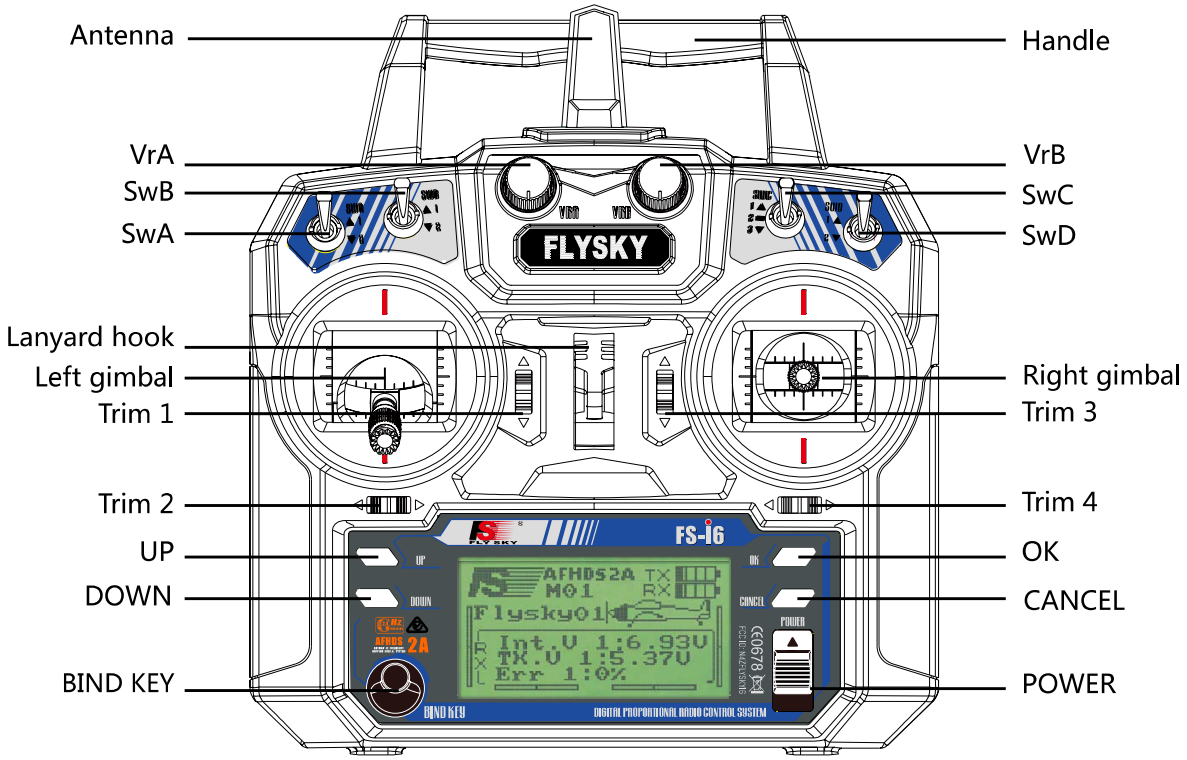
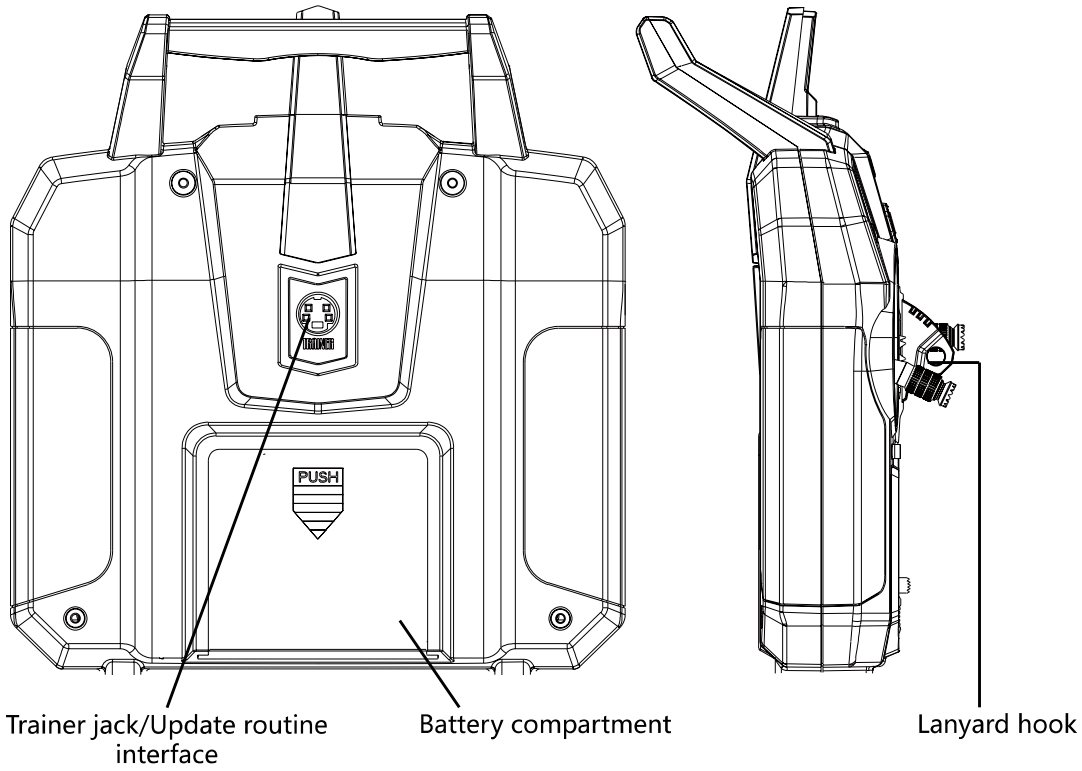
2.2 Transmitter overview





2.2.1 Transimitter antenna

⚠ Warning	•	**For best signal quality, make sure that the antenna is at about a 90 degree angle to the model. Do not point the antenna directly at the receiver.**
⚠ Danger	•	**Never grip the transmitter antenna during operation. It significantly degrades the RF signal quality and strength and may cause loss of control.**

2.2.2 Battery indicator

The status indicator is used to indicate the power and status of the transmitter and receiver. If a receiver is not connected or bound to the transmitter no battery status will be displayed for the receiver.

2.2.3 Trims

There are 4 trims affecting stick functionality, one for ailerons (Channel 1), elevator (Channel 2), throttle (Channel 3) and rudder (Channel4). Each time a trim is toggled, the trim will move one step. It is possible to make quicker trim adjustments by holding the trim in the desired direction. When the trim position reaches the middle, the transmitter beeps in a higher tone.

2.3 Receiver overview

2.3. Reviever antenna

⚠ Attention	•	**For best signal quality, ensure that the receiver is mounted away from motors or metal parts.**

2.3.2 Connectors

The connectors are used to connect the parts of model and the receiver.

CH1 to CH6: used to connect the servos, power or other parts.

B/VCC: used to connect the bind cable for binding, and the power cable during normal operation.

3.Getting Started

Before flight check the following guidlines to set up your system.

3.1 Transmitter Battery Installation

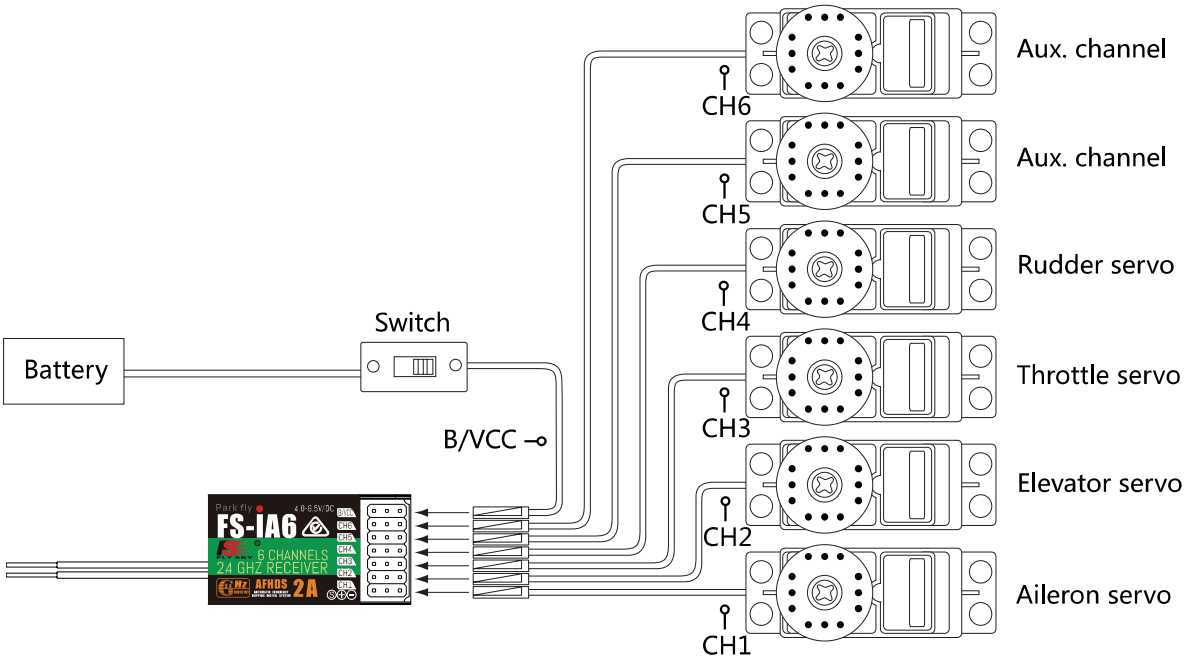
Danger •	**Only use the battery specified by the manufacturer**
Danger •	**Do no attempt to open, dismantle or repair the battery.**
Danger •	**Do not crush, puncture or allow the contacts to touch conductive metarials.**
Danger •	**Do not expose the battery to extreme temperatures or liquid.**
Danger •	**Do not drop or expose to excessive vibration.**
Danger •	**Store in a cool, dry enviroment.**
Danger •	**If the battery is damage cease use immediately.**

Follow the steps below to install the battery:

1. Remove the battery compartment cover.
2. Insert 4 fully charged AA batteries, making sure that each battery is orientated correctly.
3. Replace battery compartment cover.

3.2 Receiver and servos

Follow the steps below to connect servos to the receiver:



4. operation instructions

After setting up, follow the instructions below to operate the system.

4.1 Power on

Follow the steps below to turn on the system:

1. Check the system and make sure that:
   - The batteries are fully charged and installed properly.
   - The receiver is off and correctly installed.
2. Hold the "POWER" switche until screen lights up.
3. Connect the receiver power supply to the **B/VCC** port on the receiver.

⚠ **Note:** The system is now powerd on. Operate with caution, or serious injury could result.

4.2 Binding

The transmitter and receiver have been pre-bound before delivery. If you are using another transmitter or receiver, follow the steps below to bind the transmitter and receiver:

1. Connect the supplied bind cable to the B/VCC port on the receiver.
2. Insert power into any other port.
3. Hold the "BIND KEY" while powering on the transmitter to enter bind mode.
4. Remove the power and bind cable from the receiver. Then connect the power cable to the B/VCC port.
5. Check the servos' operation. If anything does not work as expected, restart this procedure from the beginning.

4.3 Pre-use check

Before operation, perform the following steps to check the system:

1. Check to make sure that all servos and motors are working as expected.
2. Check operating distance: one operator holds the transmitter, and another one moves the model away from the transmitter. Check the model and mark the distance from where the model starts to lose control.

⚠ **Danger** • **Stop operation if any abnormal activity is observed.**

⚠ **Danger** • **Make sure the model does not go out of range.**

⚠ **Caution** • **Sources of interference may affect signal quality.**

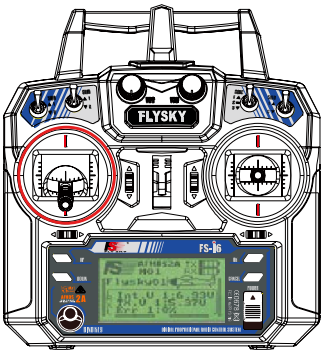
4.4 Power off

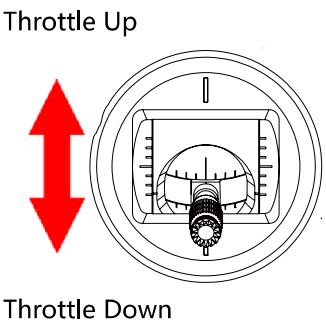
Follow the steps below to turn off the system:

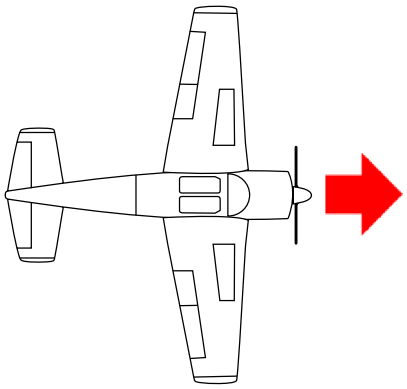
1. Disconnect the receiver power.
2. Hold the transmitter's power buttons to turn off the transmitter.

⚠ **Caution** • **Make sure to disconnect the receiver power before turning off the transmitter. Failure to do so may lead to damage or serious injury.**

Throttle (Left Stick Up/Down)







5.2 Reverse

The reverse function changes a channels direction of movement in relation to its input. For example, if a servo has to be mounted upside down due to space restrictions within a model, this function can be used to correct its movement so that it matches up with the user controls.

Setup:

1. To change between normal and press the "OK" key until the desired channel is selected, then use the "UP" and "DOWN" keys to change setting.

Nor = Normal, Rev = Reverse.

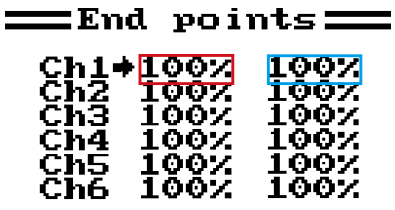
2. Hold the "CANCEL" key to save and return to the previous menu.
3. To return to default settings press and hold the "OK" key for 3 seconds.Press and hold the"CANCEL"key to save.

5.3 End points

The end points function changes the range of movement available to a channel. This can be used to prevent damage to a model when a servo moves too far, potentially leading to damage to pushrods etc.

The left box is the low end point, the right box is the high end point, marked below as low being red and bule being high.

To change an endpoint:



1. Press the "OK" to change channels.
2. Move the channel using its stick or knob to select the low or high side.
3. Use the "UP" and "DOWN" keys to increase or decrease the value.
4. Hold the "CANCEL" key to save and return to the previous menu.

7. System

7.1 Model select

Use this function to select stored models, use the "UP" and "DOWN" keys to choose a model and press and hold the "CANCEL" key to save and exit. The system can store up to 20 models.

7.2 Model name

This function renames the currently selected model.

To change the name:

Use the "Up" and "Down" keys to select a letter or number, then press the ok key to confirm.
To save press and hold the "CANCEL" key.

7.3 Type select

This function changes the type of the currently selected model, including airplane and helicopter with different types of swash plates.

To change the model type press the "UP" and "DOWN" keys to select the model type, then press and hold the ok key to save and exit.

Swash Plate Type	Functions
Swash 140°	Pitch Curve,Swash AFR,Gyroscope
Swash 120°	Pitch Curve,Swash AFR,Gyroscope
Swash 90°	Pitch Curve,Swash AFR,Gyroscope
Variable pitch	Pitch Curve,Gyroscope
Fixed pitch	Gyroscope

7.4 Model copy

This function copies the one model to another model slot.

To copy a model:

1. Use the "UP" and "DOWN" keys to select the model you want to copy.
2. Use the "OK" key to and use the "UP" and "DOWN" keys to select the slot to copy the model to0.
3. Press and hold the "OK' key to confirm, the system will display a prompt asking "Are you sure", use the "UP' or "DOWN" key to select yes and press "OK" again to confirm.

7.5 Model reset

This function resets the current model to the default settings.

Setup:

1. Use the "UP' annd "DOWN" keys to select a model. Press the "OK' key to confirm,.
2. The system will display a prompt asking "Are you sure", use the "UP' or "DOWN" key to select Yes and press "OK" key again to confirm.

7.6 Trainer mode

Trainer mode is used to take control of a slave system when a switch is in the off position. This function will only work when two systems are linked via the trainer lead.