```
for (i=0; i<NUM.PULSE.PER.FRAME; i++) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   uint16_t currIcrTime = ICR1;
TIFR1 = BV(ICF1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             lastIcrTime = currIcrTime
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              inPulseCount = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              //sync detected
                                                                                      // output the 5 bits data through UDRO while (!(UCSROA & BV(UDRED)));
UDRO = Controldata;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              validSync = 1;
                                                        void Transfer_numb(const uint16_t Controldata)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               validSync = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               24
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      DDRD = 0x00; //PD6 as input (ICP1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (TIFR1 & BV(ICF1)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      // Power and noise reduction
                                                                                                                                                                                                                                                                                                               uint16_t lastIcrTime = 0;
uint8_t inPulseCount = 0;
                                                                                                                                                                                                                                                                                                                                                  uint16_t inSyncTime = 0;
                                                                                                                                                                                                                                                                                                                                                                  uint16_t inFrameLen = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               } else
                                                                                                                                                                                                                                                                                                                                                                                                  uint8_t validSync = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        while (1) {
                                                                                                                                                                                                                                                                                               uint8_t i;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      ICR1 = 0;
                                                                                                                                                                                                                                             int main (void)
        #define MIN_NUM_VALID_FRAMIES 2 // number of valid frames required to switch back from NORC #define MAX_NUM_INVALID_FRAMIES 4 // number of invalid frames required to switch to NORC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   // configure UARTO band rate, one start bit, 8-bit, no parity and one stop bit UBRROH = (F.CPU/(BDRATE.BAUD*16L)-1) >> 8; UBRROL = (F.CPU/(BDRATE.BAUD*16L)-1);
                                                                                                                                                                                                                                                                                                                                                                                                        uint16_t neutralPW[NUM_PULSE_PER_FRAME]; // neutral servo values AKA central positions
                                                                                                                                                                                                                                                                                                                                                                        uint16.t inPW[NUM-PUISE-PER-FRAME] ; // servo values from R/C receiver
uint16.t digitalData[NUM-PUISE-PER-FRAME]; // 5 bits control data
                                                                                                                                                                                                                                                                                                                                                                                                                                                             uint16_t DecimalToBinary(const uint8_t Decnumber)
                                                                                                                                                                                                                                      #define MIN_FRAME_LEN NORM_FRAME_LEN_SYNC_SPACER
                                                                                                                                                                                                                                                       #define MAXFRAMELEN NORMFRAMELEN+SYNCSPACER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      void binaryoutput (const uint16_t Outputnumber)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            PORTA |= "-BV(PINA1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           PORTA |= BV(PINA1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          23
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  \begin{array}{ll} \mathrm{UCSR0B} = \mathrm{BV}(\mathrm{RXEN0}) \, | \, \mathrm{BV}(\mathrm{TXEN0}) \, ; \\ \mathrm{UCSR0C} = \mathrm{BV}(\mathrm{UCSZ00}) \, | \, \mathrm{BV}(\mathrm{UCSZ01}) \, ; \\ \end{array} 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           tmp = tmp/10 - remainer;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   tmp = (tmp/2) - (tmp\%2);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Result = (tmp % 2)*i;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            _delay_ms (1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               -delay-ms(1);
                                                                                                                                                                                                                      SYNC.SPACER NORM.FRAMELEN/5
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          uint16_t tmp = Outputnumber;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        remainer = tmp % 10;
                                                                                                                                                                                                                                                                                                                                                                                                                             uint16_t stat [NUM.PULSE.PER.FRAME];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           if (remainer == 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              \begin{array}{lll} \mbox{uint8\_t i} & = 1; \\ \mbox{uint8\_t tmp} & = \mbox{Decnumber}; \end{array}
                                                                                                                                                                     #define NEUTRAL PULSELEN 1500L
                                                                                                                                                                                                                                                                                          #define NUM_PULSE_PER_FRAME 1
                                                                                                                                                                                                     #define NORM-FRAMELEN 22500L
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          uint8_t remainer = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              uint16_t Result = 0;
                                                                                                                                     #define MIN_PULSELEN 800L
#define MAX_PULSELEN 2200L
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    init_stdio2uart0(void)
                                                                                                                     #define MIN-SYNCLEN 4000L
                                                                                                                                                                                     NEG-PULSE LEN 200L
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          while (tmp > 1) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 i = i*10;
                                                 #define F_CPU 12000000II,
                                                                                 #define BDRATEBAUD 9600
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 while (tmp > 0)
#include <util/delay.h>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            } else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   return Result;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        DDRA = 0xFF;
                                #ifndef F.CPU
                                                                                                                                                                                     #define
                                                                                                                                                                                                                      #define
                                                                   #endif
```

void

```
TCCRLB = (0 \ll ICES1)|LBV(CS11); //prescaler 8, input capture according to PPM nega
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             } else if (validSync & ValidPulseLen(PulseLen) & (inPulseCount <
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if ((PulseLen > MIN.SYNCLEN) && (PulseLen < NORM.FRAMELEN)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          digitalData[i] = DecimalToBinary((inPW[i] -800)/44);

// convert into 5 bits data
for (i=0; i<NUM-PULSE-PER-FRAME; i++) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        PRR = BV(PRTIM2) | BV(PRTIM0) | BV(PRSP1) | BV(PRUSART0) | BV(PRADC);
                                                                                       return (pulseLen > MIN_PULSELEN && pulseLen < MAX_PULSELEN);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       uint16_t PulseLen = currIcrTime - lastIcrTime;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  inFrameLen = currIcrTime - inSyncTime
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           inPW[inPulseCount++] = PulseLen;
static inline uint8_t ValidPulseLen (const uint16_t pulseLen)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               // Initiate the servo values with neutral values for (i=0;i< NUM-PULSE-PER-FRAME; i++) { inPW[i] = NEUTRAL-PULSELEN;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    inSyncTime = currIcrTime;
```

```
for (i=0; i<NUM_PULSE_PER_FRAME; i++) {</pre>
 Transfer_numb(digitalData[i]);
                                    binaryoutput (digitalData[i]);
                                                                                                                                                                                                                                                                                                                                                        " Add control tuning data to control buffer.
                                                                                                                                                                                                                                                                                                                                                                                                                                        // Add remote control data to output buffer.
buffer8.add(&output.buffer, UDRI);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           buffer8_add(&spi_rx_buffer, SPDR);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       \label{eq:condition} \begin{array}{ll} \text{UBRROH} = (\text{F-CPU}/(\text{BAUD}*16\text{L}) - 1) >> 8;\\ \text{UBRRIH} = (\text{F-CPU}/(\text{BAUD}*16\text{L}) - 1) >> 8;\\ \text{UBRROL} = (\text{F-CPU}/(\text{BAUD}*16\text{L}) - 1); \end{array}
                                                                                                                                                                                                                                                                                                                                                                   buffer8_add(&control_buffer, UDR0);
                                                                                                                                                                                                                                                                                                                                           // UARTO Rx from Bluetooth Host
                                                                                                   Serial Telemetry Processor
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      // Put Rx'd byte in rx buffer
                                                                                                                                                                                                                                                                                                                                                                                                                             // UARTI RX from PPM Decoder
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 // Initalise UARTO and UARTI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     uint8_t spi_data = SPDR;
                                                                                                                                                                                                                                            UARTI Rx PPM Decoder (RC Data)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             PORTB &= ~BV(PB4);
                                                                                                                                                                                                                                                                                          #include "inc/telemetry.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Initialise SPI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              // Set Band Rate.
                                                                                                                                                                                                        UARTO Tx Bluetooth Host
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 // Pull PB4 Low
                                                                                                                                                                                                                     UARTO Rx Bluetooth Host
                                                                                                                                                                                Telemetry (telemetry.c)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 if (spi_data)
                                                                                                                                                                                                                                                                                                                                                                                                      ISR (USARTI-RX_vect)
                                                                                                                                                                                                                                                                                                                  ISR (USARTO_RX_vect)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ISR(SPI_STC_vect)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         int main(void)
                                                                                                                                                         Harry Beadle
                                                                                                                                                                       Thames
                                                                                                                                                                     D4
                                                                                                                                 *
                                                                                                     10
                                                                                                                                                                                                                                                                   130
131
132
133
134
134
135
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137
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25

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Demonstrate basic MPV-9950 functionality including parameterizing the register addresses, initializing the sensor, getting properly scaled accelerometer, gyroscope, and magnetometer data out. Addition of 9 DoF sensor fusion using open source Madguick and Mahony filter algorithms. Sketch runs on the 3.3 V 8 MHz Pro Mini
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if (!(SPSR & BV(SPIF)) && buffer8_rdy(&spi_tx_buffer)) {
                                                      // Enable Tx, Rx, Tx Interupt, Rx Interupt. 
UCSROB = BV(RXENO) | BV(RXCIEO) | BV(TXENO) | BV(TXCIEO); 
UCSRUB = BV(RXENI) | BV(RXCIEI) | BV(TXENI) | BV(TXCIEI);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          license: Beerware - Use this code however you'd like. If you
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SDA and SCL should have external pull-up resistors (to 3.3V). 10k resistors are on the EMSENSR-9250 breakout board.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Output the contents of the buffer.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            \label{eq:spi_write} $$\sup_{x \in \mathcal{X}_{n}} \mathbb{E}_{n} \mathbb{E}_{
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               UDRO = buffer8_pop(&output_buffer);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              UDR0 = buffer8_pop(&spi_rx_buffer);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              SPDR = buffer8-pop(&spi.tx.buffer);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  spi-write (WRITE & MPUREG PWR.MGMT1, BIT H.RESET);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             // Wait for the output buffer to be ready. if (buffer8-rdy(&output_buffer)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               while (!(UCSR0A & BV(UDRE0)));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            while (!(UCSR0A & _BV(UDRE0)));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      // Wait wile the UART is busy.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         spi_write(WRITE & MPUREG_PWR_MGMT1, 0x01);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (buffer8_rdy(&spi_rx_buffer)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 find it useful you can buy me a beer some time.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       spi_write(READ & MPUREG_WHOAM, 0x00);
                                                                                                                                                                                               // 1 Start, 8 Data and 1 Stap bit.

UCSROC = BV(UCSZ00) | BV(UCSZ01);

UCSR1C = BV(UCSZ10) | BV(UCSZ11);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   26
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            PORTB |= .BV(PB4);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Modified by Brent Wilkins July 19, 2016
UBRRIL = (F-CPU/(BAUD*16L)-1);
                                                                                                                                                                                                                                                                                                                                                 // Gloally Enable interrupts.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              // Initalise the SPI device
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Arduino
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      3.31
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               3.31
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             AA A GND
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* MPU9250 Basic Example Code
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      // Loop Forever
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           MPU Decoder
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      date: April 1, 2014
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     and the Teensy 3.1.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                while (1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    MPU9250 Breakout
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Hardware setup:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    IGGA
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             DOV
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 SDA
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Madgwick Quaternion Update (ax, \ ay, \ az, \ gx*PI/180.0f, \ gy*PI/180.0f, \ gz*PI/180.0f, 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            orientationmismatch in feeding the output to the quaternion filter. For the
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            MPU-9250, we have chosen a magnetic rotation that keeps the sensor forward
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   // Sensors x (y)-axis of the accelerometer is aligned with the y (x)-axis of
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            (+ up) of accelerometer and gyro! We have to make some allowance for this
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 the magnetometer; the magnetometer z-axis (+ down) is opposite to z-axis
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            MahonyQuaternionUpdate(myMU:ax, myMU:ay, myMU:az, myMU.gx*DEG.TO.RAD, myMU:gy*DEG.TO.RAD, myMU:gx*DEG.TO.RAD, myMU:my, myMU:mx, myMU:deltat);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 along the x-axis just like in the LSM9DSO sensor. This rotation can be
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      modified to allow any convenient orientation convention. This is ok by
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         myMU.my = (float)myMU.magCount[1]*myMU.mRes*myMU.magCalibration[1]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         mylMU.mz = (float)mylMU.magCount[2]*mylMU.mRes*mylMU.magCalibration[2] mylMU.magbias[2];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              myMW.mx = (float)myMW.magCount[0]*myMW.mRes*myMW.magCalibration[0]
                                                                                                                                                                                                                                               myMU.readAccelData(myMU.accelCount); // Read the x/y/z adc values
                                                                                                                                                                                                                                                                                                                                                                                                                                          This depends on scale being set mylMU. are (float)mylMU. are (floa
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          // Include factory calibration per data sheet and user environmental
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  myIMU.readGyroData(myIMU.gyroCount); // Read the x/y/z adc values
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     User environmental x-axis correction in milliGauss TODO axis??
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              / Get actual magnetometer value, this depends on scale being set
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                myMU.readMagData(myMU.magCount); // Read the x/y/z adc values
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     correction in milliGauss, should
                                                                                                                                                                                                                                                                                                                                                                                                    // Now we'll calculate the accleration value into actual g's
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       // Calculate the gyro value into actual degrees per second
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            aircraft orientation standards! Pass gyro rate as rad/s
                                           If intPin goes high, all data registers have new data On interrupt, check if data ready interrupt
                                                                                                                                                         (myIMU.readByte (MPU9250_ADDRESS, INT_STATUS) & 0x01)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          " User environmental x-axis correction in milliGauss
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              // if (readByte(MPU9250_ADDRESS, INT_STATUS) & 0x01)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          // Calculate the magnetometer values in milliGauss
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       myMU.gx = (float)myMU.gyroCount[0]*myMU.gRes;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            myIMU.gy = (float)myIMU.gyroCount[1]*myIMU.gRes;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            myMU.gz = (float)myMU.gyroCount[2]*myMU.gRes;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   // Must be called before updating quaternions!
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            // This depends on scale being set
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                User environmental x-axis
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        myIMU.magbias[1];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          automatically calculated
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   myIMU. magbias [0]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     myIMU. magbias [1] = +120.;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                myIMU. magbias[0] = +470.;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          myIMU. magbias [2] = +125.;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        myIMU. updateTime();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                myIMU. getMres();
                                                                                                                                                                                                                                                                                                         myIMU. get Ares ();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       myIMU. getGres ();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        / corrections
143
144
145
146
                                                                                                                                                                                                                                                                                                                                                                                                                                      int intPin = 12; // These can be changed, 2 and 3 are the Arduinos ext int pins int myLed = 13; // Set up pin 13 led for toggling
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Initialize device for active mode read of acclerometer, gyroscope, and
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                // Read the WHO.AM. register of the magnetometer, this is a good test of
                                                                                                                                                                                                                                      // Set to false for basic data read \ensuremath{//} Set to true to get Serial output for debugging
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                and accelerometers, load biases in bias registers
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Read the WHO.AM.I register, this is a good test of communication byte c = myIMU.readByte(MPU9250.ADDRESS, WHO.AM.IMPU9250);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    // Initialize device for active mode read of magnetometer Serial.println("AK8963_initialized_for_active_data_mode....");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Set up the interrupt pin, its set as active high, push-pull
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  while(1); // Loop forever if communication doesn't happen
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                byte d = myIMU.readByte(AK8963_ADDRESS, WHO_AMI_AK8963);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Calibrate gyro and accelerometers, load biases in bia. myMU.calibrateMPU9250(myMU.gyroBias, myMU.accelBias);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              if (c == 0x73) //Check if communication is established
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Get magnetometer calibration from AK8963 ROM
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         myIMU.initAK8963 (myIMU.magCalibration);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Start by performing self test myIMU.MPU9250SelfTest(myIMU.SelfTest);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       uint16-t pitch-send, roll-send, yaw-send;
                                                                                 #include "quaternionFilters.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        digitalWrite(intPin, LOW);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  digitalWrite (myLed, HIGH);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        pinMode(intPin, INPUT);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  pinMode (myLed, OUTPUT);
                                                                                                                                                                                                                                                                                 #define SerialDebug true
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                myIMU. initMPU9250 ();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Serial. begin (57600);
                                                                                                                            #include "MPU9250.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     // temperature
                                                                                                                                                                                                                                                                                                                                                                                      // Pin definitions
                                                                                                                                                                                                                                 #define AHRS true
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       if (c = 0x73)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Wire.begin();
```

MPU9250 myIMU; void setup()

void loop()

else

## APPENDIX E: Project Meeting Agendas & Minutes

D4 First meeting 23/2:
https://github.com/orgs/d4thames/projects/1
D4 Second meeting 24/2:
- How the RC talks to to mcu
- UART DUPLEXING
- Materials balsarwood (plexi is brittle)
- aliminum brackets
- Motor Mounting
- Landing Gear
- Max Size 80cm diameter
- more than 6-axis sensor
- power
"Quadcopter, also known as quadrotor, is a helicopter with four rotors.
The rotors are directed upwards and they are placed in a square formation with equal distance from the center of mass of the quadcopter."
hover thrust
where to put the ranger??? needs to work with and without load
27/2 Lab Session
-Sensors: Grove - IMU 9DOF v2.0
price: 10.99
accelerometer/gyro/mag/processing

Sharp GP2Y0A21YK0F Reflective Sensor

http://ow.ly/hYvC309ogP0

price: 7.10

I2C

analogue

http://ow.ly/sea8309ogMU

## Total: 18.09

Design Clinic				
- 1 person define interfaces between different modules				
- memory				
- instrumentation of the subsystems so that they can be exercised on their own				
- number of processing cycles needed to create stability				
- PWM to SPR				
- digital receiver				
- maybe preprocess sensor data				
To do:				
- figure out the size of data coming out of IMU SPI (done)				
- syslog ppm to digital decoder				
- check if there is internal clock on IMU (done)				
- bill of Materials (done)				
- Project proposal form				
- Cost estimates (handbook p.25)				
- Prototyping (mockups)				
\$\$\$ Limit Pitch Roll Yaw range to a number of degrees				
Is there a way to calculate the load?				
Check if atmga 32 and 644 have the same pinouts				
Meeting Thur 2/3				
- Friday				
•Test PPM-Digital				
•Test Control				

- Tuesday

<ul> <li>Investigate R/C</li> </ul>	System !!!ME!!!	
Geoff Meeting		
- MPU- Filering		
Power Circuit		