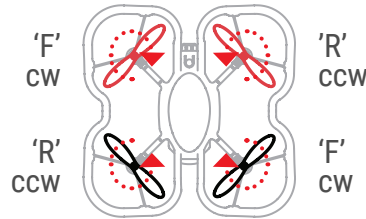


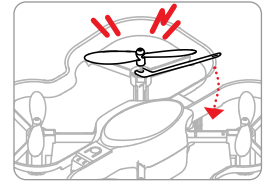


PROPELLERS

- Are propellers installed correctly and spinning freely?
- Are propellers clear of debris between propeller and motor?
- Are propellers undamaged (unbent and unchipped?)



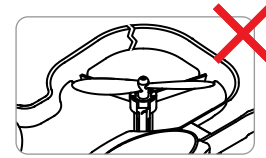
PROPELLERS & MOTORS



There is no debris beneath the propellers, and the propellers can spin freely.

MOTORS

- Are motors in the correct position?
- Are motors in good condition?
- Did you check for pinched wires or detached bases on the motors?
 - Did you replace these motors if found?
- Are silicone bumpers installed under each motor?



No major structural damage to motor arms or frames

FRAME

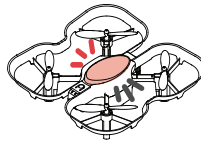
- Is the drone frame and/or propeller guard in good condition and free of cracks?
- Are sensors clean, unobstructed and undamaged?

BATTERIES

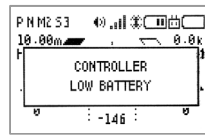
- Are batteries in good condition?
- Are batteries charged?

Avoid flying when the drone or controller are on low battery.

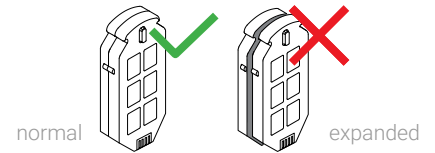
Flight and signal stability will be less reliable when the batter is low



Flashing red beeping sound



Low battery message controller vibration



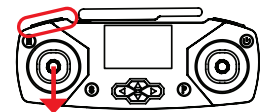
Drone battery has not expanded and has no signs of structural damage.

FIRMWARE

- Is the latest firmware installed on the drone?
- Is the latest firmware installed on the controller?

CONNECTION

- Is the controller antenna fully extended?
- Is the drone paired to the controller?
- Do you have access to your code on your computer for Autonomous Flight?
- Is the USB cable able to trigger the link state on the CoDrone EDU controller?



Emergency Stop

Press and hold L1 and pull down on the left joystick.

Use this to shut the motors off immediately.

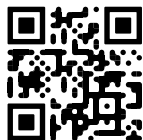
SAFETY

- Are all flight team members wearing safety glasses?
- Does the pilot in command know how to use the CoDrone EDU emergency stop in an emergency situation?

Need Help? Use these QR codes to direct you to Robolink's help center.



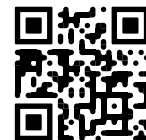
DRONE NOT TAKING OFF



PROPELLER NOT SPINNING



BROKEN MOTOR



FIRMWARE UPDATE