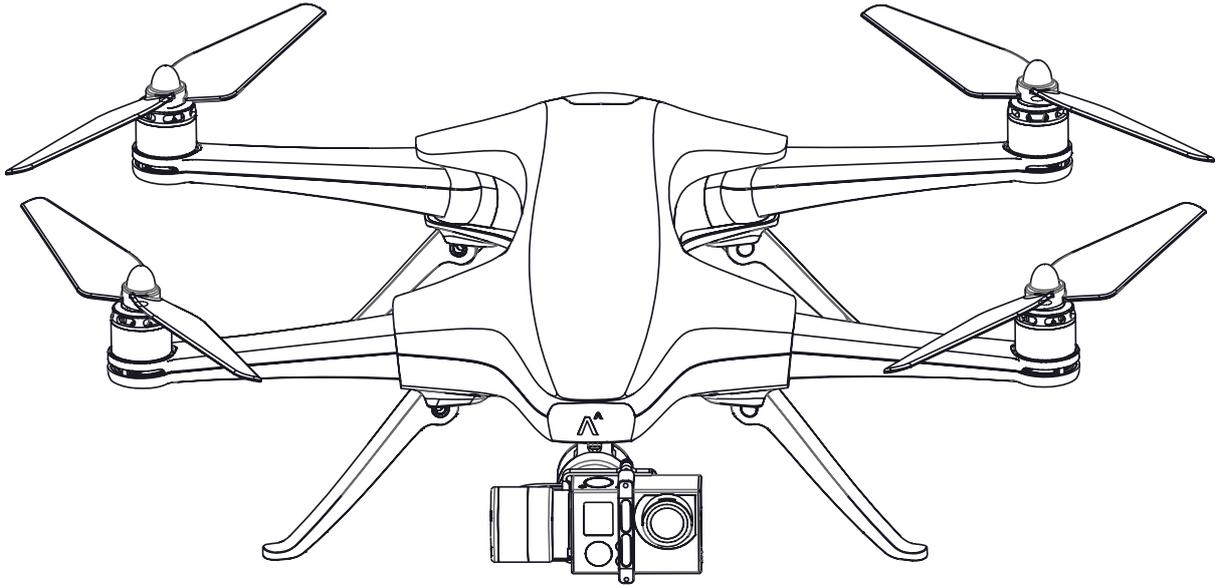


STAKER

QUICK START GUIDE

STAAKER 1 QUICK START GUIDE

The Staaker Company AS



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1 Read First

Read the full *Staaker User Manual* before using the product. The *Staaker 1 Quick Start Guide* is only intended for easier reference the first few times you are using the product. It teaches how to get the drone into the air, make it follow and film you and how to land the aircraft.

The *Staaker 1 Quick Start Guide* is not a complete user guide of the product. Refer to the *Staaker User Manual* document for a complete product description, safety guidance, warranty documentation and disclaimer.



This guide is intended for use with *Quick Staak*. Do not fly the drone over water or use the tracker in water until you have mastered using the product in safer conditions.

2 First Step

We recommend that you download the latest firmware update for the tracker and the drone before using it for the first time. This ensures the best user experience and system stability. Read the *Staaker User Manual* for instructions on how to update the firmware (section *Firmware Update*).

3 Prepare the system for takeoff

1. Carefully pull the arms out to their stop-positions.
2. Secure the arms in place by folding out the landing gear.
3. Place the Staaker drone on flat ground at least 30 meters away from people, animals, trees, buildings, cars and other obstructions.
4. Turn on the Tracker by pressing the  button.
5. Insert the Smart Battery into the drone.
6. Power on the Smart Battery by pressing the button on the smart battery once and then quickly holding it down until all 4 LEDs on the battery are on. Once powered, the drone will beep and the status LED will turn on.
7. Ensure there is nothing obstructing the propellers (e.g grass, twigs, etc.)

4 Takeoff

Select *Quick Staak* by pressing .



The drone and tracker will now search for a good GPS signal:



When a good GPS signal is found and the drone is ready for takeoff, the status LED will flash green. The following screen will appear on the tracker:



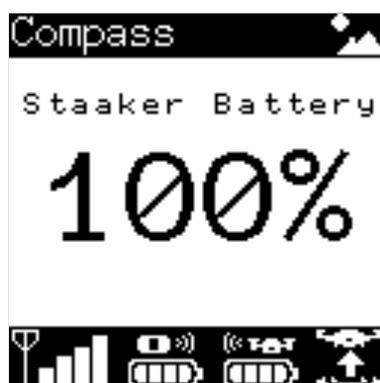
1. Turn on the camera and start filming.
2. Move at least 10 meters away from the drone.
3. Press and hold  for 2 seconds until the propellers begin to spin.

The drone will now countdown from 10. When the countdown reaches 0 seconds, the drone will liftoff. You can abort the takeoff procedure by pressing  at any time.



5 Controlling the Drone

The drone will fly 10 meters into the air and turn around so that the camera points towards the tracker. The following screen is shown on the tracker:



The drone is now in *Compass*  mode and will track your movements. If you move around with the tracker, the drone will follow the movements.

You can reposition the drone using the *Up*  , *Down*  , *Forward*  , *Backward*  , *Left*  and *Right*  buttons on the tracker. Holding down the buttons produces smooth controlled movements while a short press will only move the drone a couple of centimetres.

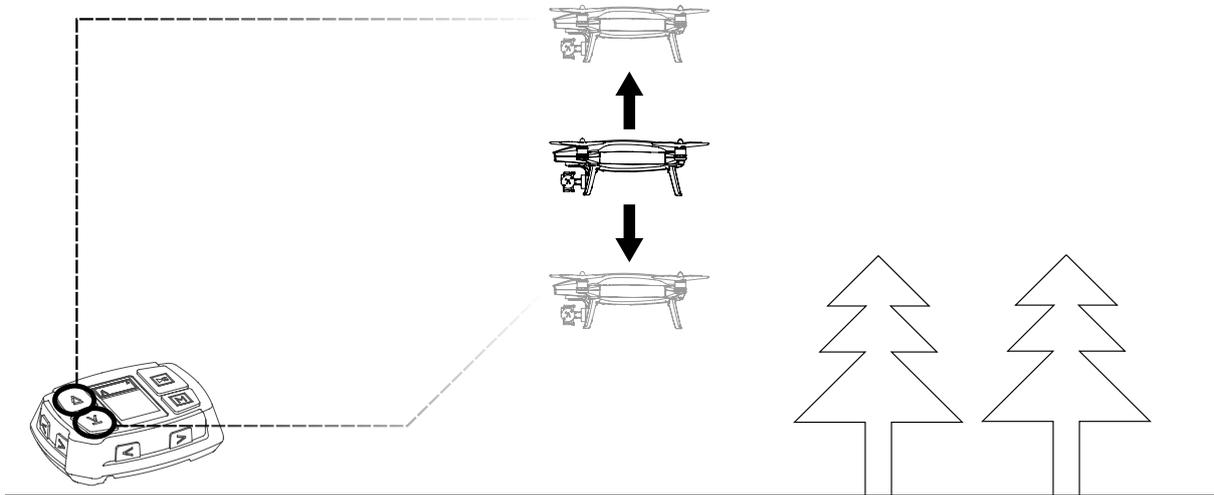


Figure 1: *Up*  and *Down*  controls altitude

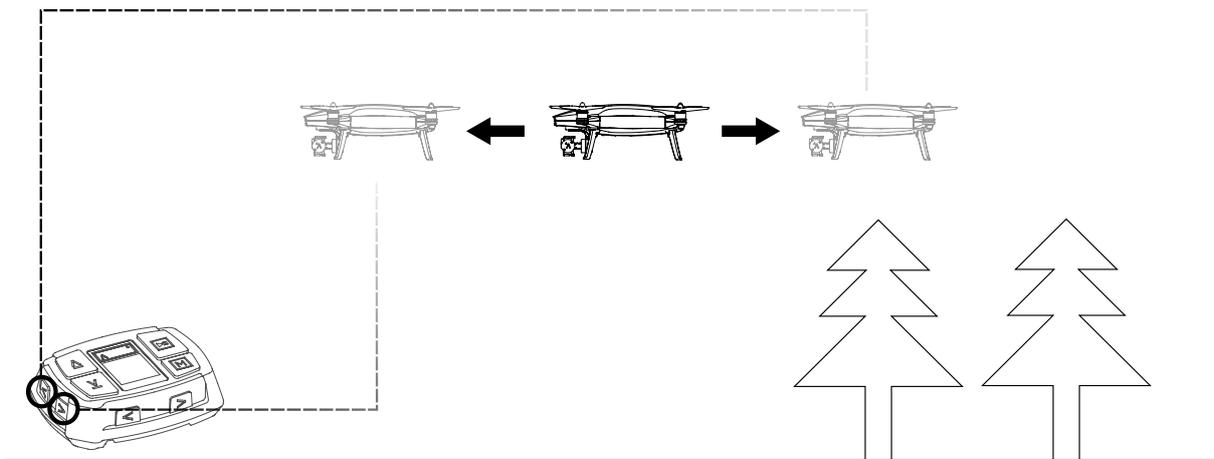


Figure 2: *Forward*  and *Backward*  controls horizontal distance between tracker and the drone

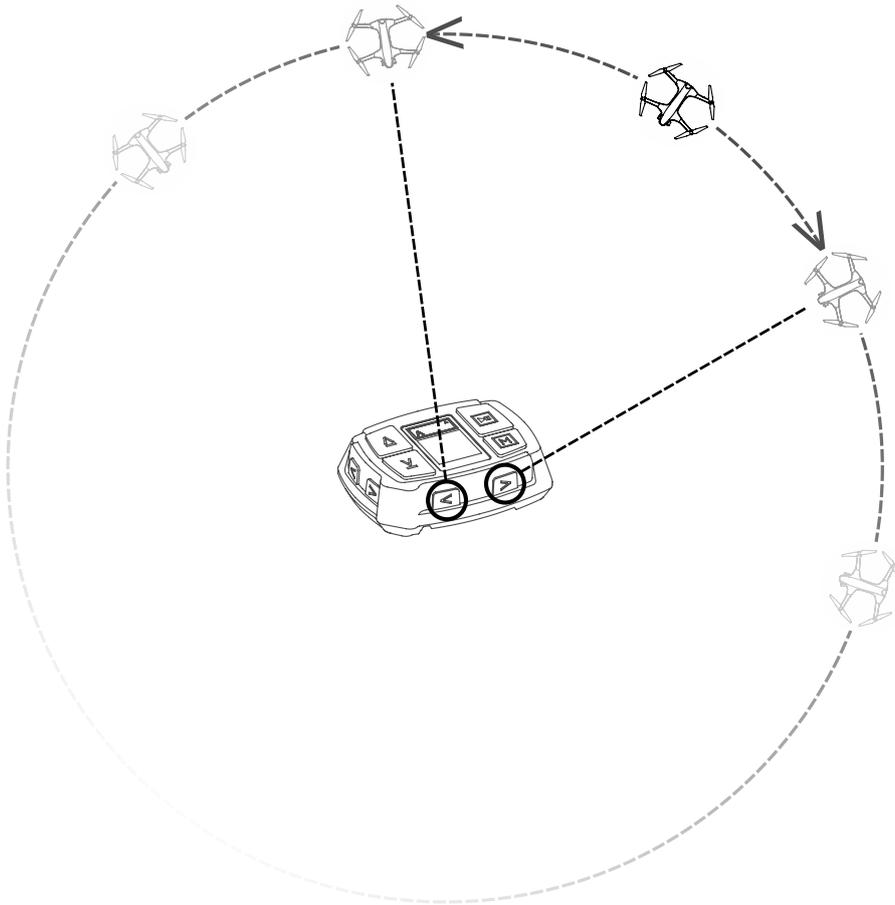
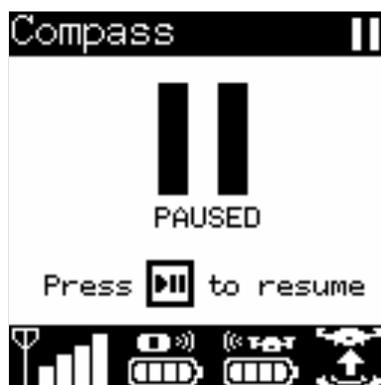


Figure 3: *Left* < and *Right* > rotates the drone around the tracker (clockwise and counterclockwise respectively). This is a top-down view

6 Pausing the Drone

A short press on the  button will pause the drone:



While paused, the drone will hover at its current position and not move. The drone will point the camera towards the tracker and keep you in frame. A short press on  again unpauses the drone and resumes the current tracking mode.

7 Change Tracking Mode

You can change the current tracking mode by pressing the **M** button. This opens the mode selection menu:



You can use **△** and **▽** buttons to move up and down in the mode selection menu. You can also press **M** to move down in the menu. To engage the selected option press **▶**. Once selected the drone will change mode and continue following you if it is unpaused.

8 Tracking Mode Description

Compass

The drone will always keep a fixed angle relative to north while keeping distance from the current tracker position. It will also keep a fixed altitude above the current altitude of the tracker.

Follow

The drone will keep a fixed distance away and altitude above the tracker position at all times. If the system detects movements, the drone will smoothly slide behind you and follow you from the rear instead of keeping a fixed angle.

Hover

The drone will hover at its current position and not move. The drone will point the camera towards the tracker and keep you in frame. Perfect for capturing you jumping up close.

Circle

As soon as you enter this mode, the drone will begin to circle around the tracker position in a clockwise direction. It will keep a fixed distance and altitude above the tracker while orbiting.

In *Circle*  mode the *Left* < and *Right* > buttons no longer control position, but instead control the orbit speed:

- > **Right** Increases clockwise orbit speed (and decreases counterclockwise orbit speed)
- < **Left** Increases counterclockwise orbit speed (and decreases clockwise orbit speed)

Scenery

In *Scenery* mode, the drone does not follow the tracker position. You gain full freedom of control and can fly the drone in a simple and user-friendly manner. If you do not press any buttons while in this mode, the drone will simply hover and hold its position. By pressing  while in *Scenery*  you can change the flight speed and camera angle.

In *Scenery* mode the drone is controlled independently of the tracker position:

- ^ **Forward** The drone will move forward in the direction it is currently looking
- v **Backward** The drone will move backwards away from the direction it is currently looking
- > **Right** Makes the drone look to its right
- < **Left** Makes the drone look towards its left

9 Landing the Drone

You can access the land menu either by pressing and holding the  button or by selecting the Land option in the mode menu accessed by pressing .



The drone will automatically pause and hold position while you are in the *Land Menu*. Use the  and  buttons to navigate up or down in the land menu. You can also press  to move down in the menu.

Pressing  confirms your selection.



Land Now

The drone will begin landing at its current position.



Return to Home

The drone will fly at least 20 meters up in the air then fly in a direct line towards where it did takeoff. When it reaches the takeoff position it will begin landing.



Fly To Me

The *Fly To Me* option will make the drone fly towards the tracker in a straight line after ascending 20 meters above the current tracker position. It will fly towards the tracker until it is 10 meters away from you and then enter *Pause* mode. If the drone is already within 10 meters of you, the drone will instantly finish the *Fly To Me* procedure and enter *Pause* state.

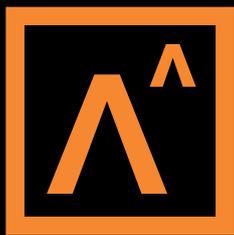


Back

Go back to the previous state without landing.

10 After landing

After the drone has landed and the propellers have stopped spinning you should turn off the battery. Also, if you want to pack the drone back in its case you need to fold it. This is done by first unlocking the landing gear and carefully folding the arms back into the body.



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