1. General Description

This Document contains the log data of a read out logfile. It shows what happened with the specified vbar unit during the latest time

Version of PC Software	**5.3.2b 31.12.2012**
Date	**Fri Mar 01 12:51:10 CET 2019**
Serial	**1410024772**
Prod Date	**26.11.2010 11:0**
Firmware	**5.3**
Patchlevel	**1**

2. Chronological List of Events

▷	0:16	Governor Sensor no Signal	The Sensor does not deliver a usable Signal. This happens if the Rotor does not move, or if the Sensor fails during flight.
▷	0:17	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:18	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:06	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
✔	0:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:06	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
✔	0:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	0:24	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
▷	0:25	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:26	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
▷	0:27	Bank 2 Loaded	Bank 2 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
▷	0:32	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
✔	0:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	1:32	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:32	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
⚠	3:31	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:32	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:33	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:34	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:35	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✔	3:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
⚠	3:47	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:48	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:49	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:50	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.

	Time	Message	Description
⚠	3:51	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:53	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:54	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:55	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:56	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	3:57	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	4:03	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	4:04	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	4:05	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✔	4:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
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✔	4:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	6:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	8:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	8:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	8:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	8:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
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✔	8:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	9:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	9:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	9:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
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✔	9:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	10:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	10:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	10:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
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✔	10:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	10:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	11:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
⚠	11:55	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:56	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✔	12:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:06	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
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✔	1:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	3:25	Governor ON	Governor switched to mode ON
✔	3:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:15	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:25	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:35	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:45	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:55	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	5:07	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
✔	5:17	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:27	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:37	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	5:47	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:57	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:07	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	6:10	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	6:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	6:24	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	6:34	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	6:41	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	6:43	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	6:53	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:03	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:12	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:22	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:32	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:41	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	7:43	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	7:51	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:00	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	8:03	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	8:04	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	8:05	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.

	Time	Message	Description
▷	8:10	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
✔	8:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	8:29	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:39	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:49	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	8:52	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	8:53	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	8:54	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	8:58	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:08	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:17	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:25	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	9:27	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
✔	9:37	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	9:47	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	9:55	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	10:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	10:09	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
✔	10:19	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	10:25	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	10:34	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
✔	10:44	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	10:54	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	11:04	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:14	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:24	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:34	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:06	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
✔	0:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	3:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	4:02	Governor ON	Governor switched to mode ON
✔	4:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:32	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	4:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:32	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	5:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:12	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:22	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:32	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:42	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	6:52	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:02	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	7:11	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	7:21	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	7:31	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	7:32	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	7:41	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.

▷	7:51	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:00	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:10	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:20	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:29	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
✔	8:39	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	8:49	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	8:58	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:08	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:17	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	9:27	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	9:28	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	9:29	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✖	9:37	Extreme Vibration Level	Vibrations are extreme. That means, that the measurement signal is much lower than the signal level of the vibrations. No usable flying is possible with this level. Everything has to be checked and extended tests are needed to isolate and eliminate the source of vibrations
⚠	9:38	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	9:39	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	9:40	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	9:46	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	9:56	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	10:00	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.

⚠	10:0 1	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	10:0 2	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	10:0 3	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	10:0 5	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	10:1 5	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	10:2 5	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	10:3 1	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	10:3 2	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	10:3 3	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	10:3 4	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	10:4 4	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
▷	10:4 6	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	10:5 1	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
▷	10:5 5	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
✔	11:0 5	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	11:0 7	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
✔	11:1 7	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:2 7	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	11:3 7	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
⚠	11:4 1	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:4 2	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.

⚠	11:43	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:45	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:47	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:48	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:49	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	11:50	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✔	12:00	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:10	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:30	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:40	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	12:50	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:00	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:10	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:30	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:40	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	13:50	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:00	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:10	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:30	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:40	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	14:50	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	15:0 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	15:1 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	15:2 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	15:2 3	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	15:2 7	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	15:2 8	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	15:3 2	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
✔	15:4 2	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	15:5 2	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	16:0 2	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	16:1 2	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	16:2 2	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	16:3 0	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	16:4 0	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	16:5 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	17:0 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	17:1 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	17:2 0	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	17:2 9	Bank 2 Loaded	Bank 2 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	17:3 9	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	17:4 7	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	17:5 2	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	17:5 3	Testmode Started	The testmode ist entered intentionally by the user with the command on a Controlpanel or any other control terminal. The Entering command is checksum tested, so it cannot happen accidentially. In Testmode the normal control loop algorithm is not running, so its important to leave the Testmode prior flight. Its only can happen to fly in testmode with bluetooth.
▷	17:5 5	Testmode Ended	Testmode has been switched off intentinally. Normal control loop is in action now
▷	17:5 7	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.

▷	17:58	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:06	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
✔	0:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:26	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:36	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:46	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:56	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:06	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	1:16	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	1:17	Governor ON	Governor switched to mode ON
✔	1:27	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	1:28	Bank 1 Loaded	Bank 1 was loaded from the non volatile memory. This can be triggered my manual bankswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel.
✔	1:38	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	1:45	Raised Vibration Level	There was detected a raised level of Vibration. Since the vibration detector has to decide which signal is vibration and chis is the intended measurement signal, this can happen sometimes on hard 3d moves. It shall not happen all the time. If this error is reported repedidtly very often, check the heli for vibration sources.
⚠	1:48	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	1:49	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
▷	1:52	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
⚠	1:55	High Vibration Level	The control loop suffers from a high vibration level, that starts to render the sensors blind. Save flying is possible, but the stability will be degraded. Additinally slow drifts that happen may be caused by vibrations.
✔	2:05	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
▷	2:14	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
✔	2:24	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:34	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:44	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	2:54	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.

✔	3:04	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	3:14	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:00	Coldstart	A Coldstart is done on the beginning of each switch on time. A Coldstart can happen only, if the VBar Units is disconnected from power for more than 5 Seconds.
✔	0:00	Reset Reason: Power On	This happens if power is applied to the VBar unit. Usually this is ok, but it shall never happen in operational mode. So if a reset happens during flight, this points to a power problem. During flight the power on reset results in a warmstart. If a coldstart happens during flight, the power loss was more than 5 Seconds
▷	0:00	Bank 0 Loaded	Bank 0 was loaded from the non volatile memory. This can be triggered my manual backswitch from the userinterface as well as in flight if bank switch is programmed to the aux channel. On Startup the Bank 0 is loaded by default.
▷	0:00	Governor Mode Stop	Governor switched to mode Stop, Servo to minimum
▷	0:05	Calibration Finished	At each Coldstart, the sensor and RC Values are calibrated to the actual seen values. If the calibration is finished, this message confirms the storage of data into the internal non volatile calibration memory
⚠	0:09	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
⚠	0:10	The Cyclic Ring is active	If the agility of a Heli is set to the possibilities of the mechanic and aerodynamic limits, this did not happen. However in 3D Flying the agility cannot set high enough to fullfill the pilots needs. So this limiter is in action dependant on the flwon actions. If it is active very often, there is a potential problem with the mechanics. Using lighter blades will help increasing the natural agility preventing hitting the cyclic ring all the time.
✔	0:20	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.
✔	0:30	Good Health Message (10sec)	This Message describes the good health state. That means, that the VBar unit does not see any error or Info Message in the last 10 Seconds.