

Using Parrot AR drones

Installing software

Getting started with the Parrot AR drones can be done very quickly. Follow the steps on: <http://www.nodectoper.com/hack#basics>. You are advised to read everything starting from the basics as it explains not only how to get started with the AR drone but also how to handle the drone itself. Programming for the AR drone is done in Javascript (Nodejs). This might sound bad to some of you but the implementation for this module is well done and easy to pick up. You can download Nodejs at <https://nodejs.org/en/download/>. The package must be installed through npm so reading <https://docs.npmjs.com/cli/install> will help you do that.

It is also possible to go more in depth and use the parrot SDK (<http://developer.parrot.com/docs/SDK3/>). The SDK is more complicated than the Nodejs module but in turn it will give you more freedom and the possibility to develop an app for ios and android.

Using the Drones

A couple of AR drones can be found in the robolab inside big boxes. Before flying you will likely need to charge the battery. You should also close the curtains to make sure the drone does not damage any people or itself. To quickly test a drone you can download an app on your smartphone to try flying around. These are:

<https://play.google.com/store/apps/details?id=com.parrot.freeflight&hl=en>

for android and

<https://itunes.apple.com/us/app/freeflight/id373065271?mt=8>

for ios.

The app is also a decent way to debug your programs as well. When the drone does not do what you expect it to do after running your program, you can test it by quickly flying around a bit and seeing how it responds. If the drone is broken you should be able to tell.



Figure 1: The Parrot AR drone 2.0