QZ-BK 30

Red & Blue Warning Thrower

User Manual

V1.0 2023.03

1 Red&Blue Warning Thrower

1.1 Introduction

QZ-Bk30 Red and Blue Warning Throwers are special equipment for the M30. Its functions include red and blue flashing lights, one-stage thrower, lightweight design, quick loading mode, can cooperate with other equipment to complete complex tasks.

1.2 Technical Parameters

Items	Technical Parameters
Size	155mm*125mm*28mm(L*W*H)
Weight	180g
Mounting capacity	3kg （max)
Power	15w （max)
Lighting configuration	25W red blue burst flashing light 3 way
Connection control mode	PSDK/single button local mode
Applicable UAV	M30/M30T





Figure 1 Communication Box Component Diagram

1.3 Operation Instructions

1.3.1 Wiring Instructions

1) First, clip the bottom of Bk30 onto the base of the drone.



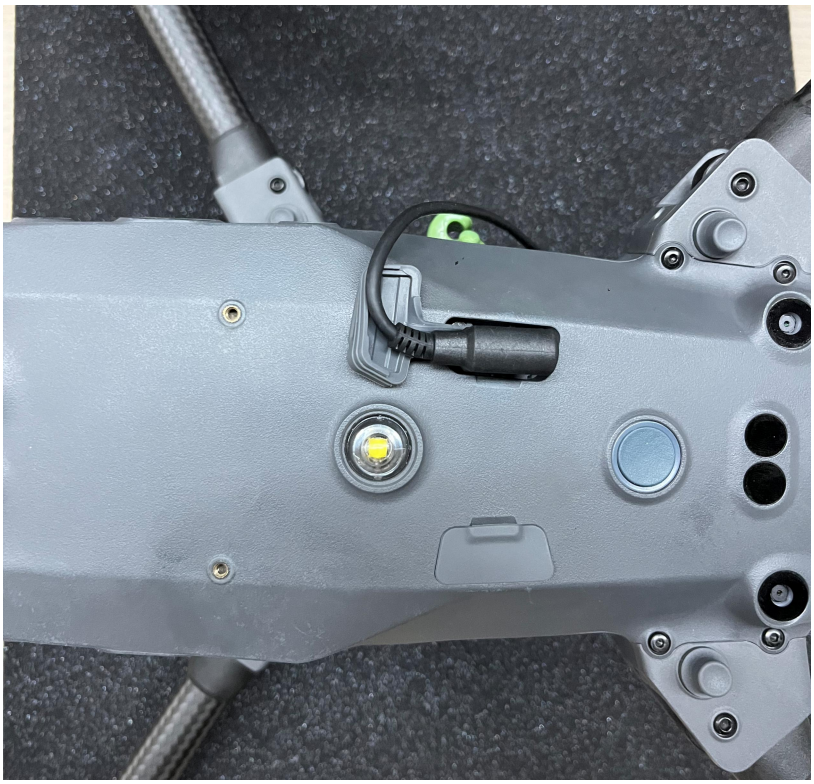
2) Press and hold the quick install button under Bk30,then stuck the base of the drone from the top down.



Quick install button

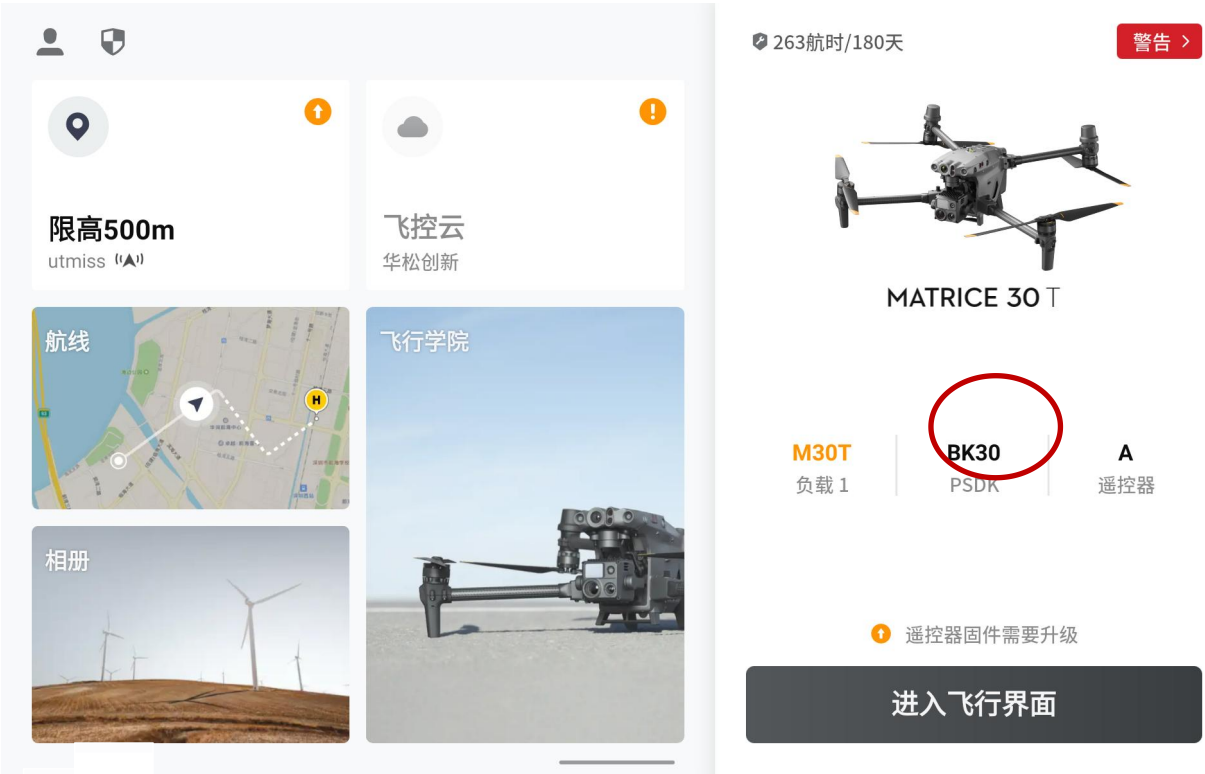


3）Finally, insert the PSD K cable into the PSDK socket of the drone.



1.3.2 Panel Description

After the pre takeoff inspection is completed, start the drone in the order of remote control-drone. If the aircraft system and thrower are working normally, the following icon will appear on the DJI Pilot2 main interface, indicating that the drone has correctly identified the thrower.



1.4 Throwing Operation

After being correctly recognized by the drone, the action of the thrower executes the hover button, which is suspended on the right side of the Pilot flight interface, as shown in the following figure.



The four hover buttons from top to bottom are: device version information viewing, throwing hook, and two red and blue warning lights. Click the "Device Version Information Viewing" button, and a device information window will pop up on the interface.

Click the "lock" button, the throwing hook will be released, and the mounted items will fall off. When the "black, white, red, and blue lights" button is clicked to activate, the icon will turn red and blue, and the red and blue warning lights will light up. After clicking to stop the action again, the button will return to gray.

