Login Customizer
By ezio
November 25, 2021

This page is used for Login Customizer plugin. It will not be visible to your readers. Do not delete it.

No Comments

Home
By ezio
January 21, 2015

NOT ACTIVELY DEVELOPED ANY MORE

EZ-GUI is an Android based Ground Control Station (GCS) for UAVs based on MultiWii and Cleanflight.

It displays all available data from a flight controller in a convenient way.
It allows you to easily configure and tune your model from Android device, so you don't have to take your laptop to the flying field.
It supports direct USB connection (Android >3.1) as well as Bluetooth, WiFi and 3DR Radio.

Works with:

- CleanFlight
- Betaflight
- iNav
- Multiwii 2.4

More Information can be found:

on the forum:

EZ-GUI thread
MultiWii forum

If you want to see your language in this app please go to
Translation Page
and translate
Beta versions

No Comments

Posts
By ezio
January 22, 2015

No Comments

Instructions
By ezio
January 21, 2015

- What is the EZ-GUI Ground Station
- First run and configuration
- Minimal requirements
- Connection
- Getting connected
- Controlling a model from the EZ-GUI
- WiFi to EZ-GUI ?HOW-TO? – ESP8266
- FollowMe
- Other
- Applying the Unlocker
- Troubleshooting
- ADB debugging

Comments

bill
April 9, 2015

I'm trying to find out if this will work with a CC3D board. Sorry I'm new to all this and it looks like this is for the multiwii boards.

Alan
May 28, 2015

I'm not sure of it's compatibility with OpenPilot but it will work with Cleanflight, which can be flash onto a CC3D.

ezio
May 28, 2015

It will work with cleanflight on CC3D board. But USB connection at the moment doesn't work. will be corrected as soon as I receive CC3D board.

ezio
July 15, 2015

CC3D now works through USB. You need the EZ-GUI 3.206.206 or later
and also read this: http://ez-gui.com/manual/troubleshooting/#CC3D_throught_USB_OTG_doesn8217t_work?

Keech
July 15, 2015

bought my third OTG cable. still can't connect. using cleanflight, afro32, USB. will not connect using any of the available settings.

ezio
July 16, 2015

Does your phone support usb host ?

DoubleQuad
October 5, 2015

My phone doesn't support USB hosting so I have been trying to connect using my tablet which does.
However I just cannot get this app to connect to my Naze. I have tried the 3 USB options.
I did find I had to have the OTG cable plugged into my tablet (rather than the Naze) for the Naze to power up, which means they can at least communicate on that level.

Lordkwad
August 2, 2017

I have a question about running the naze32 afroflight board with ez-gui. When ever I change a setting and save it to the board my flight controller gets stuck with a blue led and becomes unresponsive until I disconnect and start again :/

ezio
August 4, 2017

It depends on the firmware that you have in your flight controller. At he moment I try to support latest betaflight. The app can be not compatible with old firmwares.

What is the EZ-GUI Ground Station
By ezio
January 21, 2015

EZ-GUI Ground Station is an Android app that helps to configure all parameters in your flight controller. It has the same functionality as *MultiWii Conf* or *MultiWii WinGui* plus some extra features. It works also with Cleanflight and Baseflight.

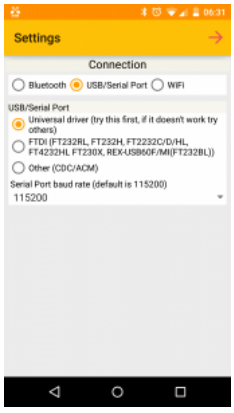
All the EZ-GUI Ground Station features can be seen in the free version and most are operational. The remainder will become operational if you buy the EZ-GUI Unlocker.

No Comments

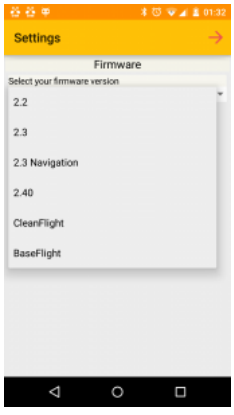
First run and configuration
By ezio
February 10, 2015

When you launch the EZ-GUI for the first time you will see configuration menu. Most of the options there are set to correct values out of the box but there are a few that you have to set manually.

1. Connection type – More here



2.Firmware version of your flight controller



Comments

John Norris
April 12, 2015

Can't connect wrong MAC address
Did not get setup when first launched app should I uninstall and try again
John

ezio
April 13, 2015

you have the settings button on the last page to do it.

Christian Bunse
April 22, 2015

Mission planning does not seem to work with Multiwii 2.4. Although selected in settings all mission related buttons disappear when connected to copter.

Christian Bunse
April 22, 2015

Solved 🙂
By default Multiwii 2.4 does not use nav command set. To enable one has to uncomment #define USE_MSP_WP in config.h

julio duertes
April 24, 2015

Hi Ezio, I cant install the apk in my M1 Eachine, cause I cant see it in the google play lists. Althought I can see the unlocker ???? Could you change something in google play for this? (For now I cant root my phone to try another tricks nor I know where to get the .apk file)
thx in advance !
julio

ezio
April 24, 2015

Hi.
Contact me directly to contact@ez-gui.com , I will send you the apk

antonio
April 29, 2015

Solo funciona las graficas porque ?
I have multiwii2_3-navi-b5-baro

team.bukaty
November 18, 2015

When i am conneted on bluetooth
And flying around ill flip one of my switchs to do gps hold or home and it will say gps hold on then a min later with out turning gps hold off my phone will say gps hold off then a sec later it will say its back on

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Minimal requirements
By ezio
January 21, 2015

- Android 2.3 and up
- Recommended Android version is 2.3.3 and up
- Google Play Services library has to be installed (it's already installed in most android devices). A good way to check this is by seeing if you can run the Google maps app.
- Some sort of communication with Flight Controller (Bluetooth, 3DR Radio, WIFI, USB)
- Please be aware that on some very cheap Chinese devices this app may not work correctly

Comments

Baschtler
October 22, 2015

What´s the reason for a Siswoo C55 Longbow Mobile with Lollipop 5.1 to be incompatible ?

Connection
By ezio

January 22, 2015

- Bluetooth – you need a Bluetooth module like this one Link
- WiFi – you need some sort of WiFi<->RS232 bridge
- USB – if your Android supports usb host (OTG) mode you can connect flight controller via USB cable
- 3DR Radio – via USB OTG cable + 3dr USB Module
- FrSky telemetry (one way connection)

Contents

1 Bluetooth
2 USB
3 3DR Radio
4 WIFI
5 FrSky telemetry

Bluetooth

Bluetooth module (Link) can be connected to any available serial port on your Flight Control board. It has to be configured to match the baud rate. Standard baud rate for MultiWii is 115200.

Many of available Bluetooth modules should work out of the box.

The connection should be made like this:

VCC (5V) ——— VCC

Tx ———————- Rx

Rx ———————- Tx

GND ———————– GND

In MultiWii EZ-GUI go to Settings, select Bluetooth option and press the ?Select MultiWii BT? button. The list with available devices will be shown. Choose correct one and you are ready to go.

Probably the best practice is to pair the Bluetooth module with Android before you start setting it up in the MultiWii EZ-GUI settings.

How to configure a HC-06 Bluetooth adapter

https://youtube.com/watch?v=jSxcEZHsV0A

https://youtube.com/watch?v=KIoIY_uKNZM

https://youtube.com/watch?v=aM9bq6J02jE

USB

If your device supports usb host (OTG) you can connect MultiWii board directly via USB. However you should have Android 4.0 or later.

There are three drivers to choose from:

Driver	Supported devices
Universal driver	Try it first.CDC-ACM, FTDI, Silicon Labs CP210x
FTDI	FT232RL, FT232H, FT2232C/D/HL, FT4232HL FT230X, REX-USB60F/MI(FT232BL)
Other	Supported and tested:FT232RCDC/ACM serial servicesCP2102(All Arduino devices we know of use one of these two drivers, and are supported.)Possibly supported (untested):FT232HFT2232DFT2432H

Remember to set correct baud rate. By default for MultiWii is 115200 bauds.

3DR Radio

The connection should be made like this:

VCC (5V) ——— VCC

Tx ———————- Rx

Rx ———————- Tx

GND ———————– GND

Configuration in EZ-GUI is the same as USB connection. 3DR Radios use FTDI chip. Baud rate is usually 57600 bauds but it depends on your configuration.

For better compatibility you can use MultiWii aware firmware for 3DR Radio (from here)

WIFI

MultiWii (Clearflight) WiFi to EZI-GUI ?HOW-TO?

FrSky telemetry

EZ-GUI comes with FrSky telemetry protocol support. Not all features are implemented. Connection through FrSky is only one way. It means the app can read data from fly control board but nothing can be send to the FC. EZ-GUI can display GPS location, altitude, speed etc. But you can't set PID, upload the mission etc.

Connection is more complicated here then any other listed above.

To connect your MultiWii or Naze32 board to the EZ-GUI via FrSky you need:

- FrSky receiver and transmitter with telemetry support
- Two rs232 level converters like this one http://pages.ebay.com/link/?nav=item.view&id=161450803710&alt=web (for Naze32 you need only one)
- Bluetooth module configured for the baud rate 9600

Connection to MultiWii

You have to connect Rx and Tx of chosen serial port of you MultiWii board via level converter to the FrSky receiver.

Also you have to find the FrSky source code for the multiwii and add it to your firmware manually and upload it to your board.

Connection to Naze32

Naze32 uses software serial so the level converter is not needed. You can connect your FrSky receiver directly to your Naze32 board. Also FrSky support is build in into naze32 firmware and you have to just turn it on.

Receiver side

The Bluetooth module has to be configured to baudrate 9600 and connected to the FrSky transmitter via level converter.

EZ-GUI configuration

In EZ-GUI go to settings section. Check FrSky support. Select correct Bluetooth device. "Use FrSky data everywhere" has to be checked to display gps position, speed and altitude. Use "FrSky connect".

Comments

civicexa
February 14, 2015

> Hi,
> My quad is working with a bluetooth module at 115kbps. If I set the bluetooth module to 57600, Ez-Gui automatically recognize the new speed data transfer? or I have to configure the new bps on Ez-Gui.
> Thanks,

ezio
February 14, 2015

> There is no setting for a speed between EZ-GUI and bletooth module. It is negotiated automatically.

mark miner
March 12, 2015

> I want to be able to change settings on my quad from my phone over usb. If I get a cable to connect USB to USB from my phone to the Naze 32 controller does it plug into the normal USB controller slot on the Naze 32?

ezio
March 12, 2015

> Your phone has to support usb OTG mode (usb host). And you need OTG cable. You connect normally to the Naze32 usb port. In EZ-GUI settings you have to choose USB/Serial port connection type.

mcfroz
March 23, 2015

> I have a Bluetooth connected to a naze32 running cleanflight. It works good. But I loose any live connection when I arm the board. As soon as I land and disarm it will connect and start sending data. Any idea of what's going on?

ezio

March 25, 2015

I have no idea what can be wrong. Let me know if you figured that out.

Ryan Houberg
April 8, 2015

MCFROZ, I had the same issue. I found that is had the black box feature enabled, so as soon as I armed, the black box took the stream away from telemetry. Disable black box and see if it works.

shubho
April 3, 2015

Hi ezio, if I m not wrong the Bluetooth has a very short range..then how will the mobile app set the waypoint for the copter at a very distant location…I will b very thankful if u clarify my doubt.Thank you

ezio
April 3, 2015

Bluetooth has a max range about 100m. In real life and with modified antenna I get 30-50m.
If you want to have longer range you have to switch to something else like 3DR Radio.
For mission with waypoints you don't have to have connection with the phone at all. When you upload the mission it is stored in the flight controller.

Marciano
April 15, 2015

Hi Ezio, how can I configure your apk to get a 1200 baud link? I can change the SERIAL speed in the Multiwii code for the port I use, but how can I change that in your app? Thx

ezio
April 15, 2015

If you use serial connection you can set the baud rate in the app settings. If you are use Bluetooth you don't have to set baud rate in the app.

Marwen
April 20, 2015

Hi, can I use 3DR mudule (915Mhz) for both control and telemetry with an arduino uno or pro mini ? If possible how ?
Thanks a lot.

ezio
April 22, 2015

Yes you can but it is not a good idea. http://ez-gui.com/manual/controlling-a-model-from-the-ez-gui/

Christian
May 11, 2015

Hello, on a Samsung phone works the Bluetooth, the connection is set up, on my LG phone I can not connect, what's the problem?

Greg Fordyce
May 16, 2015

Hi, I am trying out ez-gui on a naze32 and cc3d, both running cleanflight 1.8.1. Using a USB OTG cable I can connect to the naze32 but not the cc3d. I suspect a driver issue and have tried all 3 drivers. When connecting to the cc3d using the cleanflight app on windows the ST Micro Virtual Com Port driver has to be installed first (http://www.st.com/web/en/catalog/tools/PF257938). If it is a driver issue will you be able to look at this and possibly include the driver? Or would I be able to use a ftdi cable onto the cc3d onboard UART port?
Thanks in advance for your help.
Greg

ezio
May 17, 2015

I have ordered cc3d board so I will make more test soon. For now you can connect it via FTDI adapter.

Greg Fordyce
May 18, 2015

Thanks, I've just purchased the unlocker, a small contribution towards the
development.

Alex
June 2, 2015

My cc3d does the same thing with the driver and also cant connect to ez-gui. I suspect doing the ftdi trick will fix it but I haven't tried it yet.
https://wiki.openpilot.org/display/WIKI/How+to+Flash+Bootloaders+with+an+FTDI+Cable

ezio
June 2, 2015

Yes this should work.

Johnhi30
June 19, 2015

Hi Ezio, thanks for the fantastic app. I'm also having problems in that the bluetooth stream stops as soon as I arm on a Naze32 rev 5, is there any issue with having Frsky Telemetry enabled at the same time as Bluetooth ?

ezio
June 20, 2015

Hi
I have read about this somewhere. But I don't remember what is the cause of that. It is something with serial port configuration in cleanflight. Try to

set ports in cleanflight configurator to default settings and it should work. And if you find better answer let me know.

Michal
July 17, 2015

I find EZ GUI Ground Station very useful and simple to use application. When out, flying, I can always double check/change settings in the field, before take off without carrying laptop.
However I have one remark, when the app looses connection over Bluetooth to my Naze it does not try to reconnect. I have to disconnect and then connect app manually. Do I have something wrong setup?
If this behavior is not a bug, then please consider my post as request of a feature. I think auto auto-reconnect would improve user experience and ease hassle with manual reconnecting the flight controller.
Otherwise, thumbs up!

Zector555
October 13, 2015

Has anyone tried a NRF905 module to communicate with the copter?

SloS13
October 22, 2015

Just tried connecting to two different Naze32s with 2 different OTG cables. Communicates for about 5 seconds then phone (Samsung Galaxy S6 Edge) resets. First two driver options result in the same behavior. The third option always fails to connect. Tried clearing EZGUI data on phone. No joy 😕

ezio
October 23, 2015

There is some problem on samsung devices after last Android update. Usb driver somehow forces the phone to reboot. I don't know how to fix it as the problem is not in EZ-GUI. I'll try to find a way around.

Getting connected
By ezio
January 22, 2015

Normally, the first thing you do after loading MultiWii EZ-GUI is use the MW Connect button on the top of the screen (in the actionbar) to get connected to your MultiWii-based flight controller.

When not connected all possible buttons are visible. After connection functions not supported by your flight controller will be hidden.

However, you can explore the rest of MultiWii EZ-GUI without connecting first – and you may have to do that if you need to change Bluetooth or other settings in the Config menu.

If you are using Bluetooth and your phone?s Bluetooth is off when you start the app, MultiWii EZ-GUI will automatically enable Bluetooth when the app loads, and disable it when you exit.

No Comments

Controlling a model from the EZ-GUI
By ezio
February 13, 2015

Safety

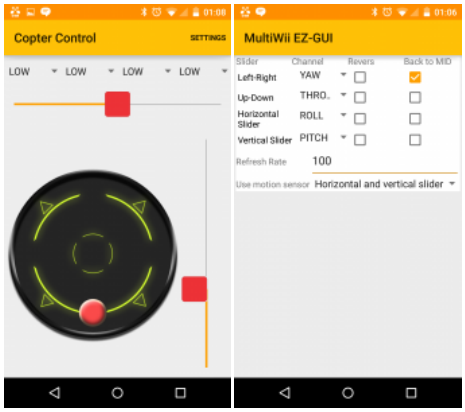
- keep in mind that Bluetooth (or other connection methods) has limited range and you may lose control very easly. Re-connection may not be possible
- make sure that you have failsafe set properly
- call, sms or other interruption may push EZ-GUI to background and control may be lost
- Use it on own risk
- author is not responsible for any injuries and damages

Controlling your craft from EZ-GUI is possible and it doesn't require any particular settings. If the craft has RC receiver it can be still controlled from EZ-GUI. Commands from EZ-GUI overrides signal from RC receiver. If there is no command from EZ-GUI **for more than one second** flight controller will switch back to RC receiver or it will enable failsafe (or if failsafe is not set it will keep the last values)

From MultiWii 2.3 there is no need to configure anything on the flight controller side.

Please look also here and here.

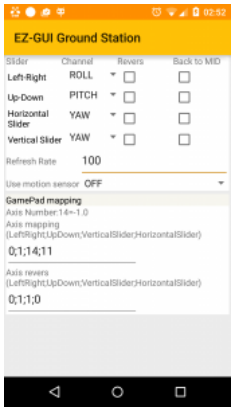
You will find Model Control in Advanced section of EZ-GUI.



Gamepad/Joystick axis mapping

Available in version 3.128.189 and later

You can use gamepad or joystick to control the model. Every gamepad is different so the axis mapping are also different and have to be set manually. To do this go to Model control settings. If gamepad is detected you will see "GamePad mapping options".



GamePad mapping example:

By moving each stick on your game pad in one axis, the axis number can be established and then can be used to assign it to any slider available in mode control section.

In example I want to assign up-down motion of the right stick to the vertical slider in EZ-GUI. So I start by moving up or down the right stick. “Axis number” shows number of moved axis for the current gamepad as well as axis value (from -1 to 1).

Knowing the axis number I put it on the third position in configuration text (third position is reserved for Vertical Slider): 0;1;**14**;11

After axis are configured but some Sliders are working in revers you can correct it setting the “Axis revers”.

0 – means that axis will be not reversed

1 – it will be reversed

In my situation it is 0;1;1;0 –

left-right – not reversed

up-down – reversed

vertical slider – reversed

horizontal slider – not reversed

https://youtube.com/watch?v=-gV9hvXI7mA

https://youtube.com/watch?v=UdPR5JuXsTc

Comments

zamby
February 13, 2015

Great app!

Alex
February 18, 2015

Hello , I would like to know if I can just arm the multiwii while connecting to my phone ? the Arm button doesnt seem to work when the multiwii board is connected to my phone .
Reason why , I am not going to control the quad with the EZGui or a RC , I am going to send PWM signal to the Multiwii using another MCU.

ezio
February 18, 2015

There is no direct function to ARM the Multiwii in the communication protocol. So to arm you have to send exactly the same values like you do from the RC receiver. So if you are controlling it from another MCU just send PWM signal that is equal to arming sequence (throttle down and yaw to the right) or you can arm via AUX and you have to send throttle down and set the AUX to required level.

motor-36
March 2, 2015

hello
I can not “ARM” through OTG cable . Telemetry and other menu displays correctly but this feature. I can not start the engine on the stand without BT and Wi Fi .Use only OTG + SGS3.
Is it possible to do “ARM” through OTG?

ezio
March 2, 2015

Every function that is available throughout BT should work with OTG

Jake
March 22, 2015

This app doesn’t work for me. The motors don’t move and I turned it to full throttle.

Quader
April 26, 2015

This is great!
Today I connected a Dynam RC usb remote (got it for 20$) to the EZ-gui on my android device using usb OTG cable. I use the setup demonstrated with cjmcu board.
It actually works :)) I fly the model using a usb remote (the Dynam RC looks exactly like a conventional RC transmitter).
The only thing missing for me is calibration – the software assumes axis ranges are between -1 and 1 and my usb remote does not reach these values.
Could you please add the option of calibration? / automatic range adjustment?
Thanks!

lingeringlincoln
May 6, 2015

it seems that my normal TX overides the EZGui, can u help me?

ezio
May 6, 2015

What board do you use?

lingeringlincoln
May 6, 2015

CJMCU running Cleanflight

ezio
May 6, 2015

I have no idea how this works on cleanflight. I have never tried to use TX and EZ-GUI at the same time. On the CJMCU I have only bluetooth installed so I can't test it.

ezio
May 6, 2015

you can always disable TX

lingeringlincoln
May 7, 2015

I disabled TX in Cleanflight, it works, thx.

Rishabh Banga
May 10, 2015

I'm using a MultiWii SE V2.5 and a HC-05 controller. I tried using the controls but still not able to control the quad. Any assistance would be really helpful since I'm making it as a Final Year project and have to submit it in 2 days!

flachlaender
July 4, 2015

Hallo ezio,
I have a cc3d with cleanfight 1.9 and connected over esp8862 (nodemcu serialbridge) . All funktions from ez_gui works only when i use the gamepad the cleanflight board is hang up. The motorcontrol from ez_gui run perfect.
Who's the problem? Ez-gui is the latest unlocked version.

rdom75
September 30, 2015

Hello everybody.
I'm using FLIP 32 with baseflight/cleanflight latest releases. I've connected and configure everything, this APP seems great. However I am not able to arm the motors with EZ-GUI. With the same configuration I can arm them with my RC transmitter and they work in EZ-GUI since I cant test them with the app. In EZ-GUI, advanced, model control , I move throttle to the mimimun and then I set AUX1 to MID, as I configured ARM with Aux1.
But nothing happens, it is nor arming.
Any idea??

ezio
October 1, 2015

Have you selected RX_MSP in receiver mode? (cleanflight)

rdom75
October 8, 2015

It wasn't selected. I've selected it but it still doesn't work. Now I am testing, I'll send you some images with the conf.

Gor
November 19, 2015

I need a lightweight and compact radio control for long travels + FPV. But I did not find anything on the big market. It is very strange.
So I wish to use EZ-GUI + GamePad + 3DR RADIO.
But I have trouble.
I need 4 axis for model control + 2 axis for camera + lots of buttons for modes and trimers.
Xiaomi Gamepad has 6 analog axis input (include 2 analog axis trigger) and 12 buttons – it is perfectly!
But I see only 4-axis control in the EZ-GUI interface.
If I buy unlocked version EZ-GUI, can I configure 6 axis + 12 buttons for modes and trimers?

ezio
November 29, 2015

At the moment it is not possible to use more than 4 axis and there are no plans to make it possible as there is no demand.

Locutus
December 8, 2015

Hi Ezio,
I am building a nano brushed quad using CJMCU At328p board and controlled via BT. I was able to connect to EZ-GUI, set all parameters, ARM, etc. I am running Multiwii 2.4.
However, right after arm the quad start up and my BT connection is disconnected while the motors continue spinning. i had to reconnect again via the app and then disarm using AUX1 and throttle 0.
Is there any setting that I need to do to prevent the BT from disconnecting after ARM? And since I do not have a Rx connected to the FC, is there any additional configuration I need to do? I read above that Cleanflight can disable TX but is that something I can do in MultiWii?
Thanks

ezio
December 9, 2015

Hi
Disconnecting on ARM is not normal and there is no settings for that. It should stay connected all the time. One idea that comes to my mind is that when the motors stars battery voltage sags which is causing connection drop.

e1rc
January 15, 2016

Hello everybody,
I'm just trying to control my 280mm quad with the EZ GUI app via bluetooht. The app works great on my phone, I'm able to watch all the copter's data but when I enter to "Advanced -> untested -> MODEL CONTROL" the app just crash.
I'm not sure what's causing the probelm. I'm running EZ GUI Ground station V. 3.61.217 on a Samsung Galaxy S3 and the Cleanflight version is "Cleanflight/NAZE 1.10.0".
If you have some info to solve this issue, let me know.
Thanks in advance.
Eric

ezio
January 15, 2016

Hi. This is a bug in the app. I will be fixed in few days. Beta with fix will be released tomorrow.

e1rc
January 20, 2016

Hello ezio,
Thanks for your quick answer. Now, with the EZ-GUI Version 3.72.221 the problem was solved and I'm able to enter to "mode control".
Now, I have some troubles to ARM the copter, it seems that the roll, picht, yaw and throttle channels don't send its values to the flight board; only the auxs channels reflect a change on the values. However, even with the aux channels working and setting a range to arm the copter to some of them (e.g. to Aux2) the copter couldn't be armed.
I've set the receiver mode to RX_MSP and I've put the bluetooht module on the softserial1 port. Any way, in the "ports" part of cleanflight app, I set the softserial1 as MSP at 19200 baudrate. I attach an screenshot to show you the ports configuration
https://www.dropbox.com/s/xzvlk5508cuxnky/softserial_bluetooht.png?dl=0
Thanks

e1rc
January 26, 2016

Hello ezio and everyone,
I've resolved the issue of controlling a model via bluetooht. It seems that if the bluetooth module is connected to softserial ports, it doesn't have the same behavior as in the uart2 port. So, by connecting the bluetooth on uart2 is possible to control the copter.
Cheers!

glaaucoalves
May 11, 2016

Personally, I bought the app but unfortunately I can not use the Control Mode. All measurements are correct, but not Advanced Control model HE DID NOT REACT TO commands . Can someone help me ? Thank you !

ezio
May 11, 2016

As I said many times before. Model control is there because it was possible. Please do NOT use it as a main way to control your model because is not reliable. The connection can be interrupted at any time and your model will fly away and you will never see it again. BTW Model control is available in free version. What flight controller do you use?

glaaucoalves
May 11, 2016

Oi Ezio,
Construi um quadcopter X, com a plataforma arduino nano, e o codigo carregado é o multiwii 2.4, com um modulo bluetooth HC-06, de acordo com as configuraç?es está tudo funcionando perfeitamente. consigo acessar os dados dos sensores acoplados no Gy-88 conectado a placa. Mas eu n?o tenho um Rádio control e estou precisando controlar o quad, mas quando entro em modo avançado "control model" o quadcopter n?o reage a qualquer comando. o que pode estar ocorrendo? Preciso do seu auxílio ! Abraço e obrigado!

glaaucoalves
May 11, 2016

Hi Ezio,
Built a Quadcopter X, with nano Arduino platform, and the loaded code is multiwii 2.4 with a bluetooth module HC-06, according to the settings everything is running smoothly. I can access the data from the sensors fitted in Gy-88 connected to plate. But I do not have a control radio and I need to control the quad, but when I go into advanced mode "control model" the Quadcopter does not react to any commands. what might be happening? I need your help! Hug and thank you!

ezio
May 11, 2016

Have you set the "sliders" in the model control settings correctly for throttle, yaw, pitch and roll ?
how you are trying to arm the quad?
via stick movement or via AUX channel. I thing it is much easier to set ARM on one of the AUX channels and then choose it in the "model control"

Ben
September 16, 2016

Hello Ezio.
Nice job but please answer my question friend.
The board I have has a STM328 processor but it differs a bit from your's
Here is the image:
https://goo.gl/images/yskf5r
There is a red kinda thing down there and 2 other pins.
Can you please tell me whether I can control it with BT and your app or not.
Grateful for your reply.

ezio
September 18, 2016

Hi
If the board can run (probably it can) cleanflight than yes.

WiFi to EZ-GUI ?HOW-TO? – ESP8266
By ezio
April 15, 2015

```
All credits for this article goes to Ram
```

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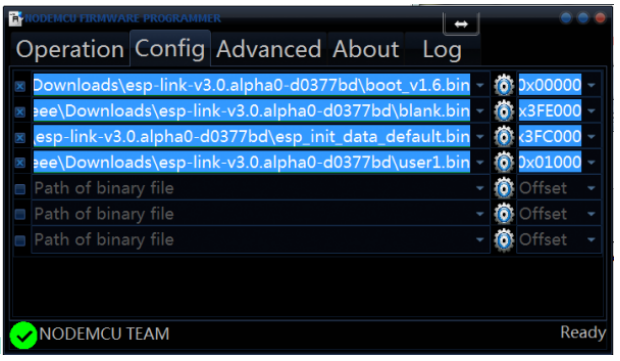
1 Short version
2 Connection
3 ESP8266 module types
4 Where to buy
5 Building an adapter / Programing jig
6 Testing the JIG
7 Downloading the Transparent Bridge FW
8 Downloading the Flashing utility
9 Flashing the board
10 Testing the new Firmware
11 Android connect to ESP8266
12 Virtual serial port for PC running Windows
13 Download files used in this article.

Short version

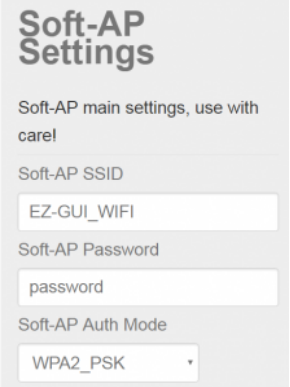
1. Buy this: http://www.banggood.com/Mini-NodeMCU-ESP8266-WIFI-Development-Board-Based-On-ESP-12F-p-1054209.html?rmmds=search
2. Download firmware: https://github.com/jeelabs/esp-link/releases
3. Download flasher for Windows: https://github.com/nodemcu/nodemcu-flasher/archive/master.zip
4. Flash firmware:



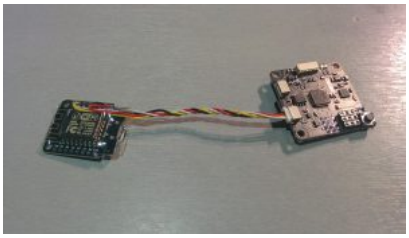
   More info here: https://github.com/jeelabs/esp-link/blob/master/FLASHING.md

5. Connect to ESP_ from your computer or phone
6. Go to http://192.168.4.1/wifi/wifiAp.html

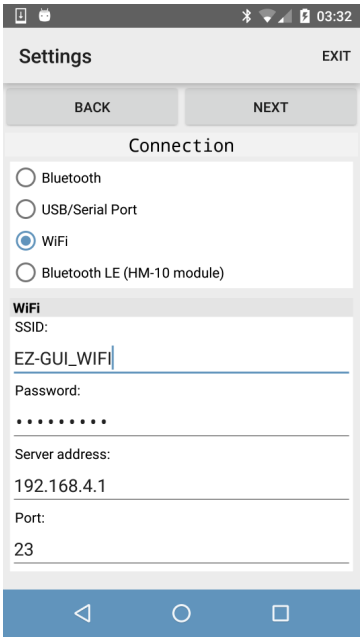
7. Set your SSID (Network name) and password also set Soft-AP Auth Mode to WPA2_PSK



8. Connect hardware:



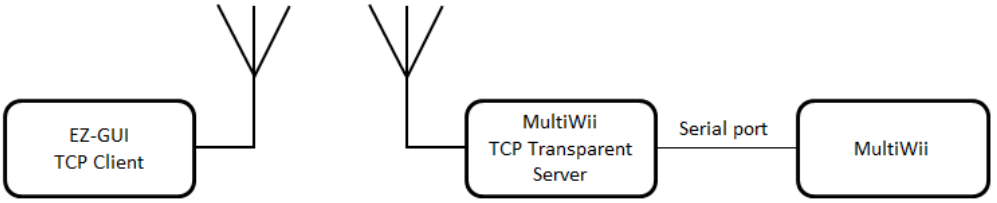
9. Run EZ-GUI and go to settings. Set your SSID and password. Server IP should be 192.168.4.1 and port 23. (you don't have to connect to the wifi network in Android. EZ-GUI will do this for you)



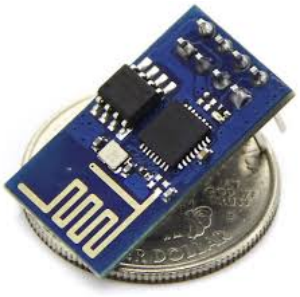
10. Enjoy

Connection

Wireless connection to Multicopter is very handy particularly in the field. Bluetooth is the simplest solution but it suffers from relatively short distance limitation. 3DR radio is a long range solution but it requires an extra HW in the client?s side either Android or PC.
A solution that takes the good of both worlds is Ethernet WiFi. Since the EZ-GUI implements TCP Client, we need in the MultiWii side a module that implements Transparent TCP server. Transparent means that any data transmitted from either side is received ?as is? in the other side i.e. no extra characters are added or omitted.



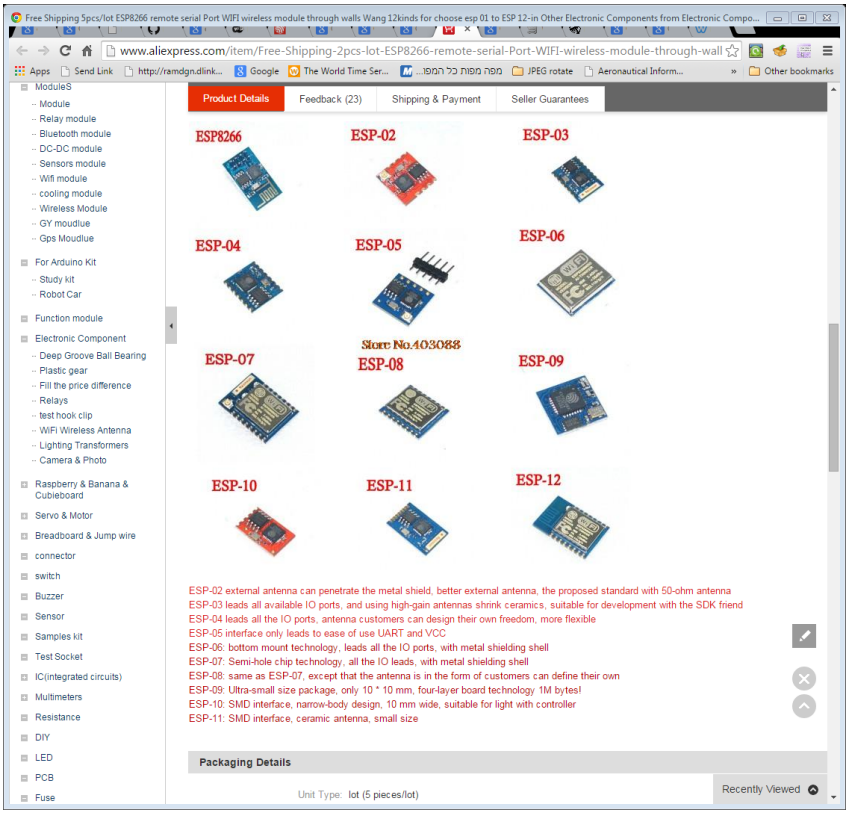
A nice very low cost WiFi solution module based on a chip from Espressif Systems http://espressif.com/en/products/esp8266/ looks like this:



Datasheet: https://nurdspace.nl/images/e/e0/ESP8266_Specifications_English.pdf

ESP8266 module types

http://www.aliexpress.com/item/Free-Shipping-2pcs-lot-ESP8266-remote-serial-Port-WIFI-wireless-module-through-walls-Wang-transceiver-module/2038896316.html



ESP-02 external antenna can penetrate the metal shield, better external antenna, the proposed standard with 50-ohm antenna
ESP-03 leads all available IO ports, and using high-gain antennas shrink ceramics, suitable for development with the SDK friend
ESP-04 leads all the IO ports, antenna customers can design their own freedom, more flexible
ESP-05 interface only leads to ease of use UART and VCC
ESP-06: bottom mounts technology, leads all the IO ports, with metal shielding shell
ESP-07: Semi-hole chip technology, all the IO leads, with metal shielding shell
ESP-08: same as ESP-07, except that the antenna is in the form of customers can define their own
ESP-09: Ultra-small size package, only 10 * 10 mm, four-layer board technology 1M bytes!
ESP-10: SMD interface, narrow-body design, 10 mm wide, suitable for light with controller
ESP-11: SMD interface, ceramic antenna, small size

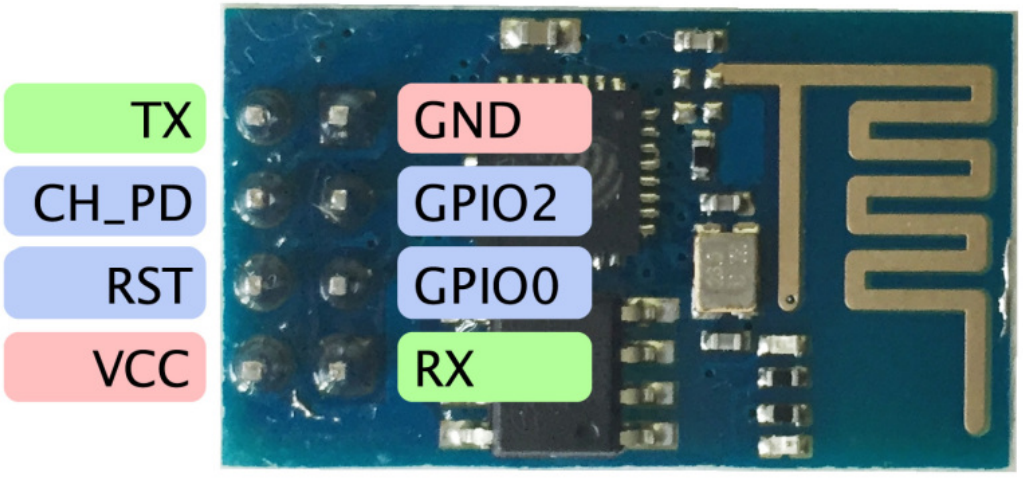
Where to buy

– ebay, bangood, search for ESP8266

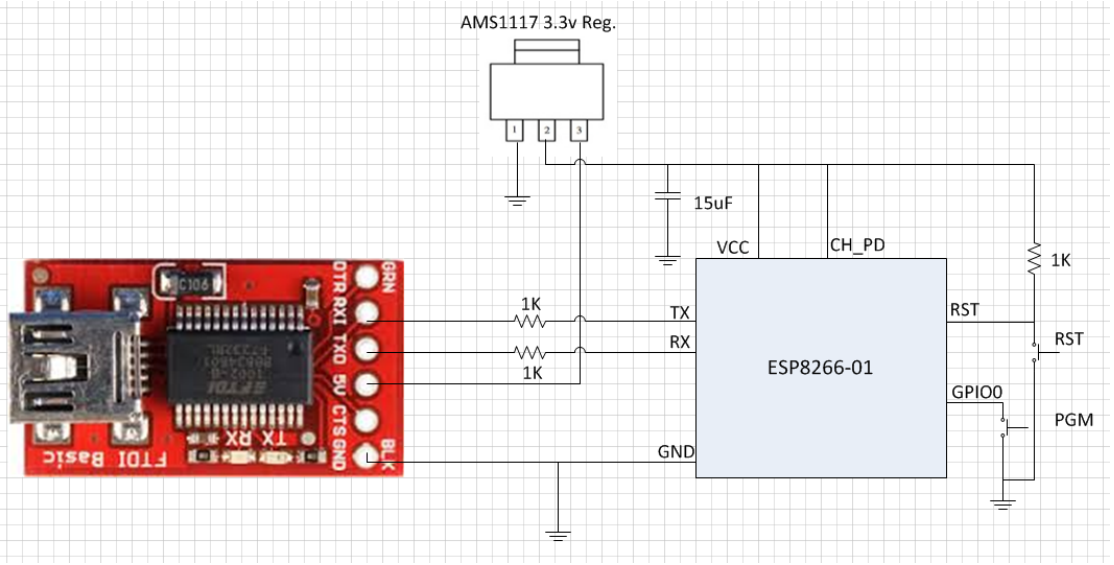
This tutorial refers to ESP8266-01 or just ESP8266 but it is only a matter of pinout.

Building an adapter / Programing jig

The board runs on 3.3v and consume up to 300mA so it requires an external regulator and protection resistors for the Tx and Rx signals. Moreover, the stock SW does not support the TCP transparent server future. Therefore, a small adaptor (DIY) and a standard FTDI adapter are required for flashing the module with the right FW.



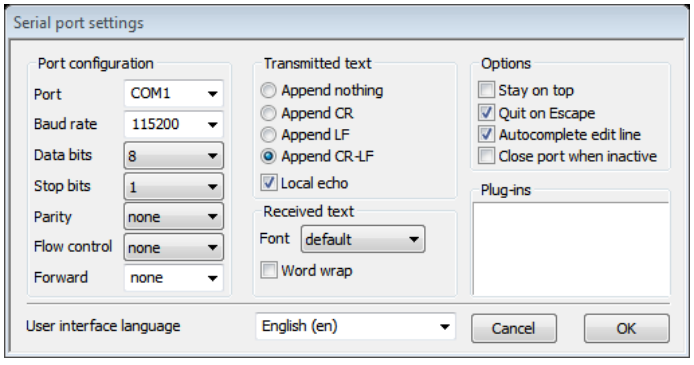
Adapter schematic and connection to the FTDI adapter



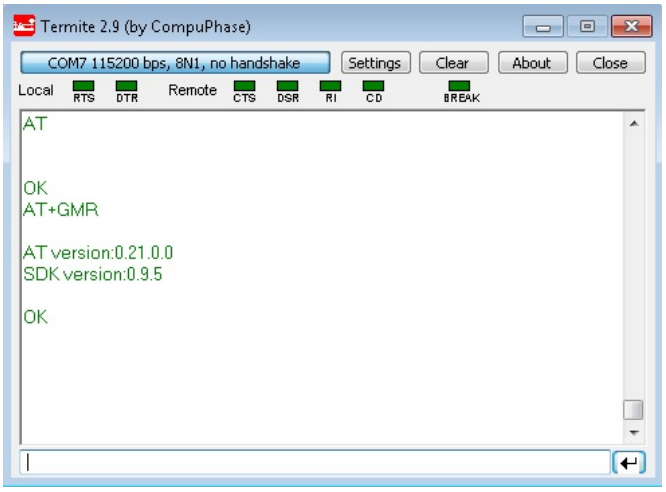
~~Testing the JIG~~

~~Connect the FTDI adapter to PC and run a terminal program. You can use the Termite utility~~ http://www.compuphase.com/software_termite.htm

~~Settings:~~



- ~~Select your FTDI COM port~~
- ~~The module usually comes configured for either 9600 or 115200 Baud depends on the vendor~~
- ~~Make sure the CR-LF is appended~~
- ~~Type in **AT** and you should get **OK**~~
- ~~Type in **AT+GMR** and you should get the board?s FW version (might be different then the screenshot)~~



~~Downloading the Transparent Bridge FW~~

~~From~~https://github.com/beckdac/ESP8266-transparent-bridge
~~Direct link to the zip file:~~ https://github.com/beckdac/ESP8266-transparent-bridge/archive/master.zip

~~Browse the archive to ESP8266-transparent-bridge-master.zip\ESP8266-transparent-bridge-master\bin\ and extract the two following files to a temp directory:~~

~~eagle.app.v6.flash.bin~~
~~eagle.app.v6.irom0text.bin~~

~~From~~https://github.com/jeelabs/esp-link/releases
~~Click on either a beta or stable release link. Then scroll down to the bottom of the page and download the .tgz file. Then extract the .bin files contained in the zipped file to a temp directory:~~
~~boot_v1.5.bin~~
~~blank.bin~~
~~user1.bin~~
~~user2.bin~~

~~Downloading the Flashing utility~~

~~There are many flashing tools for this module, I?ve found the nodemcu-flasher~~ https://github.com/nodemcu/nodemcu-flasher ~~the simplest to use.~~
~~Direct link to the zip file:~~ https://github.com/nodemcu/nodemcu-flasher/archive/master.zip

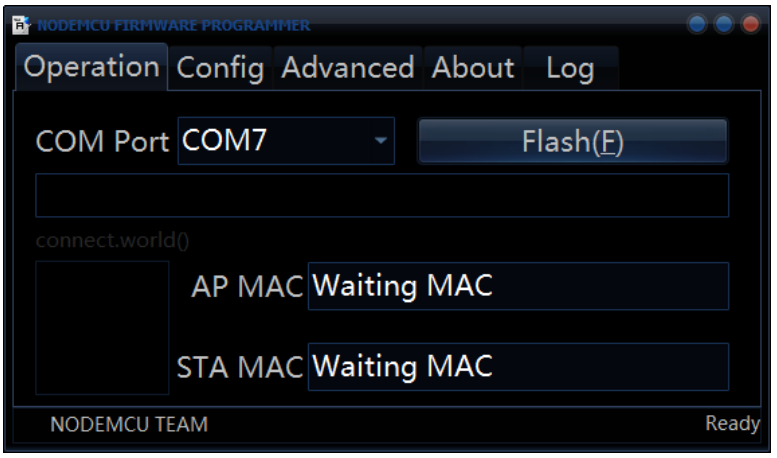
~~Browse the archive to either~~
~~nodemcu-flasher-master.zip\nodemcu-flasher-master\~~**~~Win64~~**~~\Release\ESP8266Flasher.exe~~
~~or~~
~~nodemcu-flasher-master.zip\nodemcu-flasher-master\~~**~~Win32~~**~~\Release\ESP8266Flasher.exe~~

~~Depends on your operating system model and extract to the same temp directory~~

Flashing the board

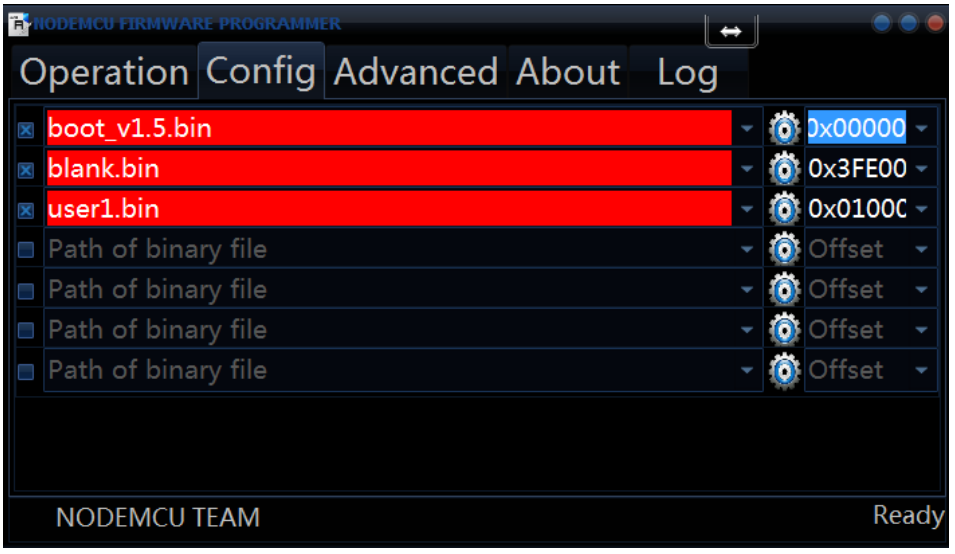
(For other flashing methods, see instructions on the github release page.)

Set the COM port here:



Point to the FW files here:

boot_v1.5.bin to 0x00000
blank.bin to 0x3FE000
user1.bin to 0x01000



Set the Baud rate here:

~~**Programing sequence**~~

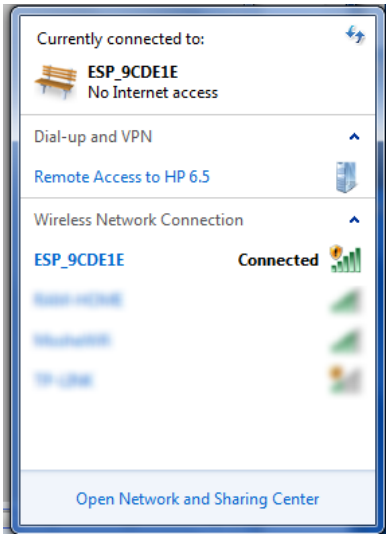
- ~~Press the PGM pushbutton and hold~~
- ~~Press the RST pushbutton (while holding PGM pushbutton)~~
- ~~Release the RST pushbutton (while holding PGM pushbutton)~~
- ~~Release the PGM pushbutton~~

~~The board should be now in programming mode~~

- ~~Press the Flash bottom from the Operation Tab~~
- ~~Watch the progress bar and wait for completion~~
- ~~Power cycle the module~~

~~Testing the new Firmware~~

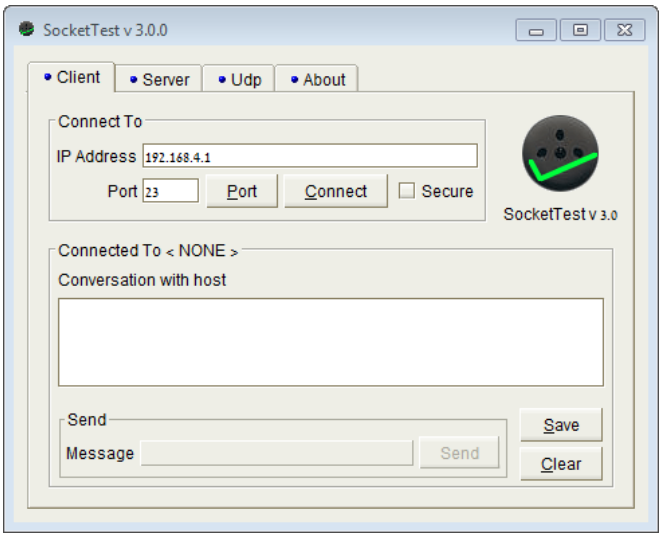
~~Test using *SocketTest* and *Termite*~~
~~Connect the PC to the new WiFi net. The Network name starts with **ESP_**, the rest is part of the MAC address.~~
~~The default WiFi access is open so no password is required~~



-Download SocketTest form here: http://sourceforge.net/projects/sockettest/

-Extract the archive file **SocketTest3.zip** to a temp directory and run **SocketTest.bat** (Java RTE should be installed)

-setting socket test



Select the client Tab

Type in the IP address **198.168.4.1** (the default address)

Type in the port number **23** (the default port)

Press the **Connect** button

Run the Termite terminal, set the Baud to **115200** (the default Baud)

If everything is as it should be, everything that you type in Termite should be displayed in SocketTest and vice versa.

The server defaults can be changed and stored in Flash using Telnet terminal client such as PuTTY

PuTTY can be downloaded from here: http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html

Supported commands through Telnet PORT: 22 IP: 192.168.4.1

+++AT # do nothing, print OK

+++AT MODE # print current opmode

+++AT MODE <mode: 1- STA, 2- AP, 3-both> # set current opmode

+++AT STA # print current ssid and password connected to

+++AT STA <ssid> <password> # set ssid and password to connect to

+++AT AP # print the current soft ap settings

+++AT AP <ssid> # set the AP as open with specified ssid

+++AT AP <ssid> <pw>]]# set the AP ssid and password, authmode:1- WEP,2- WPA,3- WPA2,4-WPA/WPA2 , channel: 1..13

+++AT BAUD # print current UART settings

+++AT BAUD <baud>]] # set current UART baud rate and optional data bits - 5/6/7/8 , parity - N/E/O, stop bits - 1/1.5/2

+++AT PORT # print current incoming TCP socket port

~~+++AT PORT <port> # set current incoming TCP socket port (restarts ESP)~~

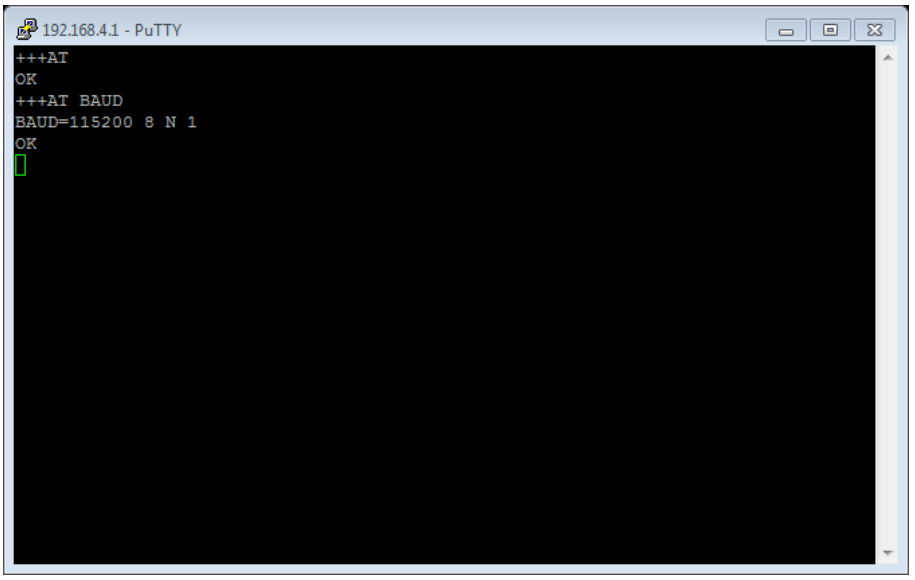
~~+++AT FLASH # print current flash settings~~

~~+++AT FLASH <1|0> # 1: The changed UART settings (+++AT BAUD …) are saved (Default after boot), 0= no save to flash.~~

~~+++AT RESET # software reset the unit~~

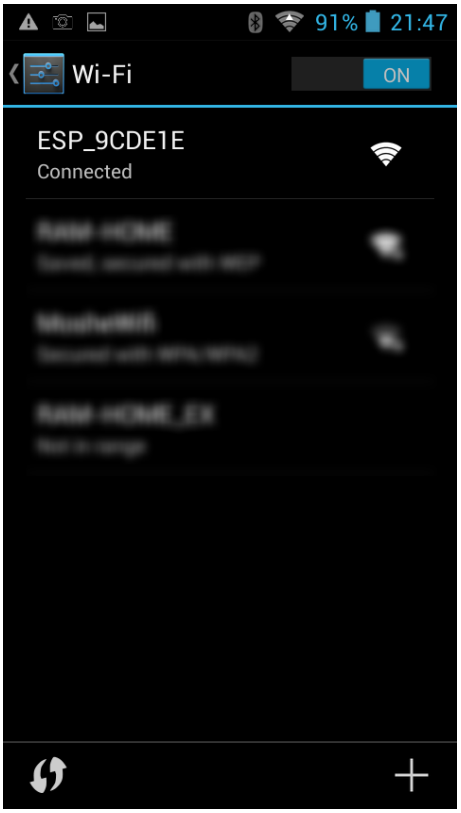
~~*Note ? the TCP client should be disconnected in order to use the Telnet, otherwise the connection request is rejected~~

~~Example commands:~~

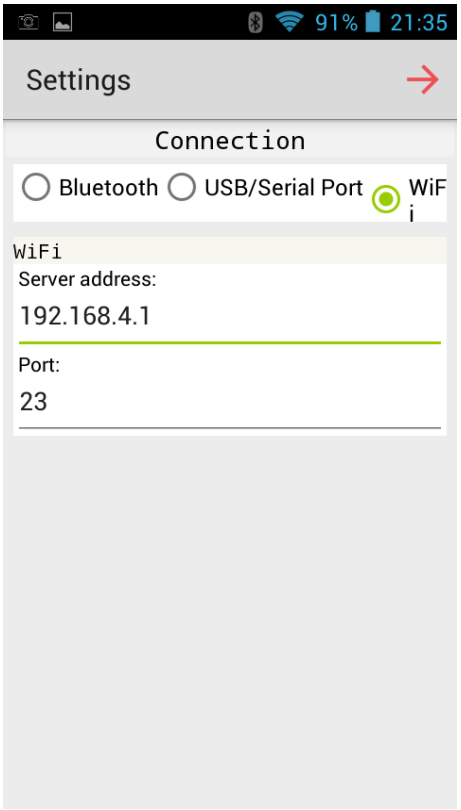


~~Android connect to ESP8266~~

~~Disconnect the module from the FTDI adapter and connect to your flight controller board like a Bluetooth module i.e. Tx->Rx, Rx->Tx.~~



~~EZ-GUI screenshot ? default port / IP~~

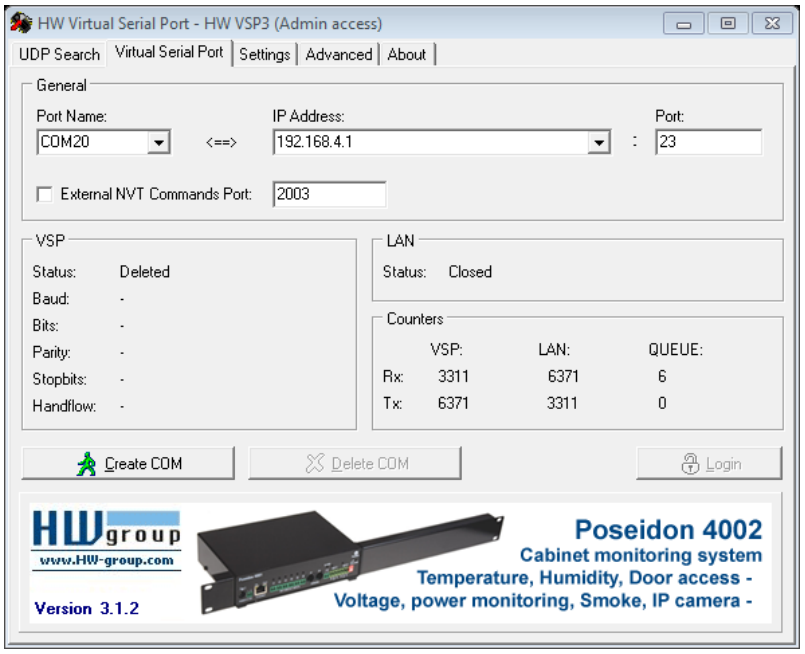


Virtual serial port for PC running Windows

In order to communicate from the PC (MultiWiiConf ClearFlight etc.) with Flight Controller, a utility called ?Virtual Com port? is required. This utility creates a virtual COM port and directs all serial traffic to and from the WiFi module. The utility can be downloaded from here: http://www.hw-group.com/products/hw_vsp/index_en.html
Direct link here: http://new.hwg.cz/files/download/sw/version/hw-vsp3-single_3-1-2.exe

Connect to the module WiFi network

- Install the program as either ?program? or ?service?
- Run the program
- Set the network IP and Port
- Set COM number (no need to set COM parameters)



Download files used in this article.

Comments

Mickey
May 19, 2015

Hello,
I followed your tutorial behalf and flashed successfully.
When I have powered cycle the module a new access point appeared with AI-THINKER… name instead of ESP_… and when I have connected the module to my naze (on 3.3v pad with RX on TX and so on), I don't see any new AP. What I have doing wrong ??
Thanks for your help

Mickey

May 19, 2015

I've finally found a way to make it work, CH_PD need to be connected to VCC.

Rob
May 20, 2015

Mickey, did you use 1K resistor between Naze RX/TX and ESP8266? Thanks.

Mickey
May 21, 2015

No Rob, I connected it directly.

steven
June 3, 2015

buen dia
he seguido todos los paso
cuano hago el flash, al reset el modulo esp8266 el led azul mantiene encendido por siempre y manda unos datos erróneos y no da esp_

ezio
June 3, 2015

English please

stevend0423
June 16, 2015

good day
who followed all the way
when I flash, restarting the module esp8266 the blue LED stays on forever and sends the wrong data and does not work

pollydevon
July 3, 2015

When flashed with the 2 files for transparent bridge upon reboot both red and blue led's stay on and unit is is not discoverable via wifi.
When flashed back to original Ai-thinker firmware unit is found by wifi !!!!
Any ideas please?

Xenon
July 18, 2015

I do all the same as in tutorial.
But when I flash the module esp8266 it was sends lot of junk via serial. And can't find module via wifi anymore.
What i do wrong?

ramdg
July 25, 2015

The guys who get ?Ai-thinker? it is probably modules that have been bought from Ali Express and which use ?non-standard? firmware.
You may follow this tutorial http://www.instructables.com/id/Blink-for-ESP8266-native-like-arduino-using-Window/step2/Upload-latest-firmware-SDK/ to flash the module with standard 0.95 SDK, and only then the transparent bridge firmware.
?lot of junk via serial? can be due to baud rate issue. You can change the baud rate to meet you FC using Telnet and the command: +++AT BAUD [data [parity [stop]]] # set current UART baud rate and optional data bits = 5/6/7/8 , parity = N/E/O, stop bits = 1/1.5/2

pollydevon
July 26, 2015

I followed the tutorial to load standard 0.95 SDK (although files are 1.1 and 1.2 and blank files not 1.2 and 1.512 as per instructions on site)then reset device.
I then loaded the transparent firmware 0x00000 and 0.40000 after resetting the device again both red and blue led's are permanently on and when connected via serial (HTComm) it streams constant gibberish and accepts no commands.

pollydevon
July 29, 2015

Finally sorted.
For those having similar issues with red and blue led's on after flashing-you need to upload each firware file separately (not both at the same time)when using nodemcu-flasher.

ezio
July 28, 2015

I've added link to files used in this tutorial at the bottom.

Qeeet
January 28, 2016

Hi,
I followed this instructions, I have Multiwii 2.5 board, ESP8266 wifi, android phone 5.0 with newest EZ-GUI installed. I can see sensor readings, but I cant control the drone via phone. What am I doing wrong?

ezio
February 26, 2016

don't do it. control via phone is very bad idea and sooner or later you will have a fly away.

Winselstute
February 21, 2016

Hi there.
Did everything as explained in the "How to" and it works. I can connect to the ESP and read/write data from/to the FC.
But after 10 to 50 seconds (it differs) the blue led of the ESP stopps blinking and my cellular is blocked.

If I try it in a test environment (with Socket Test and Terminal program i.e.) everything is working very stable.
Any ideas?

ezio
February 26, 2016

Can't help you with this. I didn't have a time to try ESP on my own.

Arise
March 31, 2016

Hello!
I've managed to add a raspberry pi with wifi connection in the mix as a master for the tiny flight controller.
Raspberry Pi connects to the naze32 via usb cable.
The ez-gui app connects to the raspberry over wifi module.
On the raspberry, I'm running the ser2net application that acts like a serial bridging between data coming over wifi and sends it down on the serial port.
So far so good. I was able to arm.
The problem is that after a while, if I leave everyting on the table and go for a cup of coffee, when I return I see ez-gui not responding to commands. I need to force close.
Also, I have issues connecting an xbox controller (I have a one controller over usb cable and a 360 via dongle) to it, did you tried with those two so I know if I should try further?

ezio
March 31, 2016

Probably setting refresh rate in EZ-GUI settings to 150 or 200 will help avoid freezes.
Gamepad support is there but it is buggy and not finished. Probably never will be, because controling a model (especially bigger one) from the phone is very bad idea and sooner or later you will have a "fly away"

macrrec
May 17, 2016

Hi,
I followed your Tutorial, but after flashing, i don't find any new APs.
any Idea?
Greets, macrrec

macrrec
May 18, 2016

Okay, i didn't connect the CH_PD right.
Now i can find the AP, but GroundControl says
"No Data recieved -5"
"No Data recieved -20"
"No Data recieved -35"
"No Data recieved -50"
"No Data recieved -65"
What am i doing wrong?

FollowMe
By ezio
March 18, 2016

FollowMe is avaiable on MultiWii 2.4 and iNavFlight.

FollowMe has few different modes:

1. Normal
2. Orbit
3. InFront
4. Wand
5. Wand advanced

To use any of this modes the flight controller should be **in Position Hold mode, Altitude Hold is also adviced and for INav – GCS NAV mode should be enabled**.

To enable/disable FollowMe during the flight can be achieved by:

- Enable/dissable FollowMe function in the app
- Enable/disable Position Hold mode and take manual control
- Enable/disable GCS NAV mode (iNav only)

Modes description:

1. Normal – model will try to stay directly above you. In practice it is behind you due to delays.
2. Orbit – model will fly around you in set distance
3. InFront – model will try to be always in front when you are walking
4. Wand – point your phone in required direction and press Volume Down key. Model will go there
5. Wand advanced – the same as Wand but it also sets model altitude

No Comments

Other
By ezio
March 18, 2015

Follow me

Follow me is functional and has been tested many times on Multiwii. It should work on Naze32 as well but it hasn't been tested.

The function is available in Advanced section of EZ-GUI. You don't have to have unlocked version to use it.
It works by over-writing your Hold position with position from your android device.
So to make your quad follow, you have to enable the "follow me" (it stays enabled even you go back from Advanced section) and you also have to enable Position Hold. If at the same time Mag is activated copter will follow "nose" first.

During the flight you can enable and disable follow me functionality by enable/disable Position Hold.

Comments

Rishabh Banga
May 10, 2015

> How can I enable Position Hold?
> Any changes to be done in the MultiWii code?
> I am using a MultiWii Flight SE V2.5 Controller

gvr1973
June 26, 2015

> Since the latest update I can't change my pid settings without crashing the app. Is there a way to go back a version. Or can you help me? Didn't have any problems with previous version. Running 1.8.1.

ezio
June 26, 2015

> Contact me to contact@ez-gui.com

ezio
June 26, 2015

> you are right.
> This doesn't work because there is a bug in newest version of google appcompact
> more info here: https://code.google.com/p/android/issues/detail?id=174871
> I will try to find a way around.

ezio
June 26, 2015

> for the issues please use this form :
> http://ez-gui.com/report_issue/?bugerator_nav=add&bug_project=1

ezio
June 26, 2015

> I just posted the update. It is not ideal but it works.

Applying the Unlocker
By ezio
January 22, 2015

If you select a feature which requires the EZ-GUI Unlocker, you will be asked if you want to unlock. If you say yes, you?ll go through the usual Google Play Store in-app purchase process – confirming the price and so on – and then taken to the Play Store to install the EZ-GUI Unlocker.

Once the Unlocker app is installed, you can?t open it – you don?t need to. Just return to MultiWii EZ-GUI and select a locked feature again. You?ll get the ?Do you want to unlock? question once more – but when you say yes this time, you?ll be taken to the unlock screen. Select Unlock there, and you?re done.

Note: Applying the Unlocker unlocks all locked features, not just the one you select.

Video

https://youtube.com/watch?v=JmUHDBy9aes

Comments

Antonio Becerra Utrero
February 17, 2015

> Si tuviera que cambiar de móvil, ?como puedo recuperar el unlocker?

ezio
February 17, 2015

> You can do it as long as you use the same google account on both phones.
> If you bought the unlocker you can download it and install without paying on other devices as but the google account used to do it has to be the same along all devices.

DAve W.
May 17, 2015

> I can't get Google Play on my Fire HD. Can I purchase on my android phone and side load to my tablet or does it need google services to operate?

ezio
May 17, 2015

> It needs google play services.

XIr8edNinja
December 8, 2015

> Can you explain the in-flight PID tuning function?

ezio
December 9, 2015

> In-flight PID tuning is the same as the normal PID settings but it allows you to change one value at a time. The values are not save permanently in the EEPROM because writing to EEPROM takes some time and produces glitches during the flight (I'm talking here about MultiWii, not sure how it works in cleanflight). So after you finish playing with In-flight PID tuning you have to land and save the values using red buttons in top right corner. I hope this is clear enough.

Teodik
May 15, 2017

me and my frinds have buy unlocker but every time we try is nor opening and ask for unlocker again . whos gone pay us back ?

ezio
May 16, 2017

Hi
Could you describe it with more details? Because if you buy something from google play store it should stay yours as long as you use the same google account as in the time of making purchase. There is even no possibility to pay again. If the app ask you to install unlocker again and you go to the google play store app and it asks you to pay again something is wrong. Either you don't use the same google account as before or (I've heard it many times) the problem is on google side. In this situation please contact google support and they usually solve the issue.
This is what I can see on my side (I've removed order IDs):
GPA.xxxxxxxxxx 15/05/2017 14:37 EZ-GUI Ground Station Unlocker Charged $4.49
GPA.xxxxxxxxxx 15/05/2017 14:36 EZ-GUI Ground Station Unlocker Refunded $0.00
It looks strange that the app was refunded before it was purchased. Probably you will have to contact google support to clarify that, as I don't have any control over it. This above is all info that I can get from Google.
Lets discuss it here so the other people with the same problem can read.
I want to solve this issue also as I got few complains like this but we never have found what was the real problem.
Bart

Troubleshooting
By ezio
January 22, 2015

Contents

1 How to exit correctly
2 App hangs at connection via BT
3 No data received warning
4 Buttons and functions disappear after connection
5 Bluefruit EZ-Link
6 Downloading a mission is not possible
7 VEL parameter for P, I, D set to 0
8 Installing unlocker on your other device
9 CC3D throught USB OTG doesn't work

How to exit correctly

Sometimes EZ-GUI doesn't behave correctly when in background. It may cause higher battery drainage or/and other problems. To avoid this inconvenience use Exit from the actionbar or hit twice Back button.

App hangs at connection via BT

This happens on specific devices and right now I don?t know why.

You can try to check BT_NEW in the Settings. For some people it works.

No data received warning

This is shown when the EZ-GUI can't receive data from the fly controller. It is usually due to wrong connection of Bluetooth module (Rx and Tx wires has to be swapped) or not the same baud rate is set in the BT module and flight controller.

Buttons and functions disappear after connection

It is normal behaviour. EZ-GUI detects what is available for your flight controller and removes buttons and features that are not supported. In example Mission Planner shows only if you have a mission capable firmware installed

Bluefruit EZ-Link

This is quite nice module with some smart functionality. It can change dynamically the baudrate. But this feature works only with Windows and Mac. Linux and Android don't have a support for it.

You can still use it with Android and EZ-GUI but you have to set the baud rate to 9600 in your config.h. This speed is quite slow but still usable.

EZ-GUI can hang from time to time. If it does, Please increase the value the refresh rate in the settings.

Downloading a mission is not possible

Try to increase refresh time in EZ-GUI settings in example to 250

VEL parameter for P, I, D set to 0

You probably use cleanflight or baseflight. Please verify if you have correct firmware selected in the EZ-GUI settings.

Installing unlocker on your other device

You can do it as long as you use the same google account on both phones.
If you bought the unlocker you can download it and install without paying on other devices as but the google account used to do it has to be the same along all devices.

CC3D throught USB OTG doesn't work

Works from version 3.206.206

CC3D uses a virtual com port and because of this it has some drawbacks. Board has to boot completely before you connect it to USB. You can do it in two ways:

1. Connect the battery, wait the board to finish booting and connect USB
2. Without battery connected, put the USB plug very slowly in to the socket. When you see that the LEDs on the board are ON leave the plug and wait until board is up and running. Then push the plug fully in to the socket.

Comments

Mike
May 5, 2015

> Hi
> Great app so thank you.
> I have 2 x multirotors withe Naze32 Acro boards .. when I change PID settings via the app on one of my quads the settings save ok.
> On my other quad when I change any PID settings and try to save them they immediately go back to what they originally were.
> Any ideas
> Thanks
> Mike

Turnboy
May 3, 2016

> Hi, I cannot find USB options in settings.What am I missing.

ezio
May 4, 2016

> Probably your android device doesn't support it.

richsemc
March 29, 2018

> I have an sp racing F3 with inav 1.9.0 installed, just uploaded latest ez-gui software to an new tablet I purchased for this use. and I connect through Blue tooth, I can connect ok but when I save the changes it comes up hardware failure and all the setting on the quad are lost.
> My mobile phone with an older version of ez-gui works fine but not all the setting are their.
> Any suggestions, or what versions of inav are compatible with ez-gui.

ADB debugging
By ezio
October 13, 2015

On Windows machine:

1. **Download** the Minimal ADB and Fastboot setup.exe from here
2. **Follow the Installers instructions** and select where you would like to install Minimal ADB and Fastboot too (For simplicity I choose to install it to the Desktop)
3. After you have chosen where to install Minimal ADB and Fastboot too select whether you would like to create a Start Menu Folder or not for the instalation
4. Once you have chosen where to install it to and if you want to create a Start Menu Folder select the install option
5. After the Installation Wizard has completed you can select to start Minimal ADB and Fastboot
6. You can also start Minimal ADB and Fastboot by navigating to the Start Menu Folder you choose to create during installation or the desktop shortcut you choose to create and selecting Minimal ADB and Fastboot

7. You should now see a command window open, with the command window open you can now issue ADB and Fastboot commands to your device

On Android device:

Enable **USB debugging** on your device.

- On most devices running Android 3.2 or older, you can find the option under **Settings > Applications > Development**.
- On Android 4.0 and newer, it's in **Settings > Developer options**.
  Note: On Android 4.2 and newer, **Developer options** is hidden by default. To make it available, go to **Settings > About phone** and tap **Build number** seven times. Return to the previous screen to find **Developer options** and make sure that **USB debugging** is enabled.

Next

Connect your Android device to PC and verify that it is correctly recognized. If not you need to install ADB Driver from here

Run Minimal ADB and Fastboot consolle

1. Make sure that your device is connected:
   adb devices
   (you should see something like: 04e7afd809bc284a device)
2. View realtime logs:
   adb logcat
   (to exit press CTRL+C)
3. Save logs to file (you won't see logs at this time on the screen, they are redirected to the file):
   adb logcat -v long > %USERPROFILE%\desktop\logcat.txt
   then do something with EZ-GUI to show how it crashes
4. Press CTRL+C to stop logging and save the file
5. send logcat.txt file to contact@ez-gui.com with decryption of the problem.

No Comments

Download
By ezio
January 21, 2015

You can download the EZ-GUI from Google play store: 

Beta version:

To download a beta version

1. Go here: https://play.google.com/apps/testing/com.ezio.multiwii and press BECOME A TESTER

2. Download/Update the app from Google Play Store

Keep in mind that beta version can have bugs. If you want to go back to the official version go here https://play.google.com/apps/testing/com.ezio.multiwii and Leave the test.

Old versions:

Title	Categories	Update Date	Download
EZ-GUI 4.4.440 1 3377 downloads	EZ-GUI	July 20, 2017	DOWNLOAD
EZ-GUI 4.1.417 1 843 downloads	EZ-GUI	March 29, 2017	DOWNLOAD
EZ-GUI 4.0.414 1 393 downloads	EZ-GUI	March 15, 2017	DOWNLOAD
EZ-GUI 4.0.412 1 286 downloads	EZ-GUI	March 2, 2017	DOWNLOAD
EZ-GUI 3.118.282 1 944 downloads	EZ-GUI	March 2, 2017	DOWNLOAD

No Comments

EZ-GUI Logs Converter
By ezio
February 3, 2015

- What is it and how to use it
- Download

No Comments

What is it and how to use it
By ezio
January 22, 2015

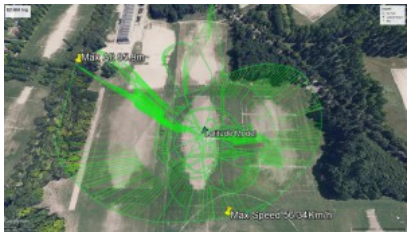
What is it for?

EZ-GUI ground station records each flight in to a log file (it can be disabled in the settings)

EZ-GUI Logs Converter allows to convert flight logs recorded by *EZ-GUI ground station* to various formats: KML, CSV, GPX etc

What I can do with converted logs?

KML files can be used to view your flight path:



and to make FPV like videos using Google Earth:

https://youtube.com/watch?v=-rc5mQqH_Wc

https://youtube.com/watch?v=uVTNC1_nkMY

GPX files can be imported to many other programs and websites:

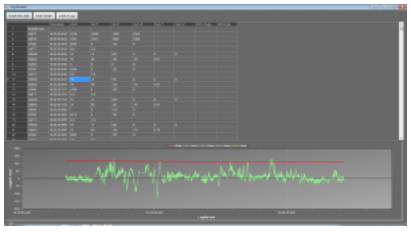
VIRB Edit – to overlay flight information

https://youtube.com/watch?v=LJXpZh7vU4g

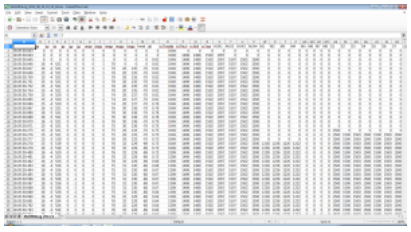
Doarama – to make nice presentations

https://youtube.com/watch?v=wLbtM4nK708

WinGUI format – to analyze and graph parameters of the flight in MultiWii WinGUI



CSV – to details



You can download the EZ-GUI Logs Converter from Google play store:

No Comments

Download
By ezio
February 3, 2015

You can download the EZ-GUI Logs Converter from Google play store:

No Comments

Contact
By ezio
May 19, 2016

Your Name (required)

Your Email (required)

Subject

Your Message

Send

No Comments