

Quadcopter API

LeapListener:

- `IOListener()` // set up controller, set as listener
- `onFrame(Leap::Frame f)`

KeyboardListener:

- // Enter => toggle takeoff, Anything else => stop now please!!, 'r' resets only in emergency mode
- // constructor – while loop, check `SDL_PumpEvents()`
- // `SDL_GetKeyboardState(NULL)` http://wiki.libsdl.org/SDL_GetKeyboardState
- // <http://www.libsdl.org/release/SDL-1.2.15/docs/html/guideinputkeyboard.html>
- `KeyboardListener()`

Drone

- `takeoff()`
- `land()`
- // `vertSpeed -1 → 1` (-1 down) `yawRate -1 → 1` (-1 CCW)
`move(float pitch, float roll, float yawRate, float vertSpeed)`
- `hover()` // hover
- `emergencyStop()` // cut all motors
- `resetEmergencyStop()` // reset emergency mode
- `videoEnable(bool truthiness)`

Drone.h

- `Drone* getDrone()`

main.cpp

- `LeapListener leap;`
- `KeyboardListener keyboard;`