

Land Air RC

Working Instructions for Engineering Model

PREPARATIONS

Before start playing, please make sure you have:

- 1) 1.5V AAA x 6 alkaline batteries for TX
- 2) 9.6V (1.2V x 8 AA) 700mAh NiCd or higher (say, 1300mAh NiMH) rechargeable battery pack
- 3) AC Charger for 9.6V rechargeable battery

IMPORTANT NOTES

VEHICLE

A battery pack is located under the vehicle. This is to provide power to vehicle as well as charging up the airplane.

Fully charged 9.6V battery pack should be installed in this unit before playing.

Switch to "OFF" to power off the vehicle.

At "OFF" position, the battery pack functions as a charger for the plane.

Switch to "ON" to power on the vehicle.

The plane is not able to charge under this mode.

Please remember to switch the vehicle to "OFF" after playing.

Charging up the 9.6 battery pack

Unlock and take out the charging unit.

Unscrew and take out the battery pack to connect to a 9.6V AC adaptor to charge.

Connect and put back the battery pack into the charging unit.

Screw the battery door, with the hose putting into the hose chamber, and then lock the charging unit under the vehicle.

Charging up the Airplane

Open the side door on the top housing, take out the charging thread and connect to the airplane to charge. A red LED will flash until end of charging.

The charging process will take 3 to 4 minutes.

Disconnect the thread, put back into the vehicle and close the side door after charging.

Remember to turn on the airplane before launching.

AIRPLANE

The plane can only be charged at the switch off position.

Remember to switch off the plane after use.

CONTROLLER (TX)

"BOOST" button is located at the top left corner.

The lower middle LEVER button, "L -A" is the toggle for launching plane.

To launch the plane from the vehicle, switch to "L" mode before turning on the controller.

Remember to switch off the TX after use.

WORKING MODEL INSTRUCTION

- 1) Find an **open area** with a **plain road**. Make sure you have a runway of length 30 to 50m.
- 2) To install the Airplane on the Vehicle-top launching cradle, push down the side lever at the vehicle top front to unlock the clamp.
- 3) Position the airplane in the cradle until the tail of airplane touch the location pin at the rear of the vehicle.
- 4) Press slightly on top of the plane where the battery locates to hold the middle of fuselage.
- 5) Pull up the side lever to lock the plane.
- 6) Check and ensure the plane is locked properly.
- 7) Remember to get the plane fully charged every time before launching.
- 8) Make sure the controller is in parked to **L** (land)
- 9) Be sure both airplane and vehicle is power on before launching.
- 10) Press the BOOST button and control the vehicle to run in a **straight path and against slight head wind or no wind**.
- 11) Park the controller from **L** to **A** (air) mode. The plane will take off in two seconds.
- 12) It would proper steer automatically to left or right as there is a head wind.
- 13) Control the plane after 2 to 3 seconds after leaving the vehicle.
- 14) Push the joystick on the left to increase the speed and climb up
- 15) Push down the joystick on the left to decrease the speed and climb down.
- 16) Steer the plane using the joystick on the right.
- 17) Steer the plane to fly with full speed against the head wind to climb up efficiently.
- 18) **Please do not hold the steering joystick all the time, otherwise the plane will fly in a spiral in path and finally lose speed and fall down suddenly.**
- 19) Depending on your navigation technique, the flight time is up to 2 - 3 minutes, so remember to land well before the limit is reached.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions : (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.