

Note: *iPod touch*®, *iPhone*® and *iPad*™ will be referred to by the term "*iPhone*" in the following document.

The device

- What is the AR.Drone?
The AR.Drone is a groundbreaking device combining the best of many worlds, including modelling, video gaming and augmented reality.
The AR.Drone is remote-controlled by an iPhone. The device features a number of sensors, including a front camera, a vertical camera and an ultrasound altimeter.
The AR.Drone can also be used in video games, such as AR.FlyingAce, a dogfight between two AR.Drones. This game incorporates augmented reality, especially for modelling missile fire.
- What type of connection is established between the AR.Drone and the iPhone?
The AR.Drone is connected to the iPhone by an ad hoc Wi-Fi link.
- Do I need a Wi-Fi router to operate my AR.Drone?
No, the AR.Drone creates its own Wi-Fi network. The iPhone can then connect to it just like with any Wi-Fi network.
- Do both cameras come with the device?
Yes, both cameras are included with the AR.Drone.
- I don't have an iPhone, an iPod touch or an iPad, but can I still fly the AR.Drone?
The AR.Drone can potentially be controlled by any device with ad hoc Wi-Fi capability. To date, you can control your AR.Drone with an iPhone®, iPod touch® or iPad™. We are uploading the AR.Drone's communication source code to our development platform, so that other mobile phone manufacturers can develop their own remote control applications over the next few months.
- What is the difference between these two AR.Drones?



None, there is only one version of the AR.Drone, but two different hulls are available. Each AR.Drone is supplied with both hulls.

The hull with the protective loops is for indoor use, whereas the other hull is for outdoor flying. The control settings can be tweaked on the iPhone application to ensure that the AR.Drone's behaviour suits the environment in which it is being used.

There are three outdoor hull models (blue, yellow and green) and one indoor model. The camera mounted on the front of the AR.Drone can detect the colour of another AR.Drone, which allows multiplayer gaming.

- Can I buy spare parts?

Yes, you can buy individual spare parts for the AR.Drone at <http://ardrone.parrotshopping.com/>.

- Does the AR.Drone come with a warranty?

Yes, the AR.Drone offers a one-year warranty. The warranty terms are available in the "Quickstart Guide" supplied with the AR.Drone.

- Can someone take over control of the AR.Drone without my knowledge with their own mobile phone?

No, because the connection with the AR.Drone is secure. An AR.Drone is paired with an iPhone, meaning that an AR.Drone can only be controlled with an iPhone. However, you can delete the pairing, so that it can be controlled with another iPhone. For further information, refer to the support section on <http://ardrone.parrot.com/>.

- What is the range of the AR.Drone?

The range of the AR.Drone depends on the environment in which it is being used: the range will be greater if the AR.Drone is used in a wide-open space with few Wi-Fi waves. For information, the average range is 50 meters / 160 feet.

- How high can the AR.Drone fly?

Thanks to its many sensors, the AR.Drone can maintain stable flight at a height of up to 6 meters / 20 feet. Since the altitude at which the AR.Drone can fly depends exclusively on the Wi-Fi range, it can fly up to a height of 50 meters / 160 feet.

The "Altitude limited" option in the AR.Drone's settings can be adjusted to restrict the height to 3 meters / 10 feet.

- Can the AR.Drone lift or carry loads?

The AR.Drone has not been designed to lift or carry loads, however light they might be. Adding weight would make the device unstable, which could cause crashes or shorten the life of the motors.

Applications / games

- How can I download games for my AR.Drone?

Games for the AR.Drone will be available for downloading like any Apple application from the App Store. For further information on the App Store, visit <http://support.apple.com/>.

- What games are available?

Parrot is developing two games for the AR.Drone:

AR.FreeFlight, the main application to fly your device. AR.FreeFlight is already available on the App Store.

AR.FlyingAce, where two pilots fight it out with an augmented reality dogfight. AR.FlyingAce will be available soon on the App Store.

In addition, we have created an open development platform. The platform is open to anyone wishing to develop a game for the AR.Drone or any other application. To date, over 800 developers have signed up. Some develop games, while others program control applications for platforms other than Apple.

<http://projects.ardrone.org>

Technical specifications

- What is the battery life of the AR.Drone?

The AR.Drone can fly for approximately 12 minutes, with a recharging time of 1 hr 30 mins. Extra batteries and chargers can be bought from <http://ardrone.parrotshopping.com/>.

- What is the AR.Drone's maximum speed?

The AR.Drone can reach a top speed of 18 km/h / 11 miles/hr. You can adjust a setting in the application to reduce/increase the AR.Drone's tilt angle and therefore reduce/increase the speed.

- Can I take photos or record videos?

The video streamed to the iPhone cannot be recorded, since Apple has not authorised this function.

The photo function has not been implemented in the AR.FreeFlight application. You can still take a screenshot by simultaneously pressing the iPhone's on/off and "home" buttons.