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My Quad yaws and or banks near full throttle! Is that normal? What to do against that?

t Emmbe caused by off center CG, or unmatched motors, or quad not straight. All motor My Quad vaws and or parallel to each other! Is that normal? What against that?

Permanent link:

First of all files a bit different motors with his "problems" near full throttle. Silverwar all power available from the motors on full throttle (wirh stock settings), there is no spare throttle left for confections with stock settings), there is no spare throttle left for confections with stock settings. The all power available from the motors on full throttle (wirh stock settings), there is no spare throttle left for confections with stock settings and from the motors on full throttle (wirh stock settings), there is no spare throttle left for confections with stock settings and throttle.

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limit of integral term (abs)
const float integrallimit[PIDNUMBER] = { 0.8 , 0.8 , 0.4 };

The limit for roll and pitch is 0.8, and for yaw 0.4 in this case (defaults)

You could increase 0.4 in both places or reduce the other 2 axes limit, for example. sadly, this won't fix the unbalance, it will just transfer it to another axis, or make it less noticeable.

Just play with these values a bit and see what happens. Sometimes even reducing yaw limit (or one of the others) can help - a quad's behavior is not always logical...