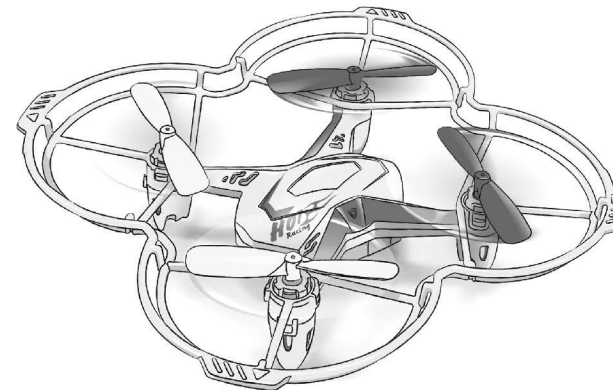


AGES 14+

INSTRUCTION MANUAL

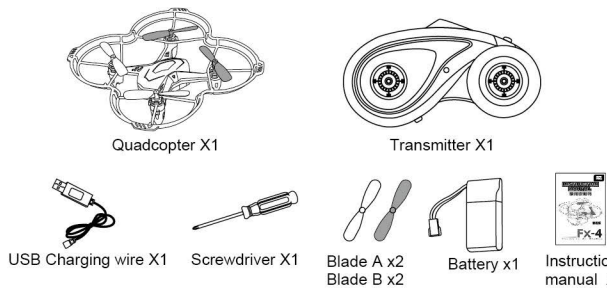


Advanced Version

D4

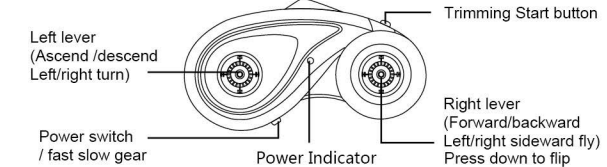
6-Axis Gyro System 2.4GHz 5Channel 360°Flips LED Light

1 PACKING LIST

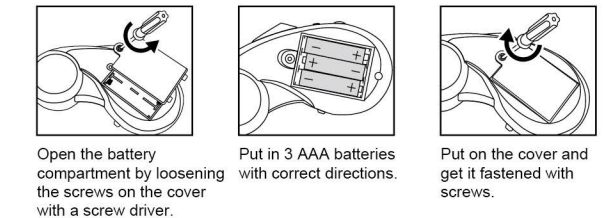


2 TRANSMITTER

2.1 Introduction of transmitter

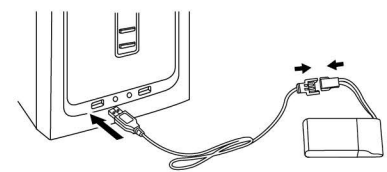


2.2 Install Batteries



3 CHARGING LI-PO BATTERY

3.1 Connect the charger to battery and USB end onto computer or other device with USB port, such as a car. When you charge, the red indicator light will light and it will go out once finished. The voltage of USB port is 5V±0.5V.

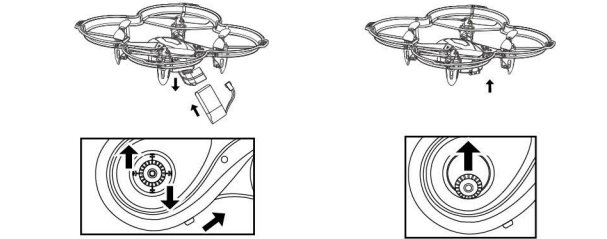


4 STANDBY FOR FLY

4.1 Operation System Booting

The program design of the quadcopter is equipped with error protection function. The correct booting procedure as below:

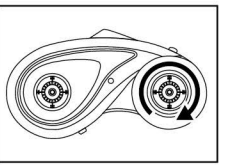
- Put batteries into the battery tank and switch power on and the LED indicators shall flash.
- Switch power on the remote controller and the remoter controller will beep and the indicators shall flash. The two red LED indicators on the flying object shall flash too.
- How to pair the controller and the flying object: Push the left rod on the controller to the top, the controller will beep with the indicators of the controller and two of the red indicators on the flying object flashing, then pull back to bottom, the controller will beep, with all the indicators of the controller lighting on and all the four red indicators on the flying object lighting on, and the pairing finishes.
 - During the pairing, it is not allowed to touch any other rod or button than required, or the flying object may not fly properly.



4.1.2 Upon pairing the controller and the flying object, push the left rod on the controller, the flying object will fly up.

4.2 Calibration

Turn on the controller, and pair it to the flying object, put the flying object on the plane ground, and turn the right rod a round clockwise. Two of the red indicators on the flying objects shall flash, which tells the gyro standby ready for scanning and positioning. The indicators will stop flashing upon calibration. Please refer to the diagram.

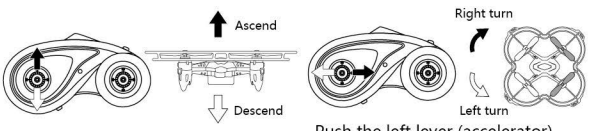


Remarks: before flying, the object shall be put on the plane ground to calibrate to make sure it flies steadily.

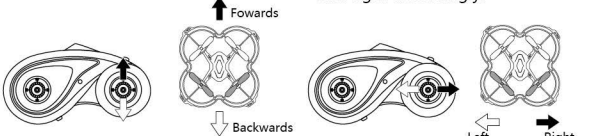
5 OPERATING AND CONTROL

5.1 Operating Instructions

Please kindly note that the operating shall be made in gentle and slow way to prevent the quadcopter out of control. Each operating may cause some power loss, so it is recommended to add some power if necessary to keep a certain flying height.



Push the left lever (accelerator) up and down, the quadcopter will ascend and descends accordingly.

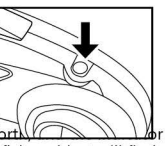


Push the right lever (swerving rudder), the quadcopter will go forward and backward accordingly. (The white blade is the forward direction)

5.2 Trimming

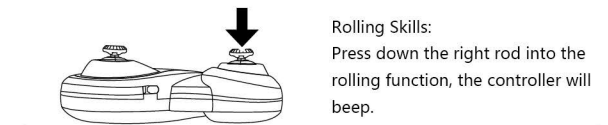
Press down the tuning button, the controller will beep, the indicator will flash, and it goes into the tuning mode.

- If the flying object tilt forth, the right rod shall push back, and the indicator on the controller and the two back indicators on the flying object will flash.
 - If the flying object tilt back, the right rod shall push forth, and the indicator on the controller and the front two indicators on the flying object will flash.
 - If the flying object tilt left, the right rod shall push right, and the indicator on the controller and the two right indicators on the flying object will flash.
 - If the flying object tilt right, the right rod shall push left, and the indicator on the controller and the two left indicators on the flying object will flash.
- Tuning accordingly till it flies steadily. Then press down the tuning button again to exit from tuning mode. The controller will beep and the controller indicator will light on.



Remarks: Within 3 seconds, if no operation on the right rod, it will exit from tuning mode.

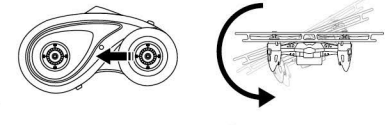
6 FLIPS



In order to get good rolling performance, it is recommended to keep 1.2 meter height between four axes and the ground in flying up. It will easy the rolling and keep it steady and a certain height after rolling.

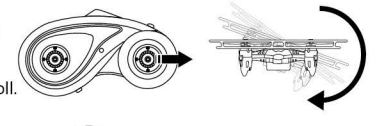
6.1 Leftward flip

Press down the right rod, the controller will beep, push left and the flying object will make a left roll.



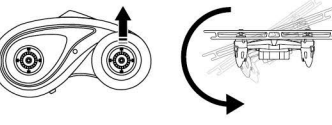
6.2 Rightward flip

Press down the right rod, the controller will beep, push right and the flying object will make a right roll.



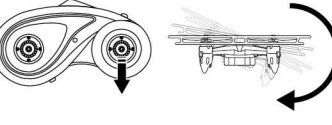
6.3 Forward flip

Press down the right rod, the controller will beep, push forth and the flying object will make a forth roll.



6.4 backward flip

Press down the right rod, the controller will beep, push back and the flying object will make a back roll.



Low Power Alarm
When the four indicators on the flying object flash together, it tells low power, and the rolling function will shut down automatically and it goes into normal mode.

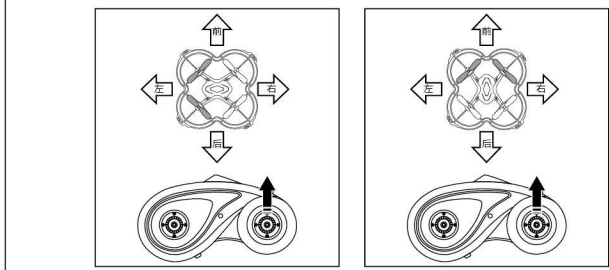
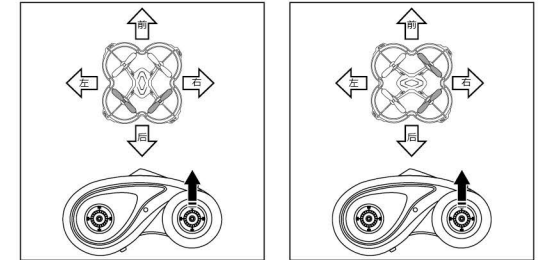
7. Headless Mode

7.1 Headless Mode Shift

Headless mode has the flying object can back home, where the controller stays.

Into Headless Mode: after pairing with the 4 indicators light on, press down the left rod into Headless Mode. The controller will beep and the diagonal two indicators on the flying object will flash.

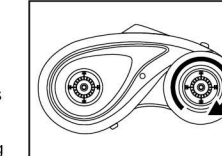
Out of Headless Mode: press down the left rod to exit out of Headless Mode. The controller will beep and all the four indicators on the flying object will light on.



See the diagram. In Headless Mode, with diagonal indicators flashing, no matter which direction the head (white blade) faces, pull down the right rod and the flying object will fly back; on the contrary, push forth, it will fly away from the player.

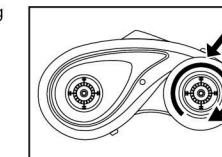
Gyro Calibration

If the flying object goes tilt, its gyro may need calibration. Put the flying object on the plane ground, and turn the right rod a round clockwise. Two of the red indicators on the flying objects shall flash. The gyro calibrated. The indicators will stop flashing upon calibration.



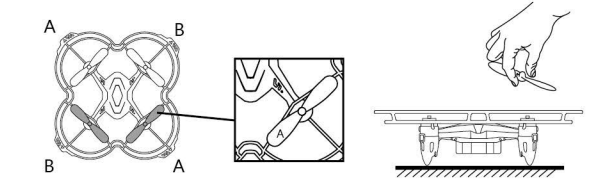
7.2 Direction Calibration

Any unexpected crash may cause the flying object going tilt in direction, it may need calibration. Put the flying object on the plane ground, and press down the tuning button. The controller will beep and the indicator will flash. Turn the right rod a round clockwise. Two of the red indicators on the flying objects shall light on from flashing, and then flash diagonally. The controller indicator will light on from flashing. The direction calibrated. The head of flying object will be the heading direction.



8 MOUNTING BLADES

The blades are different marked as A or B. Please mount the blades as the diagram instructed. Incorrect blade mounting may cause flying failure, nonlinear flying or crashing.



9 TROUBLE SHOOTING

- Transmitter and quadcopter not bond solution: Make sure Frequency of success.
- Gyro not working well: Solution: 1) Battery voltage too low. 2) Re-bind. 3) Make sure the quadcopter on the horizontal position.
- Unable to flip Solution: 1) Press right lever, change to flip mode. 2) Check if li-po power is too low and needs to be recharged.
- Quadcopter is shaking with noise: Solution: Check if the motors, canopy, body and propellers are all properly positioned.
- Cannot take off. Solution: 1) Wrong installation of the props. All props are marked with "A" or "B" and should be placed on the right motor (marked "A" or "B") respectively for the correct order. 2) Check quadcopter canopy if loose or not, block blades flying. 3) Check quadcopter battery is power full, if the low power, quadcopter canopy inner light will be alternately flashing.