

TelloCamp Instructions

Supported Commands

Command	Range	Accepted in State	Description
command		offState	enables SDK mode, opens StateSocket & starts sending states. Drone switches into "landedState"
takeoff		landedState	Auto Takeoff. Drone switches into "autopilotState" and flies up. After reaching the target, it switches to "flyingState".
land		flyingState	The drone lands and switches into "landedState"
up x	x = 20-500	flyingState	Switches into "autopilotState" and flies up x cm. After reaching the target it switches back to "flyingState"
down x	x = 20-500	flyingState	Switches into "autopilotState" and flies down x cm. After reaching the target it switches back to "flyingState"
left x	x = 20-500	flyingState	Switches into "autopilotState" and flies left x cm. After reaching the target it switches back to "flyingState"

right x	x = 20-500	flyingState	Switches into "autopilotState" and flies right x cm. After reaching the target it switches back to "flyingState"
forward x	x = 20-500	flyingState	Switches into "autopilotState" and flies forward x cm. After reaching the target it switches back to "flyingState"
back x	x = 20-500	flyingState	Switches into "autopilotState" and flies back x cm. After reaching the target it switches back to "flyingState"
cw x	x = 1 - 360	flyingState	Switches into "autopilotState" and turns x degree clockwise. After reaching the target it switches back to "flyingState"
ccw x	x = 1 - 360	flyingState	Switches into "autopilotState" and turns x degree counterclockwise. After reaching the target it switches back to "flyingState"
stop		takeoffState flyingState autopilotState landingState	stops the current action and goes into flying state.
emergency		all states	Switches into "offState". The drone turns off and gravity is enabled -> The drone will crash into the ground.

rc a b c d	a = -100 – 100 (left / right) b = -100 – 100 (forward / back) c = -100 – 100 (up / down) d = -100 – 100 (yaw)	flyingState	Stays in “flyingState”. This command is used to control the drone with a remote controller via four channels. This is the only case where no response is sent.
speed x	x = 10 - 100	all states	limits the speed of the drone to x cm/s
flip x	x = l, r, f, b	flyingState	Flips the drone in the requested direction.

Using Android Emulator

When using the Android Emulator, enable the checkbox in the TelloCamp settings. Beside that, a portforwarding needs to be set up:

MacOS

1. Start the emulator
2. Open the terminal and enter the following line. This will get you the authentication token for your emulator

```
cat ~/.emulator_console_auth_token
```

3. Establish a connection to your emulator. 5554 is usually the default ID, however, it might be different if you have multiple emulators.

```
nc localhost 5554
```

4. Enter the authentication code

```
auth <your+code+here>
```

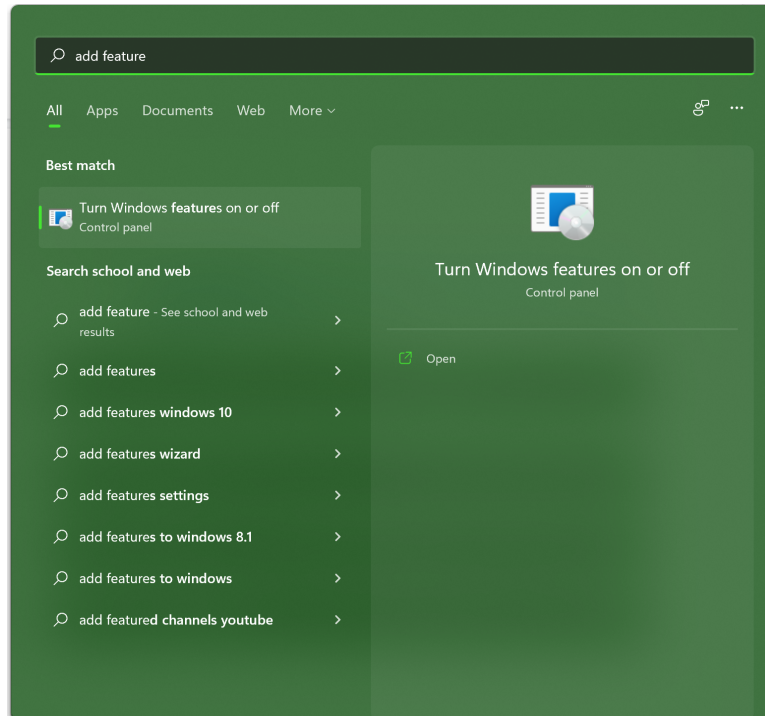
5. Enter the forwarding for the state port. Command port shouldn't be an issue.

```
redir add udp:8890:8890
```

Windows

1. Enable telnet. 2 methods:

- a. <https://social.technet.microsoft.com/wiki/contents/articles/38433.windows-10-enabling-telnet-client.aspx>
- b. Type this in windows search “add feature” and follow the link above for further instructions



2. Start the emulator

3. Open the file to get the authentication code

```
c:/users/<your_username>/emulator_console_auth_token
```

4. Establish a connection to your emulator. 5554 is usually the default ID, however, it might be different if you have multiple emulators.

```
telnet localhost 5554
```

5. Enter the authentication code

```
auth <your+code+here>
```

6. Enter the forwarding for the state port. Command port shouldn't be an issue.

```
redir add udp:8890:8890
```

Background

“Each instance of the emulator runs behind a virtual router/firewall service that isolates it from your development machine network interfaces and settings and from the internet. An emulated device can't see your development machine or other emulator instances on the network.”

<https://developer.android.com/studio/run/emulator-networking>