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Crash Recovery

When a crash is detected, the flight controller will attempt to recover the craft to a level attitude, then give the control back.

NOTE

This feature is disabled by default. It can only be enabled and configured via the CLI.

Configuration

List of parameters for configuring the crash recovery feature:

Parameter	Description	Allowed Values	Default
<code>crash_recovery</code>	Enable or disable the crash recovery feature.	<code>OFF</code> , <code>ON</code> , <code>BEEP</code> , <code>DISARM</code>	<code>OFF</code>
<code>crash_dthreshold</code>	Sensitivity threshold based on D-term values	<code>10</code> to <code>2000</code>	<code>50</code>
<code>crash_gthreshold</code>	Sensitivity threshold based on gyro readings	<code>100</code> to <code>2000</code>	<code>400</code>
<code>crash_setpoint_threshold</code>	Sensitivity threshold based on stick position	<code>50</code> to <code>2000</code>	<code>350</code>
<code>crash_recovery_angle</code>	Defines the angle to which the craft will try to recover.	<code>5</code> to <code>30</code>	<code>10</code>

Parameter	Description	Allowed Values	Default
<code>crash_recovery_rate</code>	How aggressively the craft attempts to recover. Higher values mean faster recovery but can lead to oscillations if set too high.	<code>50</code> to <code>255</code>	<code>100</code>
<code>crash_limit_yaw</code>	Limits the yaw rate during recovery to prevent yaw spins. If during crash recovery the yaw rate exceeds this value, crash recovery will be cancelled	<code>0</code> to <code>1000</code>	<code>200</code>
<code>crash_time</code>	Maximum duration in milliseconds for which recovery attempts will be made.	<code>100</code> to <code>5000</code>	<code>500</code>
<code>crash_delay</code>	Time in milliseconds to wait before starting recovery.	<code>0</code> to <code>500</code>	<code>0</code>

Crash Recovery Modes

- `OFF` : Do not use crash recovery
- `ON` : Upon detecting a crash, level the craft and give back control
- `BEEP` : Upon detecting a crash, beep the external beeper, do not affect the craft's flying. Useful for testing
- `DISARM` : Upon detecting a crash, disarm the craft.

WARNING

This feature is designed for whoops and smaller craft. Please test it carefully on big and open-propped quads.

Youtube

 [Joshua Bardwell](#)

 [Ivan Efimov](#)

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