rospy.ServiceProxy('set_rates', srv.SetRates)
land = rospy.ServiceProxy('land', Trigger)

# Take off 1 m
navigate(x=0, y=0, z=1, frame_id='body', auto_arm=True)
```

After:

```
import rospy
from clover import srv
from std_srvs.srv import Trigger

rospy.init_node('flight')

get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)
navigate = rospy.ServiceProxy('navigate', srv.Navigate)
navigate_global = rospy.ServiceProxy('navigate_global', srv.NavigateGlobal)
set_position = rospy.ServiceProxy('set_position', srv.SetPosition)
set_velocity = rospy.ServiceProxy('set_velocity', srv.SetVelocity)
set_attitude = rospy.ServiceProxy('set_attitude', srv.SetAttitude)
set_rates = rospy.ServiceProxy('set_rates', srv.SetRates)
land = rospy.ServiceProxy('land', Trigger)

# Take off 1 m
navigate(x=0, y=0, z=1, frame_id='body', auto_arm=True)
```

### systemd service clever is renamed to clover

For restarting the platform instead of:

```
sudo systemctl restart clever
```

use command:

```
sudo systemctl restart clover
```

## Path to platform's files changed

The `~/catkin_ws/src/clever/` directory is renamed to `~/catkin_ws/src/clover`. Thus, configuration files (`*.launch`) are to be edited using the new path.

For example, `~/catkin_ws/src/clever/clever/launch/clever.launch` file is now  
`~/catkin_ws/src/clover/clover/launch/clover.launch`.

## Wi-Fi network configuration

Wi-Fi networks' SSID is changed to `clover-XXXX` (where X is a random number), password is changed to `cloverwifi`.

## The camera orientation configuration changed

See details in the "[Camera setup](#)" article.

## Migration to version 0.22

### Python 3 transition

Python 2 is [deprecated](#) since January 1st, 2020. The Clover platform moves to Python 3.

For running flight script instead of `python` command:

```
python flight.py
```

use `python3` command:

```
python3 flight.py
```

Python 3 has certain syntax differences in comparison with the old version. Instead of `print operator`:

```
print 'Clover is the best' # this won't work
```

use `print function`:

```
print('Clover is the best')
```

The division operator operates floating points by default (instead of integer). Python 2:

```
>>> 10 / 4  
2
```

Python 3:

```
>>> 10 / 4  
2.5
```

For strings `unicode` type is used by default (instead of `str` type).

Encoding specification (`# coding: utf8`) is not necessary any more.

More details on all the language changes see in [appropriate article](#).

### Move to ROS Noetic



ROS Melodic version was updated to ROS Noetic. See the full list of changes in the [ROS official documentation](#).

## Changes in launch-files

Configuration of ArUco-markers navigation is simplified. See details in [markers navigation](#) and [markers map navigation](#) articles.

## Events

Clover is being used in a lot of educational events and competitions, such as WorldSkills, NTI Olympics, Copter Hack, Innopolis Open Robotics, etc.

This section contains articles written specifically for a particular event.

## CopterHack 2022

CopterHack 2022 is an international open-source projects competition on aerial robotics. The mainstream of the CopterHack 2022 is team competition with a free choice of the project topic. In addition, this year we organized a second category, company cases. The competition's main language is English.



You can see the articles of the CopterHack 2021 finalist teams by the link [CopterHack 2021](#).

The proposed projects have to be open-source and be compatible with the Clover quadcopter platform. Teams will work on their projects throughout the competition, bringing them closer to the state of the finished product. Industry experts will assist the participants through lectures and regular feedback.

## Company case competition

Teams are welcome to dive into the development of the following company cases:

1. Develop the Pixhawk FMUv6U flight controller board with the dimensions 55x40 mm and the compatibility of a Raspberry Pi CM 4 installation.
2. Cloud platform for the [Clover simulator](#) similar as to/based on [ROS Development Studio](#).

The list of cases may be expanded in future.

## CopterHack 2022 stages

The qualifying and project development stages will be held in an online format. The final round will be in a hybrid mode (offline + online). The competition involves monthly updates from the teams with regular feedback from the Jury. All teams have to prepare a final video and presentation about the project's results to participate in the final stage.

1. Qualifying stage. Applications are welcome due October 31, 2021.
2. Projects development stage. This stage includes monthly updates and mentorship of participants, starts at June 10, 2021, and continuous until February 28, 2022.
3. All participating teams should shoot the final video to proceed to the final round. Final videos have to be submitted from March 1 up to March 31, 2022.
4. The final round. Projects presentation at April 9–10, 2022.

## Conditions and criteria for evaluating the final result

General project requirements:

1. Open-source.
2. Compatibility with the Clover platform.

Criteria for judging the jury at the final:

1. Readiness and the article (max. 10 points): the degree of readiness of the project; an accessible and understandable description of the project in the article; a link to the code with comments, diagrams, drawings. It should be possible to reproduce the project and get the result according to the article.
2. Amount of work done (max. 6 points): the amount of work done by the team in the framework of CopterHack

2022, its complexity, and the technical level.

3. Usefulness for Clover (max. 6 points): the relevance to the Clover and PX4 platform application in practice, the potential level of demand from other Clover users.
4. Presentation at the final (max. 3 points): quality and entertainment of the final presentation; completeness of the project coverage; demonstration; answers to the jury's questions.

## Prize fund

The mainstream of the CopterHack 2022 involves the following prizes from COEX based on the results of the jury's evaluation of projects at the final round:

- 1st place: \$3000 (USD).
- 2nd place: \$2000 (USD).
- 3rd place: \$1000 (USD).
- 4th place: \$500 (USD).
- 5th place: \$500 (USD).

The competition partners can reward the teams according to additional criteria identified due to the evaluation of projects during the final round.

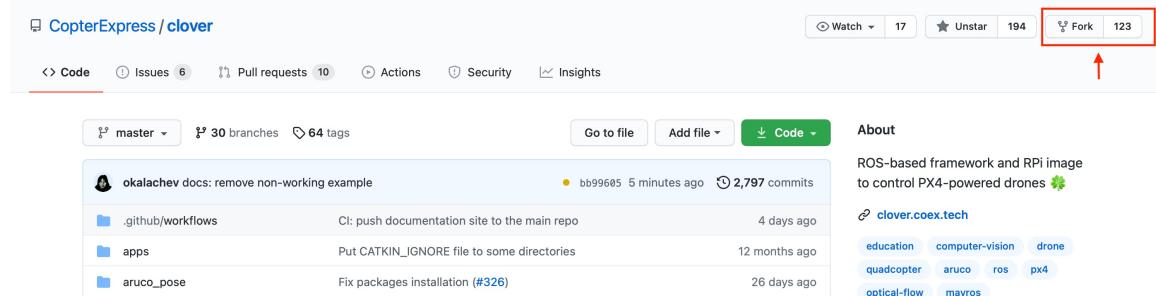
The company case competition provides a prize of \$2500 (USD) from COEX for further project development for the best teams in each cases.

## How to apply?

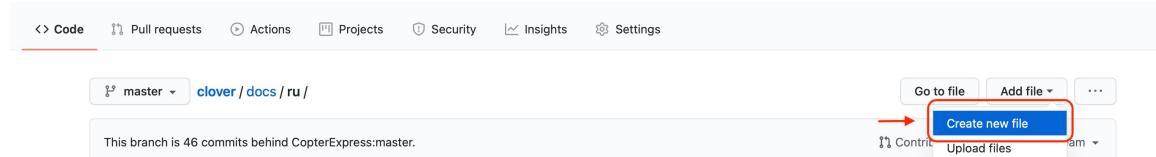
To apply, you should have an account on [GitHub](#).

Prepare your application and send it as a Draft Pull Request to [Clover repository](#)

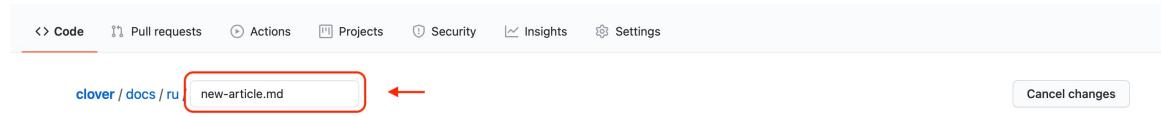
1. Fork the Clover repository:



2. On the web page of your fork, go to the `docs/en` section and create a new file in the [Markdown] format(<http://ru.wikipedia.org/wiki/Markdown>):



3. Enter the title of your article. For example, `new-article.md`



4. Fill out your application by the recommended template:

```

# Project name

[CopterHack-2022](copterhack2022.md), team **Team name**.

## Team information

The list of team members:

(Describe the team: full name, contacts (e-mail/Telegram username), role in the team).

* Alexander Sokolov, @aleksandrsokolov111, teamlead;
* Elena Smirnova, @elenasmirnova111, Full-stack developer.

## Project description

### Project idea

Briefly describe the idea and stage of the project.

### The potential outcomes

Describe how you see the project result.

### Using Clover platform

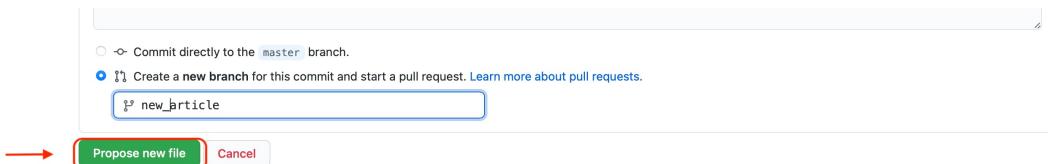
Describe how the Clover platform will be used in your project.

#### Additional information at the request of participants

For example, information about the team's experience working on projects, attach a link to articles, video
s.

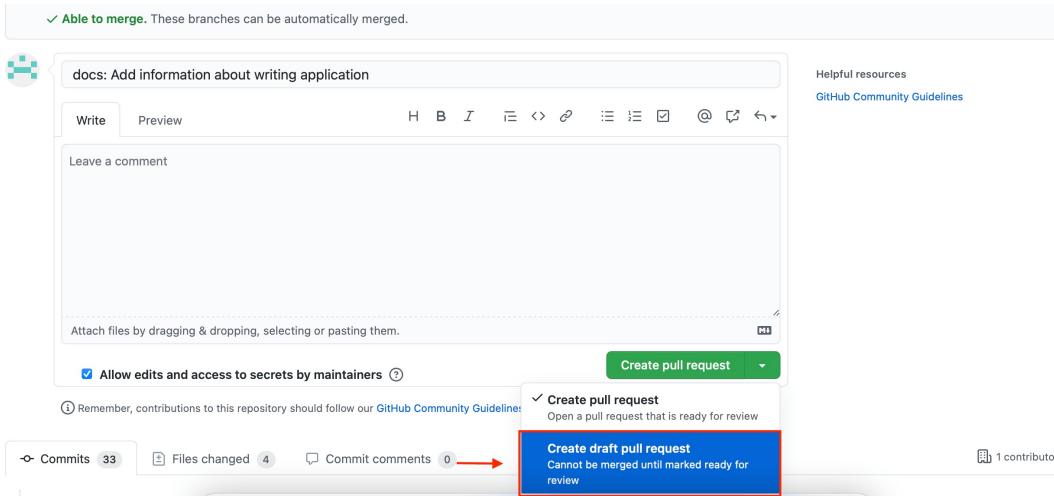
```

5. Go to the bottom of the page and create a new branch with the title of your article:



6. If necessary, place additional visual assets in the `docs/assets` folder and add them to your article.

7. Send a Draft Pull Request from your branch to Clover:



8. In the Pull Request comments, you will be given feedback on the application. On the contest page, in the section "Projects of the contest participants", a link to your application in your fork will be published.
9. During the contest, you will work on this document, bringing it closer to the state of the finished article. By the end of the contest, you will publish your article, which will be the result of your work in CopterHack 2022.

As soon as the link to the application is added to this page in the section "Projects of the contest's participants", your team has become an official participant of the CopterHack 2022!

Contest participants will be added to the special Telegram group, where one can send the project's updates and get feedback from the Jury. For all participating teams, COEX will provide a 50% discount on the Clover drone kit.

There are no restrictions on the age, education, and number of people in the team.

## Projects of the contest's participants

Applications will be published as they will become available.

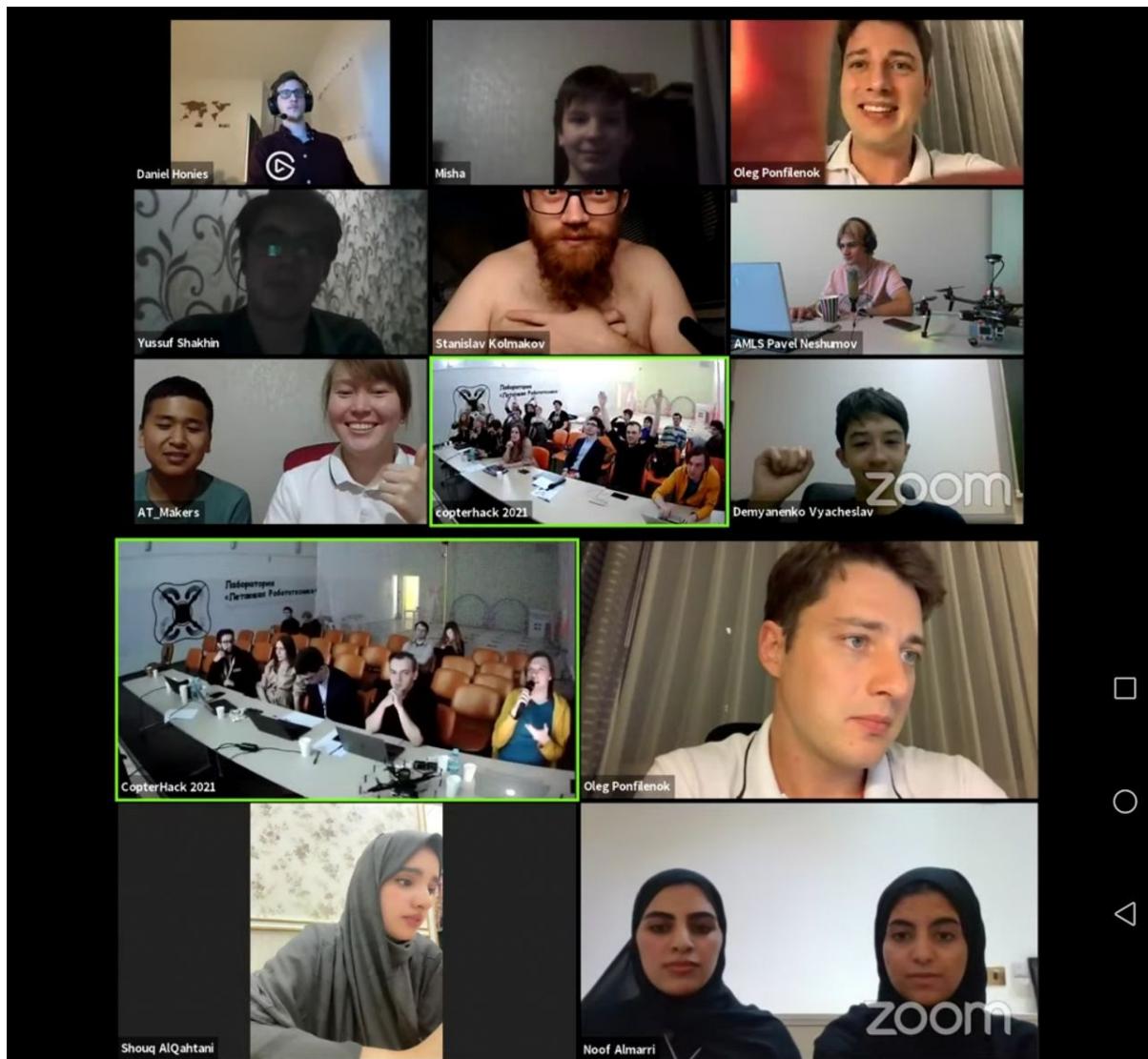
For all questions: [CopterHack 2022](#).

# CopterHack 2021

CopterHack 2021 is a team competition for the development of open source projects for the Clover quadcopter platform. Fifty-four teams from 12 countries took part in the competition.

All information about the event can be found on the official website: <https://coex.tech/copterhack>.

Full stream of the final: <https://www.youtube.com/watch?v=Z06vxuAHmuE>.



## Participating teams articles

Place	Team	Project	Points
1	FTL	AdvancedClover	18.8
2	EasyToFly	EasyToFly	18.5
3	ADDI	3D-printed generative design frame	17.8
4	AT Makers	D-drone Graffiti-copter	16.7

5	<input type="checkbox"/> DroMap	The Indoor Mapping Drone	16.5
6	<input type="checkbox"/> MINIONS	Seed spreading quadcopter	15.5
7	<input type="checkbox"/> Hardaton	Хардатон Квиддич	15.48
8	<input type="checkbox"/> Atomic Ferrets	Система засечки для дронов	15
9	<input type="checkbox"/> Drones to fight Corona	Drones to fight Corona	14.6
10	<input type="checkbox"/> AMLS	Autonomous Multirotor Landing System	12.8
11	<input type="checkbox"/> PaD30DJ	Октокоптер со специфичным расположением пропеллеров	11.6
12	<input type="checkbox"/> Zaural Viking	Программируемый летающий автомобиль	11.4
13	<input type="checkbox"/> Bennie and the Jetson TX2	Retail Drone	9.8
14	<input type="checkbox"/> Blue Jay Eindhoven	Designing a drone and a path planning algorithm	9.6
15	<input type="checkbox"/> ProCleVeR	Разработка системы для управления БПЛА с помощью шлема виртуальной реальности	8.5
16	<input type="checkbox"/> Quadrotor	Дрон-Агроном	7.7

See points by criteria in the [full table](#).

# Copter Hack 2019

The [Copter Hack 2019](#) hackathon took place on the 11th to 13th of October in the "Moscow" Technopolis.

Event page: <https://coex.tech/copterhack>.

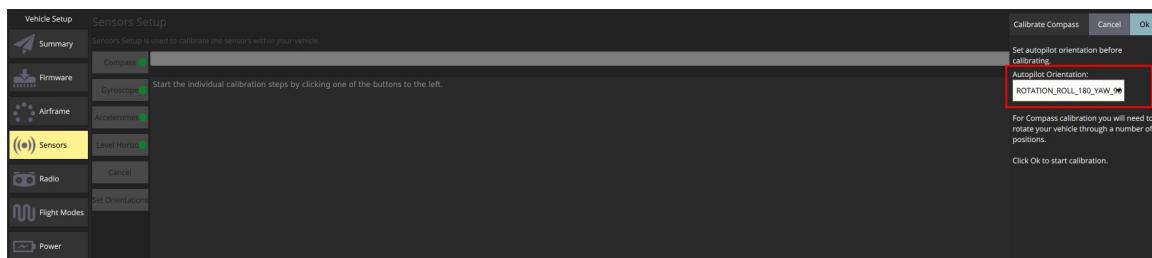
Hackathon chat: <https://t.me/CopterHack>.

Timepad event page: <https://copterexpress.timepad.ru/event/1017592/>.

## Information for participants

### COEX Pix specifics

Be sure to set the *Autopilot orientation* parameter to `ROTATION_ROLL_180_YAW_90` if you're using the *COEX Pix* flight controller. This parameter should be applied during calibration of each sensor.



This parameter is used for *IMU* orientation correction.

### Suggested image versions

Raspberry Pi versions 3B+ and lower: [v0.18](#)

Raspberry Pi version 4: [v0.19-alpha.1](#)

### Camera orientation

Some drones have the camera mounted with the cable going forward. You should set this orientation in the `main_camera.launch` file in the `clever` package.

Further reading: [Camera orientation](#)

### Using Optical Flow

In order to enable optical flow set `optical_flow` and `rangefinder_v153l1x` parameters to `true` in `clever.launch`.

Enable `pub agl as lpos down` in `LPE_FUSION` parameter using QGroundControl.

Make sure the rangefinder is mounted correctly and is working (see [Interfacing with a laser rangefinder](#)).

Further reading: [Optical Flow](#).

### Using ArUco map

Use the `cmit.txt` map. See [instructions](#).

## Drone batteries

**The battery indicator should be connected to the battery at all times. The organizers will not replace your damaged batteries!**

## Flight videos

Be sure to record **ALL** your flights on video! If your drone fails before your presentation, you'll be able to at least show your videos.

## Yaw problem

The v1.8.2-clever.7 FCU firmware has a potential bug that manifests during VPE (marker-based) flights. If your drone does not correct its yaw when using ArUco markers, try using an older firmware version (v1.8.2-clever.6, available from <https://github.com/CopterExpress/Firmware/releases/tag/v1.8.2-clever.6>). Download `px4fmu-v4_default.px4` for COEX Pix.

### navigate service problem

The 0.18 Raspberry Pi image has a potential bug that makes the drone fly through waypoints too fast. Try setting the `nav_from_sp` parameter to `false` in `~/catkin_ws/src/clever/clever/launch/clever.launch` if you are affected by it:

```
<!-- simplified offboard control -->
<node name="simple_offboard" pkg="clever" type="simple_offboard" output="screen" clear_params="true">
  <param name="reference_frames/body" value="map"/>
  <param name="reference_frames/base_link" value="map"/>
  <param name="reference_frames/navigate_target" value="map"/>
  <param name="reference_frames/navigate_target" value="map"/>
  <param name="nav_from_sp" value="false"/>
</node>
```

## Lectures (in Russian)

Lecture 1: Introduction – <https://www.youtube.com/watch?v=cjtmZNuq7z0>.

Lecture 2: FCU setup – <https://www.youtube.com/watch?v=PJNDYFPZQms>.

Lecture 3: PX4 architecture – [https://www.youtube.com/watch?v=\\_jl7Flmq3jk](https://www.youtube.com/watch?v=_jl7Flmq3jk).

Lecture 4: Autonomous flights – <https://www.youtube.com/watch?v=ThXiNG1Izvl>.

Be sure to check out other videos on the COEX YouTube channel:

<https://www.youtube.com/channel/UCeCu93sLBkcgblkIC7Jaauw/featured>.

## Results

Winners:

1. Bulbolet – potato delivery using a smart hoist.
2. Copter don't hurt me – controlling drone using a neural interface.
3. import torch – active track using neural networks.
4. Autobot – freeze light through a VK bot.
5. Stardust Crusaders – AR drone simulation.

## Copter Hack 2018

Hackathon [Copter Hack 2018](#) was held on October 19 – 21 at the Moscow Technopolis.



Hackathon chat: <https://t.me/CopterHack>.

Hackathon stream: <https://www.youtube.com/watch?v=nlo5HSqlt6I>.

Hackathon photos: <https://drive.google.com/open?id=1ozdXoI4rhKwhHbsrnfxrp3CqazBRm-3W>.

## Videos



## Lectures

Lecture 1: assembly — <https://www.youtube.com/watch?v=gEs-w7BRPM8>.

Lecture 2: setup — <https://www.youtube.com/watch?v=sPqSCCmgdG0>.

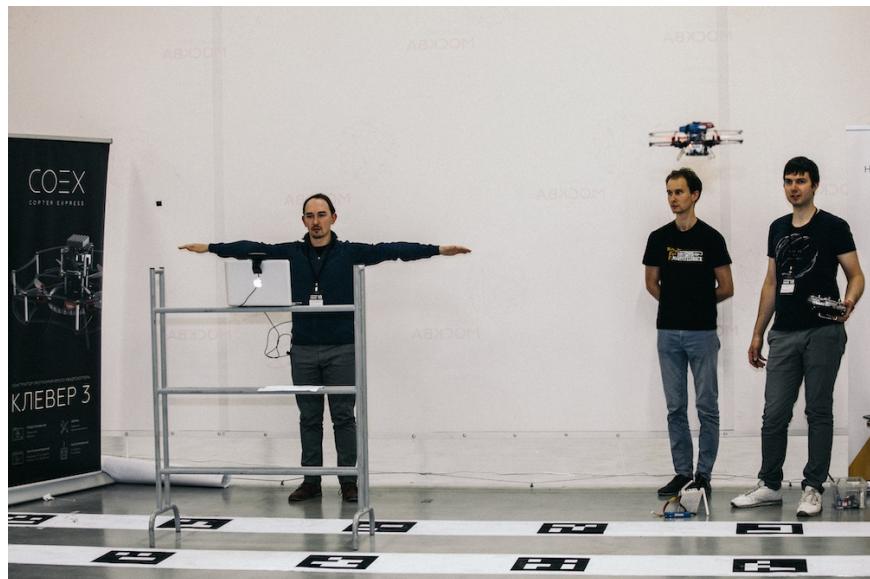
Lecture 3: PX4 firmware — <https://www.youtube.com/watch?v=WFnZAlypgMQ>.

Lecture 4: Autonomous flights — <https://www.youtube.com/watch?v=gD6a7aSEf9M>.

## Results

Winning teams:

1. Starshine (Moscow) — controlling the drone using a "smart" glove.
2. Alcopter (Moscow) — controlling the drone with gestures and pose change.
3. Merry copter (Samara) — a Vkontakte bot for controlling the copter, a joint flight of "Zhuzha" and "Clover 3".
4. International Post (Novosibirsk) — automatic scattering leaflets from the drone.
5. LAMAR (Yekaterinburg) — an automatic quadcopter battery replacement station.



## Copter Hack 2017

On July 28 – 30, 2017, Copter Express held a hackathon named "Copter Hack 2017", where the objective was to program a Clover to dance-fly autonomously to random music.

The team "Pangolins" became the winners.



Video lectures are available at <https://copterexpress.timepad.ru/event/510375/>.

## Modules

- Navigation in the marker field and simplified copter control: [https://github.com/CopterExpress/marker\\_navigator](https://github.com/CopterExpress/marker_navigator) (installed on the flash drive)
- ROS module for communication with the music server [https://github.com/CopterExpress/copter\\_hack\\_music](https://github.com/CopterExpress/copter_hack_music) (installed on a flash drive)
- the source of the music server [https://github.com/CopterExpress/copter\\_hack\\_music\\_server](https://github.com/CopterExpress/copter_hack_music_server)

## Viewing video from the camera

To run on Raspberry:

```
rosrun web_video_server web_video_server
```

In the browser, open webpage `http://<ip raspberry>:8080` .

**Attention:** Video stream distribution greatly reduces the performance of marker recognition for the flight.

## SSID Wi-Fi

To change the SSID of distributed Wi-Fi you should change the SSID parameter in any way in file `/etc/hostapd/hostapd.conf`.

## The list of recognized markers

```
rostopic echo /marker_data
```

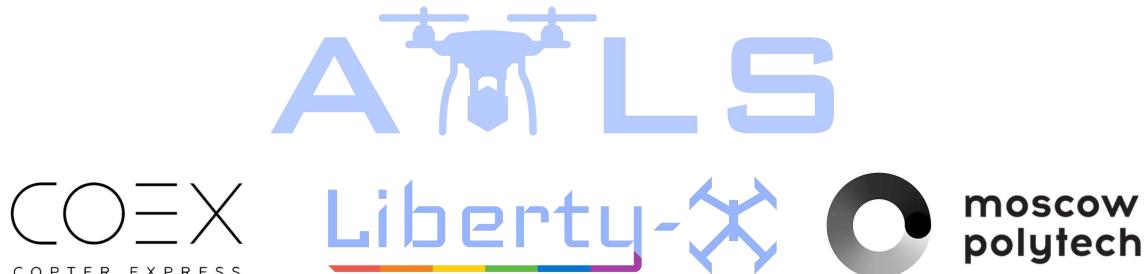
## Helpful articles

- [Copter setup](#)
- [Flight modes](#)
- [MAVRos package](#)
- A good introductory article: <https://habrahabr.ru/post/227425/>
- Signals used in drones: <https://geektimes.ru/post/258186/>
- A good article about PIDs: <https://habrahabr.ru/company/technoworks/blog/216437/>
- Video lectures are available at <https://copterexpress.timepad.ru/event/510375/>.
- [Aubio](#), a library for sound (music) analysis
- Packages for Python for working with music: <https://wiki.python.org/moin/PythonInMusic>

## **Clover-based projects**

Clover drone kit is widely used in design activities. This section contains user articles describing the implemented projects.

# Autonomous Multirotor Landing System (AMLS)



**The goal is to automatically land a drone on a moving platform**

## AMLS Article

In this Article we will describe AMLS project. Namely, AMLS Optical stabilization, GPS holding, GPS following, Altitude holding, Grabbing, Weather protection, Speed measurement and Illumination systems. In addition, we will make clear of how it works and how it was done!

## Our main GitHub repository

<https://github.com/XxOinvizioNxX/Liberty-Way>

## Developers

- Pavel Neshumov
- Andrey Kabalin
- Vladislav Yasnetsky



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## Table of contents

- 0. How does it work?
    - 0.1. A video about our project
  - 1. GPS hold and Flight to waypoints functions
    - 1.1. Serial reading
    - 1.2. UBlox GPS parsing
    - 1.3. Set current waypoint
    - 1.4. Waypoint edition (To fly to waypoints)
    - 1.5. Waypoint stabilization
  - 2. GPS following
  - 3. Compass
  - 4. Altitude stabilization (barometer)
  - 5. Optical stabilization
    - 5.1. So difficult and so important
    - 5.2. First steps
    - 5.3. Inverse approach
    - 5.4. Java edition
    - 5.5. Liberty-Way
    - 5.6. Communication with the drone
    - 5.7. Camera gimbal
  - 6. Etude AMLS Platform
    - 6.1. Grabbing system
    - 6.2. Weather protection system
    - 6.3. Speed measurement system
    - 6.4. Illumination system
  - 7. Conclusion
- 

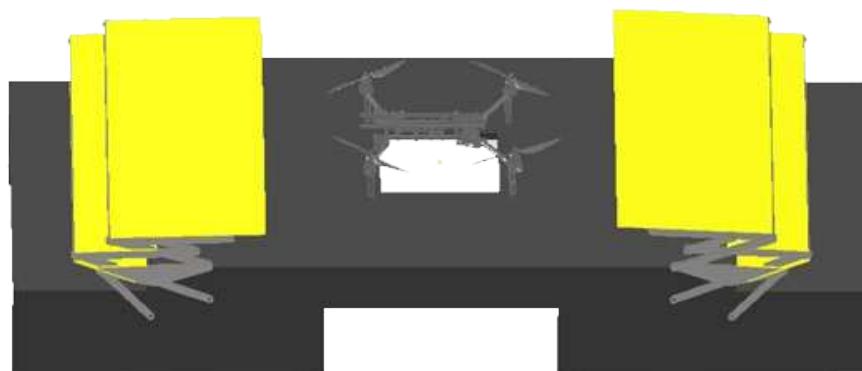
## 0. How does it work?

The AMLS system consists of two parts:

- The drone



- And the platform either mobile (implemented on a vehicle), either stable (pick-up-point)

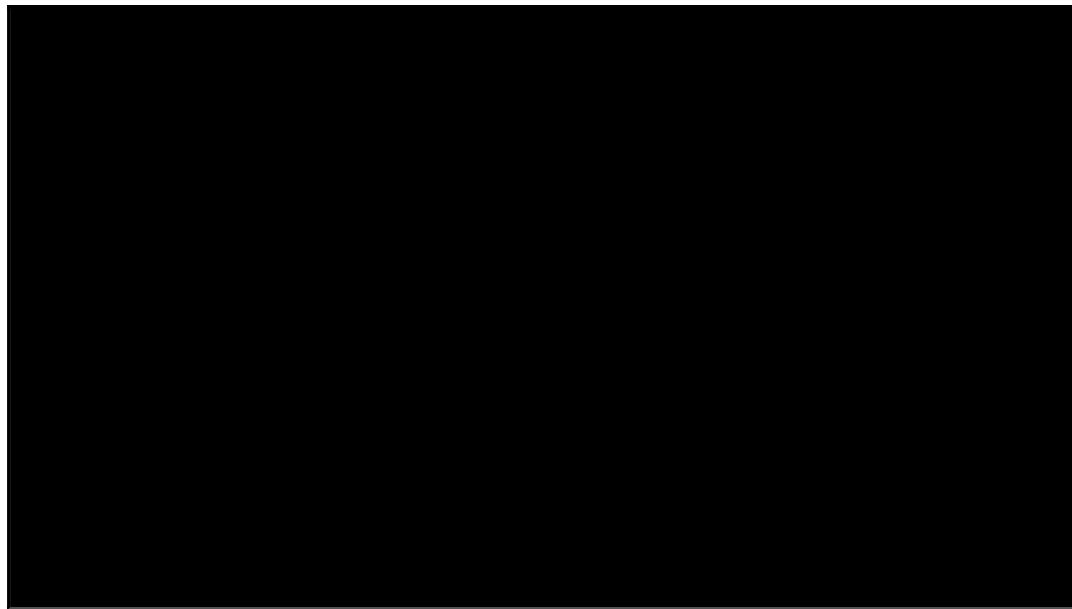


How the system operates:

- Firstly, a drone with a delivery package is far from the platform and it has no visual contact with it. The drone receives GPS coordinates of a platform by using cellular communication or any other radio channel (The drone has Liberty-Link implemented on it. This module is able to adjust its position, whatever the firmware of the flight controller. The module is installed inside the line between a receiver and a flight controller).
- The drone is moving to received coordinates. The coordinates might be renewed in the process (but not frequently, thus preventing the channel from overloading)

- When the drone is close to the platform but there is still no visual contact, the program runs GPS stabilization. Here the data is being transmitted over the closest radio communication channel of high frequency, so the drone can catch up with the platform.
- Meanwhile, the drone descends (barometers are installed on both, the drone and the platform). Descending goes on until altitude reaches 1.5-2 meters above the platform.
- While descending and when visual contact with the platform camera is established, the program enables visual (precision) stabilization. And as soon as the drone's tag is within camera's field of view, the algorithm will capture the drone.
- When optical stabilization is enabled, GPS is working as a back up plan (in case something goes wrong, GPS stabilization launches again).
- In order to use optical stabilization the drone is equipped with ArUco tag which can be captured by a camera and by using the closest radio communication channel, the system transmits adjustment data to the drone.
- Along with optical stabilization, the program launches landing algorithm. The algorithm artificially and smoothly reduces the setpoint of height (Z) until it reaches a certain threshold.
- When the drone is approaching on the desirable height, the program enables grabbing system implemented on the platform. Those grips are used to catch and hold the drone in the process of landing and after the drone was caught.
- When the landing is completed, the platform starts maintenance work and in order to protect the drone from external influences, the program enables weather protection and closes the roof above landing area.
- Landing accomplished!

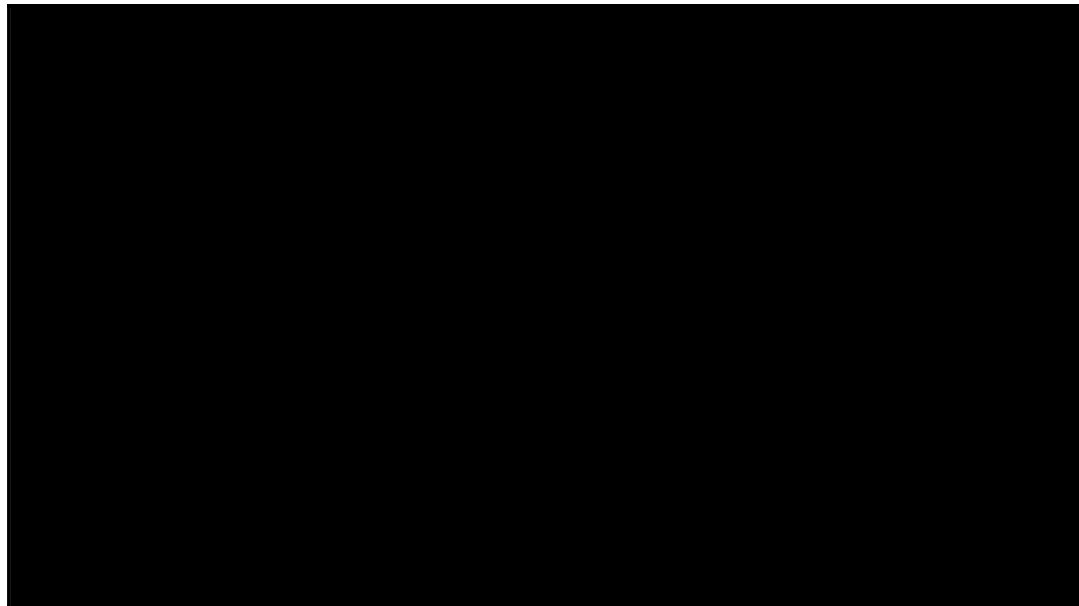
### **Short video about our project (clickable)**



## **1. GPS hold and Flight to waypoints functions**

At the beginning, the drone with the package is far from the platform. Then via cellular communication or another suitable radio channel, platform GPS coordinates are sent to the drone (the Liberty-Link module is installed on the drone, this module is capable of correcting its position, regardless of the firmware of the flight controller. (The module is placed between the receiver (RC) and the flight controller)

GPS module will be built in Liberty-Link, so it would have the ability to maintain the drone's GPS position and follow GPS points.



GPS-module will be used from the UBlox group (for instance, UBlox Neo-M8). There will be 1 or 3 (to minimize the error) modules.



Modules operate via UART, configured to send data 5 times per second. The Liberty-Link firmware will read data from the modules and calculate the coordinates of the current position.

## 1.1. Serial reading

Reading data from a module into a buffer looks like this:

```

// Read data from the GPS module
while (GPS_serial.available() && new_line_found == 0) {
    // Stay in this loop as long as there is serial information from the GPS available
    char read_serial_byte = GPS_serial.read();
    if (read_serial_byte == '$') {
        // Clear the old data from the incoming buffer array if the new byte equals a $ character
        for (message_counter = 0; message_counter <= 99; message_counter++) {
            incoming_message[message_counter] = '-';
        }
        // Reset the message_counter variable because we want to start writing at the begin of the array
        message_counter = 0;
    }
    // If the received byte does not equal a $ character, increase the message_counter variable
    else if (message_counter <= 99)
        message_counter++;

    // Write the new received byte to the new position in the incoming_message array
    incoming_message[message_counter] = read_serial_byte;

    // Every NMEA line ends with a '*'. If this character is detected the new_line_found variable is set to 1
    if (read_serial_byte == '*') new_line_found = 1;
}

```

## 1.2. UBlox GPS parsing

After that, latitude, longitude, a type of correction (2D, 3D) and the number of satellites are calculated from the filled buffer. Parsing GPS data of the UBlox protocol looks like this:

```

// If the software has detected a new NMEA line it will check if it's a valid line that can be used
if (new_line_found == 1) {
    // Reset the new_line_found variable for the next line
    new_line_found = 0;
    if (incoming_message[4] == 'L' && incoming_message[5] == 'L' && incoming_message[7] == ',') {
        // When there is no GPS fix or latitude/longitude information available
        // Set some variables to 0 if no valid information is found by the GPS module. This is needed for the G
        PS loss when flying
        l_lat_gps = 0;
        l_lon_gps = 0;
        lat_gps_previous = 0;
        lon_gps_previous = 0;
        number_used_sats = 0;
    }
    // If the line starts with GA and if there is a GPS fix we can scan the line for the latitude, longitude an
    d number of satellites
    if (incoming_message[4] == 'G' && incoming_message[5] == 'A' && (incoming_message[44] == '1' || incoming_me
    ssage[44] == '2')) {
        // Filter the minutes for the GGA line multiplied by 10
        lat_gps_actual = ((int)incoming_message[19] - 48) * (long)10000000;
        lat_gps_actual += ((int)incoming_message[20] - 48) * (long)1000000;
        lat_gps_actual += ((int)incoming_message[22] - 48) * (long)100000;
        lat_gps_actual += ((int)incoming_message[23] - 48) * (long)10000;
        lat_gps_actual += ((int)incoming_message[24] - 48) * (long)1000;
        lat_gps_actual += ((int)incoming_message[25] - 48) * (long)100;
        lat_gps_actual += ((int)incoming_message[26] - 48) * (long)10;
        // To convert minutes to degrees we need to divide minutes by 6
        lat_gps_actual /= (long)6;
        // Add multiply degrees by 10
        lat_gps_actual += ((int)incoming_message[17] - 48) * (long)100000000;
        lat_gps_actual += ((int)incoming_message[18] - 48) * (long)10000000;
        // Divide everything by 10
        lat_gps_actual /= 10;

        // Filter minutes for the GGA line multiplied by 10
        lon_gps_actual = ((int)incoming_message[33] - 48) * (long)10000000;
        lon_gps_actual += ((int)incoming_message[34] - 48) * (long)1000000;
        lon_gps_actual += ((int)incoming_message[36] - 48) * (long)100000;
    }
}

```

```

lon_gps_actual += ((int)incoming_message[37] - 48) * (long)10000;
lon_gps_actual += ((int)incoming_message[38] - 48) * (long)1000;
lon_gps_actual += ((int)incoming_message[39] - 48) * (long)100;
lon_gps_actual += ((int)incoming_message[40] - 48) * (long)10;
// To convert minutes to degrees we need to divide minutes by 6
lon_gps_actual /= (long)6;
// Add multiply degrees by 10
lon_gps_actual += ((int)incoming_message[30] - 48) * (long)1000000000;
lon_gps_actual += ((int)incoming_message[31] - 48) * (long)100000000;
lon_gps_actual += ((int)incoming_message[32] - 48) * (long)10000000;
// Divide everything by 10
lon_gps_actual /= 10;

if (incoming_message[28] == 'N')
    // When flying north of the equator the latitude_north variable will be set to 1
    latitude_north = 1;
else
    // When flying south of the equator the latitude_north variable will be set to 0
    latitude_north = 0;

if (incoming_message[42] == 'E')
    // When flying east of the prime meridian the longitude_east variable will be set to 1
    longitude_east = 1;
else
    // When flying west of the prime meridian the longitude_east variable will be set to 0
    longitude_east = 0;

// Filter the number of satellites from the GGA line
number_used_sats = ((int)incoming_message[46] - 48) * (long)10;
number_used_sats += (int)incoming_message[47] - 48;

if (lat_gps_previous == 0 && lon_gps_previous == 0) {
    // If this is the first time the GPS code is used
    // Set the lat_gps_previous variable to the lat_gps_actual variable
    lat_gps_previous = lat_gps_actual;
    // Set the lon_gps_previous variable to the lon_gps_actual variable
    lon_gps_previous = lon_gps_actual;
}

// Divide the difference between the new and the previous latitudes by 10
lat_gps_loop_add = (float)(lat_gps_actual - lat_gps_previous) / 10.0;
// Divide the difference between the new and the previous longitudes by 10
lon_gps_loop_add = (float)(lon_gps_actual - lon_gps_previous) / 10.0;

// Set the l_lat_gps variable to the previous latitude value
l_lat_gps = lat_gps_previous;
// Set the l_lon_gps variable to the previous longitude value
l_lon_gps = lon_gps_previous;

// Remember the new latitude value in the lat_gps_previous variable for the next loop
lat_gps_previous = lat_gps_actual;
// Remember the new longitude value in the lat_gps_previous variable for the next loop
lon_gps_previous = lon_gps_actual;
}

// If the line starts with SA and if there is a GPS fix we can scan the line for the fix type (none, 2D or
3D)
if (incoming_message[4] == 'S' && incoming_message[5] == 'A')
    fix_type = (int)incoming_message[9] - 48;

}

```

### 1.3. Set current waypoint

When required data is received the main magic happens. To enable maintaining of the current position it will be enough to set the flag `waypoint_set = 1;` and set current coordinates as a waypoint:

```
l_lat_waypoint = l_lat_gps;
l_lon_waypoint = l_lon_gps;
```

After that, the calculation of the error in the coordinates will begin, correction works with the help of a PD - regulator. For D - component we use rotation memory.

## 1.4. Waypoint edit (To fly to waypoints)

If you just set the new `l_lat_waypoint` and `l_lon_waypoint`, which are located at a great distance from the drone, the drone will not be able to fly normally and stabilize at these coordinates. For smooth adjustments

`l_lat_gps_float_adjust` and `l_lon_gps_float_adjust` can be used. These are `float` variables, changing which will smoothly shift `l_lat_waypoint` and `l_lon_waypoint`.

For example, if in the main loop you will constantly add a certain value to these variables:

```
l_lat_gps_float_adjust += 0.0015;
```

With set waypoint, the drone will move smoothly in the given direction. In the future, this will be used for the smooth drone's acceleration and deceleration while moving to its destination.

## 1.5. Waypoint stabilization

```
if (waypoint_set == 1) {
    //If the waypoints are stored

    // Adjust l_lat_waypoint
    if (l_lat_gps_float_adjust > 1) {
        l_lat_waypoint++;
        l_lat_gps_float_adjust--;
    }
    if (l_lat_gps_float_adjust < -1) {
        l_lat_waypoint--;
        l_lat_gps_float_adjust++;
    }

    // Adjust l_lon_waypoint
    if (l_lon_gps_float_adjust > 1) {
        l_lon_waypoint++;
        l_lon_gps_float_adjust--;
    }
    if (l_lon_gps_float_adjust < -1) {
        l_lon_waypoint--;
        l_lon_gps_float_adjust++;
    }

    // Calculate the latitude error between waypoint and actual position
    gps_lon_error = l_lon_waypoint - l_lon_gps;
    // Calculate the longitude error between waypoint and actual position
    gps_lat_error = l_lat_gps - l_lat_waypoint;

    // Subtract the current memory position to make room for the new value
    gps_lat_total_avarage -= gps_lat_rotating_mem[gps_rotating_mem_location];
    // Calculate the new change between the actual pressure and the previous measurements
    gps_lat_rotating_mem[gps_rotating_mem_location] = gps_lat_error - gps_lat_error_previous;
    // Add the new value to the long term average value
    gps_lat_total_avarage += gps_lat_rotating_mem[gps_rotating_mem_location];

    // Subtract the current memory position to make room for the new value
    gps_lon_total_avarage -= gps_lon_rotating_mem[gps_rotating_mem_location];
    // Calculate the new change between the actual pressure and the previous measurements
    gps_lon_rotating_mem[gps_rotating_mem_location] = gps_lon_error - gps_lon_error_previous;
```

```

// Add the new value to the long term average value
gps_lon_total_avarage += gps_lon_rotating_mem[gps_rotating_mem_location];

// Increase the rotating memory location
gps_rotating_mem_location++;
if (gps_rotating_mem_location == 35)
    // Start at 0 when the memory location 35 is reached
    gps_rotating_mem_location = 0;

// Remember the error for the next loop
gps_lat_error_previous = gps_lat_error;
gps_lon_error_previous = gps_lon_error;

//Calculate the GPS pitch and roll corrections as if the nose of the multicopter is facing north.
//The Proportional part = (float)gps_lat_error * gps_p_gain.
//The Derivative part = (float)gps_lat_total_avarage * gps_d_gain.
gps_pitch_adjust_north = (float)gps_lat_error * gps_p_gain + (float)gps_lat_total_avarage * gps_d_gain;
gps_roll_adjust_north = (float)gps_lon_error * gps_p_gain + (float)gps_lon_total_avarage * gps_d_gain;

if (!latitude_north)
    // Invert the pitch adjustmet because the quadcopter is flying south of the equator
    gps_pitch_adjust_north *= -1;
if (!longiude_east)
    // Invert the roll adjustmet because the quadcopter is flying west of the prime meridian
    gps_roll_adjust_north *= -1;

//Because the correction is calculated as if the nose was facing north, we need to convert it for the current heading.
gps_roll_adjust = ((float)gps_roll_adjust_north * cos(angle_yaw * 0.017453)) + ((float)gps_pitch_adjust_north * cos((angle_yaw - 90) * 0.017453));
gps_pitch_adjust = ((float)gps_pitch_adjust_north * cos(angle_yaw * 0.017453)) + ((float)gps_roll_adjust_north * cos((angle_yaw + 90) * 0.017453));

//Limit the maximum correction to 300. This way we still have the full control of the drone with the pitch and roll sticks on the transmitter.
if (gps_roll_adjust > 300) gps_roll_adjust = 300;
if (gps_roll_adjust < -300) gps_roll_adjust = -300;
if (gps_pitch_adjust > 300) gps_pitch_adjust = 300;
if (gps_pitch_adjust < -300) gps_pitch_adjust = -300;
}

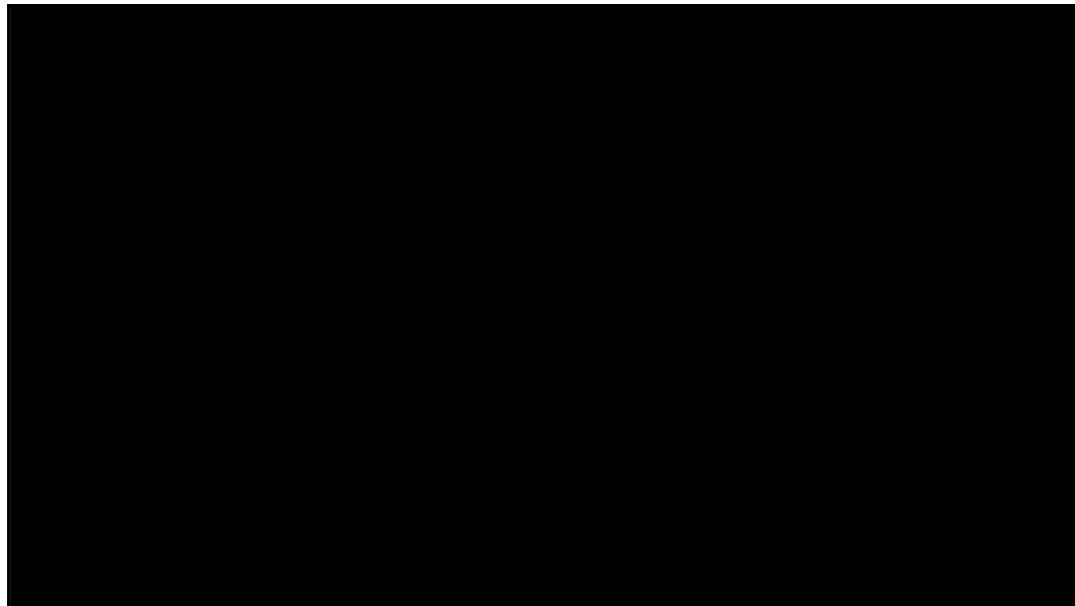
```

## 2. GPS following

The main part of stabilization using GPS coordinates was the development of an algorithm for predicting the position of the drone. The simplest idea was to use a mathematical calculation of the next drone's position. This is calculated for the most accurate positioning in relation to the landing platform.

At the beginning we developed a simple algorithm for calculating the coefficient of coordinates' change. The development was done using Python. At the stage of testing this algorithm, the problem of simulating the generation of GPS coordinates arose. To solve this problem, many different resources were used: from open source homemade navigators to trying to use the Google Maps, Yandex Maps or 2GIS APIs. And only after 3 months, we thought of a simple solution: to change the values with some delta and to visualize using Matplotlib or PyQtGraph. Prior to this, all testing of the algorithm was carried out using the PX4 firmware toolkit and the Gazebo drone motion simulator. As a result, many formalities were overcome in terms of communicating with the simulator and increasing performance (click on the picture to see the video).

The result of the GPS prediction (clickable):



The end result reached a point when the error of the predicted position varies from 0 to 70 centimeters.

### 3. Compass

Before optical stabilization launches (during GPS stabilization process), to calculate the GPS correction vector, you need to know the exact angle from the compass. For this, a compass built into the GPS module is used.

Because during the flight, the roll and pitch angles change and a user needs to correct the values from the compass. In general, calculating the angle from the compass looks like this:

```
// The compass values change when the roll and pitch angles of the quadcopter change. That's the reason why the
// x and y values need to be calculated for a virtual horizontal position
// The 0.0174533 value is phi/180 as the functions are in radians in stead of degrees
compass_x_horizontal = (float)compass_x * cos(angle_pitch * -0.0174533) + (float)compass_y * sin(angle_roll * 0
.0174533) * sin(angle_pitch * -0.0174533) - (float)compass_z * cos(angle_roll * 0.0174533) * sin(angle_pitch *
-0.0174533);
compass_y_horizontal = (float)compass_y * cos(angle_roll * 0.0174533) + (float)compass_z * sin(angle_roll * 0.0
174533);

// Now that the horizontal values are known the heading can be calculated. With the following lines of code the
// heading is calculated in degrees.
// Please note that the atan2 uses radians in stead of degrees. That is why the 180/3.14 is used.
if (compass_y_horizontal < 0)actual_compass_heading = 180 + (180 + ((atan2(compass_y_horizontal, compass_x_hori
zontal)) * (180 / 3.14)));
else actual_compass_heading = (atan2(compass_y_horizontal, compass_x_horizontal)) * (180 / 3.14);

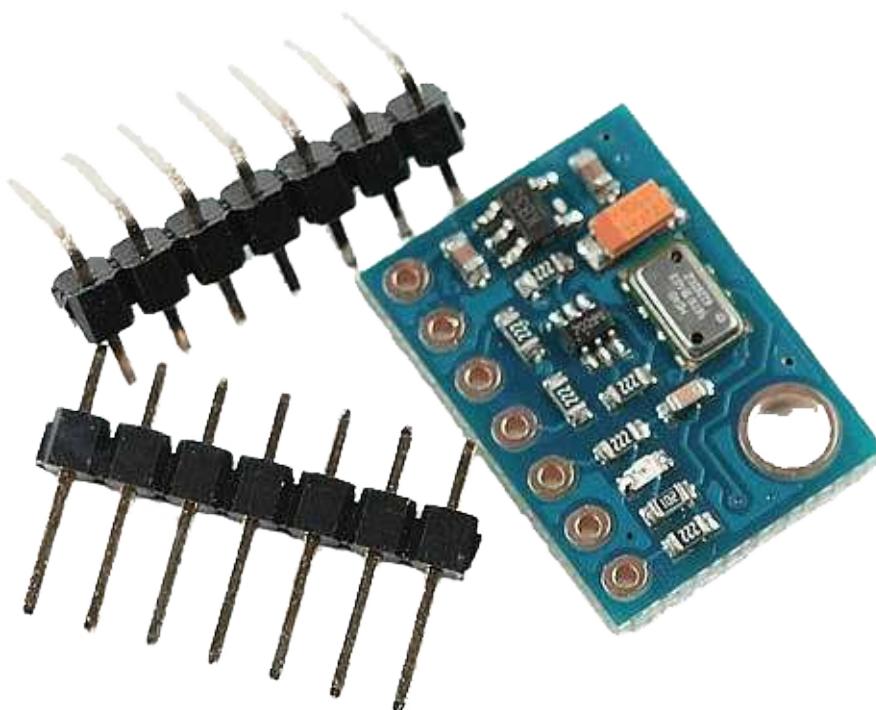
// Add the declination to the magnetic compass heading to get the geographic north
actual_compass_heading += declination;
// If the compass heading becomes smaller than 0, 360 is added to keep it in the 0-360 degrees range
if (actual_compass_heading < 0) actual_compass_heading += 360;
// If the compass heading becomes larger then 360, 360 is subtracted to keep it in the 0-360 degrees range
else if (actual_compass_heading >= 360) actual_compass_heading -= 360;
```

It is clear that the angle from the compass can also be used to maintain the yaw angle of the drone. With point-to-point flights, this may be realized. But at the moment, there is no urgent need for this, because after the start of optical stabilization, the algorithm is able to correct the drone regardless of its yaw angle. Also, during optical stabilization, the yaw angle is automatically corrected.

## 4. Altitude stabilization (barometer)

Before optical stabilization launches (during GPS stabilization process), our Liberty-Link module will be able to maintain altitude using a barometer.

The platform, as well as the Liberty-Link, will have MS5611 barometers.



According to the documentation, the height resolution is 10 cm. The algorithm will take the pressure values and by passing it through the PID-controller will stabilize the drone's altitude by changing the Throttle (3rd channel).

Altitude hold test (clickable):



During the flight along the waypoint, the setpoint of the pressure will decrease in order to increase the altitude (it is safer to fly in a straight line at a high altitude, so the drone would not crash into anything). And during GPS stabilization (when the drone is already close to the platform), the drone will be set with a setpoint of pressure that correlates with ~ 1.5-2m height above the platform.

---

## 5. Optical stabilization

### 5.1. So difficult and so important

Optical stabilization is the most important and challenging part of our project. In the current condition it is possible to keep the drone above the platform still only using these algorithms. The current version of the OIS algorithm, along with a description of the usage and making, is available in our main GitHub repository. In the future, GPS stabilization will be added to it.

### 5.2. First steps

And as we couldn't predict the possibility of accomplishing our task, first of all, we started to think about the solution for the stabilization system. Afterwards, we settled with the stabilization using augmented reality tags. Firstly, it won't take much finances as we do not need GPS or RTK systems and it will be accurate enough to accomplish its purpose. Our first idea was to attach Raspberry Pi with Liberty\_X as it was embodied in COEX Clover and to let Raspberry Pi handle all of the maths.

First optical stabilization prototype test (clickable):



But few tests showed that Raspberry Pi computing power is not enough for amount of data needed to stabilize the drone. Furthermore, the idea of installing a Raspberry Pi on each drone is irrational for its own.

Also, we had middling prototypes, for example, attempts to use color markers (circles of different colors), but these ideas did not work well enough.

### **5.3. Inverse approach**

Then we came up with the idea of separating drone and stabilization system so the main math will be accomplished on the landing platform with powerful machine.

This was how we ended up with our current optical stabilization algorithm - the camera which is connected to a powerful machine and the machine is attached to the platform. The drone only has 4x4 ArUco tag and its controller.



Then, we came up with using Pose Estimation algorithms from OpenCV library. The first tests showed us that we are on the right track!

Pose Estimation Python (clickable):



But, the algorithms were far from perfect. For example, since the code was written in Python ([https://github.com/XxOinvizioNxX/Liberty-X\\_Point](https://github.com/XxOinvizioNxX/Liberty-X_Point)), the performance was not satisfactorily, and there was no suitable threading control either. Therefore, we had to change something.

#### **5.4. Java edition**

Having weighed all the pros and cons, it was decided to rewrite all optical stabilization using Java. This is how the first version of Liberty-Way appeared. This time, it was decided to approach the OOP thoroughly, and, after a little tweaking, an excellent stabilization and landing algorithm was obtained.

Landing test on Liberty-Way v.beta\_0.0.1 (clickable):



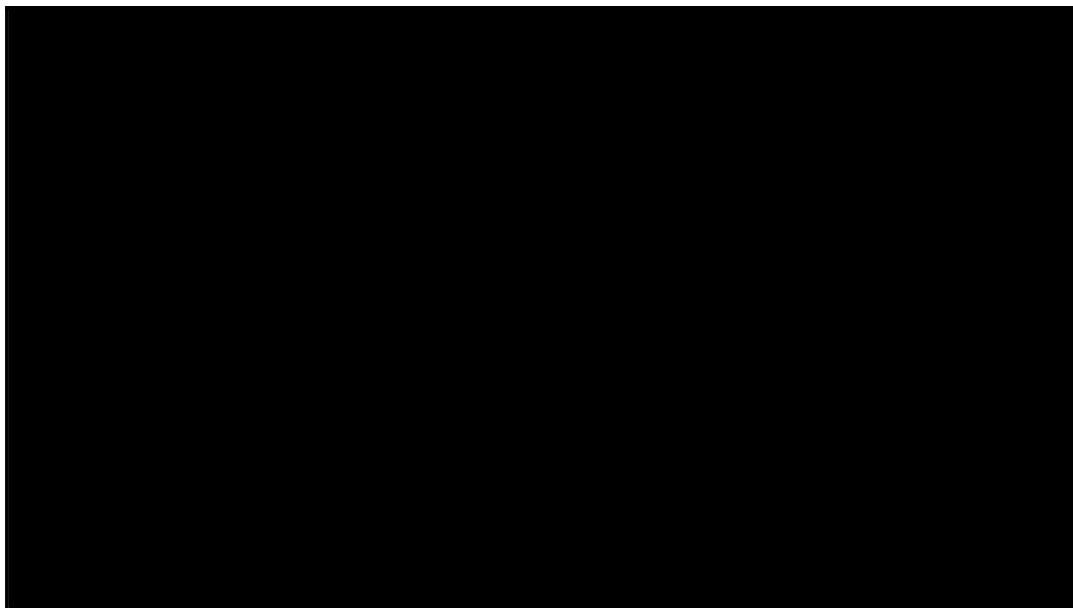
#### **5.5. Liberty-Way**

Then many improvements and bug fixes followed. As a result, Liberty-Way is a cross-platform web server application that is very convenient for configuration and debugging. Also, in the latest versions (beta\_1.0.3 - beta\_1.1.2) a blackbox feature was introduced (for recording logs), as well as communication with the platform and many other necessary algorithms.

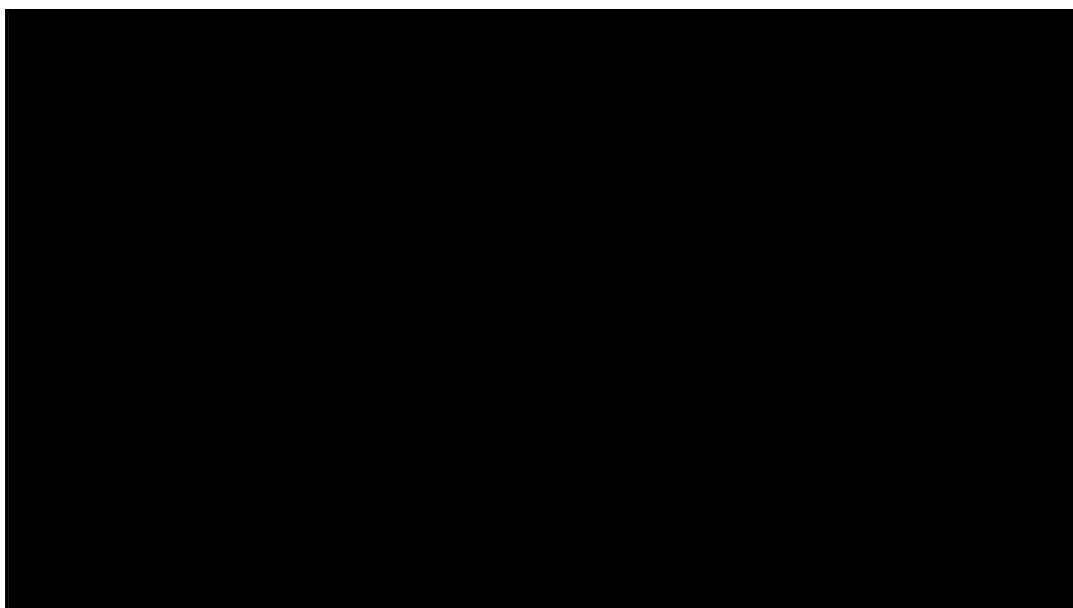
Full description, including all settings, startup, etc. you can find in our GitHub repository:

<https://github.com/XxOinvizioNxX/Liberty-Way>

Video of static stabilization (clickable):



Liberty-Way can even stabilize a "thrown" drone (clickable):



There is a small bug in the video with the rotation angle, in the new release it has been fixed!

And, of course, example of how it works in motion (tested with beta\_0.0.3 release) (clickable):



All basic settings are conveniently placed in separate JSON files (settings, PID), which allows a user to quickly change the required parameters without rebuilding the application. In fact, to run the application, you just need to download the latest release, unpack the archive and run it through the launcher corresponding to the preferable OS.

## 5.6. Communication with the drone

The Liberty-Way connects to the Liberty-Link module installed on the drone and adjusts its position by directly controlling four main channels of the remote control. In one cycle (each frame from the camera), 12 bytes of correction data are sent to the module:

Byte N	0	1	2	3	4	5	6	7	8	9	10	11
Description	Roll byte 1	Roll byte 2	Pitch byte 1	Pitch byte 2	Yaw byte 1	Yaw byte 2	Altitude byte 1	Altitude byte 2	Service Info	Check byte	Data suffix 1 (L)	Data suffix 2 (X)
Structure	1000-2000		1000-2000		1000-2000		1000-2000		0-3	XOR check sum	L	X
Example in HEX	0x05	0xDC	0x05	0xDC	0x05	0xDC	0x05	0xDC	0x00	0x00	0x4C	0x58
Example in DEC	1500		1500		1500		1500		0	0	76	88

Bytes description:

- **Roll bytes** - Roll correction values
- **Pitch bytes** - Pitch correction values
- **Yaw bytes** - Yaw correction values
- **Altitude bytes** - Altitude correction values
- **Service info** - sets the drone state (0 - Nothing to do, 1 - Stabilization, 2 - Landing (command not implemented and will be removed in the future. This is not a real landing, just to tell the drone to start decreasing altitude), 3 - Disable motors)
- **Check byte** - XOR sum of all previous bytes that is compared via transmission in order to verify the data
- **Data suffix** - unique pair of ASCII symbols that is not represented in the packet in any form and that shows the end of the packet

On the drone side (Liberty-Link module), data reading is performing as follows:

```

while (Telemetry_serial.available()) {
    tdc_receive_buffer[tdc_receive_buffer_counter] = Telemetry_serial.read();
    if (tdc_receive_byte_previous == 'L' && tdc_receive_buffer[tdc_receive_buffer_counter] == 'X') {
        tdc_receive_buffer_counter = 0;
        if (tdc_receive_start_detect >= 2) {
            tdc_check_byte = 0;
            for (tdc_temp_byte = 0; tdc_temp_byte <= 8; tdc_temp_byte++) {
                tdc_check_byte ^= tdc_receive_buffer[tdc_temp_byte];
            }
            if (tdc_check_byte == tdc_receive_buffer[9]) {
                direct_roll_control = (uint32_t)tdc_receive_buffer[1] | (uint32_t)tdc_receive_buffer[0] << 8;
            }
        }
    }
}

```

```

    direct_pitch_control = (uint32_t)tdc_receive_buffer[3] | (uint32_t)tdc_receive_buffer[2] << 8;
    direct_yaw_control = (uint32_t)tdc_receive_buffer[5] | (uint32_t)tdc_receive_buffer[4] << 8;
    direct_throttle_control = (uint32_t)tdc_receive_buffer[7] | (uint32_t)tdc_receive_buffer[6] <<
8;
    direct_service_info = (uint32_t)tdc_receive_buffer[8];

    if (direct_roll_control > 1100 && direct_roll_control < 1900 &&
        direct_pitch_control > 1100 && direct_pitch_control < 1900 &&
        direct_yaw_control > 1100 && direct_yaw_control < 1900 &&
        direct_throttle_control > 1100 && direct_throttle_control < 1900 &&
        /*flight_mode == 2 &&*/ channel_7 > 1500) {
        tdc_timer = millis();
        tdc_working = 1;
    }
    else
        tdc_working = 0;
}
else {
    direct_roll_control = 1500;
    direct_pitch_control = 1500;
    tdc_working = 0;
}
} else
    tdc_receive_start_detect++;
}

else {
    tdc_receive_byte_previous = tdc_receive_buffer[tdc_receive_buffer_counter];
    tdc_receive_buffer_counter++;
    if (tdc_receive_buffer_counter > 11) tdc_receive_buffer_counter = 0;
}
}

if (millis() - tdc_timer >= 500) {
    tdc_working = 0;
}
if (tdc_working && direct_service_info == 2 && !return_to_home_step)
    return_to_home_step = 3;
if (!tdc_working)
    return_to_home_step = 0;
if (!tdc_working || direct_service_info < 1) {
    direct_roll_control = 1500;
    direct_pitch_control = 1500;
    direct_yaw_control = 1500;
    direct_throttle_control = 1500;
}
}

```

As a result, there are 4 variables:

```

direct_roll_control
direct_pitch_control
direct_yaw_control
direct_throttle_control

```

Which are directly added to the data received from the control panel. Probably, in the future, other data will be added, at least for working with GPS. Stay tuned for updates in our repository.

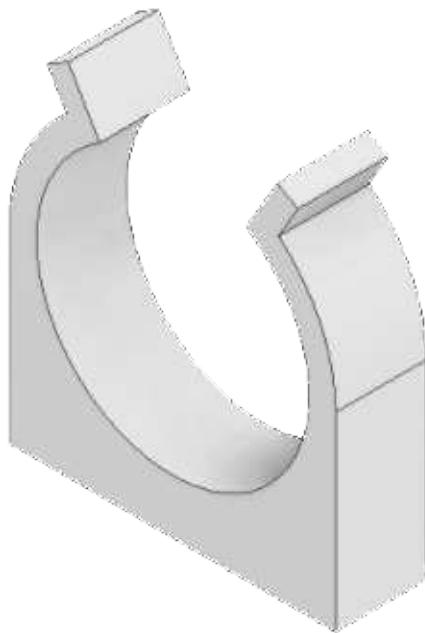
## 5.7. Camera gimbal

To operate our system in real conditions, it is required to minimize camera shaking if we don't want to lose the tag on the drone. For that reason, a 3D model of a gimbal for attaching the drone to the platform was developed to stabilize a conventional webcam.

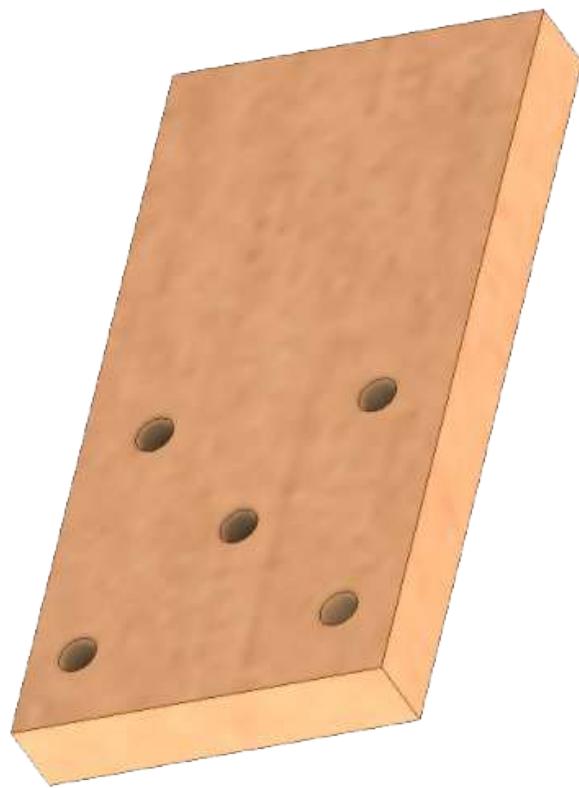
Camera mount:



Camera wire fixing (ferrite filter on the wire):



Fixing of the "crabs" latches on the suspension substrate:



An approximate view of the assembly of the entire suspension mechanism:



---

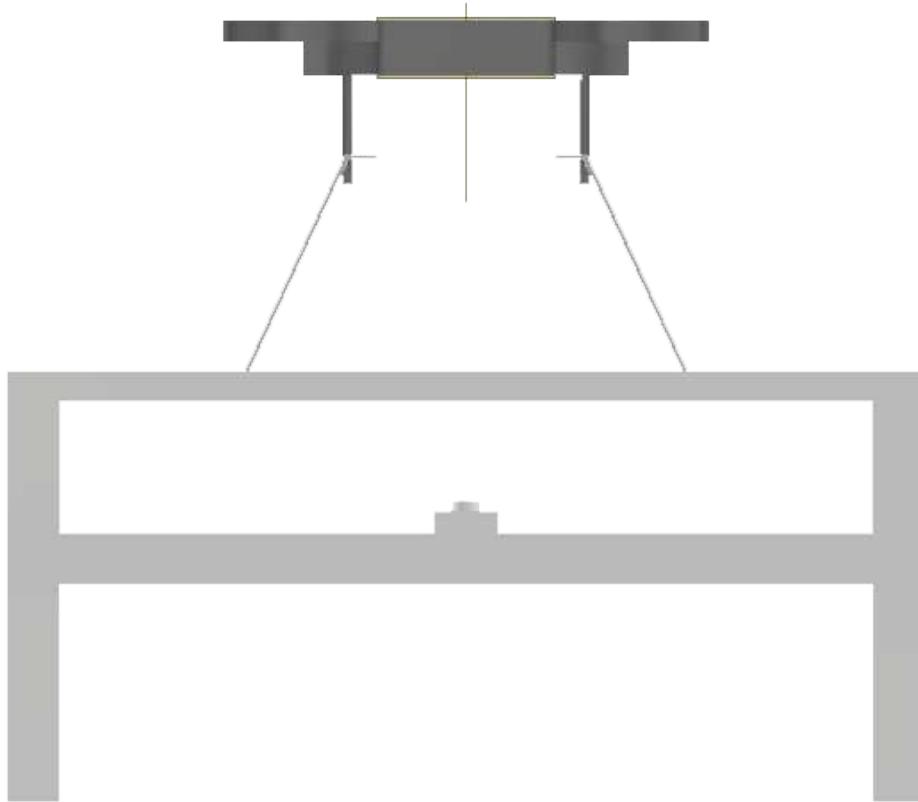
## 6. Etude AMLS Platform

The platform is an interconnected system for landing the drone. The platform was planned to be controlled via the Serial interface, using the G-Code commands: The current platform code can be found in the Eitude GitHub repository: <https://github.com/XxOinvizioNxX/Eitude>

## 6.1. Grabbing system

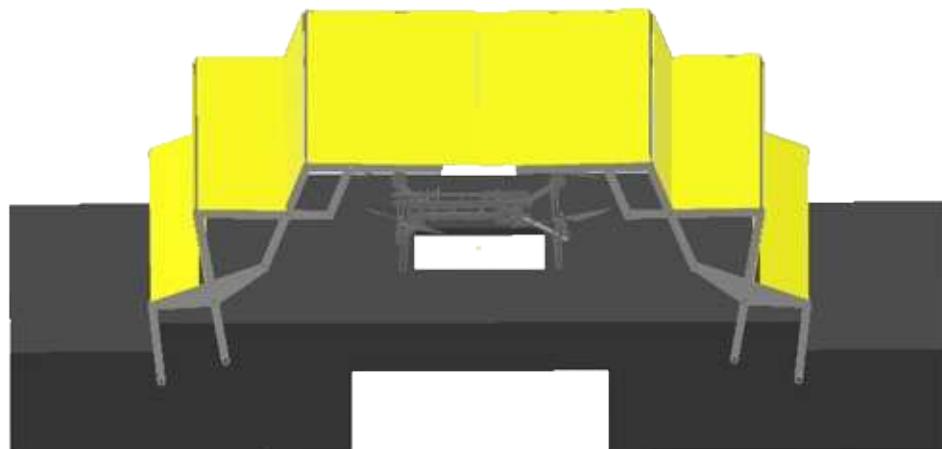
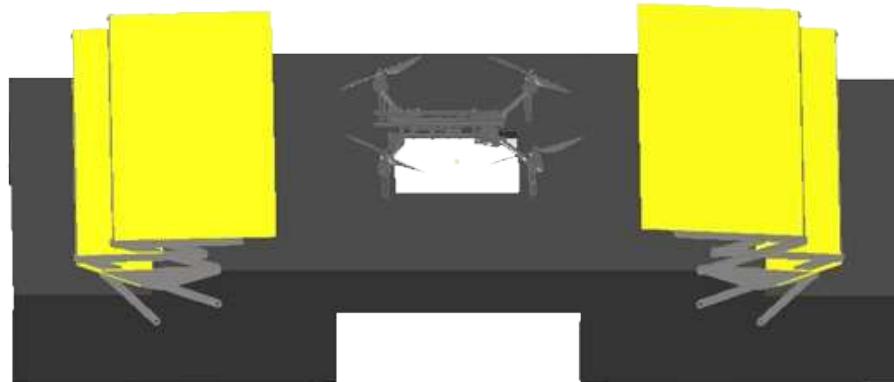
As you may know it doesn't matter how good is our stabilization, without grabbing system the drone will crash eventually. Hence we developed a 3D model of a grabbing system with 4 grips that have a hook at the end of each one. This will allow the system to slowly grab the drone while it lands and hold it steady after landing.





## 6.2. Weather protection system

As for the weather protection, we developed a 3D model to create a roof that will protect the drone from weather conditions while it is on the platform. The AMLS weather protection system consists of scissor-like mechanisms covered with a canvas, which are located around the edges of the platform. After a successful landing, the mechanisms on both sides of the platform close and protect the drone from external influences. The roof structure itself makes it light and strong, and the scissor-like mechanisms allow it to simply fold and unfold itself. Moreover, the assembly of such mechanisms will be simple and reliable.

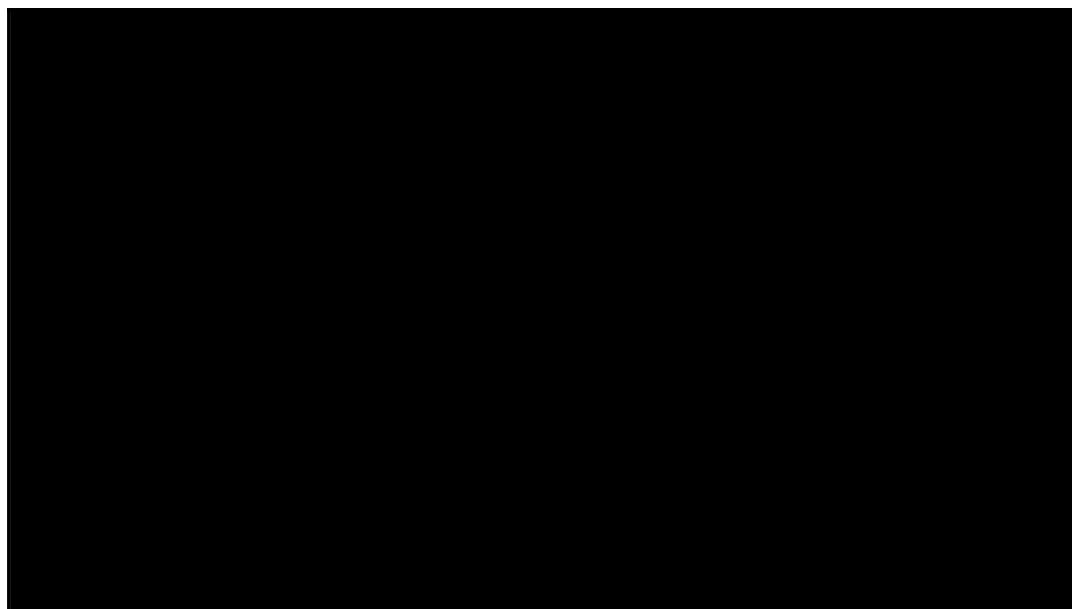


### 6.3. Platform speedometer

In order to land on a quickly moving platform, it is very useful to know its speed. For now, the platform does not have a GPS module, or any other way to measure absolute speed. Therefore, for a temporary solution to this problem, it was decided to calculate the speed using an accelerometer. For example, MPU6050. The IMU is mounted into the prototype platform through a soft backing and it's covered with a cap to protect it from the wind. The stabilization algorithm (Liberty-Way) sends a request to the platform L1 to test the speed. A message S0 L <speed in km / h> is returned as a response.



Speedometer test (inside the gray circle, lower right parameter (SPD) - speed in km / h) (Clickable):



To calculate the speed, the acceleration is taken for short time periods, then multiplied with time, which results with the instantaneous speed. Then this speed is constantly added to the previous value:

```
void speed_handler(void) {
    gyro_signalen();

    // Filter accelerations
    acc_x_filtered = (float)acc_x_filtered * ACC_FILTER_KOEFF + (float)acc_x * (1.0 - ACC_FILTER_KOEFF);
```

```

speed = acc_x_filtered;
// Convert acceleration to G
speed /= 4096.0;
// Convert to m/s^2
speed *= 9.81;
// Multiply by dt to get instant speed in m/ms
speed *= (millis() - speed_loop_timer);

// Reset timer
speed_loop_timer = millis();

// Convert to m/s
speed /= 1000.0;
// Convert to km/h
speed *= 3.6;

// Accumulate instantaneous speed
speed_accumulator += speed;

if (!in_move_flag) {
    // If the platform is not moving, reset the speed
    speed_accumulator = speed_accumulator * SPEED_ZEROING_FACTOR;
}
}

```

Despite having various filters, due to the error, the speed may not "return" to 0, therefore, vibrations are also measured, and if they are less than the certain threshold, it is considered that the platform is at a standstill and the speed gradually resets to zero.

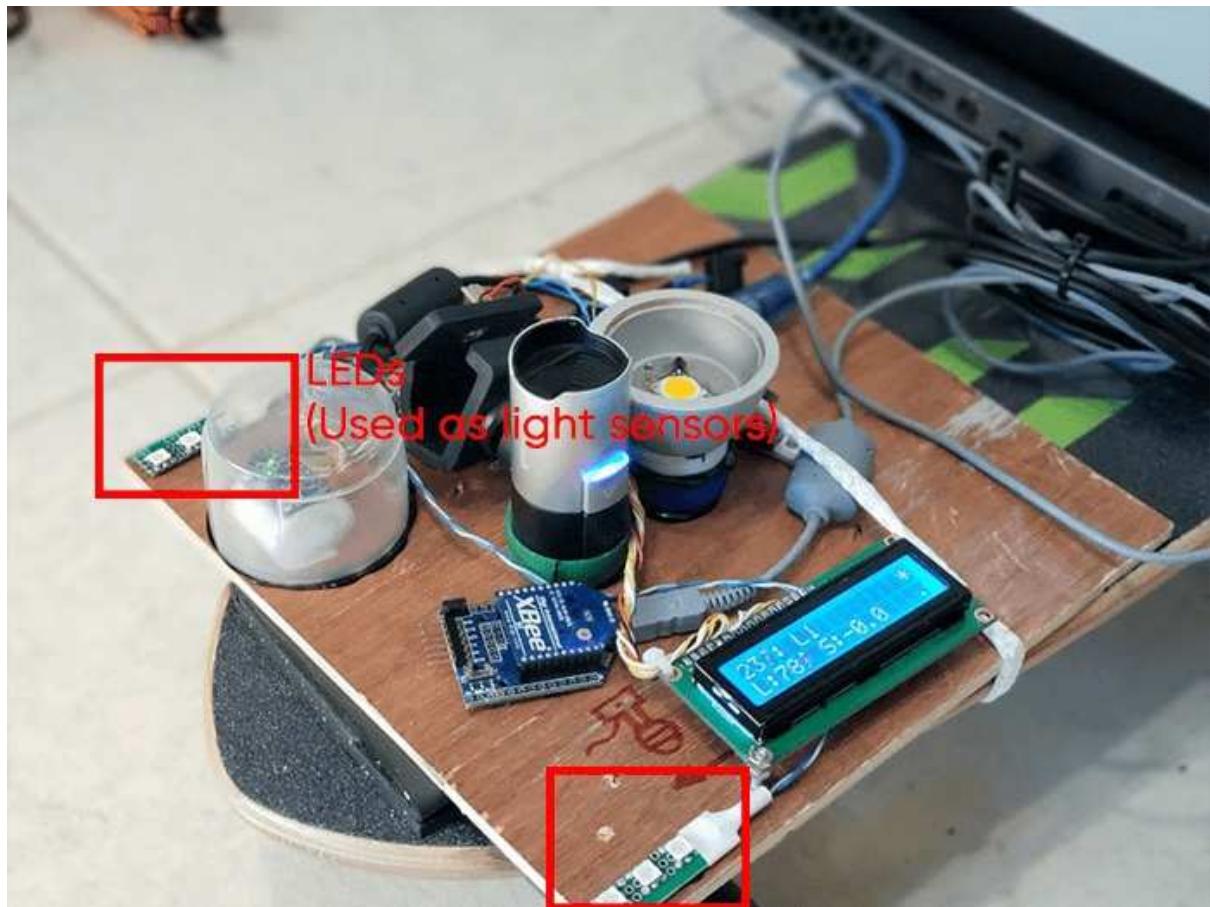
The complete code of the speedometer can be found in the Eitude repository on GitHub:

<https://github.com/XxOinvizioNxX/Eitude>

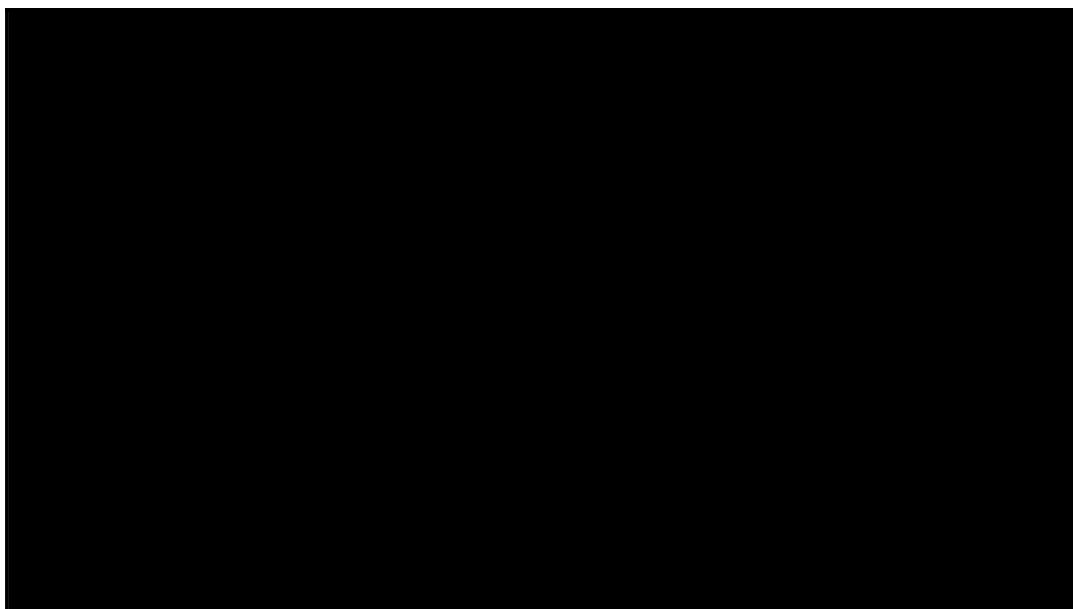
## 6.4. Platform light sensor

As our platform must work in various environmental conditions, and optical stabilization is very demanding on the visibility of the ArUco marker, it is important to have an automatic system for measuring the camera exposure by the level of illumination around it, and turning on additional illumination if there is a lack of lighting. In the long term, it is planned to use specialized sensors, for example, the BH1750, as light sensors.

In the current version of the prototype, 6 LEDs are used as a light sensor and an ADC built into the microcontroller. The stabilization algorithm (Liberty-Way) sends a request `L0` to the platform to check the illumination level. A message `S0 L <luminance>` is returned as a response.



Test for determining the level of illumination using LEDs (clickable):



Exposure adjustment and adding additional illumination tests (clickable):



## 7. Conclusion

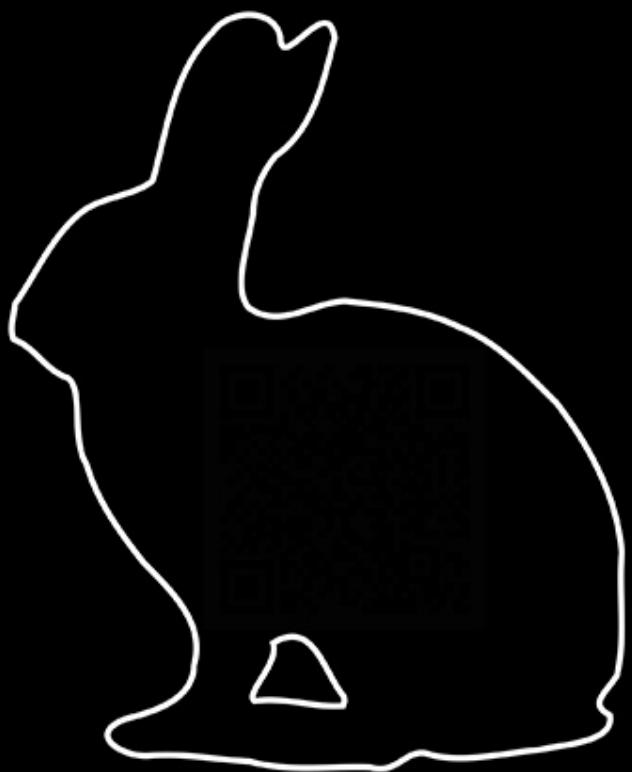
At the moment, there is a debugged prototype of optical stabilization, GPS holding, altitude stabilization via barometer, different platform prototypes and a great amount of 3D models eager to be constructed. The project of the automatical landing of a drone onto a moving platform is not yet complete.

Follow the updates:

- In our repository GitHub: <https://github.com/XxOinvizioNxX/Liberty-Way>
- On our YouTube channel: <https://www.youtube.com/channel/UCqN12Jzy-1eJLkcA32R0jdg>

In the future, we plan to do much more new and interesting stuff!

Follow the white rabbit.



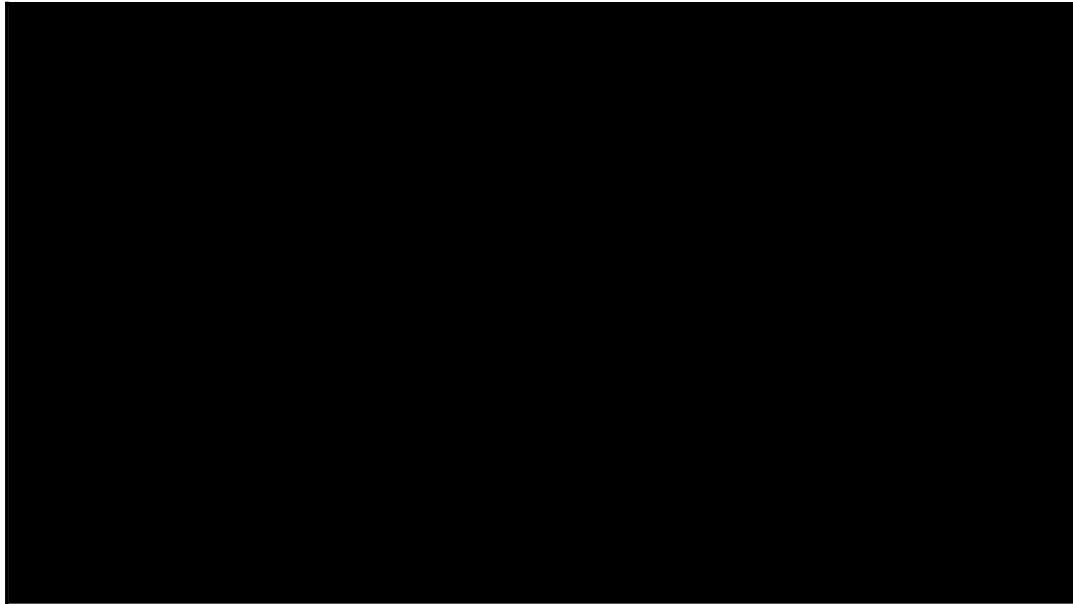
## clever-show

Software for making the drone show controlled by Raspberry Pi, PX4 and COEX [Clover](#) package.

Create animation in Blender, convert it to drone paths, set up the drones and run your own show!

Project repository: <https://github.com/CopterExpress/clever-show>.

## Demo video



12 drones perform in a show in Electrotheatre Stanislavsky, Moscow.

## Team

- Arthur Golubtsov, software engineer in COEX, <https://github.com/goldarte>
- Artem Vasyunik, software engineer intern in COEX, <https://github.com/artem30801>

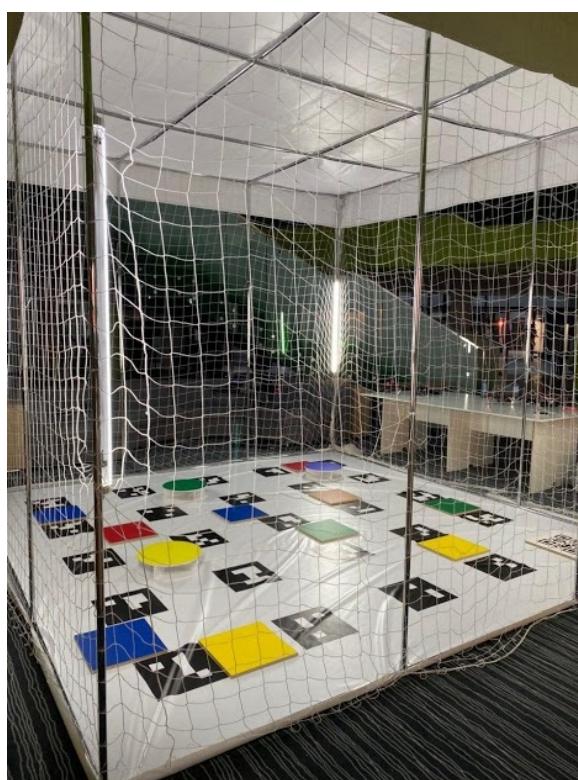
# Innopolis Open 2020 - L22\_AERO team

## Team

- Yuryev Vasily.
- Okoneshnikov Dmitriy.

## Final task description

New technologies are being implemented into various sectors of the economy including agricultural industry. Drones or UAV are no exception. Thanks to their usage, assessment of agricultural territories' states and analysis of landscape components became more effective and accessible.



The final task of Innopolis Open 2020 was dedicated to monitoring agricultural territories and consisted of the following elements:

- Takeoff (from QR-code) and landing (onto a small colored marker).
- QR-code recognition.
- Colored objects recognition (Colored markers were used to show "agricultural territories").
- Determination of their coordinates (their locations change).
- Making a report using the gathered data.

## Code

The code is available on GitHub: [https://github.com/vas0x59/ior2020\\_uav\\_L22\\_AERO](https://github.com/vas0x59/ior2020_uav_L22_AERO).

## Main program

When implementing the code, in the original concept we used our own message types, multiple nodes, and other ROS stuff. For this you need to create a package and compile it, but due to the specifics of the competition (a single SD card was used for all teams), all the code was merged into a single file. This approach made debugging much more difficult, but running the code on the drone became much easier.

Parts of the program:

1. Takeoff.
2. QR-code recognition.
3. Color markers recognition.
4. Landing.
5. Generating a report and a video.

The final coordinates of markers are automatically grouped and averaged data from the recognition system received for the entire flight. The "Zig-zag" trajectory was chosen to cover the entire territory. The Gazebo simulator is used for debugging.

## Color markers

`l22_aero_vision/src/color_r_c.py`

For image processing and object detection, we used functions from the OpenCV library.

Algorithm:

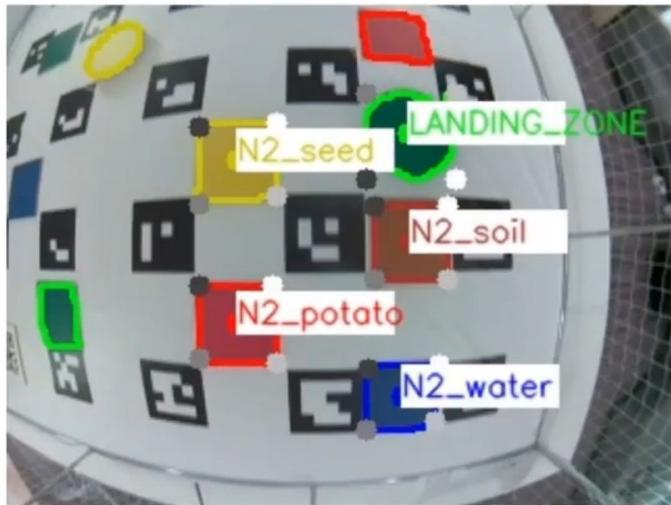
1. Receiving the image and camera parameters.
2. Building a mask based on a specific color range (in HSV format).
3. Detection of contours of colored objects.
4. Determining the object type, getting the key points of the object in the image.
5. Determining the position of squares and circles using solvePnP based on the actual size of objects and key points in the image ([OpenCV Docs](#)).
6. Sending results to the topics `/l22_aero_color/markers` and `/l22_aero_color/circles` (coordinates relative to `main_camera_optical` frame).

During the development, our own message types and a service for changing the detector parameters during the landing were created. (`colorMarker`, `ColorMarkerArray`, `SetParameters`).

To convert the position of colored objects into `aruco_map` frame TF library was used. (<http://wiki.ros.org/tf>)

Due to distortions at the edges of the image from the fisheye lens, all the recognized contours located near the edge of the image are ignored. This filter is disabled during landing. The object type is determined using the contour analysis functions (`approxPolyDP` - number of vertexes; `minAreaRect`, `contourArea` - area of bounding rect / area of the contour; `minAreaRect` - aspect ratio).

## /l22\_aero\_color/debug\_img



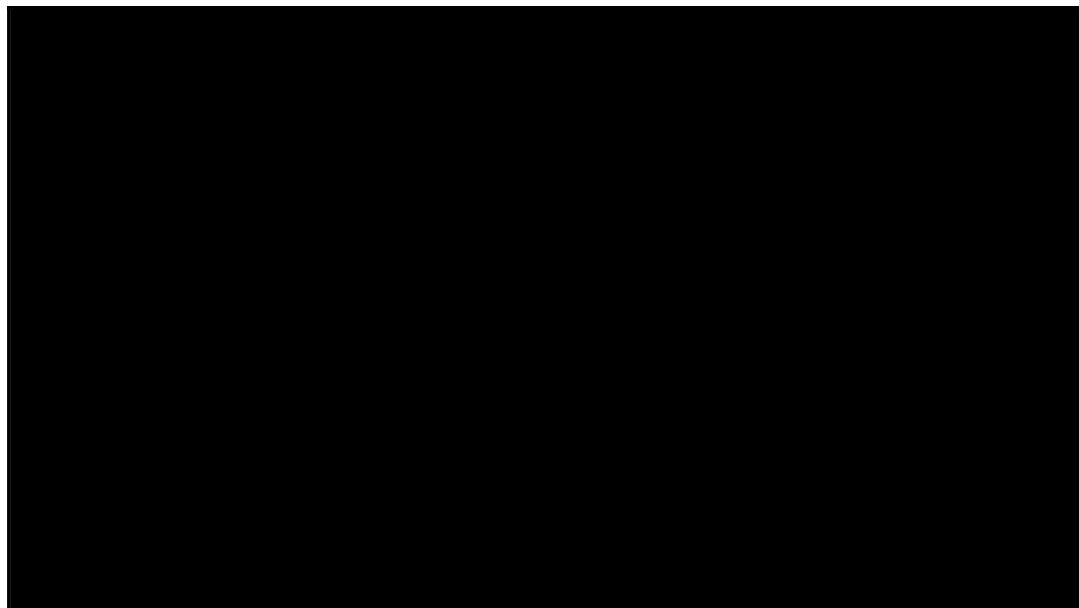
Examples of marker recognition:



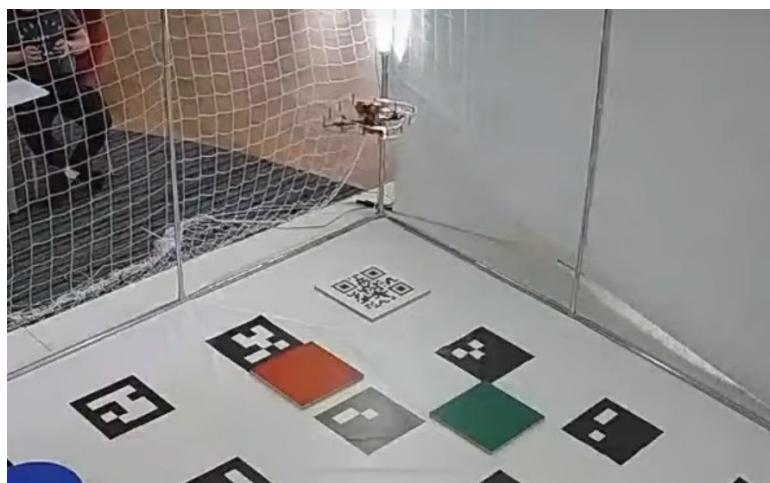
## Visualization in RViz

`l22_aero_vision/src/viz.py`

To debug object recognition, a script has been created that visualizes the coordinates of markers in the RViz utility.



## QR-code



The PyZbar library was used to perform the QR-code recognition. In order to improve the accuracy of QR-code recognition, flights around the QR-code were performed at low altitude.

## Landing

Landing is performed in 3 stages:

1. Flight to the intended landing zone and hovering at an altitude of 1.5 m.
2. Descending to a height of 0.85 m with 3 adjustments to the marker coordinates relative to `aruco_map` frame.
3. Descending for several seconds with adjustments based on the coordinates of the landing marker in `body` coordinate system (since ArUco-markers may no longer be visible), instead of `navigate`, `set_position` is used.



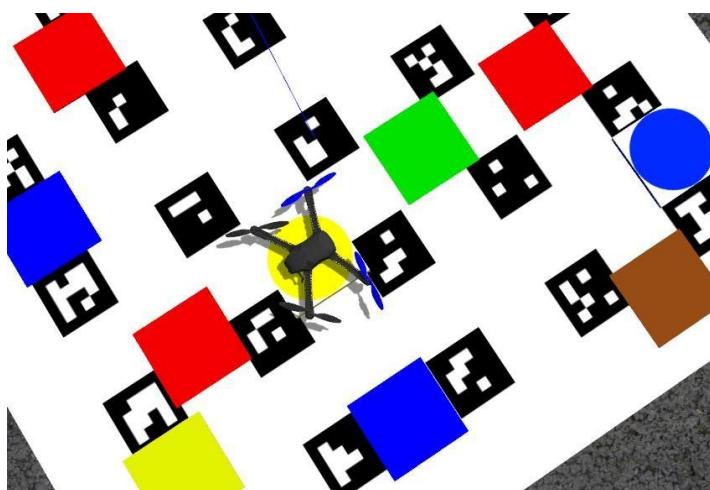
## Gazebo

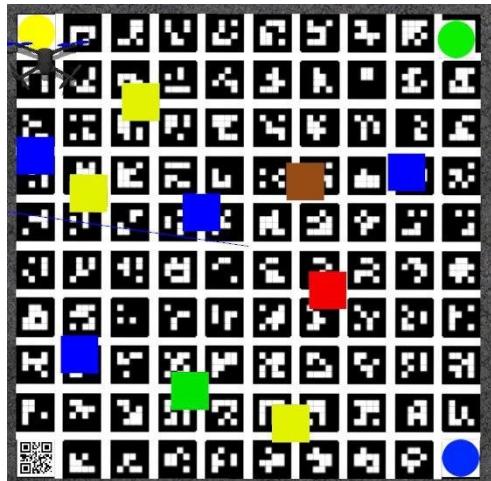
Due to limitations of opportunities to test the code on a real drone, we decided to use the Gazebo simulator.

To run the Clover software package in the simulator, you can use [this set of scripts](#) or [original instruction from PX4](#).

For Innopolis Open we have prepared several test scenes. [ior2020\\_uav\\_L22\\_AERO\\_sim](#).

Also, the use of the simulator accelerated the debugging of the full code execution, since the launch was performed with real time factor = 2.5.





During testing, some problems were found (e.g. incorrect position of `aruco_map`) while using distortion in the camera plugin, so the simulator used a Pinhole camera (without any distortions from the lens).

## ROS

Created nodes, topics, messages and services.

### Nodes

- `l22_aero_vision/color_r_c.py` - recognition of colored objects.
- `l22_aero_vision/viz.py` - visualization in RViz
- `l22_aero_code/full_task.py` - main code.

### Topics

- `/l22_aero_color/markers` (`l22_aero_vision/ColorMarkerArray`) - list of rectangular markers.
- `/l22_aero_color/circles` (`l22_aero_vision/ColorMarkerArray`) - list of round markers.
- `/l22_aero_color/debug_img` (`sensor_msgs/Image`) - image for debugging.
- `/qr_debug` (`sensor_msgs/Image`) - image for debugging.

### Messages

#### `ColorMarker`

```
string color
int16 cx_img
int16 cy_img
float32 cx_cam
float32 cy_cam
float32 cz_cam
float32 size1
float32 size2
int16 type
```

#### `ColorMarkerArray`

```
std_msgs/Header header
l22_aero_vision/ColorMarker[] markers
```

## Services

### SetParameters

```
float32 rect_s1
float32 rect_s2
float32 circle_r
int32 obj_s_th
int32 offset_w
int32 offset_h
---
```

# Copter spheric guard

## Introduction

Probably, everyone who has held a copter has had to fly it indoors. Such flights are associated with considerable risk of damaging the copter upon hitting walls and various items. Flying even in a relatively large space is associated with the risk of hitting an obstacle: there might be a tree or a building in the path of the copter, to say nothing about flying in confined spaces. Such "crash tests" are not very pleasant, and in the best case may cause losing a considerable sum on repairs, and in the worst case — in losing the copter. Such situations are even more unpleasant for a beginner who cannot avoid an obstacle and is just learning to fly.

All this made us search for a solution. Unfortunately, searching the Internet did not provide a sufficiently simple and, more importantly, cheap solution for ordinary users. For example, propeller guard protects the propellers themselves quite well, but upon the slightest touch upon an obstacle the copter would flip over and fall down. In general, guard either did not protect the copter fully or looked awkward and was too scarcely available.



We made a difficult decision: we had to make it entirely ourselves and almost from scratch, and the goal was to make it lightweight and easy to manufacture.

## Development

As a result of searching for a solution that would fit all our requirements, we ended with several similar options. It was decided to make the guard in the shape of a semiregular polyhedron (examples include fullerene, carbon, or a pentakis dodecahedron) — it was chosen as the most pleasing to the eye. In addition, such a guard is easily scalable to the desired size.

In creating such a shape, two types of edges (beams) are used: short and long ones, their length is calculated based on the desired diameter of a polyhedron inscribed into a sphere. For better understanding, I will insert all necessary formulas from Wikipedia below.

If the "short" edges of the pentakis dodecahedron have the length of  $a$ , its long edges have the length of  $\frac{1}{6}(9 - \sqrt{5})a \approx 1.13a$

The radius of the inscribed sphere (touching all faces of the polyhedron in their incenters) will be equal to

$$r = \frac{1}{2} \sqrt{\frac{1}{109} (477 + 194\sqrt{5})} a \approx 1,4453319a,$$

The corner joints (fittings) were not very easy either. They are of two types as well: with five faces on the vertex (five beams protrude from the vertex) and with six faces (six rays protrude from the vertex).

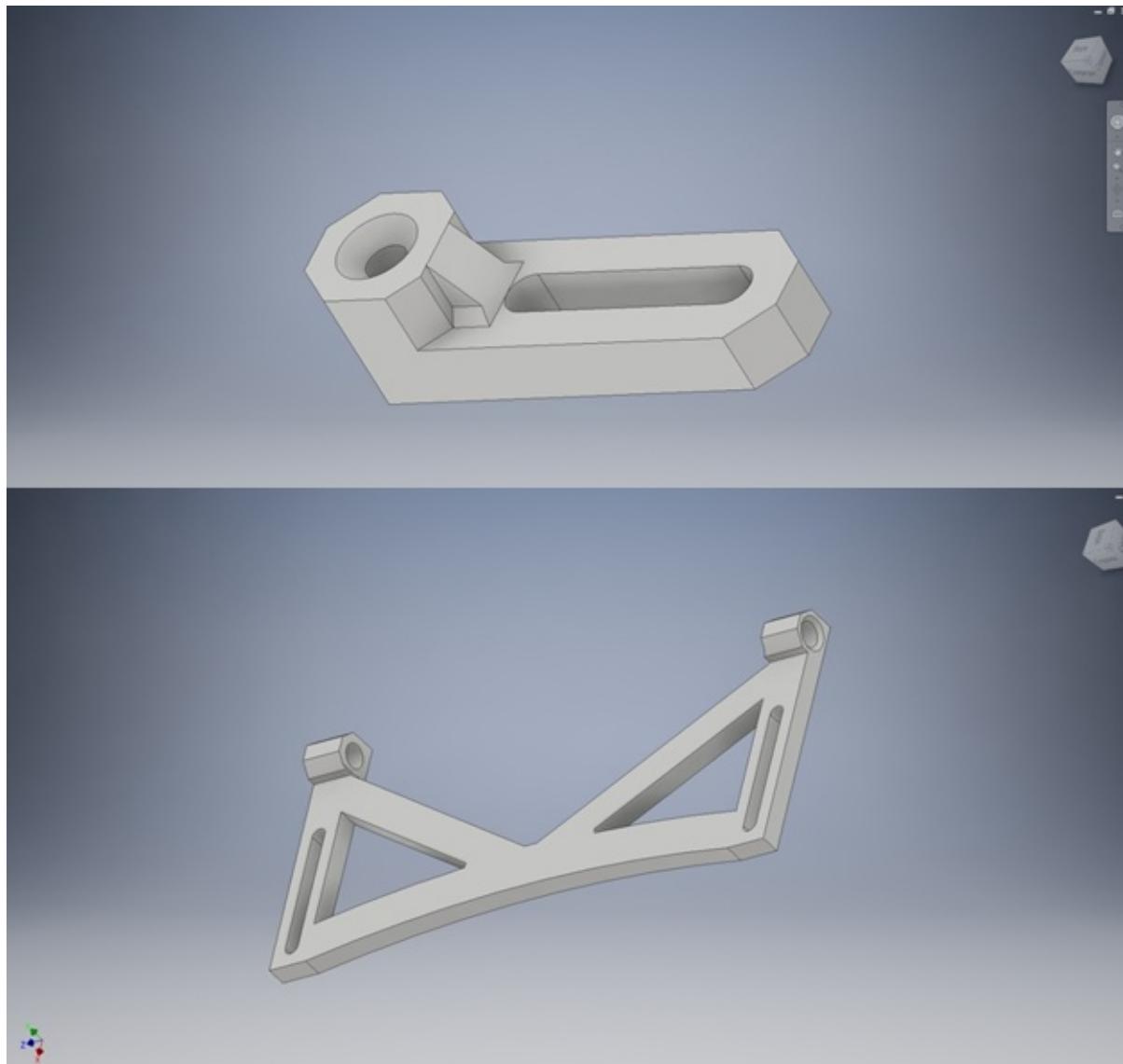
## First models

A specification has been prepared for the ease of monitoring the manufacturing process, and we started modeling.

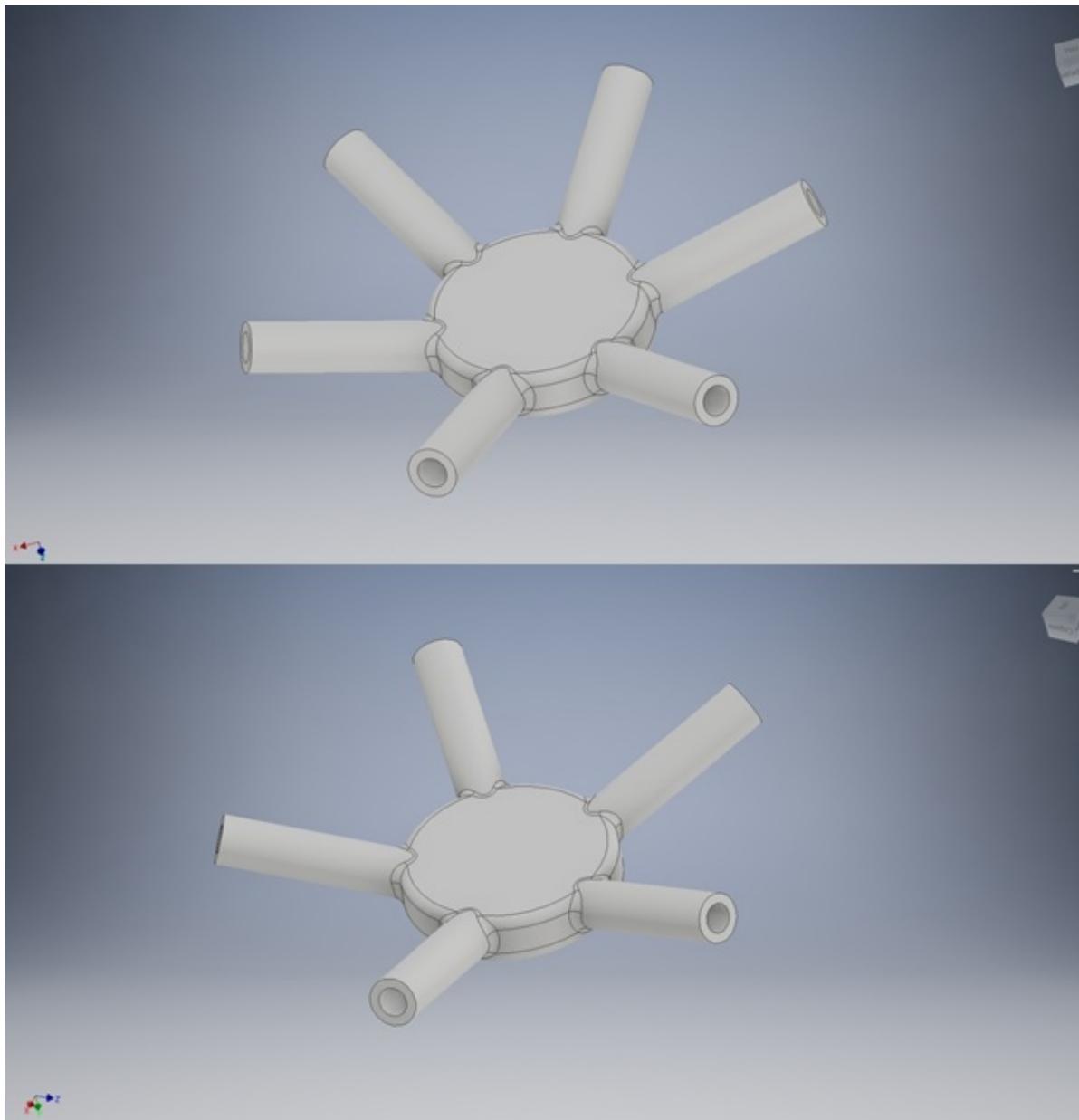
Making simple calculations for the required size, we built a model in Inventor CAD.

In the progress of designing, we faced problems in modeling corner joints, but they were solved by simplifying the design, and the differences of the angles were compensated for by flexible materials. Thus, all joints fit slightly tightly.

	Designation	Name	Q-ty	Note
		5-beam 12	12	
		6-beam 20	20	
		Beam 12.5 cm 60	60	
		Beam 14 cm 30	30	
		Main fasteners 2	2	
		Additional fasteners 2	2	
		Copter beam with changes 2	2	
		<u>Standard products</u>		
		M3x16 mm screw 6	6	
		M3 nut 6	6	



(Elements of guard fasteners to the body)

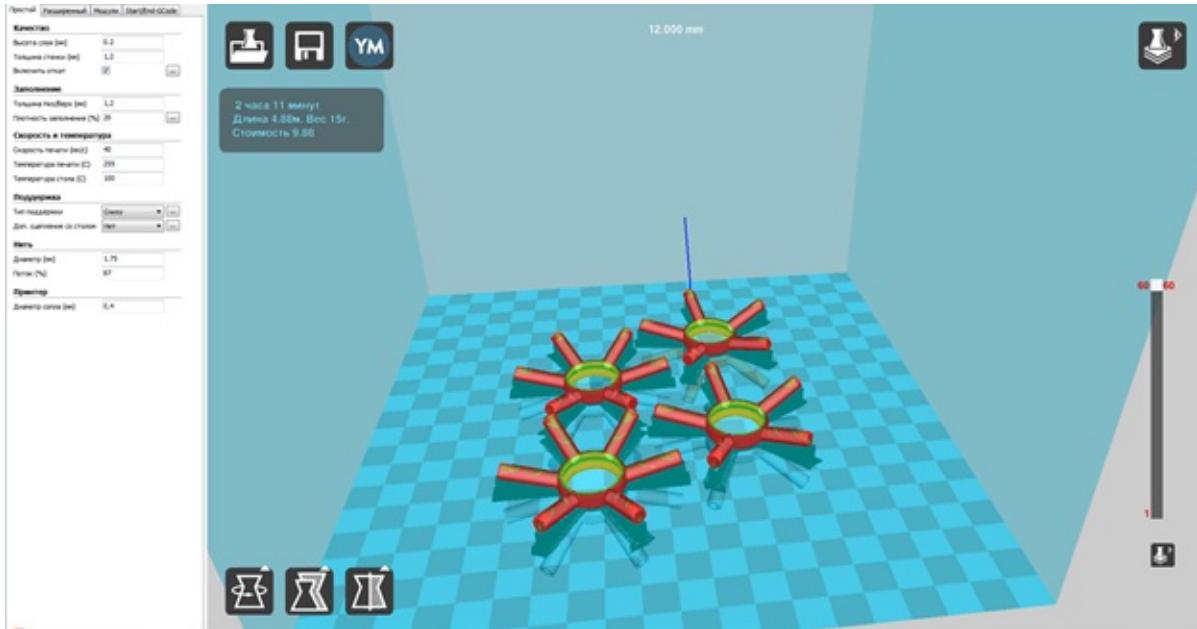


## Materials

During the design process, the question arose about a lightweight and strong material to be used for the guard. The answer, as always, was unexpected. We saw bamboo sticks: they were thin enough to not affect the aerodynamics, had sufficient flexibility and were quite strong. Then, the question was about how to make fittings, and of what material. Surely, it should be 3D printing! A 3D printer is a generally indispensable thing, especially for those who like doing something themselves. In addition, due to their moderate price, they are widespread enough. Such a printer may be used to make items of almost any complexity. That is what we need!

Convert ready models to .stl, put them into a slicer (Cura in our case), enter the setting for a particular printer and plastic, and start printing.

To reduce the weight we chose ABC plastic, which is lightweight and available.



The sticks were cut to the calculated length and prepared for subsequent work.

## Assembly and installation

After everything has been printed and cut, it is time to assemble the guard.



Assembly is the most crucial moment, as it requires a special algorithm.

From a five-beam fitting, only short beams protrude, while from a six-beam fitting — only every second long one.

Assembly:

1. First, assemble all five-beam vertices.
2. Put a six-beam vertex on every beam protruding from a five-beam vertice.
3. Interconnect the six-beam fittings with long sticks.
4. Connect assembled five-beam vertices to the six-beam vertices, bearing in mind that in a six-beam fitting, short and long beams alternate.
5. Repeat the process for each beam vertice, until the ball is assembled.

After assembly, divide the ball into 2 hemispheres and install the mounts on the copter making sure that everything fits.





(An example of fasteners installation)

Now, the hemispheres may be glued. The hemispheres are not to be glued to each other, as this is required for installing the copter inside. We used the Dichloroethane solvent for plastics as the glue, but you can use any quick-drying adhesive polymer with the same success.

After drying, the guard is ready for installation and for the first test flight!



(without fasteners yet)



## First flights

We have made a guard for the Clover 2 copter, which is a learning aid for quadcopters assembly and setup and is installed on it without modification. The guard weighs 70g more (139 grams) than the standard one, and almost does not affect controllability and flying time.

It should also be said that excessive vibrations, if any, may be removed by more rigid attachment to the copter.

Eventually, we've got an unusual guard for the copter that is lightweight and has an interesting design and opens new horizons for flying in the locations where flying copters was dangerous before.

# Face recognition system

## Introduction

Recently, face recognition systems have been getting a wider use, the application scope of this technology is really expansive: from regular selfie drones to police drones. Everywhere it is being integrated into various devices. The recognition process itself is really fascinating, and that's what inspired me to create a project associated with it. The purpose of my internship project was to create a simple open source system for face recognition with a Clover quadcopter. The program takes images from the quadcopter's camera and processes it on a PC. Therefore, all other instructions are executed on a PC.

## Development

The first task was finding a recognition algorithm. As a solution to the problem, [a ready API for Python](#) was chosen. This API combines several advantages: recognition speed and accuracy, and ease of use.

## Installation

First, you have to install all the necessary libraries:

```
pip install face_recognition  
pip install opencv-python
```

Then download the script from the repository:

```
git clone https://github.com/mmkuznecov/face_recognition_from_clever.git
```

## Code explanation

Enable libraries:

```
import face_recognition  
import cv2  
import os  
import urllib.request  
import numpy as np
```

*This part of the code is intended for Python 3. In Python 2.7, enable urllib2 instead of urllib:*

```
import urllib2
```

Create a list of encodings for images and a list of names:

```
faces_images=[]  
for i in os.listdir('faces/'):   
    faces_images.append(face_recognition.load_image_file('faces/'+i))  
known_face_encodings=[]  
for i in faces_images:
```

```
    known_face_encodings.append(face_recognition.face_encodings(i)[0])
known_face_names=[]url
for i in os.listdir('faces/'):
    i=i.split('.')[0]
    known_face_names.append(i)
```

**Addition: all images are stored in folder faces in format name.jpg**



Initialize some variables:

```
face_locations = []
face_encodings = []
face_names = []
process_this_frame = True
```

Get the image from the server, and convert it to format cv2:

```
req = urllib.request.urlopen('http://192.168.11.1:8080/snapshot?topic=/main_camera/image_raw')
arr = np.asarray(bytearray(req.read()), dtype=np.uint8)
frame = cv2.imdecode(arr, -1)
```

**For Python 2.7:**

```
req = urllib2.urlopen('http://192.168.11.1:8080/snapshot?topic=/main_camera/image_raw')
arr = np.asarray(bytearray(req.read()), dtype=np.uint8)
frame = cv2.imdecode(arr, -1)
```

Further explanation of the code is available at GitHub of the used API in the comments to [the next script](#)

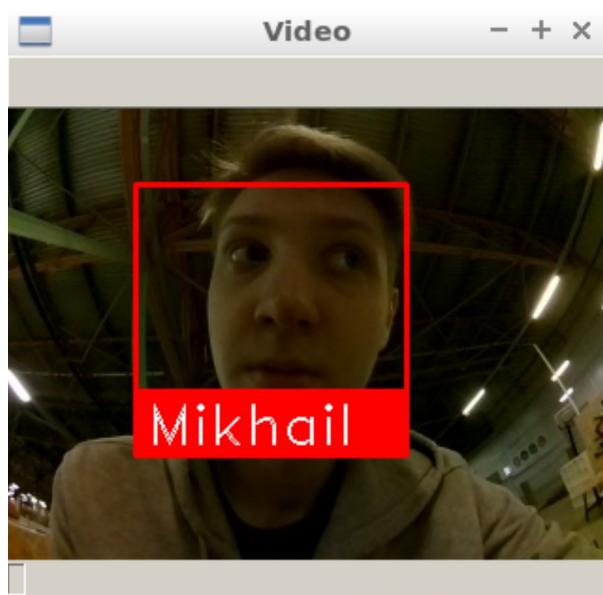
## Using

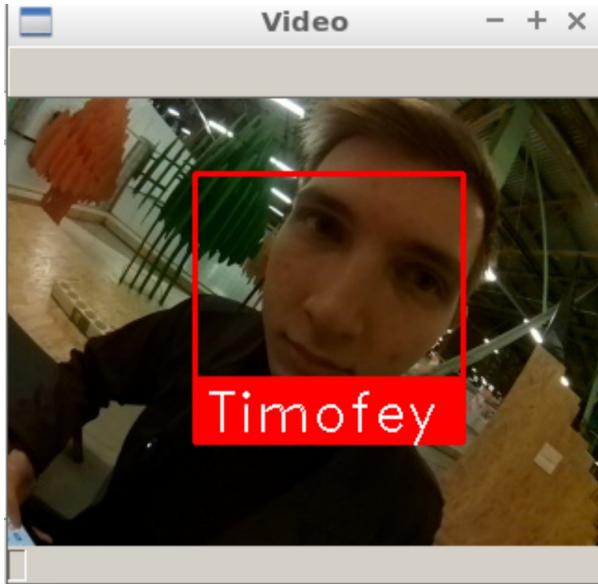
It is enough to connect to "Clover" via Wi-Fi and check whether the video stream from the camera is working correctly.

Then just run the script:

```
python recog.py
```

And the output:





## Possible difficulties

When the script is started, the following error may pop up:

```
known_face_encodings.append(face_recognition.face_encodings(i)[0])
IndexError: list index out of range
```

In this case, try to edit the images in folder faces, perhaps the program cannot recognize faces in the images due to poor quality.

## Using the calibration

To improve recognition accuracy, you can use camera calibration. The calibration module may be installed using a [special package](#). Instructions for installation and use are available in the [camera calibration article](#). The program that uses the calibration package is named `recog_undist.py`

### Code brief explanation:

Enable installed package:

```
import clever_cam_calibration.clevercamcalib as ccc
```

Add the following lines:

```
height_or, width_or, depth_or = frame.shape
```

This way, you will obtain information about image size, where `height_or` is the height of the initial image in pixels, and `width_or` is the width of the initial image. Then correct distortions in the initial image, and get its parameters:

```
if height_or==240 and width_or==320:
    frame=ccc.get_undistorted_image(frame,ccc.CLEVER_FISHEYE_CAM_320)
elif height_or==480 and width_or==640:
    frame=ccc.get_undistorted_image(frame,ccc.CLEVER_FISHEYE_CAM_640)
else:
    frame=ccc.get_undistorted_image(frame,input("Input your path to the .yaml file: "))
```

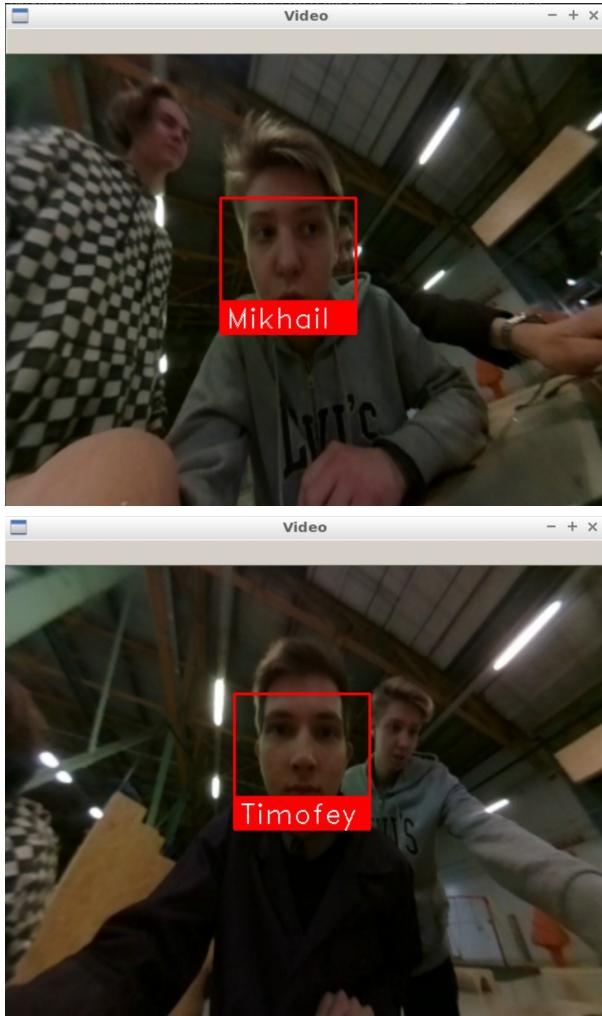
```
height_unz, width_unz, depth_unz = frame.shape
```

**In this case, we pass argument `ccc.CLEVER_FISHEYE_CAM_640`, since the resolution of the image in this example, is  $640 \times 480$ ; you can also use `ccc.CLEVER_FISHEYE_CAM_320` for resolution  $320 \times 240$ , otherwise you will have to send the path to the `.yaml` calibration file as the second argument.**

Finally, return the image to its initial size:

```
frame=cv2.resize(frame,(0,0), fx=(width_or/width_unz), fy=(height_or/height_unz))
```

This was, you can significantly improve recognition accuracy since the image processed will not be so badly distorted.



# An Android transmitter

As early as in the frosty January 2018, all owners of Apple mobile devices got a nice Wi-Fi piloting app for iOS. And now, a year later, such an application is available for another operating system. The latest version may be downloaded [here](#).

## Introduction

In this article, I will tell you how to write your own or modify an existing transmitter for Android yourself. We will use the popular language *Kotlin*, and we will use *Android Studio* for an IDE. For those who never used it, I recommend reading the following [materials](#). The entire application code can be found [here](#). If you want to immediately get an app to further tuning, run the following command:

```
git clone https://github.com/Tennessium/android
```

However, to make you fully understand the application, I will tell you about each stage of the project, as if you were building it from scratch.

## Wrapper

Let's start with the simplest thing — the appearance of our application. At [GitHub](#), you can find *HTML*, *CSS* and *JavaScript* files, which make up the web page to be used for controlling the copter. To have this page displayed in our application, do the following:

1. Create folder **assets** in the main folder of the app named **app**
2. Add to it all files from [here](#)

If you reached this stage, you already have the web page you want, congratulations! Now we have to display it somehow in the app. To do this, in class *activity* in method **onCreate**, write the following code:

```
main_web.loadUrl("file:///android_asset/index.html")
```

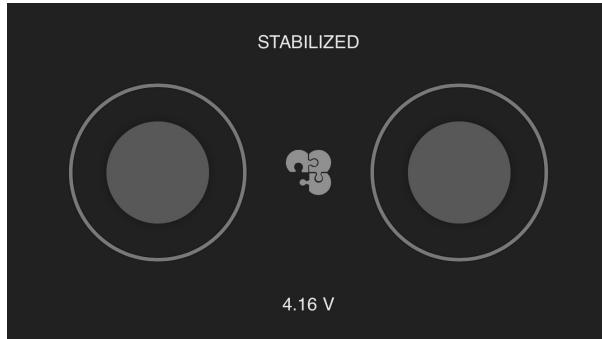
Where *main\_web* is the ID of your *WebView*, which is in the *xml* file of the *activity* selected by you.

Unfortunately, the quadcopter transmitter requires the entire screen of the device, while the interface elements of the system interfere with full-fledged use of the program. For this purpose, at the beginning of method **onCreate**, call the following function:

```
private fun fullScreenCall() {
    window.setFlags(WindowManager.LayoutParams.FLAG_FULLSCREEN, WindowManager.LayoutParams.FLAG_FULLSCREEN)
    if (Build.VERSION.SDK_INT < 19) {
        val v = this.window.decorView
        v.systemUiVisibility = View.GONE
    } else {
        //for higher API versions.
        val decorView = window.decorView
        val uiOptions = View.SYSTEM_UI_FLAG_HIDE_NAVIGATION or View.SYSTEM_UI_FLAG_IMMERSIVE_STICKY
        decorView.systemUiVisibility = uiOptions
    }
}
```

This feature allows getting rid of the system interface elements. Let's go ahead.

This is how the transmitter looks at this stage:



If you run your application, you will see that the sticks are not functioning. This is due to the fact that *JavaScript* is disabled in our page. To enable it, write the following code:

```
main_web.settings.apply {
    domStorageEnabled = true
    javaScriptEnabled = true
    loadWithOverviewMode = true
    useWideViewPort = true
    setSupportZoom(false)
}
```

This piece of code allows the page to use *JavaScript* and at the same time prepares for the next stage - **logics**.

## Receiving data from the web page

To let your phone receive data from the *HTML page*, create a class for interacting with the web interface

```
class WebAppInterface(c: Context) {
    @JavascriptInterface
    public fun postMessage(message: String) {
        val data = JSONObject(message)
        send("255.255.255.255", 35602, pack(
            data.getInt("x").toShort(),
            data.getInt("y").toShort(),
            data.getInt("z").toShort(),
            data.getInt("r").toShort()))
    }
}
```

This class will receive messages from the web page sent by the *postMessage* where argument *message* is the message from the page.

Now we have to link classes **WebAppInterface** and **MainActivity**. For this you have to add just one line to method **onCreate**:

```
main_web.addJavascriptInterface(WebAppInterface(this), "appInterface")
```

## Sending data to the copter

**Important!** For working in Internet in the *Android* platform, add the following line to tag *manifest* in file **AndroidManifest.xml**:

```
<uses-permission android:name="android.permission.INTERNET"/>
```

It will grant your application access to the Internet, and the ability to send data via **Wi-Fi**. And you will now learn how to do that. Let's go ahead.

You have probably noticed function `send` in class **WebAppInterface**. It is this function that sends data to the copter. Let's declare it **outside classes**:

```
fun send(host: String, port: Int, data: ByteArray, senderPort: Int = 0): Boolean {
    var ret = false
    var socket: DatagramSocket? = null
    try {
        socket = DatagramSocket(senderPort)
        val address = InetAddress.getByName(host)
        val packet = DatagramPacket(data, data.size, address, port)
        socket.send(packet)
        ret = true
    } catch (e: Exception) {
        e.printStackTrace()
    } finally {
        socket?.close()
    }
    return ret
}
```

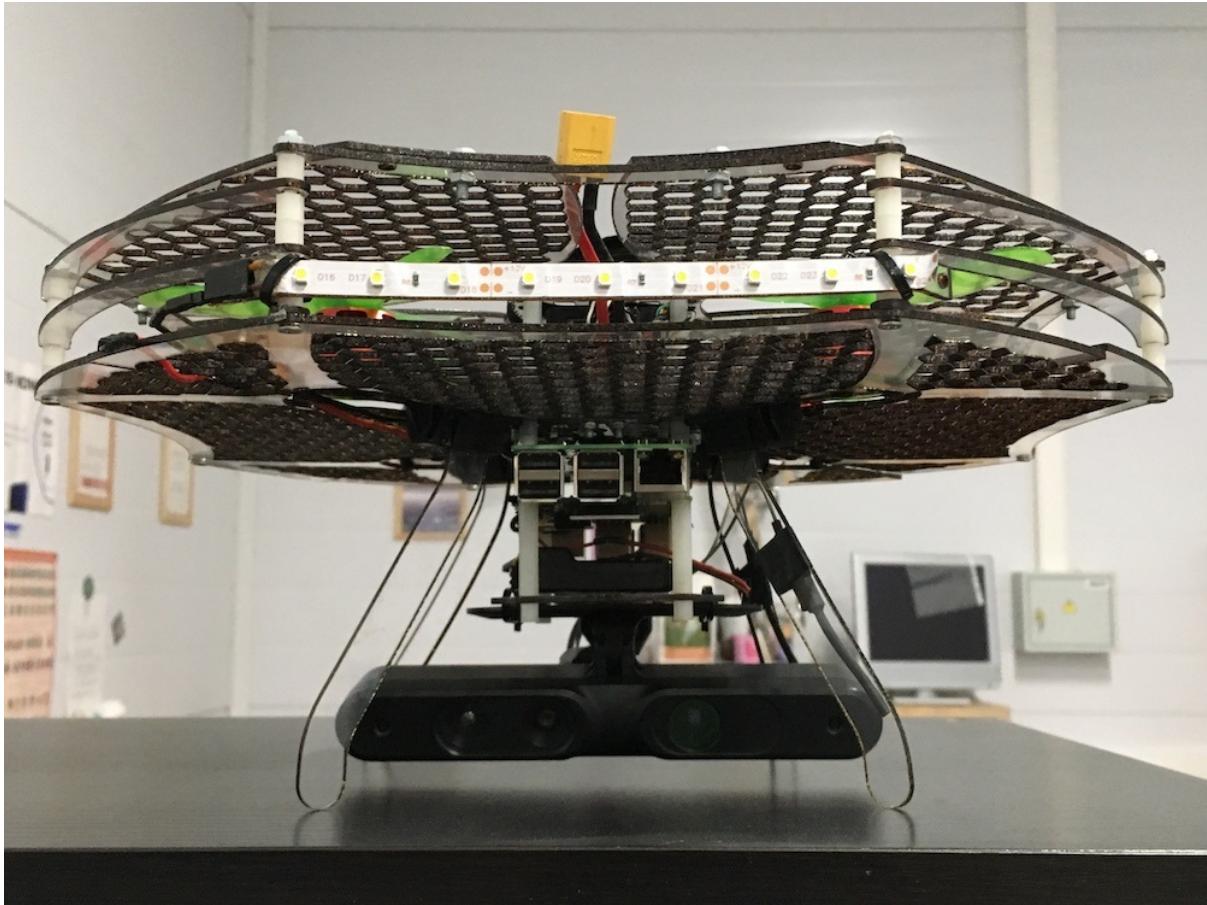
This function sends data via the *user datagram protocol* to the copter. The program sends **bytes**, so it would be a good idea to declare the function for creating an array of **bytes** from four variables:

```
fun pack(x: Short, y: Short, z: Short, r: Short): ByteArray {
    val pump_on_buf: ByteBuffer = ByteBuffer.allocate(8)
    pump_on_buf.putShort(r)
    pump_on_buf.putShort(z)
    pump_on_buf.putShort(y)
    pump_on_buf.putShort(x)
    return pump_on_buf.array().reversedArray()
}
```

## Summary

Now your app has the full functionality of its analog for **iOS**. You can customize it as you wish. For any questions about the app, contact us in Telegram @Tenessinum.

## 3D-scanning drone



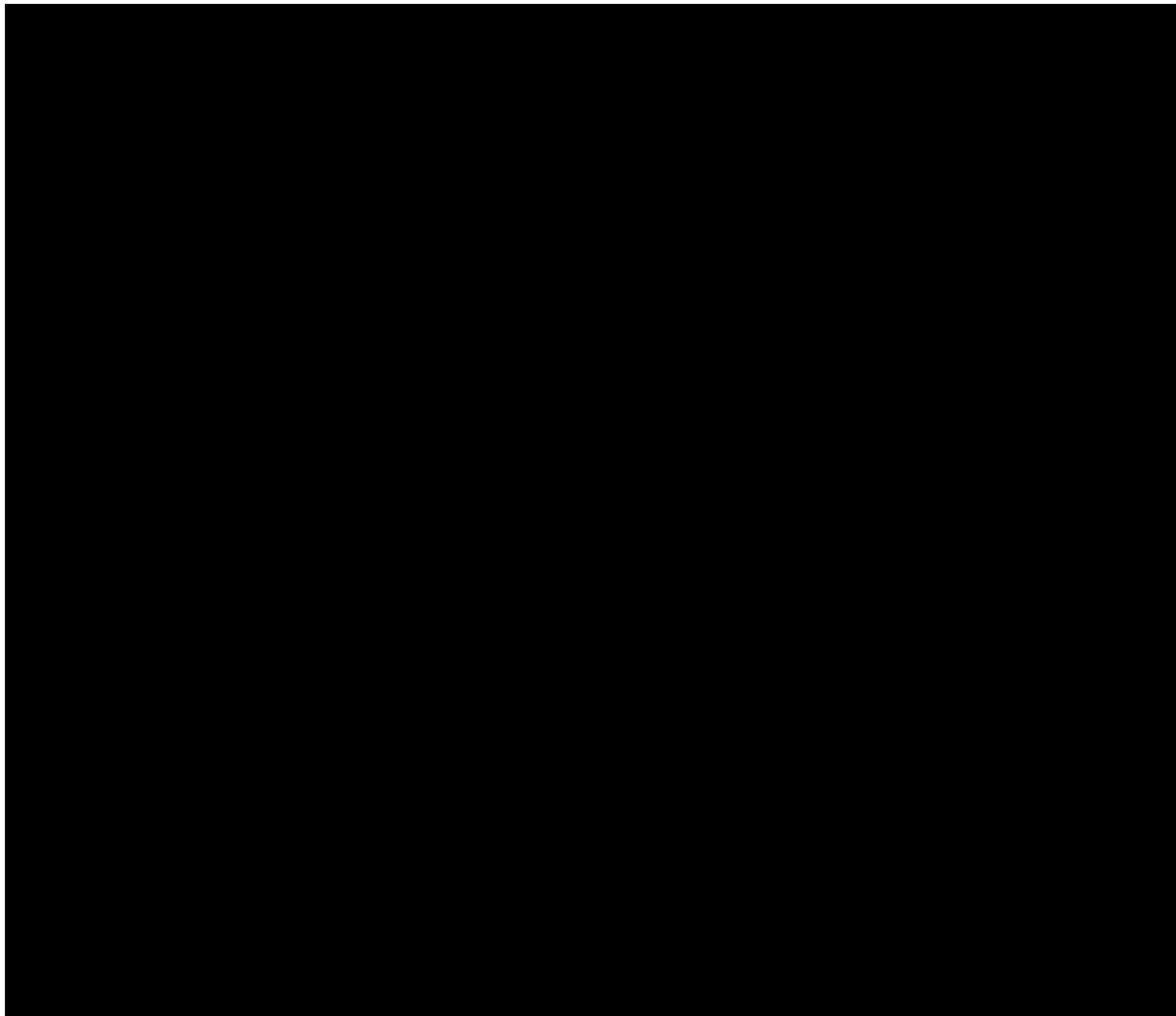
The project was created in collaboration with Texel inc. that develops 3D-scanners for scanning people.

Our fellows from Texel provided a module consisting of a Raspberry Pi and a PrimeSense 3D-sensor.

We provided a Clover 3 drone that's capable of autonomous flight and wrote a flight program.

To make it all work we conducted many tests, made changes in the drone's design and tuned the drone properly.

## Video



## Team

The project was made by:

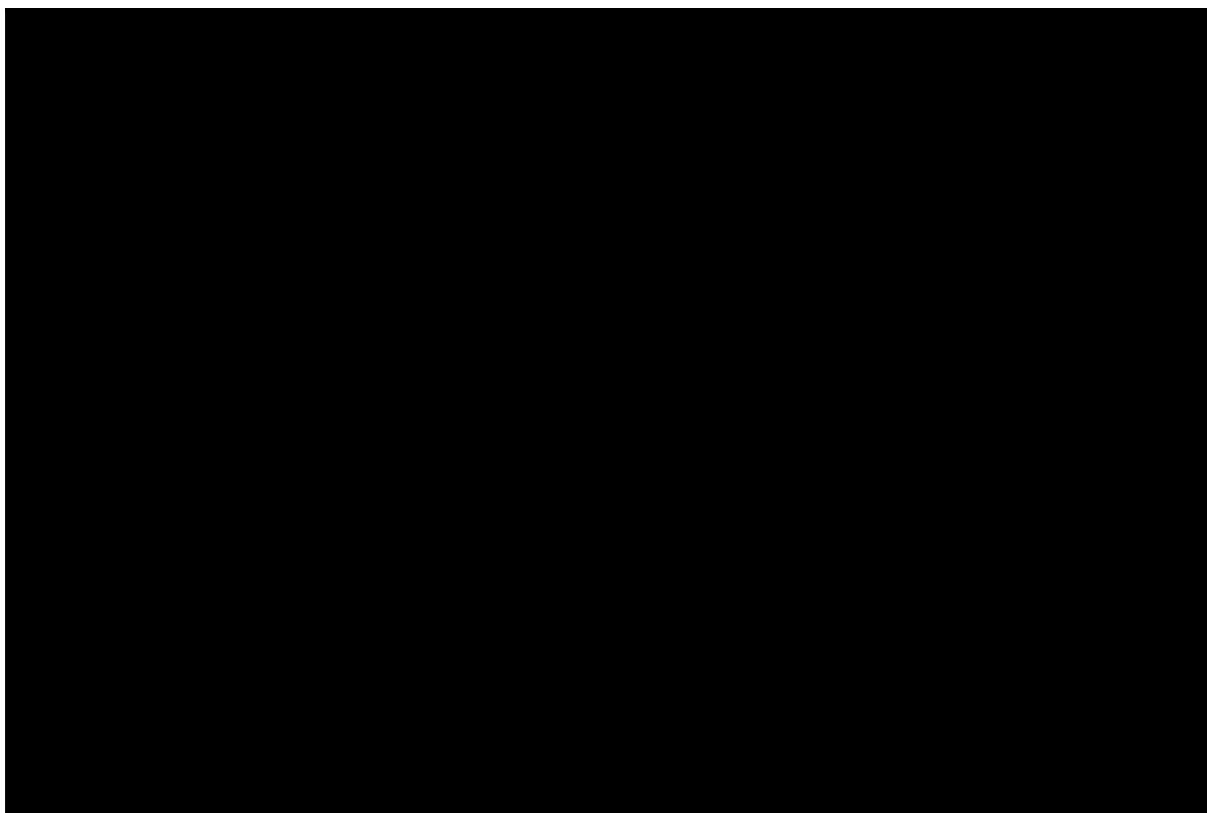
- Timofei Kondratiev [Copter Express] - drone assembly, writing and debugging the program, conducting tests;
- Anton Maltsev [Copter Express] - modeling of the protection of the propellers;
- Andrei Poskonin [Texel] - modifying the Texel's software to work on Raspberry Pi.

# Human Pose Estimation drone control

## Introduction

Human pose estimation is one of the computer vision applications in order to estimate all the joints and the different poses of the human body through a special camera and a special hardware or process the images from a regular camera by machine learning and deep learning techniques. This project is about controlling the drone through the poses of a person in front of regular camera without needing to an external hardware or hard build dependencies on your computer.

## Demo





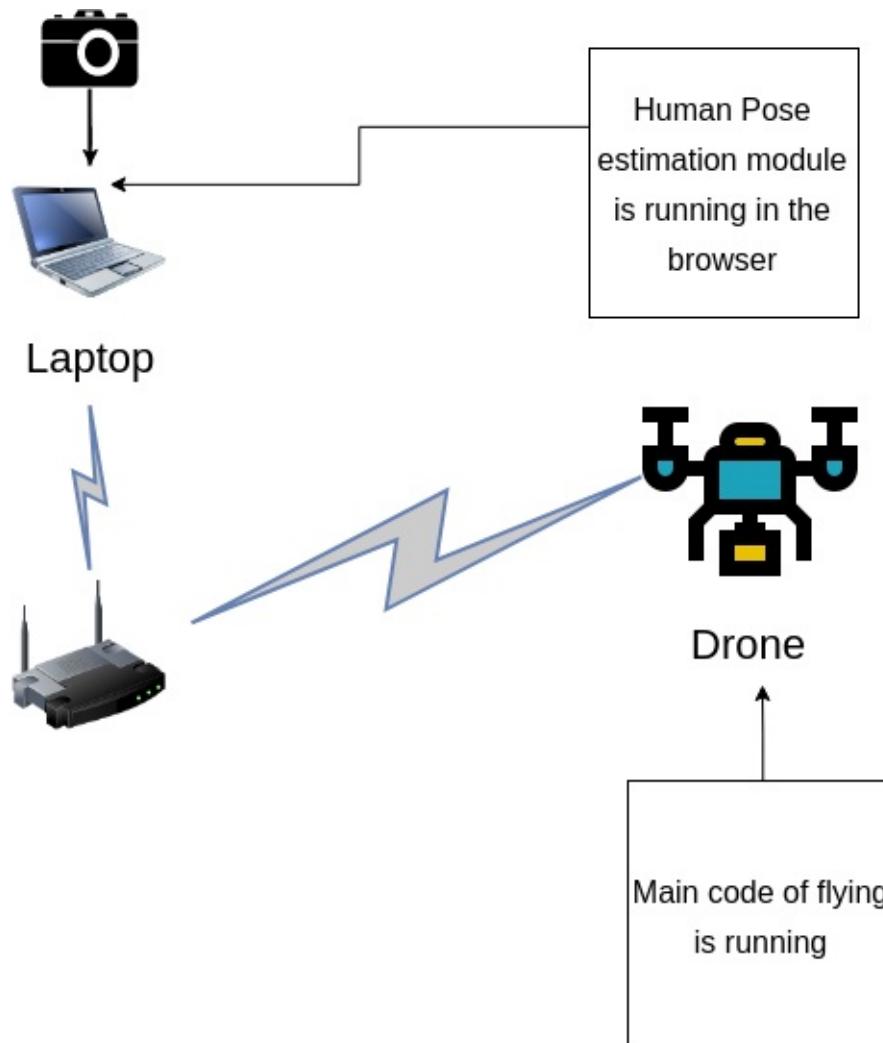
In the demo video, we were using Ubuntu 18.04 and clever4 drone.

## Development

We used posenet from tensorflow.js as our human pose estimation module because it is easier to use, build, fast and compatible with different environments(Hardware and OS). You can find the work of posenet for this project [here](#). Websockets were used as communication protocol between the browser and a running server on the drone.

## Architecture

The image below is a visualization of our architecture for the project.



This figure is made from [here](#)

## Dependencies

Before you test it you need to install on your laptop:

- Install Nodejs from [here](#). For [Ubuntu installation](#)
- Install Yarn package manager from [here](#). [Usual problem](#) while installing and using yarn with Ubuntu.
- Have an experience in manual control on the drone in case of any weird behavior happen.
- Worked before with COEX drones, if this is your first time to work with COEX drones check [this](#).

and you are ready to build and use the required codes.

## Setup & installation

### In your main laptop

**(It has been tested until now only on Ubuntu 18.04)**

- Clone the repo of posenet in your computer or download it if you are using Windows without GitHub

```
git clone https://github.com/hany606/tfjs-posenet.git
```

- Do the steps of running and setup as it is described in the README [here](#)

## In the Raspberry Pi of the drone (Main controller)

- Access the Raspberry Pi
- [Switch to Client mode](#) and ensure that the network has internet connection.

Notice: I have already made a bash script based on that tutorial, it is in COEX-Internship19/helpers/ called .to\_client.bash To run it:

```
chmod +x .to_client.bash  
./.to_client <NAME_OF_NETWORK> <PASSWORD>
```

- Install the tornado library to make a WebSocket server

```
sudo pip install tornado
```

- Clone the main repo on the Raspberry Pi of the drone

```
git clone https://github.com/hany606/COEX-Internship19.git
```

- Go to the project directory

```
cd COEX-Internship19/projects/Human_pose_estimation_drone_control/
```

- Run the server to test that everything is correct and run the posenet, you should see a lot of data is printed in the terminal (if you are running the human pose estimation code on your main computer, just refresh the page in the browser after running the below command in Raspberry Pi)

```
python websocket_server_test.py
```

- Close the server using Ctrl+C
- To run the main file

```
python main_drone.py
```

## How to use it

- Run the server first from the Raspberry Pi from the correct directory

```
python main_drone.py
```

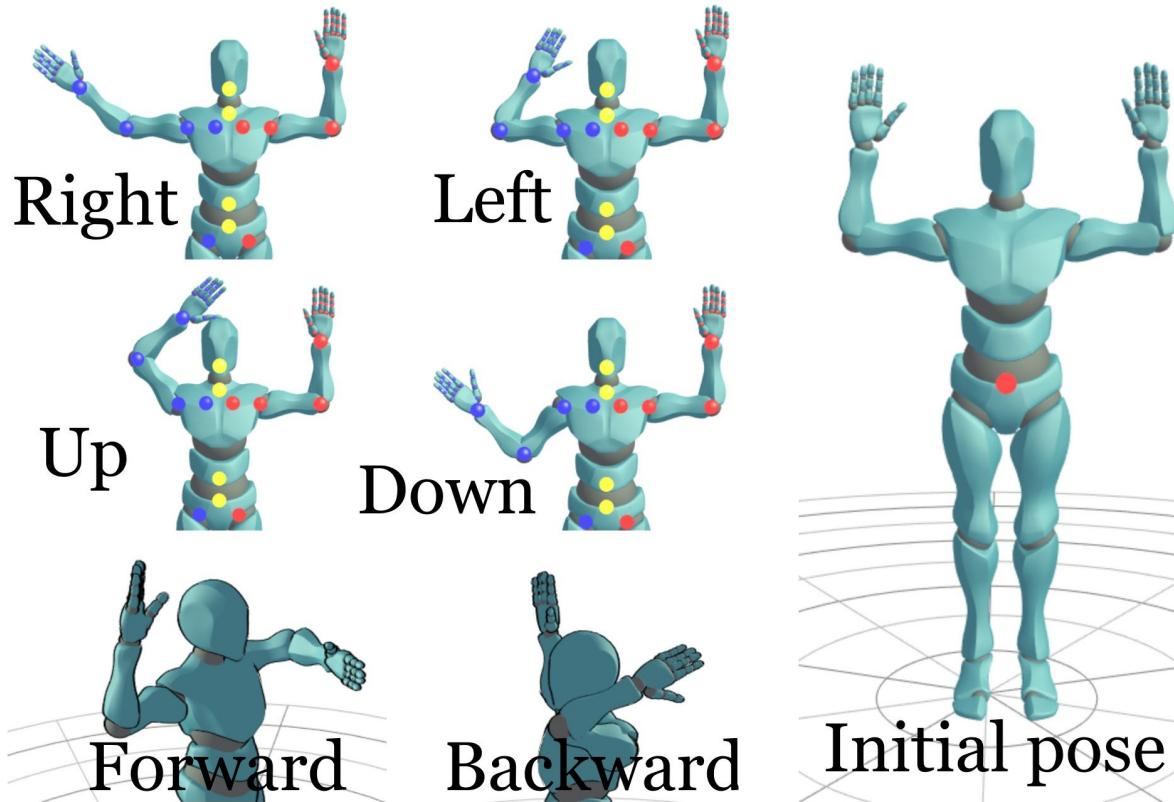
- Run Human pose estimation module on your laptop with WebSocket by

```
yarn websocket
```

Or refresh the page if you already run it.

- You should see the instructions on the screen of the terminal of the Raspberry Pi right now.
- Firstly, you should be visible for the camera and it is better to have a clear background without many details.
- Secondly, you should do initial pose as it is described in the images below.
- You can perform any pose and try to keep it until your drone finish doing this move that is corresponding to the pose.
- After you do the pose return to the initial pose in order to give the drone the command to listen to another pose.
- If you want to stop the program, land the drone and don't return to the initial pose and press Ctrl+C to stop the drone.

## Poses



Animation is created by [this](#)

## Notes

- Websockets are used to communicate between the page on the browser that runs posenet and the drone.
- As the model of posenet is already pre-trained and using tensorflow.js. So, it is quite fast and can run on different computers without any problems thanks to yarn, parcel and tensorflow.js, and we have configured the code of posenet to the minimal configuration to not require a lot of computation power.
- This project has been built in 1 week of working, it took a lot of time trying to make openpose and google colab working but unfortunately I had many errors and one I decided to move to posenet everything was pretty easy.
- If you have any comments about the codes to try to improve it, I will be happy if you can contact me through telegram: @hany606 or email: h.hamed.elanwar@gmail.com or do pull requests.
- If you have implemented any of the applications below, or do some improvements, we will be very happy for that.

## Future application

- [Drone wars](#): Control the drone during the drones battle using human poses. It requires high speed interaction and more precise control.
- Control a drone that draw graffiti using human poses and draw in real-time.
- Playing with balls like ping pong game with the drones. It may require 3D Human Pose estimation Algorithms.
- Control two drones by your arms and do some task together.

## Acknowledgments

- This project was part of an internship in COEX in July 2019. if you found any bugs or problems, you can contact me through telegram: @hany606 or email: h.hamed.elanwar@gmail.com.
- The above applications were thought by me and my internship supervisor Timofey.

## References

- [Human pose estimation guide](#)
- [Clover drones tutorials](#)
- [Posenet GitHub repo](#)
- [Posenet medium article](#)
- [Tensorflow.js demos](#)
- [Posenet overview](#)

## Robocross-2019

On July, 2019, for the fourth time in a row, the team Copter Express won the annual tests of unmanned vehicles "Robocross". Tests are held at the GAZ test site near Nizhny Novgorod.

The main objective of the tests in the UAV category was to localize and destroy the target - the red balloon - autonomously.

### Video



## Implementation

The team used an F450 frame based quadcopter and [Clover software platform](#). The final source code is available [on GitHub](#).

`robocross2019` ROS package is divided into two parts: `red_dead_detection` ROS nodelet recognizes the red ball, `ball.py` implements high-level flight logic.

### red\_dead\_detection

The `red_dead_detection` nodelet recognizes the red ball on the image from the forward looking quadcopter camera (`/front_camera/image_raw` and `/front_camera/camera_info` topics). The simplest method of filtering the image by color is applied. Then the nodelet calculates the geometric center of the detected segments, and performs camera distortion compensation (`cv::undistortPoints`).

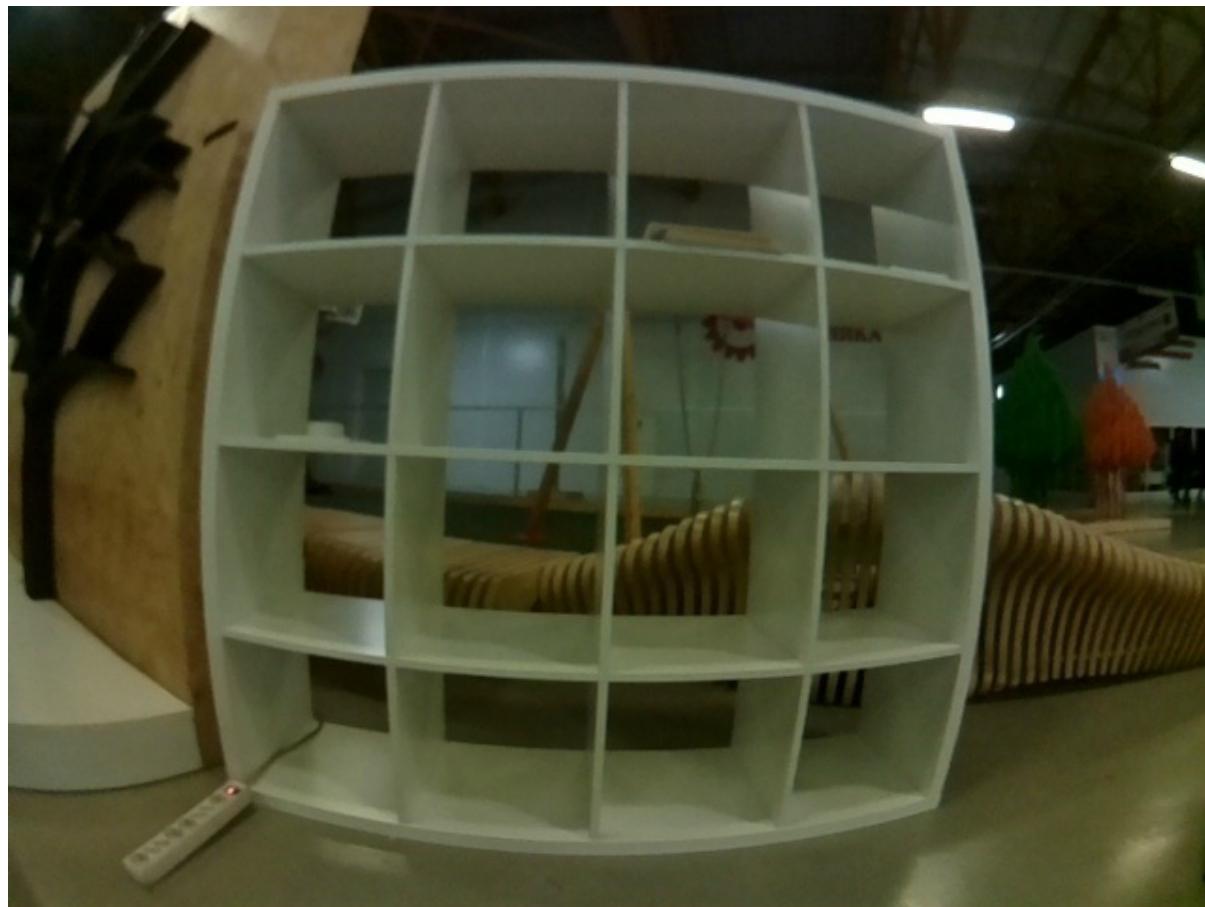
Using the known focal lengths of the camera (from `camera_info`), the nodelet calculates the vector directed towards the target. The resulting vector is published to the topic `/red_dead_detection/direction`; its coordinate system (`frame_id` is associated with the front camera `front_camera_optical`).

### balloon.py

To fly towards the ball, the direction vector `red_dead_detection/direction` is used, which is set as a setpoint for the velocity of the drone. The yaw angle is also set towards the ball. The target is considered destroyed when the total area of red pixels is less than the threshold for a certain amount of camera frames.

## Camera calibration

Computer vision is becoming more and more widespread. Often, computer vision algorithms are not precise and obtain distorted images from the camera, which is especially true for fisheye cameras.



The image is "rounded" closer to the edge.

Any computer vision algorithm will perceive the picture incorrectly. To remove such distortion, the camera that receives the image is to be calibrated in accordance with its own peculiarities.

## Script installation

First, you have to install the necessary libraries:

```
pip install numpy  
pip install opencv-python  
pip install glob  
pip install pyyaml  
pip install urllib.request
```

Then download the script from the repository:

```
git clone https://github.com/tinderad/clever_cam_calibration.git
```

Go to the downloaded folder and install the script:

```
cd clever_cam_calibration  
sudo python setup.py build  
sudo python setup.py install
```

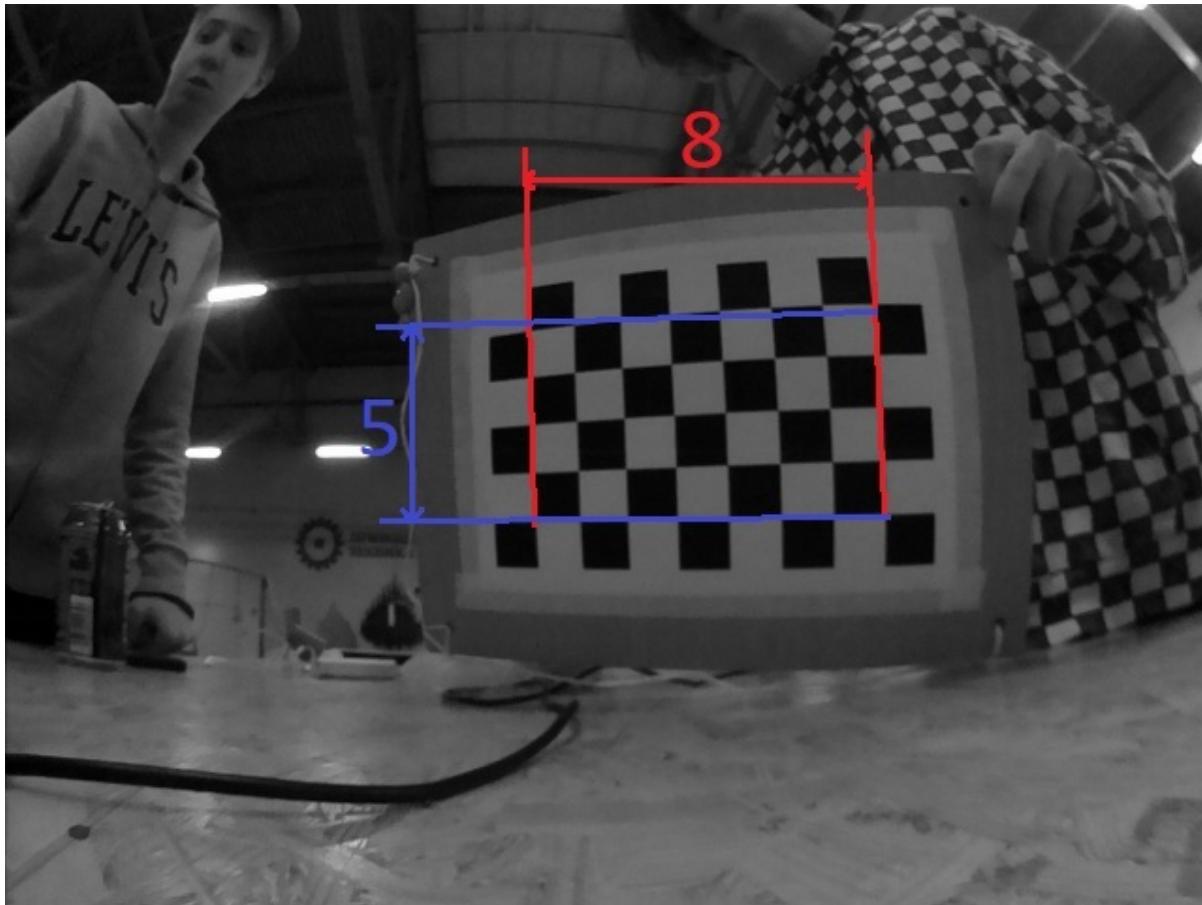
If you are using Windows, download the archive from the [repository](#), unzip it and install:

```
cd path\to\archive\clever_cam_calibration\  
python setup.py build  
python setup.py install
```

path\to\archive – path to unpacked archive.

## Preparing for calibration

You will have to prepare a calibration target. It looks like a chessboard. The file is available for downloading [here](#). Glue a printed target to any solid surface. Count the number of intersections on the board lengthwise and widthwise, measure the size of a cell (mm).



Turn on Clover and connect to its Wi-Fi.

Navigate to 192.168.11.1:8080 and check whether the computer receives images from the image\_raw topic.

## Calibration

Run script **calibrate\_cam**:

**Windows:**

```
>path\to\python\Scripts\calibrate_cam.exe
```

path\to\Python – path to the Python folder

**Linux:**

```
>calibrate_cam
```

Specify board parameters:

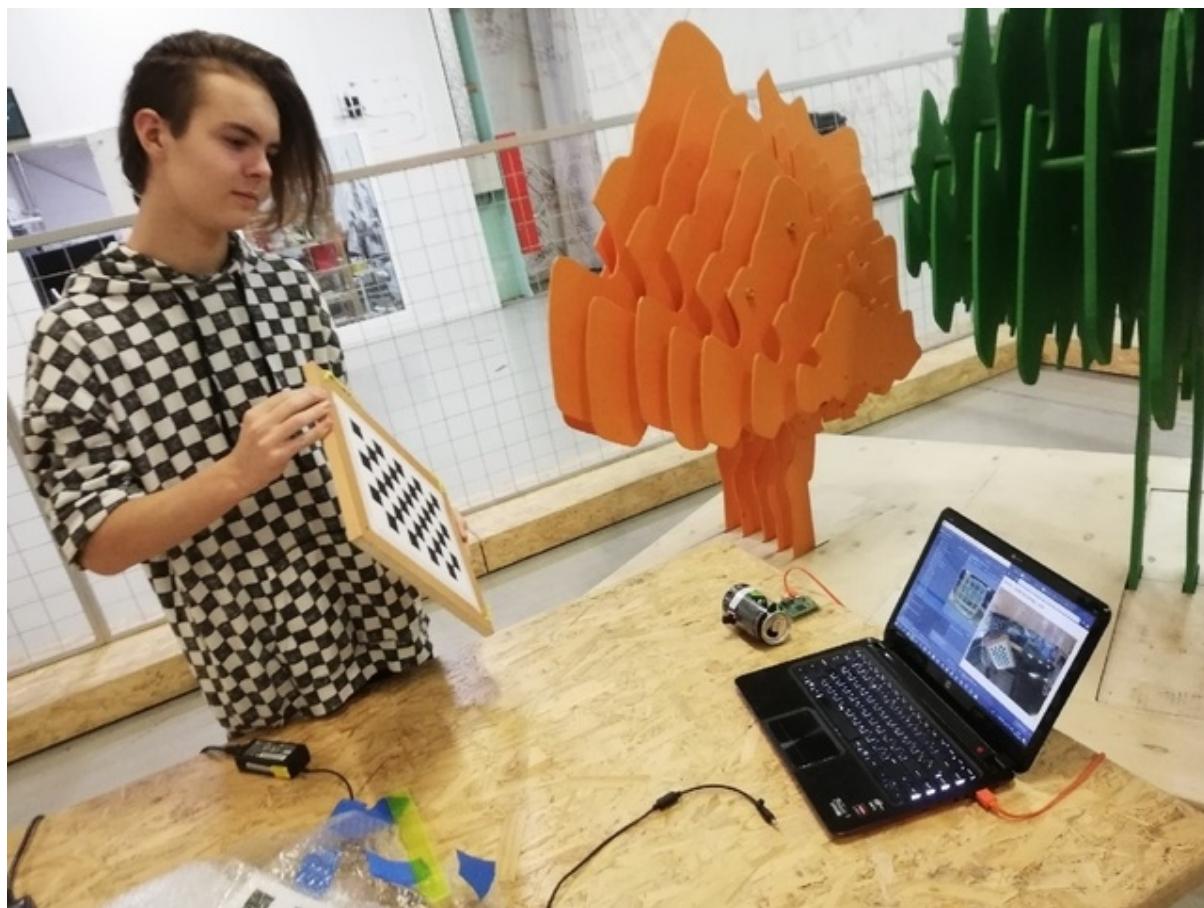
```
>calibrate_cam
Chessboard width: # Intersections widthwise
Chessboard height: # Intersections heightwise
Square size: # Length of cell edge (mm)
Saving mode (YES - on): # Save mode
```

Save mode: if enabled, all received pictures will be saved in the current folder.

The script will start running:

```
Calibration started!
Commands:
help, catch (key: Enter), delete, restart, stop, finish
```

To calibrate the camera, make at least 25 photos of the chessboard at various angles.



To make a photo, enter command **catch**.

```
>catch
```

The program will inform you about the calibration status.

```
...
Chessboard not found, now 0 (25 required)
> # Enter
---
Image added, now 1 (25 required)
```

Instead of entering command each time, you can just press **Enter** (enter a blank line).

After you have made a sufficient number of images, enter command **finish**.

```
...
>finish
Calibration successful!
```

## Calibration by the existing images

If you already have images, you can calibrate the camera by them with the help of script **calibrate\_cam\_ex**.

```
>calibrate_cam_ex
```

Specify target characteristics and the path to the folder with images:

```
>calibrate_cam_ex
Chessboard width: # Intersections widthwise
Chessboard height: # Intersections heightwise
Square size: # Length of cell edge (mm)
Path: # Path to the folder with images
```

Apart from that, this script works similarly to **calibrate\_cam**.

The program will process all received pictures, and create file **camera\_info.yaml** in the current folder. Using this file, you can equalize distortions in the images obtained from this camera.

If you change the resolution of the received image, you will have to re-calibrate the camera.

## Correcting distortions

Function **get\_undistorted\_image(cv2\_image, camera\_info)** is responsible for obtaining a corrected image:

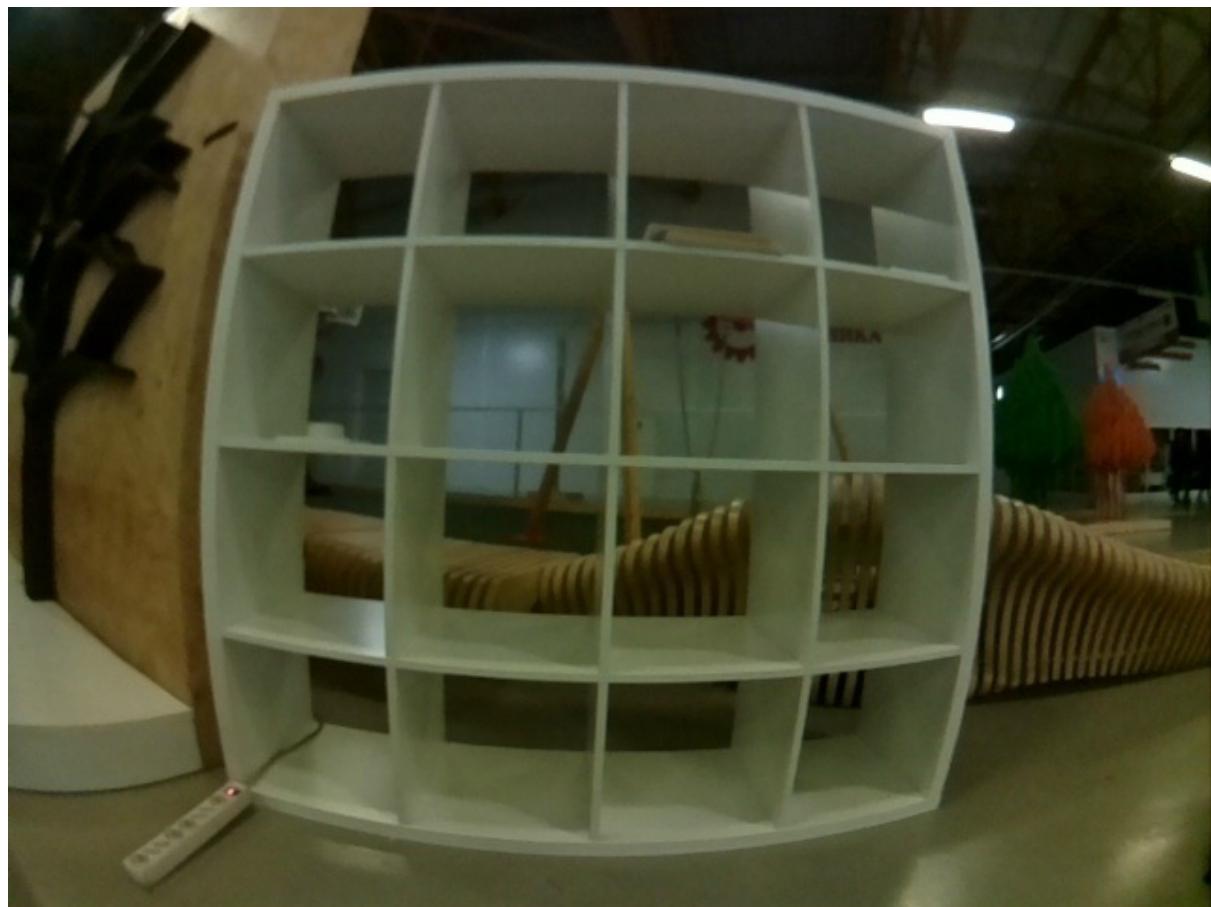
- **cv2\_image**: An image encoded into a cv2 array.
- **camera\_info**: The path to the calibration file. ↗

The function returns a cv2 array, into which the corrected image is coded.

If you are using a fisheye camera provided with Clover, for processing images with resolution 320x240 or 640x480, you can use the existing calibration settings. To do this, pass parameters or **clever\_cam\_calibration.clevercamcalib.CLEVER\_FISHEYE\_CAM\_640** as argument **camera\_info**, respectively.

## Examples of operation

Source images:





Corrected images:



## An example of usage

**Processing image stream from the camera.**

This program receives images from the camera on Clover and displays them on the screen in corrected for, using the existing calibration file.

```
import clevercamcalib.clevercamcalib as ccc
import cv2
import urllib.request
import numpy as np
while True:
    req = urllib.request.urlopen('http://192.168.11.1:8080/snapshot?topic=/main_camera/image_raw')
    arr = np.asarray(bytarray(req.read()), dtype=np.uint8)
    image = cv2.imdecode(arr, -1)
    undistorted_img = ccc.get_undistorted_image(image, ccc.CLEVER_FISHEYE_CAM_640)
    cv2.imshow("undistort", undistorted_img)
    cv2.waitKey(33)
cv2.destroyAllWindows()
```

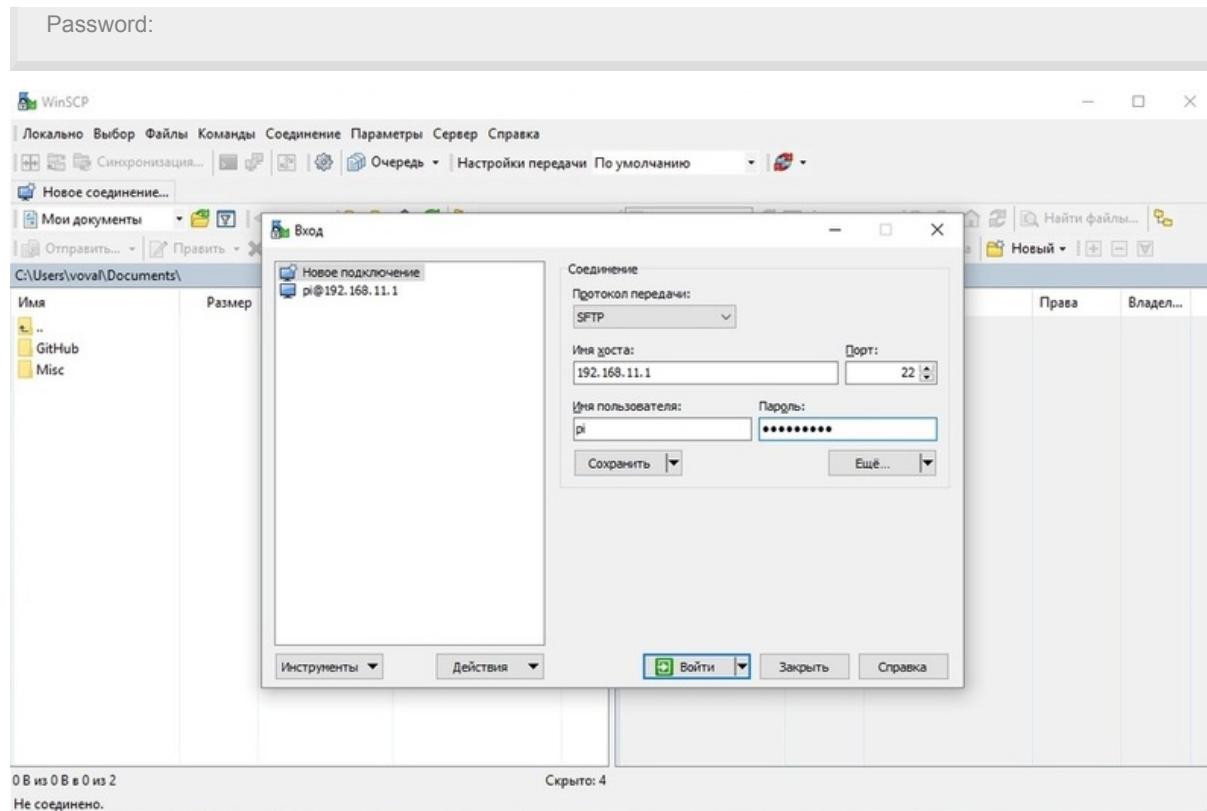
## The usage for ArUco

To apply the calibration parameters to the ArUco navigation system, move the calibration .yaml file to Raspberry Pi of Clover, and initialize it.

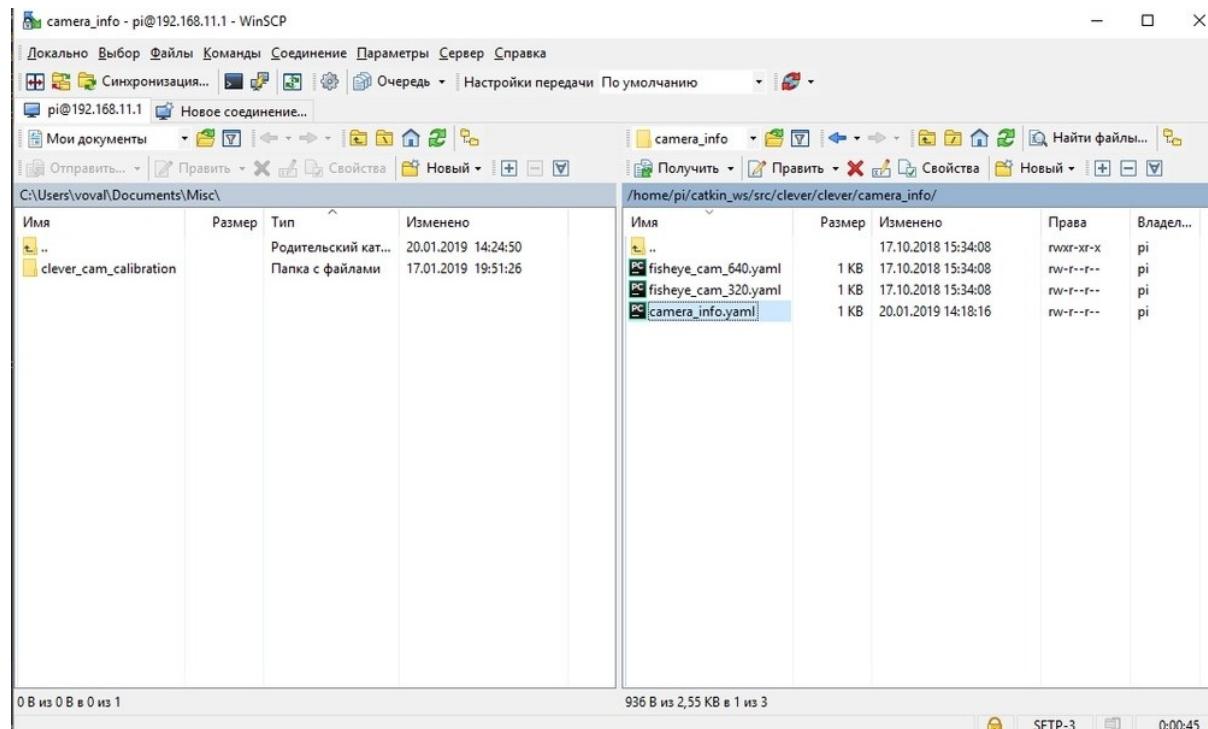
Don't forget to connect to Wi-Fi of Clover.

The SFTP protocol is used for transferring the file. This example, WinSCP program is used.

Connect to Raspberry Pi via SFTP:

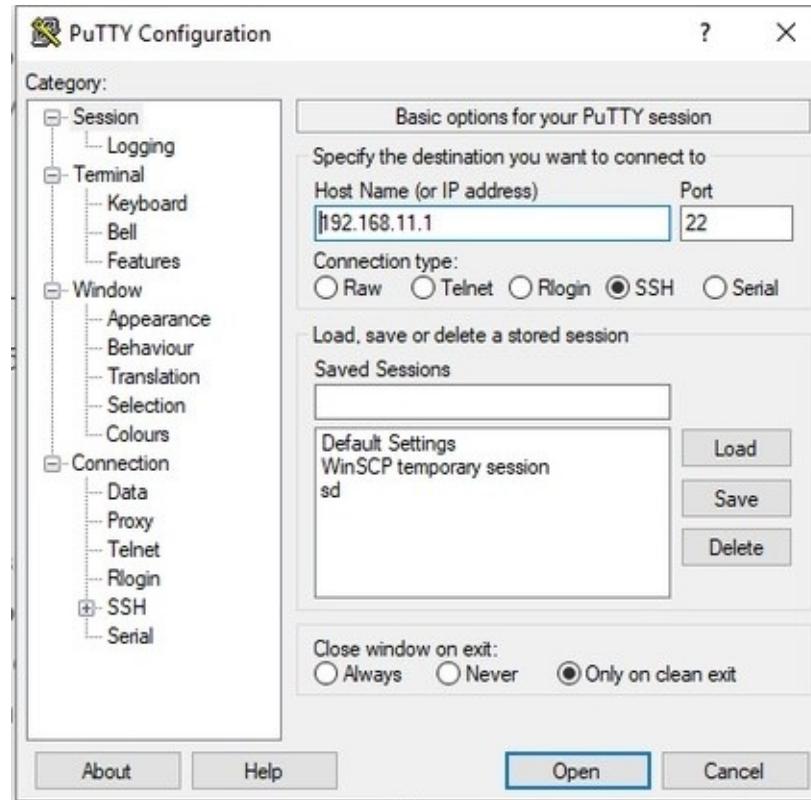


Press “Enter”. Go to `/home/pi/catkin_ws/src/clever/clever/camera_info/`, and copy the calibration .yaml file to this folder:

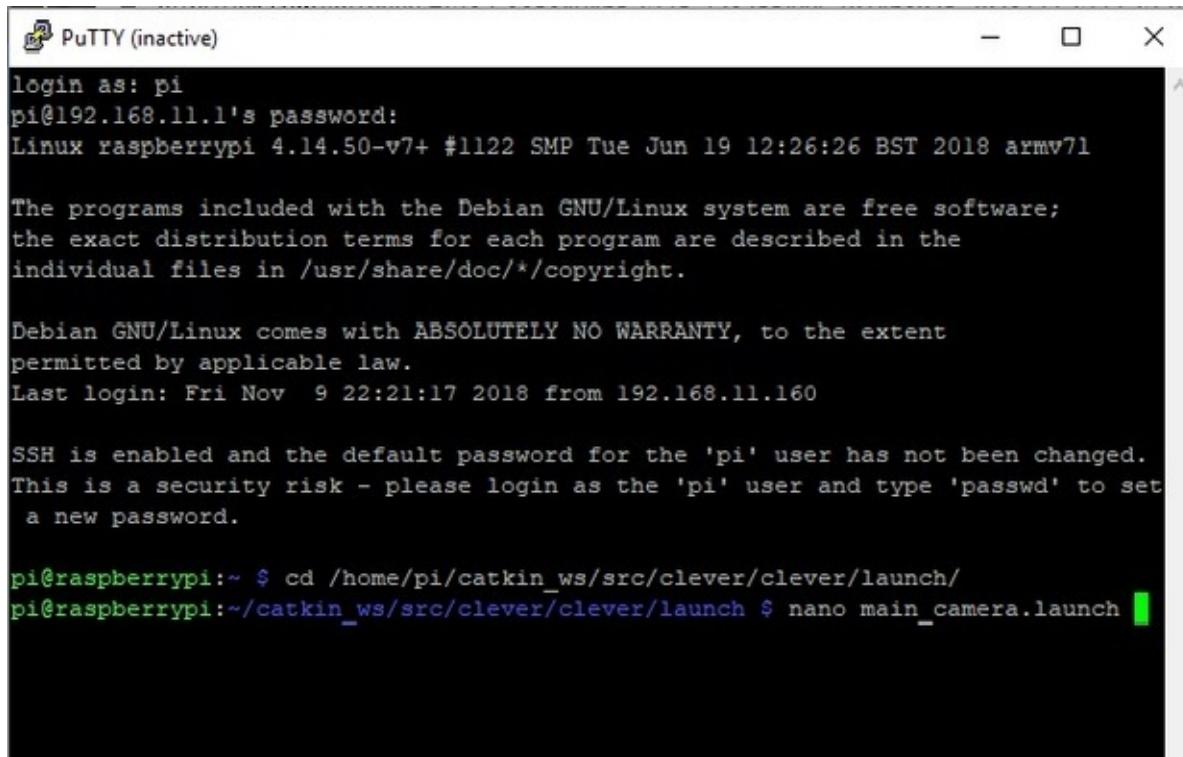


Now we have to select this file in ArUco configuration. Connection via SSH is used for this purpose. This example, PuTTY program is used.

Connect to Raspberry Pi via SSH:



Log in with username ***pi*** and password ***raspberry***, go to directory **/home/pi/catkin\_ws/src/clever/clever/launch** and start editing configuration ***main\_camera.launch***:



```
PuTTY (inactive)
login as: pi
pi@192.168.11.1's password:
Linux raspberrypi 4.14.50-v7+ #1122 SMP Tue Jun 19 12:26:26 BST 2018 armv7l

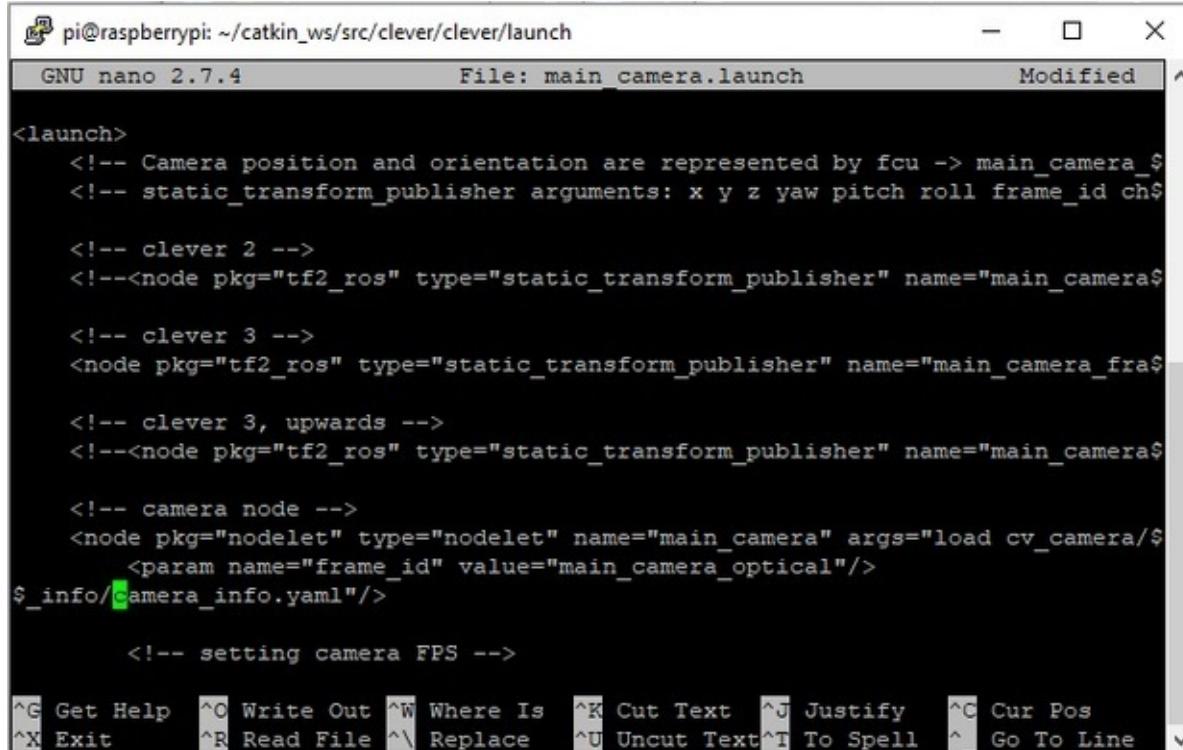
The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Fri Nov  9 22:21:17 2018 from 192.168.11.160

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set
a new password.

pi@raspberrypi:~ $ cd /home/pi/catkin_ws/src/clever/clever/launch/
pi@raspberrypi:~/catkin_ws/src/clever/clever/launch $ nano main_camera.launch
```

In line ***camera node***, change parameter ***camera\_info*** to ***camera\_info.yaml***:



```
pi@raspberrypi: ~/catkin_ws/src/clever/clever/launch
GNU nano 2.7.4          File: main_camera.launch          Modified

<launch>
  <!-- Camera position and orientation are represented by fcu -> main_camera_$
  <!-- static_transform_publisher arguments: x y z yaw pitch roll frame_id ch$

  <!-- clever 2 -->
  <!--<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera$

  <!-- clever 3 -->
  <node pkg="tf2_ros" type="static_transform_publisher" name="main_camera_fra$

  <!-- clever 3, upwards -->
  <!--<node pkg="tf2_ros" type="static_transform_publisher" name="main_camera$

  <!-- camera node -->
  <node pkg="nodelet" type="nodelet" name="main_camera" args="load cv_camera/$
    <param name="frame_id" value="main_camera_optical"/>
$ _info/camera_info.yaml">

  <!-- setting camera FPS -->

^G Get Help ^O Write Out ^W Where Is ^K Cut Text ^J Justify ^C Cur Pos
^X Exit      ^R Read File ^\ Replace   ^U Uncut Text ^T To Spell ^_ Go To Line
```

Don't forget to change camera resolution.

# Recognition of crop types in mass agricultural production

## Introduction

Modern agriculture in many countries is becoming one of the shining examples of the rapid and successful introduction of new technologies. Unmanned aerial vehicles are capable of performing a wide range of tasks, among which monitoring of agricultural land has now become a common tool for increasing the efficiency of agriculture. The goal of my project is to write a code for recognizing crop types in mass agricultural production. In the future, from the recognition results, you can design a map of sown areas.

## Monitoring

In agriculture, monitoring is necessary to obtain information on the state of land and crops. Based on the monitoring results, farmers or specialists can understand whether crops are sprouting normally, whether there is a threat from weeds and/or insects - pests, what is the degree of moisture in individual areas or entire areas, etc.

## Explanation of the code

Import libraries:

```
import rospy
import cv2
from sensor_msgs.msg import Image
from cv_bridge import CvBridge
import numpy as np
```

Create some variables:

```
rospy.init_node('computer_vision_sample')

bridge = CvBridge()

color = 'undefined'
shape = 'undefined'
culture = ""
```

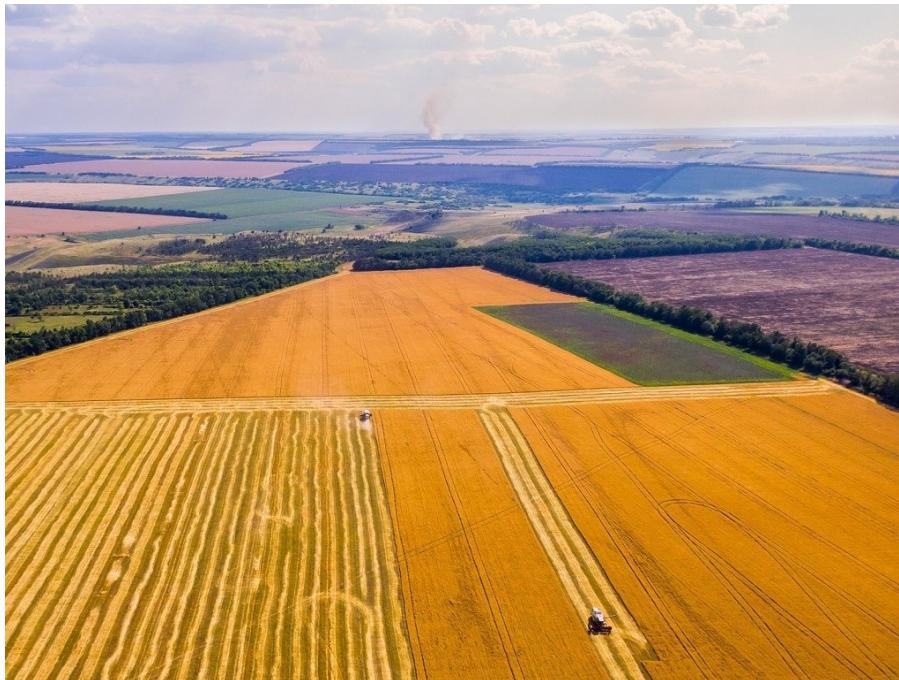
To implement computer vision algorithms, it is recommended to use the OpenCV library preinstalled on the Clover image. Create a subscriber for the topic with the image from the main camera for processing using OpenCV:

```
def image_colback_color(data):
    global color, shape

    cv_image = bridge.imgmsg_to_cv2(data, 'bgr8') # OpenCV image
    img_hsv = cv2.cvtColor(cv_image, cv2.COLOR_BGR2HSV) #[118:119,158:159]

    #detected color
    #print(img_hsv[0][0])
```

Each culture has its unique shade (wheat is golden, buckwheat is light brown).



We describe color ranges for certain crops:

```
#wheat
yellow_orange_low = (38, 110, 150)
yellow_orange_high= (52, 110, 150)

#buckwheat
brown_low = (23, 50, 50)
brown_high= (37, 50, 50)

yellow_orange_mask = cv2.inRange(img_hsv, yellow_orange_low, yellow_orange_high)
brown_mask = cv2.inRange(img_hsv, brown_low, brown_high)

if yellow_orange_mask[119][159] == 255:
    shape = shape_recog(yellow_orange_mask)

elif brown_mask[119][159] == 255:
```

```

shape = shape_recog(brown_mask)

else:
    shape = 'undefined'
    color = 'undefined'

if shape == 'brown':
    culture = "greshiha"
if shape == 'yellow_orange':
    culture = "pshenitsa"

image_sub = rospy.Subscriber('main_camera/image_raw', Image, image_colback_color)

```

The script will take up to 100% CPU capacity. To slow down the script artificially, you can use throttling of frames from the camera, for example, at 5 Hz (`main_camera.launch`):

```
<node pkg="topic_tools" name="cam_throttle" type="throttle" args="messages main_camera/image_raw 5.0 main_camera/image_raw_throttled"/>
```

The topic for the subscriber, in this case, should be changed for `main_camera/image_raw_throttled`.

```

print (culture)
while not rospy.is_shutdown():
    print("color: {}".format(color))
    print("shape: {}".format(shape))
    rospy.sleep(0.2)

```

This program will recognize the culture by its shade. We can use more color ranges to improve the accuracy of the recognition so the drone can recognize more crops.

Examples of color ranges for other colors:

```

red_low1 = (0, 110, 150)
red_high1 = (7, 255, 255)

red_low2 = (172, 110, 150)
red_high2 = (180, 255, 255)

red_orange_low = (8, 110, 150)
red_orange_high = (22, 110, 150)

orange_low = (23, 110, 150)
orange_high = (37, 110, 150)

yellow_orange_low = (38, 110, 150)
yellow_orange_high = (52, 110, 150)

yellow_low = (53, 150, 150)
yellow_high = (67, 255, 255)

yellow_green_low = (68, 150, 150)
yellow_green_high = (82, 255, 255)

green_low = (83, 150, 150)
green_high = (97, 255, 255)

blue_green_low = (98, 150, 150)
blue_green_high = (113, 255, 255)

blue_low = (114, 150, 150)
blue_high = (127, 255, 255)

blue_violet_low = (128, 150, 150)
blue_violet_high = (142, 255, 255)

```

```
violet_low = (143, 150, 150)
violet_high = (157, 255, 255)

red_violet_low = (158, 150, 150)
red_violet_high = (171, 255, 255)
```

Note that there are two ranges for red because red is at the edges of the HSV color space.

# Drones to fight Corona

CopterHack-2021

team: **Drones to fight Corona**

## Team

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## Introduction

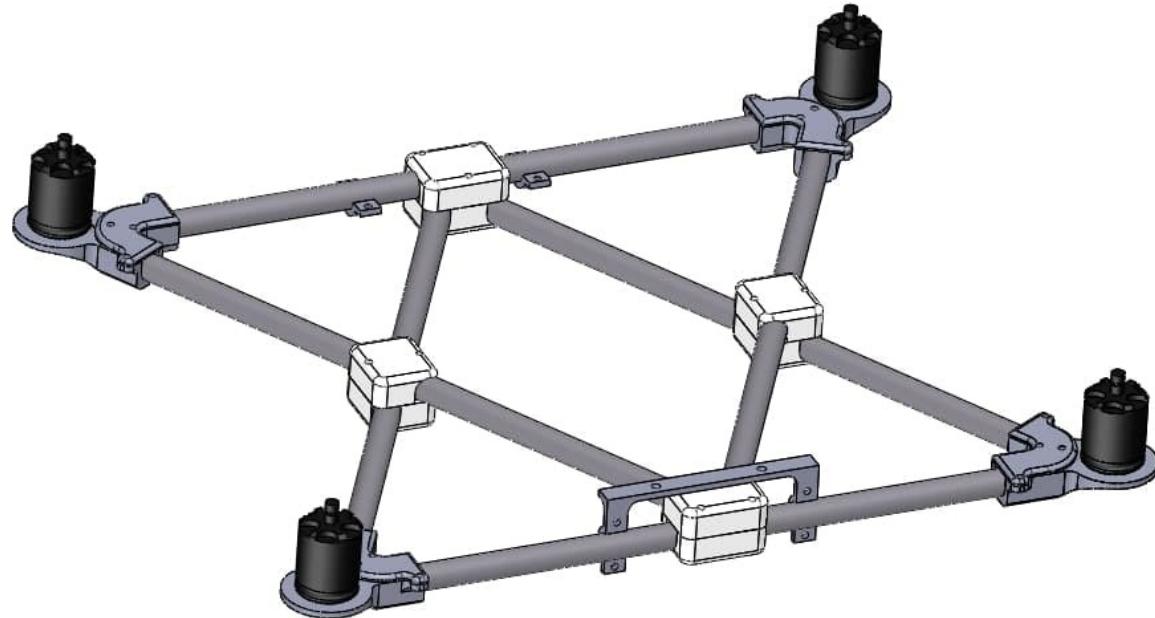
The world faces the worst pandemic of XXI century, which affects lives and well-being of millions of citizens. To slow down the spread of the disease and give the healthcare system to react, people are obliged to wear masks, however, people sometimes ignore those rules, which puts lives of others under the threat.

There are laws in place to enforce mask wearing, but there is just not enough cops to monitor the situation in every mall, bus station etc and fine the law-breakers. We want to contribute to the solution of this problem, but instead of punishing people, we want to provide them with mask with our super-friendly and cute drone.

## Custom airframe

Since we do not have the Clover drone, we will use an airframe built and designed by us. Our system is designed to be platform-independent, so it can be installed on almost everything, even VTOL aircrafts.

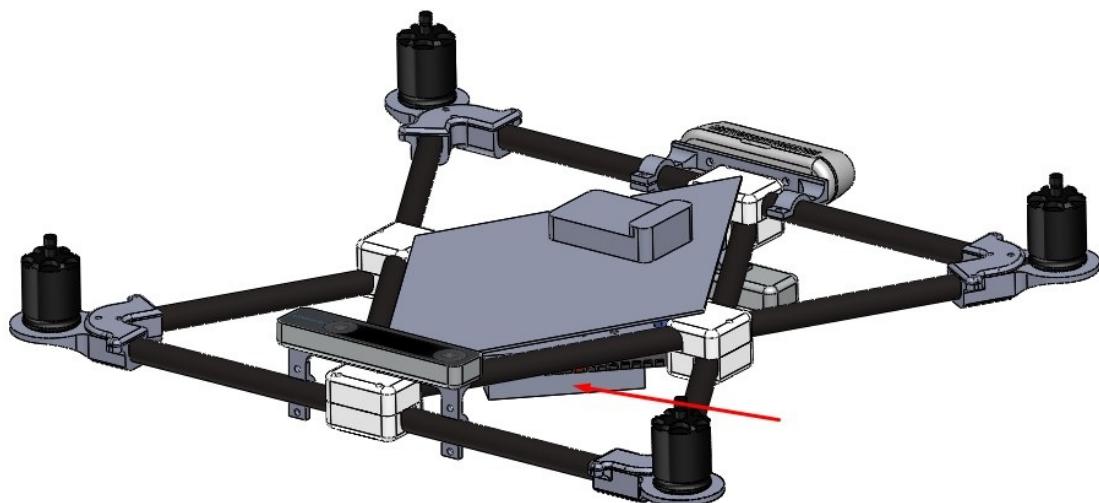
The main idea is to use truss structure, because it works well against twisting and warping, besides, it can be assembled out of carbon tubes relatively easily.



The main advantage of such a system is that it distributes the impact between beams and effectively dissipates it. Engine mounts, however, are not impact-proof because they are specifically designed to break but save much more expensive and not-readily-available engines. This is why mounts are quickly-replaceable (only 3 screws) and made of cheap PLA plastic.

The space inside the central rhombus is occupied by the on-board equipment: batteries, PX4 flight controller, Jetson Xavier NX / AGX, power electronics, sensory equipment.

As it is shown on this picture, computers can be mounted on the bottom and completely protected by legs and the truss structure from any collision damage. Jetson AGX is marked with arrow. Almost invisible, isn't it?



All sensory equipment, like cameras, rangefinder, etc can be easily mounted on the beams with special bracket connectors. This type of connection provides flexibility because you can fine-tune camera angle or position before tightening screws and fixing it firmly in place, which is especially relevant for tracker-cameras.

We used one T-265 camera for visual odometry and one D-435 depth camera for both video input for neural net and for map-building (collision avoidance). T-265 suffers from "odometry drift" especially when engines are beat-up, which eventually happens after a number of crashes, so we have incorporated dampers to solve this problem.



Finally, the drone with all equipment installed looks like this



## Software

Thus far we discussed things which are specific to our custom airframe. Things we are going to discuss next are applicable for Clover drone as well. Our software is containerized so it can be launched on every platform that supports Docker, be it Windows machine, Linux machine, Jetson or Raspberry Pi.

We have split our drone software into two modules:

- Pipeline, which manages communication with ROS.
- Neural net module, which talks with the pipeline via sockets.

The reason for this is simple - ROS supports only Python 2, and I do not feel like I'm building ROS with Python 3 because it is a bit troublesome. Our neural net, on the other hand, uses Pytorch which is Python 3 only, so the only way to run them both is to use inter-process communication of some sort.

Apart from compatibility issue, such an arrangement allows us to run inference module anywhere we want, e.g. on more powerful desktop PC or even somewhere in the cloud (google collab? Why not!).

This means that we can make our drone lighter by excluding heavy on-board computer and replacing it with something light like Raspberry Pi. Pipeline image is made as lightweight as possible, so it should be runnable even on really weak computers.

More detailed instructions on how to build and run our software are available in our [Gitlab repo](#).

## Neural net <sup>1</sup>

We use 3rd version of YoLo neural network, pretrained on custom dataset for 50 epochs.

It runs 10-15 FPS on Jetson NX, which is enough for our task

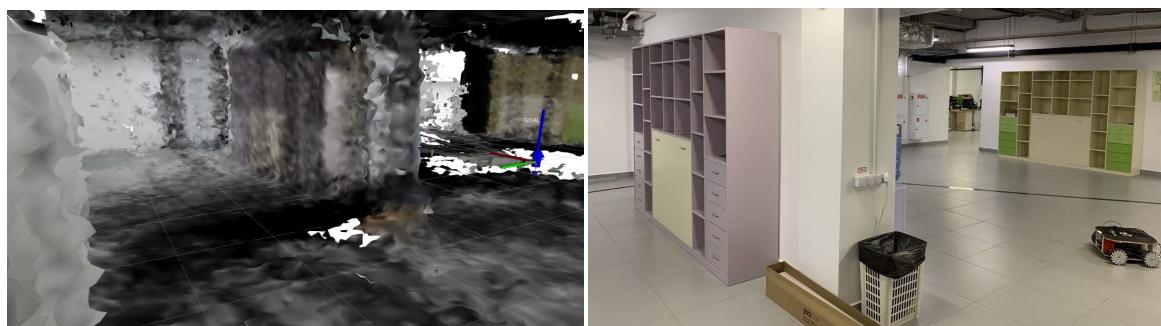
## Exploration and collision avoidance

To make our drone useful and to operate it safely, we should somehow make the drone aware of its current position and surrounding objects. There are two ways we can solve this problem

- Use pre-built map as a ground truth and then calculate the position with e.g. Particle Filter
- Build map on-the-fly, while avoiding collisions and moving towards the goal

The second approach is more robust, because it does not rely on any external map, which can be erroneous or just missing and hence we opted for it.

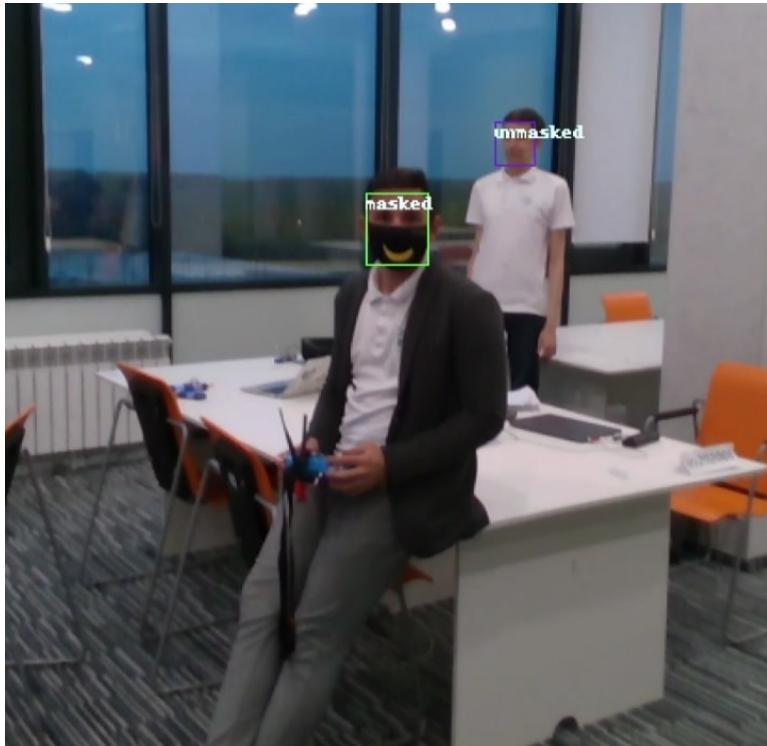
We use a path planner, described in <sup>2</sup>. In this paper Receding Horizon Next-Best-View Planner is presented, which uses Rapidly-exploring Random trees to navigate and explore the environment. It yields the following results, here is the occupancy map and the corresponding tunnel as it is seen by human being:



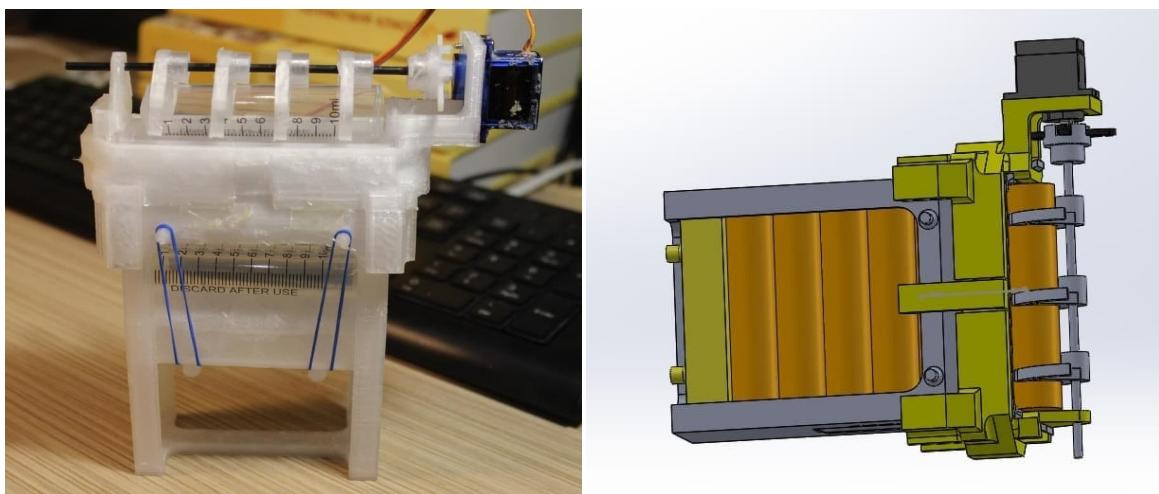
The algorithm is lightweight, so even the small computer like Latte Panda can run it with high enough frequency, and since it is CPU-bound, it will not compete for resources with the neural net, which is almost entirely GPU-bound.

## Mask release

Detecting people without masks is cool, no doubt.



But we want not only to detect them but to give him a mask as well, so, we have built this system that can give a mask to person.



This device looks like a regular firearm mag, and functions exactly in the same way. Masks can be loaded into containers made out of 20ml syringe barrels.

This device needs further engineering because current iterations are too fragile and unreliable, probably the best solution will be to use linear actuator and push the "casing" out of the action, like in actual firearm.

## 3D models

All the 3D models used to build this cute drone can be found in our [gdrive](#).

## Final thoughts

We all hope that Corona crisis will soon be over, and when it will be finally over, our drones will be still useful. We can deliver some small objects, like cosmetics or shaving blades to the customers' door, the task that currently is done by a human courier. This service (with shaving blades), when a guy comes and brings a new set of shaving blades every week is very popular in US and UK, so why not try to automate it.

This is an MVP, so some improvements are to be done. For example, payload refill and battery swaps are done manually for now, but this task should be automated. Actually, some work is already done in this direction:



Drone lands on a landing platform with special hooks which will connect to four metallic contacts (highlighted) and charge the battery. In future we want to change battery, not just charge it, but the mechanism is very complex and requires making custom batteries and battery mounts, also, it constraints placement of cameras, payload and so on.

For the general-purpose delivery drone, the working principle and hardware will remain the same, but software (neural net detector) will need an update.

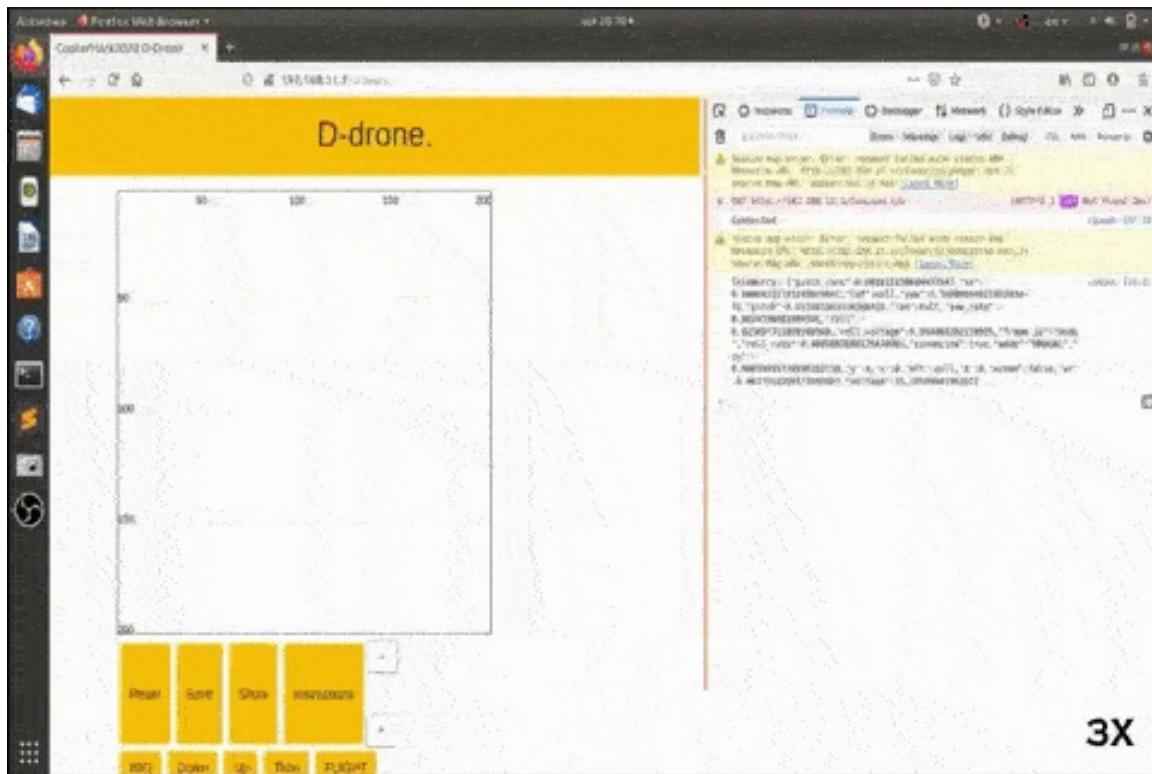
Stay safe folks!

## References

- <sup>1</sup>. Massagué Respell, Victor & Devitt, Dmitry & Fedorenko, Roman. (2020). Unmanned Aerial Vehicle Path Planning for Exploration Mapping. 1-6. 10.1109/NIR50484.2020.9290232. ↪
- <sup>2</sup>. Nisarg Pethani & Harshal Vora. (2020) <https://github.com/NisargPethani/Face-Mask-Detection-using-YOLO-v3> ↪

# D-drone Copter Hack 2021 by AT Makers

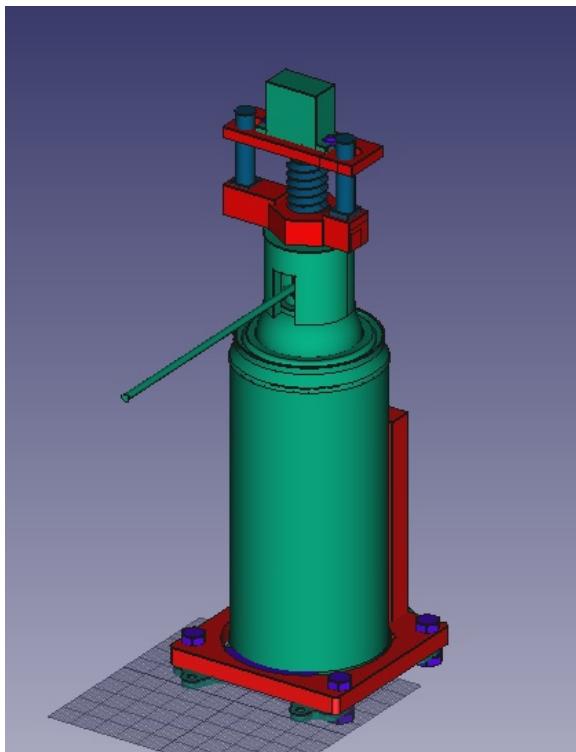
CopterHack-2021, team AT Makers.



## Intro

People strive to teach artificial intelligence everything they can do themselves. We are taught to draw from childhood. And why not teach the drone to draw? At the moment, copters and graffiti are gaining popularity. So we decided to combine them.

## Models and assembly



To complete the project you need to have in stock:

- spray paint
- clover 4 kit
- servo MG90S
- 3D printer
- spray can extension straw
- velcro
- 4 long screws and nuts M4 or M3

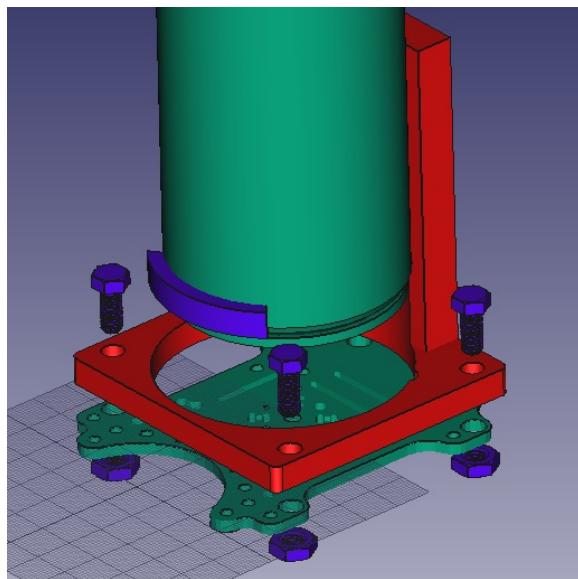
- 2-4 short self-tapping screws M4 or M3.

[Download](#) and 3D-print details:

- holder
- screw
- rack\_holder\_with\_nut
- rack x2
- servo\_holder.

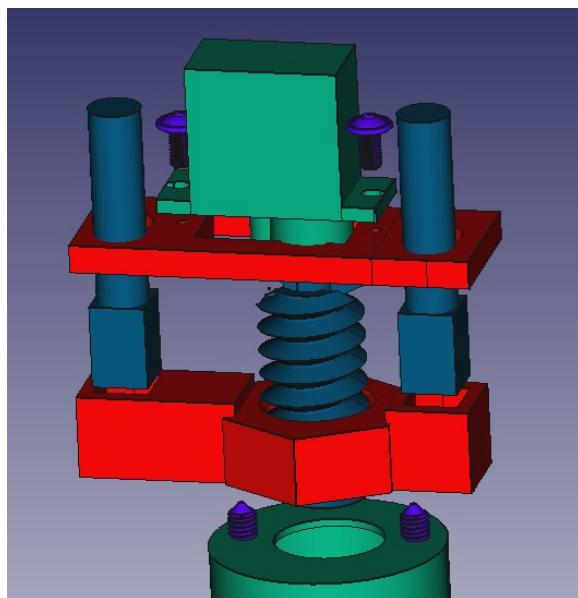
**Spray holder.** The spray holder is attached to the deck with 4 screws and nuts. To fasten the can to the holder, we used a tape with velcro. With 4 nuts and screws, we fix the drone's upper deck with spray holder.

Holder weight: 90g.



If the diameter of the can is less than the diameter of the holder, we use the part in the form of an arc, with the size of the difference between them. This helps us to fix the spray can firmly.

**Pressing mechanism.** To push the valve, we will use a screw drive with a fixed nut. A bar with holes will be attached to the servo, which will include the racks attached to the nut. This helps the servo to move only on one axis, up and down. We also modeled the cap for the spray can button, since the surface of the nozzle is uneven.





## Before launching

### Configuring the servo scripts

Before starting the copter, you need to download [servo.py](#) and move it to RPi. You can simply copy and paste using the clipboard. Or copy it using the scp command. For instance:

```
scp servo.py pi@192.168.11.1:/home/pi
```

Then run the following commands remotely on the Raspberry Pi:

```
sudo pigpiod  
python servo.py
```

### Configuring the Web interface

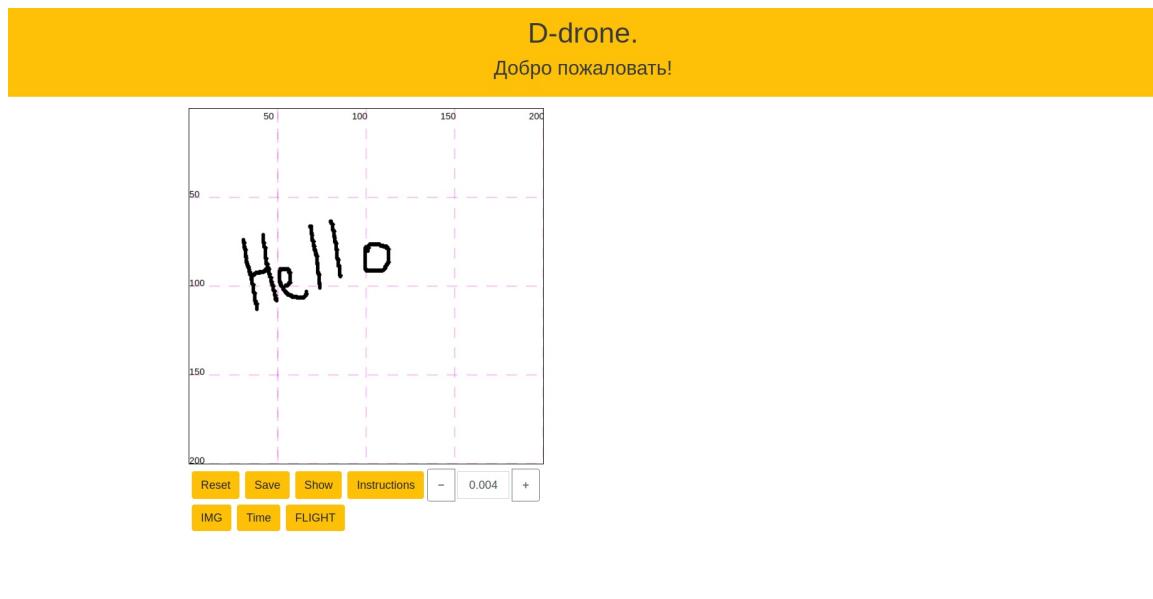
Download this [repository](#) in .zip format. Copy to RPi and unpack using the following commands:

```
scp visual_ddrone-master.zip pi@192.168.11.1:/home/pi  
cd catkin_ws/src/clover/clover/www  
unzip /home/pi/visual_ddrone-master.zip .  
mv visual_ddrone-master ddrone
```

Now to open the web interface, click on the link <http://192.168.11.1/clover/drone>.

## Web interface

Our drone is launched via [website](#). The web interface allows you to draw and encode what you draw in G-code. The coordinate data will be transmitted for further processing and execution by the copter.



We pick the web interface to control the copter because it is easier for the user.

Инструкция ×

Это сайт для отправки рисунка на коптер.  
Чтобы нарисовать что-то вы должны удерживать кнопку мышки и проводить по холсту, страясь не выходить за его рамки.

Функции кнопок:

- Кнопка "Reset" очищает холст.
- Кнопка "Show" показывает данные, которые будут отправляться компьютеру.
- Когда вы готовы запустить коптер, должны нажать кнопку "FLIGHT". Она запрашивает подтверждение, чтобы защитить от случайного нажатия.
- Кнопка "IMG" загрузит фото, которое вы хотите нарисовать.

Close

## Flights



## Special Thanks

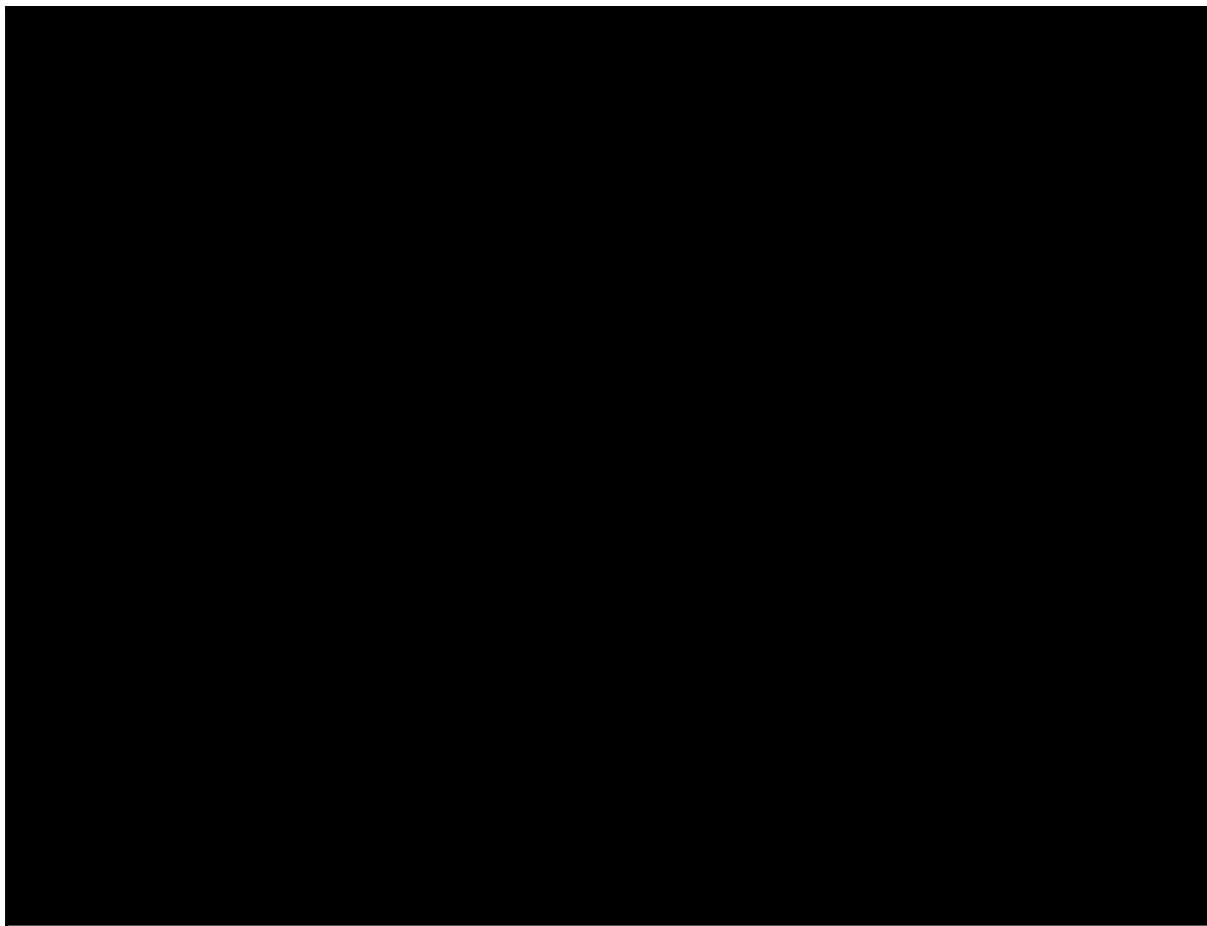
Project was created with financial support of International Ala-Too University.



ALA-TOO INTERNATIONAL  
UNIVERSITY

## 3D-printed Generative Design Frame

### ADDI Copterhack 2021 Project



#### Contact

[Website](#), [Mail](#), Telegram: @danielhonies.

#### Introduction

At the Aachen Drone Development Initiative we aim to develop a new frame for the clover drone by implementing the latest state of the art CAD-Design techniques as well as advanced manufacturing methods.

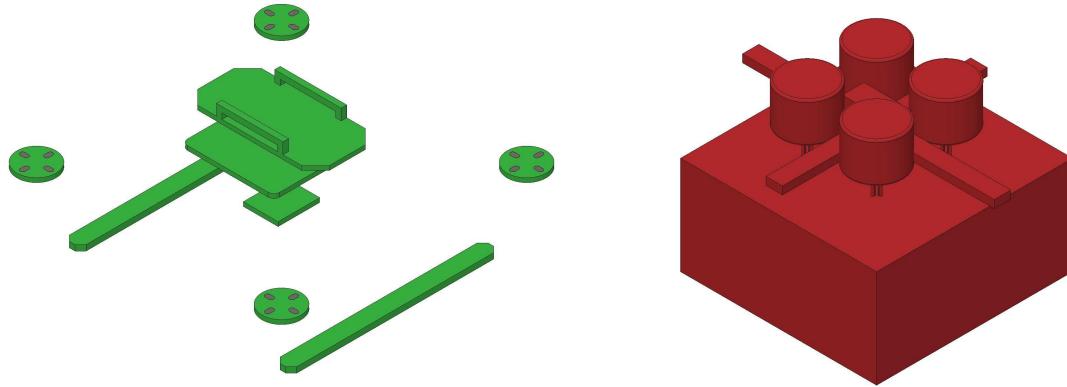
Three main goals have to be taken into consideration when designing a new frame:

- Decreasing the Weight
- Improving Durability
- Increasing Safety

For the first stage of the design we will focus on the first two points.

#### Software

For designing our drone we use Autodesk Fusion 360. It comes with a generative design feature. This makes it possible to create rule-driven designs. First the preserved geometry is defined. Usually this includes all kinds of mounts like motor mounts, flight controller mounts, RPi mount etc. Then obstacle geometry is defined. This for example includes space for the propellers and the airflow. After that forces are defined. Then Fusion 360 will automatically calculate optimal connections for the aforementioned preserved geometry.



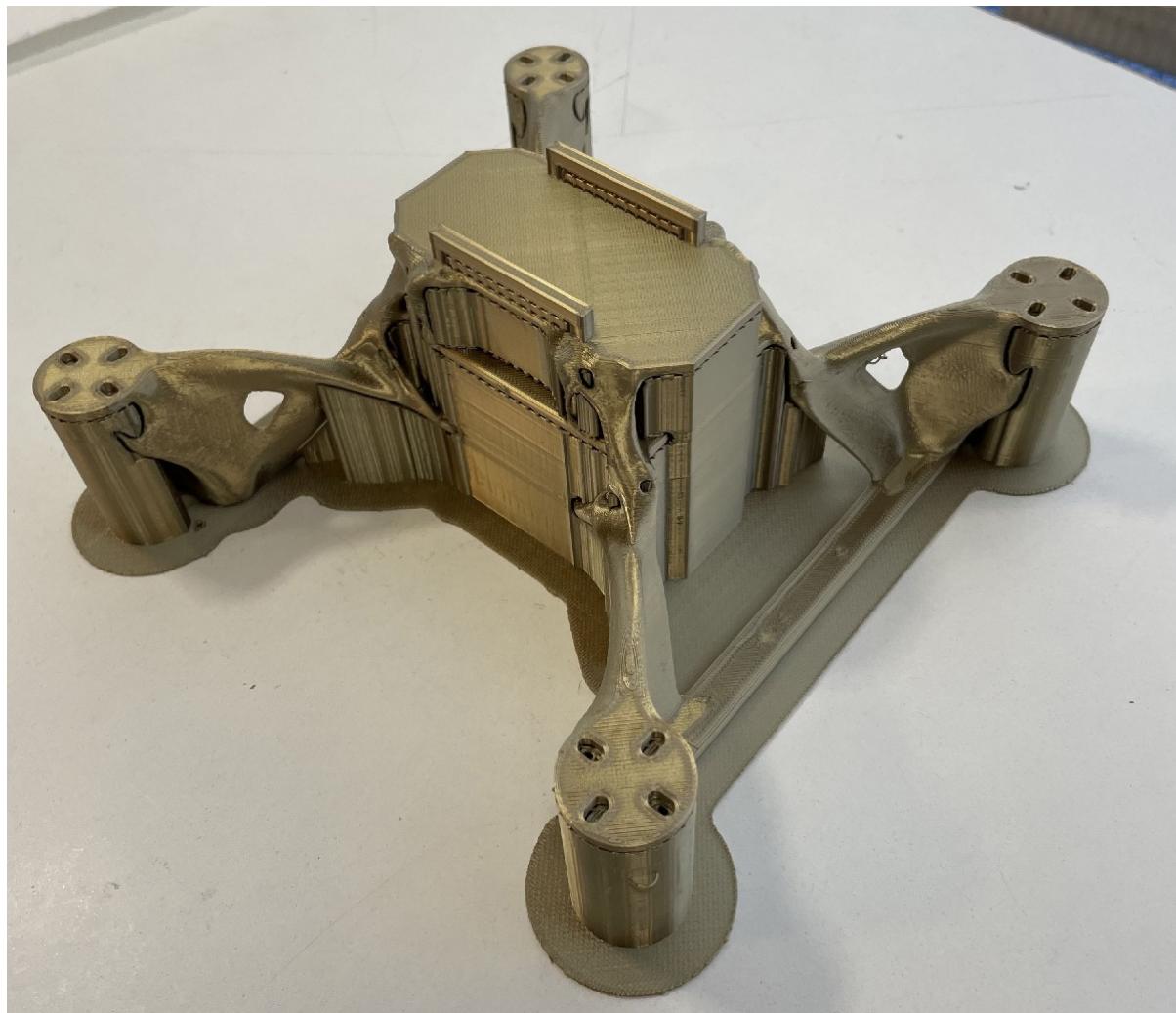
## Prototypes

### Prototype 1

After printing the first version of the frame we discovered the following problems:

- Bad Filament: Layer Adhesion of the Filament was quite bad resulting in a not very rigid model
- Support Structure: The support structure for the frame is very complex and the parameters used in the slicer resulted in it being unable to be removed without destroying the model
- Arm Strength: Some parts of the arms to the motor mounts were very thin, resulting in them breaking easily and removing the support structure resulted in breaking them

To conquer those problems we made several changes. We increased the minimal thickness for the generated structures and generated a new model. We changed the settings in the slicer so that the support structure could be removed easier as well as changed the infill structure. Finally we changed the filament and increased the printing temperature. Further we concluded that printing with a water dissolvable support structure would be optimal, however as of right now we don't have access to a printer capable of that.



## Prototype 2

This prototype took 48 hours of printing and used 277 grams of filament including 100 grams for the support. Installation of the components is very easy as no other tools than a screwdriver are needed. This prototype was the first to take flight in January 2021. Please see [this](#) video.

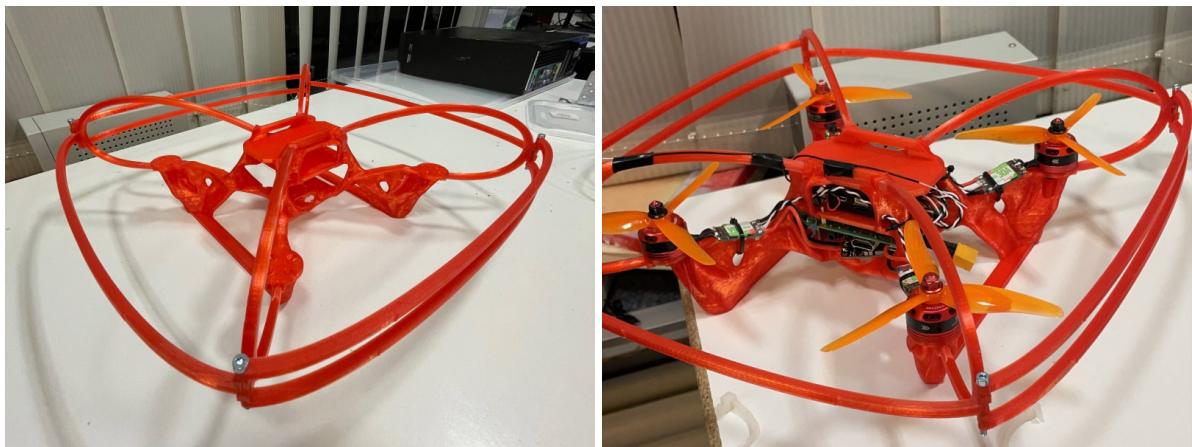


## Prototype 3

This prototype is even more optimised than the last one. Excluding support the model only weighs 141 grams. For this version we have also developed a prop guard, which weighs around 80 grams. Weight of the drone with the prop guard and a 2200mah battery is under 700 grams. Flight testing in the following videos shows the effectiveness of the prop guard. We also did some drop tests with this model and figured that a drop height of around 1 meter can be sustained. We plan to optimise this while sacrificing a bit of weight in February.

Videos:

- [Flight Test](#)
- [Prop Guard Test](#)



## Final Prototype

In this final prototype we have changed the preserved geometry on the bottom to form a rectangle for added stability. We have also changed some of the forces on the points we observed breakings in our previous tests. We have also updated the prop guard to make it more stable and increased the area around the screws, so it would break harder. The frame without the prop guard weighs only 150g making it significantly lighter than the default frame.



## Benefits

We see the following benefits with our design over the traditional clover frame design:

- Tools needed for production: only a 3D printer is needed compared to laser cutter, cnc and 3D printer
- Single material reduces supply chain complexity and reduces cost. Filament is cheap and only around 400 grams are needed for the full frame and the prop guard. This should reduce the cost to under \$5.
- The unibody design saves weight and much less screws are needed. This also reduces costs.
- Easier adaptability: Anybody can change the frame to their desire and include their own adapters and mounts. It can be printed by any standard sized 3D printer. (Ender-3, Prusa etc.)
- Manual labor reduced: Printing is easy to automate, packing is significantly reduced as less screws need to be counted etc.

## Conclusion

In our work for this years competition we presented a new way to design and manufacture drone frames. By utilizing state of the art methods of CAD programs we are able to optimize the weight and shape of drone frames in a way that for the first time it is feasible to 3D print them. In total we have printed around 10 frames and presented a few of them above and the challenges we faced with them. This iterative process to frame design was only possible due to the fact that only a 3D printer is needed and the filament being very cheap. Due to the open source nature of the project and this report giving a short introduction into generative design, we hope that many people feel inspired to check out this new method of designing and producing drone frames.

## CAD Files

You are welcome to test out these frame yourself and you are free to modify them in any way, shape or form. We would appreciate feedback and encourage submitting your modifications in a pull request so other people can benefit from this open source development. The CAD Files can be found on our [GitHub Page](#).

## Retail Drone - CopterHack 2021 article

CopterHack-2021, team: Bennie and the Jetson TX2.

My project is a drone that can scan a store shelf and determine if the representation of a specific brand is adequate for what the vendor paid for. In most retail stores, a brand will pay for space on a shelf in order to be more eye catching to the customer and eventually get more sales, which is why bigger brands are generally seen more. However because of either employee ineptitude or general non-compliance up to 15% of a brand's space on a shelf that it paid for can be lost, which can lose the brand upwards of 5% loss in overall sales.

Several apps have been released to fight this such as Clobotics, however they all require an employee to go around manually and take snapshots. I wanted to build a system where a shop owner could simply place the drone at a starting point, click a button and have their inventory done automatically within minutes.

Since all inventory in a shop is usually on the shelves and I wanted to not have the drone rely on GPS I fitted the Clover's Pi camera in front for object detection and navigation. Rather than using map-based navigation since one can't expect a shop owner to place markers perfectly on the ground, opencv2 has a built in ArUco marker detection method that identifies and draws a bounding box around all markers in frame. So once the drone takes off from the starting position, it identifies where the marker is in frame and uses the Clover's `navigate()` method to center the marker and its area to place the Clover approximately 1 metre from it.

What's expected is that the shop owner places markers at every different brand's section in ascending order down an aisle. The drone has a specific marker ID it's looking for and once it's centered itself on the nearest marker, it determines its ID and moves either left or right depending if the identified marker is lower or higher than the target. This way the Clover moves down an aisle stopping at each marker until it reaches the target.

In order to identify the number of items of each brand, I've trained a TensorFlow model and stored its metadata in a caffemodel file for the Python script to pull from. Every time the drone stops at a marker, a method is run that applies a convolutional neural net to the frame and determines how much of a specific item (right now the model is trained to recognize soda cans but can easily be taught other items) it is at said marker (remember that each marker is to be placed at each brand's individual section). In the video below, you'll see a POV video of my drone with two markers placed on the wall in my garage. What happens is that the drone takes off, centers itself on the first marker and as its ID is 140 and the target ID is 138, it's driven left to the second marker which has a soda can hung next to it. It then identifies the soda can, conveying the number of cans of that brand to the shop owner before centering itself on the marker and landing due to it reaching the target marker.

My main goal with this project was accessibility. I wanted to make a drone that could navigate purely based on its camera with computer vision tools that aren't exclusive to MAVLink or ROS drones. By fitting the camera to the front not only would a user be able to get more functionality out of it than simply map-based navigation but would be able to make more useful applications such as shop keeping or security through facial recognition. With alterations to the left, right, front, back, up and down commands this script can be applied to any hackable drone and requires little to no prior experience to use.

Check out the video below to see it in action:



## Contact info

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# DroMap: The Indoor Mapping Drone

CopterHack-2021, team: **DroMap**. E-mail: [officialdromap@gmail.com](mailto:officialdromap@gmail.com).

Team:

- Shouq AlQahtani
- Ameena AlMansouri
- Noof AlMarri

## Abstract

In the modern era, the world is witnessing a magnificent development in the field of architecture and interior design. Due to architectural development, the current measuring tools such as metal tapes and laser meters became insufficient for assisting both architects and interior designers in taking the measurements for buildings and facilities. Because the accuracy of obtained readings depends on the professionalism of the users and the nature of these tools is unidirectional, the measurement taking process becomes less efficient in terms of time and labor. Since drones have played an essential role in revolutionizing the world of science and automation due to their use in a huge number of daily life applications, an introduction of indoor drones in the field of mapping and architecture is indispensable. Hence, the DroMap project proposes an autonomous indoor drone that can navigate autonomously and create a map of the indoor environment along the way. For the aforementioned purpose, a LiDAR sensor is used to collect data of the indoor place which is sent to a host computer. Afterward, simultaneous localization and mapping algorithm utilizes these data to pave the way for creating a 2-dimensional map. This autonomous indoor mapping drone system is not prone to inefficiency and human errors like in manual mapping and has the potential to take indoor mapping to the next level in the near future.

## Motivation

### Problem Statement

Architects' lives are constantly in danger due to the nature of their work as they are supposed to enter buildings without knowing their structure; these dangers could potentially threaten their lives and can lead to many issues. According to <sup>1</sup>, there are 1.2 deaths per 100,000 architects and that job is ranked 19th among the most dangerous jobs in the United States. One example of a fatal accident is the accident of Bruno Travalja which happened in 2016, this architect fell from the 48th floor of a building while taking measurements. In addition to being dangerous, the process of mapping an indoor environment is time-consuming, especially in transferring the raw measurements into a 2-dimensional map <sup>2</sup>. Therefore, the need for robot assistance in mapping and measurement taking processes reaches the peak. Autonomous indoor mapping using drones or robots is considered an important tool where the drone can reach different places which are inaccessible to humans due to space constraints or security reasons <sup>3</sup>.

The use of robots has increased dramatically within the past decade due to their enormous potential in both civil and architectural applications. Specifically, in designing and building robots for mapping enclosed buildings. Even though most of the works were implemented on unmanned ground vehicles (UGV), the current experimental use of unmanned Ground vehicles for indoor mapping suffers from a few shortcomings. Particularly, most implementations suffer from low performance regarding time consumption and have difficulty accessing narrow places. Since UGVs have limitations in terms of time consumption and navigation rigidity, in the DroMap project we decided to use drones as a replacement for UGVs to map indoor sites. This is because drones are unique in their ability to traverse any 3D

interior space without any restrictive concerns regarding space architecture. Additionally, since these vehicles are not required to remain on the ground, aerial vehicles can fully explore the extent of the indoor space, regardless of their interiors. Furthermore, unmanned aerial vehicles can access difficult to reach areas.

A questionnaire was conducted for this project to study the need for an indoor mapping drone which involved 72 architects and interior designers. The following question was asked to have an estimate of the time taken by the targeted category for taking the measurements of a large building. According to the survey results, 61% of the sample consume more than 60 minutes to measure a large building. This shows that the measurement taking process is time-consuming.

**In large buildings (ex. Museum of Islamic Art), how long does it approximately takes you to measure the place?**

[More Details](#)

● Less than 20 minutes	4
● 20-40 minutes	11
● 40-60 minutes	13
● More than 60 minutes	44



## Technical Challenges

- The positioning system calculates the odometry data based on the laser scanner poses. This might misestimate the drone's position with respect to the surroundings.
- The LiDAR readings could be infinite if the distance between the LiDAR and the surrounding walls exceeds the LiDAR range.
- The communication between the Raspberry Pi and the PC relies heavily on Wi-Fi. Therefore, any loss in the Wi-Fi signal would terminate the communication between the drone and PC.

## Non-technical Challenges

- The indoor environment could be full of obstacles, which impedes path planning process.
- The mirrors, windows, and glass doors may affect the accuracy of the map as they are not detected correctly by the laser pulses.

## Project Significance

Measuring a room or a full building along with transforming the collected data to a full map is time-consuming and requires massive effort. DroMap helps architects and interior designers to measure and generate a fully constructed 2D map with less time and effort. To help us understand the problem better, we conducted a survey to assess the need for an indoor mapping drone. This project will provide a great advantage for architects and interior designers as it would save time and effort in the map construction process. In addition, it will assure great cooperation from both the computer and architecture fields.

Generally, the process of mapping an indoor environment is composed of two phases; the first phase is the measurement taking phase and the second phase is the map drawing phase. However, the project introduces another way to create a map that is faster and requires less effort; as the measurements of the surroundings will be taken by the system once it is activated and processed by Simultaneous Localization and Mapping algorithms (SLAM) for

building and updating maps as well as positions of an unknown environment in robotics in real-time. According to the survey, 94% of the sample agreed that it would be useful to have a robotic based measuring tool. Therefore, the proposed solution will successfully assist architects and interior designers in mapping indoor areas.

**Do you think that a robotic based measuring tool will be useful?**

[More Details](#)

<span style="color: blue;">●</span> Yes	68
<span style="color: orange;">●</span> No	4



Based on the conducted survey, accuracy is the most important characteristic to be satisfied with the project. The below figure demonstrates that 48 of the sample sizes care about having high accuracy. Moreover, the second most important feature to be reached is having a short scanning time, which highlights the importance of the project.

**(Multiple answer) What are the most important features to be implemented in the measuring tool?**

[More Details](#)

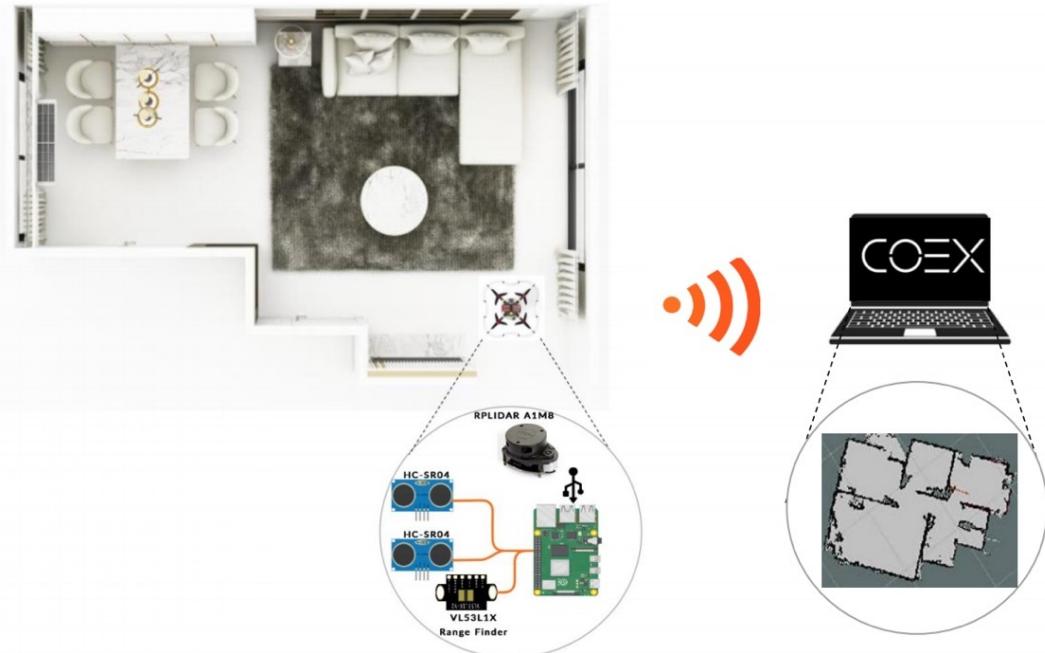
<span style="color: blue;">●</span> Light weight	33
<span style="color: orange;">●</span> Low cost	27
<span style="color: green;">●</span> Accuracy	48
<span style="color: red;">●</span> Short scanning time	37
<span style="color: purple;">●</span> Other	5



Furthermore, since the project employs multiple concepts related to indoor robots and indoor data processing, it can be extended to assist other fields in Qatar rather than the architecture field only. For example, this project could be a great step towards training drones to handle different tasks related to search and rescue such as entering buildings on fire or finding a missing person in indoor places. This will serve to develop more technologies to process the indoor data in various environments and conditions, also to develop drones that are capable to operate in indoor areas with different functionalities.

## Proposed solution

DroMap project consists mainly of two major components: the drone and the drone add-on. The drone is responsible for the physical movement of the entire system. The drone add-ons consist of necessary sensors for mapping, path planning, and mounting equipment such as Raspberry Pi 4, RPLiDAR A1M8, Sonar, and range finder. The Raspberry Pi collects the data from the sensors. While the data is being collected by the Raspberry Pi, the Hector SLAM will process these data in real-time to formulate 2-dimensional maps. After that, the map will be sent wirelessly to a remote PC and visualized through RVIZ software tool.



## Hardware/software to be used

### Hardware selection

#### COEX Clover Drone kit

Clover is a complete STEM educational programmable drone kit which includes unassembled quadcopter with four propellers and open-source software.

- Limitless possibilities of a fully programmable drone (Open Source).
- Drone can operate stably without GPS.
- The Clover platform exploits the ROS framework.
- Made especially for Indoor flights.

#### Slamtec RPLiDAR A1M8

LiDAR is low cost 2D 360° 12m scanning sensor.

- Omnidirectional Laser Range Scanner 360°.
- Compatible with ROS.
- Very high sampling Rate 8k times, Considered as one of the Highest in the Current LiDAR industry.
- Ideal for indoor Navigation and Localization using UAVS.

#### Raspberry Pi 4 Model B

Raspberry Pi is a single-board computer which is used as a companion computer.

- Low energy consumption.
- Connect the drone over Wi-Fi.
- Responsible for flight autonomy.
- Access and issue commands to peripherals.

#### VL53L1X RangeFinder Sensor

Laser Ranging Sensor Module Rangefinder. One of the smallest time-of-flight 940 nm laser VCSEL. Measuring absolute range up to 4 meters.

- The Range Finder Optical Ranging sensor is an integrated sensor with embedded infrared, eye-safe laser, advanced filters and high-speed photon detection arrays.
- Range finder Supports 400cm sensing range, suitable for many applications.

## Software selection

### Robot Operating System (ROS)

A framework which runs on Linux operating system, and will be used as a firmware to control and monitor the system.

### COEX Virtual Machine

A Linux operating system that has a pre-installed ROS along with some necessary dependencies and packages in addition to a pre-configured Gazebo environment.

### Gazebo

The simulation tool that will be used to test and try different mapping and automation approaches.

### Visual Studio Code

A text editor to write python scripts to program the drone.

### RVIZ

A visualization tool to visualize the LiDAR readings.

### QGroundControl

QGroundControl supports full flight control and mission planning for any MAVLink enabled drone.

## Implementation

The implementation divided into two parts. The first part is to work on the simulation software, and the second part is to work on the physical hardware components. The simulation software helped us to have an estimation of how the system will work in the physical world. Through the simulation software, we were able to identify some implementation challenges and finding solutions for them. In addition, the simulation software gave us the opportunity to process the sensors data and test the sensors before testing them physically, which speeded up the process of working on the physical components and testing them. Moreover, it was found that the results obtained from the simulated components and the physical components were close to each other. In this section, we demonstrate the progress that happened in both the physical and the virtual worlds.

### The Simulation Software

#### The Mapping algorithm

The Hector SLAM algorithm was selected in this project due to its high efficiency in mapping indoor environments, its ability to work with drones efficiently, and its facility to be integrated with the selected LiDAR sensor. Moreover, it consumes less power in handling some cases where the indoor environment is dynamic, and the obstacles are moving<sup>4</sup>. Hector SLAM is an algorithm that is used widely in mapping unknown indoor environments. The algorithm is LiDAR-based, and it uses the Gaussian Newton equation to construct accurate maps from the laser scanner data<sup>5</sup>. Moreover, this algorithm does not use any odometry data to estimate the robot's position with respect to its

surroundings. Instead, the algorithm utilizes the difference in the laser scanner locations to calculate the odometry<sup>6</sup>. This feature qualifies the Hector SLAM algorithm to work optimally with the unmanned aerial vehicles given that in most of the cases, the odometry data is calculated from processing the wheels motion and that is not the case with UAVs. In addition, the algorithm provides an accurate estimation of the robot's position with respect to its surroundings.

## The Exploration Algorithm

The method used in this project to explore the indoor sites is selected to be the wall following algorithm due to its effectiveness and simplicity. The implementation of that algorithm can be summarized into three main functions which are: `left_side()` , `move_forward()` , and `take_stop_action()` which are represented in a while loop as following:

The implementation of the wall following algorithm highly depends on the LiDAR used in the simulator which is Hokuyo laser scanner with 360 rotation angle and 720 readings per 32ms. However, the physical LiDAR used is RPLiDAR A1M8 which provides 360 readings per rotation.

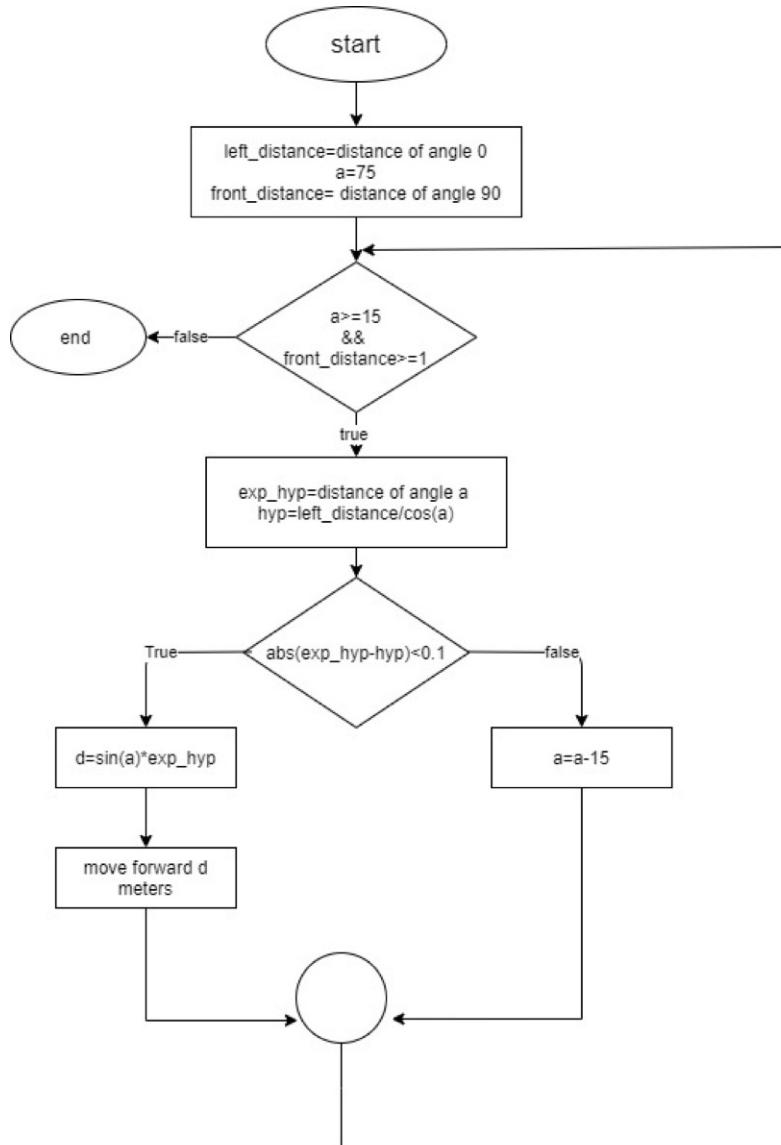
```
while(1):
    left_side()
    move_forward()
    take_stop_action()
```

```
left_side()
```

This function uses the LiDAR readings that are pointing exactly to the west of the drone, it measures how far the drone is from the left wall, then adjust the drone to it such that the drone is approximately 0.7 m away from the left wall. The reason of using 0.7 meters is because the drone has higher error than expected. Therefore, a while loop is used to ensure that the drone is far enough from the wall.

```
move_forward()
```

This function was implemented to safely move the drone forward without hitting a wall, or without skipping an outer corner. The logic behind this algorithm is that it uses the concept of the right angle, and multiple readings which correspond to different angles to measure the safe distances. The below flow chart demonstrates the logic of that algorithm in details.



When the function ends, the drone will either stop after an inner corner, or an outer corner.

```
take_stop_action()
```

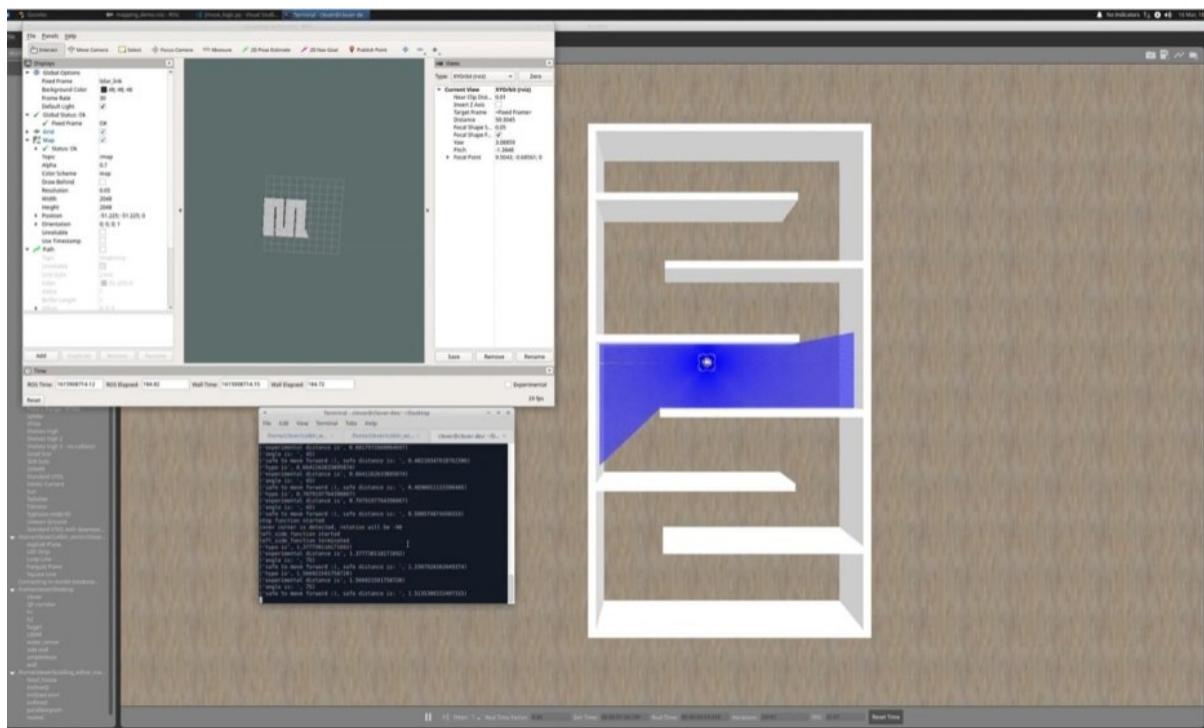
This function handles two different situations:

- The first situation is that the drone may stop when it faces an inner corner, this can be detected by measuring the distance from the front wall, then compare the current distance of the left LiDAR reading with the previously recorded one, if the comparison showed that there is a small difference between these two readings, then this means that the drone must rotate to the right and continue its path.
- The second situation is that the drone may stop when it detects an outer corner, the logic is exactly like the first situation except, that the drone must be away from the front wall (with distance greater than 1.5 meter). In addition, the difference between the current left LiDAR reading, and the previously recorded reading must be greater than 0.5 m. If this is the case, then the drone has stopped because of an outer corner. Therefore, the drone must rotate to the left and continue its path.

The following video illustrates a ROS Simulation test on Wall Following Algorithm:

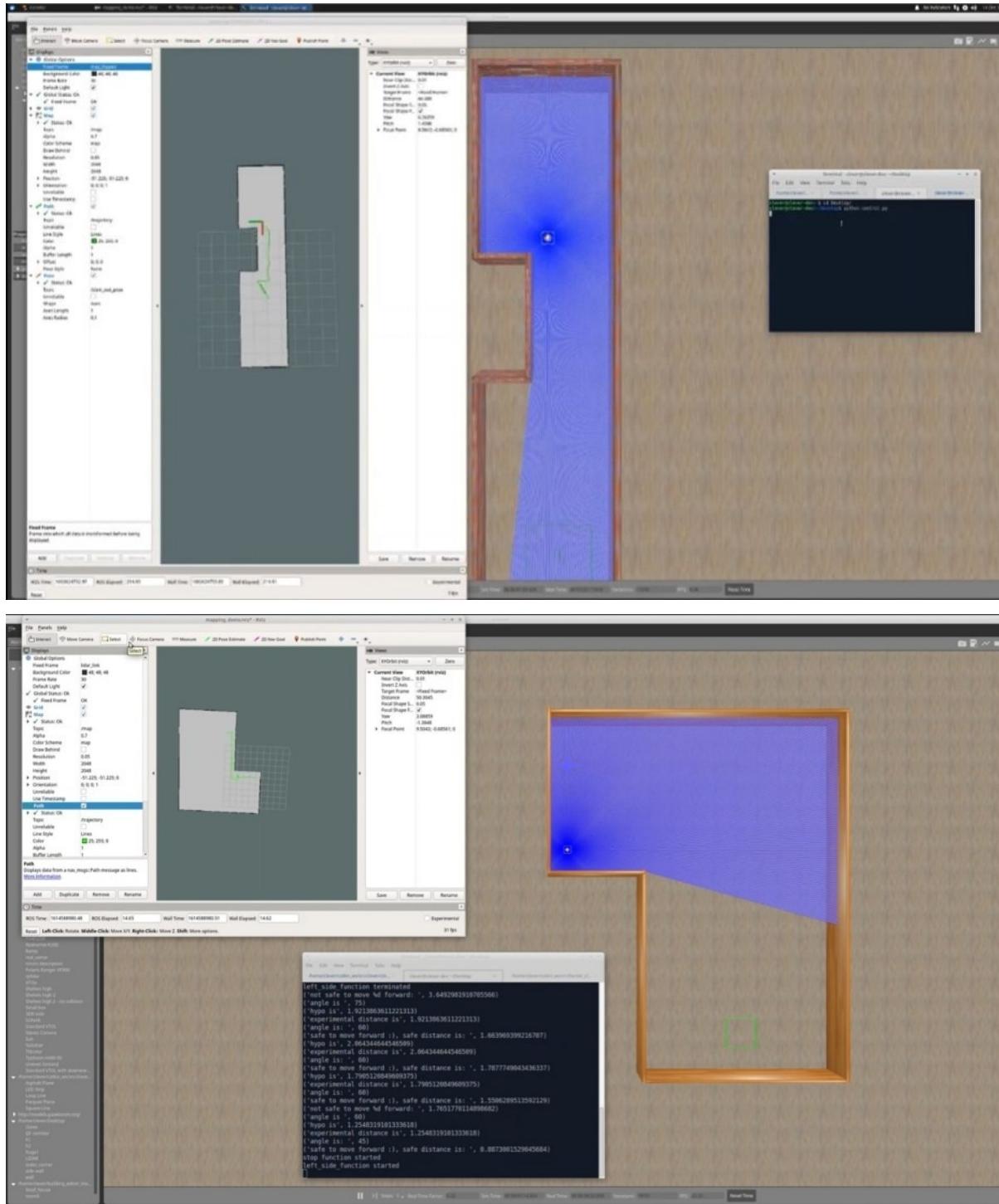


## Testing



The above figure demonstrates the drone exploring a maze autonomously while constructing a 2D map in real-time. The terminal shows the safe distances to move forward, these distancing where calculated using the aforementioned flowchart.

The following figures show a constructed 2D map of different environments.



The following video demonstrates an autonomous maze exploration with Hector SLAM responsible for constructing a 2D map:



## **The physical hardware**

This section illustrates the progress done regarding the hardware components. The first step done was to establish a Wi-Fi communication between the Raspberry Pi and the remote PC. The second step was to install the hector SLAM and robot Localization packages in the Raspberry Pi to visualize the maps remotely.

### **Initial Setup**

The drone is assembled and configured correctly to accomplish the autonomous mapping mission. The RPiIDAR A1M8 and all other necessary sensors are mounted on the drone as shown in the figure bellow.



To set up the drone ready for mapping, the raspberry pi image created by COEX was installed on the micro-SD card. COEX Raspberry Pi image, COEX pixracer image and COEX virtual machine were selected as they contain all the necessary tools and packages to work efficiently with clover platform. The installed platform is based on Raspbian operating system and ROS. After flashing the image on the SD, the next step is to connect clover to Wi-Fi.

## Network Setup

The drone produces a map of an unknown indoor environment by sending data received from the sensors to a remote pc. The transmission takes place over a wireless channel to get a map in real-time. One of the essentials for DroMap is to setup the connection between the drone and the remote PC. In DroMap Project ROS network must satisfy the listed below requirements:

1. There must be a full bidirectional communication between all the nodes.
2. Every component in the network must advertise its name.
3. In ROS network one of the components must be declared as the ROS master. Specifically, the ROS master is the drone (Clover-6064).
4. All ROS packages needed in the project, must use the ROS master.

All these requirements are fulfilled in our design.

## Required packages

After the installation of ROS, the drone was ready to install RPLidar ROS package and Hector SLAM. These packages are installed by cloning them in a catkin workspace src folder. Then build them by running catkin build. The following commands were entered in the terminal show the process of installing RPLidar package and hector SLAM in raspberry pi. The `rplidar_ros` package is responsible for retrieving the RPLidar data and hector SLAM package is responsible for building maps. `rplidar_ros` and `hector_slam` packages were installed from GitHub.

## Testing

The testing phase was divided into several stages in order to test the sensor and the SLAM algorithm in several closed places. This makes it possible to identify obstacles and risks that may face us in the future.

We did several of the following elementary tests:

- Firstly, we flew the drone to obtain maps using Hector Mapping with the remote control.
- Secondly, we have moved to the automation stage of implementing the codes applied in the simulator.
- Finally, From here we did some tests, for example, the drone flies to the wall, and then lands after getting a wall reading. And tests are still going on for a fully automatic flight.

## References

- <sup>1</sup>. "The 20 deadliest jobs in America, ranked," CBS News. <https://www.cbsnews.com/pictures/the-20-deadliest-jobs-in-america-ranked/4/>. ↵
- <sup>2</sup>. A. Kovalchenko, "How To Carry Out a Survey and Site Measure," 2012. <https://essenziale-hd.com/2012/10/28/how-to-carry-out-a-survey-and-site-measure/>. ↵
- <sup>3</sup>. D. Hähnel, W. Burgard, and S. Thurn, "Learning compact 3D models of indoor and outdoor environments with a mobile robot," Rob. Auton. Syst., vol. 44, no. 1, pp. 15–27, 2003, doi: 10.1016/S0921-8890(03)00007-1.  
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- <sup>5</sup>. J. M. Santos, D. Portugal, and R. P. Rocha, "An evaluation of 2D SLAM techniques available in Robot Operating System," 2013 IEEE Int. Symp. Safety, Secur. Rescue Robot. SSRR 2013, 2013, doi: 10.1109/SSRR.2013.6719348. ↵
- <sup>6</sup>. H. Gossett, "Building an Autonomous Indoor Drone System," University of Mississippi, 2018. ↵

# Seed spreading quadcopter

CopterHack-2021, team **MINIONS**.

Have you ever wondered what a world without trees would look like? Close your eyes, and try to imagine a desolate Earth. There'd be no more paper, and everyone would have to resort to technological use - that is, if anyone was left. Trees are a crucial factor to our existence not only because they produce paper, lumber and chewing gum, but because they serve an important role in the carbon cycle.

Ever since the industrial revolution between 1760 and 1840, the world has been in a never-ending carbon chaos. Trees and Plankton are our only saviours in terms of handling this problem, and we can only control one of them, trees.

We need to save trees by protecting them from the destructive human activities like clearance of forests, deforestation for urbanization, etc. Trees are the lungs for the earth. It is an important part of nature's ecosystem. They balance the soil composition and also act as the barrier for wind and storm. Thus, they provide various uses to the ecosystem. For these reasons, it's imperative that we save trees.

Since there are a lot of dangerous and difficult-to-reach landsides for humans to plant, the most viable alternative is to use drones for plantation in those regions.

Seed-firing drones will, as the name suggests, fire seeds into fertile soil to allow millions of trees to grow back after being cut down for industrial use. If the rate of planting exceeds the rate of cutting, eventually we will restore the trees we once felled.



## Our Aim

We will make drones able to hold seeds onboard and drop them in an area which we drove in a special application. We can control the density of the seeds and the height of the drop. We also thought about protection of the seeds from insects, animals and dehydration. We choose the earth ball technique invented by Masanobu Fukuoka, aka Fukuoka Technique. This earth ball contains all needed elements to grow, plant seeds and earth for protection. When we drop it on the ground, the earth ball will hold seeds until it gets the needed amount of water and seeds will begin to grow.

YouTube video link - <https://www.youtube.com/embed/Nz1w59v451U>.

We achieved to do small seeding missions but we faced some problem about autonomous flying with GPS.

We coated our battery to protect it from cold weather, seeding missions need to start in winter since apple seeds need to stay in a cold place for some time to break dormancy.

- Seed capsules
- How to assemble seeding mechanism to clover 4.2 drone
- How to control the seeding mechanism
- Programming

## Files

Link for the all files used in this project: <https://github.com/Sahinysf/TreeSeedQuad>.

## Seed capsules

### Fukuoka technique

In southern Japan, the Japanese farmer and philosopher Masanobu Fukuoka invented a seed ball planting technique. The method is regarded as a natural farming technique that requires no machines, no chemicals and very little weeding. By the use of seed balls, land is cultivated without any soil preparation.



Advantages of seed balls:

- It is simple and easier to make seed balls without machines.
- Easier for reforestation and plantation in difficult terrains.
- Contribute to protect soil, environment and livelihood.
- It is an organic technique and doesn't use any chemicals.
- It is a low-cost method compared to traditional afforestation/reforestation techniques.
- It requires low maintenance.

## Which Seeds can be used?

Any seed which grows in your area (In our it's apple seed).

Size and weight of the seed capsule: size and Weight of seed capsules are very important for this project. After some experiments we decided that best size is 16-18mm diameter and maximum weight is 10 g.

Required materials for making seed balls:

1. 1 bucket of clay
2. 1 bucket of organic dark soil / compost
3. 1 bucket of water (amount of water may vary depending on the soil type)
4.  $\frac{1}{4}$  bucket of seeds

Steps for making seed balls:

1. Collect same quantity of both clay and organic soil. For example, if you use one bucket of clay, then you should mix with one bucket of organic soil.
2. Make sure that clay and organic soil fine particles.
3. The clay and organic soil texture should be wet but not sticky
4. Take a bit of mixture and roll it into balls. Test the ball by throwing it on a flat surface. If the ball doesn't break easily, it means it has got good bonding.
5. Seed balls must be a perfectly round shape otherwise they will be stuck while throwing with the quadcopter
6. Insert seeds (1 to 2 seeds per seed ball for permanent trees such as mahogany, sandalwood, orange, moringa...) ( $\pm$  5 seeds per seed ball for vegetables, flowers, grasses, clovers...)
7. Dry the seed balls for one to two days in a shaded area, if properly dry, the seed balls will be protected from external predators such as chickens, birds, rats...



Second technique - paper seed capsules.

This method was influenced by a Korean newspaper that contained seed that could be planted outside after reading it.  
Paper seed capsules :

Required materials:

1. Any kind of paper
2. Water

3. Blender
4. Seeds

Steps for making paper seed balls:

1. Shred all of your paper.
2. Put paper in blender and add water, after 2 minutes blend.
3. Squeeze all the water out with paper.
4. Add seeds and give round shape.
5. Let it dry overnight.



Advantages of paper balls:

- Easy to find materials.
- Environmentally friendly.

#### REREFENCES

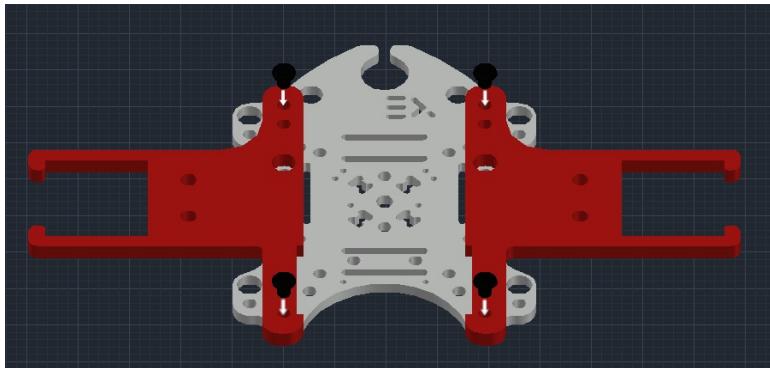
<https://web.archive.org/web/20090115211020/http://www.rmaf.org.ph/Awardees/Biography/BiographyFukuokaMas.htm> <http://www.guerrillagardening.org/ggseedbombs.html>

## How to assemble seeding mechanism to Clover 4.2 drone

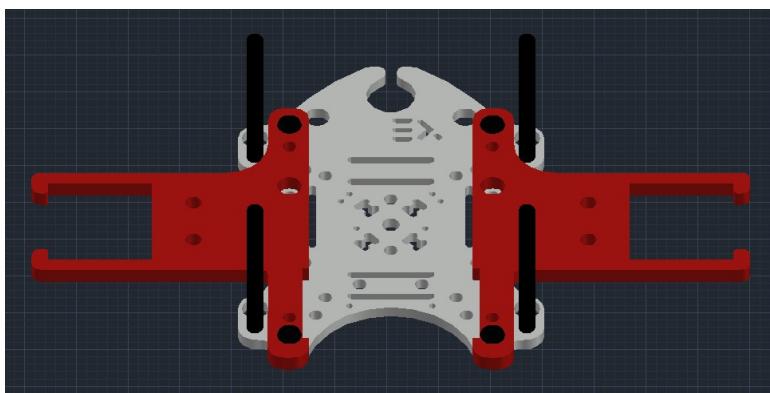
### How to assemble seeding mechanism

After finishing step 4, at section Installing guard of Clover 4.2 assembly.

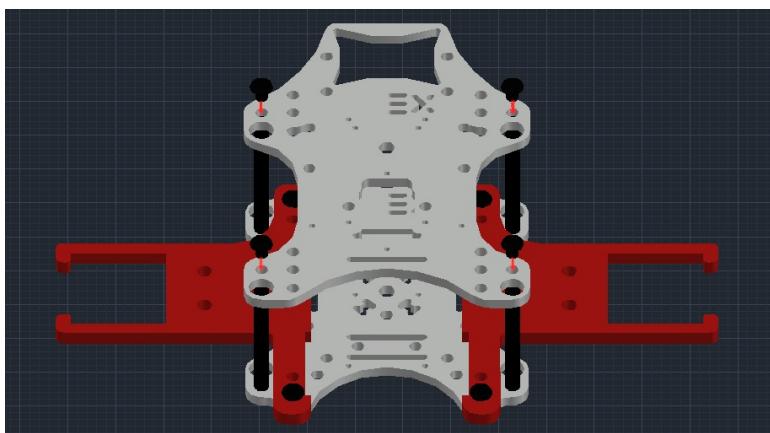
1. Install the Lower Tank Holders to top Deck mount and fix with the M3x8 screws.



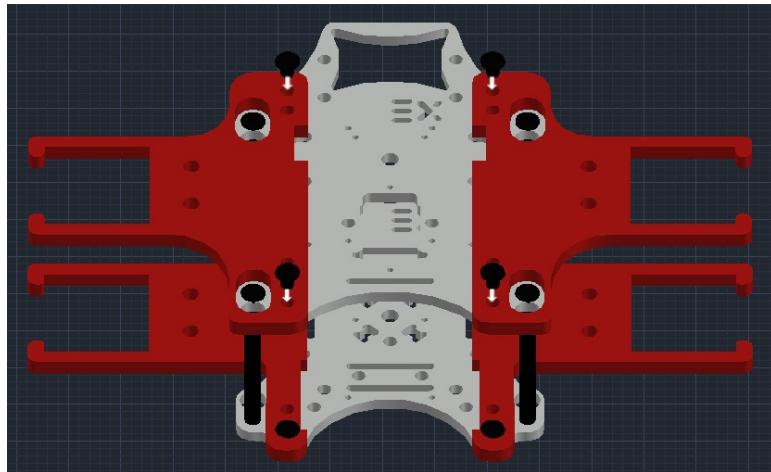
2. Install Nylon rack(40 mm) to 4 sides of the Deck mount.



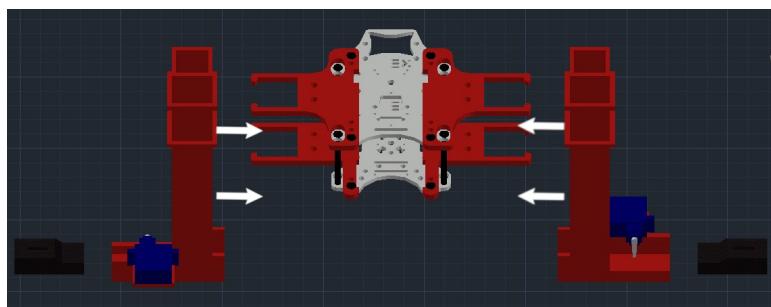
3. Install the Grab deck and fix with the M3x8 screws.



4. Install the Upper Tank Holders to top Grab mount and fix with the M3x8 screws.



5. Connect the Tanks carefully to Tank Holders.



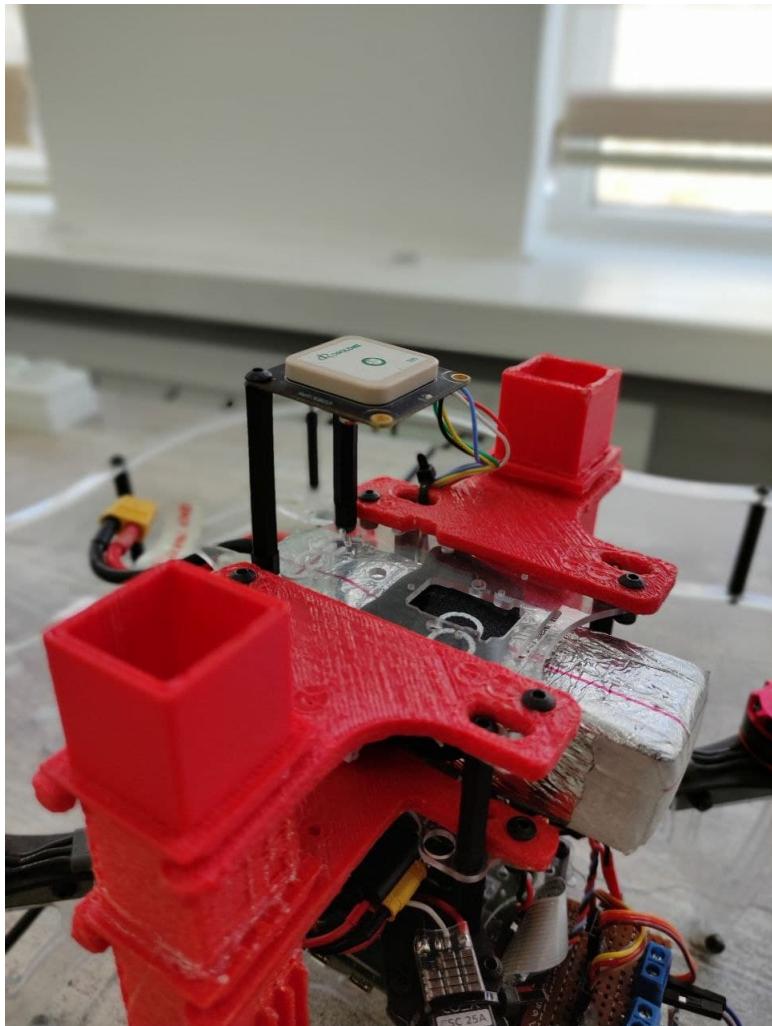
6. Connect SG90 servo motors to Tank using zip tie.

Final view of seeding drone:



## GPS Module

We installed the GPS Module to the top using 2 Nylon rack (40 mm):



We coated the battery to protect it from the cold weather:

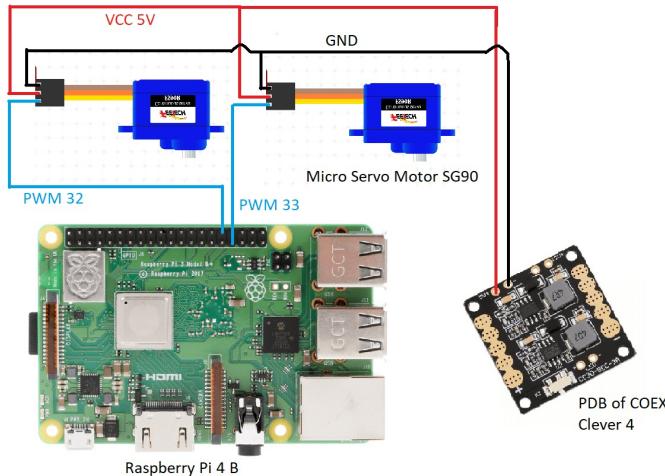


## How to control the seeding mechanism

Electronic part of seed dropping mechanism consists of:

- Raspberry Pi 4 B of COEX Clover 4.
- 2 Micro Servo Motors SG90.
- PDB (Power Distribution Board) of COEX Clover 4.

Servo motor's signal pins are connected to Raspberry Pi's Hardware PWM pins 32 and 33, and power is taken from Power Distribution Board (5 V).



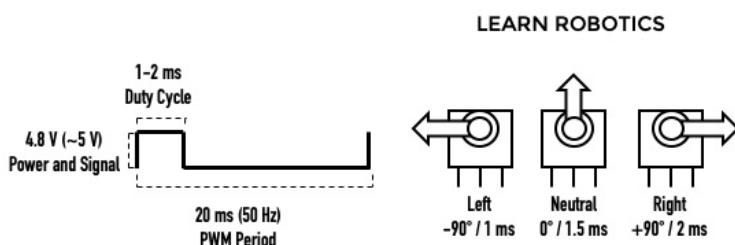
## Explanation of code for controlling servo motors

Servo motors are controlled using a PWM (Pulse-Width Modulation) signal from Raspberry Pi. PWM controls the amount of time when signal is HIGH or LOW within a certain period of time. Duty Cycle – percentage of time when signal is HIGH.

In a table below it's presented the duty cycle of Servo Motor SG90 of each angle of servo motor. In order to use duty cycle in code we need to convert time to percentage by dividing duty cycle time by the total PWM period.

What we get is:

- -90° rotation angle or 2ms Duty Cycle =>  $1/20 \times 100\% = 5\%$  Duty Cycle.
- 90° rotation angle or 2ms Duty Cycle =>  $2/20 \times 100\% = 10\%$  Duty Cycle.
- 0° rotation angle or 1,5ms Duty Cycle =>  $1,5/20 \times 100\% = 7,5\%$  Duty Cycle.



We'll do this by using the RPi.GPIO library and writing Python code on the Raspberry Pi.

First, import the RPi.GPIO library and the sleep function:

```
import RPi.GPIO as GPIO
from time import sleep
```

Then, setup the GPIO mode as BOARD:

```
servo = 33
GPIO.setmode(GPIO.BOARD)
GPIO.setup(servo, GPIO.OUT)
```

Next, create a variable for the servo, PWM. Then, send a 50 Hz PWM signal on that GPIO pin using the `GPIO.PWM` function. Start the signal at 0:

```
pwm=GPIO.PWM(servo, 50)
pwm.start(0)
```

Use the `ChangeDutyCycle` function to write duty cycle percentages to the servo motor.

```
pwm.ChangeDutyCycle(5) # left -90 deg position
sleep(1)
pwm.ChangeDutyCycle(7.5) # neutral position
sleep(1)
pwm.ChangeDutyCycle(10) # right +90 deg position
sleep(1)
```

## Programming

In order for the mission to be achievable in the best way and within our reach, we were required to utilize the threading in Python.

Simple mission code:

```
import threading
import time
import rospy
from clover import srv
from std_srvs.srv import Trigger
import RPi.GPIO as GPIO

rospy.init_node('flight')

get_telemetry = rospy.ServiceProxy('get_telemetry', srv.GetTelemetry)
navigate = rospy.ServiceProxy('navigate', srv.Navigate)
navigate_global = rospy.ServiceProxy('navigate_global', srv.NavigateGlobal)
set_position = rospy.ServiceProxy('set_position', srv.SetPosition)
set_velocity = rospy.ServiceProxy('set_velocity', srv.SetVelocity)
set_attitude = rospy.ServiceProxy('set_attitude', srv.SetAttitude)
set_rates = rospy.ServiceProxy('set_rates', srv.SetRates)
land = rospy.ServiceProxy('land', Trigger)

servo1 = 33          # PWM pins
servo2 = 32

GPIO.setmode(GPIO.BOARD)      #set pin numbering system

GPIO.setup(servo1,GPIO.OUT)
GPIO.setup(servo2,GPIO.OUT)

pwm1 = GPIO.PWM(servo1,50)    #create PWM instance with frequency
pwm2 = GPIO.PWM(serv02,50)

pwm1.start(0)           #start PWM of required Duty Cycle
pwm2.start(0)

def servo_drop(seconds):  #function to drop seed capsules from 2 tanks
    print("Dropping")

    i = 1                  #variable to choose which tank
    for num in range(seconds/2):
        if(i == 1):          #first tank
            pwm1.ChangeDutyCycle(10) # release one seed capsule
            time.sleep(0.5)
            pwm1.ChangeDutyCycle(5) # push then drop the capsule
            time.sleep(0.5)
        i = 2                  #changing the variable for to use the second tank in next dropping
```

```

        elif(i == 2):           #first tank
            pwm2.ChangeDutyCycle(10) # release one seed capsule
            time.sleep(0.5)
            pwm2.ChangeDutyCycle(5) # push then drop the capsule
            time.sleep(0.5)
            i = 1                 #changing the variable for to use the first tank in next dropping

            print(num)
            time.sleep(2)

if name == "main":
    # Take off and drone 10m above the ground
    navigate(x=0, y=0, z=10, frame_id='body', auto_arm=True)

    # rosipy waits for 10 seconds to take off
    rosipy.sleep(10)

    # Dropping starts simultaneously with flying forwards 5 meters
    d = threading.Thread(target=servo_drop, args=(18,)) # 18 is the sum of all the time that the drone hovers
after take off
    d.start()

    navigate(x=5, y=0, z=0, frame_id='body')

    #rosipy waits for 8 seconds to fly forward
    rosipy.sleep(8)

    # Fly right 1 m
    navigate(x=0, y=1, z=0, frame_id='body')

    #rosipy waits for 2 seconds to fly right
    rosipy.sleep(2)

    # Fly backward 5 m
    navigate(x=-5, y=0, z=0, frame_id='body')

    #rosipy waits for 8 seconds to fly backward
    rosipy.sleep(8)

    # Perform landing
    land()

pwm1.stop()
pwm2.stop()
GPIO.cleanup()

```

## References

- <https://www.nationalgeographic.com/environment/article/deforestation>
- [http://www.fao.org/fileadmin/templates/rap/files/NRE/Forestry\\_Group/Landslide\\_PolicyBrief.pdf](http://www.fao.org/fileadmin/templates/rap/files/NRE/Forestry_Group/Landslide_PolicyBrief.pdf)
- <https://earthenginepartners.appspot.com/>

## Developed by Team MINIONS

Special thanks to International Ala-Too University for funding the Clover 4 kits.



# ALA-TOO INTERNATIONAL UNIVERSITY

# Designing a drone and a path planning algorithm

CopterHack-2021, team: **Blue Jay Eindhoven**.

## Introduction

We at Blue Jay Eindhoven are a student team of the Eindhoven University of Technology. We are doing research on drones that fly indoors, are interactive, autonomous, safe and helpful.

We are participating in the Copterhack 2021, because COEX has a lot of knowledge about making a drone. With the help of COEX's expertise, we would be able to develop our drone further. However, the project with which we started the Copterhack turned out to be not that successful. We therefore also didn't get to have a more in depth discussion with COEX. The fact that we are not an open source company, added to this. We couldn't just share everything and when that one project failed, we first had to look at what we are going to share next. Because of these events, the collaboration part hasn't really lifted off.

The information that you are going to find in this project summary is therefore not that specific developed for the Clover drone. It can however certainly be used to customize the Clover drone. In addition, it can also give a first overview for beginners on how to design a path planning algorithm and how the design process of a drone looks like.

We are still planning on doing some research on the Clover drone itself. This will mainly be on the stability and movability of the our drone. But we are going to start with investigating it on the Clover drone. So there might be a nice further collaboration on this. In addition, we are also trying to implement the codes for the Clover drone onto our drones. By doing this, we will also be able to provide some feedback on it and develop it further.

Now we will give you a short summary of our results on the Path Planning Algorithm and the Hardware Research that we have done. For the full reports, you can go to this google drive:

<https://drive.google.com/drive/folders/1vfWjWD5Qx38mDta0PvMFvAv6jC-mxF7U?usp=sharing>.

## Path Planning Algorithm

It is investigated what the most optimal path planning algorithm is for the Clover drone. This is done since it was noted that this is not done in the base version of the drone. The path planning algorithm makes it possible that the drone flies autonomous in a much better way than without the algorithm.

In the documentation, we have set up a plan to put this path planning algorithm to work on your drone. This is a low level algorithm, so everyone should be able to implement it. The algorithm does however need some sort of map from which it can get information on the possible paths. So that part, you still have to implement yourselves.

## Hardware Research

The report describes the internship project carried out at Blue Jay. As we focus on indoor drone application, we wishes to minimize the produced noise to improve user experiences. On the other hand, we also wish to improve the flying efficiency for benefiting flying time. As result, the project is about making the drone more efficient with less noise emitted during the operation. For producing design to approach the problem, design methodology has been applied. In the end the ducted fan design has been chosen through studied theory and experimenting. However, there are two additional requirements, an increase in amounts of sensors and an increase in propeller numbers to increase safety. These additional requirements result the drone has less flying time due to the increase in weight. However, the selected design still improved the efficiency of selected propeller.

This hardware part is more of a general research that can be applied to all drones, including the Clover drone. If a group of high school or university students would like to do their own research on the Clover drone, they can use the research for ideas. They can for instance perform a project in which they design their own 3D printed ducted fans to use on the Clover drone. The research in the report would then be a good first read on how to design such a thing and what the performance results could be.

In addition, the kind of propellers that are used on the Clover drone can also be adjusted. Maybe a group wants get a little smaller or larger propellers or even a different shape. The research done can then also help as a guide to decide what kind would be best for that specific use with respect to size and shape.

It is also useful when one wants to use the code that the Clover drone uses, but also wants to develop their own drone. The hardware research can then be used as a guide on how you can do this. It states all kind of factors that should be taken into account and in what way you can do this.

## Full Project Information

To see what our project at Blue Jay is all about, you can watch the following video of our interim event:

[https://www.youtube.com/watch?v=E\\_8TTQN92pU&t=0s](https://www.youtube.com/watch?v=E_8TTQN92pU&t=0s). We state our user case, explain what we have achieved so far and what the plans are for the future.

If you have questions or ideas, feel free to ask! You can contact us at [info@bluejayeindhoven.nl](mailto:info@bluejayeindhoven.nl).