

CoDrone DIY

Rokit Brick

ROKIT[®]
BRICK

for **codrone** **DIY**






Controlling codrone with the Rokit Brick

Introduction


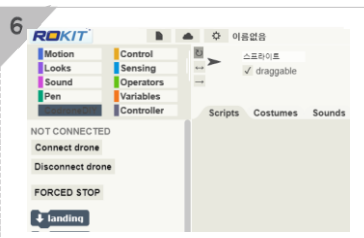


1. Enter coding mode from PC

Drone Simulator & Rokit Brick

| | |
|--|---|
| <p>1</p>  <p>Connect the USB cable to your PC</p> | <p>2</p>  <p>Connect the cable (micro 5 pin) to the controller port</p> |
| <p>3</p>  <p>Check the COM PORT number in Device Manager - Port (COM PORT numbers may vary from PC to PC)</p> | <p>4</p>  <p>Occasionally, a bad 'Micro 5 pin' may prevent 'COM PORT number' from appearing. (In this case, please replace Cable.)</p> |

! - Windows 10 : The UBB driver will be installed automatically
- Windows 7,8 : UBB drivers must be installed manually
※ The name of the device manager may be marked 'STM32 virtual COMport'

| | |
|---|--|
| <p>5</p>  <p>Put a battery in the drone, turn on the power, and connect the controller to the drone.</p> | <p>6</p>  <p>With Rokit brick coding, you can get the drone flying as much as you want.</p> |
|---|--|

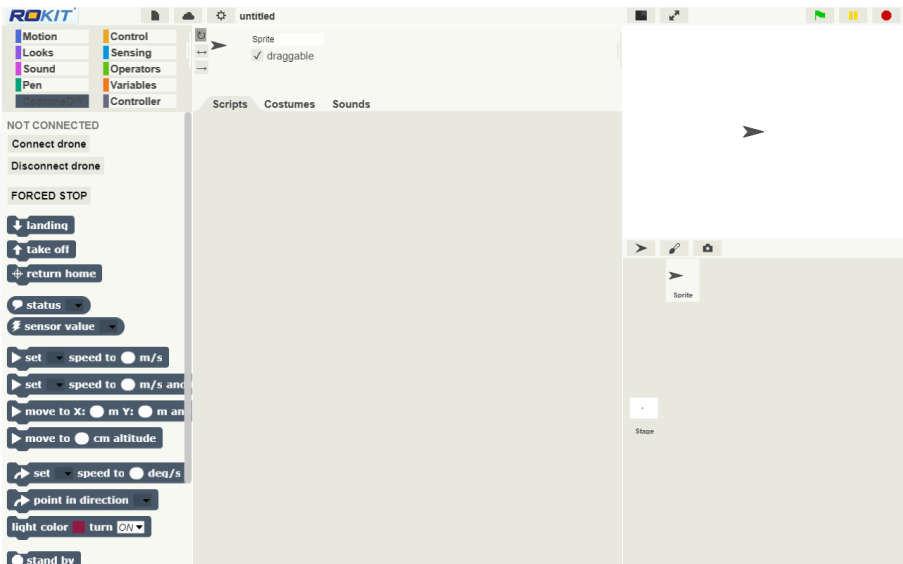
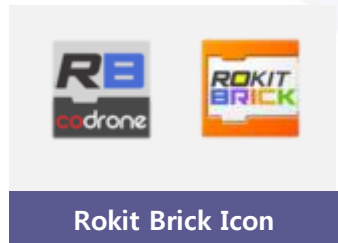
For instructions on how to download and run 'Rokit Brick for CoDrone', visit our website.

2. What's the 'Rokit Brick'

Rokit Brick is based on "Snap" and has existing Scratch programs such as robots, drones and others.

Scratched SW developed by combining various control functions. The method used is almost the same as Scratch.

HWs such as 'Rokit Smart Series' and 'Codrone' can be controlled in Scratch format.



3. Run the 'Rokit Brick for CoDrone'

(1) Run 'RBCodrone.exe' in the installation path of 'Rokit Brick for CoDrone'



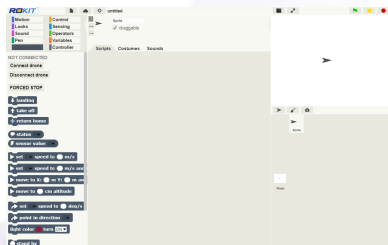
| | | | |
|-------------------------|------------------|-------------------|-----------|
| icons | 2019-03-27 오전... | 파일 폴더 | |
| locales | 2019-03-27 오전... | 파일 폴더 | |
| swiftshader | 2019-03-27 오전... | 파일 폴더 | |
| credits | 2018-11-20 오전... | Opera Web Docu... | 2,069KB |
| d3dcompiler_47.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 4,245KB |
| ffmpeg.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 1,335KB |
| icutdt.dat | 2018-11-20 오전... | DAT 파일 | 9,979KB |
| libEGL.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 107KB |
| libGLESv2.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 4,896KB |
| natives_blob.bin | 2018-11-20 오전... | BIN 파일 | 111KB |
| node.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 11,511KB |
| notification_helper | 2018-11-20 오전... | 응용 프로그램 | 561KB |
| nw.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 106,988KB |
| nw_100_percent | 2018-11-20 오전... | ALZip PAK File | 1,000KB |
| nw_200_percent | 2018-11-20 오전... | ALZip PAK File | 1,312KB |
| nw_elf.dll | 2018-11-20 오전... | 응용 프로그램 확장 | 559KB |
| RBCodrone | 2019-03-12 오후... | 응용 프로그램 | 49,930KB |
| resources | 2018-11-20 오전... | ALZip PAK File | 5,163KB |
| v8_context_snapshot.bin | 2018-11-20 오전... | BIN 파일 | 1,014KB |



(2) When the program is running, Run 'CoDroneDIY' with the '< >' Button on the left screen



(3) 'Rokit Brick' runs normally, as shown in the image on the right

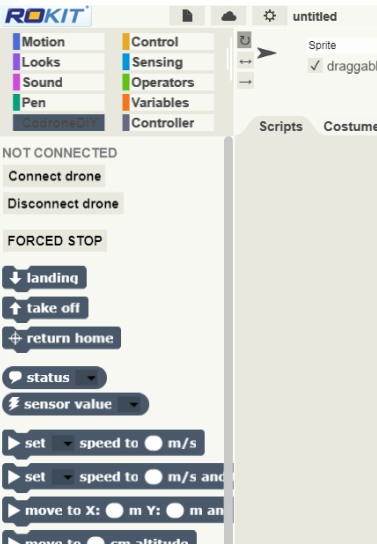


4. Rokit Brick to Drone

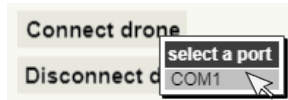
If you have connected your PC and remote control, please make sure your **USB drive** is installed successfully.

After installing the drive and verifying the **COM number**, run **Rokit Brick for Codrone** (RBCodrone, Rokit Brick Codrone).

Click **CodroneDIY** on the bottom left palette to see the drone control blocks and check the two buttons



Connect the controller to the PC, then press the 'Connect to drone' button to connect the PC and the drone.



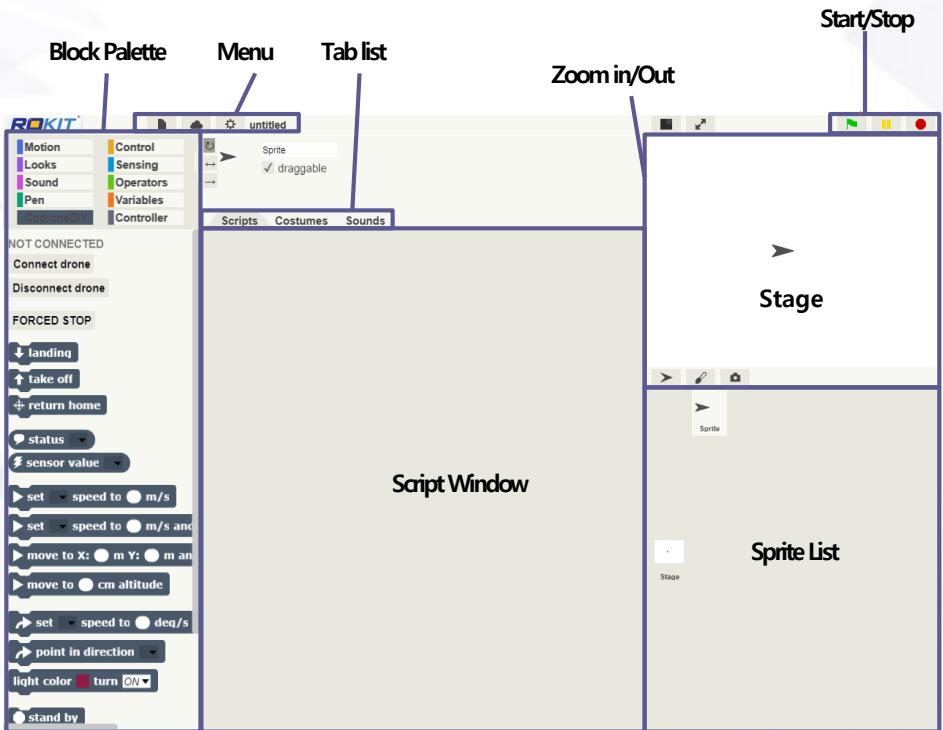
Even if the drone is turned off by removing the battery during use, there is no need to disconnect the drone, and it is automatically connected when the drone is switched back on.

Notices

- Before pressing the Connect to Drone button, the drones and controllers must be paired!
- If you have too many ports to connect to, check Device Manager.

5. Screen configuration for Rokit Brick

The basic menu and screen layout is similar to 'Scratches in MIT'



Control Codrone with motion block

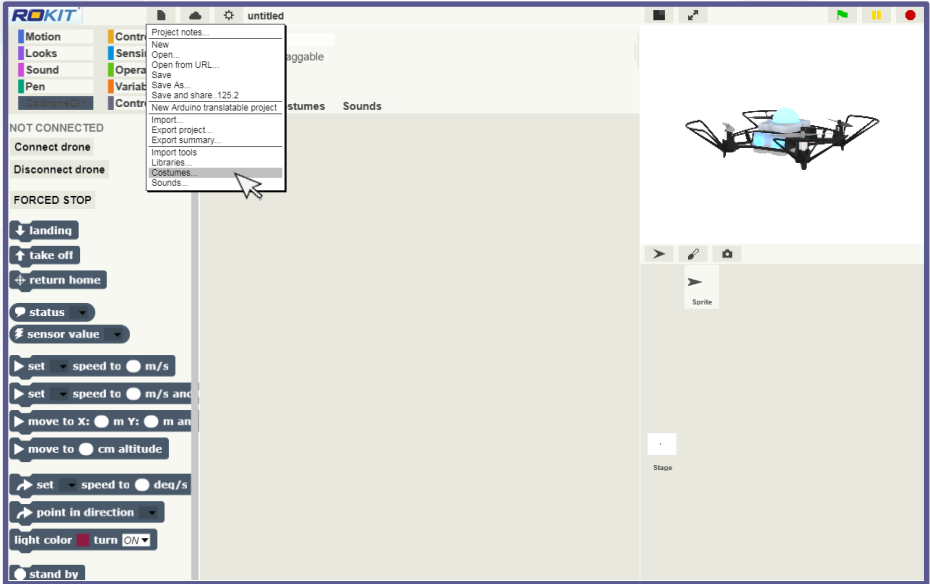
Codrone Block Description

To control codrone with motion block

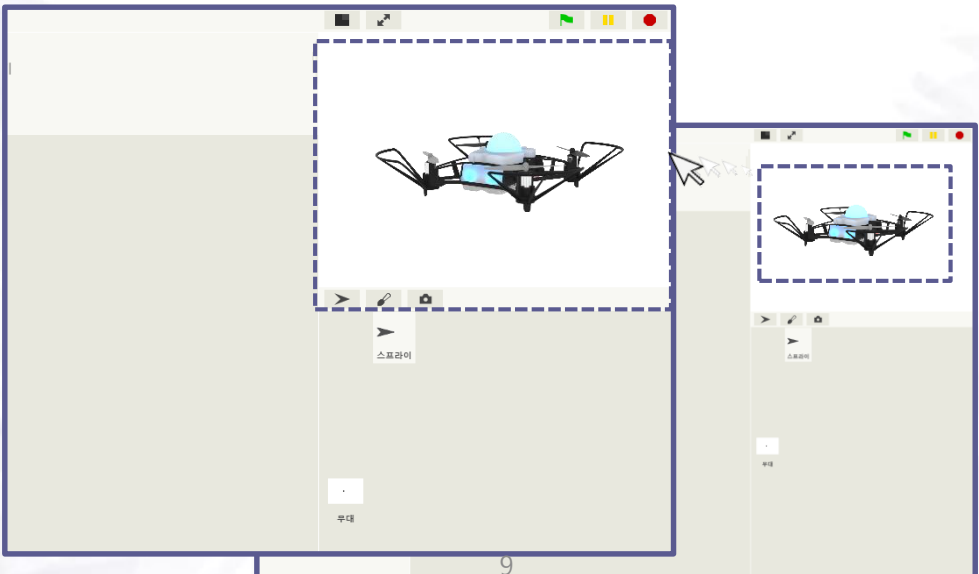


1. Import Image

From the menu, you can get the desired image using the 'look tab'



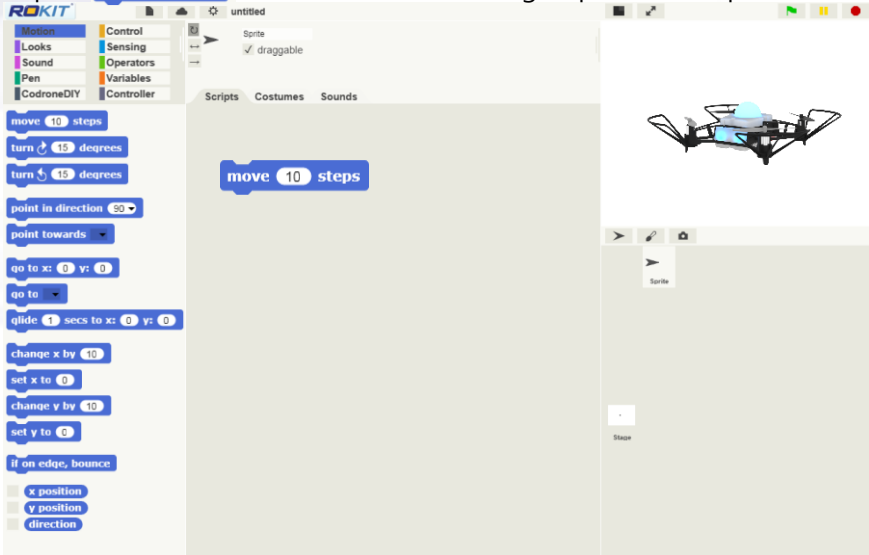
You can resize the stage by dragging the "boundary line" with the mouse.



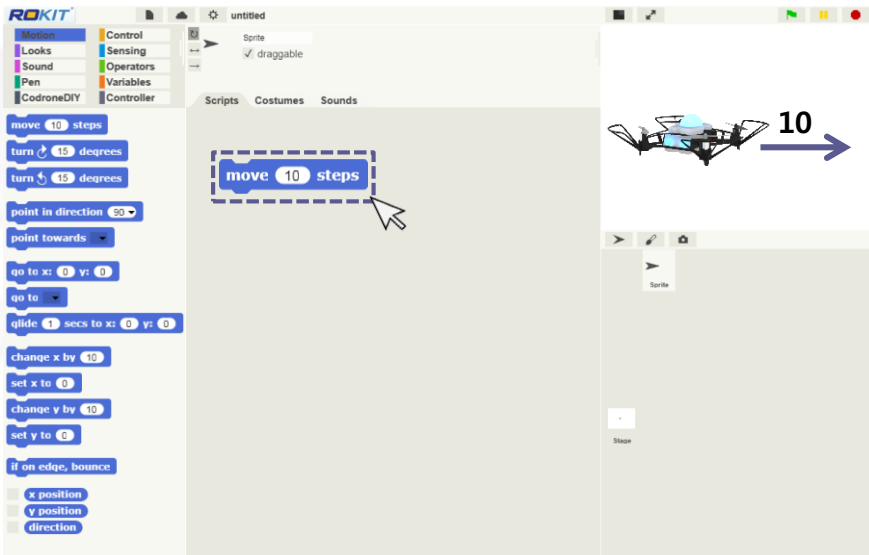
2. Example of moving sprites

1) Move drone sprite (Go straight to codon)

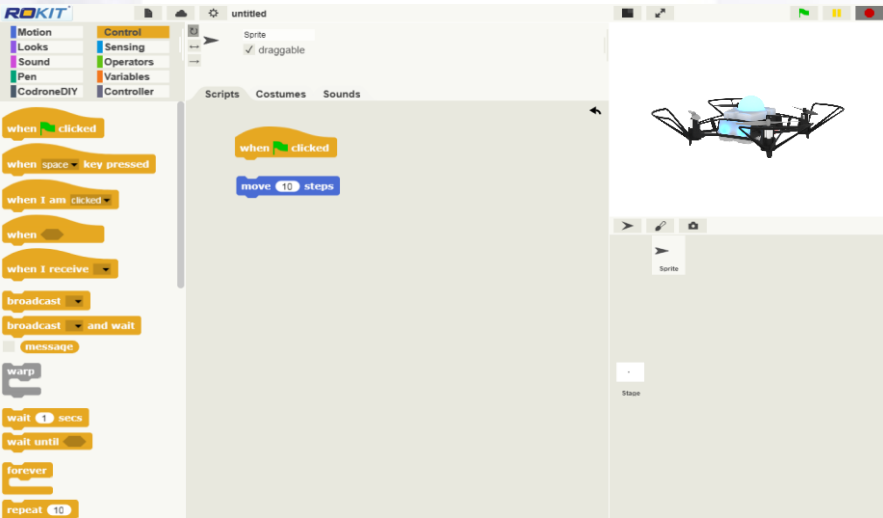
Import **move 10 steps** from the motion block group to the script screen.



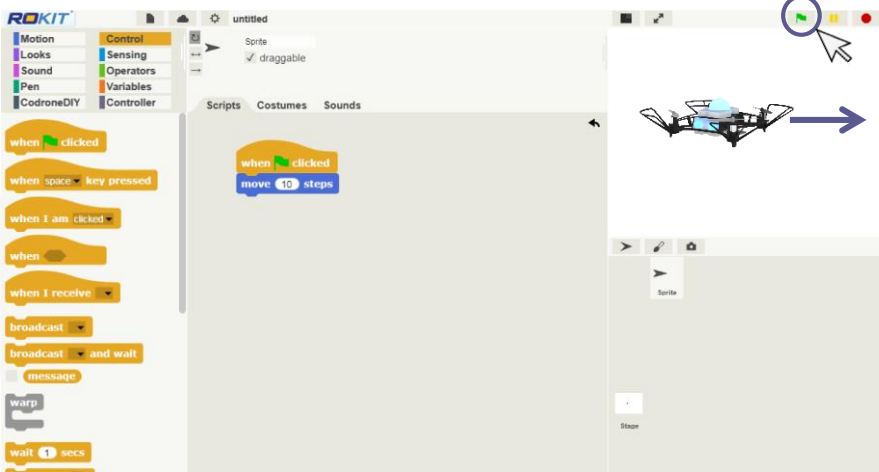
Each time the mouse clicks on the block on the script screen, the drone moves forward by as much as 10.



You can see it right away by clicking on the mouse, and it's usually in the control block group. You start driving using **when clicked** or **when space key pressed**



Connect Block **when clicked** to **move 10 steps**, and click on the green flag to move.

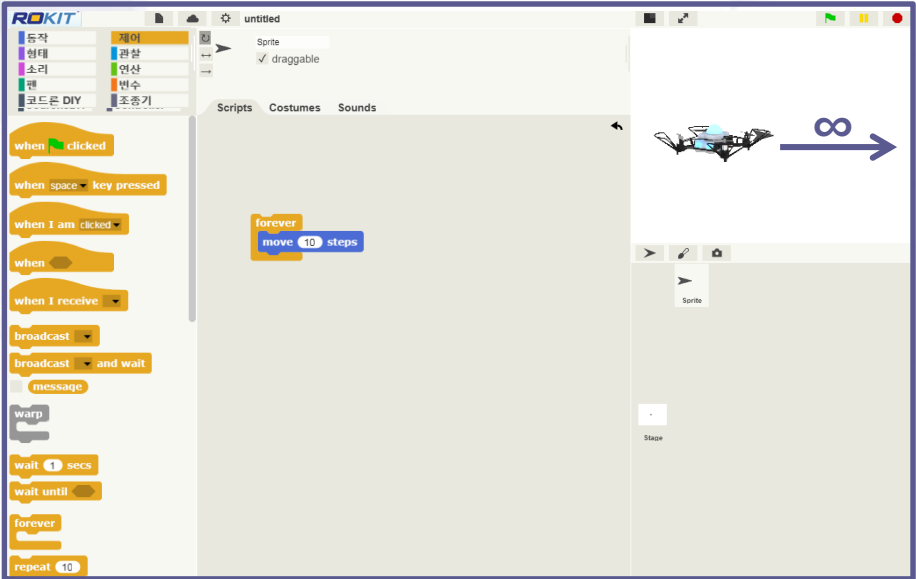


Drone Homeward Movement

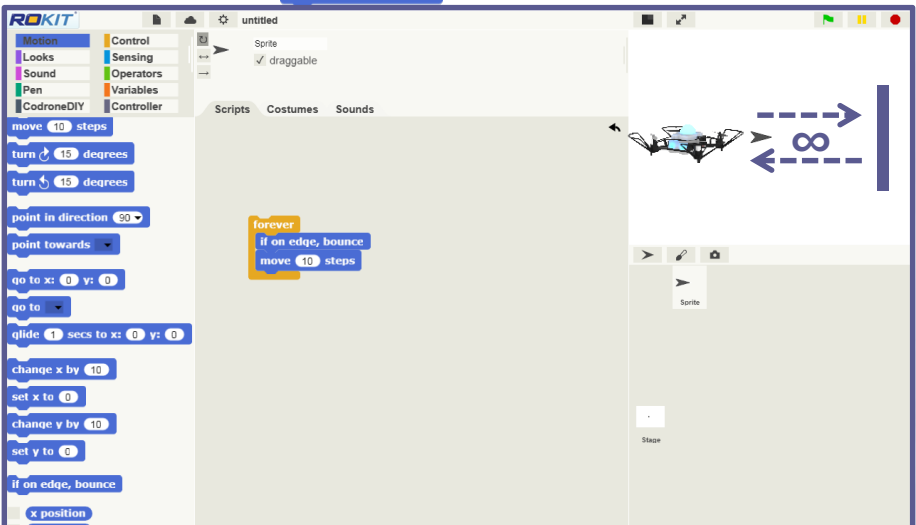
If the drone disappears to the point where it cannot be seen, then it's on the **Motion** tab [Move to x:0, y:0] Click on block **go to x: 0 y: 0** to start the home position return to

2) Move drones (move drones continuously)

Connect the infinite repeat block in the control block **10 만큼 움직이기** to **[[] A.**
To drive. To travel to where drone is not seen as a click.



To have the drone repeat bouncing on the wall without disappearing out of the screen: Use Block **if on edge, bounce**



3) Move drones (take-off and move-off landings)

If the drone is to move as shown in Figure 1, it can be coded using the coordinate values and **wait 1 secs** (Delay) as shown in Figure 2.

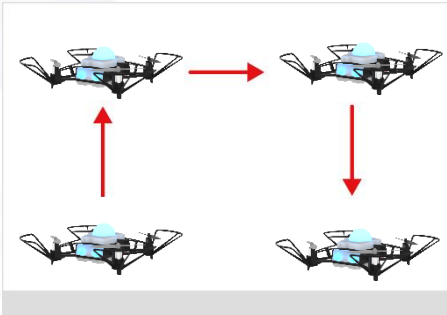


그림1

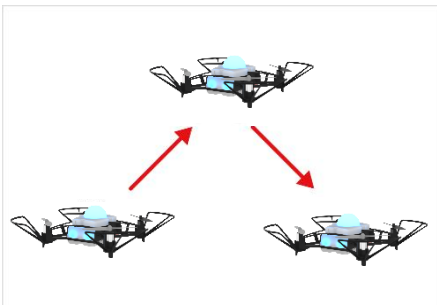


그림2

To change the distance of the drone shown in Figure 1, the blocks shown in Figure 3 are: Change the x, y coordinate values. Similarly, the amount of time to wait is entered for the desired time. can be changed into

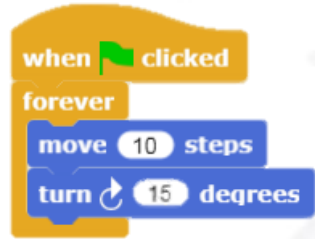


그림3



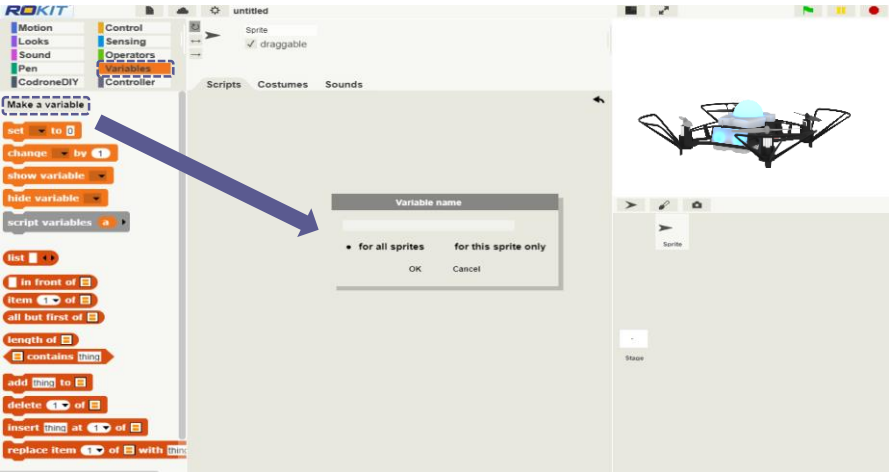
4) Move Drones (Use variables)

Let's use variables to change the behavior of the drones.
First, let's make the code that the drone rotates as shown in the picture below.



Create a variable to change the movement value of the block. variable block group

In , press the Create Variables button and create a variable named A.

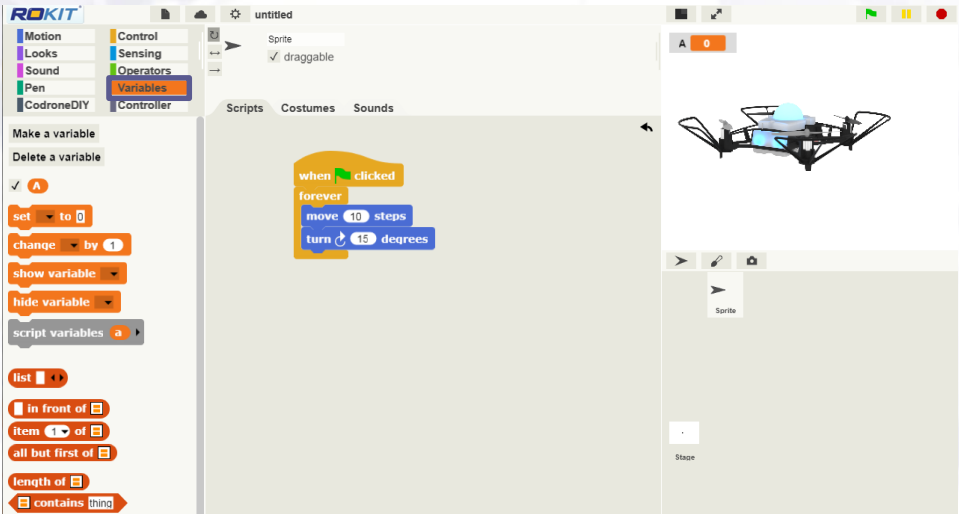


Variable?

A variable, especially one used a lot in a program, is a non-numeric character that creates space for storing numbers and allows you to put the desired number at any time.

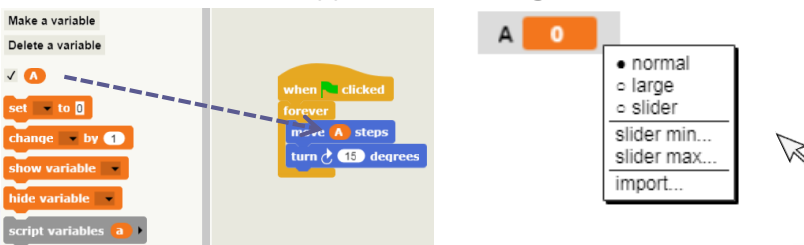
e.g. A = 5, Value = 0

Creating a variable named A creates a variable block group as shown below and creates a variable on the stage.



Drag the A-parameter block created on the left to the part where you want to change it.

Right-click the variable that appears on the stage to select the slider.



And after you've run the stage, you can move the A variable slider on the stage with your mouse, and you can change the variable in real time.

You can see that the rotating radius of the drone has become larger and smaller as the price changes.

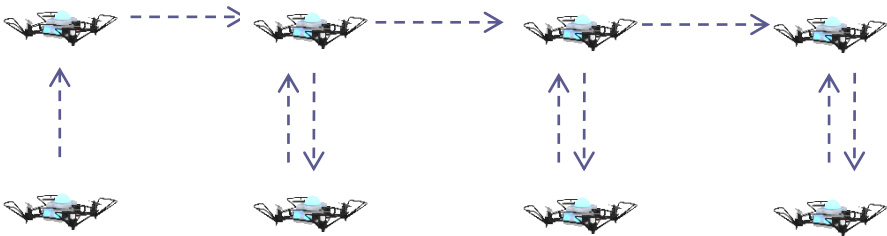


3. Move drones (take-off and move-off landings)

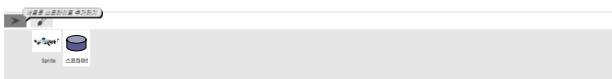
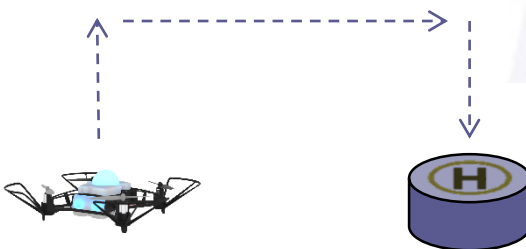
- 1) Create a "Drone moves back and forth motion reflecting the wall" and make a variable. Use to adjust the "moving speed."



- 2) Let's create a program that only "repeats three times" the following movements, rather than "no uniform." Try to minimize the number of blocks used.



- 3) After creating a landing site through the addition of a new sprite, Implementing the drone landing at the landing site in a variety of ways














To control codrones with motion blocks

Codrone Block Description










To control a codrone with an operating
blocks of motion

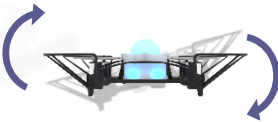


1. CoDrone DIY Block Description: Motion Block

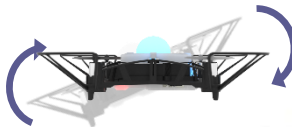
| | |
|---|---|
|  | Take off the drone. All flight actions are executed after this block. |
|  | Drones landed. |
|  | The drone is back where it first took off. |
|  | Rotate the drone's propeller to create a flight standby. ※ Subsequently, it can be taken off by the throttle control. |
|  | Reset the drone's sensor. ※ Run the drone on a flat floor. |
|  | Tells us the drone's flight status. (Air/Landing/Takeoff/Flight, etc) |
|  | Indicates whether the drone is controlled based on speed (position) or oiler (position/etitude) |
|  | Tells you what type of flight behavior you're doing. (Standby/Hovering/Moving/Return Home) |
|  | Tells the drone what the standard of direction is when flying. (Headless / Normal) |
|  | Referring to the Angle Measurement Sensor to inform you of the current state of the drone (Normal / Start Flip / Flip) |
|  | Marked as % battery remaining for drone |

2. Codron DIY Block Description – Sensor Value Block

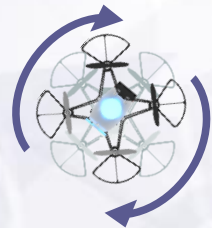
| | |
|---|---|
|  sensor value ROLL ▾ | Tells you how much the drone's fuselage is tilted from side to side at an angle. |
|  sensor value PITCH ▾ | Tells us how much the drone's fuselage is tilted up and down at an angle. |
|  sensor value YAW ▾ | Tells you how far and left the drone's fuselage has rotated. |
|  sensor value ALTITUDE ▾ | Tells us how far the drone is floating on the ground in cm. |
|  sensor value POSITION X ▾ | Tells you the displacement value of the X-axis that the drone moved from the hovering point |
|  sensor value POSITION Y ▾ | Tells you the displacement value of the Y-axis that the drone moved from the hovering point |
|  sensor value POSITION Z ▾ | Tells you the displacement value of the Z-axis that the drone moved from the hovering point |
|  sensor value TEMPERATURE ▾ | Informs us of the internal temperature of the drone. |
|  sensor value PRESSURE ▾ | Tells you the ambient air pressure measured by the drone |



ROLL












PITCH



YAW

3. Codrone DIY Block Description - Action Block

※ The control block value below has a value between -100 and 100, and the unit is output (%).

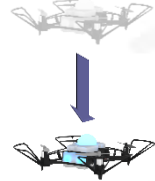
| | |
|---|---|
|  | <p>Sets the drone's value to m/s based on X,Y,Z</p> |
|  | <p>After flying at a set speed in the direction of a constant coordinate, stop and hover (direction option is the same as the control block above).</p> |
|  | <p>Use to move the X, Y, and Z axes to one block.</p> |
|  | <p>Drone will be moving at the altitude set by the ground.</p> |
|  | <p>Sets the left and right rotation values of the drone.</p> |
|  | <p>The drone rotates to the 0,90,-180,-90 positions.</p> |
|  | <p>Adjusts the LED color of the front of the drone</p> |
|  | <p>Used to execute four roll/pitch/yaw/throttle actions in one block.</p> |
|  | <p>Controls the roll/pitch/throttle/yaw value of the drone to percentage.</p> |

3. Codrone DIY Block Description - Action Block

All values have values between -100 and 100.

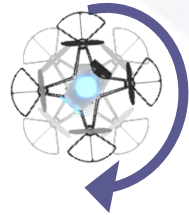
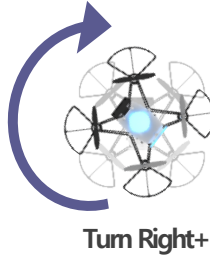
set THROTTLE ▾ to 50 %

throttle : Up and down vertical movement



set YAW ▾ to 50 %

yaw : Turn left, turn right



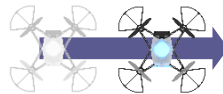
set PITCH ▾ to 50 %

pitch : Forward, backward movement



set ROLL ▾ to 50 %

roll : Move left, move right

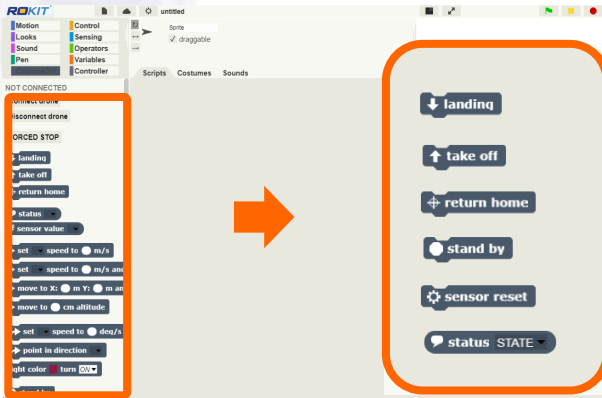


Move right. +

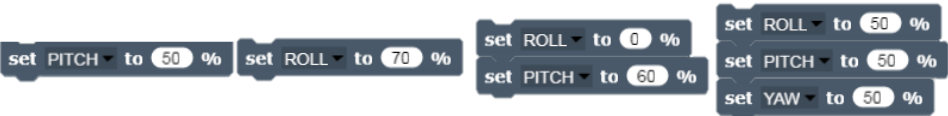


3. Codrone DIY Block Description - Action Block

Connecting the board from the Codrone tab results in code blocks that allow control of the codrone.



If the drone moves in a strange direction without stopping, it can always stop the drone by pressing the **FORCED STOP** button.



If multiple blocks are overlapping and inconvenient to use, multiple values can be changed to one block below at the same time. A value left blank is considered zero.



The addition of a waiting block (delay block) will continue to hold the specified control value for a specified period of time before the action of the next block is executed.



: Pitch value set to 50% will continue regardless of the block waiting below (no blocks will follow)



: Drones land after 1 second with pitch set to 50%

Control CoDrone DIY with Rokit Brick

Example of a CoDrone DIY exercise

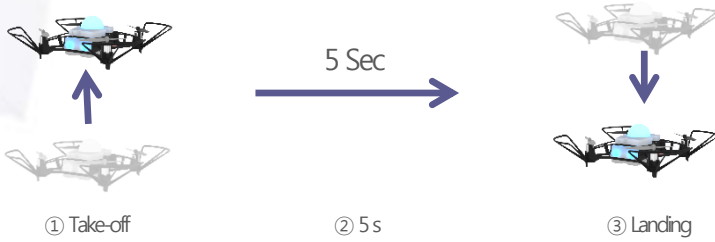
Please make sure to check the following before the code.

- 1) Check the hovering status.
- 2) Check the gas mode.
- 3) Clear the angle value of the block to 0.



1. Example of flying Codrone DIY-spaces

The Codron mini-tab has a drone / you / pitch / roll / dexterity. There are several drone control blocks to operate. Let's combine these and existing scratch blocks to code your own drones.



```

when up arrow key pressed
  take off
  wait 5 secs
  landing
    
```

```

when space key pressed
  landing
    
```

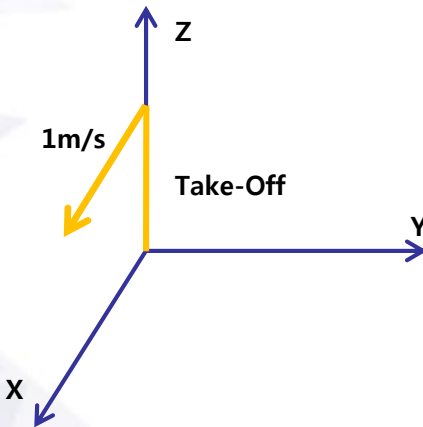
TIP!
 Wait five seconds after the take-off block, after the take-off, Not waiting five seconds, but after the drone received the take-off order,
 It means waiting for 5 seconds.

2. Example of mini-movement of a codon with a locketbrick

An example of a green flag button that pops up in the air for a while and stops by hand



① Take-off ② 4 seconds standby ③ Forward (1 m/s) ④ 2 seconds forward ⑤ landing



```
when up arrow key pressed
  take off
  wait 4 secs
  set FORWARD (+X) speed to 1 m/s
  wait 4 secs
  set FORWARD (+X) speed to 0 m/s
  landing

when space key pressed
  landing
```

- > Flight for 4 seconds from takeoff –
- > Forward at a speed of 1 m/s (+ direction of X-axis)
- > Wait 2 seconds before landing

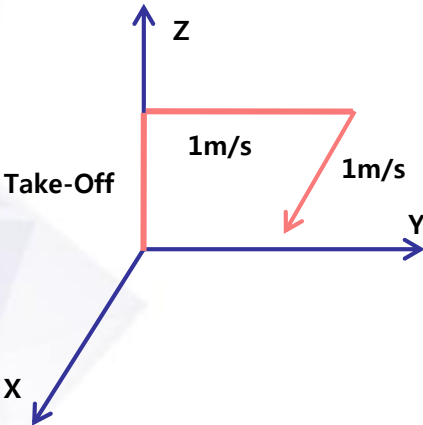
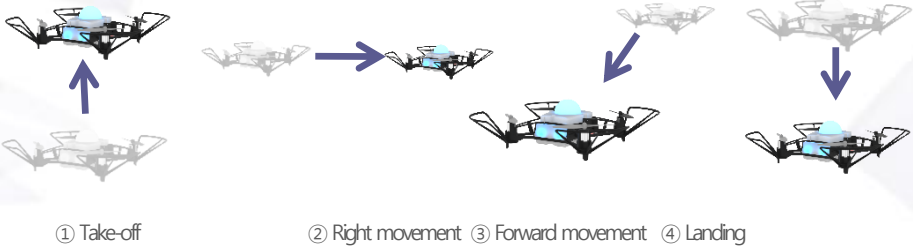
TIP!

You must land while zeroing the forward speed to land vertically.

3. Example of codron DIY combination

🚩 (Green Flag Button) 1 m/s in the right direction (+ direction of the Y-axis) for 2 seconds when clicked.

Moving at speed and advancing in 1 m/s in the forward direction (+direction of the X-axis) for the next 2 seconds.



```

when clicked
  take off
  wait 4 secs
  set RIGHT (+Y) speed to 1 m/s
  wait 2 secs
  set ALL TO ZERO speed to 0 m/s
  wait 1 secs
  set FORWARD (+X) speed to 1 m/s
  wait 2 secs
  set ALL TO ZERO speed to 0 m/s
  wait 1 secs
  landing

when space key pressed
  landing
  
```

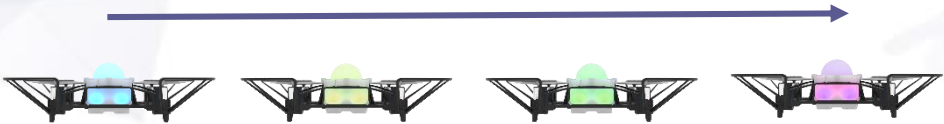
TAKE-OFF -> MOVE RIGHT TO 1 m/s FOR 2 SECOND
 -> GO 1 m/s FOR 2 SECOND -> LANDING

TIP!

When changing the direction of the drone's movement, clear the speed and direction and give it about a second after releasing it, eliminating inertia that can affect the next movement, resulting in a distinctive separation of each movement.

4. Control Drone LEDs

Blinking as the drone's LEDs continue to change in different colors



Enables control of various LEDs

```
when clicked
  forever
    light color yellow turn ON
    wait 0.5 secs
    light color yellow turn OFF
    wait 0.5 secs
    light color white turn ON
    wait 0.5 secs
    light color green turn OFF
    wait 0.5 secs
    light color pink turn ON
    wait 0.5 secs
    light color pink turn OFF
    wait 0.5 secs

when space key pressed
  landing
  pause all
```

TIP!

When you turn off the LED with the LED Off option on the LED control block, the LED color designation does not matter which color it is.

5. Output sensor values for drones

Create a block of variables to display posture control values and battery remaining on the canvas

| | |
|------------|------------|
| Motion | Control |
| Looks | Sensing |
| Sound | Operators |
| Pen | Variables |
| CodroneDIY | Controller |

Make a variable **Click!**

set to 0

Make a variable

Delete a variable

Variable name

roll

for all sprites for this sprite only

OK Cancel

```

when clicked
  forever
    set ROLL to sensor value ROLL
    set PITCH to sensor value PITCH
    set YAW to sensor value YAW
    set BATTERY to status BATTERY
  
```

Scripting > Drone
 Connection > Checking
 Canvas Variable Output

| | |
|---------|-----|
| ROLL | 10 |
| PITCH | -2 |
| YAW | -2 |
| BATTERY | 100 |



Sprite Image

Appearance > RoboLink Category >
 Select code2_up.png file >
 Replace sprite with the
 appearance of coderon DIY

```

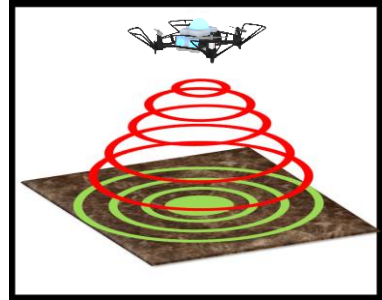
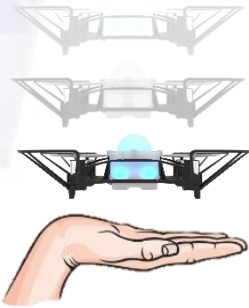
when clicked
  forever
    set ROLL to sensor value ROLL
    set PITCH to sensor value PITCH
    set YAW to sensor value YAW
    set BATTERY to status BATTERY
    point in direction 270 - YAW
  
```

Adding and executing scripts
 (Add Red Rectangular Part)

TIP!
 The setting of the angle value (270 degrees in the example) may vary depending on which direction Sprite's character is based on at the beginning.

6. Example of altitude detection

Landing if an object or hand is detected underneath the drone while hovering.



Object Detection

Take-off -> Keep altitude at approximately 1m -> Check sensor value in flight -> sensor value below 20cm -> landing



TIP!

Blocks can be used in more than one script, as shown in the example above. This example used blocks for two scripts when the flag button was clicked. At this point, pressing the flag button executes all scripts starting with this block simultaneously.

7. Example of receiving code drone sensor values – receive battery values and drone status

Example of receiving the battery value of a cord and the status of a drone

1) Receive battery values for code DIY

| | |
|------------|------------------|
| Motion | Control |
| Looks | Sensing |
| Sound | Operators |
| Pen | Variables |
| CodroneDIY | Controller |

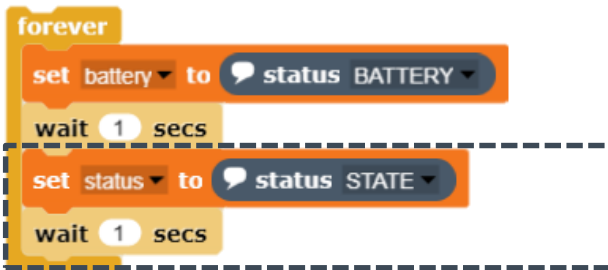
Make a variable

Delete a variable

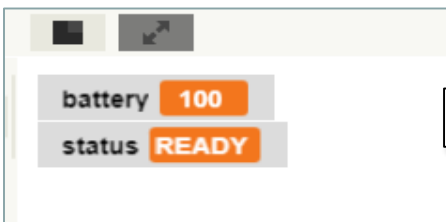
You must create a new battery value variable to save on the Variables tab before coding.



2) Receiving the battery value and drone status of cordon DIY



You can receive battery values and check flight status using various blocks.



Variable value output on canvas

Control Codrone DIY with rokit brick

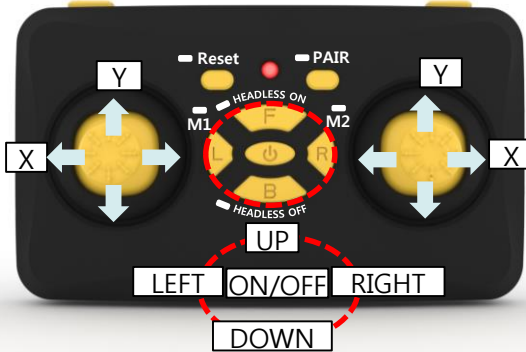
Controlling

Using the Controller

Try creating a script that uses buttons or joystick on a controller to make interesting actions.



Controller Block : Appears by clicking the Controller tab on the palette.



(Shot)SPPED Change
(Long)START/STOP

(Shot)LED Change
(Long)FLIP

버튼 상태

Button Status Notification:

UP: None of the buttons on the controller is pressed.

PRESS: One of the buttons on the controller is pressed.

DOWN: One of the buttons on the controller is just being pressed.

버튼 입력

Tells me which button is pressed (see figure above)

left joystick

VALUE X
VALUE Y
DIRECTION
EVENT

Left / Right joystick status alert

X value: Tells the change in the direction of the X-axis as a value from -100 to +100

(- : Left, + : Right)

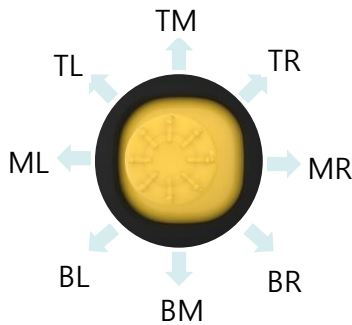
Y-value : Shows changes in the y-axis direction as values from -100 to +100

(+ : Up, - : Down)

Direction: The orientation (position) of the joystick is abbreviated as shown below.

Informed

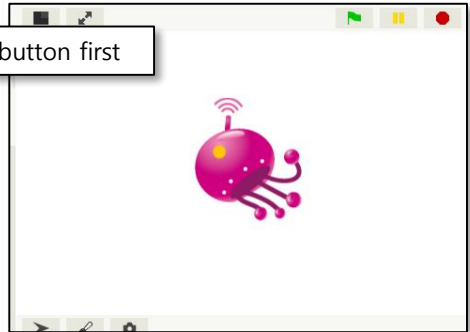
Event: Detects and displays changes in the direction of the joystick
(IN/OUT/STAY)



1. Move the sprite on the canvas with the direction key of the controller

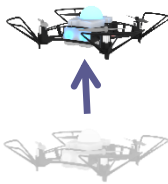
```
when clicked
  forever
    if button input = PRESS
    if button input = UP
      change y by 1
    if button input = DOWN
      change x by -1
    if button input = LEFT
      change y by -1
    if button input = RIGHT
      change x by 1
```

Confirm the button first



Click on the button > Appearance > click on the rollink > Select harry_1

2. Press the R1 button on the controller to take off, press the L1 button to land, and press the H button to return to the origin of takeoff.



R1



L1

```

when button input = PRESS
  forever
    if button input = L1
      landing
      wait 1 secs
    if button input = R1
      take off
      wait 1 secs
  
```

Start the script when the controller's button is pressed

Check which button is pressed

3. Create a drone virtual-control exercise program with the controller

- Left joystick Y-axis: Drone sprite. take-off or landing control
- Left joystick X-axis: Drone sprite. left and right rotation
- Right joystick X-axis: Drone sprite. left and right parallel shift
- Right joystick Y-axis: Drone sprite. back and forth movement



Sprite is  click > Shap > Click on rollink > select codronDIY_up

A Create Right Joystick Partial Script (Pre-Left and Left)

```

when I receive RJOYSTICK
  forever
    if right joystick DIRECTION = TM
      change y by 1
    if right joystick DIRECTION = BM
      change y by -1
    if right joystick DIRECTION = MR
      change x by 1
    if right joystick DIRECTION = ML
      change x by -1
  
```

B Create left joystick partial script (take-off and left-hand rotation)

```
when I receive LJOYSTICK
  forever
    if left joystick DIRECTION = TM
      if size < 100
        change size by 1
    if left joystick DIRECTION = BM
      if size > 20
        change size by 1
    if left joystick DIRECTION = MR
      turn 1 degrees
    if left joystick DIRECTION = ML
      turn 1 degrees
```

To make a sprite smaller or larger.
The effect of the drone rising or falling

C Create a startup script

```
when clicked
  point in direction 90
  go to x: 0 y: 0
  set size to 50 %
  broadcast LJOYSTICK
  broadcast RJOYSTICK
```

Adjusting sprit size and orientation Zeroed

Left / Right Joystick Script
Runs at the same time

D Full Screen

```

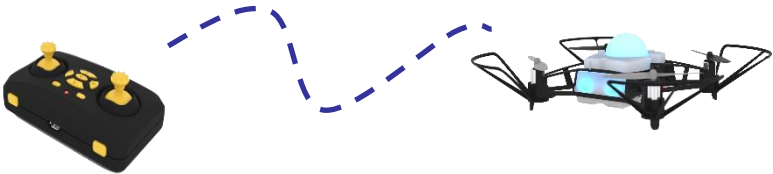
when button status = PRESS
  forever
    if button status = B1
      landing
      wait 1 secs
    if button status = R1
      take off
      wait 1 secs

when I receive RJOYSTICK
  forever
    if right joystick DIRECTION = TM
      change y by 1
    if right joystick DIRECTION = BM
      change y by 1
    if right joystick DIRECTION = MR
      change x by 1
    if right joystick DIRECTION = ML
      change x by 1

when I receive LJOYSTICK
  forever
    if left joystick DIRECTION = TM
      if size < 100
        change size by 1
    if left joystick DIRECTION = BM
      if size > 20
        change size by 1
    if left joystick DIRECTION = MR
      turn 1 degrees
    if left joystick DIRECTION = ML
      turn 1 degrees

when clicked
  point in direction 90
  go to x: 0 y: 0
  set size to 50 %
  broadcast LJOYSTICK
  broadcast RJOYSTICK
  
```

4. Write a script to control a drone like RC mode with the controller



A Create a script to adjust the value of the Euler angle with the left and right joysticks

```

when I receive GOGO
  forever
    set THROTTLE to left joystick VALUE Y %
    set YAW to left joystick VALUE X %
    set PITCH to right joystick VALUE Y %
    set ROLL to right joystick VALUE X %
  
```

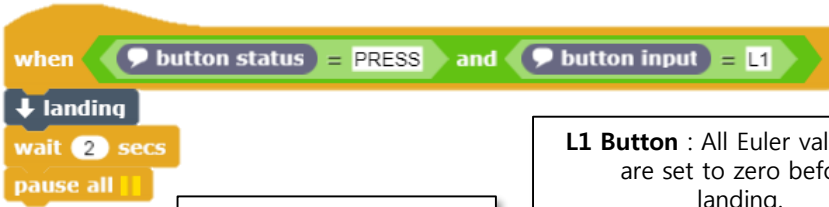
X: throttle

Y: yaw

X: pitch

Y: roll

B To write a script for 'landing' and 'take-off function buttons'



A Scratch script starting with a 'when' block containing two conditions: 'button status = PRESS' and 'button input = L1'. Below this are three blocks: a 'landing' block with a downward arrow, a 'wait 2 secs' block, and a 'pause all' block.

Script is executed when the controller's button is pressed

L1 Button : All Euler values are set to zero before landing.



A Scratch script starting with a 'when' block containing two conditions: 'button status = PRESS' and 'button input = R1'. Below this are three blocks: a 'landing' block with a downward arrow, a 'wait 2 secs' block, and a 'broadcast GOGO' block.

R1 button : After takeoff, adjust the oiler angle and run the script, (Joystick-controlled)

TIP

When L1 is pressed (landed) the roll/ pitch/yow/roll value is set to zero because the Euler values that were previously executed during the next run can affect the flight. If it doesn't clear up to zero, when it lands and takes off again, The remaining values may cause the drone to fly in an unintended direction.

Controlling Codrone DIY with Rokit Brick

Appendix

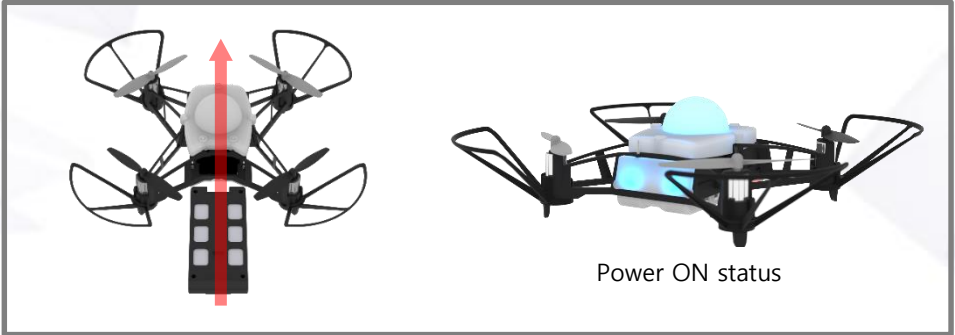


Appendix 1 – Pairing

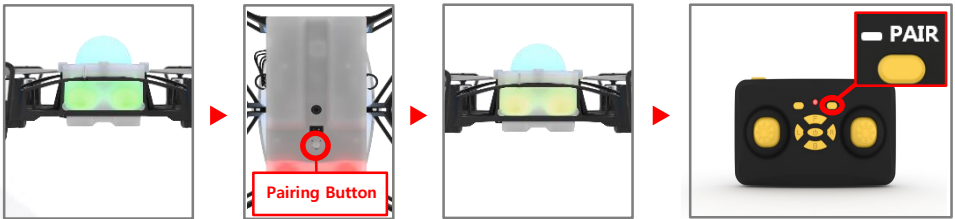
1. Power on drones

When the drone's battery is combined as shown in the image below, the drone powers up.

※ However, it does not turn on when the drone's battery is discharged. Please try this work after charging it with a dedicated charger that has been ascended together.



2. Pair drones



1. If the controller is on and the drone is on, press the pairing button at the bottom of the drone.
2. Hold the button and the LED on the front of the drone will be ready to pair with a yellow light.
3. At this time, if you press the PAIR button on the controller, the drone and the controller are paired.





- Pairing keeps the pairing going without the need to pair each time the drone or controller is turned on.
- Pairing may not be possible in one attempt, depending on the situation or environment. In this case, please proceed with the above process several times.

Appendix 2 – Charging the Drone Battery

Please check the remaining battery quantity indicator such as the controller while the drone is connected.

If charging is required, the battery must be charged using the designated battery charger. (See image below)

When the battery is connected, the LED on the charger lights up and turns off when it is fully charged.

| | |
|---|--|
|  <p data-bbox="240 694 330 726">Charger</p> |  <p data-bbox="705 694 784 726">Battery</p> |
| <p data-bbox="140 798 330 861">Drone Battery Specifications</p> | <p data-bbox="425 766 912 829">Voltage : 7.4V(When fully charged 8.4V When discharged 6V)</p> <p data-bbox="425 829 834 861">Measure of capacity : 1000m/Ah</p> <p data-bbox="425 861 688 893">Hours of use : 10min</p> <p data-bbox="425 893 946 925">Charging time : 80 min Discharge Criteria</p> |

| | |
|---|--|
|  <p data-bbox="84 1181 420 1220">Charging Cable+Charger+Battery</p> | |
|  <p data-bbox="84 1404 397 1444">Charger+Smartphone Adapter</p> |  <p data-bbox="537 1404 845 1444">PC USB Port+Charging Cable</p> |



ROKIT[®]
BRICK

for **codrone** **DIY[®]**