**UAV TECH -- TRACE SETUPS:**

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| 1. **HOLISTIC FLIGHT PERFORMANCE**    1. RC Rates    2. Debug Modes    3. Gyros    4. PID Error    5. P-term    6. I-term    7. D-term    8. Motors 2. **PID OPERATIONS**    1. RC Commands    2. Gyro + PID Roll    3. Gyro + PID Pitch    4. Gyro + PID Yaw    5. PID Sums 3. **PROP WASH EVAL.**    1. Error + P/D Roll    2. Error + P/D Pitch    3. PID Sums 4. SAND BOX / PLAYGROUND (CUSTOM AND CHANGING) 5. SAND BOX / PLAYGROUND (CUTOM AND CHANGING) 6. SAND BOX / PLAYGROUND (CUTOM AND CHANGING) | 1. **YAW EVALUATION**    1. PID Error    2. Gyro + PID Yaw    3. PID Sum Yaw 2. **PITCH EVALUATION**    1. PID Error    2. Gyro + PID Yaw    3. PID Sum Yaw 3. **ROLL EVALUATION**    1. PID Error    2. Gyro + PID Yaw    3. PID Sum Yaw 4. **NOISE ANALYSIS**    1. Roll Noise    2. Pitch Noise    3. Yaw Noise    4. P-term Noise    5. 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