



**AGES  
14+**

# INSTRUCTION MANUAL

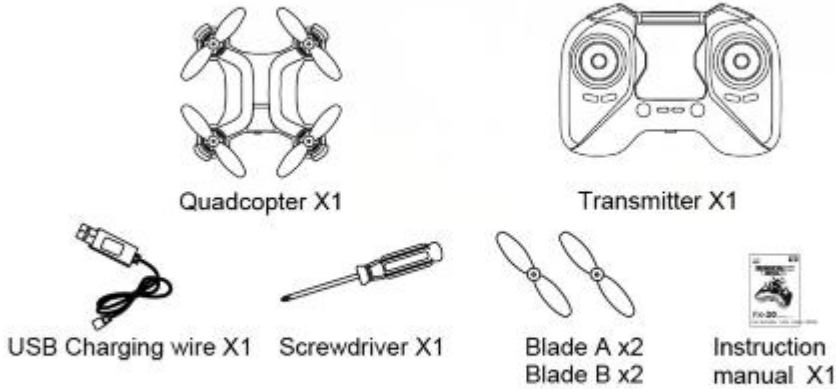


# FX-20

6-Axis Gyro System    2.4GHz    5Chan

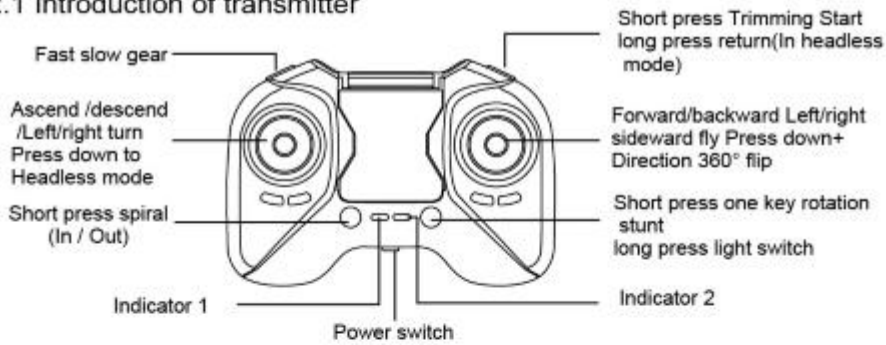
# 1 INCLUDED PARTS

TIPS: Power switch and tail of quadcopter are same direction.

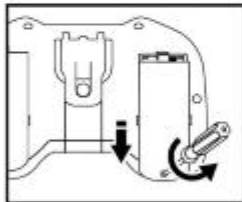


## 2 TRANSMITTER

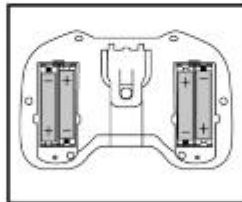
### 2.1 Introduction of transmitter



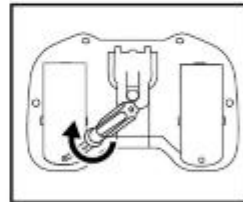
### 2.2 Install Batteries



Open the battery compartment by loosening the screws on the cover with a Screw driver.



Put in 4 AAA batteries with correct directions.



Put on the cover and get it fastened with screws.

ner 360° Flips

## 3 CHARGING LI-PO BATTERY

### 3.1 Charging of USB wire

Shut down the power of the quadcopter, connect the computer or the adapter with the port of the quadcopter, and the red indicator on the charger turns on with charging on. The red indicator turns off when the charging finishes.



### 3.2 Charging of transmitter

Shut down the power of the quadcopter and the transmitter, and open the cover of the transmitter to plug the USB connector into the charging port of the quadcopter. The green indicator turns on with charging on. The green indicator turns off when charging finishes.



★★The charging time is 30-50 minutes. Flight time more than 4 minutes.

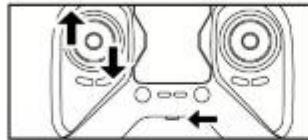
## 4 STANDBY FOR FLY

### 4.1 Operation System Booting

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

#### 4.1.1

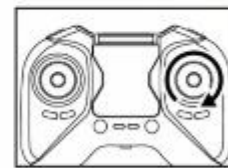
1. Turn on the power supply of the quadcopter ( LED light will flash with the quadcopter ).
2. Switch power on the transmitter and the transmitter will beep and the indicators 1 red light shall flash.
3. Push the left rod on the transmitter to the top, the transmitter will beep with the indicators of the transmitter and two of the red indicators on the quadcopter flashing, then pull back to bottom, the transmitter will beep, with the indicators 1 red light of the transmitter lighting on and indicators on the quadcopter lighting on, and the pairing finishes.



- 4.1.2 Upon pairing the transmitter and the quadcopter, push the left rod on the transmitter, the quadcopter will fly up.

### 4.2 Calibration of Gyro

When the pairing finishes, Put the quadcopter on the plane ground, and turn the right rod a round clockwise. Two of the red indicators on the quadcopter shall flash, which tells the gyro standby ready for scanning and positioning. The indicators will stop flashing upon calibration. Please refer to the diagram.

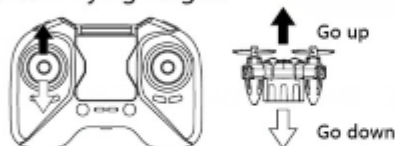


Remarks: before flying, the quadcopter shall be put on the plane ground to calibrate to make sure it flies steadily. The pairing procedure can be used to repairing if the quadcopter goes off tracking.

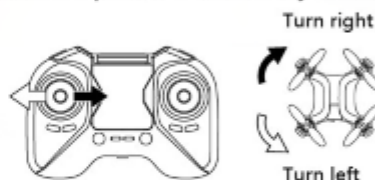
## 5 OPERATING AND CONTROL

### 5.1 Operating Instructions

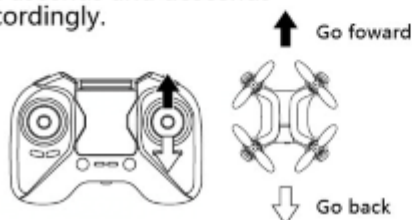
Please kindly note that the operating shall be made in gentle and slow way to prevent the quadcopter out of control. Each operating may cause some power loss, so it is recommended to add some power if necessary to keep a certain flying height.



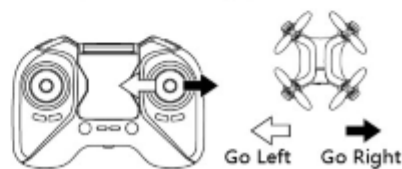
Push the left lever (accelerator) up and down, the quadcopter will ascend and descend accordingly.



Push the left lever (accelerator) leftward and rightward, the quadcopter will turn left and turn right accordingly.



Push the right lever (swerving rudder), the quadcopter will go forward and backward accordingly.



Push the right lever (swerving rudder) leftward and rightward, the quadcopter will go leftward and rightward accordingly.

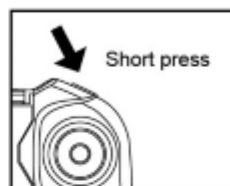
### 5.2 Trimming

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

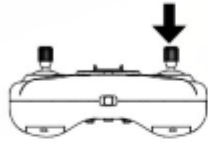
- ※ If the quadcopter tilt forth, the right rod shall push back, and the indicator on the transmitter and the two indicators in backside of the quadcopter will flash.
- ※ If the quadcopter tilt back, the right rod shall push forth, and the two indicators in front of the quadcopter will flash.
- ※ If the quadcopter tilt left, the right rod shall push right, and the two indicators in right side of the quadcopter will flash.
- ※ If the quadcopter tilt right, the right rod shall push left, and the two indicators in left side of the quadcopter will flash.

Tuning accordingly till it flies steadily. Then press down the tuning button again to exit from tuning mode. The transmitter will beep and the transmitter indicator will light on.

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



## 6 FLIPS



Press down the right rod, the transmitter will beep one time, into the senior mode. And the quadcopter can rotate in this mode.

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 Flip left

Press down the right rod, the transmitter will beep, push left and the quadcopter will make a left roll.



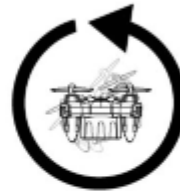
### 6.2 Flip right

Press down the right rod, the transmitter will beep, push right and the quadcopter will make a right roll.



### 6.3 Flip forward

Press down the right rod, the transmitter will beep, push forth and the quadcopter will make a forth roll.



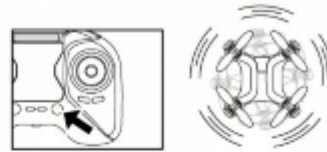
### 6.4 Flip back

Press down the right rod, the transmitter will beep, push back and the quadcopter will make a back roll.



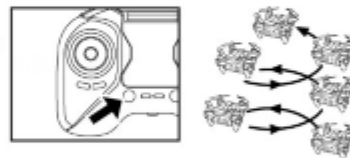
### 6.5 Stunt I: High speed Gyro

Press the button at the bottom right corner on the transmitter, the quadcopter high speed rotation in the original position, press the button again to stop the high speed rotation. In this mode, if the user handles the right rod to a certain direction, the quadcopter will spin in high speed towards to the same direction as the right rod.



### 6.6 Stunt II: Hover

Press the bottom left button, the quadcopter was circling round the track, Press the button again to stop hovering.



#### Low Power Alarm

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

## 7. HEADLESS MODE

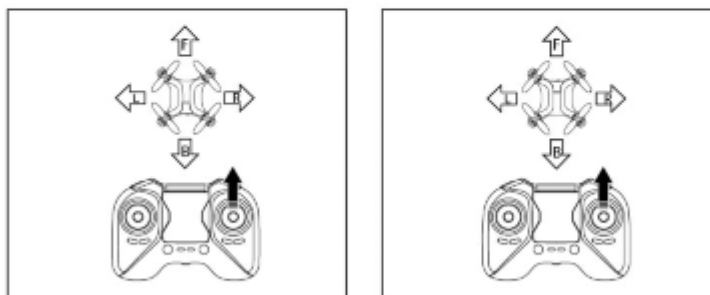
### 7.1 Headless Mode Shift

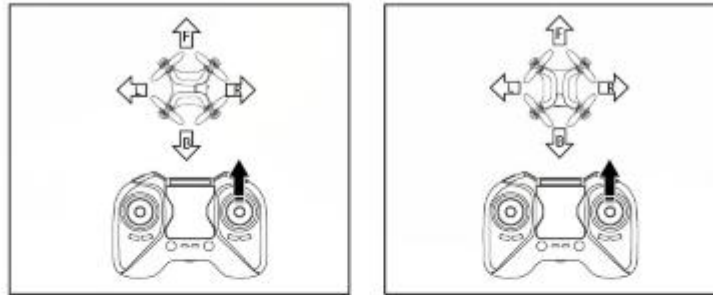
Headless mode has the quadcopter can back home, where the transmitter stays.

#### ※Starting and Setting:

After code pairing, place the quadcopter on the plane ground or hovering in the air, keep the head (white blades) pointing to the head of the transmitter, then press down the left rod, it beeps one time with diagonal lights flashing, to start the headless mode.

※ Out of Headless Mode: press down the left rod to exit out of Headless Mode. The transmitter will beep and all the four indicators on the quadcopter 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 quadcopter will fly back; on the contrary, push forth, it will fly away from the player.

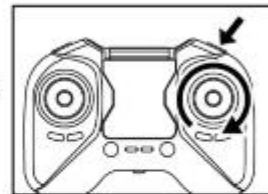
### 7.2 Return

**Return :** In headless mode, press down the Return button on the transmitter (diagram 1). The quadcopter will automatically return. If the quadcopter off course, when return. Please control the right lever fixed route, press down the return button or push the right lever "forward" let the quadcopter stop return (diagram 2).



### 7.3 Direction Calibration

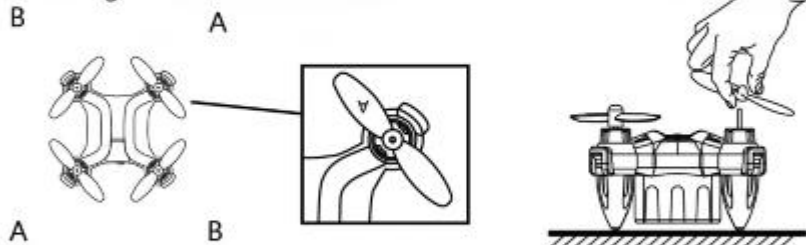
When the quadcopter flies deflected from crash, it may need recalibration by placing it on the plane ground, keeping the head (Switch is the tail direction) pointing to the head of the transmitter. and press down the tuning button. The transmitter will beep and the indicator will flash. Turn the right rod a round clockwise. Two of the red indicators on the quadcopter shall light on from flashing, and then flash diagonally. The controller indicator will light on from flashing. The direction calibrated. The head of quadcopter will be the heading direction. Keep the quadcopter in the air and press down the left rod to exit the headless mode. How to restart the headless mode: keep the head (Switch is the tail direction) pointing to the head of the transmitter, then press down the left rod. Now the quadcopter points the heading way.



## 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.

Hand hold the cap of a blade and push down onto the motor driving shaft to mount.



## 9 TROUBLE SHOOTING

9.1 Transmitter and quadcopter not responding

solution: Make sure Frequency of success.

9.2 Gyro not working well:

Solution: 1) Battery voltage too low.

2) Re-bind.

3) Make sure the quadcopter on the horizontal position.

9.3 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.

9.4 Quadcopter is shaking with noise:

Solution: Check if the motors, canopy, body and propellers are all properly positioned.

9.5 Cannot take off.

Solution: 1) Wrong installation of the blades. All blades 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 enclosure if loose or not, block blades flying

3) Check quadcopter battery is power full, if the low power, quadcopter enclosure inner light will be alternately flashing.

The statements should be displayed in the user manual:

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.