

Functional system test

The functional system test verifies that the complete system is operating correctly.

All systems should be activated in the same way as they would be during a nominal operation, including GCS systems.

All potentially hazardous items (propellers, explosives, fuel, etc.) that are not required to verify system performance should be removed or secured.

This checklist may vary depending on the platform and systems installed, as it is only an example provided by Embention as an aid.

Therefore, each customer should have its own checklist.

"Sofware revision" checklist completed		
Ground systems revision		
Terminals (PCs, etc.)		
Graphic interfaces (<u>Veronte Ops</u> , etc.)		
Connections and wiring		
Antennas installed		
Physical interfaces (Stick, buttons, etc.)		
Communication systems revision		
Radiolink establishment		
Range and emitted power tests		
Diagnostic ports (USB, etc.)		
Caution: system calibrations should always be avoided. A sensor or actuator will only be calibrated during this test once an incorrect calibration has been checked and verified.		
Actuator systems revision		
Servos, motors, etc.		
Check the complete servo travel.		



For this test, the <u>1xVeronte PDI Calibration</u> software should be used		
Check calibration/rigging. For this test, the lxVeronte PDI Calibration software should be used		
Check directions and directions of rotation		
Verify absence of friction and vibration, continuous response		
Peripherals revision		
Connectivity		
Telemetry		
Sensors and estimators revision		
PFD (Attitude, IMU)		
Static pressure (Check reading with current atmospheric pressure)		
Dynamic pressure (Check anemometer)		
Yaw (Magnetometer)		
GPS coverage		
EKF (Estimate velocities, position, altitude)		
Manual and assisted modes review and test		
Verify stick connectivity and pilot inputs (Stick channels have correct values and direction)		
Verify activation of manual modes		
Verify controls in manual modes		
Verify manual procedures (Start up, arming, disarming, etc.)		