

UAV TECH -- TRACE SETUPS:

1. HOLISTIC FLIGHT PERFORMANCE

- a. RC Rates
- b. Debug Modes
- c. Gyros
- d. PID Error
- e. P-term
- f. I-term
- g. D-term
- h. Motors

2. PID OPERATIONS

- a. RC Commands
- b. Gyro + PID Roll
- c. Gyro + PID Pitch
- d. Gyro + PID Yaw
- e. PID Sums

3. PROP WASH EVAL.

- a. Error + P/D Roll
- b. Error + P/D Pitch
- c. PID Sums

- 4. SAND BOX / PLAYGROUND
(CUSTOM AND CHANGING)
- 5. SAND BOX / PLAYGROUND
(CUTOM AND CHANGING)
- 6. SAND BOX / PLAYGROUND
(CUTOM AND CHANGING)

7. YAW EVALUATION

- a. PID Error
- b. Gyro + PID Yaw
- c. PID Sum Yaw

8. PITCH EVALUATION

- a. PID Error
- b. Gyro + PID Yaw
- c. PID Sum Yaw

9. ROLL EVALUATION

- a. PID Error
- b. Gyro + PID Yaw
- c. PID Sum Yaw

0. NOISE ANALYSIS

- a. Roll Noise
- b. Pitch Noise
- c. Yaw Noise
- d. P-term Noise
- e. D-term Noise

Hidden BBE Commands:

- 1. Alt + ← or → arrows moves one sample at a time
- 2. Shift + ← or → arrows changes view scale in 10% increments
- 3. Alt + Click a trace (in legend) → turns on grid lines
- 4. Alt + [click a trace group] → splits the traces into individual lines
- 5. Alt + Mouse Roller over a trace (in legend) → changes Expo.
- 6. Ctrl + Mouse Roller over a trace (in legend) → changes Smoothing
- 7. Shift + Mouse Roller over a trace (in legend) → changes Zoom