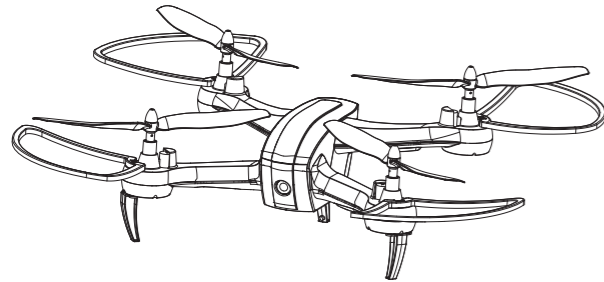


FLIGHT MANUAL

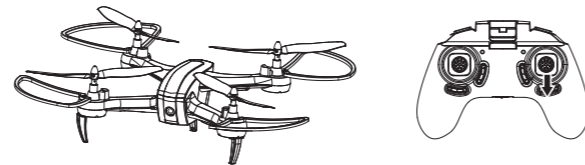


Battery requirements for transmitter: 4 X 1.5V "AAA" size batteries (not included). **WINGMAN** is equipped with a Li-Poly rechargeable battery, please also pay attention to the following safety precautions:

Safety Precautions

- * Please read through the manual before using
- * Don't use or leave the battery near a heat source such as fire or heater
- * Never throw any batteries in a fire
- * Don't strike or throw the battery against any hard surface
- * Don't immerse the battery in water, and keep the battery in a cool dry place
- * When recharging, only use the battery charger intended for that purpose
- * Don't over-charge the battery
- * Never leave the **WINGMAN** or battery unattended during battery charging
- * Never charge the battery for more than one hour
- * Never fly the **WINGMAN** near other people
- * Keep all body parts away from the copter while the rotor blades are spinning
- * Please store small parts in a place well out of the reach of small children
- * Observe all Laws regarding flying a **WINGMAN** in your state

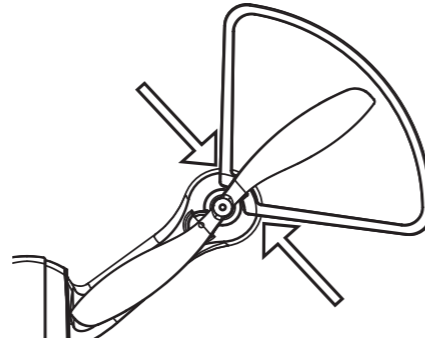
What's in the box



WINGMAN, transmitter, 4 replacement main blades, blade protectors, rechargeable battery, & USB battery charging cable

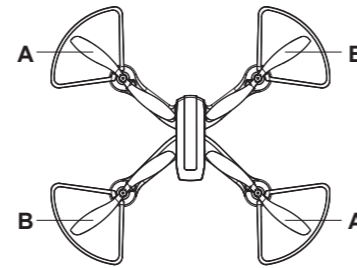
Installing blade protection frames

1. Install the blade protecting frame to every corner by gently pressing into slots.
2. Press release clip on **WINGMAN** to remove blades



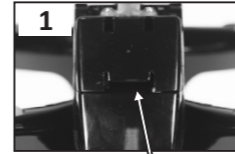
WINGMAN blades

Replacing damaged blades:
Your **WINGMAN** will come with 4 replacement rotors, two (A) type and two (B) type. You will see the "A" and "B" word on the canopy, put the rotor on the motor accordingly.

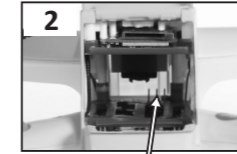


Installing the battery

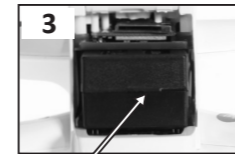
1. Open battery cover on the **WINGMAN** and attach battery (Fig 1) lifting upwards
2. Pull battery out to remove (Figure 2)
3. Push battery in, align with battery connectors (Figure 3)
4. Turn the **WINGMAN** on/off via button underneath the **WINGMAN** (Figure 4)



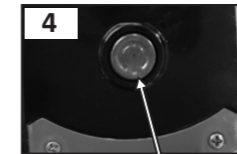
Battery cover lift to open



Battery connection



Battery connected



ON/OFF switch underneath **WINGMAN**

Flying Precautions

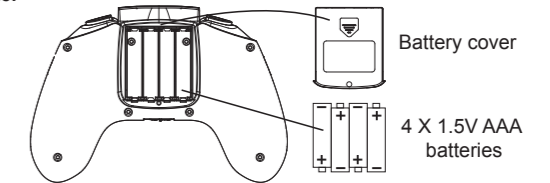
1. The **WINGMAN** is powerful, when taking off, move the throttle stick forward gradually, to avoid rising too fast.
2. After flight, turn off the **WINGMAN** first, then turn off the controller.
3. Note, to avoid injury or damage, the **WINGMAN** should not be flown nearer than 2 meters from people or other obstacles.
4. Children should fly the **WINGMAN** under adult supervision only. Always keep the **WINGMAN** in clear sight while flying.
5. Always turn the power off on the controller and **WINGMAN** when not in use.

Battery Protection

1. The **WINGMAN** is equipped with low-voltage protection. When it's battery is low, the programmed control system will stop electrical supply to the **WINGMAN**'s rotors. The battery then needs charging to allow the **WINGMAN** to fly again.

Battery Installation

Controller



1. To install batteries: Open the cover of the battery case, insert 4 X 1.5V AAA batteries, according to indicated polarity (batteries not included).

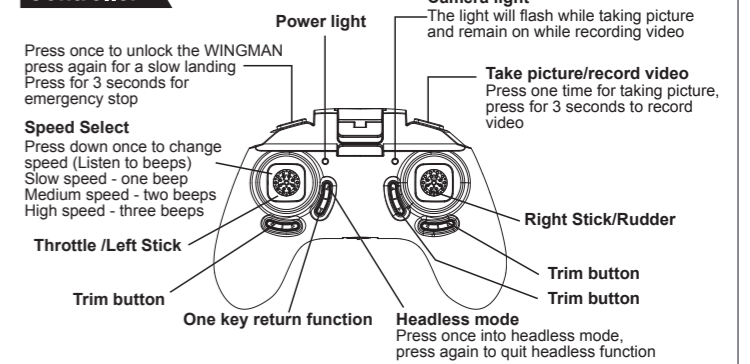
Battery installation should be done under adult supervision only!
Do not mix old and new batteries.
Do not mix different types of batteries.

Charging

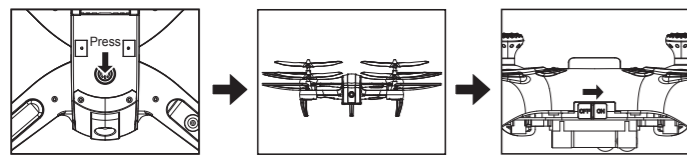
1. Insert one side of the USB connector into the battery, and the other side into any computer USB port.



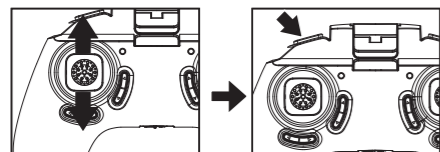
Controller



Connecting to the WINGMAN

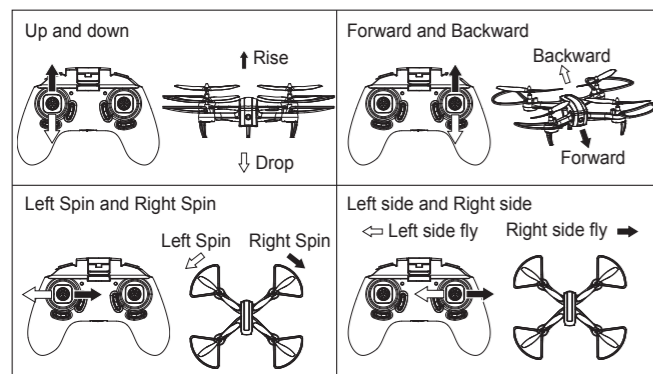


1. Turn on the **WINGMAN** (The LED light on the **WINGMAN** flashes rapidly)
2. Place the **WINGMAN** on a flat surface.
3. Turn on the controller



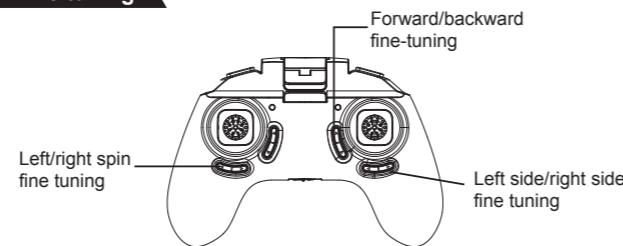
4. Push the throttle lever up and down, a beep will sound. The controller connects to the **WINGMAN** (The LED light on the **WINGMAN** remains on).
5. After the **WINGMAN** connects to the controller, press this button for start flying, and press again if you want to stop the **WINGMAN**.

Operation and Control



Note: When the **WINGMAN** is flying towards you, the control directions are reversed.

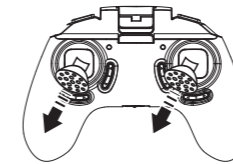
Trim fine tuning



Backward Trim	← Forward	← →	Backward trimmer
Forward Trim	→ Backward	← →	Forward trimmer
Left side Trim	← →	← →	Left-side trimmer
Right side Trim	← →	← →	Right-side trimmer
Left spin Trim	↺ ↻	↺ ↻	Left Spin trimmer
Right spin Trim	↺ ↻	↺ ↻	Right Spin trimmer

Auto trim function

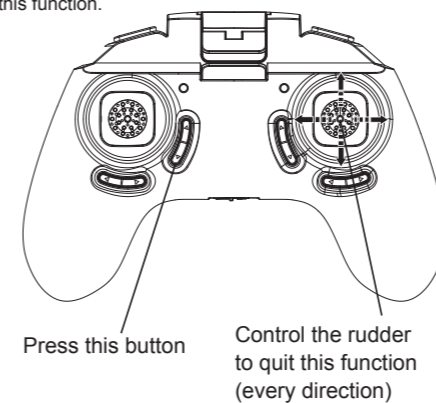
Press the throttle and rudder down to 45 degree angle (as above) for 10 second, you will see the light on the PC board of **WINGMAN** flashing rapidly, then let go of the throttle and rudder, the light on the PC board remains on, the auto trim finishes.



One key return function

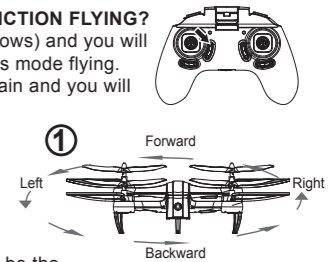
When the **WINGMAN** is taking off, the LED lights on the **WINGMAN** stop flashing, at the moment, the **WINGMAN** sets its front side to be the front direction for one key return flying. If you want to reset the front direction, then you need to turn off the RC **WINGMAN** and reset it again.

Press the button as picture shows for one key back home function, and then control right stick (Rudder) to every direction to quit this function.



Headless function:

HOW TO GET INTO/QUIT HEADLESS FUNCTION FLYING?
Press the button on controller (as picture shows) and you will hear beep sounds then you get into compass mode flying. To quit from compass mode, just press it again and you will hear beep sound disappears.



HOW TO RECOGNIZE THE " FORWARD SIDE" UNDER HEADLESS FUNCTION?
When the **WINGMAN** is taking off, the LED light on the **WINGMAN** stop flashing, at the moment, the **WINGMAN** sets its front side to be the front direction for headless mode flying.

If you want to reset the front direction, then you need to turn off the RC **WINGMAN** and reset it again.

