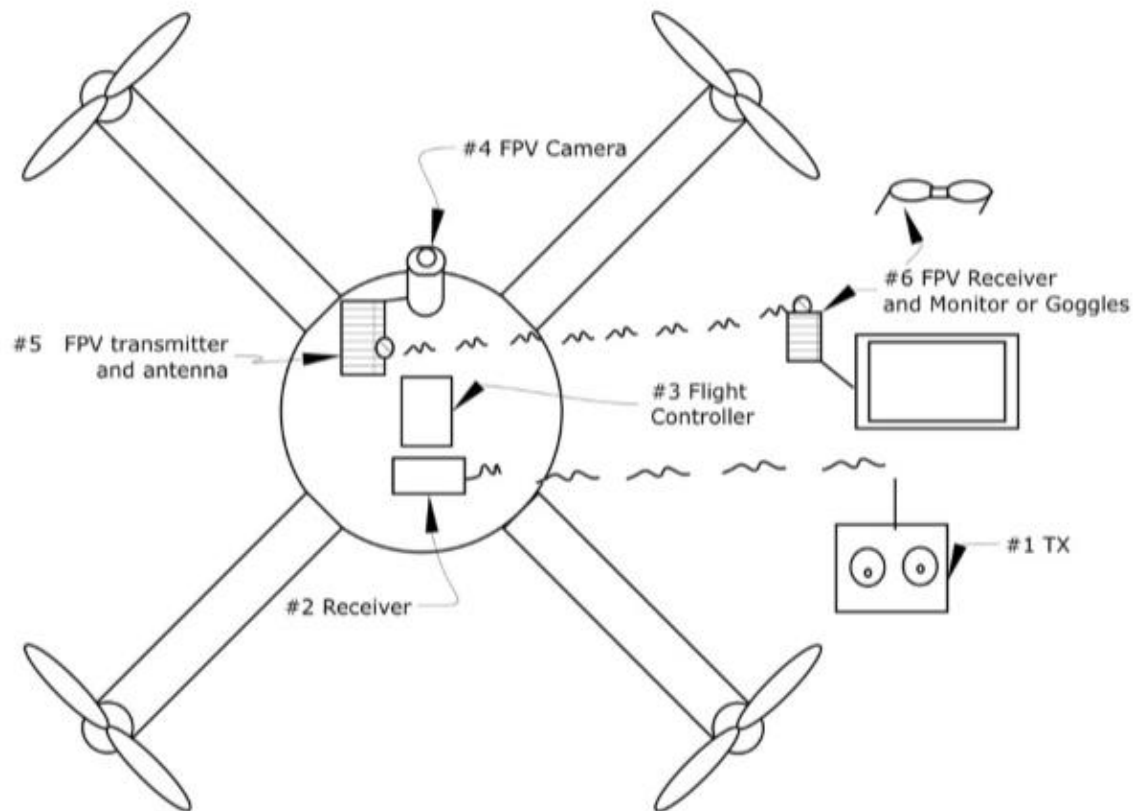


Short Discussion of FPV Gear

First Person View (FPV) gear for drones will work differently than the purely digital cameras we are used to. These are often analog systems, and therefore use either a different (2nd) camera or an analog A/V output from your existing digital model. This output is coupled to a transmitter with its own antenna - and often needing its own battery. The video signal is then transmitted from the quad to your ground station and displayed on a small monitor on the inside of specially designed goggles. Many hobbyists prefer to keep the entire FPV system separate - with its own small cam. FPV does not require a high resolution, so the camera can be very small and light. These analog systems have less latency (lag) - but also less range than the fancier digital FPV systems now finding their way into the high end models.



In the diagram above,

#4 through 6 are parts of the FPV system. They can be described as:

#4 - FPV Camera or Analog (usually composite) output from existing quadcopter camera (GoPro, Keychain Cam, etc.)

#5 FPV Transmitter and antenna - this takes the “TV Type” signal from the FPV Camera and broadcasts it to the ground.

#6 FPV Receiver and Monitor or Goggles - This receives the signal from your drone and then displays it on a connected monitor or goggles. In some cases, a smart phone or computer tablet acts as both the ground receiver and the monitor.