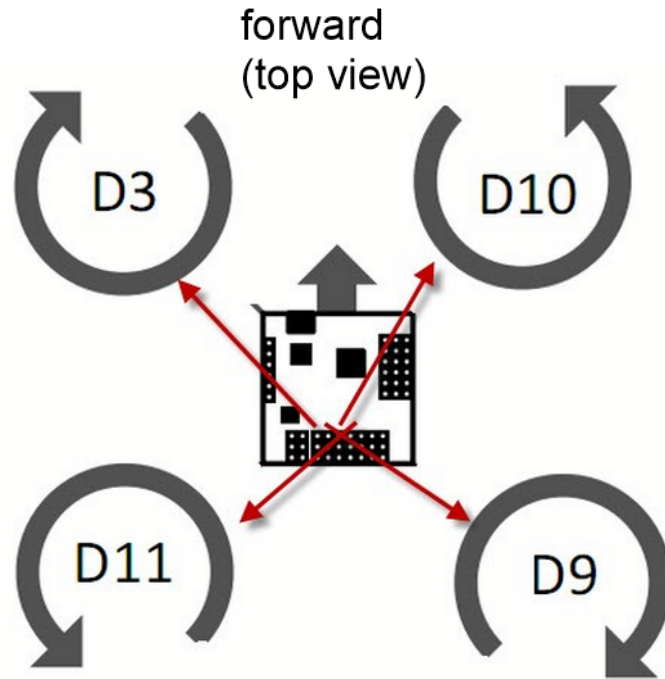


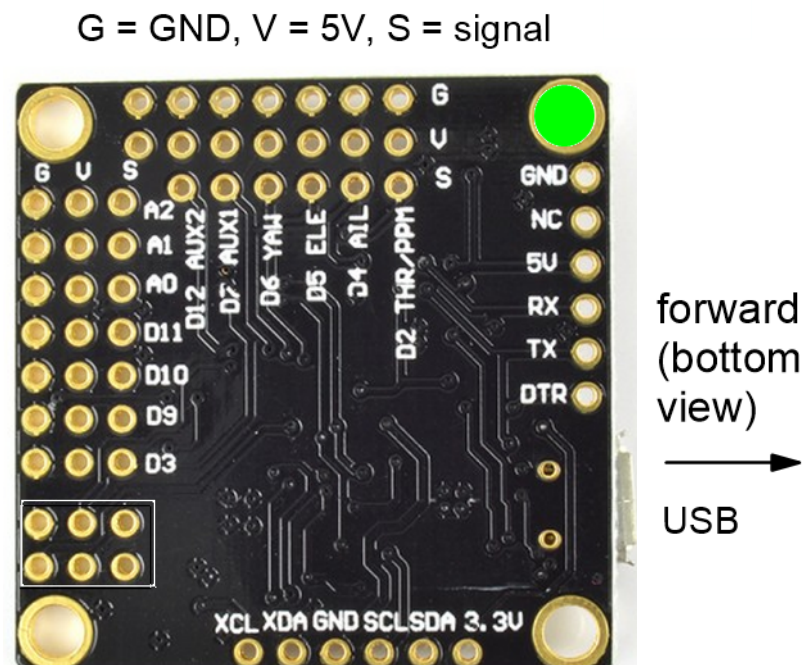
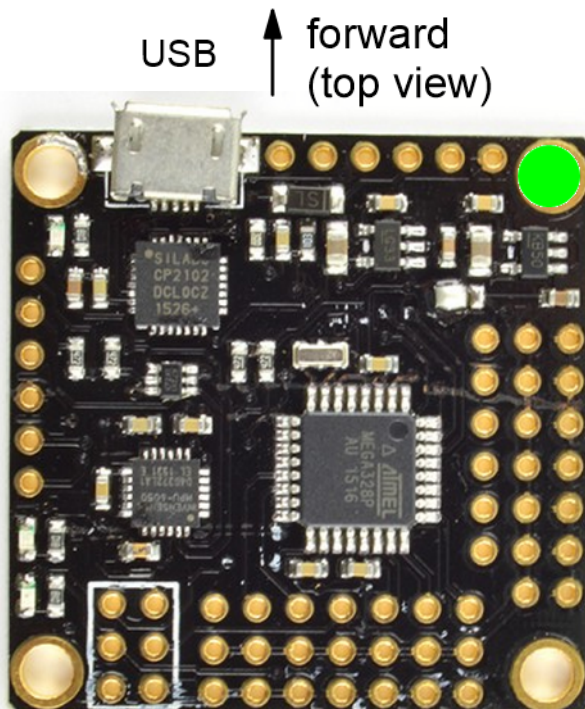
MultiWii Fight Controller Connection Diagrams

The first thing to note is the forward and top direction of the board which should be aligned accurately with the forward and vertical direction of the drone



The motor directions (top view) for a quad configuration are also indicated in the diagram. Note the propellor directions should be selected so that they push air down with the corresponding motor directions.

Here are the top view and bottom view pictures of the Flip 1.5 MultiWii board from Robotshop. The wiring for the Flip 1.5 board is indicated in the following page.



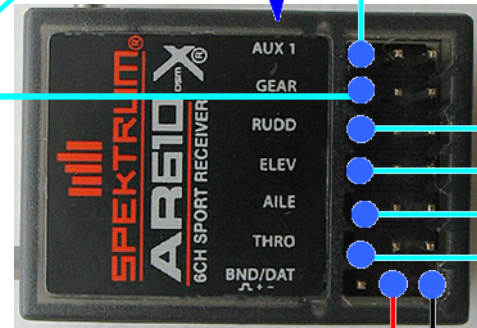
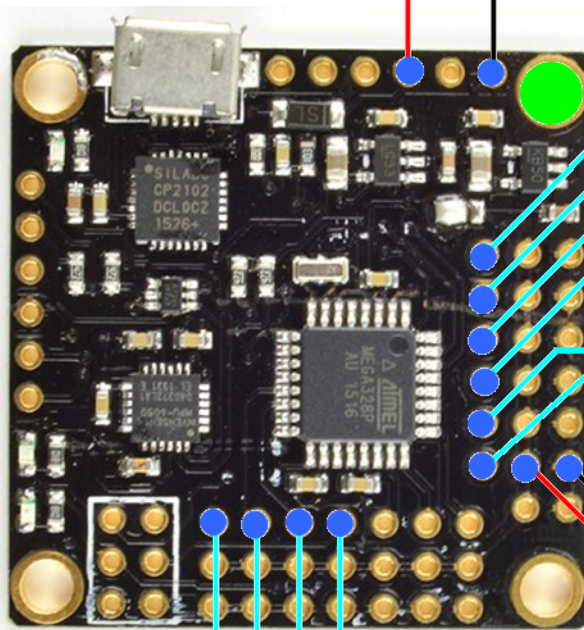
signals from receiver. note: Aux1 goes to gear on receiver. Aux2 goes to Aux1 on receiver.

note the receiver has small sockets so the corners of the plugs need to be filed or cut

signal names

step up/down regulator

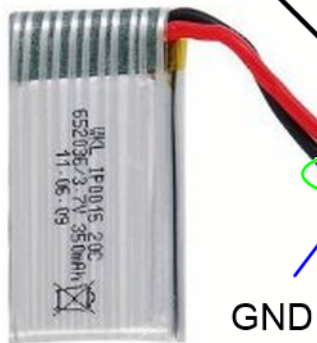
5V



GND

5V

might want to add a battery monitor



GND

V battery
3.7*(# of cells)

D3

D9

D10

D11

signals from flight controller

ESC

ESC

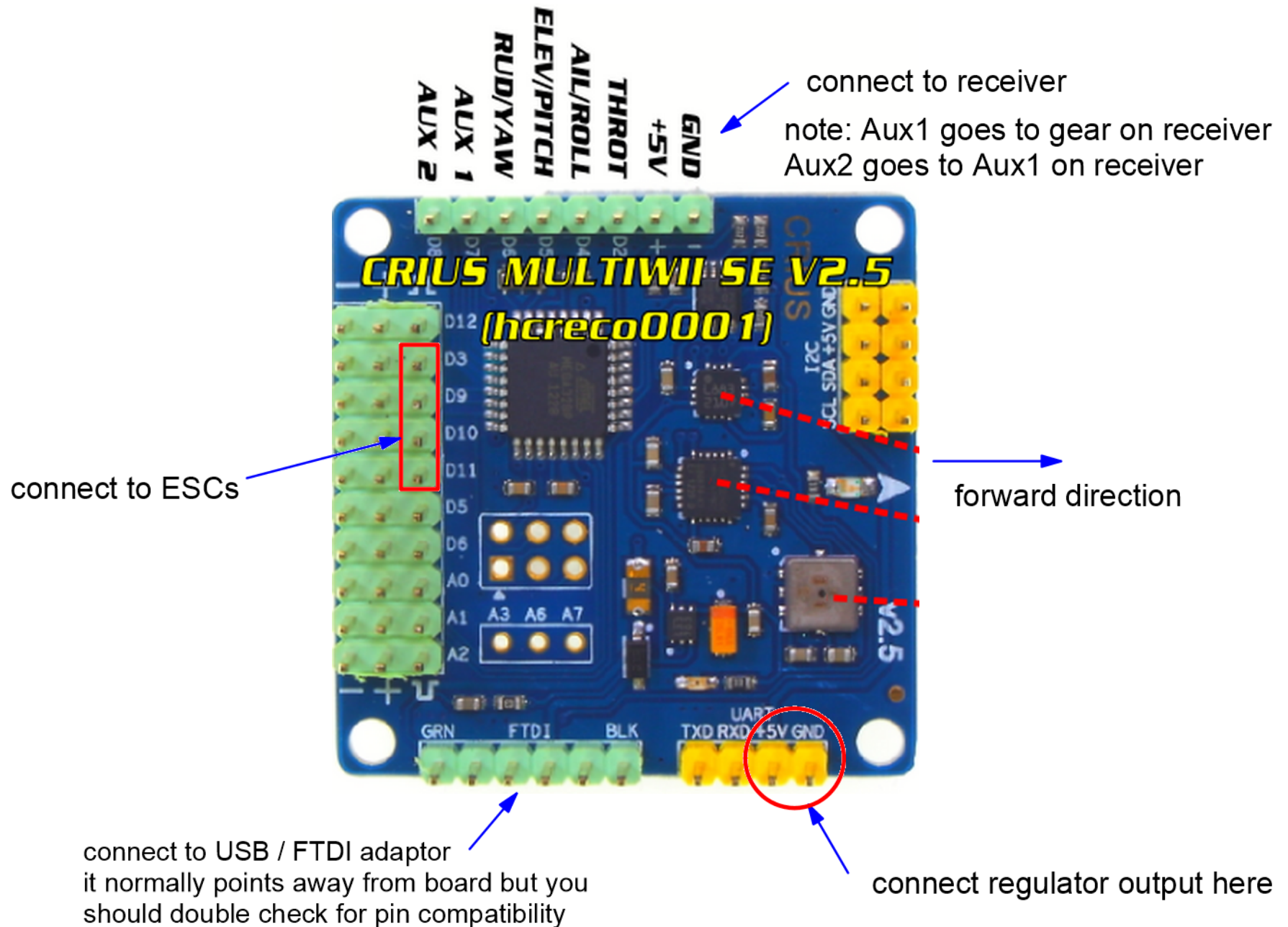
ESC

ESC

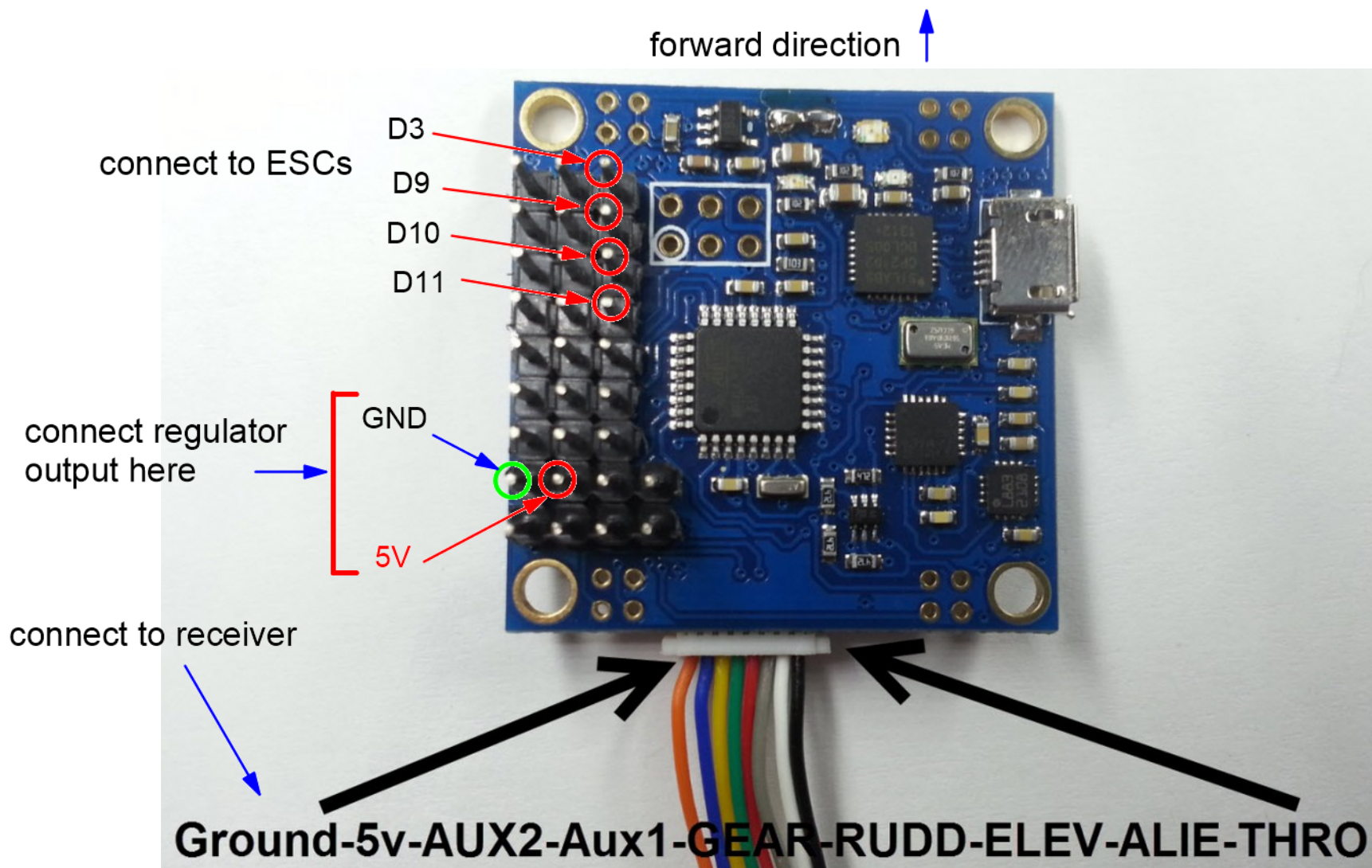
note: some ESCs have two inputs -- a signal and a GND. The GND can be connected to the GND of the flight controller or battery

red and black wires can be connected in a star or with a power distribution board

Connecting a Crius MultiWii SE 2.5/2.6 board is basically the same as the Flip 1.5 except the pins are in different locations and the forward direction is different. The following diagram shows the corresponding pins to the Flip 1.5 connection diagram above and the forward direction.



Connecting a Flip MultiWii 2.5/2.6 board is basically the same as the Flip 1.5 except the pins are in different locations and the forward direction is different. The following diagram shows the corresponding pins to the Flip 1.5 connection diagram above and the forward direction.



note: Aux1 goes to gear on receiver
Aux2 goes to Aux1 on receiver