

Drone Networking and Specs Guide

Please collaborate with your school's IT department to ensure the following websites are unblocked. We recommend testing them well in advance of the season to confirm full functionality. Be sure to test multiplayer capabilities in VelociDrone, as some connectivity issues may arise when switching to multiplayer mode. By ensuring all machines and network settings are ready prior to the preseason, it allows for a seamless practice and competition experience for students. If you encounter any issues with network permissions or performance, work closely with your IT department to troubleshoot well ahead of scheduled practices.

- **Fenworks Website and Platform**
 - **Purpose:** Provides information about the season, with the platform hosting competition details and score submission for students.
 - **Website URL:** <https://fenworks.com/>
 - **Platform URL:** <https://app.fenworks.com>
- **YouTube**
 - **Purpose:** Fenworks has curated instructional videos for students, covering topics such as drone safety and simulator tutorials.
 - **URL:** <https://www.youtube.com/>
- **BetaFlight**
 - **Purpose:** This tool is used to reset drones or modify their settings via drone coding. It's an essential software program for troubleshooting drone functionality.
 - **URL:** <https://betaflight.com/>
 - **URL:** <https://github.com/betaflight/betaflight-configurator/releases>
- **VelociDrone**
 - **Purpose:** The simulator used by Fenworks for drone racing practice and competitions. Ensure that VelociDrone is not only downloaded but also has internet access to enable multiplayer functionality.
 - **URL:** <https://www.velocidrone.com/>

Hardware Specs for VelociDrone

Please ensure that the school computers meet or exceed the minimum specifications for running VelociDrone effectively. Below are the required and recommended specifications:

	Minimum Specifications	Recommended Specifications
Processor	1.7 GHZ	3.2 GHZ
Graphics Card	Intel HD 530	Nvidia GTX 1050ti
Main Memory	4 GB	8 GB
Disk	Installed - 37 GB (during install 55 GB)	
Windows Requirements	Windows 7, 8, 10 or 11 (64bit), DirectX 11 and Shader Model 5	
OSX Requirements	Metal and OpenGL (OSX High Sierra or later)	
Linux Requirements	OpenGL - Ubuntu or Mint recommended	