## What is implemented

1. Crazyflie 2.0 client in C++ for PC. It is connected with the CrazyRadio usb dongle. A special library for the usb dongle is needed.
2. Connection PC to Crazyflie is stable. Setpoints can be sent, and a widget for logging values and a widget for setting paramters is available.
3. A camera can be connected to the PC. A color is chosen with the TrackingColor bar in the client. The idea is that the Crazyflie will then follow a ball with this color. Currently I use a tennis ball of pink color.

