FPV Drone Obby: Pilot Guide

Everything in the game, every key, and every way to fly it. For setting up a radio on Windows, start with the one-page Quick Start at droneteleofpv.com/obby; this guide picks up from there.
Game: roblox.com/games/118449712855714

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Two ways to look something up. **"How do I...?"** starts from what you want to do and tells you the key. **"Keys in order"** starts from a key and tells you what it does. The rest of the guide describes the ways to fly and the parts of the game; the keys themselves are in those two tables, not repeated everywhere.

Four ways to fly

- **A radio** (an EdgeTX radio over USB). The real thing: the same sticks, switches and rates you fly your quad with. Setup is the Quick Start.
- **A gamepad** (Xbox, PlayStation, or anything Roblox sees as one). Press `M`.
- **A phone or tablet**: two thumb sticks on the screen. Chosen by itself on a touch-only device.
- **The mouse**, with no radio or pad at all. It has three modes: **Arcade Mode, no roll** (the one it starts in), **Arcade Mode, with roll**, and **Mouse Acro**. See Flying with the mouse.

Two crafts fly in the game: a **3-inch freestyle quad on 4S**, with physics fitted to blackbox logs from a real one, and a **5-inch freestyle quad on 6S**. Pick one on the first row of the tuning panel (`T`).

How do I...?

"Armed" means the motors are on and you are flying. "Disarmed" means you are sitting on a pad.

Getting started and taking off

I want to...	Do this
Take off with a radio	Throttle all the way down, then flip your arm switch. The top left shows **ARMED** in green. As on your quad, flipping it on with the throttle up won't arm even once the throttle comes down: turn the arm switch off, zero the throttle, then rearm. After `R`, flip the arm switch off and on again.

Flip back over when I land upside down	Turtle mode, as in Betaflight. On a radio: arm switch off, your turtle switch on (set it with `K`; SC high in the RadioMaster Pocket layout), arm, then push the stick the way you want to flip. As on your quad, it stays in turtle until you turn the turtle switch off, even right side up; then turn the arm switch off, zero the throttle and rearm to fly. On the keyboard: `F`, then `A`/`D` or `W`/`S`. It's a real flip: short bursts, like on your quad. Hold the stick too long and it goes right over onto its back again. Arcade Mode, gamepads and phones also turn you upright by themselves after 2 seconds.
Take off with a gamepad	Press `M` (or any D-pad button) to fly with the pad. Put the throttle stick near the middle and press **A**. **A** again disarms. **Y** turns self-leveling on and off, **B** restarts.
Take off with a phone or tablet	Touch **ARM**. Put a thumb down on each half of the screen to start a stick.
Change how I fly (radio, gamepad or mouse)	Your first visit asks, and the game remembers. To change it later, press `M`: each press is the next one, radio, then gamepad (when one is plugged in), then mouse.
Take off with the mouse	Arcade Modes: click, or press `W` or `Space`. The craft lifts off and rolls forward. Mouse Acro: roll the wheel all the way back (throttle at zero), click once to arm, then roll the wheel forward; halfway hovers. Right-click disarms.
Set up my radio (sticks, reversed channels, arm switch)	`K`. It opens by itself on your first visit: first the sticks, then your arm switch, then your other switches.
Use my radio's switches for game actions	`K`, the last part (on its first page, "Skip to the switches" goes straight there)
Switch between radio, gamepad and mouse (a radio or pad can stay plugged in)	`M`, once per step

Choosing where to fly

I want to...	Do this
Go to the practice park	`L`, then pick **Practice**. The same key picks the obby.
Pick the course size (Super Chill, Easy, Normal, Pro)	`Q`, while disarmed
Restart from the start pad	`R`
Go back to my last pad	`C`
Practice just this stage	`X`, disarmed and on a pad. No clock, and it never counts for the top 10.
Skip a stage I'm stuck on	`N`, after 5 misses on it (falling off, leaving the path, or skipping a move). That run won't count for the top 10.
Save a spawn point here, and come back to it	`5` saves it, `6` goes there. On a radio, set switches for them with `K` (SC low goes there in the RadioMaster Pocket layout). Not in the obby.
See the top 10	`I`
Show or hide the ghost line	`U`
Watch the course flown for me	`G`

Changing how I fly

I want to...	Do this
Go back to Arcade Mode, no roll	From Arcade Mode, with roll, press `8`. From Mouse Acro, press `9` to return to the Arcade Mode you came from.
Turn roll on or off in Arcade Mode (loops and flips)	`8`: Arcade Mode, no roll and Arcade Mode, with roll take turns
Fly Mouse Acro, the real quad	`9`. Press it again to return to the Arcade Mode you came from.
Make mouse up (or down) be nose up	`3` (every mouse mode; the Arcade Modes and Mouse Acro each remember their own). Saved. Arcade Modes start with mouse up = nose up; Mouse Acro starts with mouse back = nose up.
Roll the quad with the mouse	`A` and `D` (Arcade Mode, with roll and Mouse Acro)
Level the quad in a hurry	`X`, while armed
Hold my bank instead of rolling back to level	Hold `Shift` while you roll (Arcade Mode, with roll)
Change the Arcade Mode rates (Slow, Medium, Fast)	`2`
Change the craft, my Actual Rates or how it feels	`T`, the tuning panel
Fly my own Betaflight tune	`E`, then paste your `diff all`
Tilt the camera up or down	`]` or `Up arrow` or `Page Up` up, `[` or `Down arrow` or `Page Down` down, 5 degrees a press
Show my sticks on screen, or my path	`0` for the sticks, `J` for the path
Turn the mouse wheel the other way	`7` (a Mac with natural scrolling)
Free the cursor to click a button	`V`, and again to steer

Seeing and hearing

I want to...	Do this
Change the drone's sound	`Z`. The screen shows which one you're on.
Turn the motor sound off, or change its volume	`Y` off or on; `-` quieter, `=` louder
Turn the music off, or change its volume	`,` off or on; `;` quieter, `'` louder; `B` or `F4` switches the mood, Energetic or Chill
Turn every game sound off	`.`
Replay my last 30 seconds	`P`. Left and Right arrows pick the camera.
Save that replay as a video	Enter, while the replay is open

Help

I want to...	Do this
Know what a key does	Press `H` in the game for every key, or look it up in Keys in order. For example, `8` switches between Arcade Mode, no roll and Arcade Mode, with roll.
Fix a radio that won't connect	The Quick Start's "If something's wrong" table, at **droneteleofpv.com/obby**
Report a bug or an idea	See Help and feedback

Keys in order

Every key the game uses, 0 to 9 first, then A to Z, then the rest in this order: Space, Shift, Enter, Backspace, Delete, the arrow keys, Page Up, Page Down, then punctuation (comma, period, semicolon, apostrophe, minus, equals, the two square brackets). The bold words before a job say when it works. Mouse keys only do something when you're flying with the mouse. A radio's own buttons and switches are set up with `K`.

Key	What it does
`0`	Stick overlay on or off.
`1`	**Demo or replay playing:** Free camera on or off: drag to orbit the quad, the wheel zooms.
`2`	**Mouse modes:** Rates: Slow, Medium or Fast, for Arcade Mode and Mouse Acro. Saved.
`3`	**Mouse modes:** Flip the pitch. Arcade Modes start with push away for nose up (like a game); Mouse Acro starts with pull back for nose up (like a pitch stick). Saved.
`4`	**Demo or replay playing:** Pause or play it (the free camera stays free).
`5`	Save a spawn point where you are.
`6`	Go to the saved spawn point. Waits while you fly with the mouse.
`7`	**Mouse modes:** Turn the mouse wheel the other way (a Mac with natural scrolling). Saved.
`8`	Switch between Arcade Mode, no roll and Arcade Mode, with roll.
`9`	Mouse Acro on, a real quad: click arms, right-click disarms, the wheel is the throttle. Press again to return to the Arcade Mode you came from.
`A`	**Arcade Mode with roll, Mouse Acro:** Roll left (hold).
`B`	Music mood: Energetic, or Chill (slower songs that rotate). With Shift: the next song. On a Mac laptop, F4 is fn+F4. Also on F4.
`C`	Back to the last pad you reached.
`D`	**Arcade Mode with roll, Mouse Acro:** Roll right (hold).
`E`	Paste your Betaflight diff all and fly your own tune. Waits while you fly with the mouse.
`F`	**Upside down:** Turtle mode: flip yourself back over with A/D, W/S or the sticks. Press again to stop.
`G`	Watch a demo flight. Waits while you fly with the mouse.
`H`	Every key and what it does, in the game. Waits while you fly with the mouse.
`I`	Top 10 for your difficulty.
`J`	Trail recording on or off: ghosts of your quad, several a second, along your last 250 m, so you can see where you were and which way you pointed. Off leaves the trail there to look at, like lifting a pen. Only Shift+J wipes it.
`K`	Radio setup: which stick is which and reversed channels, then your arm switch, then your other switches. Waits while you fly with the mouse.
`L`	Pick a level: the Practice park or the obby.
`M`	Next way to fly: radio, then gamepad (when one is plugged in), then mouse, then radio again. Remembered.
`N`	**Obby, after 5 misses on one stage:** Skip that stage. The run won't count for the top 10.
`P`	Replay your last 30 seconds. Waits while you fly with the mouse.
`Q`	**Disarmed:** Pick your difficulty: Super Chill, Easy, Normal or Pro.

`R`	Restart from the start pad: a fresh run.
`S`	**Arcade Modes:** Brake: hold it (the right mouse button does the same). **Mouse Acro:** Disarms, like a right-click.
`T`	Tuning panel: craft, rates, feel, camera. Waits while you fly with the mouse.
`U`	Ghost line on or off.
`V`	**Mouse modes:** Free the cursor to click something without landing. Press again to steer.
`W`	**Arcade Modes:** Go: hold it (the left mouse button does the same). Disarmed, the first press starts the craft. **Mouse Acro:** Disarmed, arms (with the throttle at zero), like a click.
`X`	**Disarmed, obby, on a pad:** Practice this stage with no clock. **Armed, Arcade Mode with roll:** Snap the quad level. **Armed, Mouse Acro:** Bring the quad back level.
`Y`	Motor sound off or on.
`Z`	Change the drone's sound. The screen shows which one, like 3/13.
`Space`	**Disarmed, flying with the mouse:** Starts the craft. **Armed, Arcade Modes:** Kick: the gas pedal 18 mph further, for good.
`Shift`	**Arcade Mode with roll:** Hold it while you roll and the bank stays when you let go of the roll key. **Mouse Acro:** Hold it while you roll for a roll at half speed. **Tuning panel open:** With Left or Right, change a row five steps at a time.
`Enter`	**Replay open:** Save the clip as a Roblox video.
`Backspace`	**Tuning panel open:** Put the highlighted row back.
`Delete`	**Tuning panel open:** Put every row back.
`Up arrow`	Camera angle up 5 degrees. The Arcade Modes keep their own angle. Also on], Page Up. **Tuning panel open:** Pick the row above.
`Down arrow`	Camera angle down 5 degrees. The Arcade Modes keep their own angle. Also on [, Page Down. **Tuning panel open:** Pick the row below.
`Left arrow`	**Replay open:** Previous camera. **Tuning panel open:** Lower the highlighted row.
`Right arrow`	**Replay open:** Next camera. **Tuning panel open:** Raise the highlighted row.
`Page Up`	Camera angle up 5 degrees. The Arcade Modes keep their own angle. Also on], Up arrow.
`Page Down`	Camera angle down 5 degrees. The Arcade Modes keep their own angle. Also on [, Down arrow.
`,`	Music off or on.
`.`	All game sounds off or on.
`;`	Music quieter.
`'`	Music louder.
`-`	Motor sound quieter.
`=`	Motor sound louder.

`[`	Camera angle down 5 degrees. The Arcade Modes keep their own angle. Also on Down arrow, Page Down.
`]`	Camera angle up 5 degrees. The Arcade Modes keep their own angle. Also on Up arrow, Page Up.
`\`	**The City (free flight):** Noclip on or off: fly through the buildings. The ground and streets stay solid.
`F4`	Music mood: Energetic, or Chill (slower songs that rotate). With Shift: the next song. On a Mac laptop, F4 is fn+F4. Also on B.

Keys that change when you arm

Once you arm, you're flying, so two keys switch to flying jobs. Every way of disarming (your own switch or click, `R`, `L`, a replay, turtle mode) switches them straight back.

Key	Disarmed	Armed
`Space`	Starts the craft (mouse)	Kick: the pedal 18 mph further (Arcade Modes)
`X`	Practice this obby stage, from its pad	Arcade Mode, with roll: snap the quad level. Mouse Acro: bring it back level. Never practice while armed.

Keys that wait while you fly with the mouse: `P`, `G`, `6`, `E`, `K`, `H`, `T`. A stray press mid-flight would end your run or cover the screen, so they work again once you're disarmed (your own disarm, or `R`). The sound keys, the ghost line, the overlay and trails work any time.

Flying with a radio

The real thing: your sticks and switches fly the quad through the same rates you use at home. How to start is in How do I...?.

- Nothing disarms you but your own arm switch: a hit, however hard, bounces you and you fly on, with the clock still running. Falling off or leaving the path puts you back on the last pad, still armed.
- Upside down? Turtle mode flips you back over: turtle switch on, arm, push the stick the way you want to go. Bind the turtle switch with `K` (SC high in the RadioMaster Pocket layout).
- Radio setup (`K`) finds which stick is which, so Mode 1 and TAER radios work too. Its last part, the radio switches, gives game actions to your switches. Nothing is bound until you choose: off, the RadioMaster Pocket layout, or your own ("click the action, then move the switch"). Switches only count once you've moved them.
- **Rates:** the game flies your rates as **Actual Rates** (center sensitivity, maximum rate and expo, in deg/s), set on the tuning panel (`T`). Or paste your own Betaflight tune (`E`, see Camera and your own tune): Betaflight rates are converted to the closest Actual Rates.

Gamepad

- Sticks are Mode 2: left stick throttle and yaw, right stick pitch and roll. The throttle is centered: push up to climb, down to sink.
- Self-leveling (**Y**) is on to start and you can turn it off. Taking off, landing and restarting are in How do I...?.

Phone and tablet

- Two floating thumb sticks, Mode 2: put a thumb down anywhere on its half of the screen and the stick starts there.
- Buttons: **ARM**, **LEVEL** (self-leveling on or off), **LAST PAD**, **MENU** (next level and the other choices), and **SKIP** when the obby offers a stage skip.

Flying with the mouse

With no radio or pad, the mouse flies, and it has three modes. They are meant as steps: the first is for friends who don't fly FPV, the last is the real thing. Each key that goes with them is in How do I...? and Keys in order; the sections below say what each mode feels like.

Mode	What it is	To switch to it
Arcade Mode, no roll	Aim and go, like an arcade car. The mouse starts here.	Where the mouse starts; `8` from Arcade Mode, with roll
Arcade Mode, with roll	The mouse is a stick; loops and flips are yours.	`8` from Arcade Mode, no roll
Mouse Acro	A real quad: throttle and gravity included.	`9`; again to come back

With a radio or pad plugged in, `M` steps to the mouse and on round to the radio again. Mouse runs have their own best times and their own top 10, apart from radio and pad runs.

Arcade Mode, no roll

The mouse moves an aim ring and the craft flies toward it. The speed works like a car's: it rolls forward at idle (18 mph) once you start, and a gas pedal sets how fast it goes.

- **The gas pedal is the mouse wheel.** One finger stroke is the whole pedal, from idle to top speed (87 mph on the 3-inch, 91 on the 5-inch), and it stays where you leave it.
- **Go** is the foot on the pedal; let go and the craft coasts gently back to idle, still steering. **Brake** is a hard stop that holds you still and brings the pedal down with the speed; let go and the craft creeps back up to idle. **Kick** pushes the pedal 18 mph further, for good.
- Each new press of go is "shifting into gear": the pedal lifts, so the craft never leaps forward when you click.
- Roll the wheel without holding go and you'll hear the motors rev: you're out of gear.
- An open menu (the course screen, the tuning panel, the Roblox menu) holds the craft still while you read.
- Nothing else slows you: no automatic slowdown in corners. Brake for the tight ones.
- To stop: restart (`R`), or switch to another mode.

Arcade Mode, with roll

The ring becomes a stick: its distance from the middle of the screen is how far the stick is pushed. Push the mouse away (up) for nose up and pull it back for nose down, as in a game (`3` flips that, and it's saved); left or right yaws, and roll with `A` and `D`. The craft turns freely, upside down included, so loops and flips are yours, and the speed controls are the same as in Arcade Mode, no roll. The stick eases back to the middle once the mouse has been still a moment, and a centered stick holds the attitude. You can switch modes any time, flying or not; switching back to no roll levels the craft out.

The roll comes back by itself, unless you hold Shift

- **Let go of the roll key** and the quad rolls back to level by itself, about the nose (wherever the nose points, it keeps pointing). 90 degrees comes back in about half a second on Medium rates (faster on Fast, slower on Slow), without swinging past level.
- **Hold** `Shift` while you roll, and when you let go of the roll key the bank **stays**, like holding your radio's sticks still. Let go of `Shift` and the quad rolls back to level.
- **Let go of the mouse** and it rolls back level too. Pitching and yawing together tips the quad over, as on a real one; once the mouse is still and the stick has eased back near the middle (a second or two), they level out.
- The roll only comes back once you let go, while the nose is within 45 degrees of level. A loop flown with the mouse moving stays a loop: the craft is not rolled upright at the top. Stop moving the mouse upside down at the top of a slow loop, though, and it will be.
- `X` snaps the quad level faster (90 degrees in under a fifth of a second), for "oh no" moments. The roll keys take the roll back from it.
- **To learn real roll**, fly with your left pinky holding `Shift` the whole time: the roll then never comes back by itself, and you hold every bank yourself. Let go of `Shift` only when you get in trouble. `X` is still there when you need it.

The camera starts level (0 degrees) in both Arcade Modes, since the craft points where it goes; the camera keys change it. That angle is separate from the craft's own camera, so changing it here doesn't change Mouse Acro or the radio.

Rates: Slow, Medium or Fast

`2` goes through three sets of Actual Rates. The roll speed and how fast the roll comes back change with them. Your pick is saved.

Rates	Center	Max	Expo	Roll (A/D)
Slow	84 deg/s	476 deg/s	0.6	210 deg/s
Medium (to start)	120 deg/s	680 deg/s	0.6	300 deg/s
Fast	162 deg/s	918 deg/s	0.6	405 deg/s

Mouse Acro

A real quad: the same physics as flying with a radio, so it falls if you don't hold it up, and it goes where the props push it. For the practice park more than the obby, until you're good at it. The mouse is the right stick, but pitch starts the pitch-stick way, unlike the Arcade Modes: pull back for nose up (`3` flips it), left and right yaw. To fly forward, tip the nose down and add throttle, as on a real quad.

- **Start and stop:** `9` switches to it and back to the Arcade Mode you came from. One click of the left button arms, and the right button disarms. As on a real quad, it only arms with the throttle at zero.
- **Throttle:** the mouse wheel is the throttle stick, and it stays where you leave it, armed or not. Halfway hovers. At zero the motors idle and the quad falls. If the wheel runs backwards (a Mac with natural scrolling), press `7`.
- **On a trackpad:** two-finger scroll is the wheel. While you scroll, the stick holds where you left it, and it comes back to life when you lift the second finger. On a Mac the scroll coasts on after you lift; to make the throttle stop the moment you lift, turn off **Use inertia when scrolling** (System Settings, Accessibility, Pointer Control, Trackpad Options).

- **Rates:** `2` picks Slow, Medium or Fast, the same sets as Arcade Mode, with roll. They set how fast the mouse turns the quad and how fast `A` and `D` roll (Medium: 300 degrees a second).
- **Rolling:** `A` and `D` roll at your rates' roll speed; with `Shift` held, at half of it. Let go and the roll stops right there: the craft keeps its bank, like a radio stick springing back to the middle. Nothing levels the quad by itself; `X` brings it back level when you want it.
- The stick view (`0`) comes on with Mouse Acro, so you can see what the sticks are doing. There's no ring in the middle of the screen in Mouse Acro.
- The camera uses the craft's own tilt, as with a radio: 25 degrees up on the 3-inch. A real quad flies fast with its nose down, so the camera looks up to see ahead; tip the nose down further to go faster.

The obby

- **Levels** (`L`): the Practice park (open space and pillars) and the obby. The obby is a course in the sky: gates in order, a power loop, a split-S and a tube to thread.
- **Difficulty** (`Q`, while disarmed): **Super Chill**, **Easy**, **Normal** or **Pro**. Each is a different size of the same course, with its own best times and top 10. Your first visit asks.
- **Crashes cost time, not your place:** bump into a pad, a building, a gate or anything else, however hard, and you bounce off and fly on, still armed, with the clock still running (upside down: turtle mode, `F`).
- **Pads:** each stage starts on a pad. Fall off, leave the path (the tube, or the box round a building) or skip a move (fly through a building without doing its loop or dive) and you're back on the last pad you reached; `C` takes you there any time.
- **Stuck?** After five misses on one stage (back to the pad five times), `N` skips it (that run won't count for the board).
- **Practice** (`X`, disarmed on a pad): fly one stage with no clock. Reaching the next stage ends it.
- **Ghost line** (`U`): the line through the next obstacles, on or off.
- **Top 10** (`I`) for your difficulty. A run counts only if it's clean: no skip, no practice, no respawn. `R` starts a fresh run.
- **Demo** (`G`): watch the course flown for you.

Replay and video clips

`P` plays back your last 30 seconds. Left and Right pick the camera (Auto, FPV, Chase, Lead, Side, Orbit, Tripod and Dronie), with your motors as you flew them. **Enter** saves the clip as a Roblox video capture.

Sound and music

Motor sound, music and the other game sounds each have their own off switch and volume; the keys are in How do I...? under Seeing and hearing. `Z` changes the drone's sound while you fly, so you can hear each one: 14 to pick from (FPV Quad, Jet fighter, Starship, Hover Pod, Buzz Pod, E-Prop, Warp Drive, Force Field, Mothership, Dropship, Stealth Jet, Pulse Drive, FPV Fan 2, No sound). The screen shows which one you're on, like "3/14". Your sound settings are saved.

Camera and your own tune

- **Camera angle:** `]` or `Up arrow` or `Page Up` up, `[` or `Down arrow` or `Page Down` down, 5 degrees at a time. On a radio, a switch can do it too (`K`). The tuning panel has the camera tilt and the field of view as

rows. Saved per craft. Arcade Mode (with or without roll) keeps its own angle, which starts at 0 every time you join.

- **Tuning panel** (`T`): pick the craft, then rates, motors, battery, drag, prop wash, camera and wind. Up and Down pick a row, Left and Right change it (with Shift, five steps), Backspace puts one back, Delete puts them all back. The craft keeps flying while it's open, so you feel each change.
- **Your own Betaflight tune** (`E`): paste your `diff all` from Betaflight Configurator and fly your rates and tune on the measured craft. Anything your diff leaves out stays at Betaflight's defaults.
- **Stick overlay** (`0`) shows your sticks on screen; **the trail** (`J`) drops ghosts of your quad along your last 50 m, so you can see where you were and which way you pointed; press it again to stop and look, Shift+`J` to wipe it.
- **Saved spawn:** `5` saves where you are, `6` goes back there, still armed if you were. Off in the obby.

Help and feedback

- **Setup problems with a radio:** the Quick Start's "If something's wrong" table, at **droneteleofpv.com/obby**.
- **Bugs, ideas, "it didn't work":** reply to the Discord post. Include the build label from the bottom-right corner of the screen, how you fly (radio, pad, touch or mouse) and what you saw.

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