<https://www.bitcraze.io/documentation/tutorials/getting-started-with-crazyflie-2-x/#inst-comp>

Graphical user interface, text, application, email

Description automatically generatedGraphical user interface, text, application, email

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<https://github.com/bitcraze/crazyradio-firmware/blob/master/docs/building/usbwindows.md>

(Link for crazyradio drivers)

Graphical user interface, application

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Description automatically generated

<https://www.bitcraze.io/documentation/repository/crazyflie-clients-python/master/installation/install/>

Once drivers are installed…

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Run “cfclient” in a command prompt to open the crazyflie client

Graphical user interface, text, application, email

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To make sure cflib is installed

<https://github.com/bitcraze/crazyflie-lib-python/blob/master/docs/installation/install.md>

Chart

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To get lighthouse positional tracking

<https://www.bitcraze.io/documentation/tutorials/getting-started-with-lighthouse/>

Tutorial as a video

<https://www.youtube.com/watch?v=DCEHht72B08>

Text

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Graphical user interface, text

Description automatically generated

Graphical user interface, application

Description automatically generated with medium confidence

A picture containing graphical user interface

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Chart

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Once these steps are complete, the positional and orientation tracking should be working in the crazyflie client.

To transfer the data to unity, make sure the radio dongle is plugged into the computer, and that the crazyflie is powered and within detection range of the radio dongle.

Then, run the connect\_log\_param.py file by using the command “python3 connect\_log\_param.py” in the same directory the file is found in.

Once you run this command, the server is looking for something to connect to, and it should find it as soon as you play the unity project (clone from github, run in unity version 2020.3.10f1)

(2020.3.11f1 should also work but it was made in 2020.3.10f1 if you want to be safest).