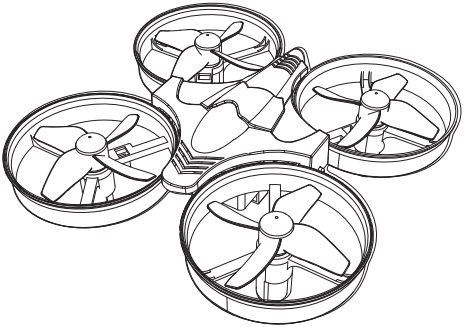
WECAN®

Forever Dream Forever Wecoan

8+
AGES

INSTRUCTION MANUAL



Model:SG-F8

Please read the instruction manual carefully before using and keep for future reference.

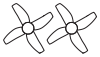
1. INCLUDED PARTS

1* Quadcopter

1*Transmitter

1* Instruction Manual

1* USB Charging wires



4*Blade

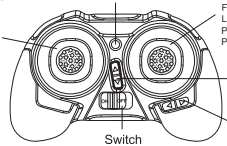
1*Battery

1*Screw driver

2. TRANSMITTER

2.1 Instruction of Transmitter :

Up/down, turn left/right. Boot default slow-speed mode, press enter into high-speed mode, then press again to enter into headless mode. Press once again to exit headless mode and enter into slow speed mode



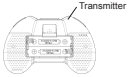
Forward/ backward, Lean left/ right. Press quickly for 360-degree flip. Press longer for auto return

Forward/ backward trimming

Left/right sideways trimming

2.2 Install Batteries:

open the battery cover



Use 2 AAA batteries and insert batteries as per the correct polarities (DO NOT mix batteries of different sizes). Do not mix old and new batteries. Do not mix alkaline, standard(carbon-zinc), or re-chargeable batteries.

FORBIDDEN

Under no circumstance should you disassemble battery cover

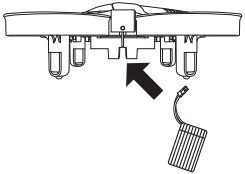
3. CHARGING LI-PO

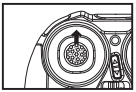
First, connect the battery plug to the matching input on the computer (includes USB charger) and then connect the USB charge to a USB power source. When battery is charging, LED light is on When fully charged, LED light is off. Charging time is about 50-60 minutes. Flight time is around 5 minutes. Do not leave charging battery unattended.

4. OPERATION INSTRUCTIONS

4.1 POWER & MATCH

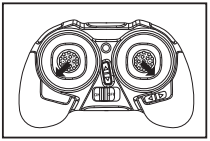
4.1.1 :① Insert the battery into the battery compartment of the quadcopter, connect the battery plug into quadcopter input (the indicator will flash). Put the quadcopter on a flat surface.
② Press the ON/OFF button of the transmitter and you will hear one 'beep' sound. Push the throttle stick to the highest position and then pull it back to the lowest position until you hear one 'beep' sound again. This time the power indicator of the transmitter and the LED light of the quadcopter will stay on. The quadcopter and the transmitter are now paired.





4.1.2 After pair connection is done with quadcopter : push upward of the throttle stick to start the quadcopter.

4.2 Gyroscope calibration: When pairing connection is finished, put the quadcopter on a flat surface and pull the throttle stick to the left lowest position point and then towards the right button to calibrate the gyroscope. If two LED lights flash, it means the gyroscope is returning and scanning for position. If the LED light stops flashing, it means the calibration is successful. (Refer to the picture on the right).

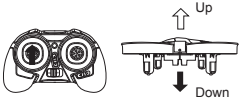


Note : Before flying, the quadcopter should be placed on a flat surface to calibrate to ensure stable flying. If the quadcopter flies off track, you can adjust with the remote.

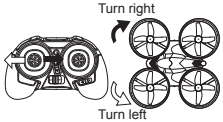
5. OPERATING AND CONTROL

5.1 Operation

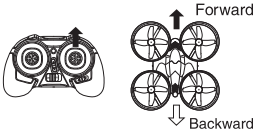
It may take some time to learn how to operate this quadcopter. If the quadcopter is flying low, gently push the left control stick to adjust the flying height. DO NOT push the stick too hard.



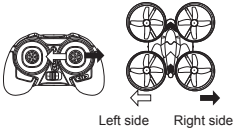
Push the left control stick up or down, the quadcopter will up or down accordingly.



Push the left control stick turn left or turn right, the quadcopter will turn left or turn right accordingly.



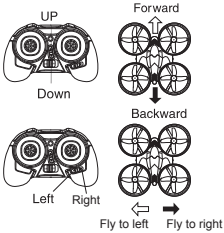
Push the right control stick forward or backward, the quadcopter will go forward or backward accordingly.



Push the right control stick to the left side or right side and the quadcopter will go left or right accordingly.

5.2 Trimming :

Slowly push upwards on the throttle stick. If the quadcopter is leaving the ground and keeps going in a different direction, please use the trimming key to trim it to fly in a level state.
1. When the Drone flies forward or backward, you can adjust by pressing the FRONT / BACK trimming buttons. Note: If Drone flies forward, you must press the Back button and if Drone flies backward, you must press the Front button.
2. When the quadcopter flies left or right during flight, you can adjust by pressing the TURN LEFT/ RIGHT trimming buttons on the remote. Note : If the quadcopter flies to the right, you must press the LEFT TURN button and if the quadcopter flies to the left, you must press the RIGHT TURN button.

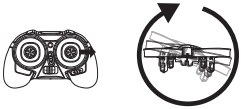


6. 360-degree flips:

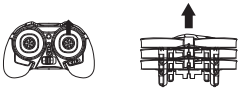
Press the flip button on light control stick and transmitter will 'beep' indicating the go ahead to enter flip mode.
Flips are now possible.
In order to get good flipping performance. It is recommended to keep 1.5m (4.9 ft.) of altitude between the quadcopter and the ground.
It will make flipping easlier during ascending as altitude will be lost during flips.

6.1 Left 360-degree flips：
First press the flip button to enter flip mode. Push left and the quadcopter will flip left.

6.2 Right 360-degree flips:
First press the flip button to enter flip mode. Push right and the quadcopter will flip right.



6.3 Forward 360-degree flips:
First press the flip button to enter flip mode. Push forward and the quadcopter will flip forward.

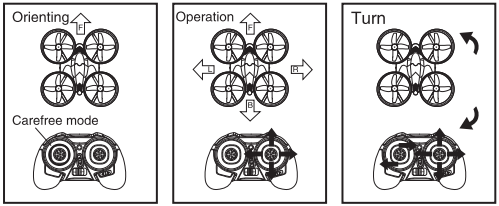


6.4 Backward 360-degree flips：
First press the flip button to enter flip mode. Push backward and the quadcopter will flip backward.

7. HEADLESS MODE

7.1 Headless Mode Shift：
Headless mode simplifies flying by connecting straight to the transmitter. No matter where the quadcopter points, it will follow the front, left, right, and back of the transmitter.

※ Starting Headless Mode：
After pairing the quadcopter, press down on the left control stick to enter Headless mode. This can be done when the quadcopter is in the air or on the ground.
Step 1: confirm the forward direction before entering into the headless mode and then press the headless button. The transmitter will keep sending out sound of 'beep' intermittently (blue light for the forward direction), now it has entered into headless mode. Regardless of the direction the quadcopter is flying, it will follow the direction you want when it is paired.
※Leave Headless Mode：
If you need to exit the headless mode, please press the headless mode button to exit. When you hear one indication sound of 'beep' from the transmitter, it means it has entered into slow-speed mode.



See the diagram.
Note: In headless mode, a forward push on the controller will send the quadcopter in a forward direction, away from you. Pull back on the controller and the quadcopter will come back towards you again, no matter the orientation of the front blades of the quadcopter to the user as long as the user is stationary. If the user changes location, simply re-pair the controller using the below instructions.

Low Power Alert：
The flips mode will shut down and the quadcopter will return.

8. AUTO RETURN：

Press down the button of right control stick for a longer period for Auto Return and the quadcopter will return to you automatically, but make sure not to move the transmitter. Once the quadcopter is close to you, press down the auto return button for a longer period once again to stop the quadcopter in it's place.

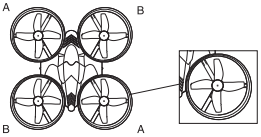
9. FLIGHT EMVIRONMENT :

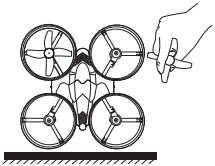
Do not operate quadcopter under bad weather conditions to avoid any potential damages.

10. INSTALL BLADES :

The blades need to be installed in their designated location. Blade A/B should be installed to marked A/B on body or the quadcopter will not operate properly.

Hold the head aiming towards the motor axis and press down to lock. Be careful not to damage or deform the blades.





11. TRUOBLE SHOOTING

11.1 Transmitter and quadcopter are not paired.
Solution :
1) Ensure pairing was successful. If not, re-try.
2) Double check whether the installation of the blades is correct.
3) Confirm that the remote control is the original match. If not, re-start and then re-pair.

11.2 Unable to flip
Solution :
1) Press function combination button, which will change to flip mode.
2)Check if Li-po (battery) power is too low and needs to be recharged.

11.3 Quadcopter is shaking with noise :
Solution :
1) battery voltage is too low. Replce the battery with a new one.
2)Power OFF the quadcopter then restart.
3)Put the quadcopter on a level horizontal plane and recalibrate the gyroscope.

11.4 Cannot take off :
Solution :1)Wrong installation of the blade. Make sure the blades are connected to the right motor.
2)Make sure quadcopter’s shell is not loose.
3)Check if the quadcopter battery is fully charged. If battery is too low, the inner light on the quadcopter’s shell will flash.

WARNING:
* Consumer is responsible for any injuries caused while using this quadcopter
* Keep body parts away from this product while in use
* This product is not suitable for children under 8 years of age
* Small parts included; keep away from children
* Check the charger, wire, plugs and other parts regularly
* Only use the charger included with this product
* Dinconnect the charger included with this model
* Never short circuit batteries, disassemble or throw in fire
* This product may vary from the illustrations on the package or this manual
* Keep the package and manual, as they contain useful information
* Batteries of different types or capacities shall not be mixed within any single electrical circuit.
* Do not mix old and new batteries.
* Do not mix alkaline, standard(carbon-zinc), or re-chargeable batteries.

Industry Canada Notice RSS210
This device complies with Industry Canada license-exempt RSS standard(s).
Operation is subject to the following two conditions:
(1) this device may not cause interference, and
(2) this device must accept any interference, including interference that may cause undesired operation of the device.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of Industry Canada.

The 2.4G Transmitter, FCC ID:Z3CWECCAN-RCDRONE

changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

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.

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.