**Intro**

Guide used to get everything started:

<http://www.instructables.com/id/Autonomous-AR-Parrot-Drone-20-Flying/step2/Node-JS/>

NodeJS is…

NPM is…

**Install NodeJs**

Install latest NodeJS (‘v6.7.0 Current’ at time of writing) from here:

<https://nodejs.org/en/>

Installs to C:\Program Files\nodejs\

**Connect to Drone**

Connect to drone wifi (ardrone2\_062272 in my case), I used a USB wifi adapter for this (using desktop computer rather than laptop this time around!) This sort of thing should do the trick:

<https://www.amazon.co.uk/TP-LINK-TL-WN725N-150Mbps-Wireless-N-Adapter/dp/B008IFXQFU/ref=sr_1_2?s=computers&ie=UTF8&qid=1475758246&sr=1-2&keywords=usb+wifi>

When connected by Wifi – it will say ‘No internet, open’ regarding the connection to your drone, if on Win10 like me. This is fine.

**Running NodeJS and controlling drone**

Once on Wifi of drone, locate node program on your computer, ‘C:\Program Files\nodejs\’ for me as mentioned above, double-click green/grey node.exe icon to run node.

Node will be your means of sending commands to the drone and receiving any outputs back (such as video feed using ffmpeg which will be described later).