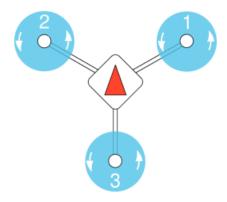
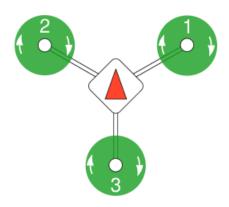
The available airframe types are from the PX4 official document http://dev.px4.io/en/airframes/airframe reference.html

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

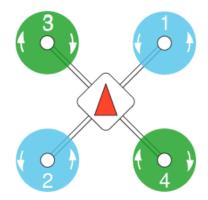
ModelParam_uavType = 1: Tricopter Y+



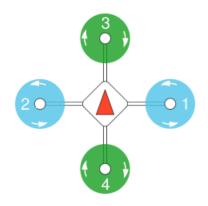
ModelParam_uavType = 2: Tricopter Y-



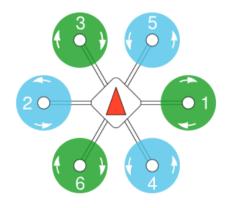
ModelParam_uavType = 3: Quadrotor X



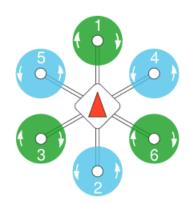
ModelParam_uavType = 4: Quadrotor +



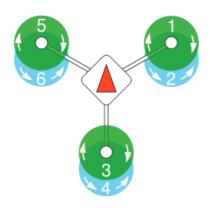
ModelParam_uavType = 5: Hexarotor x



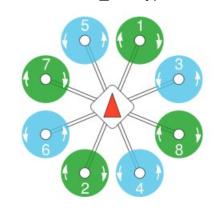
ModelParam_uavType = 6: Hexarotor +



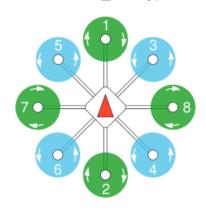
ModelParam_uavType = 7: Hexarotor Coaxial



ModelParam_uavType = 8: Octorotor x



ModelParam_uavType = 9: Octorotor +



ModelParam_uavType = 10: Octorotor Coaxial

