

X-SERIES

3D ROLL · 2.4G · 6-AXIS
6-Axis Gyro Quad-copter



INSTRUCTION MANUAL

Technical parameter of the model

Fuselage Length:90mm	Gross Weight:about 19.5g
Overall Height:30mm	Battery:Li-polymer 3.7V 180mAh
Main Rotor Diameter:36mm	Motor:Coreless Motor
Charging Time:about 30 minutes	

Product/spare parts included in this packaging

Description	QTY (pc)	Description	QTY (pc)	Description	QTY (pc)
Model	1	Spare Blades	4	Screwdriver	1
Remote control	1	Manual	1	USB charger	1

Introduction

- Multi-rotor design insures more stable and powerful performance and make all kinds of 3D action more easier.
- Innovative designs, easy of installation and convenient for maintenance.
- By using of the 2.4G auto connection technology, scores of copters can be played at the same time with high stability.
- Equipped with the newest 6-Axis Gyro control system, this model has the characteristics of stable flight and easy operation.
- Full charged battery can support 6 minutes steady flight.

Safety Guidelines

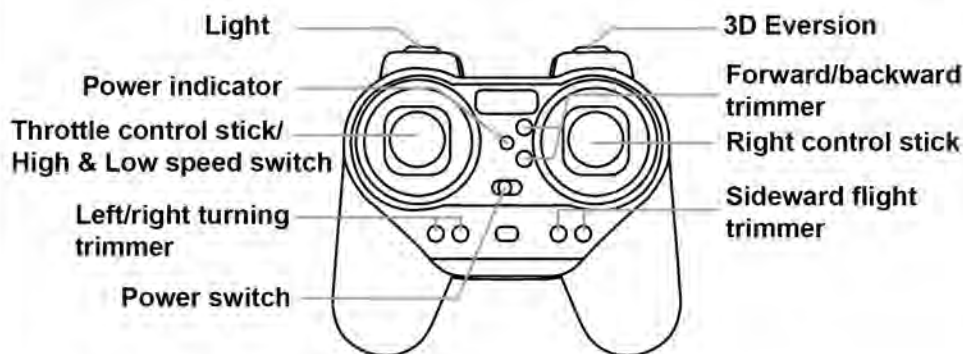
- This product is not a toy. It is not applicable for children who are under 14 years old.
- Please read this instruction manual carefully before playing and operate the product according to the manual.
- The users are in full charge of proper operating the model. The manufacturer and dealers disclaim all responsibility for the damage caused by misuse.
- Keep the small accessories away from the kids to avoid accident.
- Keep batteries away from fire or high temperature environment.
- When flying the model, keep it 1~2 meters away from user or others to avoid injury due to collision.
- Not to decompose or modify the product which may cause malfunction or accident.
- Fly the model within your eye vision for easy and safety control.
- Need adult supervision when this model is being played by children.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries with correct polarity.
- Non rechargeable batteries are not to be charged; the transmitter need 3XAAA batteries for work.
- Do not mix old and new batteries.

Remote controller

Main features of the remote controller

- Adopt microcomputer control remote controller system and 2.4G auto connection technology, scores of copters can be played at the same time without any interference.
- Control the function of upward,downward,forward,backward, leftward, rightward,turn left, turn right and 3D flips & roll of the copter.

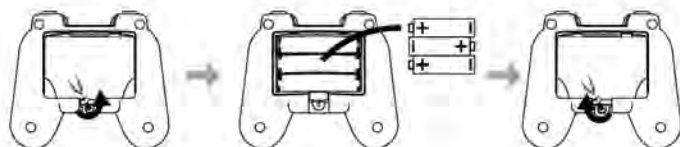
Sketch and function switches of the remote controller



No.	Function switch	Function description
1	Light	This is the light switch of the model. Press it once to turn on the light and press it once again to turn off the light.
2	Power indicator	The indicator light keeps blinking slowly; the transmitter is not activated. The indicator light keeps flashing rapidly: the transmitter is sending out connectional signal to the model. The indicator light keeps on without blinking: the transmitter is ready for controlling the flight.
3	Throttle control stick/High & Low speed switch	Upward/downward, Turn left/turn right. This is the speed toggle switch of the remote control. L is low speed; H is high speed.
4	Left/right turning trimmer	Leftward/rightward fine tuning
5	Power switch	It controls the power source of the transmitter. Slide the power switch to the "ON" position, the transmitter is powered on; slide the power switch to the "OFF" position, the transmitter is powered off.
6	3D Eversion	When the model is flying, press the 3D eversion button and push the right control stick to the top/bottom/left-most/right-most at the same time, the model will roll forward/backward/leftward/rightward accordingly.

No.	Function switch	Function description
7	Forward/backward trimmer	When the model keeps flying backward, press the upper button until it gains balance. When the model keeps flying forward, press the lower button until it gains balance.
8	Right control stick	Forward/backward, leftward/rightward.
9	Sideward flight trimmer	When the model keeps flying inclined leftward, press the right button until it gains balance. When the model keeps flying inclined rightward, press the left button until it gains balance.

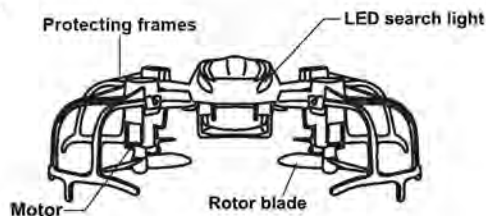
How to install the battery of remote controller



How to remove and insert batteries.

1. Unscrew counter clockwise to open the battery compartment cover.
2. Install 3 X AAA batteries into the battery compartment according to the given polarity.
3. Screw clockwise to close the battery compartment.

The model



How to charge the model

Unplug the battery cable from the power wire plug and take out the battery. Insert the USB charger into the USB interface of the computer; connect the battery cable with the USB wire plug. The indicator light of the USB will be off when charging is proceeding; once the battery is full charged, the indicator light turns red. Full charging takes about 30 minutes.

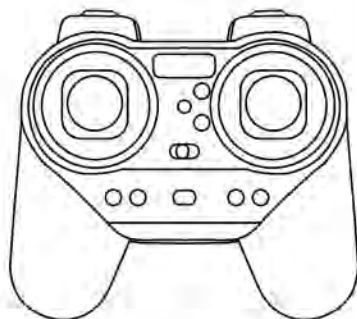


NOTE: Battery should be full charged before storing.

Preparation for flight

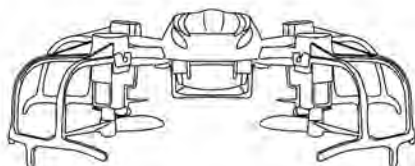
The remote control

- Recheck the playground; be sure that it is free from crowd, animals and other barrier.
- Slide down the throttle control stick to the bottom.
- Turn on the remote controller and the power light will blink slowly. Then slide the throttle control stick up to the top; the power light blinks at a higher speed; return the throttle control stick to the bottom; there will be a beep sound heard and the power light keeps flashing which means that the remote controller is sending out connectional signal. It will take about 10 seconds to finish the signal connection process. Once signal connection is completed, the power light will stay "on" without blinking and the remote controller is set for flight.



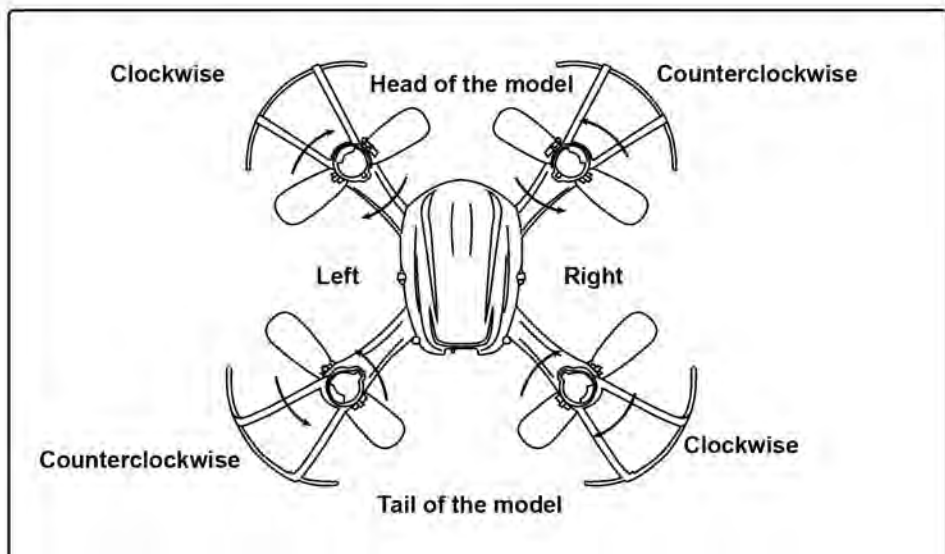
The model

- Make sure that the battery (at the bottom of the model) is well installed and connected with power wire of model. The model is OFF.
- Turn on the model; the flash light will keep flashing quickly, the gyro of the model will be in signal detecting condition. Set the model to flat surface, about 4 seconds later, the flash light will keep constant "ON". It means that signal connection is finished and the model is ready for flight.



- To ensure steady flight, please set the value of the Trimmer to the midpoint.
- Push up the throttle stick slowly and the model takes off.

- To ensure steady flight, please set the value of the Trimmer to the midpoint.
- Push up the throttle stick slowly and the model takes off.
- To avoid any misunderstanding, we have defined the orientation of the model as follows: The model is set to be copter nose right ahead and tail facing the player. The copter nose direction is named as “forward”, the tail direction is named as “backward”. The copter flies up to the sky is named as “upward”; the copter flies down to the ground is named as “downward”. Player’s left side is named as “left”, player’s right side is named as “right”. All the directions we are talking about in this manual are subject to the definition above.



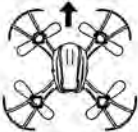
- The orange lights are at the front of the model;
- When the model is on, checking the rotation direction of the rotor blades; the front-left and right-back rotor blades should be rotating in clockwise direction; the right-front and left-back rotor blades should be rotating in counter-clockwise direction.
- If the model keeps flying to one side, it can be corrected by adjusting the trimmer on the remote control.

Remarks:

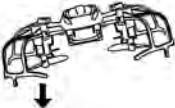
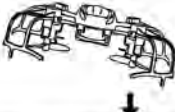
- Signal connection between the model and the remote control is required for the first use.
- Set the connection one by one to avoid signal connection error.
- To better protect the battery, please unplug the battery cable from the power wire after the use.

Trimmer Functions

1. If the model keeps moving forward/backward even there is no control signal given, users may adjust forward/backward trimmer to keep the model balanced.

	If the model keeps moving forward, press the lower button of the trimmer until it gains balance.
	If the model keeps moving backward, press the upper button of the trimmer until it gains balance.

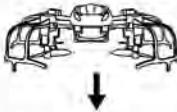
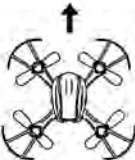
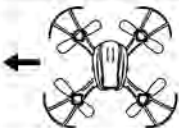
2. If the model keeps moving leftward/rightward even there is no control signal given, users may adjust the leftward/rightward trimmer to keep the model balanced.

	If the model keeps moving leftward, press the right button of the leftward/rightward trimmer until it gains balance.
	If the model keeps moving rightward, press the left button of the leftward/rightward trimmer until it gains balance.

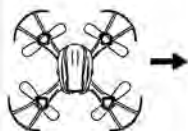
3. If the model keeps spinning even there is no control signal given, users may adjust the turn left/turn right trimmer to keep the model balanced.

	If the model keeps spinning counterclockwise in the air, press the right button of the turn left/turn right trimmer until it gains balance.
	If the model keeps spinning clockwise in the air, press the left button of the turn left/turn right trimmer until it gains balance.

Operating

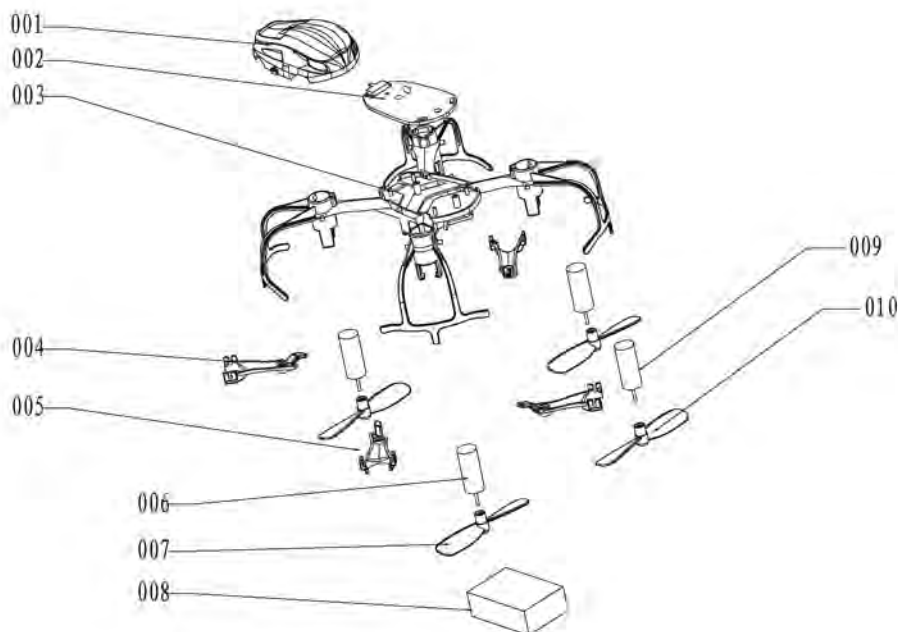
Upward		Push up the throttle control stick, the rotation speeds of the mains rotors are increasing and the model ascends accordingly.
Downward		Push down the throttle control stick, the rotation speeds of the mains rotors are decreasing and the model descends accordingly.
Turn left		Turn the left/right turning control stick to the left, the model will turn left.
Turn right		Turn the left/right turning control stick to the right, the model will turn right.
Forward		When the model is flying, push up the forward/backward control stick, the model will move forward.
Backward		When the model is flying, push down the forward/backward control stick, the model will move backward.
Leftward flight		Turn the sideward flight control stick to the left side, the model will fly leftward.

**Rightward
flight**



**Turn the sideward flight
control stick to the right
side,the model will fly
fightward.**

Breakdown&Diagram



Part No.	Part Name	QTY(pcs)	Part No.	Part Name	QTY(pcs)	Part No.	Part Name	QTY(pcs)
001	cabinet	1	002	PCB	1	003	main frame	1
004	light cover(left)	2	005	light cover(right)	2	006	clockwise motor	2
007	clockwise blade	2	008	battery	1	009	counter-clockwise motor	2
010	counter-clockwise blade	2						

Trouble shooting

	phenomenon	reason	solution
1	The lights are flashing quickly.	Gyro of the model is signal detecting condition.	Set the model to any flat surface.
2	The lights are flashing on twice and flashing off once.	The model is not received the signal from the remote control or signal connection is interrupted.	For absence of signal, activate the remote control for the signal connection. For signal interruption, turn off the remote control and turn it on again.
3	The lights are flashing on and off.	The model is underpowered.	Charge the battery or change another full charged battery.
4	The model is shaking fiercely.	The rotor blade is out of shape.	Change the rotor blades.

- a) Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- b) Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

