

R/C SINGLE WINGTM Plane

ENGLISH 1
EI-1463
Instruction Manual

Key Features:

- Digital Proportional
- Strong Foam Body
- No Assembly Required

 **WARNING:**
CHOKING HAZARD – Small parts.
Not for Children under 3 years.

 Do not touch the running propeller!
Do not play above someone's head!
Adult supervision is required!

Safety Precautions:

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.

- Keep hands, hair and loose clothing away from the propeller when power switch is turned ON.
- Turn off transmitter and Plane when not in use.
- Remove battery from transmitter when not in use.
- Parental guidance is recommended for the flight.
- Keep your plane in your sight so that you can supervise it all the time.
- New and alkaline batteries are recommended for use in transmitter to obtain best and maximum performance.
- You are advised to replace with new batteries as soon as the function becomes impaired.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the instruction manual while operation the product.
- Your Transmitter charger is tailor-made for the rechargeable battery used in plane. Do not use it to charge any battery other than that in the plane.

FCC Statements

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.

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.

Battery Cautions:

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (Transmitter only).
- Rechargeable batteries are only to be charged by an adult
- Different types of batteries or new and used batteries are not to be mixed (Transmitter only).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy (Transmitter only).
- The supply terminals are not to be short-circuited.

Special Note to Adults:

- Regularly examine for damage to the plug, enclosure and other parts. In the event of any damage, the toy must not be used with the transmitter charger until the damage has been repaired.
- This toy is not intended for children under 3 years old.
- This toy must only be used with the recommended charger.
- Do not try to charge other batteries with transmitter Charger.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time. (For transmitter only)
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

Note:

- Parental guidance is recommended when installing or replacing batteries.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

Battery requirement for Plane:

Power Supply : ===
Rating : DC 3.6 V, 3.8 W
 Batteries : 3.6 V Ni-MH Rechargeable Battery Pack
Requires : 3.6 V Ni-MH Rechargeable Battery Pack (included)

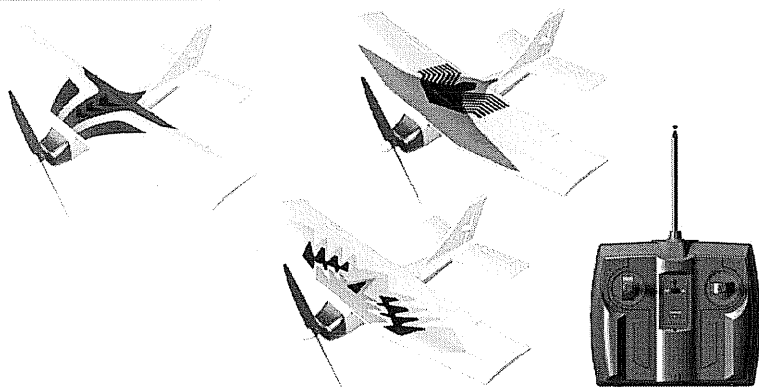
Battery requirement for Transmitter:

Power Supply : ===
Rating : DC 9 V, 3.6 W
 Batteries : 6 x 1.5 V "AA"/LR6/AM3
 Requires 6 x 1.5 V "AA" size batteries (not included)

Silverlit[®]

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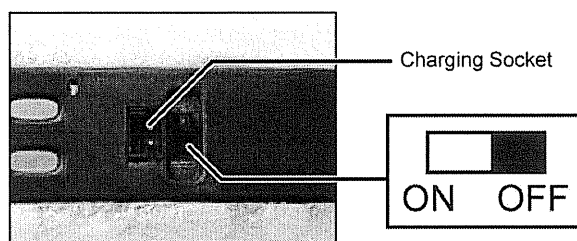
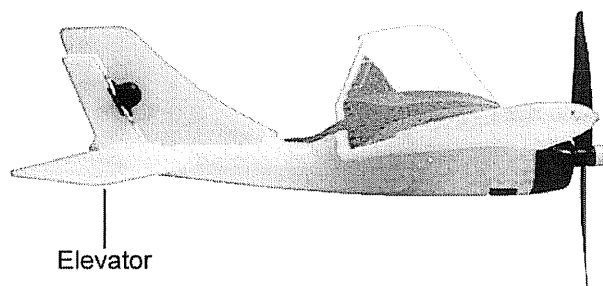
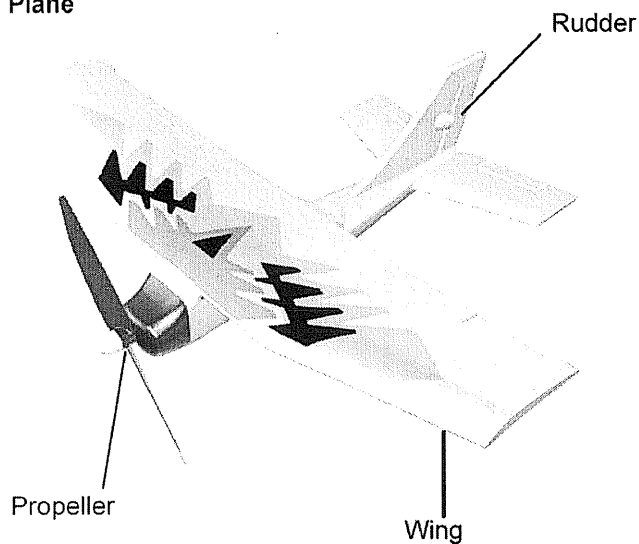
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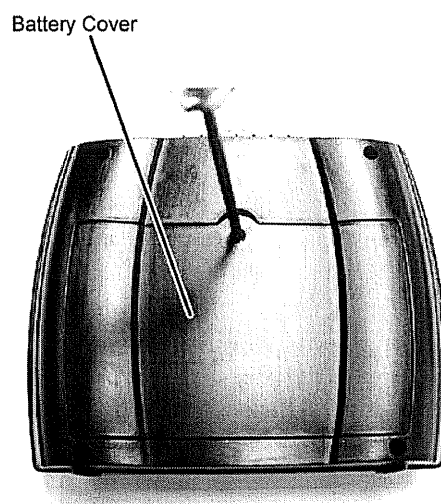
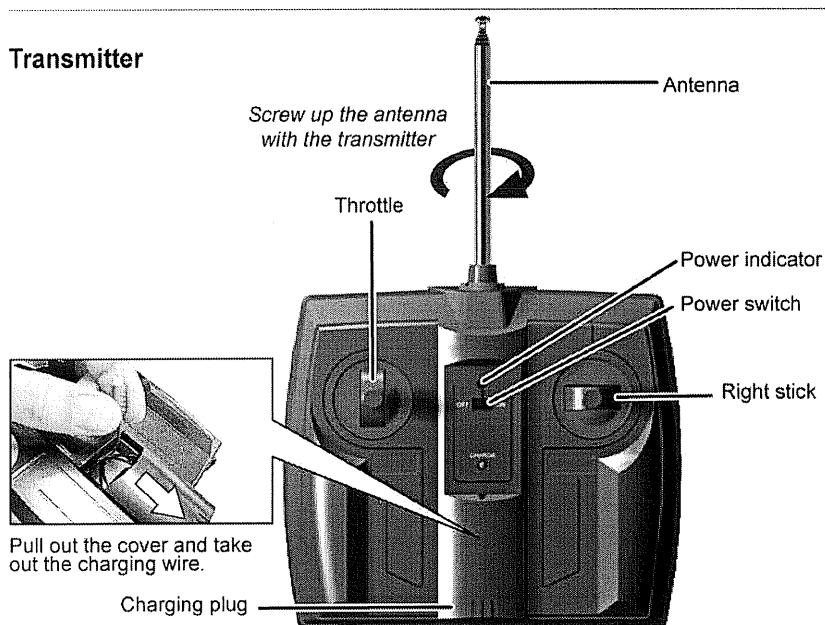
1. Plane		1 PC
2. transmitter		1 PC
3. Antenna		1 PC
4. Instruction Manual		1 PC

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Plane



Transmitter

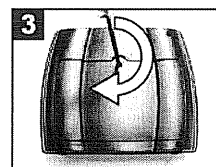
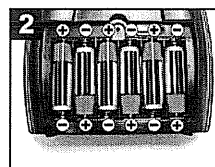
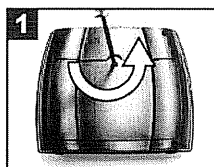


Flying Preparation:

Battery Installation - Transmitter

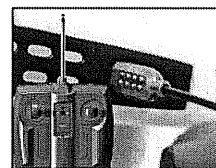
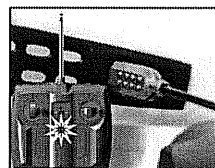
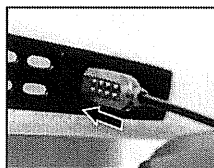
Make sure the power switch is on "OFF" position.

1. Use screwdriver to loosen to screws on the battery case in anti-clockwise.(pic.1)
2. Put 6 AA size batteries in the battery compartment as per the polarity shown inside.(pic.2)
3. Tighten the screw in clockwise.(pic.3)



Battery Charging:

Turn off the Plane and transmitter, put the plug in the socket on plane, then turn on the power switch of transmitter. The green LED will light up when the plane is being charged. The green LED will turn off when the battery is fully charged. It may take up to 15 minutes to fully charge the battery and a fully charged battery can serve up to 2 minutes flight. The charging times may vary as to the battery status because your charger has intelligent charging control.

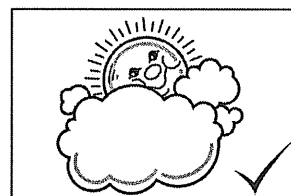
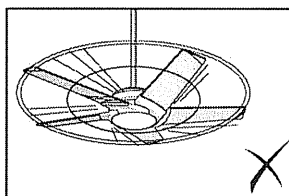


The green LED will light up when the plane is being charged.

The green LED will turn off when the battery is fully charged.

Playground and Weather selection:

- In house: You can play it anytime, be sure to let your Plane away from electric fan, air-conditioner.
- Outdoor: It's better in a sunny day, and in calm wind or slight breeze (Esp. no more than Beaufort scale 1 - light air [smoke can float but leaf can't move].)
Precaution: Because of its light weight, it may be blown away under strong wind.
- We suggest you can play it on grass to protect your plane when it impacts on ground.
- Do not play your plane when it is raining, snowing, or near high power cable.



Flying your Plane

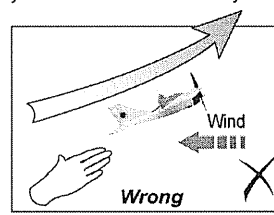
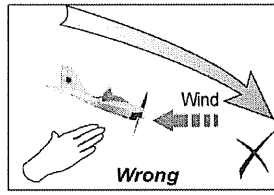
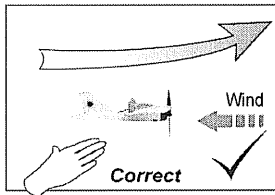
1. Set the ON/OFF switch on Plane to ON. BE SURE THE TRANSMITTER IS "OFF" when turn on the Plane.
2. Screw in the antenna on transmitter.
3. Set the left lever on transmitter to MINIMUM throttle, then set it to ON.
4. Push up the throttle to the top driver the plane and throw the plane out to its flying trend.
5. When your plane fly stable, you can move the right lever to control the plane turn counter clockwise and clockwise.
6. The table will give you a rough idea of the relation between transmitter operating and the plane response.
7. Landing: turn your plane facing the wind, then throttle down.

Left Lever	Right Lever	Action
		Take off and Go up
		Go down and land
Stability of fly		Turn counter clockwise
Stability of fly		Turn clockwise

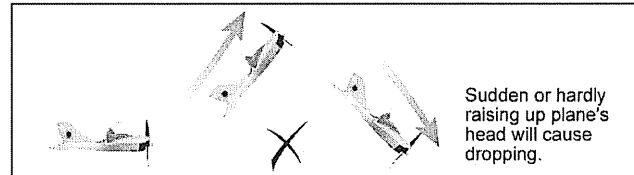
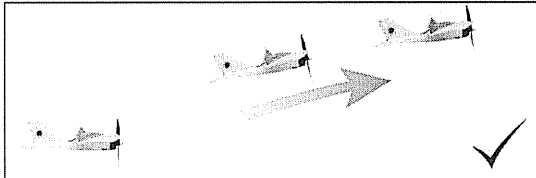
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Flying Tip

1. Be sure to let the plane face to the wind when you throw it. Also it is important that you should throw it horizontally.



2. Set the right lever in its neutral position, then push the throttle to MAXIMUM to drive the plane and hand throw the plane out for flight.



- a) The correct flight pattern would be:

- b) If the plane raises its nose very quickly, it may fly near stalling speed and fall down.
You should pull the left lever down (throttle down) to let it fly in horizontally.

3. When your plane can fly steadily, you can move the right lever to left or right so that it can turn to left or right. You may need to strike but not hold the right lever for easy adjustment.

The "turning" function depends on the rudder turning left and right, please note that if the plane response slowly to your command, you should throttle up for better performance.

Trouble Shooting

Symptom	Cause	Correction
Propeller can't move	- ON/OFF Switch is OFF. - Weak Battery.	- Set switch to ON. - Re-charge the battery pack.
R/C Plane turns around and descends after taking off	- Rudder is not in neutral position.	- Stroke the right lever in the opposite direction.
Can't take off or drop down at flight	- Plane doesn't run to the wind before taking off. - Weak power. - Flying at the wrong elevator angle or speed.	- Let the plane run to the wind before taking off. - Re-charge the battery pack. - Play for more skills, such as tune the Throttle Trimmer for precise power control or stroke (not hold) the left control lever on transmitter.
Drop down at the climbing state or before take off	- Weak power.	- Recharge the plane.
R/C Plane does not react, or react poorly to operation by transmitter.	- High-frequency interference occurred near to high-voltage lines, transformers and some types of building.	- Avoid these if possible, or choose another place to operate the R/C Plane.
Loss of control.	- Another radio control R/C Plane using the same frequency and channel is operated near your R/C Plane. - Out of the control range of distance.	- Move to another place where without radio frequency interference from another device. - Ensure the antenna is fully extended. The R/C Plane fly up to 50 meters in open space.