en/MK-Parameter/Looping

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LotharF
MikroKopter.de

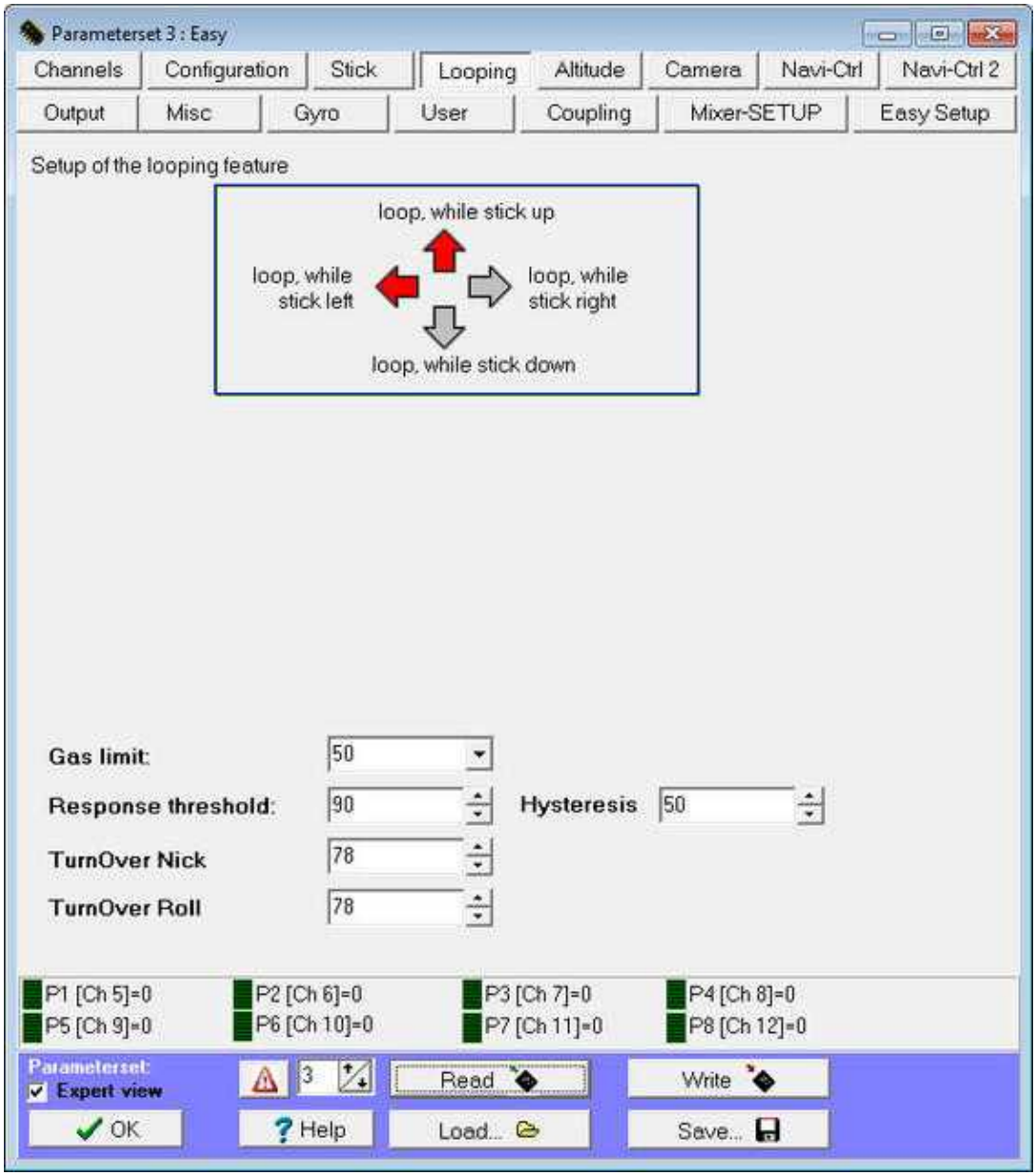
Quick selection
Open the description -> click Button

Channels	Configuration	Stick	Looping	Altitude
Camera	Navi-Ctrl	Navi-Ctrl 2	Output	Misc
Gyro	User	Coupling	Mixer-SETUP	Easy Setup

This page as an **PDF-Document**?
Click on that Symbol and wait a little moment... --->

Looping

- deutsch


Parameterset 3 : Easy
Channels
Configuration
Stick
Looping
Altitude
Camera
Navi-Ctrl
Navi-Ctrl 2
Output
Misc
Gyro
User
Coupling
Mixer-SETUP
Easy Setup
Setup of the looping feature
loop, while stick up
loop, while stick left
loop, while stick right
loop, while stick down
Gas limit:
50
Response threshold:
90
Hysteresis
50
TurnOver Nick
78
TurnOver Roll
78
P1 [Ch 5]=0
P2 [Ch 6]=0
P3 [Ch 7]=0
P4 [Ch 8]=0
P5 [Ch 9]=0
P6 [Ch 10]=0
P7 [Ch 11]=0
P8 [Ch 12]=0
Parameterset:
Expert view
3
Read
Write
OK
Help
Load...
Save...

In the default settings it is not possible to fly a loop with the copter. Is the stick from the transmitter all the way down the copter is limited from a certain angle point. Only with the activation of one of the directional arrows further tilts and loopings are possible in the selected direction.
In this menu field it can be selected what you want to perform whether loops forward, backward, left or right. After activating one of the directional arrows only at that point the settings appear.

Attention: The Kopter can crash when flying loopings! This function is used at your own risk and should be only used by users with flying experience!

- **Arrows**
  The looping is allowed in the desired direction. The arrow points here to the corresponding stick position.
- **Gas Limit**
  At this value the gas is limited during the loop.
- **Response threshold**
  From this value it is calculated from the stick position control and changes into a rotation rate control to complete the loop.

    - **Hysteresis**
      Stick-Hysteresis for the reaction point. Normally always lower as the reaction point.
- **TurnOver Nick**
  100 means 100% of a 360° rotation. Also entspricht 1 einem Winkel von 3,6°.
  If the copter rotate too far after a loop, the value must be reduced.
  If the copter not rotate far enough after a loop, the value must be increased.
- **TurnOver Roll**
  100 means 100% of a 360° rotation. Also entspricht 1 einem Winkel von 3,6°.
  If the copter rotate too far after a loop, the value must be reduced.
  If the copter not rotate far enough after a loop, the value must be increased.

Important
The reaction point - hysteresis should be around 20-50. Otherwise the MikroKopter can try during leaving the looping function to go into an angled position which is given by the stick. This may leads to very brisk settings so that the Kopter will "jump" and it will miss some

of the degrees of angular movement what causes the situation that the Kopter will be very oblique.

- If the Configuration menu **Heading Hold (Nick/Roll)** is selected it can be flown loopings without activation of the looping arrows!
  More information about flying with Heading Hold can be read here: HeadingHold (only in german)