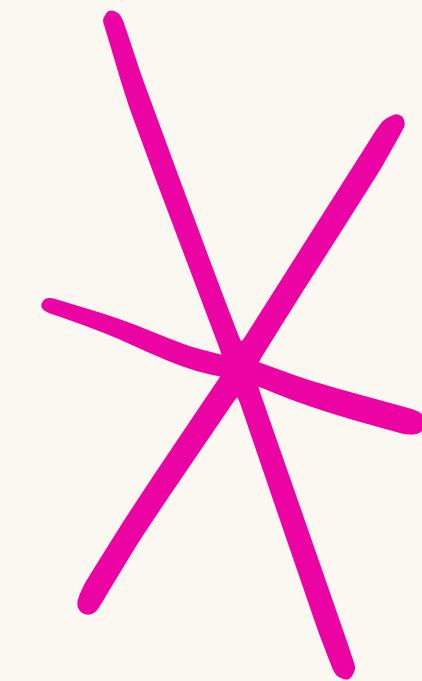
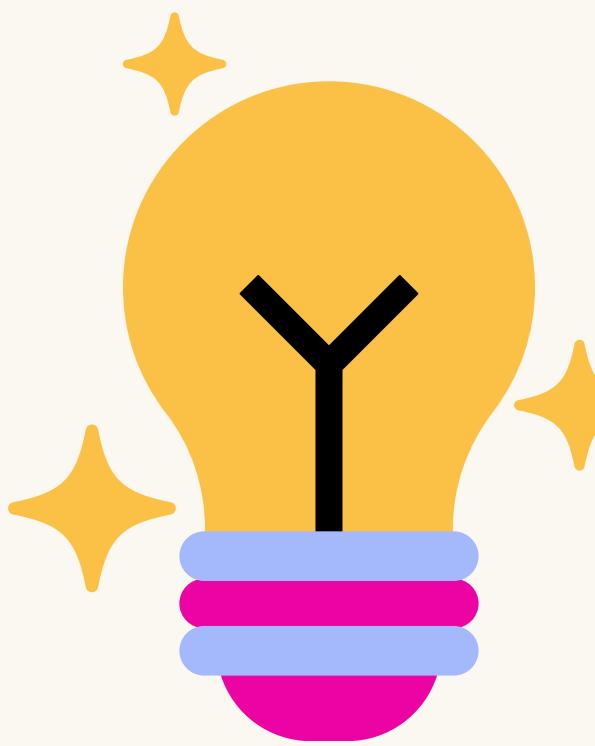


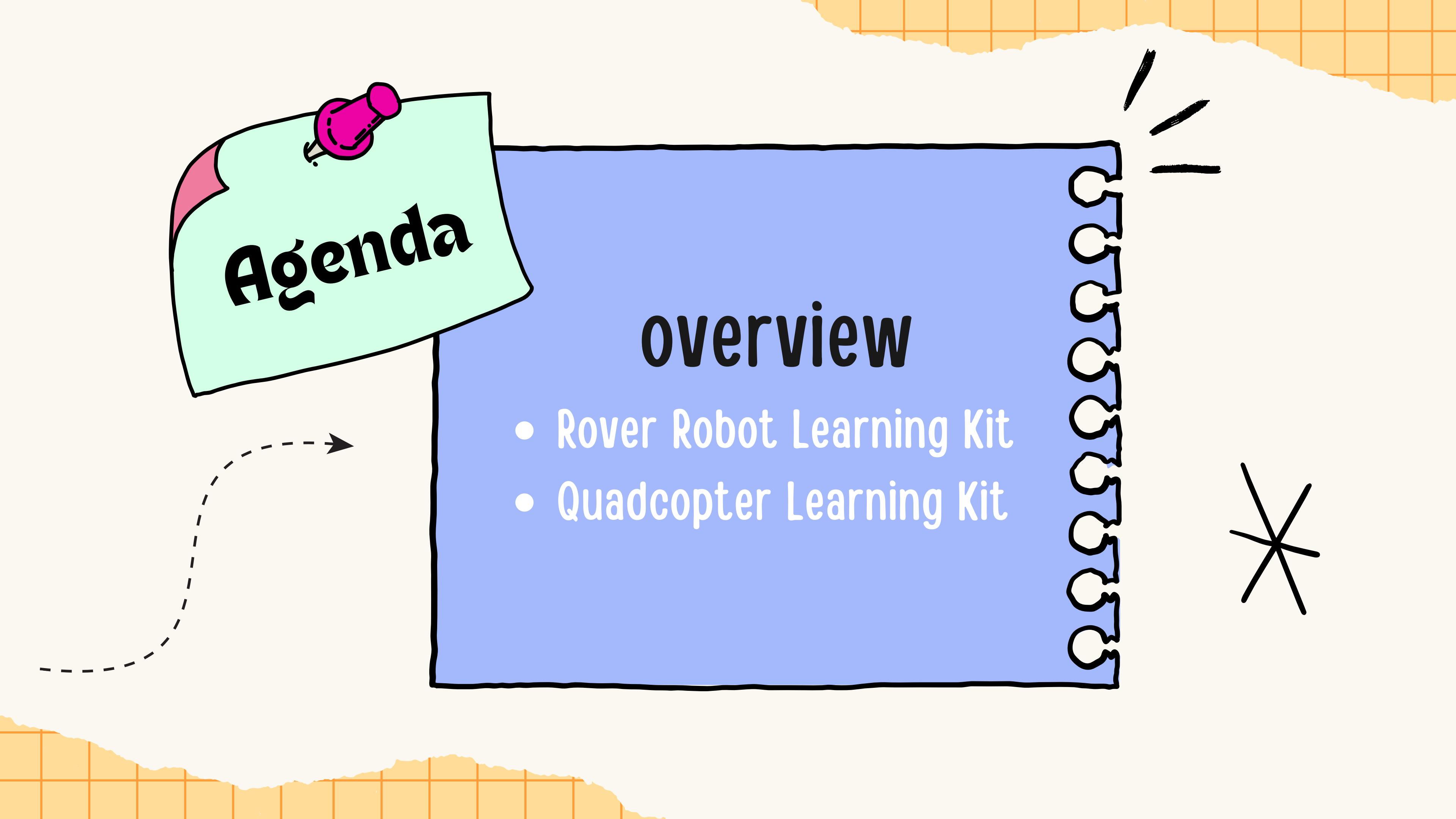
By T Maker

# ESP32

# LEARNING KIT

## DragonFly - Spirit

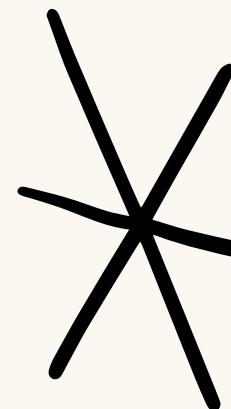
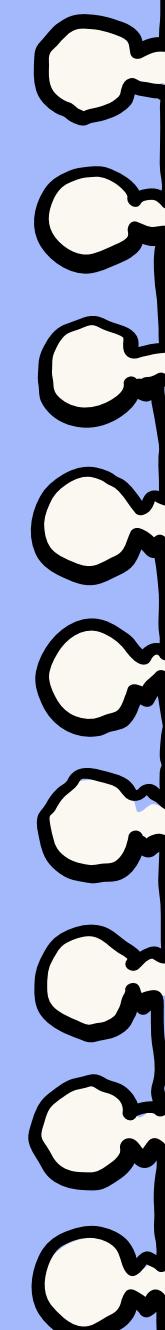




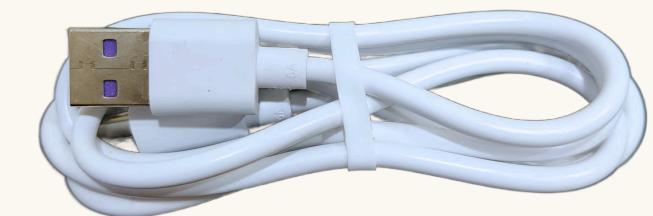
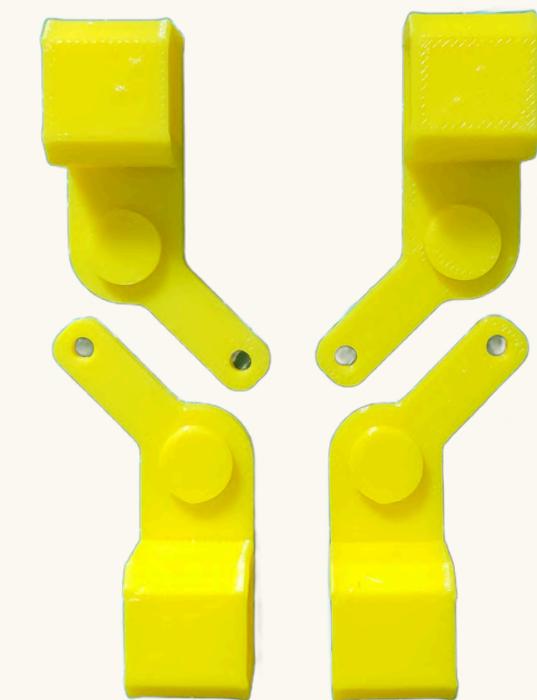
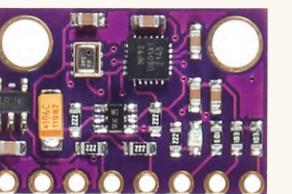
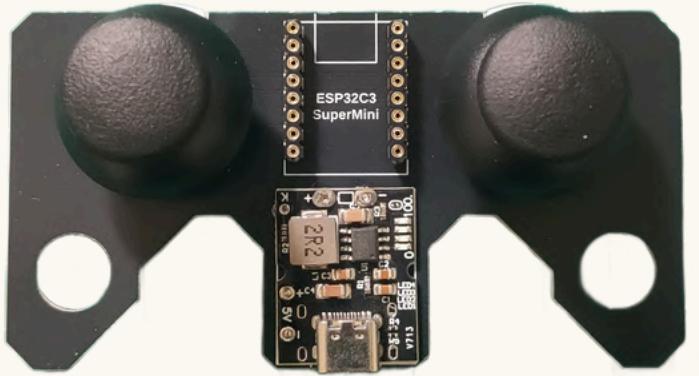
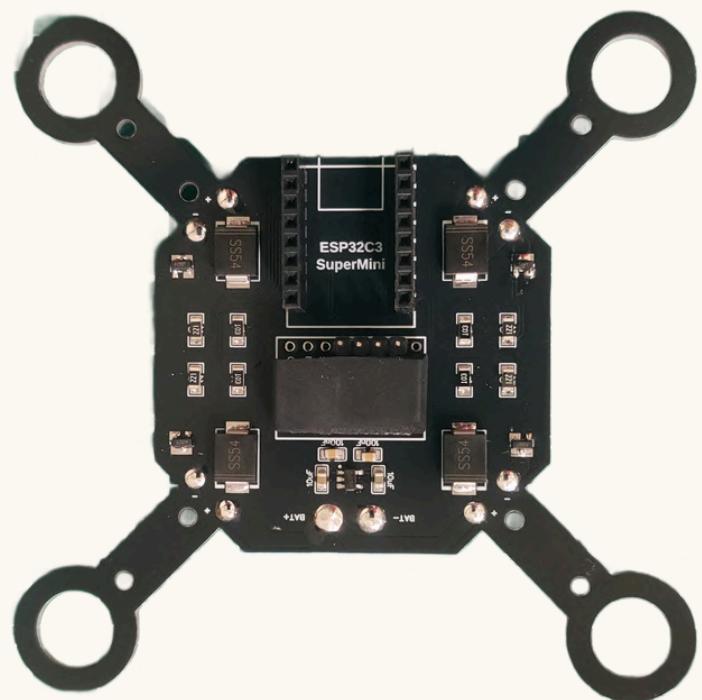
## Agenda

# overview

- Rover Robot Learning Kit
- Quadcopter Learning Kit



# ALL COMPONENTS

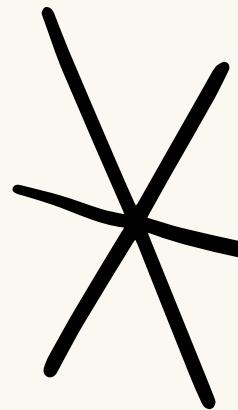


You need to get it yourself

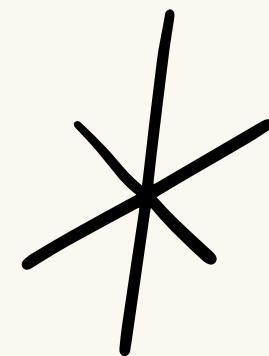
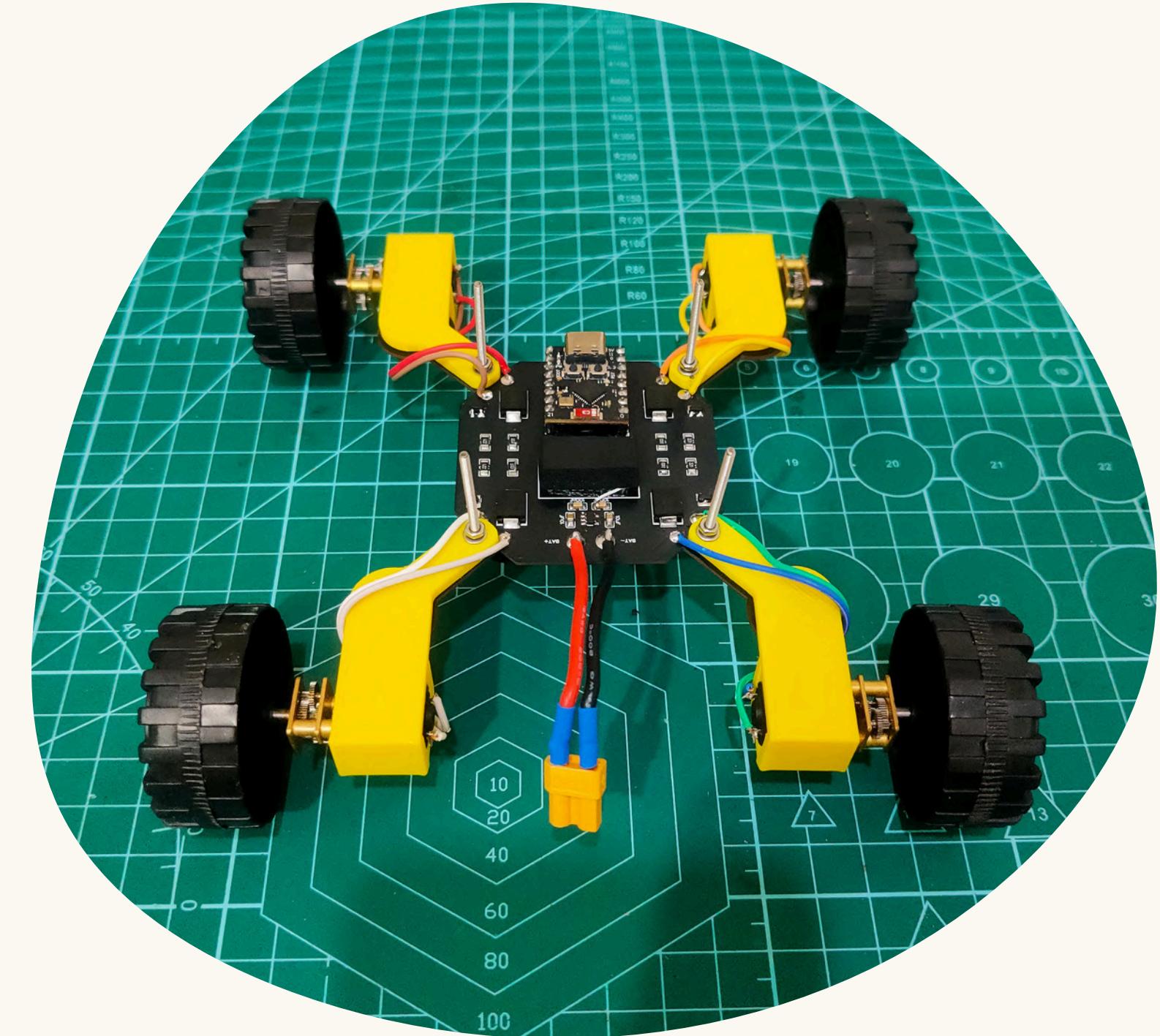


X2

ESP32 C3 Supermini



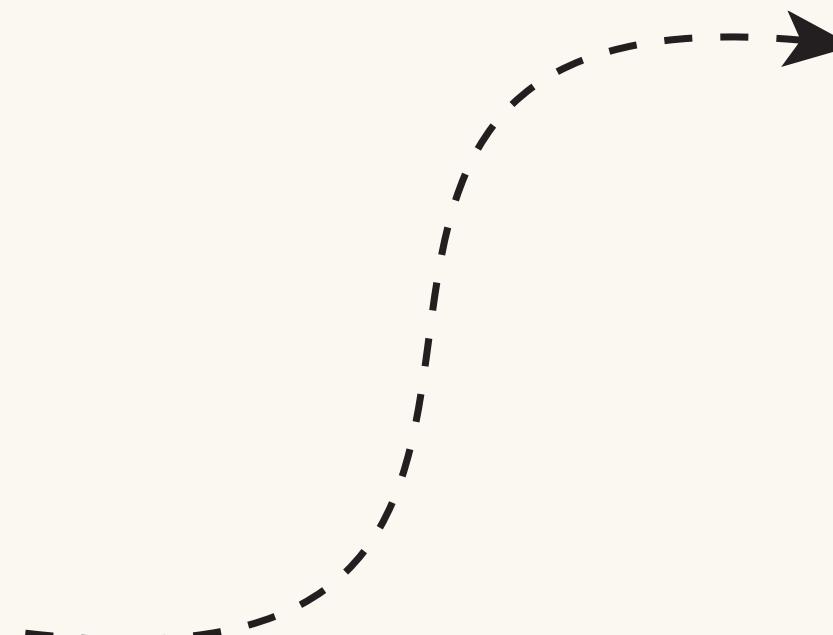
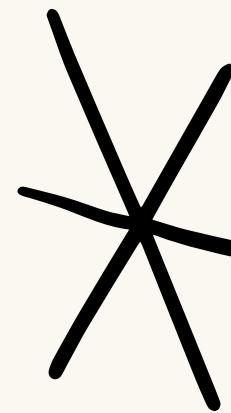
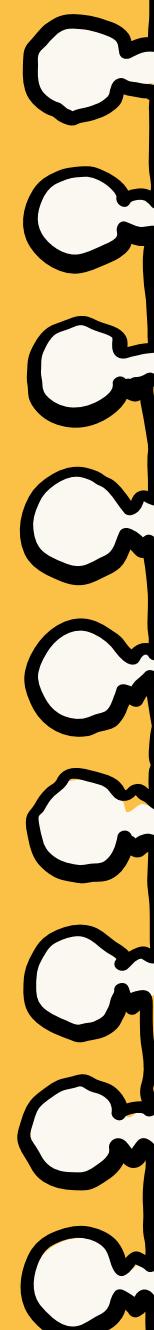
# Rover Robot Learning Kit



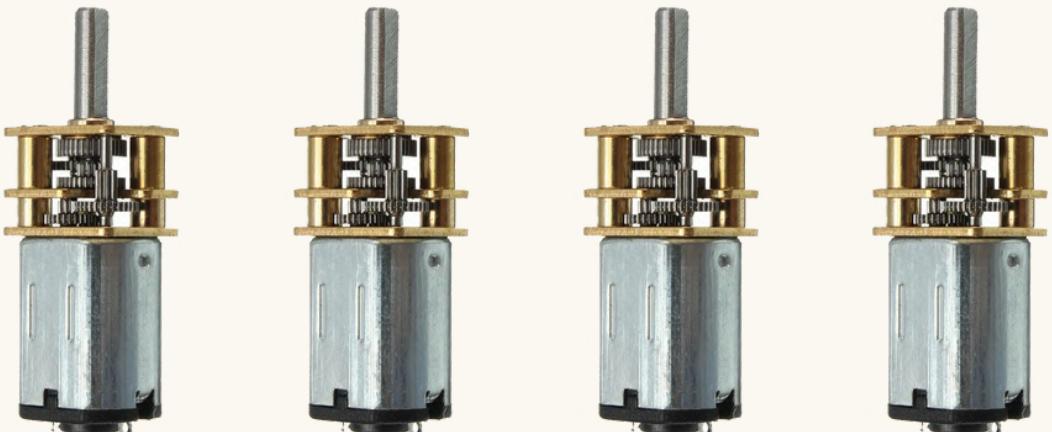
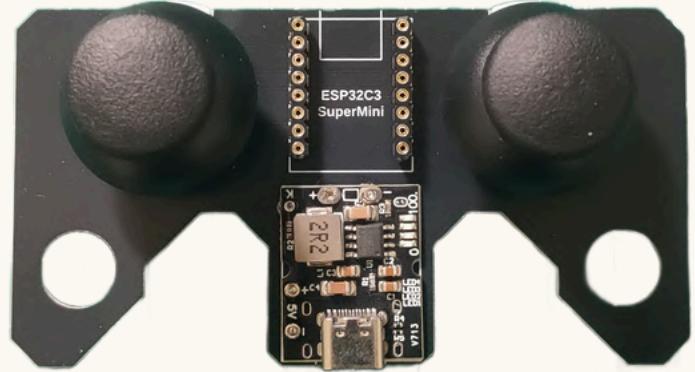
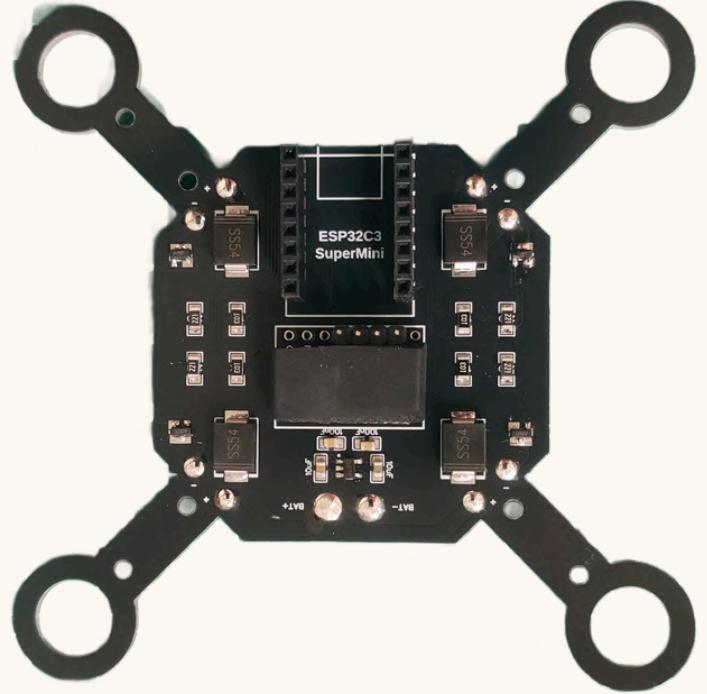
## Agenda

# Rover Robot

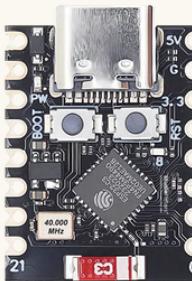
- Component
- Assembly
- Coding
- User manual



# ROVER ROBOT COMPONENTS



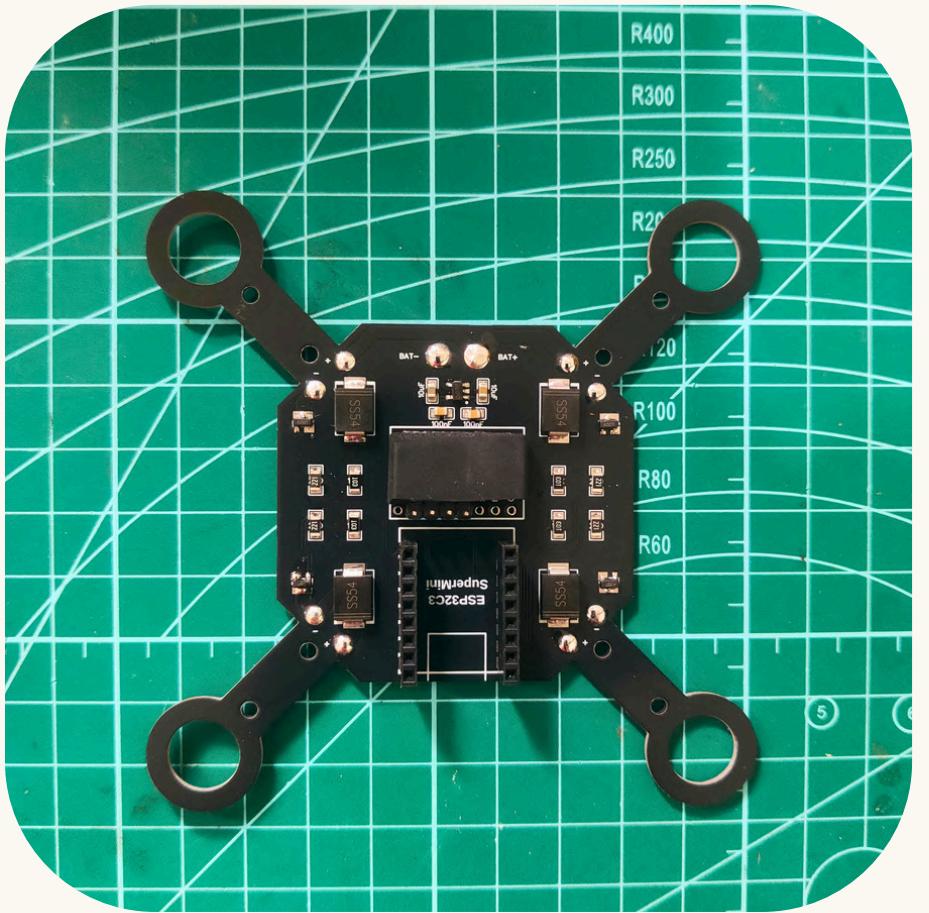
You need to get it yourself



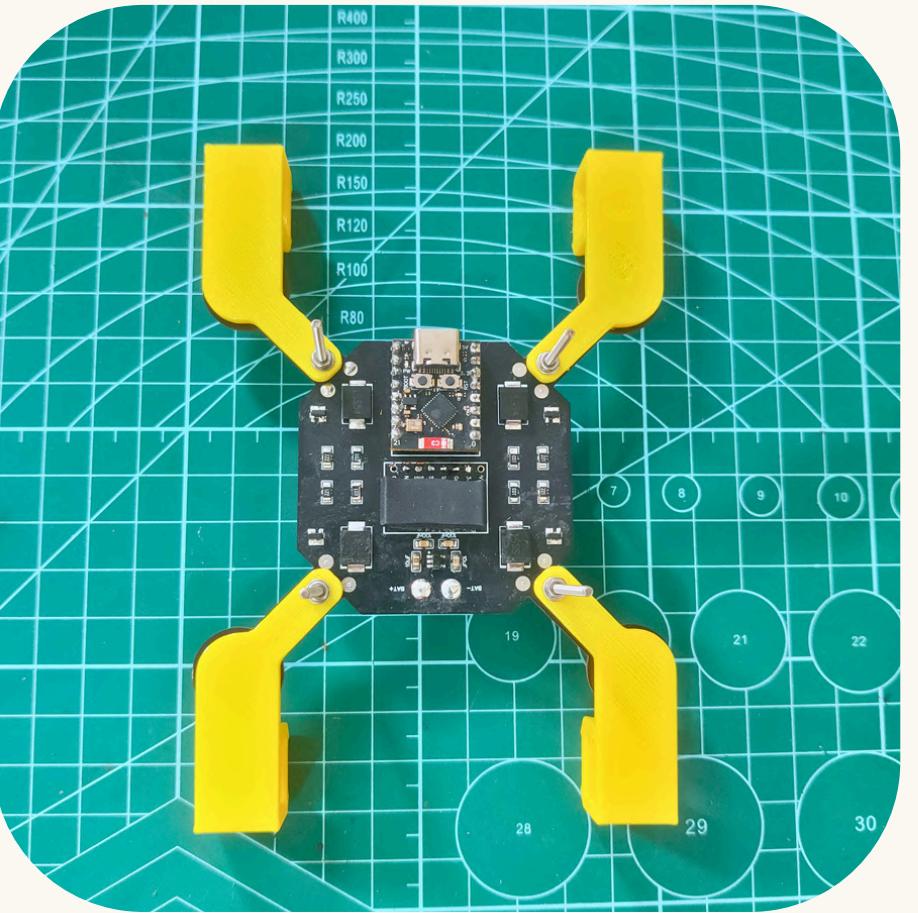
X2

# ASSEMBLY

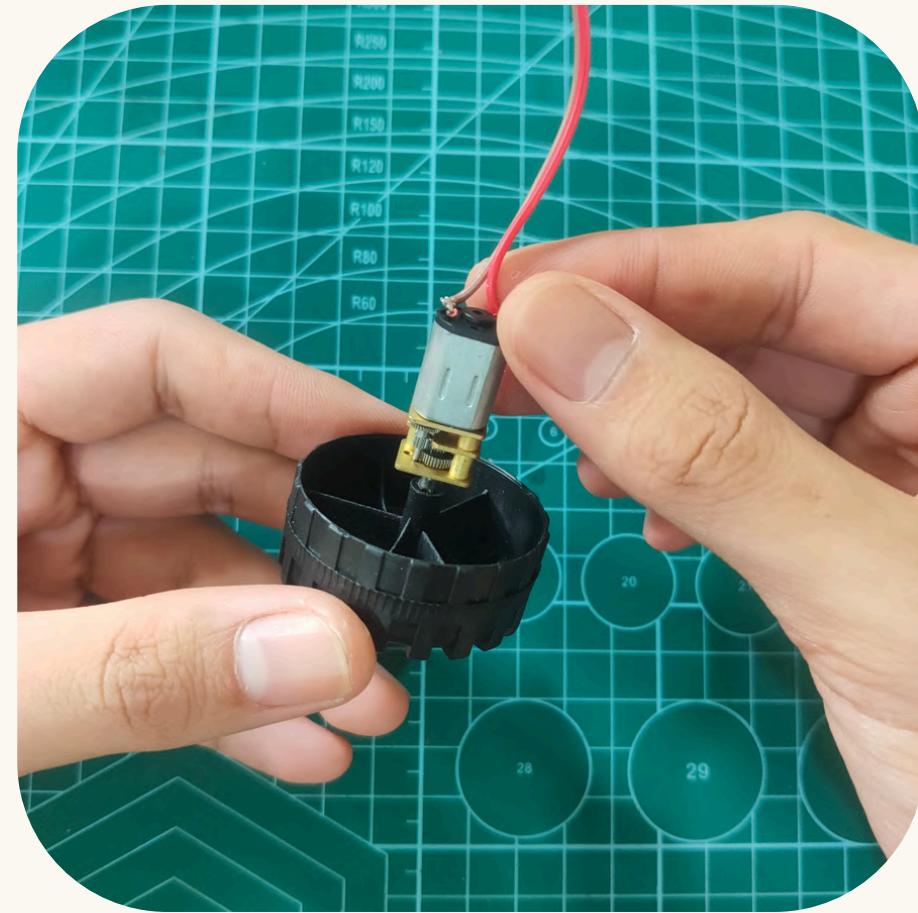
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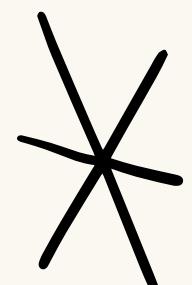
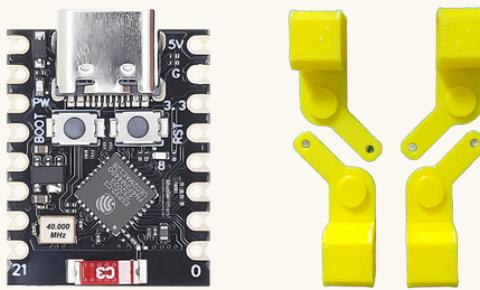
2



3.1

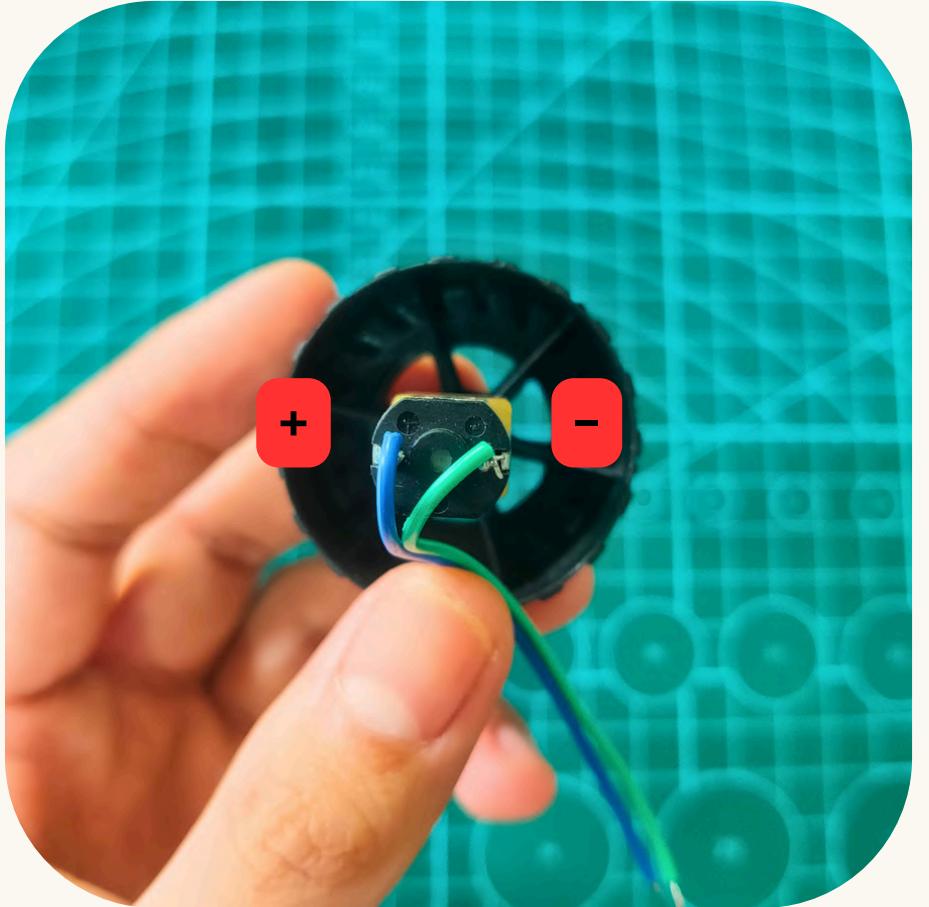


Start

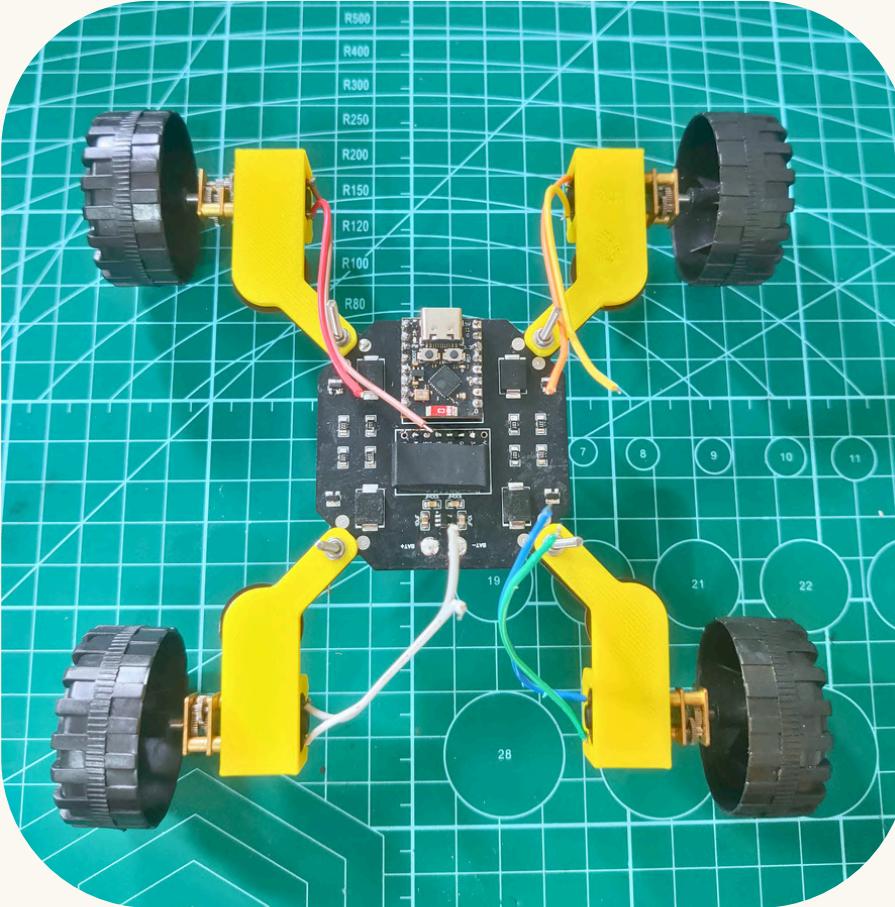


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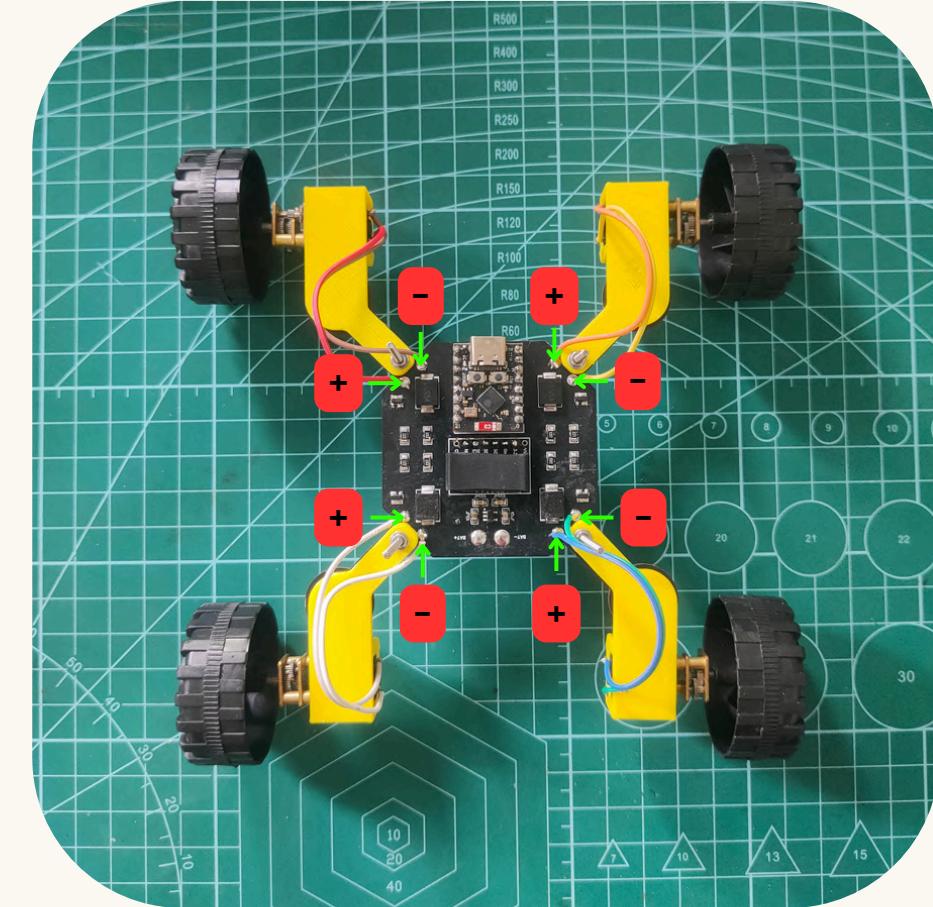
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4

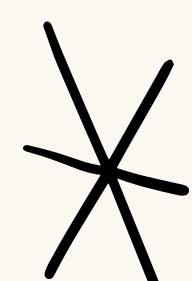


5



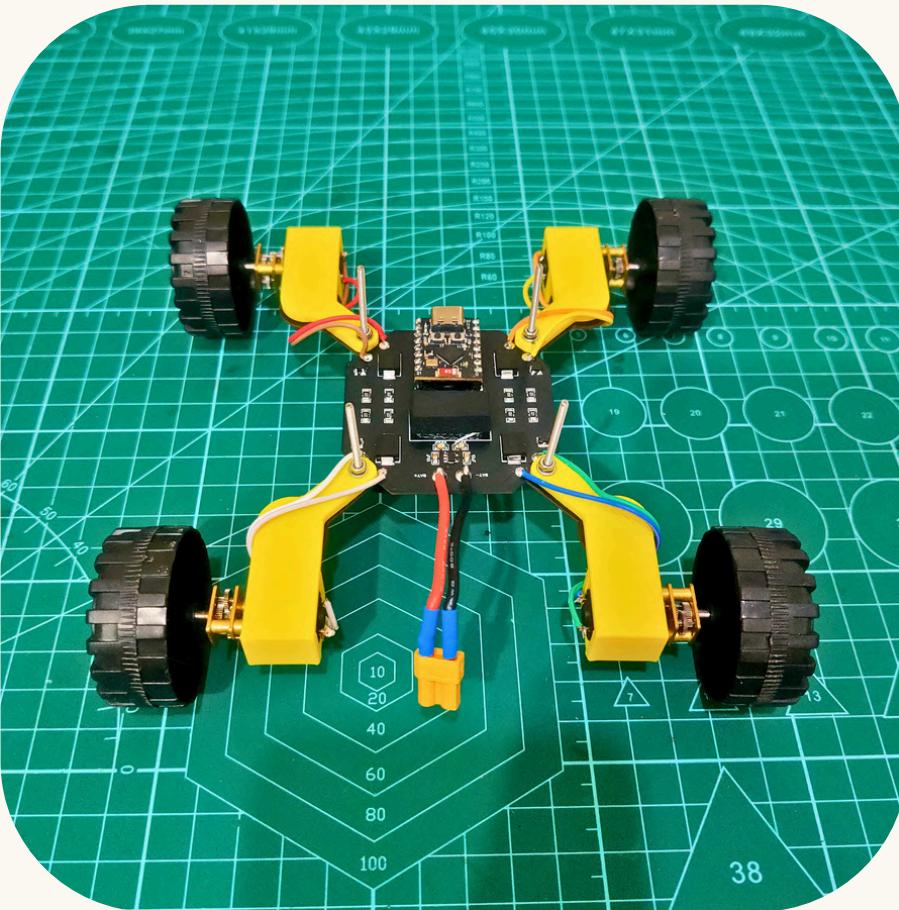
Remember motors pole

Connect the poles of motors to each pad

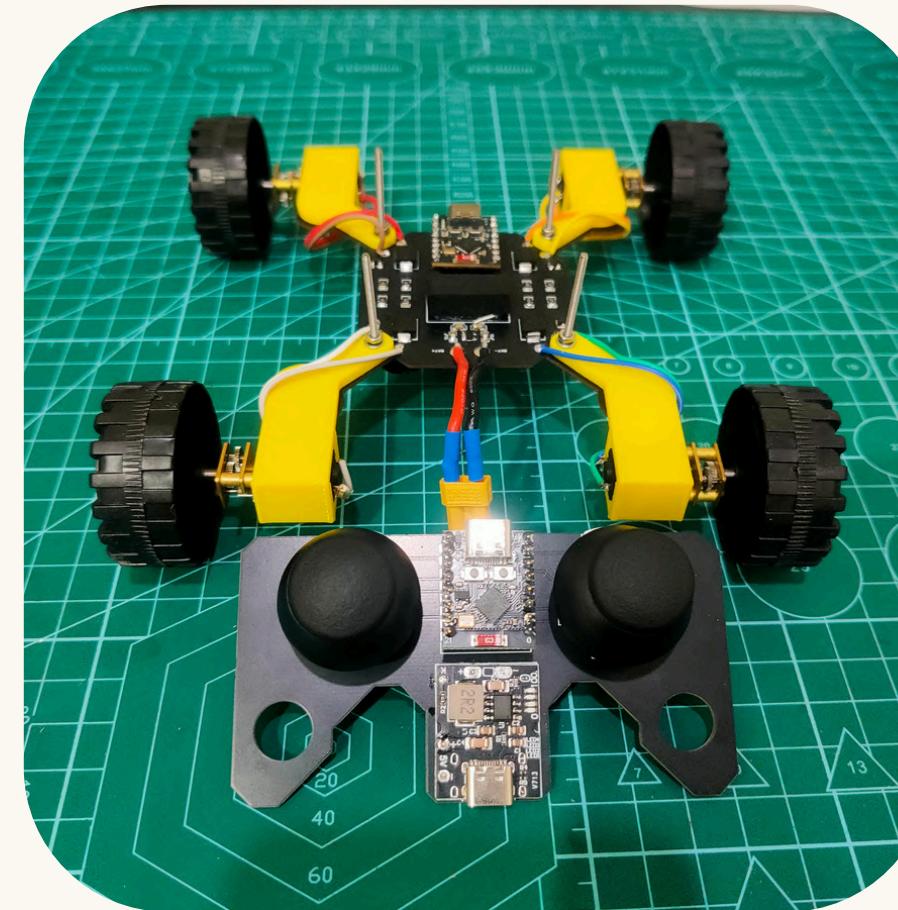


# ASSEMBLY

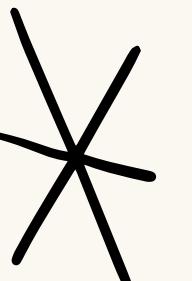
6



7



I'm ready to.... ^\_^\n



# Rover Robot Coding

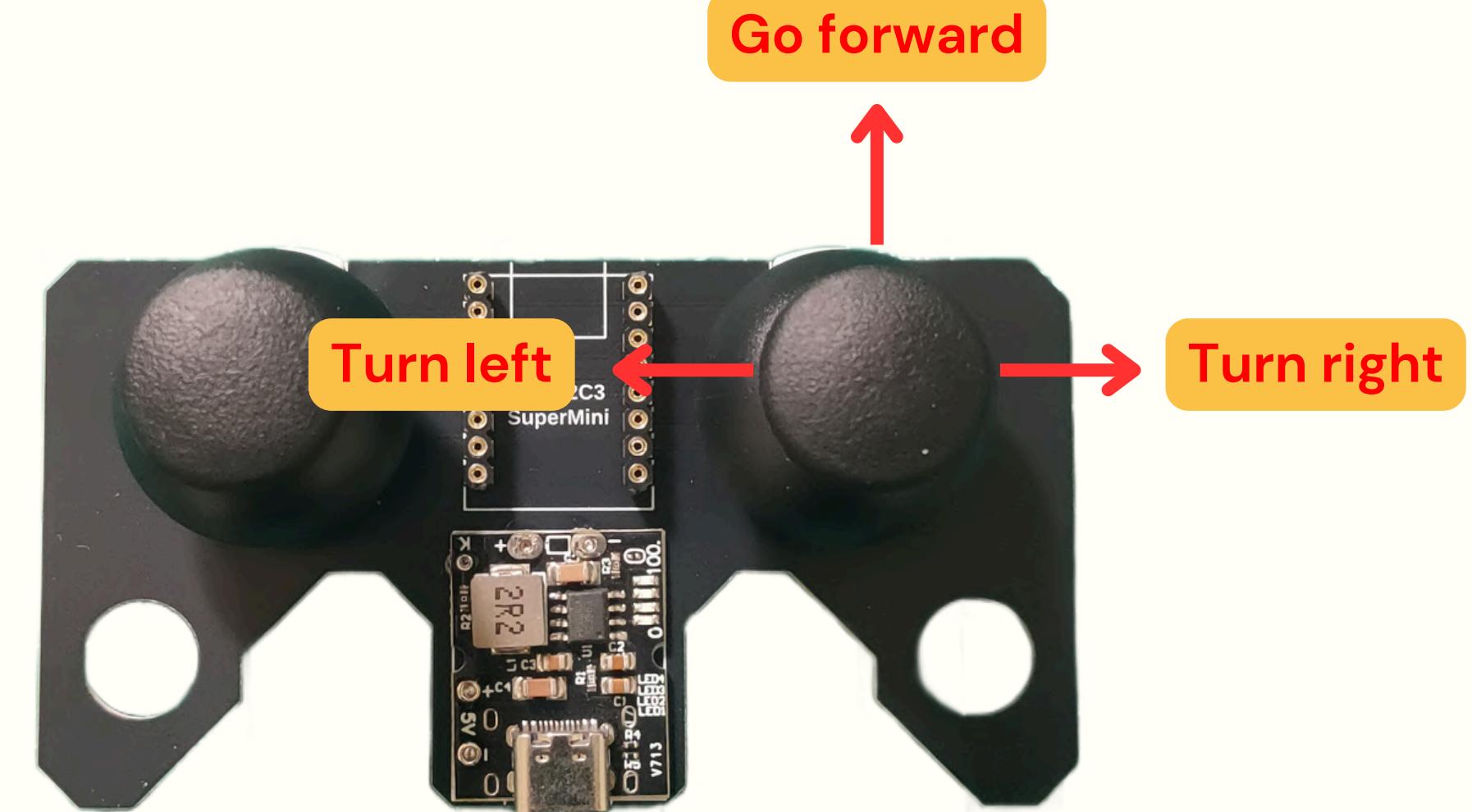
ARDUINO IDE

```
1 // ****
2
3 #include <WiFi.h>
4 #include <esp_now.h>
5
6 // ****
7
8 // Motors
9 #define MA 5
10 #define MB 3
11 #define MC 1
12 #define MD 7
13 #define LEDC_TIMER_10_BIT 10
14 #define LEDC_BASE_FREQ 20000
```

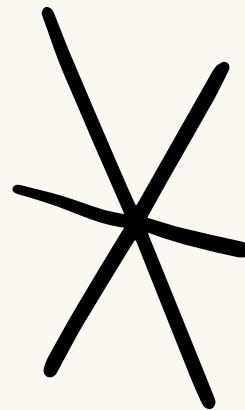
# User

## manual

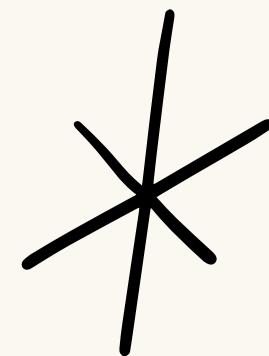
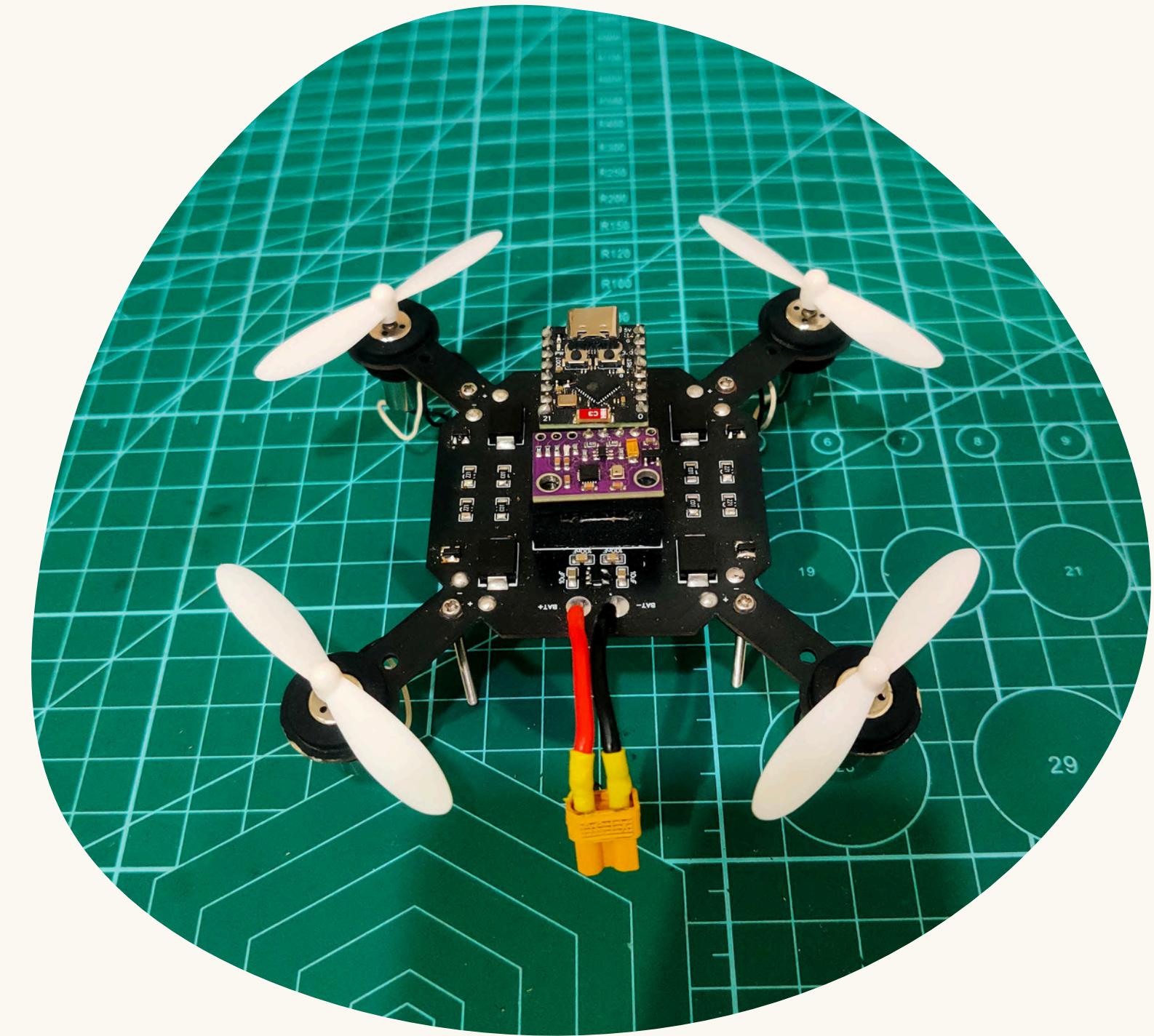
CONTROLLING



Back side : single press ==> power on | double press ==> power off



# Quadcopter Learning Kit

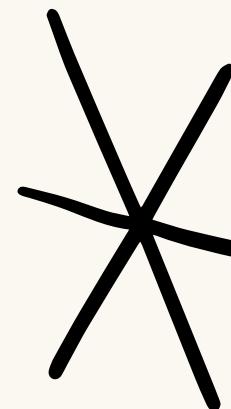
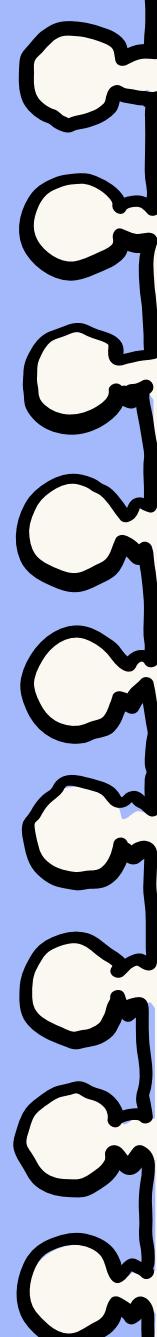




# Agenda

## 1. Introduction

- What is a UAV ?
- Quadcopter
- Ready-to-Fly (RTF) Drone
- DIY Drone



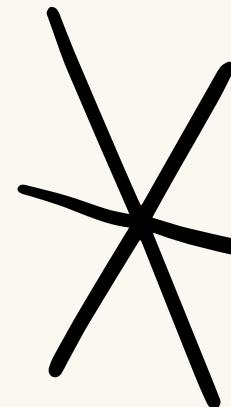


# Agenda

## 2. Principle

- Drone Dynamics
- Communication
- Flight Controller

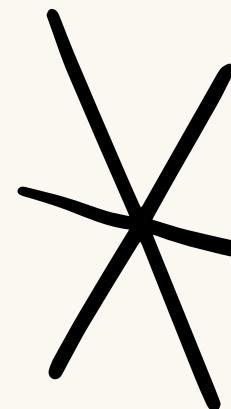
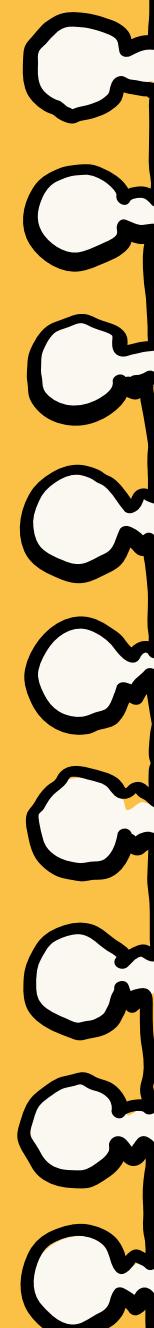
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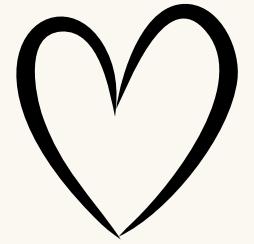


# Agenda

## DragonFly-Spirit- Quadcopter

- Component
- Assembly
- Coding
- User manual





# What is a UAV ?

A UAV stands for Unmanned Aerial Vehicle. It's essentially an aircraft that flies without a human pilot on board. UAVs are controlled either remotely by a person (via radio signals, computers, or controllers) or autonomously using pre-programmed flight plans and onboard sensors.



# Type of UAV



**Fixed wing rotor**

Photo : [U.S. Air Force website](#)



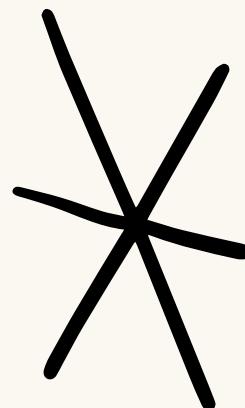
**Single rotor**

Photo : [velos-rotors.com](#)

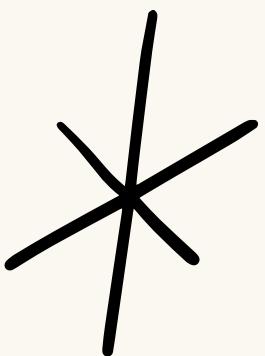


**Bi rotor**

Photo : [www.d-botix.com](#)



# Type of UAV



**Tricopter**

Photo : [makezine.com](http://makezine.com)



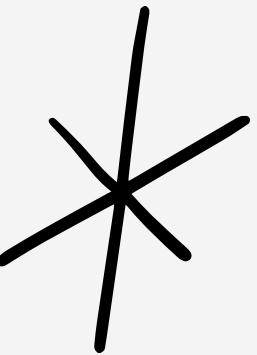
**Quadcopter**

Photo : [www.t-drones.com](http://www.t-drones.com)



**Hexacopter**

Photo : [www.viewprouav.com](http://www.viewprouav.com)



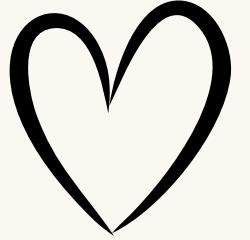
# Type of UAV



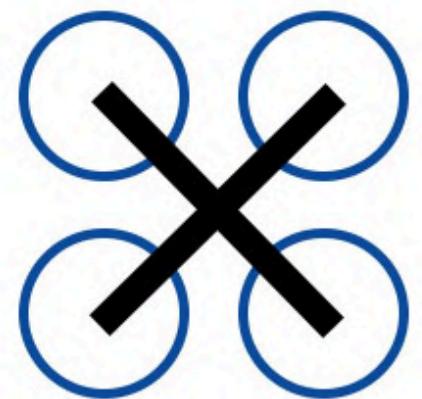
**Hybrid VTOL (Vertical Take-Off and Landing)**

Photo : [www.unmannedsystemstechnology.com](http://www.unmannedsystemstechnology.com)

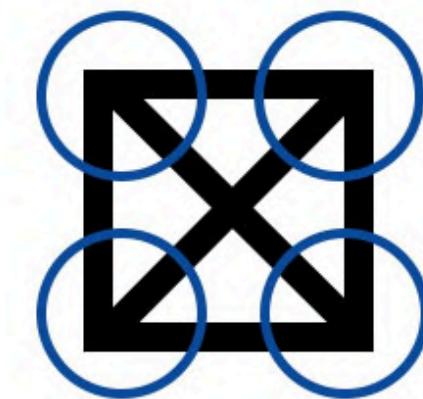
# Quadcopter



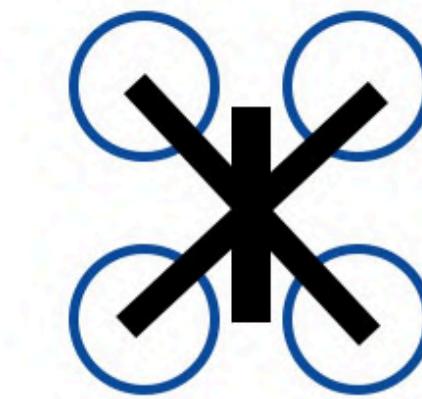
## COMMON FPV FRAME SHAPES



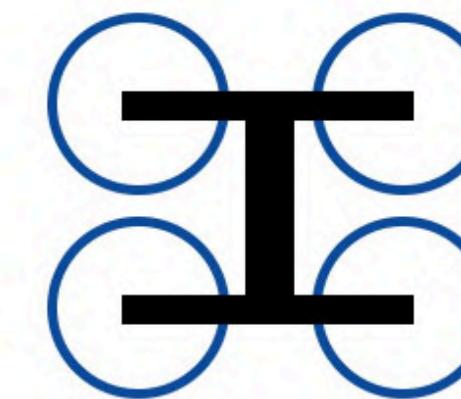
TRUE X



BOX



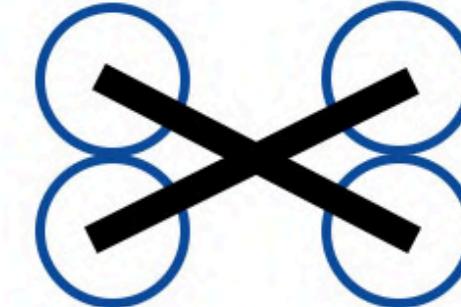
HYBRID



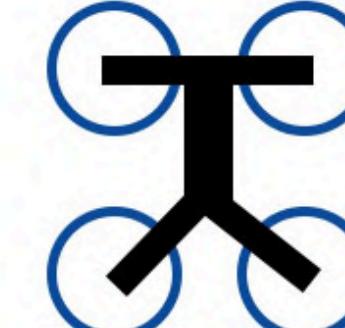
H-SHAPED



STRETCHED X



WIDE X



DEADCAT

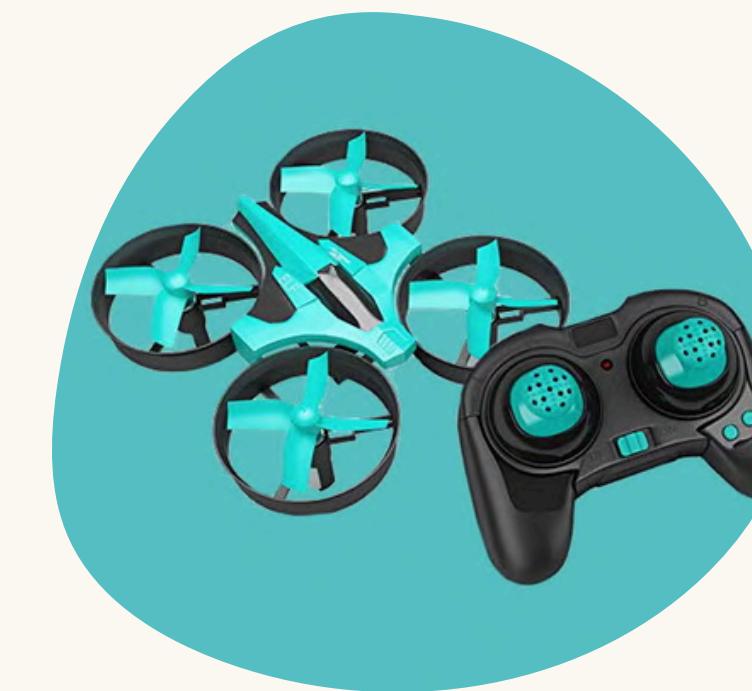
**Commercial grade**



## Ready-to-Fly (RTF) Drone



**Toys grade**



# DIY Drone



**Racing**

Photo : [drone-gigs.com](http://drone-gigs.com)



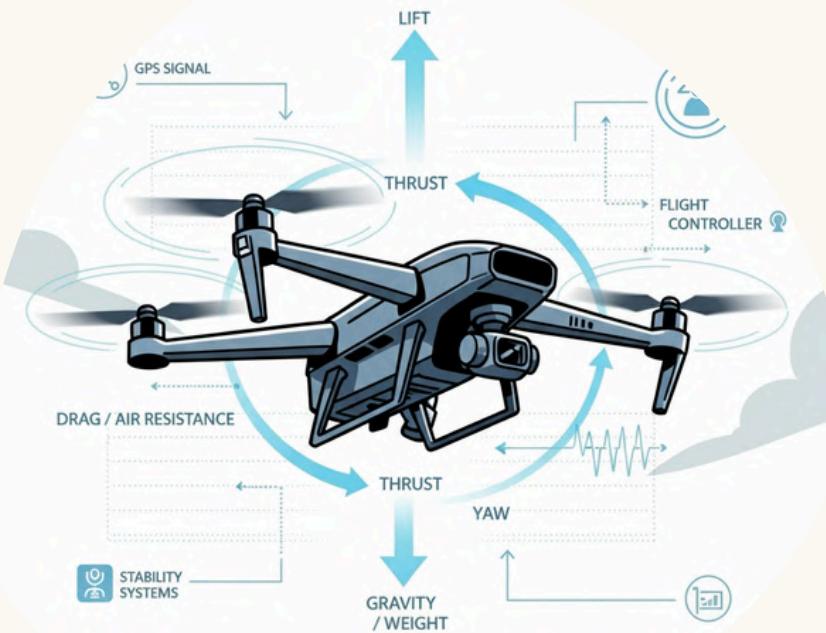
**Maker**

Photo : [makezine.com](http://makezine.com)

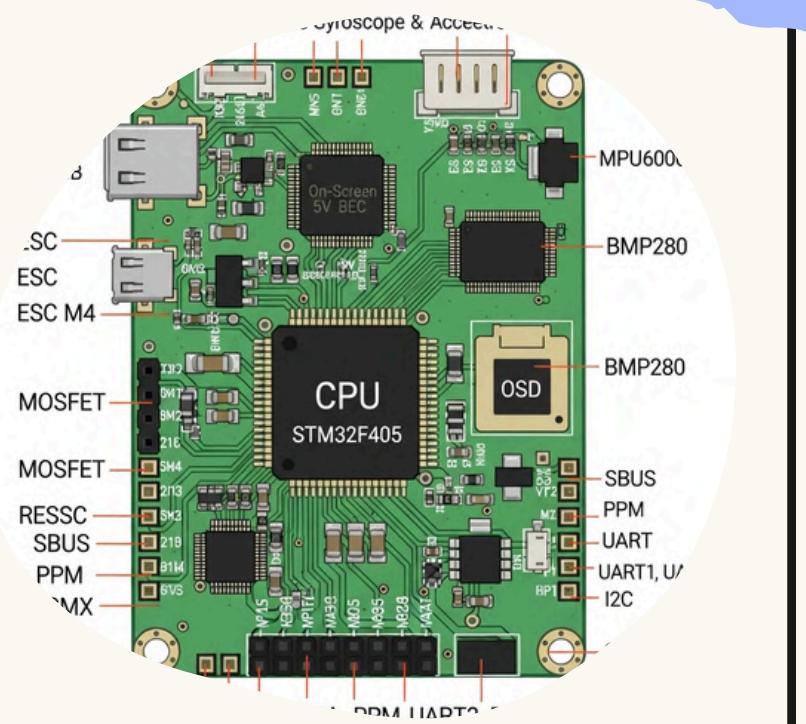
# PRINCIPLE



## Drone Dynamics



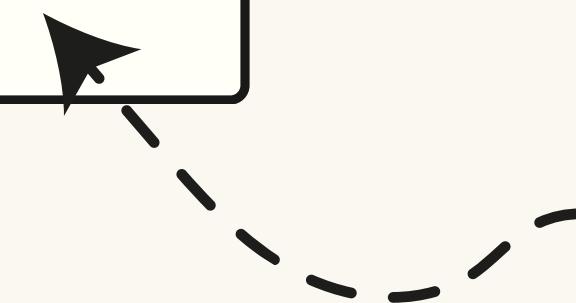
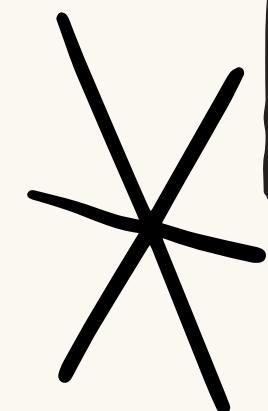
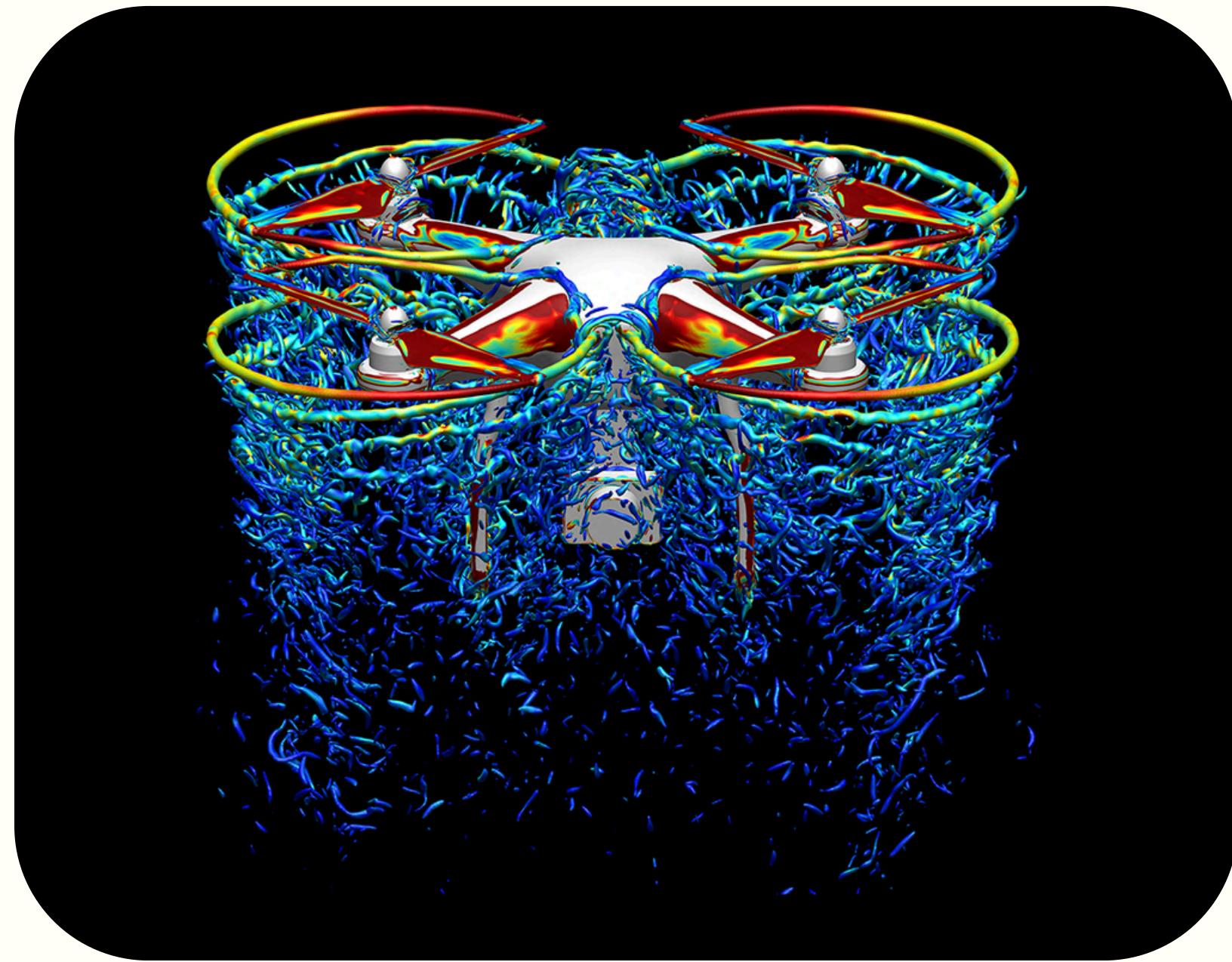
## Communication





# Drone Dynamics

- 1 Frames of Reference
- 2 Degrees of Freedom (DOF)
- 3 Forces and Torques
- 4 Equations of Motion
- 5 Motor-Propeller

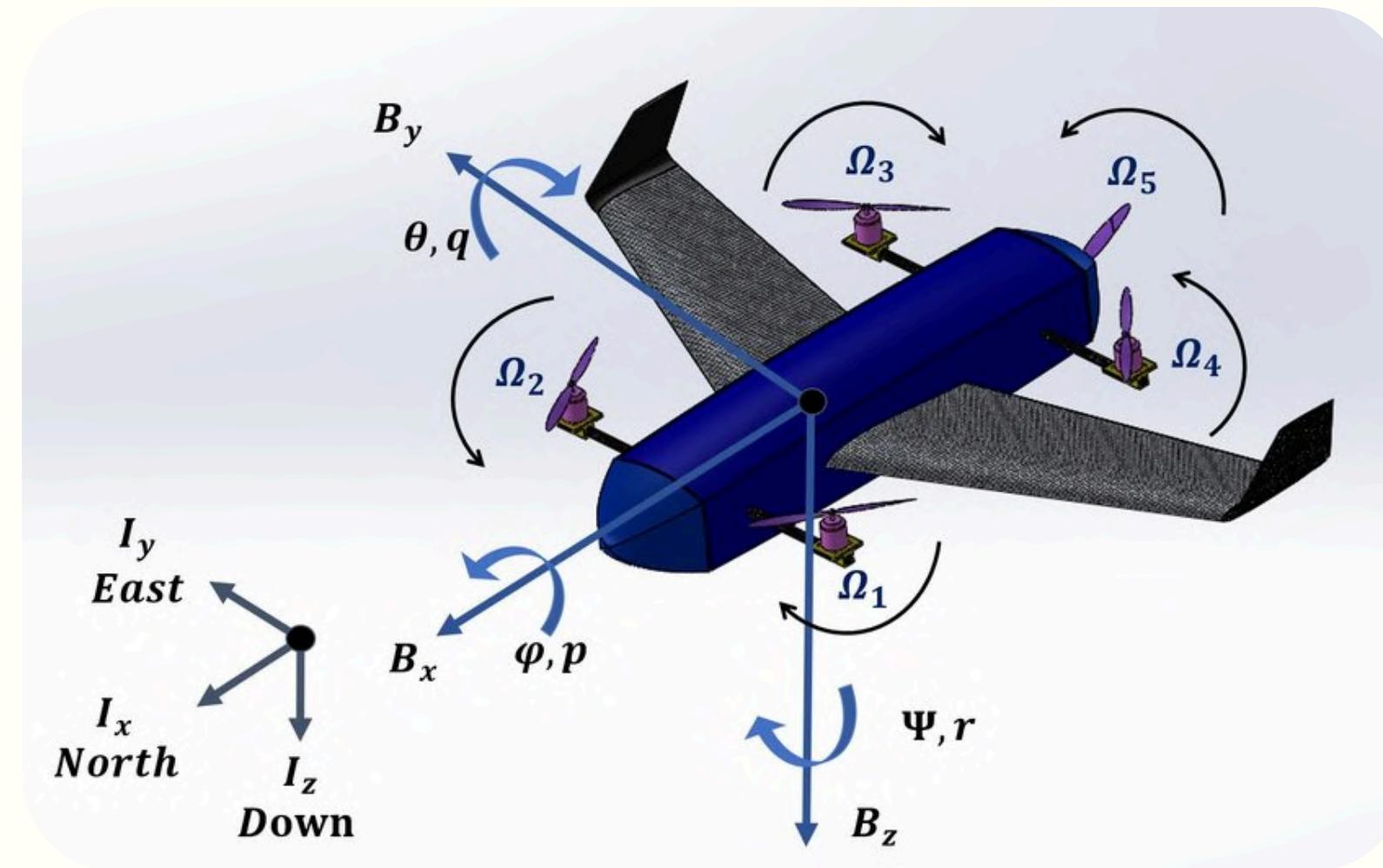


# FRAMES OF REFERENCE

1 Inertial/Fixed Frame

2 Body Frame

Inertial/Fixed Frame

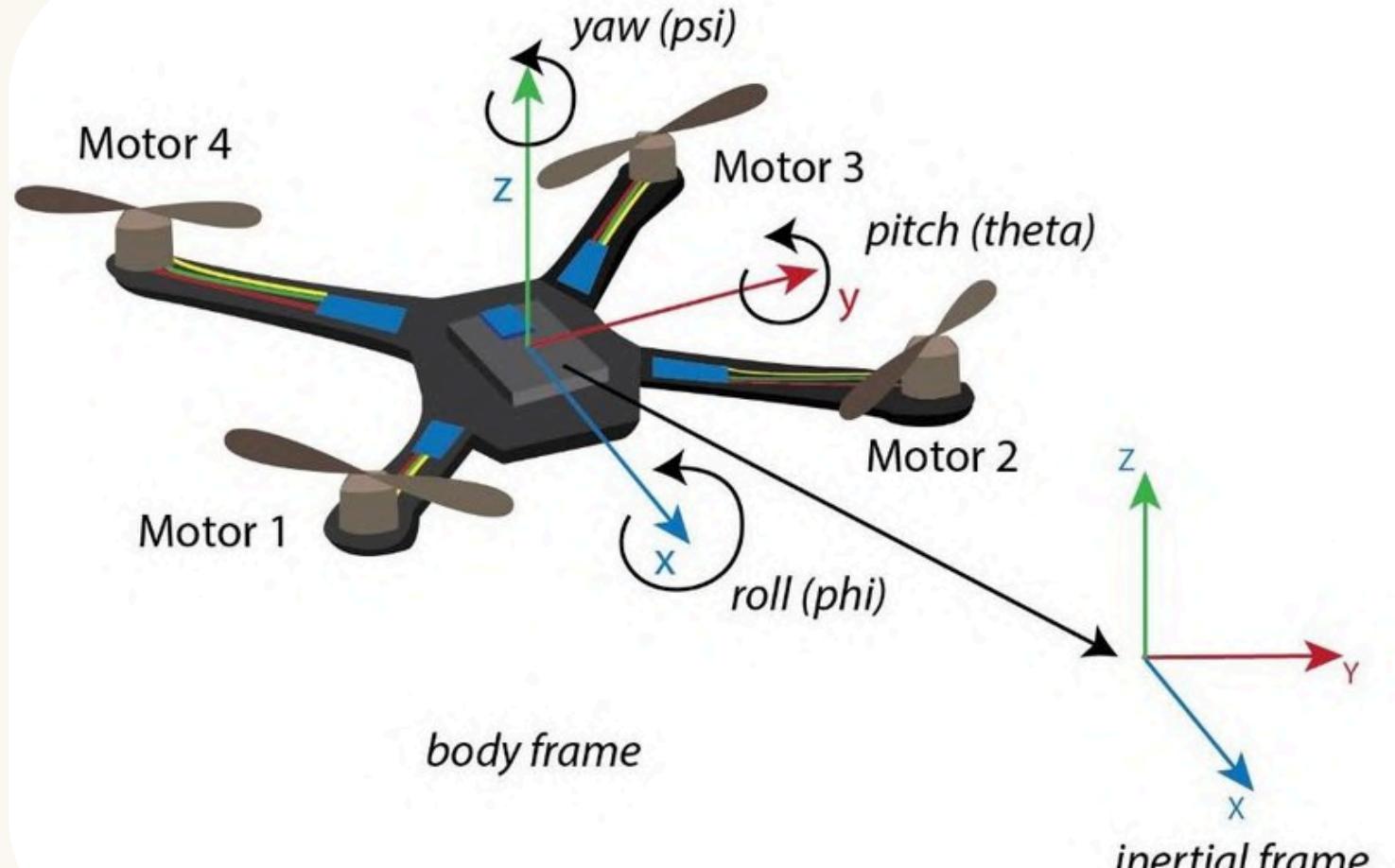


Origin: launch location (on the Earth's surface).

Axes: fixed relative to Earth at that point in time (north-east-down, or some ENU/NED convention).

Use: good for describing trajectories in a “global” sense.

# Body Frame

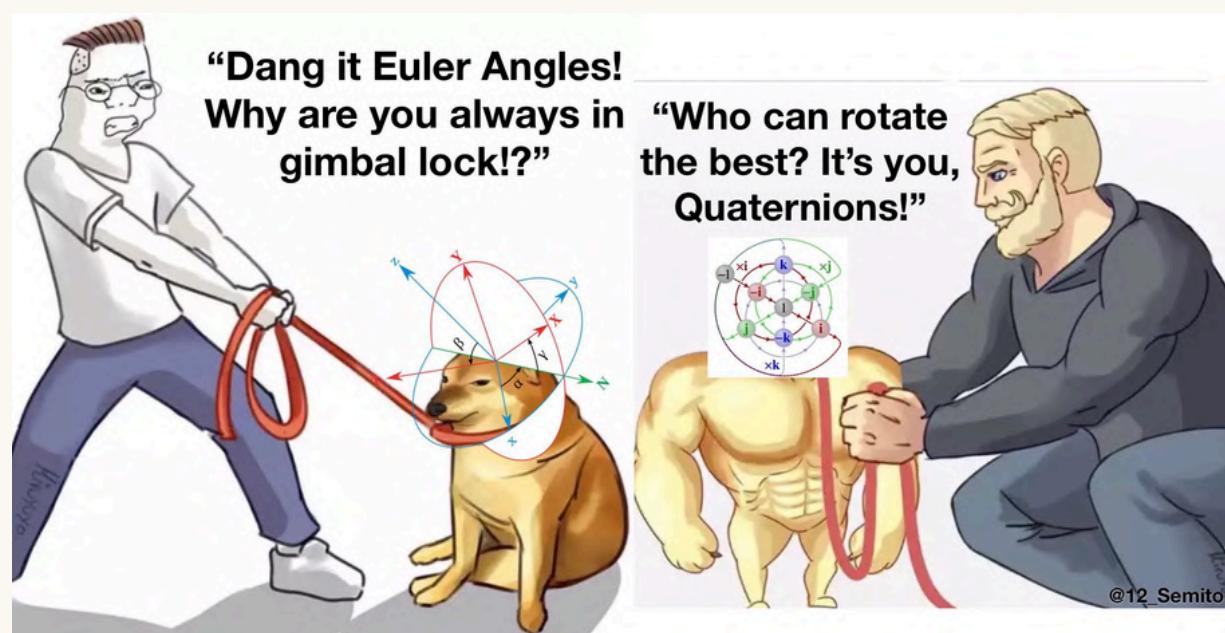


Origin: the vehicle's center of gravity (CoG).  
Axes: aligned with the actual vehicle geometry – typically x forward, y right, z down (aircraft convention) or z up (spacecraft sometimes).  
Use: sensors (IMU, gyros, accelerometers) and control forces naturally live here.

## ● Rotation matrix

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \mathbf{R}_\phi \mathbf{R}_\theta \mathbf{R}_\psi \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} \cos \theta \cos \psi & \cos \theta \sin \psi & -\sin \theta \\ -\cos \psi \sin \psi + \sin \phi \sin \theta \cos \psi & \cos \phi \cos \psi + \sin \phi \sin \theta \sin \psi & \sin \phi \cos \theta \\ \sin \phi \sin \psi + \cos \phi \sin \theta \cos \psi & -\sin \phi \cos \psi + \cos \phi \sin \theta \sin \psi & \cos \phi \cos \theta \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

## ● Quaternion



$$q_1 = [w_1 \ x_1 \ y_1 \ z_1] \quad q_2 = [w_2 \ x_2 \ y_2 \ z_2]$$

$$q_1 \otimes q_2 = [q_1 q_2 w \ q_1 q_2 x \ q_1 q_2 y \ q_1 q_2 z]$$

$$q_1 q_2 w = (w_1 w_2 - x_1 x_2 - y_1 y_2 - z_1 z_2)$$

$$q_1 q_2 x = (w_1 x_2 + x_1 w_2 + y_1 z_2 - z_1 y_2)$$

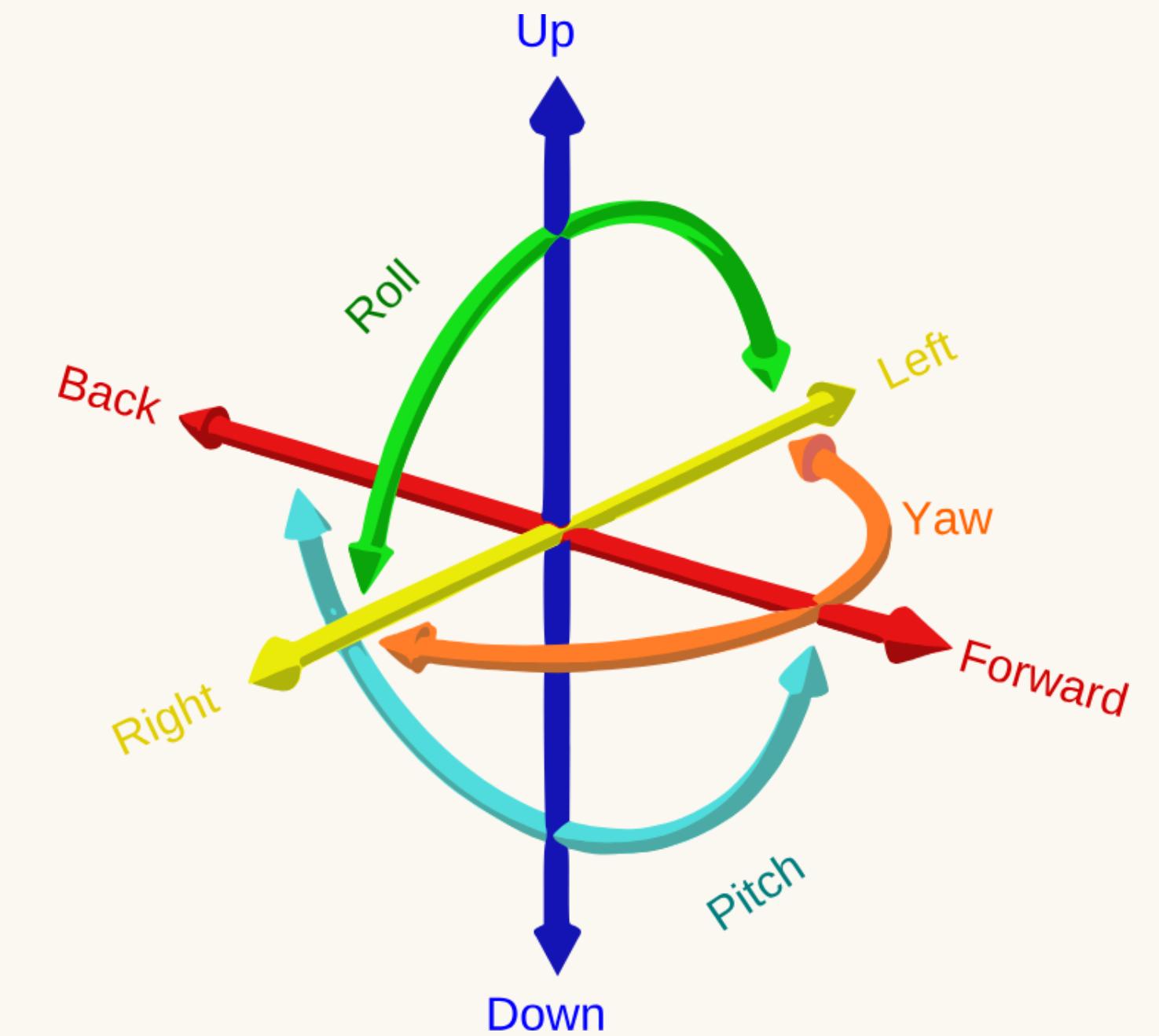
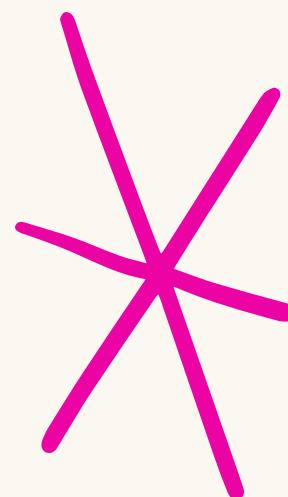
$$q_1 q_2 y = (w_1 y_2 - x_1 z_2 + y_1 w_2 + z_1 x_2)$$

$$q_1 q_2 z = (w_1 z_2 + x_1 y_2 - y_1 x_2 + z_1 z_2)$$

# Degrees of Freedom (DOF)

6 DOF

- Translational : x, y, z
- Rotational : roll ( $\varphi$ ), pitch ( $\theta$ ), yaw ( $\psi$ )



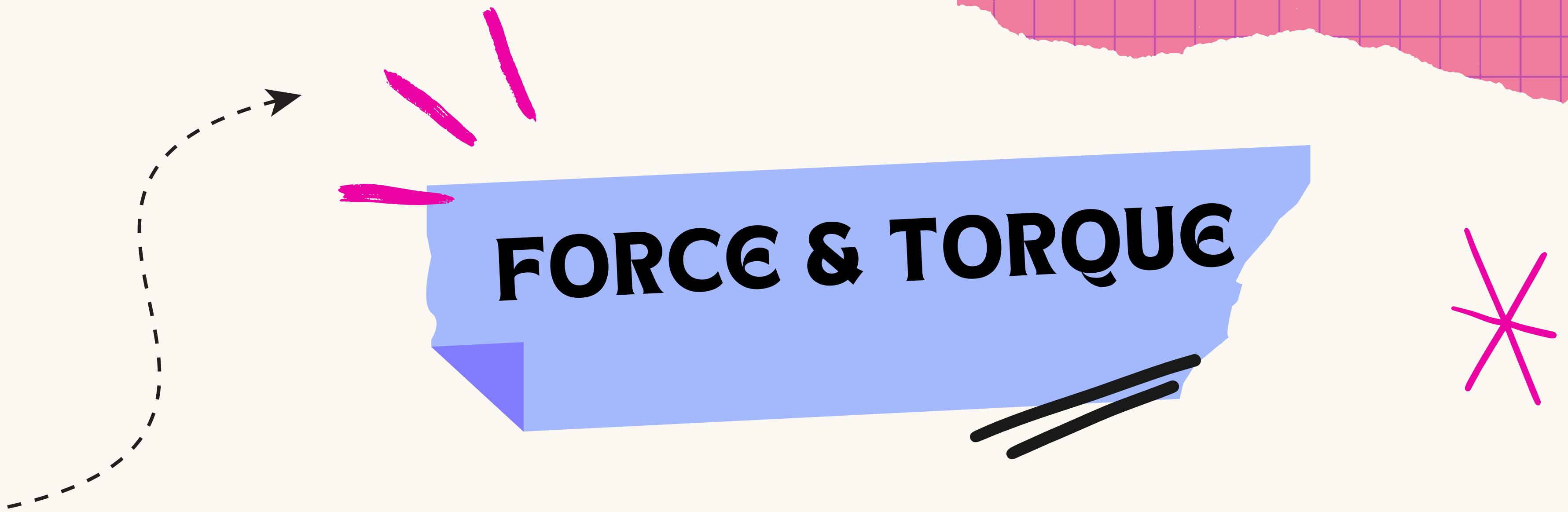
**THRUST**  
LIFT

**GRAVITY**  
WEIGHT

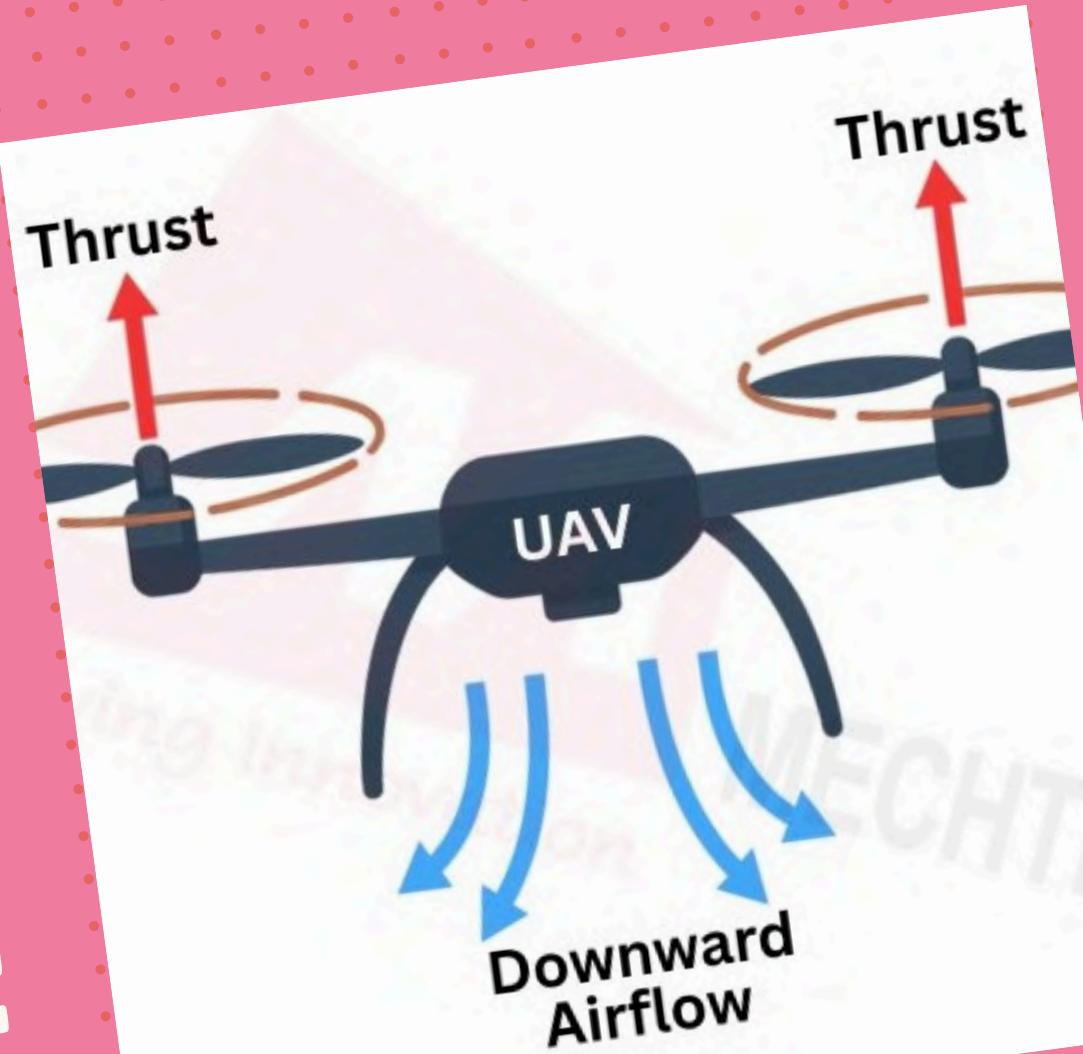
**DRAG**  
AERODYNAMIC DRAG

**TORQUE**  
ROLL , PITCH , YAW

# **FORCE & TORQUE**



# THRUST



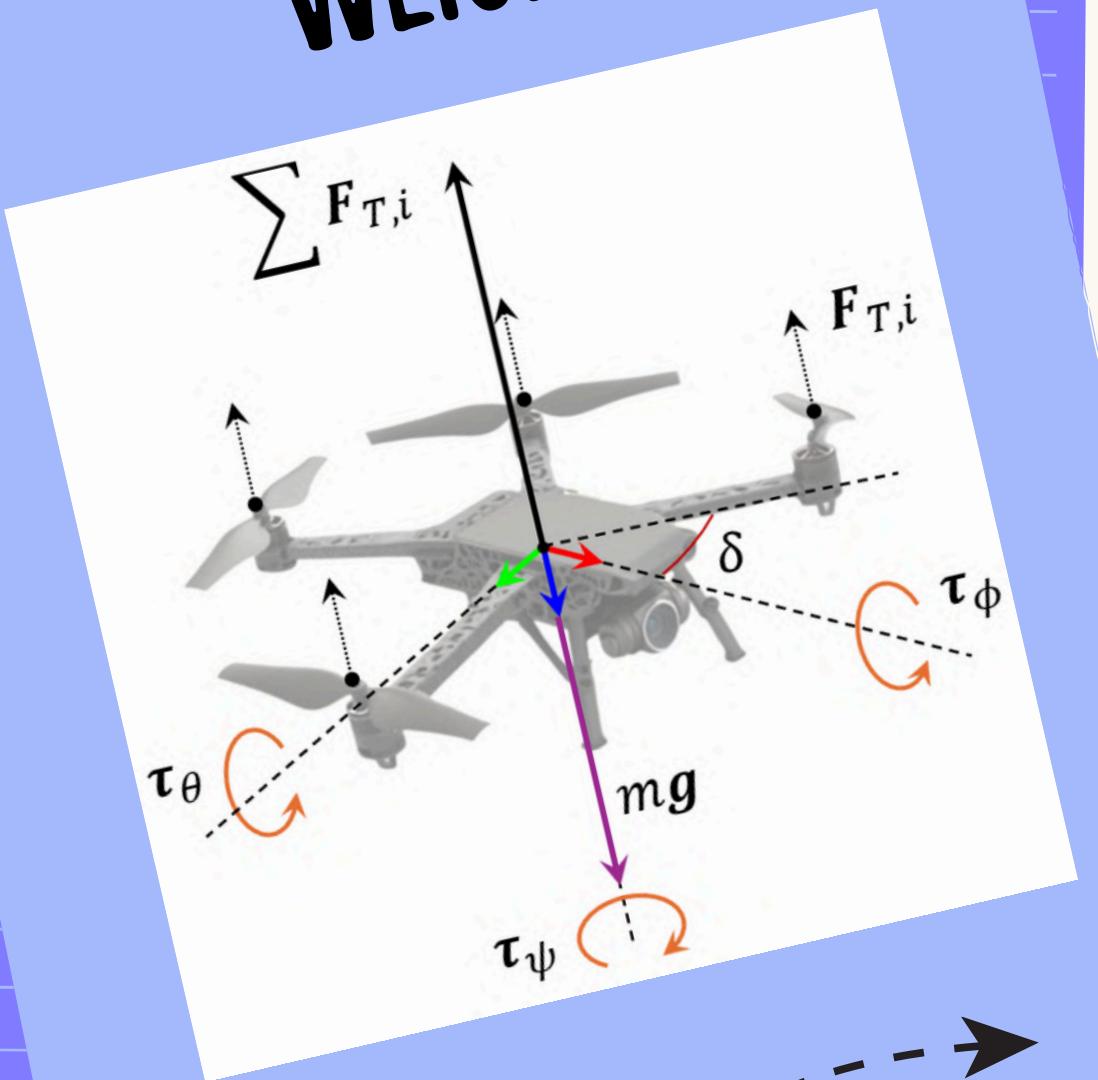
# LIFT FORCE



$$L = T \cdot \cos\phi \cdot \cos\theta$$



# GRAVITY WEIGHT



$$W = m \cdot g$$

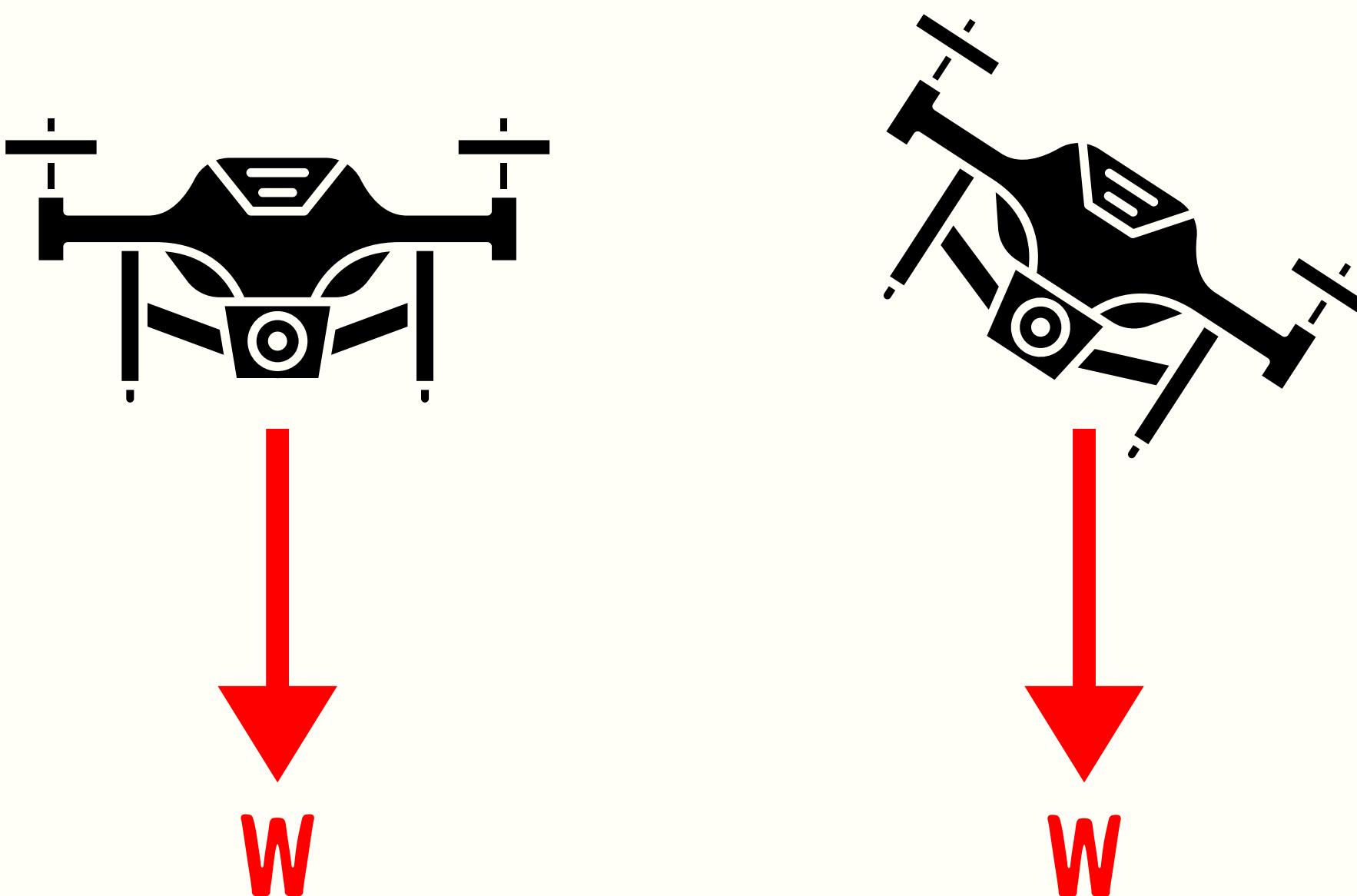
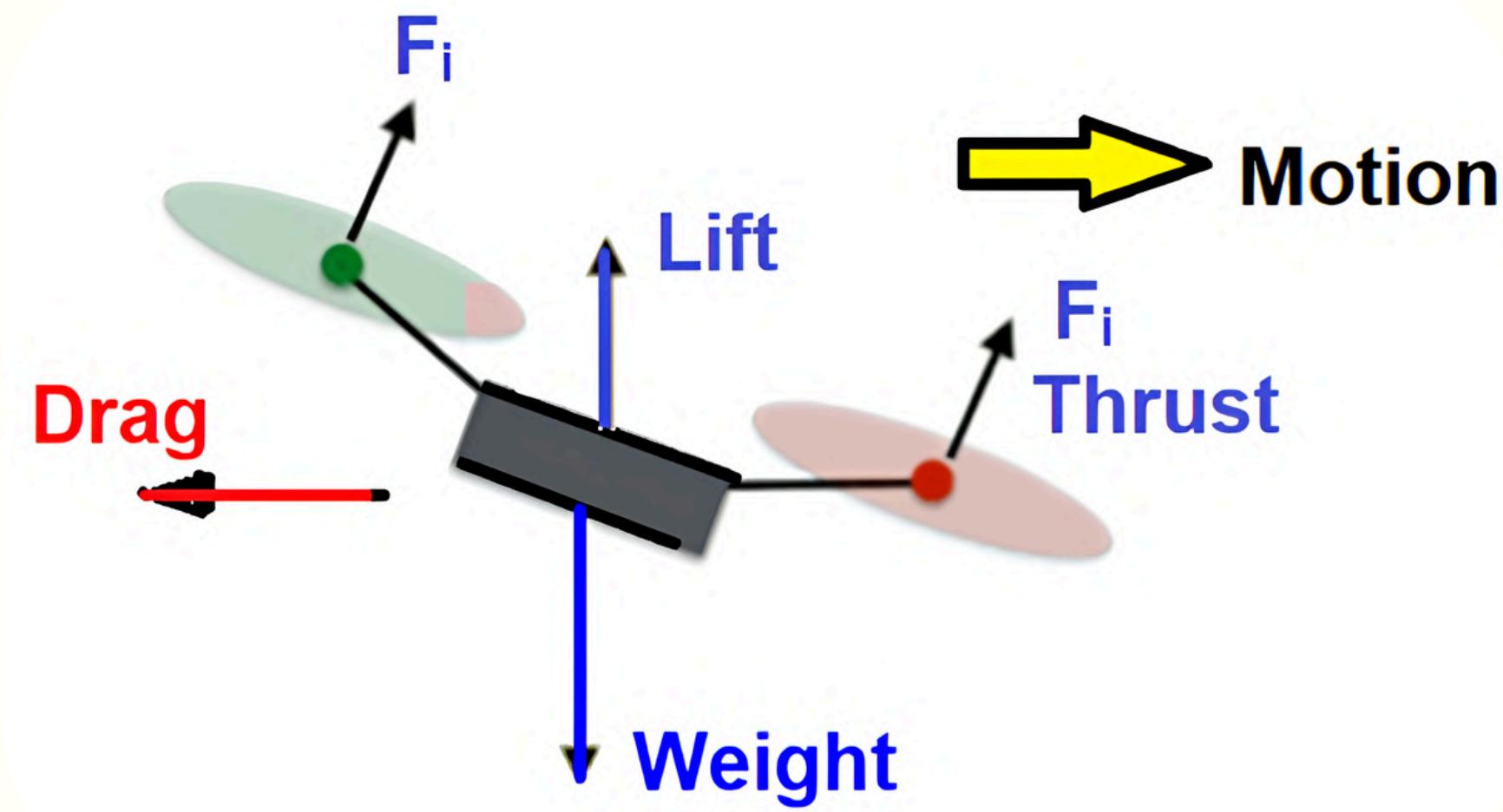


Photo : <https://cfdflowengineering>

# DRAG FORCE



## EQUATION

$$F_D = \frac{1}{2} \rho v^2 C_D A$$

Note :  $F_D$  = Drag force

# Torque

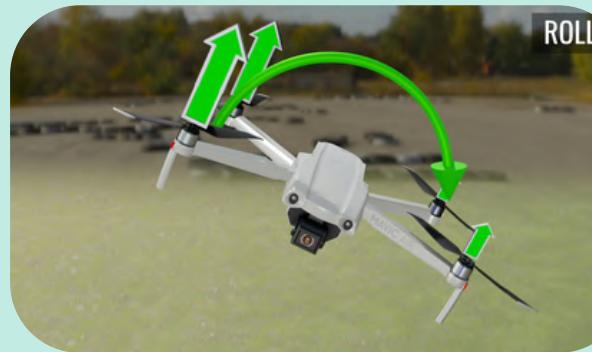
$$\tau_{\phi} = (T_{left} - T_{right}) \cdot I$$

$$\tau_{\theta} = (T_{front} - T_{back}) \cdot I$$

$$\tau_{\psi} = (M_{CCW} - M_{CW}) \cdot I$$

NED Frame

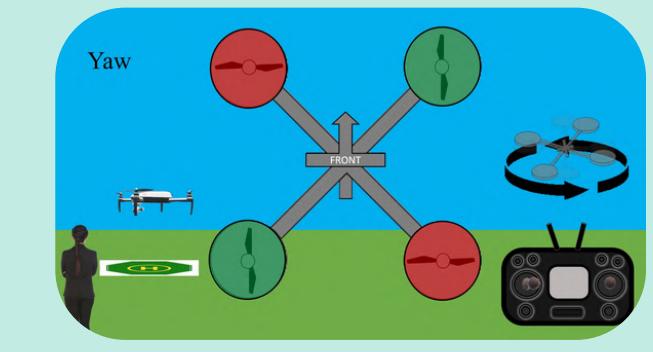
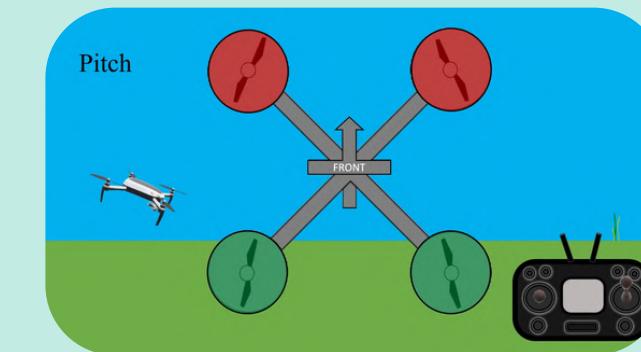
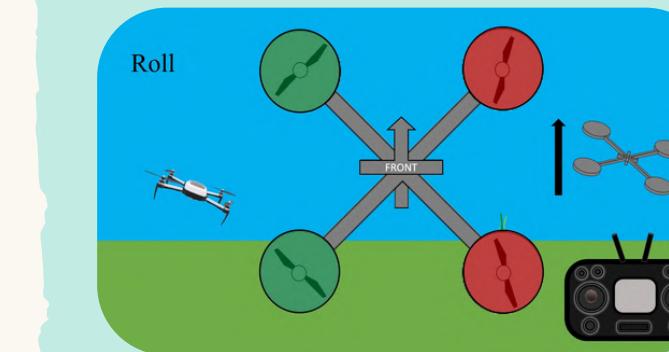
## Roll Torque (φ-X axis)



## Pitch Torque (θ-Y axis)



## Yaw Torque (ψ-Z axis)



## Translational (Newton's 2nd law)

$$m\ddot{\mathbf{r}} = \mathbf{F}_{\text{thrust}} + \mathbf{F}_{\text{gravity}} + \mathbf{F}_{\text{drag}}$$

- $\ddot{\mathbf{r}}$  = linear acceleration  
acceleration(inertial frame)  
 $\Rightarrow \ddot{x}, \ddot{y}, \ddot{z}$
- Rotation matrix or Quaternion

$$m\ddot{\mathbf{r}} = R_{b \rightarrow i} \begin{bmatrix} 0 \\ 0 \\ -\sum T_i \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ mg \end{bmatrix} - k_d \dot{\mathbf{r}}$$

## Rotational (Euler's equations)

$$I\dot{\omega} + \omega \times (I\omega) = \tau$$

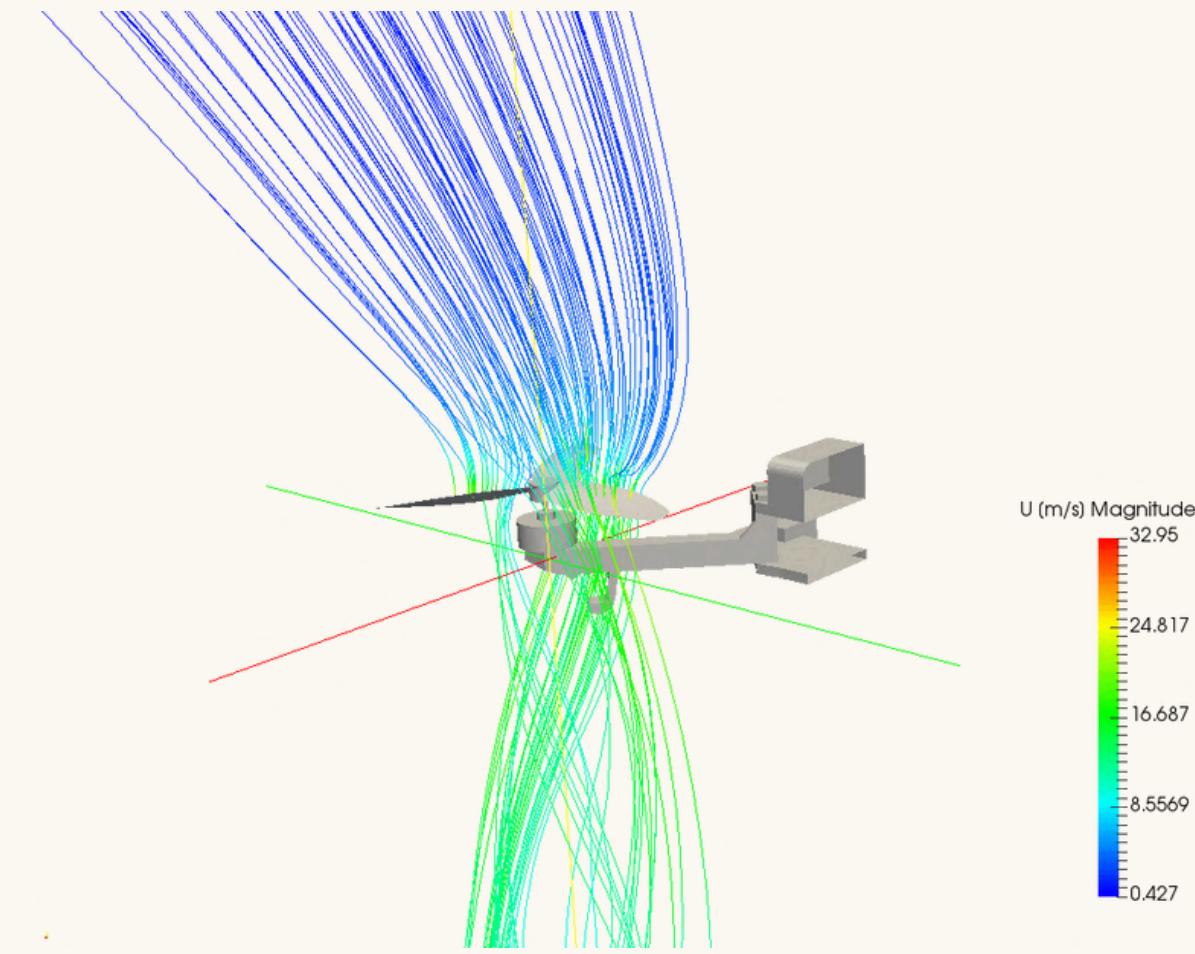
- $I$  = inertia matrix ( $\text{kg}\cdot\text{m}^2$ )
- $\omega$  = angular velocity vector  
in body frame
- $\tau$  = torque vector

# Equations of MOTION



$$\begin{cases} I_x \dot{p} = \tau_\phi + (I_y - I_z)qr \\ I_y \dot{q} = \tau_\theta + (I_z - I_x)pr \\ I_z \dot{r} = \tau_\psi + (I_x - I_y)pq \end{cases}$$

# Motor & Propeller

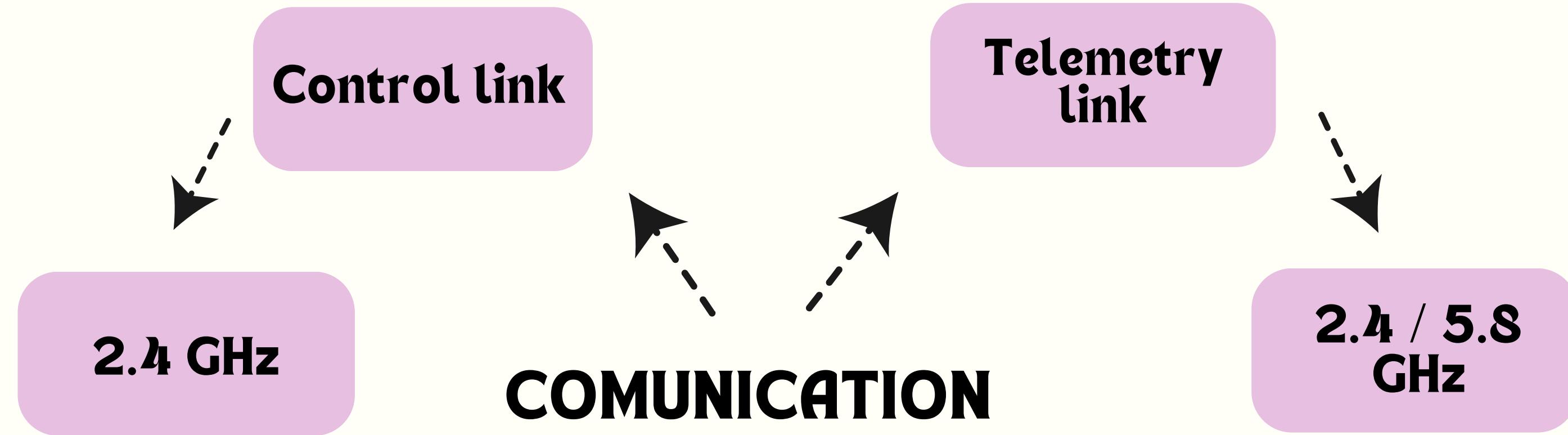


Linear flow

$$L = 0.5\rho V^2 S C_L$$

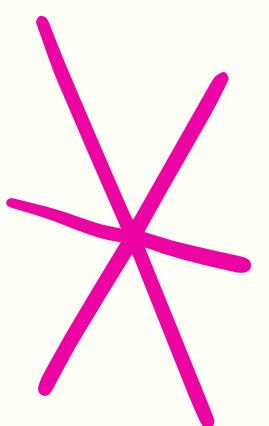
Rotational flow

$$T = k_f \omega^2, \quad k_f = 0.5 \rho C_L \int_0^R c(r) r^2 dr$$



NRF24L01	2.4 GHz ISM	100–300 m	1–10 ms	Cheap, plenty of libraries, low latency, moderate range, poor penetration through obstacles
ESP-NOW	2.4 GHz Wi-Fi	100–300 m	1–10 ms	Easy with ESP32, supports multiple nodes, low latency, medium bandwidth, no router needed
DSMX / DSM2	2.4 GHz	500–1000 m	~10 ms	Professional RC standard, anti-jamming, requires Spektrum TX/RX, more expensive than DIY
LoRa	433/868/915 MHz	1–15 km	50–200 ms	Long-range, good obstacle penetration, low bandwidth, high latency – not suitable for aggressive flight

VTX Type	Frequency	Range (LoS)	Latency	Pros	Cons
Analog FPV	5.8 GHz	200–1000 m	20–40 ms	Very low latency, cheap	Low resolution, interference
Digital FPV	5.8 GHz / 2.4 GHz	500–2000 m	30–100 ms	HD video, stable	Higher latency, costly
DIY Wi-Fi VTX	2.4 GHz Wi-Fi	50–200 m	100–300 ms	Easy integration, cheap	High latency, short range



# Flight Controller

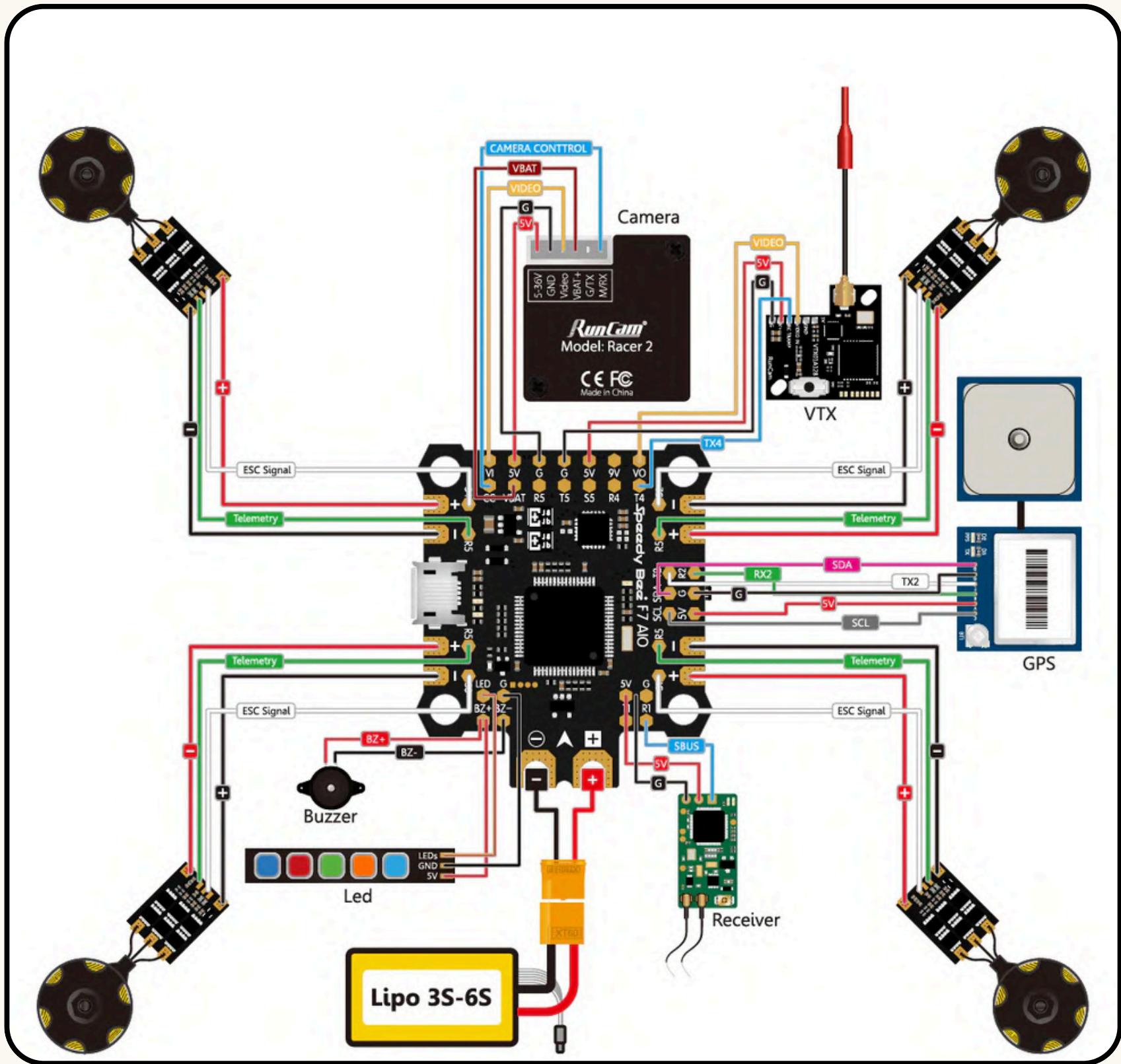
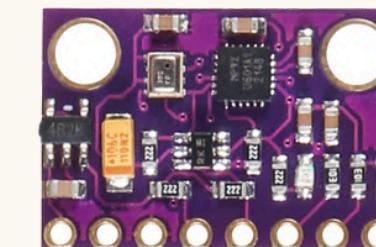
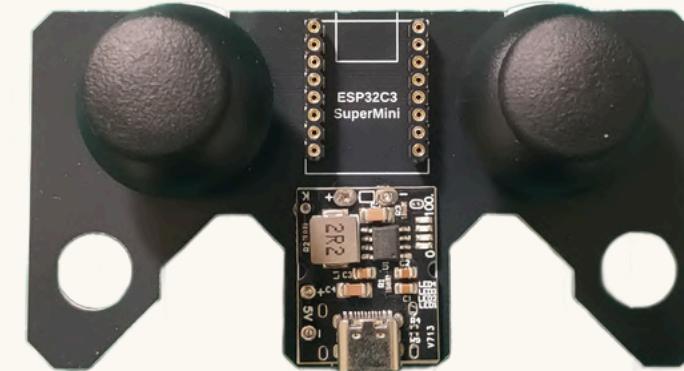
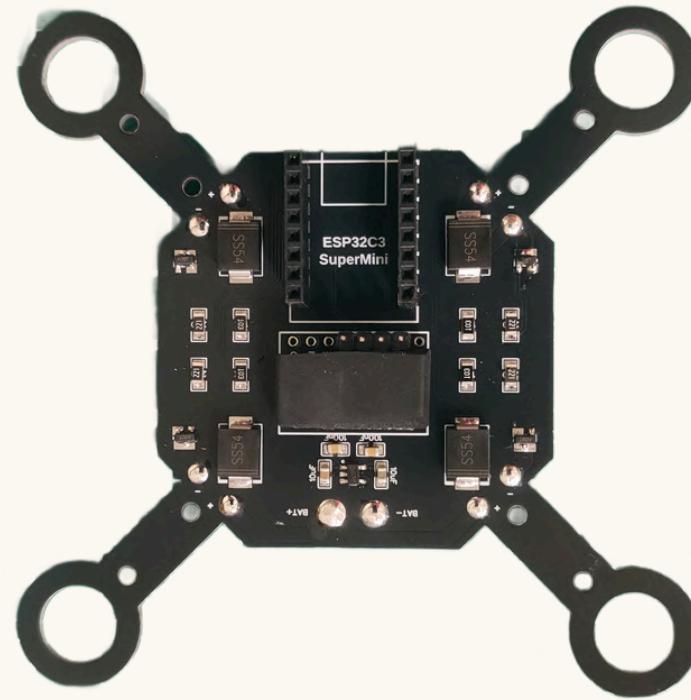


Photo : <https://dronewolf.darkwolf.io/>

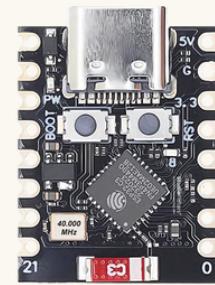
# QUADCOPTER COMPONENTS



You need to get it yourself



X2



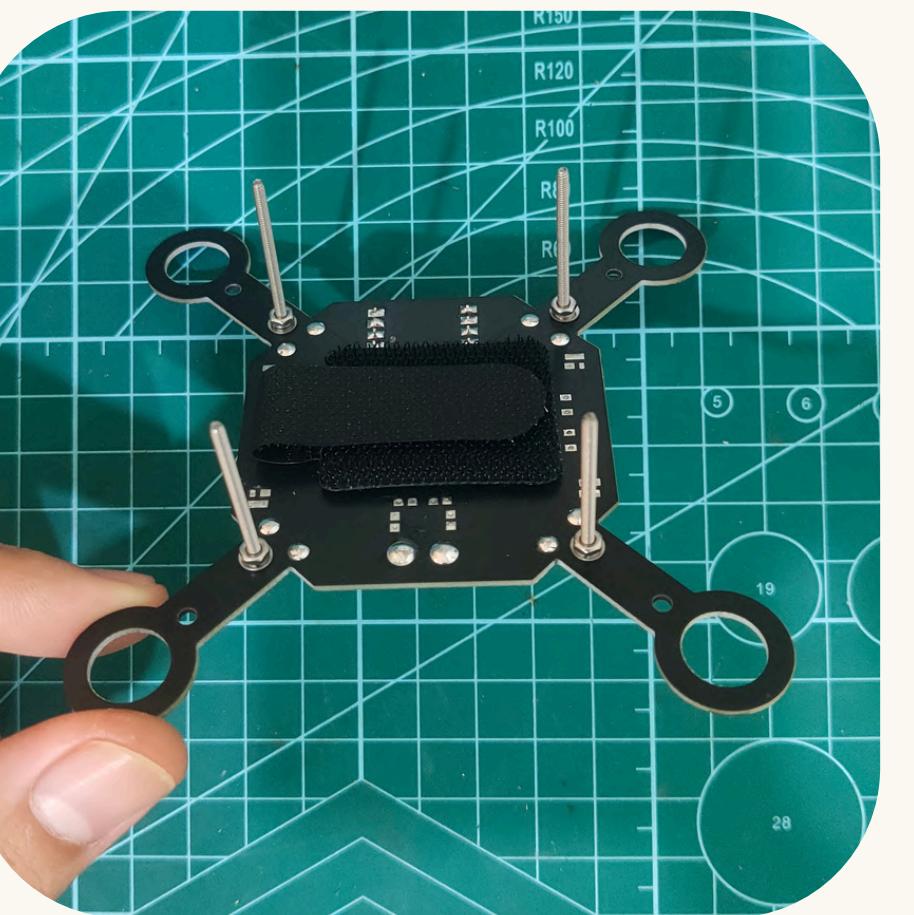
# ASSEMBLY

1

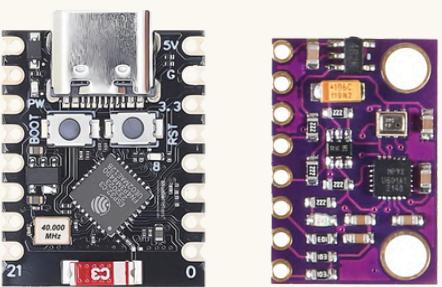
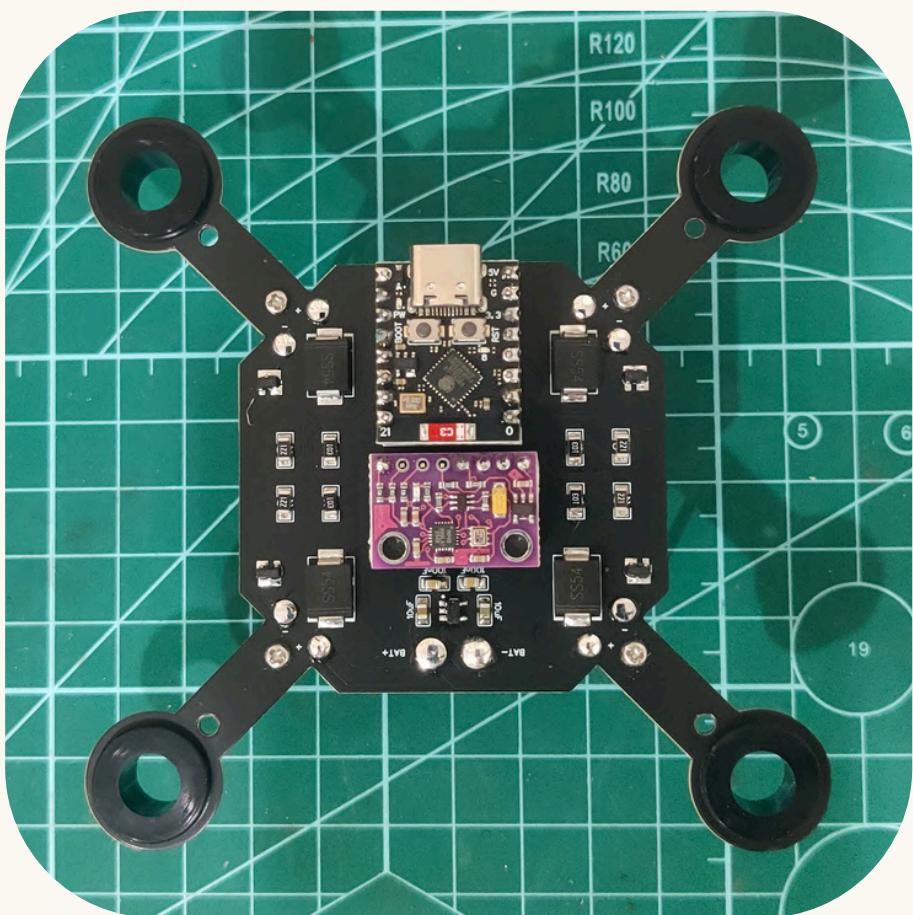


Start

2

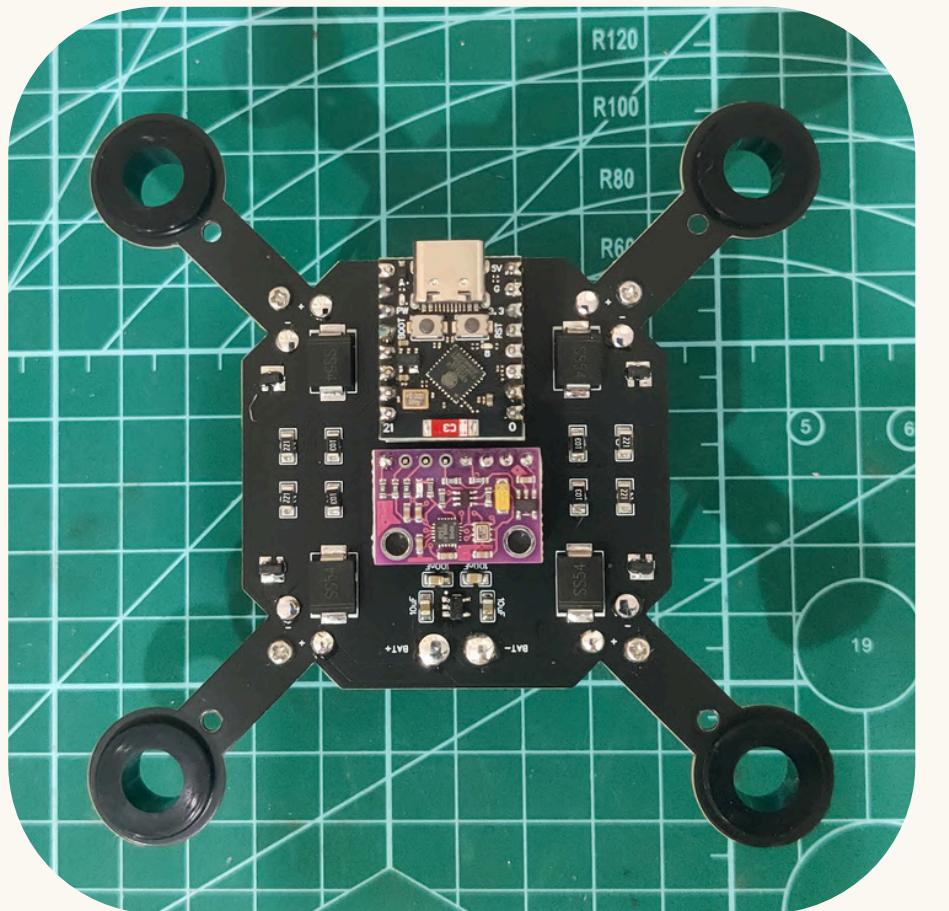


3

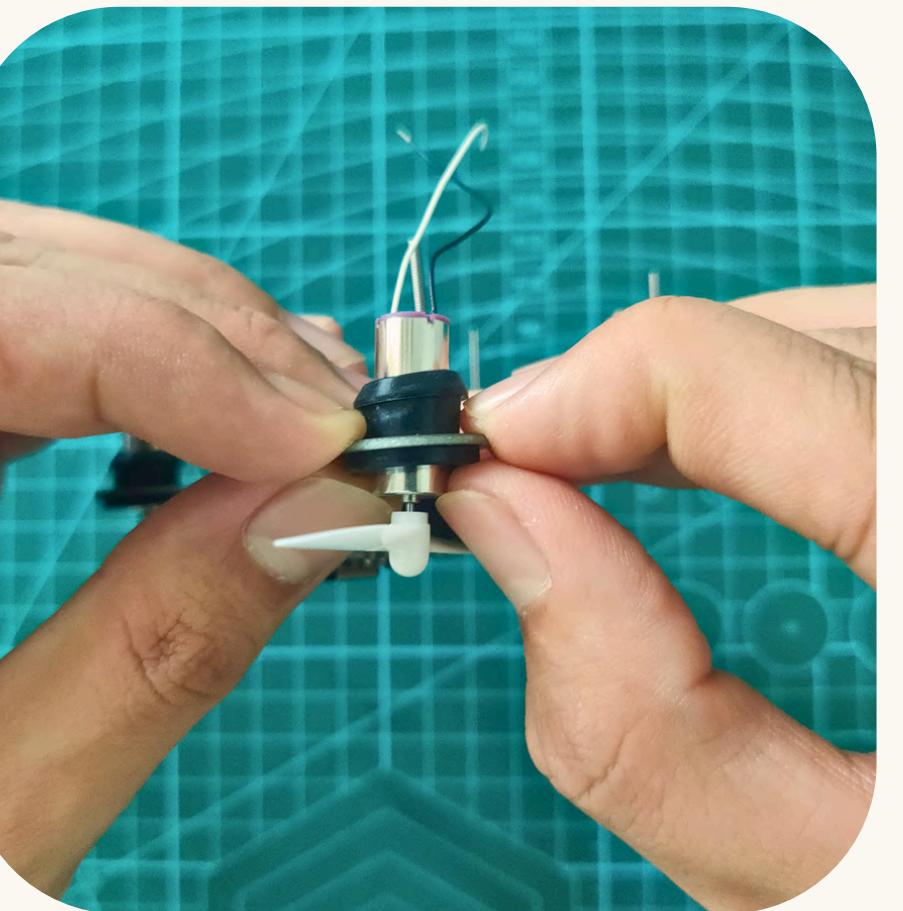


# ASSEMBLY

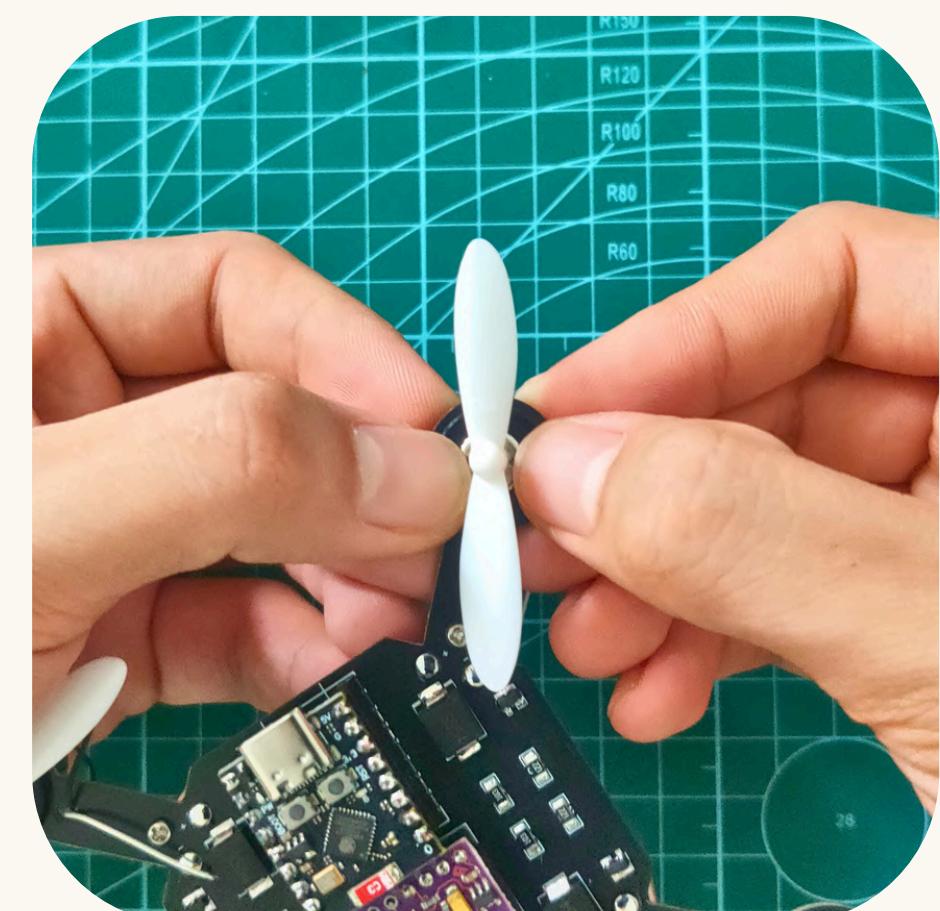
4



5.1



5.2



Following 5.4

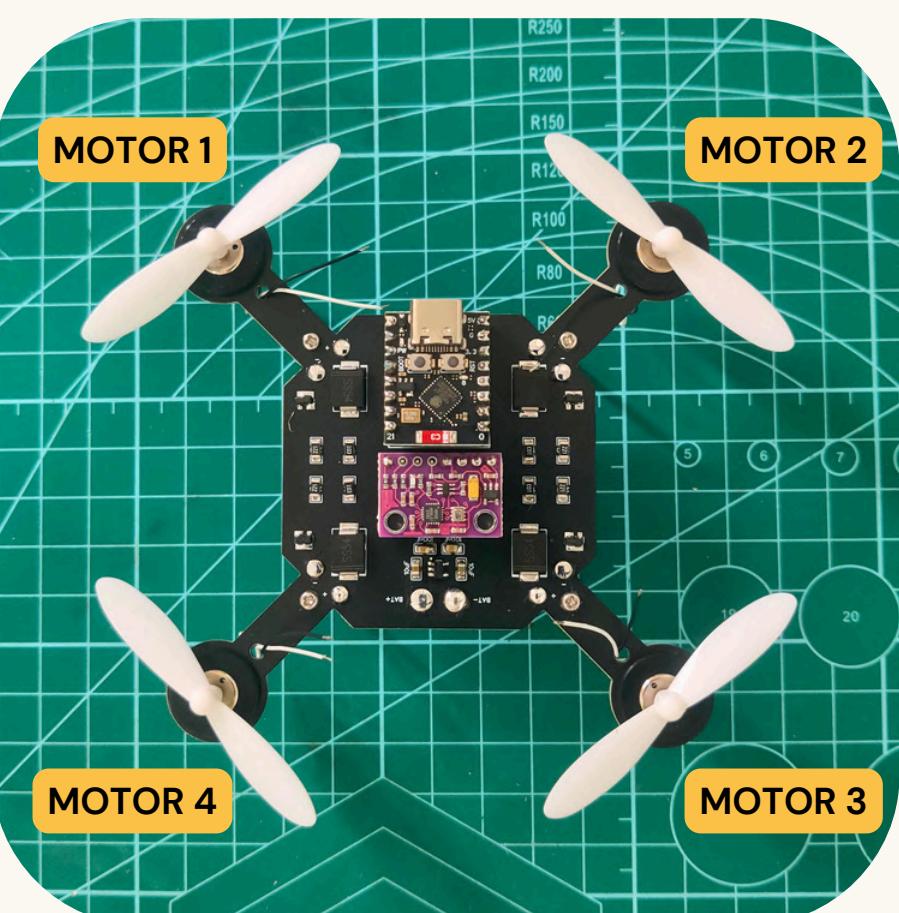


# ASSEMBLY

5.3



5.4



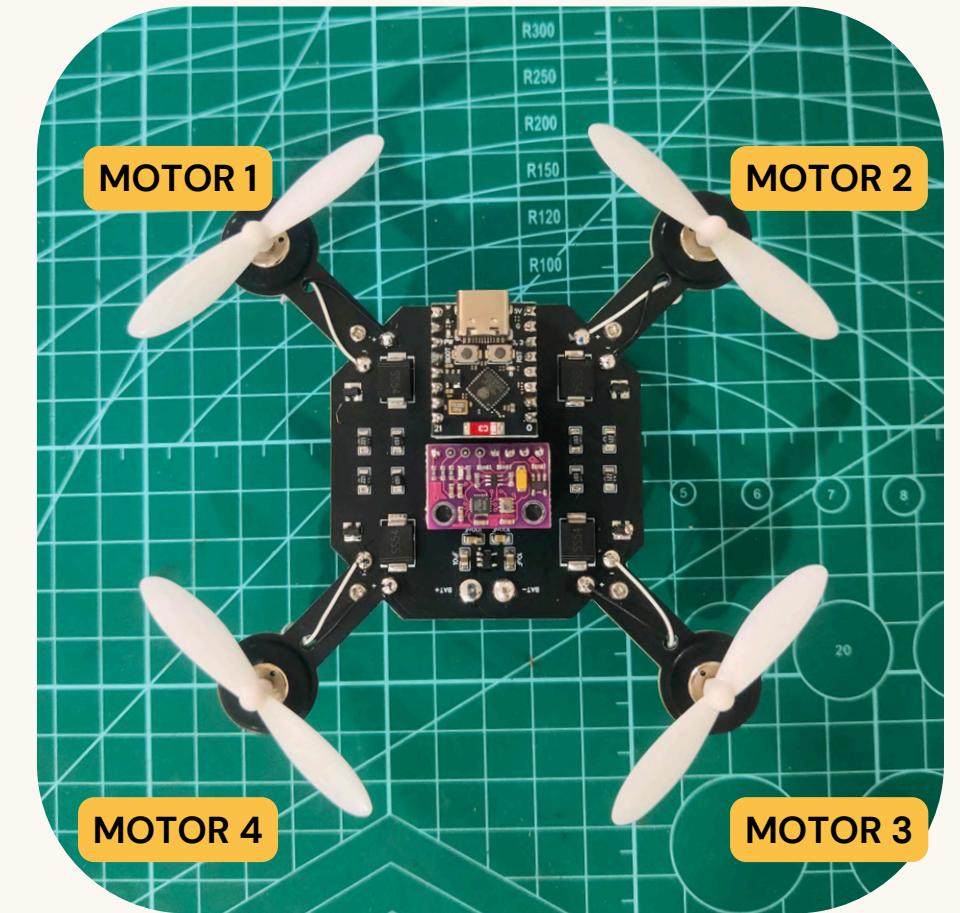
MOTOR 1: PROPELLER A

MOTOR 2 : PROPELLER B

MOTOR 3 : PROPELLER A

MOTOR 4 : PROPELLER B

5.5



MOTOR 1: (BLACK) >> (+), (WHITE) >> (-)

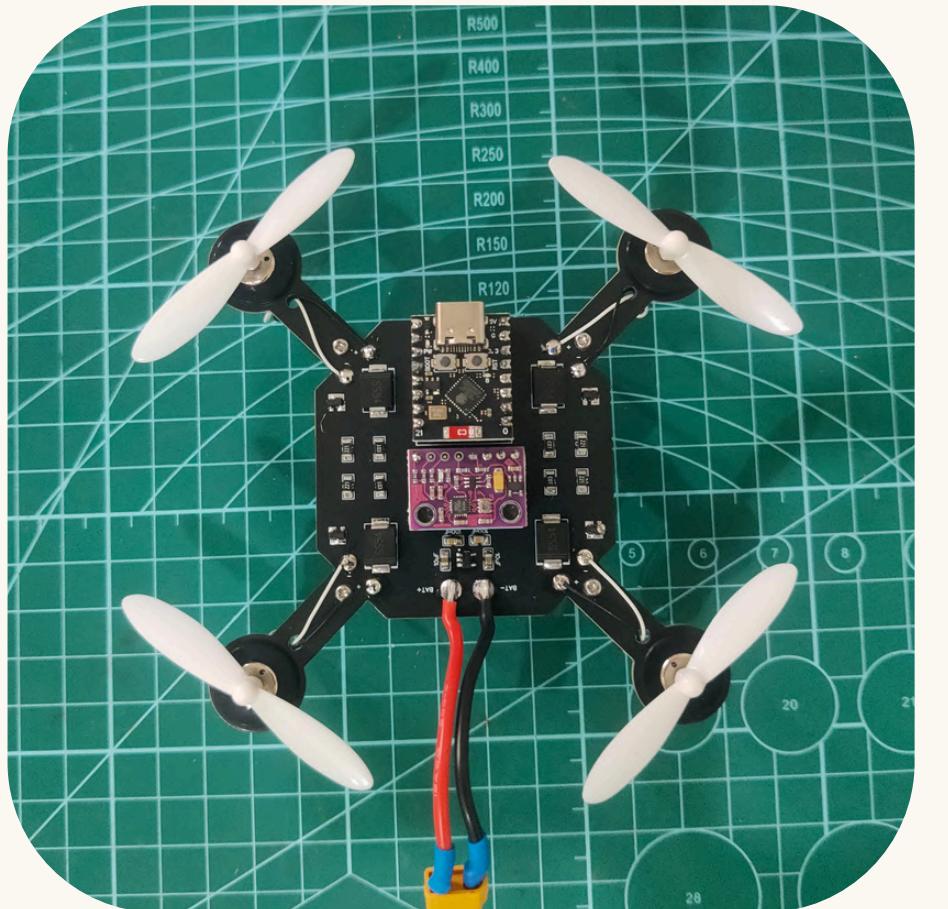
MOTOR 2: (BLACK) >> (-), (WHITE) >> (+)

MOTOR 3 : (BLACK) >> (+), (WHITE) >> (-)

MOTOR 4 : (BLACK) >> (-), (WHITE) >> (+)

# ASSEMBLY

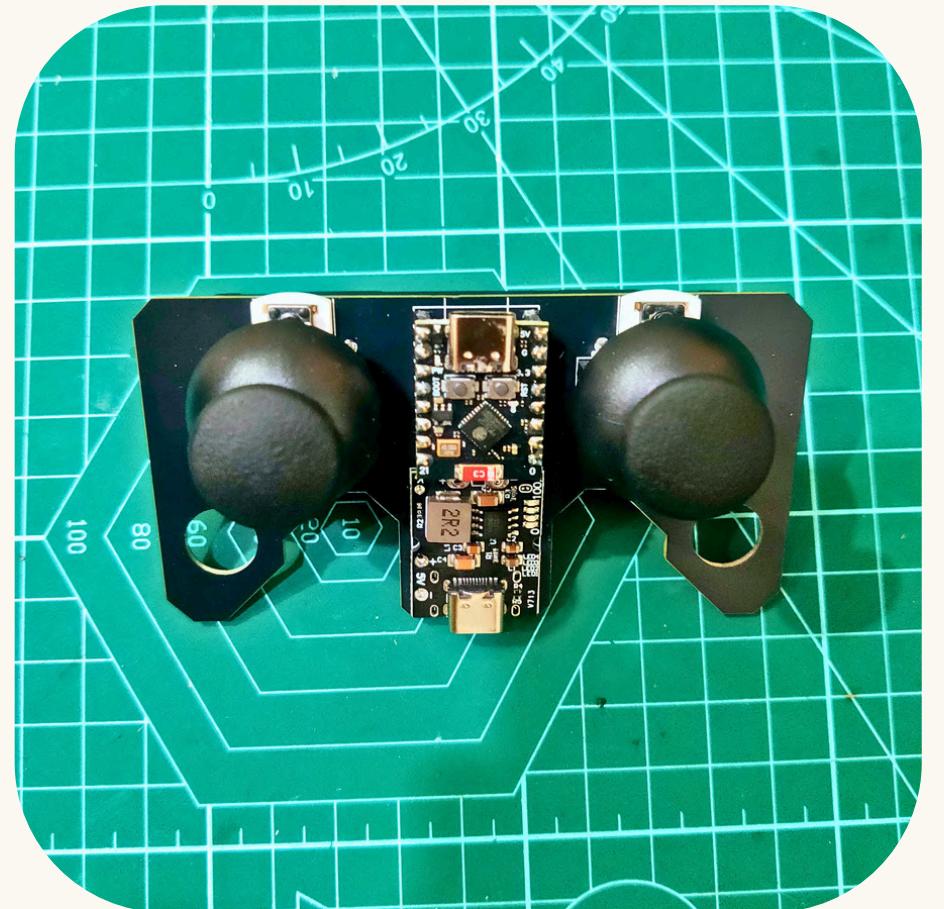
6



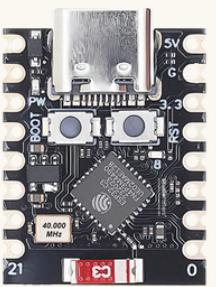
7.1



7.2



Start



# ASSEMBLY

7.3



7.4



7.5

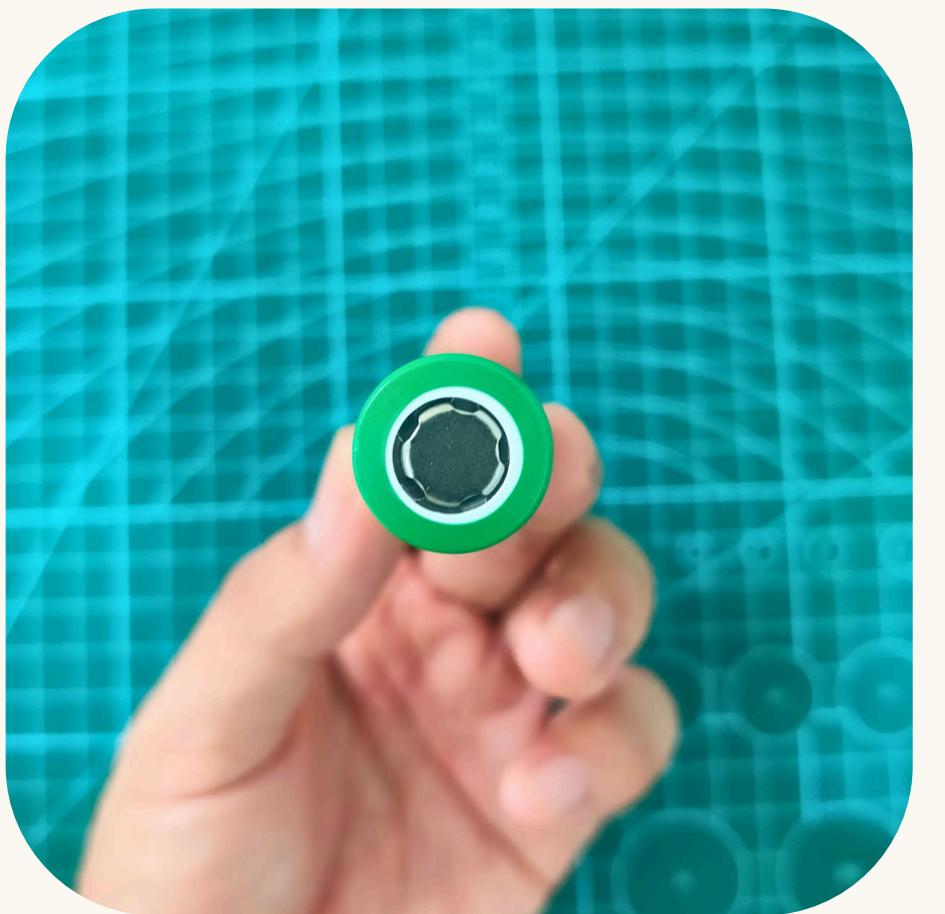


Back

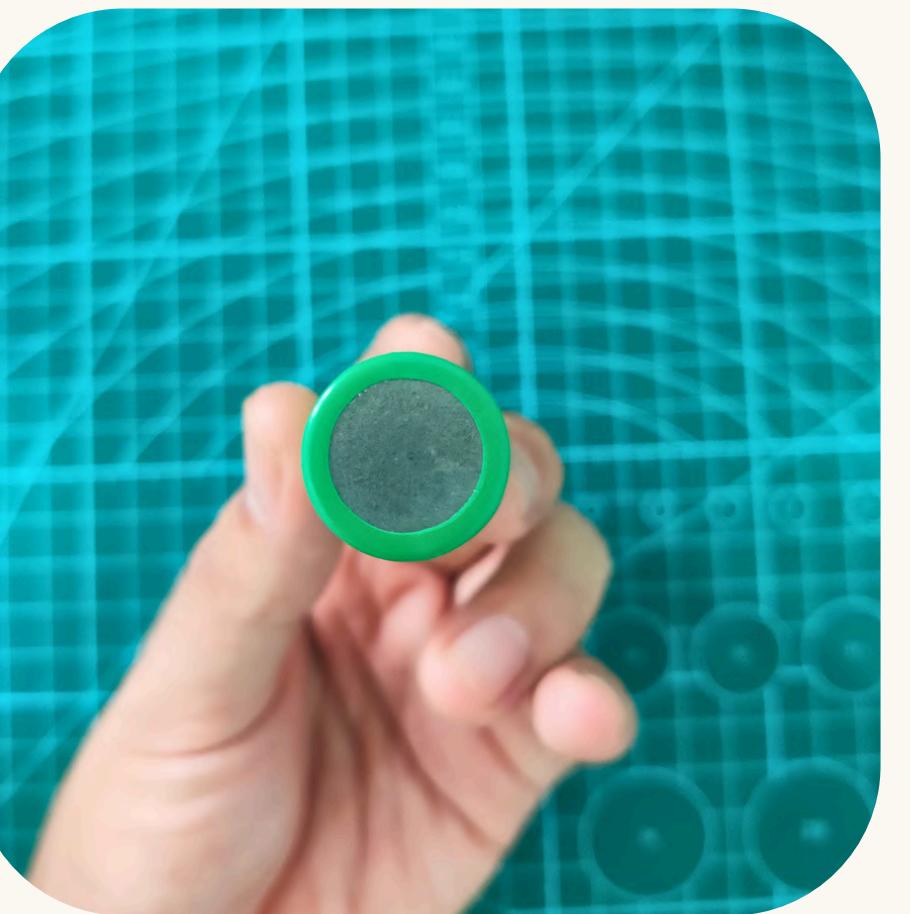


# ASSEMBLY

7.6



7.7



7.8



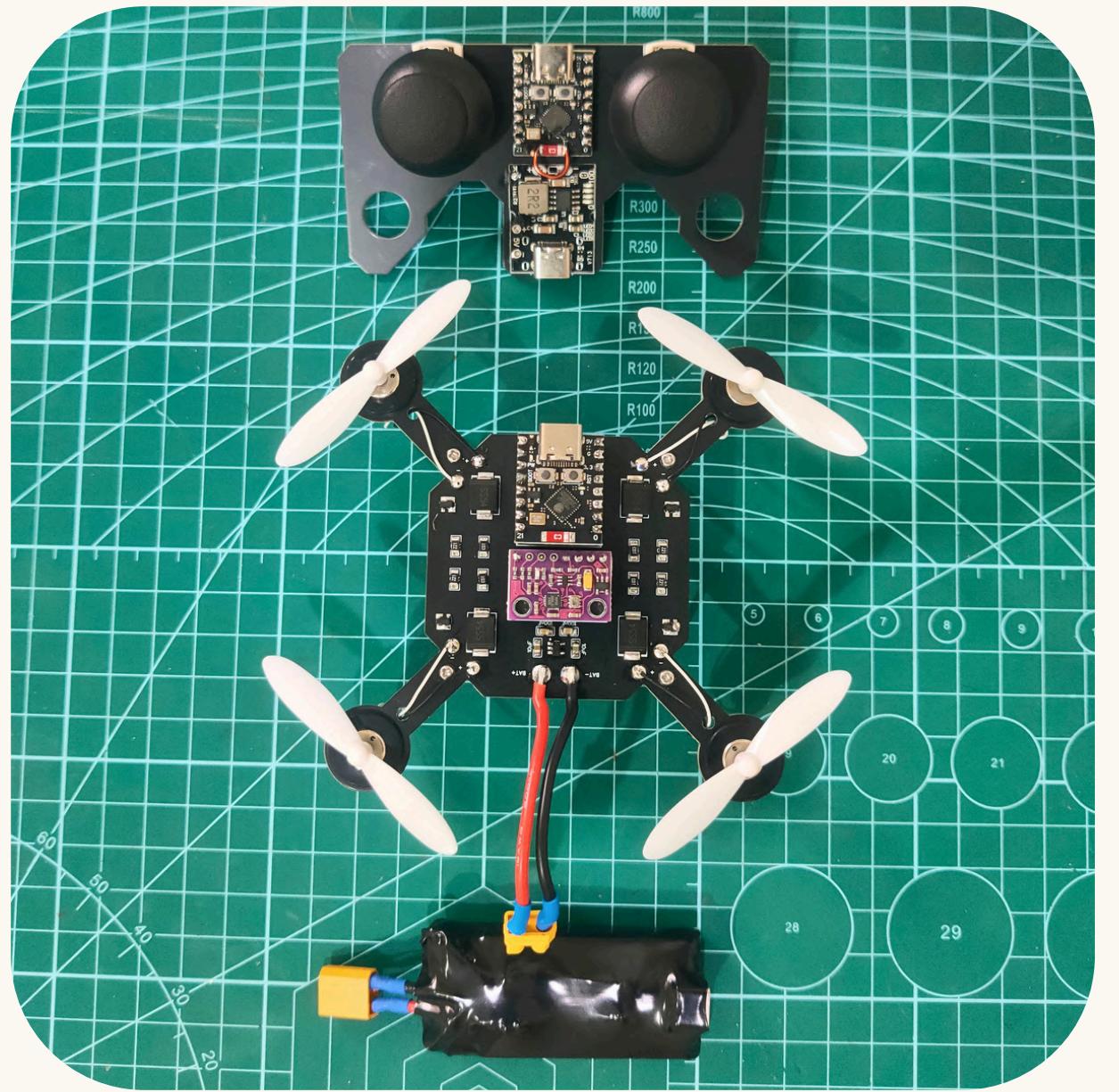
+

-

**WARNING !!!**

# ASSEMBLY

Completed



# Airplane Coding

ARDUINO IDE

```
#include <WiFi.h>
#include <esp_now.h>
#include <Wire.h>
#include <math.h>
#include <MadgwickAHRS.h>
#include <Adafruit_BMP280.h>
#include <MPU9250_WE.h>
#define MPU9250_ADDR 0x68
```

# User manual

## FIRMWARE INSTALLATION



# Setup

1



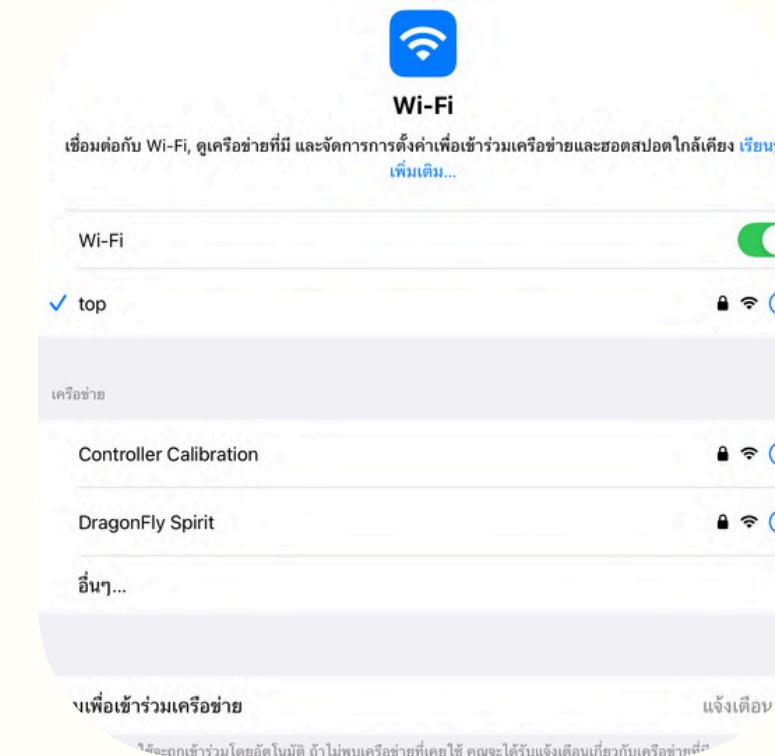
Power on

2



Double press left button  
(open web server)

3



Open WiFi

# Setup

4



Select : DragonFly Spirit

Passkey : 12345678

5



Copy Mac Address & exit to step 6

6



Open : Controller Calibration &  
paste and save Mac

Passkey : 12345678

# Setup

7



Calibrating & get joy stick value

(push & press all axis)

8



Press Save Min/Max button

(do this after step 7)

9



Press Calibrate Center button

(do this when all button are center position)

# Setup

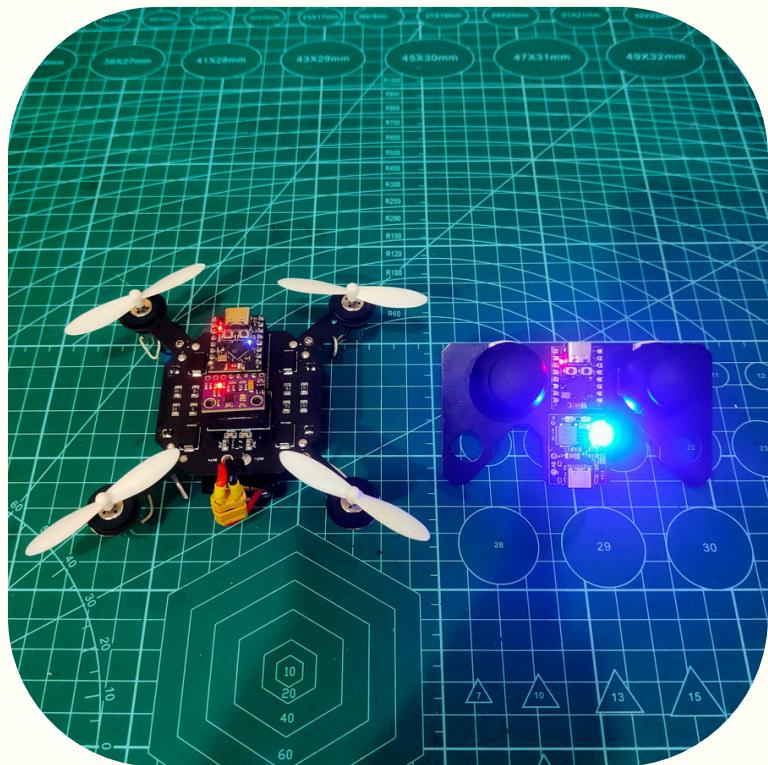
10



Double press right button

(close web server)

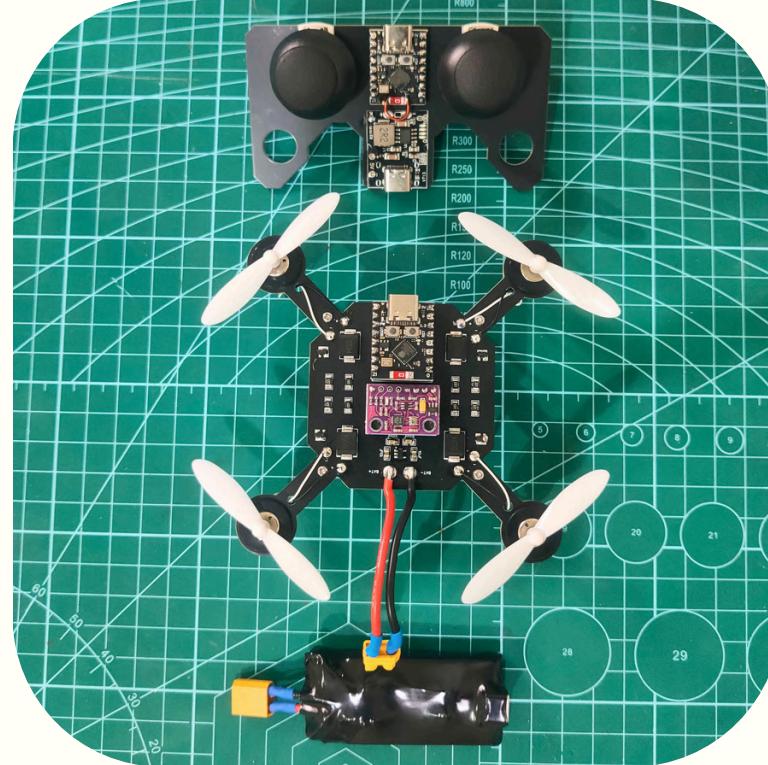
11



Restart system

(power off & power on)

12



I'm ready to.... ^\_^

# Controller Tuning

All data in realtime



# Controller Tuning

min value of XL | Yaw rate

min value of YL | Altitude rate

min value of XR | Roll angle

min value of YR | Pitch angle

**Unit**

- XL : deg/s
- YL : cm/s
- XR : deg
- YR : deg

**Mapping Parameters**

-10	10
-20	20
-15	15
15	-15

 Save Mapping 

**Set Receiver MAC Address**

 Save MAC 

# Quadcopter Tuning

All data in realtime

## DragonFly Spirit Tuner

MAC Address: XXXXXXXXXX

### Telemetry

Target Roll:	<b>0.00</b>	Current Roll:	<b>3.15</b>
Target Pitch:	<b>0.00</b>	Current Pitch:	<b>-0.56</b>
Target Yaw Rate:	<b>0.00</b>	Current Yaw:	<b>258.13</b>
Target Alt Rate:	<b>0.00</b>	Current Altitude:	<b>24.53</b>

# Quadcopter Tuning

## PID for Inner loop

**PID Roll Rate**

Kp	1.20
Ki	0.00
Kd	0.03

**PID Pitch Rate**

Kp	1.20
Ki	0.00
Kd	0.04

**PID Yaw Rate**

Kp	3.00
Ki	0.00
Kd	0.03

**PID Altitude Rate (m/s)**

Kp	45.00
Ki	0.00
Kd	1.50

# Quadcopter Tuning

## PID for Outer loop

**PID Roll Angle**

Kp	10.00
Ki	0.00
Kd	0.00

**PID Pitch Angle**

Kp	9.00
Ki	0.50
Kd	0.00

**PID Yaw Angle**

Kp	4.00
Ki	0.00
Kd	0.00

**PID Altitude**

Kp	1.00
Ki	0.00
Kd	0.40

# Quadcopter Tuning

Initial parameters & All buttons

**Trim**

Trim Roll  
0.00

Trim Pitch  
0.00

Trim Yaw  
0.00

Trim Altitude  
0.00

**Base Speed**

Base Speed  
480

**Update Settings**

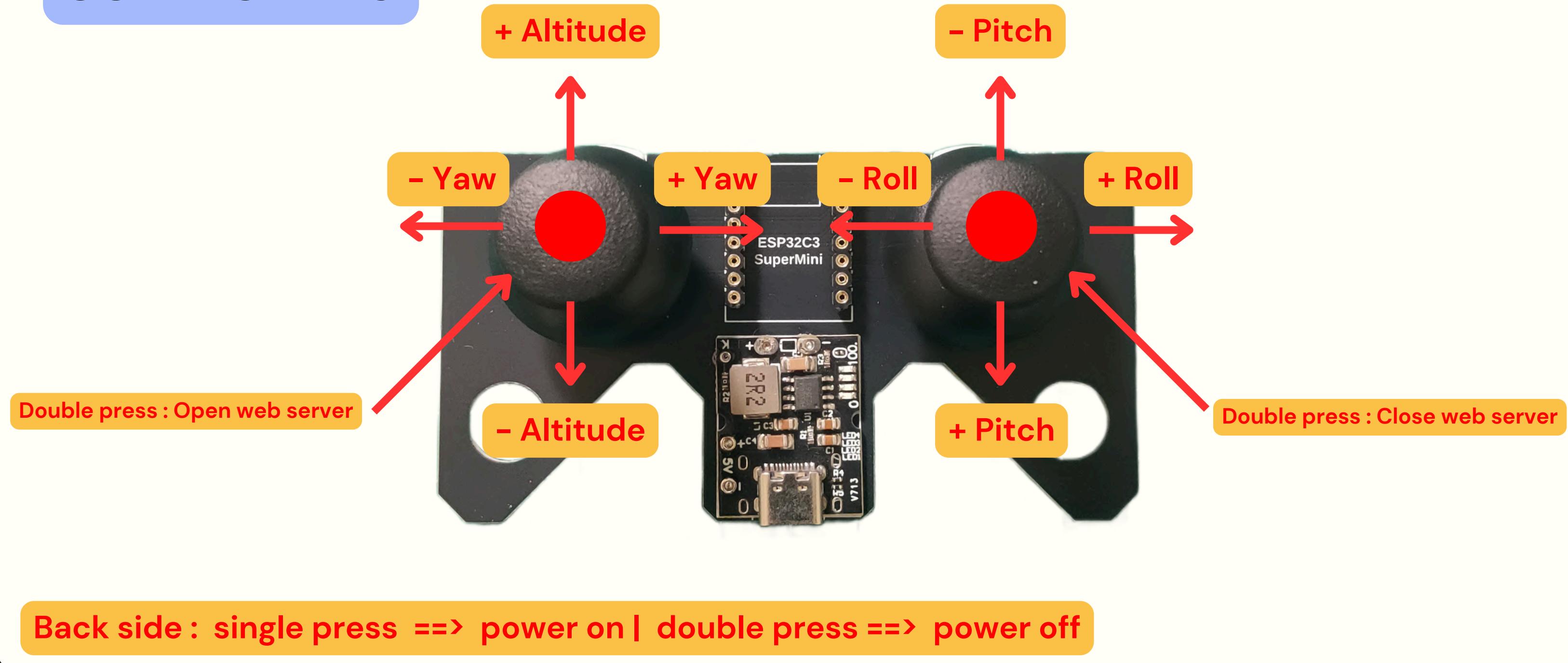
**Calibration**

Calibrate Accel & Gyro

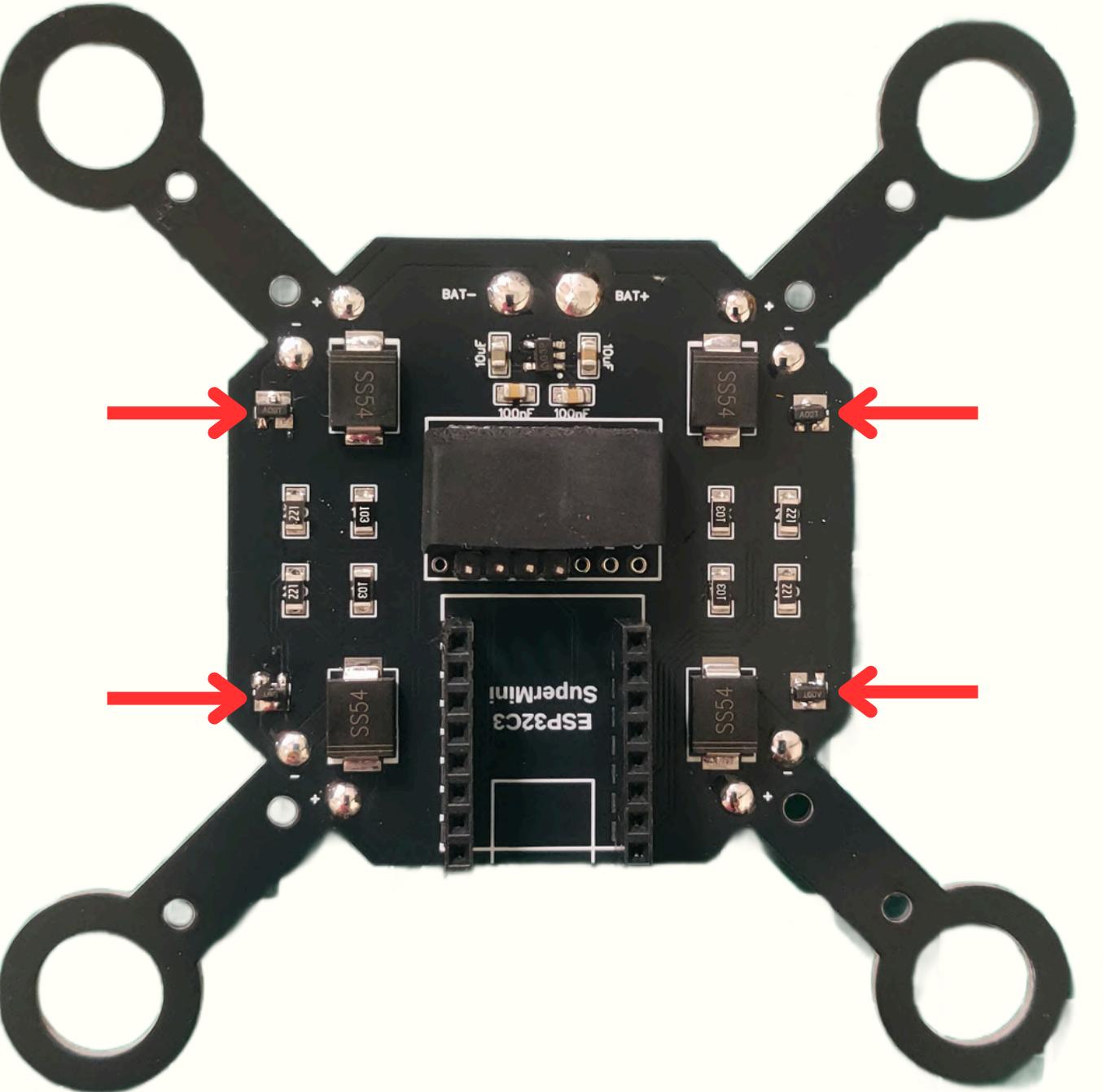
Calibrate Magnetometer

Reset Calibration

# CONTROLLING



# Fix & Repair

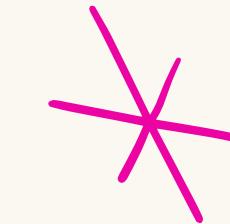


## ข้อชี้แจงและคำเตือนการใช้งาน

- ชุดนี้เป็นอุปกรณ์เพื่อการเรียนรู้ด้านอิเล็กทรอนิกส์และการเขียนโปรแกรมเท่านั้น (Educational STEM Kit) ไม่ใช่ชุดโดรนสำเร็จรับ用立即 ทั้งสี่บ
- ผู้จัดจำหน่ายไม่ได้จำหน่ายอุปกรณ์วิทยุคมนาคมหรืออากาศยานไร้คนขับในเชิงพาณิชย์
- ชุดนี้จัดส่งเป็น ชิ้นส่วน (Parts Only) สำหรับการทดลองและประกอบด้วยตนเอง เพื่อการศึกษาเรียนรู้ โดยไม่มีบอร์ดสื่อสาร ESP32 C3 supermini รวมอยู่ในชุด และไม่ใช้อุปกรณ์สำเร็จรูปพร้อมใช้งาน เน้นเพื่อศึกษาเรียนรู้เท่านั้น

### รายละเอียดสำคัญ

- ชุดนี้ไม่มี กล้องหรืออุปกรณ์บันทึกภาพ
- น้ำหนักร่วมของโครงสร้างและอุปกรณ์เมื่อประกอบเสร็จ ไม่เกิน 2 กิโลกรัม
- ไม่มีโมดูลสื่อสาร ( เช่น ESP32 C3 supermini หรือ Wi-Fi module ) ติดตั้งหรือส่งไปให้
- ผู้ใช้ต้องจัดหาและติดตั้งบอร์ด ESP32 C3 supermini หรือไมโครคอนโทรลเลอร์ด้วยตนเอง



### คำเตือนด้านกฎหมาย

- คลื่นความถี่ที่ใช้โดย ESP32 อยู่ในย่านที่ กสทช. อนุญาตให้ใช้งานได้โดยไม่ต้องขออนุญาตรายบุคคล (unlicensed band) แต่ต้องเป็นไปตามมาตรฐานทางเทคนิค ของอุปกรณ์นี้ ๆ ผู้ใช้ควรเลือกบอร์ดที่ผ่านการรับรองมาตรฐานจากผู้จัดจำหน่ายที่ถูกต้อง
- หากผู้ใช้ประกอบเป็นเครื่องบันบังคับวิทยุ หรืออากาศยานและทำการบินจริง
  - ไม่มีกล้อง และน้ำหนักไม่เกิน 2 กิโลกรัม → ปัจจุบันไม่อยู่ในขอบเขตที่ต้องขึ้นทะเบียนกับสำนักงานการบินพลเรือนแห่งประเทศไทย (CAAT)
  - หากติดกล้อง หรือน้ำหนักเกิน 2 กิโลกรัม → ต้องดำเนินการขึ้นทะเบียนกับ CAAT และจดทะเบียนเครื่องวิทยุกับ กสทช. ก่อนนำไปบิน
  - ผู้จัดจำหน่ายไม่มีส่วนรับผิดชอบต่อการใช้งานที่ฝ่าฝืนกฎหมายหรือระเบียบการบินใด ๆ
- หากผู้ใช้ประกอบเป็นหุ่นยนต์ Rover , รถบังคับ → ปัจจุบันไม่อยู่ในขอบเขตที่ต้องขึ้นทะเบียนกับสำนักงานการบินพลเรือนแห่งประเทศไทย (CAAT) แต่ยังต้องใช้อุปกรณ์วิทยุคมนาคมที่ได้รับมาตรฐานเซ็นเดิม
- การปรับแต่งหรือดัดแปลงเพื่อใช้งานนอกเหนือจากวัตถุประสงค์เพื่อการเรียนรู้ ถือเป็นความรับผิดชอบของผู้ใช้โดยตรง
- ควรใช้เพื่อการทดลองหรือการเรียนรู้ในพื้นที่จำกัด เช่น ห้องเรียนหรือพื้นที่ในร่ม (indoor use only) เพื่อความปลอดภัย
- ห้ามใช้งานในพื้นที่สาธารณะ สนามบิน พื้นที่ห้ามบิน หรือสถานที่ราชการโดยไม่ได้รับอนุญาต
- ชุดนี้มีวัตถุประสงค์เพื่อการศึกษา การทดลอง และการสร้างสรรค์ผลงาน Maker เท่านั้น ไม่ได้ออกแบบหรือรับรองสำหรับการใช้งานในเชิงพาณิชย์ อุตสาหกรรม หรือการบินจริง

By T Maker

# END

Thank you

