

# Ar.Drone 2 AT Commands

## 1 General

### 1.1 Synopsis

AT\*<TYPE>=<SEQ>[,<OPT1>[,<OPT2>[,...]]]\r

### 1.2 Argument

**SEQ** starts at 1 and should be incremented at each new command.

## 2 LED

### 2.1 Synopsis

AT\*LED=<SEQ>,<ID>,<FREQ>,<TIMEOUT>\r

### 2.2 Arguments

- **ID**: animation number  $\in [0; 20]$ .
- **FREQ**: frequency in Hz converted in *IEEE 754 Float*  $\in [0; 1]$ .
- **TIMEOUT**: animation time in seconds.

### 2.3 Example

AT\*LED=1,5,1061997773,4\r

### 2.4 IEEE 754 Float

#### 2.4.1 C/C++

```
float var = 0,8;
int var754 = *(int*)&var;
```

#### 2.4.2 Python

```
import struct
var = 0.8
tmp = struct.pack('>f', var)
var754 = struct.unpack('>l', tmp)[0]
```

#### 2.4.3 Java

```
float var = 0.8;
int var754 = Float.FloatToRawIntBits(var);
```

## 3 FTRIM

### 3.1 Synopsis

AT\*FTRIM=<SEQ>\r

### 3.2 Example

AT\*FTRIM=2\r



## 4 REF

### 4.1 Synopsis

AT\*REF=<SEQ>,<ID>\r

### 4.2 Arguments

- ID:
  - Landing: 290717696 ( $2^{18}|2^{20}|2^{22}|2^{24}|2^{28}$ )
  - Emergency motors cut: 290717952 ( $LANDING|2^8$ )
  - Take off: 290718208 ( $LANDING|2^9$ )

### 4.3 Example

AT\*REF=3,290717952\r

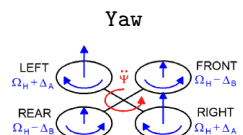
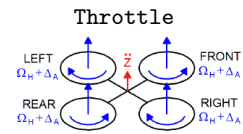
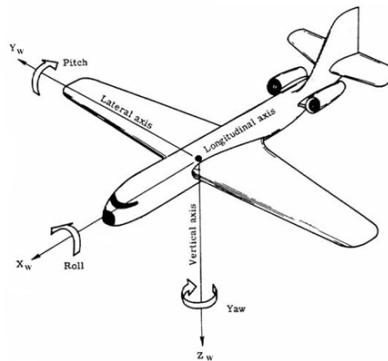
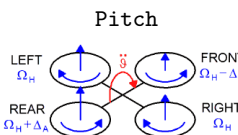
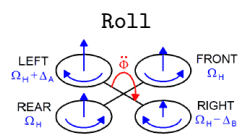
## 5 PCMD

1=move    inclinaison    inclinaison    monter    pivoter  
gauche/droite    avant/arriere    haut/bas

### 5.1 Synopsis

AT\*PCMD=<SEQ>,<ID>,<LR>,<FB>,<GAZ>,<ANG>\r  
AT\*PCMD=<SEQ>,<ID>,<Roll>,<Pitch>,<Throttle>,<Yaw>\r  
AT\*PCMD=<SEQ>,<ID>,<Phi>,<Thêta>,<Dzêta>,<Psi>\r

### 5.2 Arguments



- ID:
  - Hover: 0
  - Move: 1
- parameters in *IEEE 754 Float*  $\in [-1; 1]$ .

### 5.3 Example

AT\*PCMD=4,0,0,0,0,0\r

AT\*PCMD=5,1,0,1061997773,-1085485875,0\r

AT\*PCMD=6,1,0,-1085485875,0,0\r

## 6 CALIB

### 6.1 Synopsis

AT\*CALIB=<SEQ>,<ID>\r

### 6.2 Arguments

- **ID**: identifiant de l'appareil (défaut : 1)

### 6.3 Example

AT\*CALIB=7,1\r

## 7 CONFIG

### 7.1 Synopsis

AT\*CONFIG=<SEQ>,"<KEY>","<VAL>"\r

### 7.2 Arguments

- **KEY**: option name.
- **VAL**: option value.

### 7.3 Example

AT\*CONFIG=8,"video:video\_channel","0"\r

## 8 CONFIG\_IDS

### 8.1 Synopsis

AT\*CONFIG\_IDS=<SEQ>,"<SESSION>","<PROFILE>","<APPLI>"\r

### 8.2 Arguments

- Before each AT\*CONFIG.
- Parameters in *CRC 32*.
  - **SESSION**: session name.
  - **PROFILE**: user name.
  - **APPLI**: application name.

### 8.3 Example

AT\*CONFIG\_IDS=9,"7870b07f","6bb4d6ff","c96e70cf"\r  
AT\*CONFIG=10,"control:altitude\_max","5000"\r

### 8.4 CRC 32

#### 8.4.1 Python

```
import zlib
var = "value"
tmp = zlib.crc32(var)
hextmp = tmp & 0xffffffff
crc32 = format(hextmp, '08x')
```

### 8.4.2 Java

```
import java.util.zip.Checksum;
import java.util.zip.CRC32;
String str = val;
byte bytes[] = str.getBytes();
Checksum checksum = new CRC32();
checksum.update(bytes,0,bytes.length);
long lngChecksum = checksum.getValue();
String ret = Long.toHexString(lngChecksum);
```

## 8.5 Session initiation

```
AT*CONFIG_IDS=1,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=2,"custom:session_id","-all"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=3,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=4,"custom:profile_id","-6bb4d6ff"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=5,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=6,"custom:application_id","-c96e70cf"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=7,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=8,"custom:session_id","7870b07f"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=9,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=10,"custom:application_id","c96e70cf"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=11,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=12,"custom:profile_id","6bb4d6ff"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=13,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=14,"custom:application_desc","app"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=15,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=16,"custom:profile_desc","pro"\r

# Wait 0.2 seconds at least

AT*CONFIG_IDS=17,"7870b07f","6bb4d6ff","c96e70cf"\r
AT*CONFIG=18,"custom:session_desc","ses"\r

# Wait 0.2 seconds at least
```