# Lead America Helicopter Workshop

June/July 2013

# Step Zero — 9:00 AM Introduction:

# Step One - Breakout, Beginnings & Breadboards

- 1. How breadboards work.
- 2. Your kit:
  - a. Arduino microprocessor
  - b. Helicopter
  - c. Breadboard
  - d. IR LED array
  - e. Amplifier
  - f. LED light and resistor
  - g. Batteries
  - h. A few wires
- 3. Be sure to start charging your helicopter!

### Step Two — Blinking LED

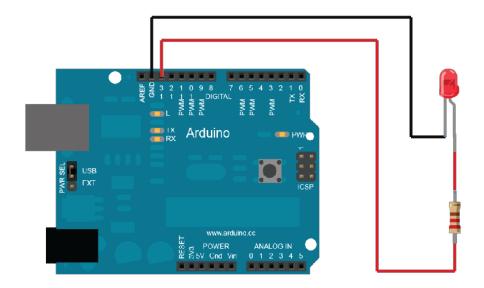
#### Important to remember:

- Make sure Arduino software is installed: http://arduino.cc/en/Main/Software
- Make sure the correct serial port is connected:
  - Tools > Serial Port > COM4 or COM5 on Windows or /dev/tty.usbmodemfd121 on Mac

#### Think about:

- 1. How do you know which side of the LED is plus (+) or minus (-)?
- 2. Setup the circuit on the breadboard according to Figure 1.
- **3.** Connect the Arduino to the computer. Load the default blink code:
  - a. File > Examples > 01.Basics > Blink
- 4. Check serial port. Upload.
- 5. (optional) Change the LED's blinking period
- 6. (optional) Add another LED and make them blink in sequence

Figure 1 - Simple Blinking LED



# Step Three — Flying the Helicopters

#### Important to Remember:

- Let everyone get a turn to fly. You only have about 5 minutes of battery life.
- Re-charge helicopters after use.
- The helicopters will sync to the first channel they see when powered on.
- Helicopters must be level and still when turned on to calibrate gyroscope.
- You may need to do a lot of turning them on and off.

# Step Four — Fan & Amplifier

# Important to Remember:

- Have an instructor check your circuit before the amplifier is plugged in!
- Double check the pin configuration of the amplifier
- Make sure the helicopters are charging

- 1. Hook up the fan in the circuit as shown in Figure 2.
- 2. Why doesn't the fan "blink"?
- 3. Change the code to make it "blink."
- 4. Fan's is pretty wimpy... let's add more power.

- 5. Hook up the power amp to the fan in the circuit as shown in Figure 3.
- 6. Be sure to check the circuit before the amplifier and battery are connected
- 7. See if the code can be adjusted to illustrate full fan power

Figure 2 - Low Power Fan

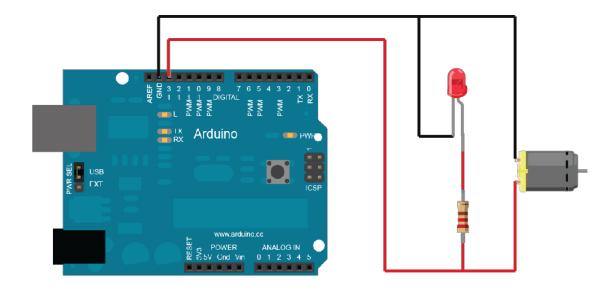
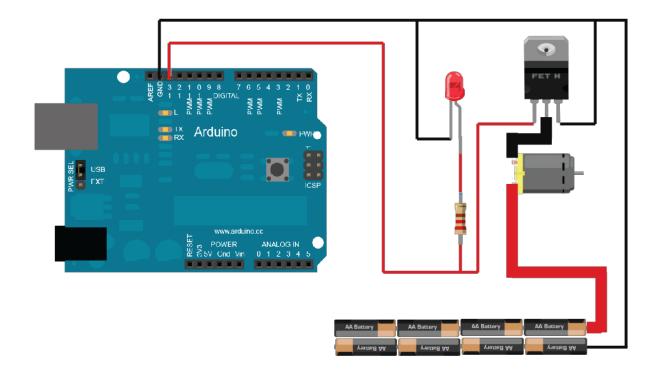


Figure 3 - Amplifier to Fan



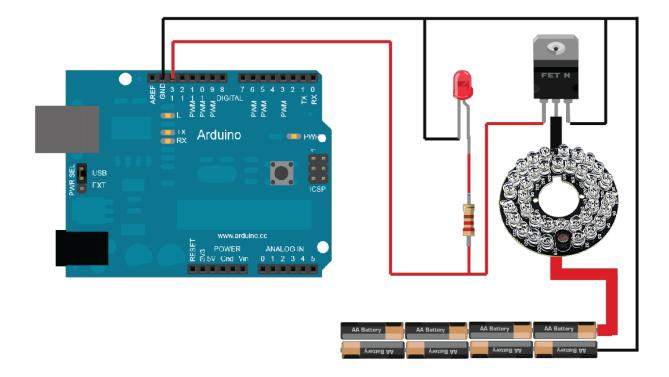
# **Step Five — IR LED Array**

# Important to Remember:

- Recheck the circuit when the light array goes in before it gets powered.
- Make sure the helicopters are charging

- 1. Replace the fan with the light as shown in Figure 4
- 2. How can you tell if it's on? Try your cell phone camera...
- 3. (optional) Blink the IR LED at different rates. How fast can you make it blink?

Figure 4 - LED Array



# Step Six — Basic Flight Control

#### Important to Remember:

- Always have the helicopters charging between attempts
- Make sure everyone gets to try and fly.
- Hold the helicopters in your hand and watch the serial monitor.

- 1. Now we're going to control the helicopters via code!
- Download the helicopter code: <a href="http://bit.ly/1ay6JGA">http://bit.ly/1ay6JGA</a>
- 3. Ask your instructor to set the 'byte channel' in the code.
- 4. Open code, switch to the correct channel in the code, compile, and upload.
- 5. Open **Tools > Serial Monitor**
- 6. Turn on the helicopters and get them to sync with the correct arduino station.
- 7. Flying:
  - a. Only 1 letter at a time. Must push "Enter" each time.
  - b. When in doubt, type 0 then Enter
  - c. 0 through 9 control throttle. 0 is off. 9 is full.
  - d. W forward | S backwards | D rotate right | A rotate left | R recenter

- e. You might need to power cycle helicopters a lot so the sync to the right channel.
- f. Make sure everyone gets to try and "fly-by-letter"

# Step Seven — Advanced Flight Control

# Important to Remember:

• Always have the helicopters charging between attempts

- 1. Add code to fly the following:
  - a. Take off
  - b. Mid-air box (forward, turn, forward, turn, etc.)
  - c. Land
- 2. Look at how the **HoldCommand** function works for the example takeoff.
- 3. Got that to work? What about another maneuver?