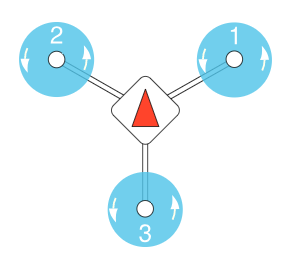
The available airframe types are from the PX4 official document

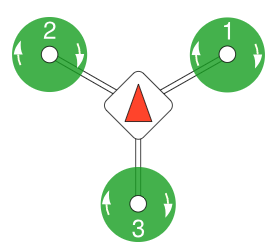
<http://dev.px4.io/en/airframes/airframe_reference.html>

Change the ModelParam\_uavType variable in “Init.m” to select desired airframe.

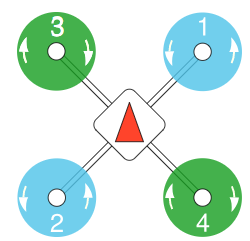
ModelParam\_uavType = 1: Tricopter Y+



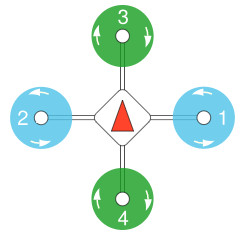
ModelParam\_uavType = 2: Tricopter Y-



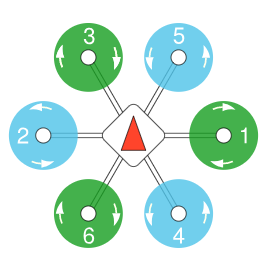
ModelParam\_uavType = 3: Quadrotor X



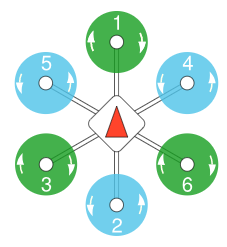
ModelParam\_uavType = 4: Quadrotor +



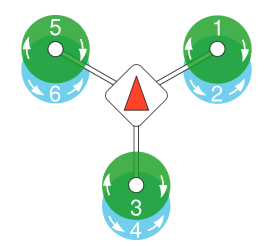
ModelParam\_uavType = 5: Hexarotor x



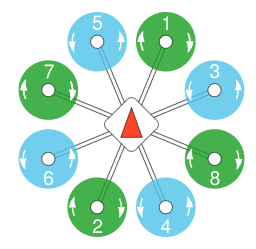
ModelParam\_uavType = 6: Hexarotor +



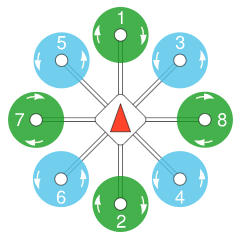
ModelParam\_uavType = 7: Hexarotor Coaxial



ModelParam\_uavType = 8: Octorotor x



ModelParam\_uavType = 9: Octorotor +



ModelParam\_uavType = 10: Octorotor Coaxial

