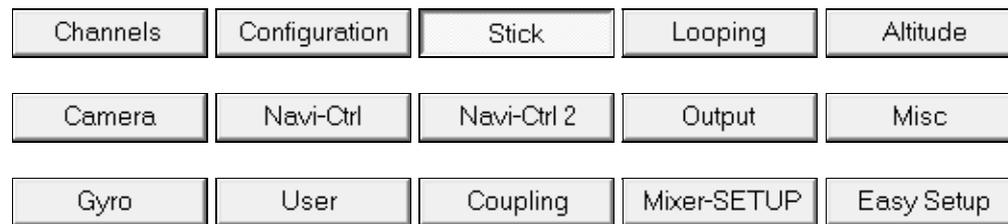


en/MK-Parameter/Stick

21

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Quick selection**Open the description -> click Button**

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

Stick

-  [deutsch](#)

The screenshot shows a software window titled "Parameterset 3: Easy" with a menu bar containing "Channels", "Configuration", "Stick", "Looping", "Altitude", "Camera", "Navi-Ctrl", and "Navi-Ctrl 2". Below the menu bar is a sub-menu bar with "Output", "Misc", "Gyro", "User", "Coupling", "Mixer-SETUP", and "Easy Setup".

The main area contains the following settings:

- Nick/Roll P: 6
- Nick/Roll D: 10
- Yaw P: 4
- External Control: 0 (0-Off, Dubwise: Gain, Riddim >128-On)

At the bottom, there are eight parameter status indicators: 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, and P8 [Ch 12]=0.

The bottom bar includes a "Parameterset:" section with a checked "Expert view" option, a warning icon with the number 3, and a zoom icon. It also contains buttons for "Read", "Write", "OK", "Help", "Load...", and "Save...".

Here the sensitivity of the stick movements (gas, yaw, pitch, roll) can be set by the transmitter.

- **Nick/Roll P**

Stick-Gain. The larger the number the stronger response the MikroKopter on the stick movements.

Example:

- ◆ larger number = strong model reaction even at low stick indication, great agility.
lower number = softer but sensitive control.

- **Nick/Roll D**

The [MikroKopter](#) follows the movements of the stick more spontaneous, the larger this value is.

Example:

- ◆ larger number = severe, immediate model reaction, more "poisonous".
lower number = soft control.
Strictly spoken, it affects the **StickSpeed** to the MikroKopter.

- **Yaw-P (Gier-P)**

Yaw rate ratio to stick deflection.

The value can be entered as a number or be placed on a potentiometer at the transmitter to change the behavior during the flight.

Example:

- ◆ larger number = fast rotation.
lower number = sluggish reaction.

• **External Control**

This can be used also in addition to a transmitter to activate an external control.

This can be done for example via a mobile phone with the software [Dubwise](#).

To turn this feature on an arbitrary number that is greater than 128 has to be entered.

Or a potentiometer is assigned to a switch at the transmitter. So the function can be switched on/off at the transmitter.

•

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

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Configuration

-  [deutsch](#)

In a total of five sets of parameters different settings can be stored in the Kopter. These can be accessed through the sticks after turning on the Kopter and the initialization.

- **Name of configuration**

Each setting can be named under *Name of configuration* with a representative name. This is useful for example for different payloads, sporty flying or camera-flight etc.

If a setting is completed or altered it must be saved under it's number in the MikroKopter with the function **WRITE**

The MikroKopter acknowledged this with a appropriate number of short beeps.

To select the settings with the transmitter the proceed as follows: :

Setting 1 => Roll left + Nick middle **plus** Gas up + Gier left

Setting 2 => Roll left + Nick up **plus** Gas up + Gier left

Setting 3 => Roll middle + Nick up **plus** Gas up + Gier left

Setting 4 => Roll right + Nick up **plus** Gas up + Gier left

Setting 5 => Roll right + Nick middle **plus** Gas up + Gier left

- **Altitude control**

Checked if the air pressure sensor on the FlightCtrl should be used.

- **GPS**

In that case the GPS-System (NaviCtrl + MKGPS) is activated . Therefore GPS-functions like holding position ([PositionHold](#)), flying back to the start-point ([ComingHome](#)) and the fly-around with waypoints are possible.

- **Compass**

Typically, this field is grayed out and active when GPS is selected.

Only if there is no GPS-System on the copter and if you use e.g. a MK3Mag on your FlightCtrl you can deactivate this and activate only "Compass". The single using of a MK3Mag is normally not customary.

- ◆ **Orientation fixed**

If this function is activated, the MikroKopter depends on the yaw and over again from the direction in which it has been at the start.

Attention: If this function is enabled, the copter can not be completely turned!

- **Sensitive receiver signal validation**

The *Sensitive receiver signal validation* was built specifically for the 35/40 MHz systems. A receiving failure is detected properly. If you use a 2.4GHz Transmitter / Receiver you did not need this function.

(see also "[Channels](#)")

- **Axis-(de-)coupling**

Here you can enable or disable the axis coupling. The axle coupling prevents the MikroKopter after a curve is flown to be loopsided.

Function is active when the yaw angle will be corrected internally. This function should always be activated.

- **Rotationrate limiter**

Additional limitation of the rate of rotation. With this option the characteristic of the gyro is lifted at the ends.

This prevents rapid maneuver, which is regulated at a certain rate of rotation. Applies only to pitch and roll. (Only interesting for beginners).

- **Heading Hold (Nick/Roll)**

In this mode and after a flight maneuver the MikroKopter is not automatically going back into a horizontal position when the stick is in neutral position. This setting, for example, are possible for most types of loops.

This function is for experienced pilots! This one needs a lot of flying experience!

-> ATTENTION: Who wants to fly HH the I-part must be increased to the proportion of the main controller (e.g. to 30)!

- ◆ More information about flying with Heading Hold you can read here: [HeadingHold](#) (information only in german)