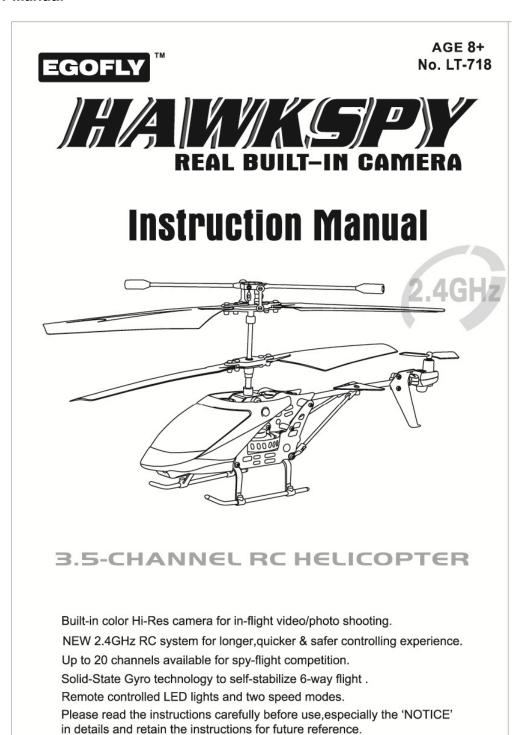
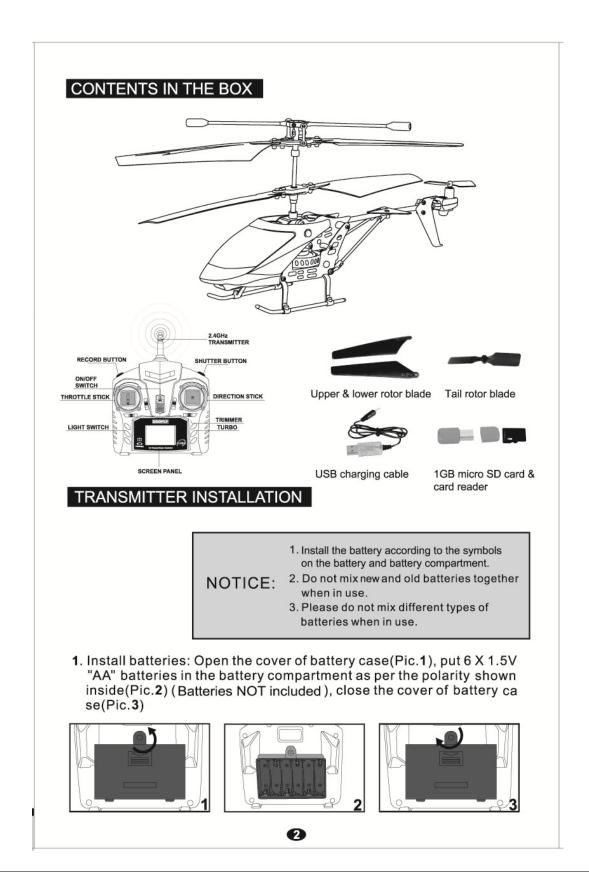


### 1.6 User Manual



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# CHARGING FOR THE HELICOPTER

Always turn off the helicopter power, connect the USB charging cable to the charge slot on the helicopter and the transmitter's charging slot, when charging the light is off, and charging is finished the light is on. Do not charge over 60-70 minutes.(Pic.5)

- Helicopter is equipped with a Li-Poly battery, please also pay attention to the following cautions for safety use.
- Do not use or leave the battery near a heat source such as fire or heater. Otherwise it can cause damage or explosion.
- -Do not immerse the battery in water, and keep the battery in a cool dry environment.
- -When recharging, only use the battery charger specifically made for that purpose.
- -Do not disassemble the battery.
- Never leave the battery unattended during charging.



NOTICE: △

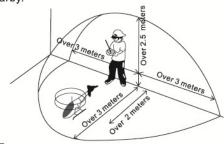
When you are tired of playing, please turn off the power switch on the chopper and on the controller to extend battery's usage time.

## ENVIRONMENT FOR FLIGHT

- 1. Fly on a sunny day, without wind.
- ① Do not fly in extreme temperature.

  Do not fly in temperature above 113 degrees Fahrenheit /45 degrees centigrade, or below 50 degrees Fahrenheit /10 degrees centigrade.

  Flying in extreme heat and of cold will affect performance and may damage the model.
- Do not fly in heavy wind. Windy conditions will limit, or disturb the flying control. In very windy conditions, your helicopter may become lost and/or damaged.
- Select a large, wide-open area for flying, and make sure is no obstructions, animals or people nearby.



## READY TO FLY

- 1.Place your helicopter on the ground, turn on the power switch of the helicopter and transmitter. They will be successfully paired when the lights of the helicopter go out. Whenever the paired devices stopped, it requires to complete re-paired the signal by rebooting the helicopter and then the transmitter.
- 2. Leave the helicopter at least two meters away, with the tail aimed at you.
- 3. Check that the helicopter be far away from the crowd, animals and other obstructions.
- 4. Make sure the throttle stick at lower place. Turn on the controller's power, push the throttle stick up to the end will unbind the safe mode of the helicopter before flying.

### NOTICE: ⚠

When the power of the transmitter lower than 6V,it is recommended to change the batteries into the new ones.





# CONTROL METHOD

Ascend	When you push up the left stick (throttle stick,) the spinning speed of the main rotor blade is increase and the helicopter begin to ascend.	
Descend	When you pull down left stick (throttle stick,) the spinning speed of the main rotor blade is decrease and the helicopter begin to descend.	
Steering	1. When the right stick(rudder stick) is moving to left, the head of the helicopter turns to left.  2. When the right stick (rudder stick) is moving to right, the head of the helicopter turns to right.	
Forward	When you push up the right control lever (steering rudder), the nose incline to down, the helicopter is moving to forward	
Backward	When you push down the right control lever (steering rudder), the nose incline to up, the helicopter is moving to backward.	

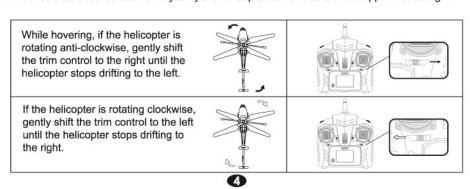
# WHAT IS TRIM (ROTATION)?

You may find that the helicopter rotates left or right while hovering, even when you are not using the right stick on the controller. This rotation is because the two sets of rotor blades sometimes get out of sync requiring adjustment to the trim. The trim control is located underneath the flight control stick

### NOTICE:

When the airplane away from the ground in 30cm position, the helicopter will suffer by itself blade vortex to became unstable, we call it "effect response", when the helicopter height lower, and the "effect response" affect will be bigger.

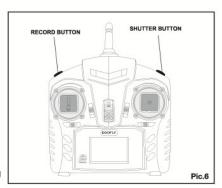
on the controller and fine-tunes the speed of the rotor blades to keep the helicopter flying straight. Trim should be checked each time you fly the helicopter to make sure the chopper flies straight.

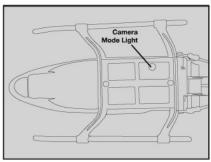




# USING THE ON-BOARD CAMERA

- To make video recording press the RECORD BUTTON located on the top left side of the transmittor. Photo taking toggles to the SHUTTER BUTTIN(See Pic.6).
- A light under the camera will glow green when in stand-by mode and the light will flash red when camera is recording video or photo taking (See Pic.7)
- If the recording light flashes red and green continuously, the micro-SD card is full. You will need to delete or copy the contents of the memory to a computer.
- 4. To view recording remove the MicroSD card from the rear of the camera (See Pic.8) by slightly depressing the MicroSD card and allowing it to then spring out enough to grab it and pull it out of the slot.
- Place the Micro SD Card into the slot of a MicroSD Card USB Adaptor. If your computer has a slot for Micro SD Cards you will not need an adapter - just place it directly into that slot.
- 6. Place the adaptor into a USB port of a computer.
- 7. MicroSD Card can now be used as a Thumb Drive.
- Go to "NO NAME" drive, by openning the 'IMAGE' folder for photo review, and 'VIDEO' folder for video review , Go into the 100DSCIM Folder, AVI files can be played on several media players such as "Quicktime."
- 9. HAVE FUN!!!





Pic.7

#### NOTES:

- If you have trouble playing the files with Quicktime try some other media players. You can also look online for recommended free downloadable AVI players.
- · Camera does not record sound.
- Fast move and spin of the helicopter shooting cause motion blur of the photo.
- Micro SD Card should be placed with the little copper connections facing as showin in Pic.8
- All files on the Micro SD Card can be removed or erased without comprimising the camera. The camera will regenerate the IMAGE and VIDEO folders if necassary.



Pic.8

### WARNING:

• Never remove Micro SD Card from camera while the heicopter is turned on.





## TROUBLE SHOOTINGS

PROBLEM	CAUSE	CHECK THIS
	1.Controllers power switch is "OFF".	1.Turn power switch "ON"
Controller doesn't work	<ol><li>Insert batteries into controller improperly.</li></ol>	<ol><li>Confirm batteries be inserted according to their polarity.</li></ol>
	3.Batteries lack of power.	3. Change new batteries instead.
Can not control the helicopter	You haven't operated the controller.	1.Turn controller power switch "ON".
	<ol><li>Doesn't turn on controllers power switch.</li></ol>	<ol><li>Turn helicopters power switch "ON".</li></ol>
	3.You play the helicopter in heavy wind condition.	3.Do not play the chopper in winds, which can interfere your control.
Helicopter can not rise	1.Main rotor blades rotate too slowly.	1.Pull up the throttle stick.
	<ol><li>Doesn't fully charge helicopters battery.</li></ol>	2.Full charge helicopter battery. (see instruction above)
Helicopter land too fast	You loose the throttle stick or pull it down too fast.	Slowly pull down the throttle till the chopper landing smoothly.

## FLIGHT TIPS

**Wind:** Basically, these are (approximately) 1/60th scale helicopters. Full sized helicopters can't fl y in high winds – and neither can the models. If a full sized helicopter has difficulty overcoming 50mph winds, then the model will have the same difficulty with 1~2 mph winds (i.e. 1/60th as much). There's nothing that can be done about this, it's just physics.

Air conditioning: Hot air rises and cool air falls – this creates movement in the air, leading to an effect called "wind shear". Basically, this is when there's a column of hot air going up next to cold air going down. Many full-scale aircraft accidents have been caused by wind shear. Air conditioners create heaps of wind shear. If the helicopter flies through wind shear, it will seem to suddenly fly up or down (depending on the direction of the wind shear).

The Ground Effect: When the helicopter is near the ground, the air it pushes down with its rotor has nowhere to go – the ground is in the way. Some of this air bounces back, this pushes the helicopter up. When the helicopter is near the ground, it will get slightly more lift than it normally would. This is something to keep in mind when landing.

The Ceiling Effect: Conversely to the ground effect, when you fly too close to a ceiling, a small pocket of low pressure is created above the helicopter, and it will be sucked upwards. This could be bad – if you hit the ceiling, the helicopter will stall, fall and possibly be damaged. Multiple Helicopters.

Places to Fly: Because high winds can be a problem, we recommend flying indoors. However, you really do need a bit of space to get the most out of the helicopter. Some places which are good for flight include large garages (whilst the car's not parked there), indoor sports areas, aircraft hangars, secret underground submarine pens and so on (though why you'd fly a toy helicopter in your secret underground submarine pen is beyond us). Or a large lounge room with delicate items stashed somewhere out of the way - whatever you've got.

Low Battery: To get the longest possible life from the built-in battery, never completely discharge it. As soon as the helicopter shows any sign of running low on power (such as responding slowly or being unable to maintain altitude easily) turn it off and charge it as soon as practicable.

#### CAUTION

- 1. The control distance will shorter when the power of transmitter is low.
- 2. When the power of the helicopter is low, it will have difficulty of flying up.
- 3.If the helicopter become damaged, deformation, please repaired in time.

  If the rotor become damaged or broken, do not fly, otherwise, it will lead to injury.
- 4. If you don't use the transmitter for a long time. Remove all batteries out, in order to avoid the battery leakage to damage this product.
- 5.Don't drop the helicopter from high position or crash it seriously, because that will damage it seriously or shorten the using time.





