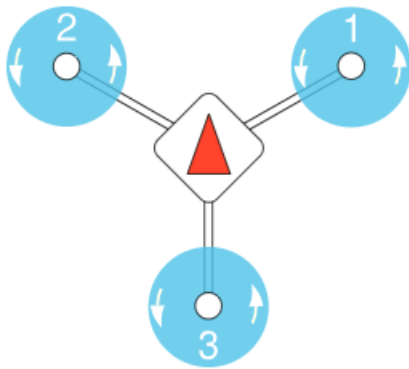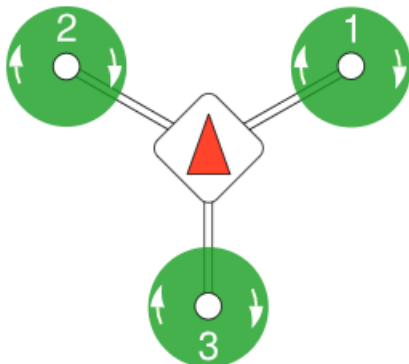The available airframe types are from the PX4 official document
http://dev.px4.io/en/airframes/airframe_reference.html

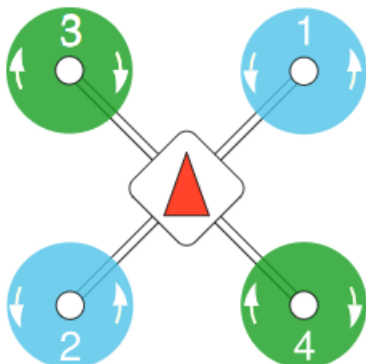Change the ModelParam_uavType variable in "Init.m" to select desired airframe.

ModelParam_uavType = 1: Tricopter Y+

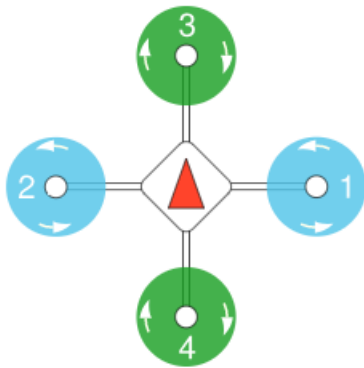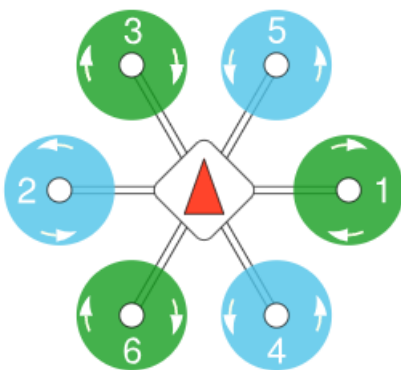ModelParam_uavType = 2: Tricopter Y-
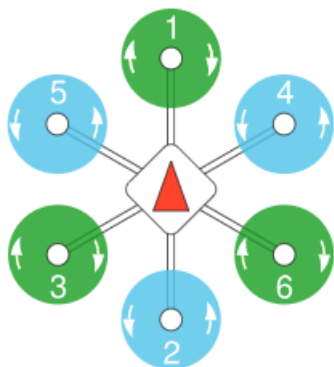

ModelParam_uavType = 3:   Quadrotor X

ModelParam_uavType = 4:　Quadrotor +
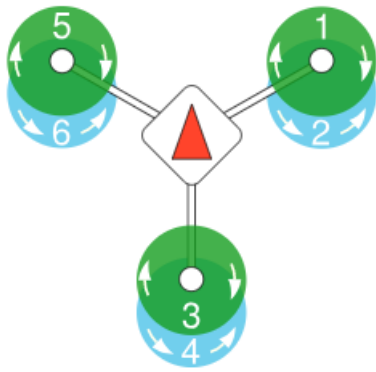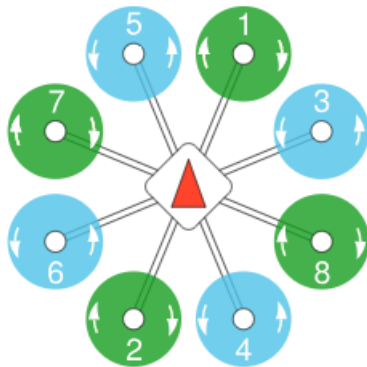

ModelParam_uavType = 5:　Hexarotor x

ModelParam_uavType = 6:　Hexarotor +
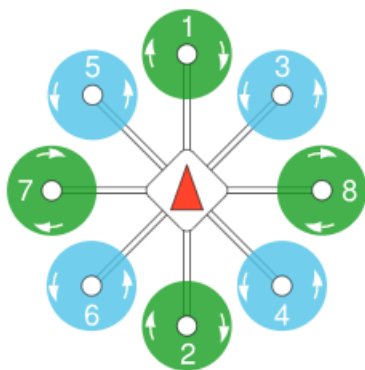

ModelParam_uavType = 7: Hexarotor Coaxial

ModelParam_uavType = 8:   Octorotor x

ModelParam_uavType = 9:   Octorotor +

ModelParam_uavType = 10: Octorotor Coaxial