

XINHOME TSM006-B

XINHOME Flying Orb Ball Toy User Manual

Model: TSM006-B

1. INTRODUCTION

The XINHOME Flying Orb Ball Toy (Model TSM006-B) is a hand-controlled mini drone designed for interactive play. This manual provides essential instructions for safe operation, charging, and maintenance to ensure an optimal user experience.

2. PRODUCT FEATURES

- **RGB Light System:** Features colorful RGB lights and a unique boomerang effect based on throwing angles and speeds.
- **Protective Cage:** Constructed from lightweight, flexible, and drop-resistant ABS material, enclosing propellers to protect fingers.
- **USB Rechargeable:** Equipped with a built-in rechargeable battery and USB charging cable for convenient power.
- **Versatile Use:** Suitable for both indoor and outdoor environments, offering a smooth flight pattern and boomerang capabilities.

Upgraded DESIGN

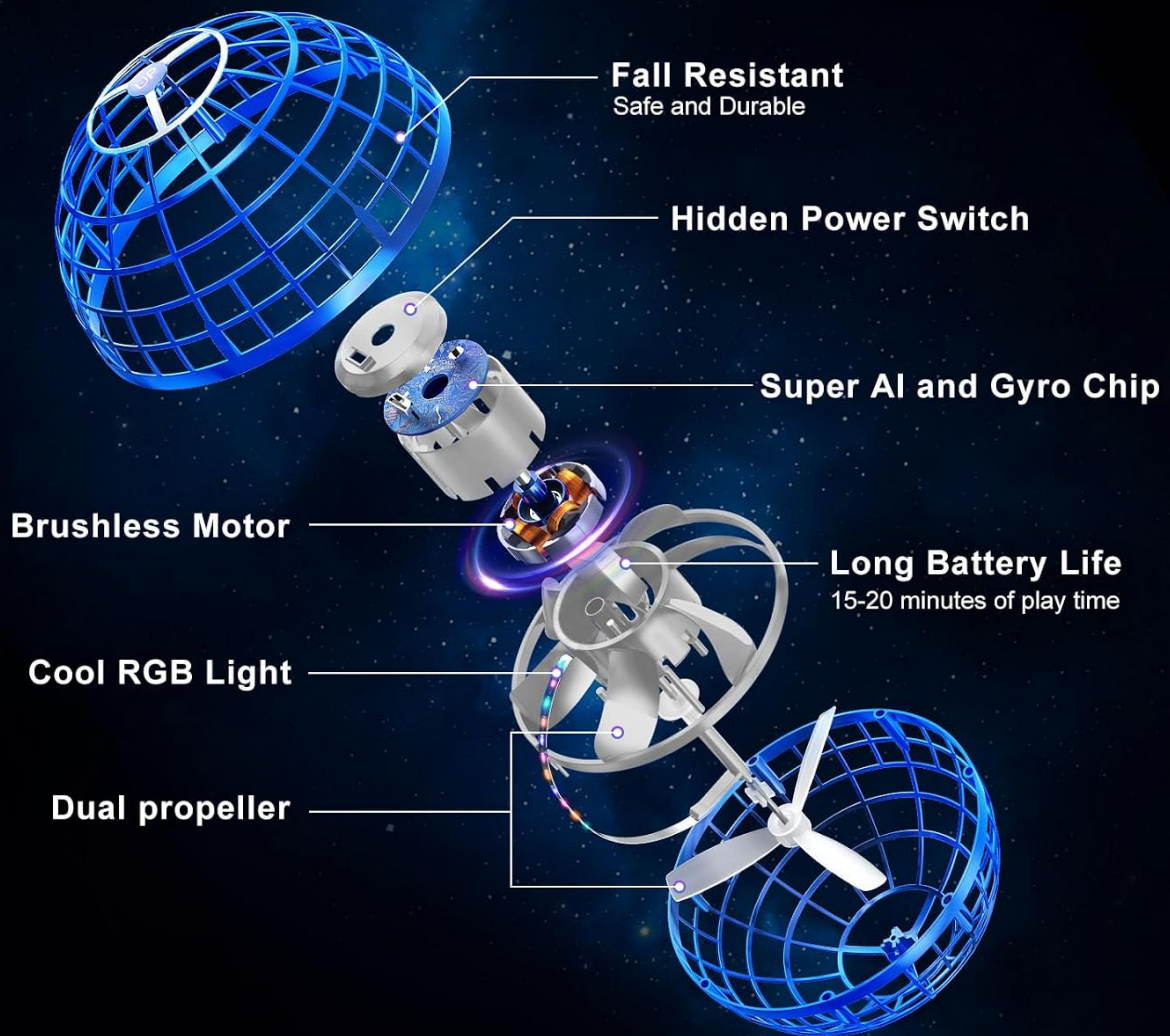


Figure 2.1: Exploded view illustrating the internal components and protective design of the orb.

3. SETUP

1. **Unboxing:** Carefully remove the Flying Orb Ball Toy and all accessories from the packaging.
2. **Initial Charge:** Before first use, fully charge the device. Refer to the "4. Charging Instructions" section for details.

4. CHARGING INSTRUCTIONS

The Flying Orb Ball Toy is equipped with a rechargeable Lithium-Ion battery. Follow these steps to charge the device:

1. Connect the provided USB charging cable to the charging port on the orb.
2. Connect the other end of the USB cable to a compatible USB power source (e.g., computer, USB adapter, power bank, car charger).

3. A full charge typically takes 25 to 30 minutes.
4. A full charge provides approximately 10 minutes of flight time.



Figure 4.1: USB charging setup for the Flying Orb Ball Toy.

5. OPERATING INSTRUCTIONS

This section details how to start, hover, and achieve the boomerang effect with your Flying Orb Ball Toy.

5.1. Starting the Device

1. Locate the power button on the device.
2. Press the power button.
3. Gently shake the flying ball to activate the propellers.

5.2. Boomerang Effect

1. Hold the device with the "UP" marker tilted approximately 30 degrees backward.
2. Push the device forward and upward. The orb will return to you.

5.3. Hovering

1. Hold the device with the "UP" marker pointing upwards.
2. Release the ball.
3. Place your palm 1-5 cm (approximately 0.4-2 inches) beneath the bottom of the orb to make it hover.

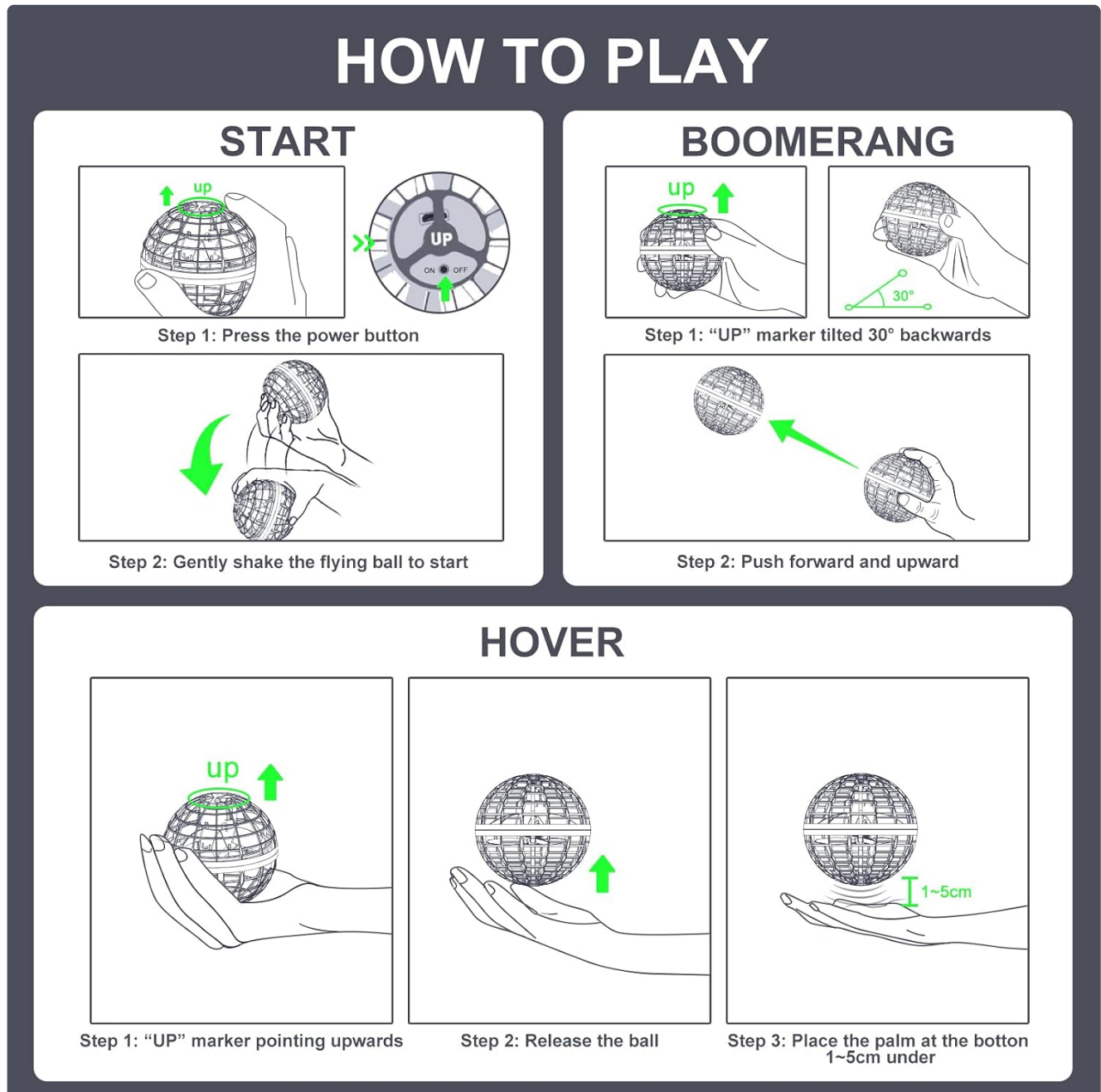


Figure 5.1: Visual guide for starting, boomerang, and hover functions.

6. SAFETY INFORMATION

- **Age Recommendation:** This product is recommended for users aged 6 years and up.
- **Protective Design:** The orb features a protective cage and mesh shell layers to prevent contact with propellers.

- **Indoor Use:** When playing indoors, ensure the area is clear of fragile objects to prevent damage.
- **Supervision:** Adult supervision is recommended for younger children.
- **Battery Safety:** Do not attempt to open or replace the built-in battery. Use only the provided charging cable.

Why choose a flying ball toy over a drone?



A photograph of three children (two boys and one girl) smiling and looking at a colorful, spherical flying ball toy held in the hand of one of the boys. The toy has a blue and red grid pattern. Below the photo is a circular inset showing a close-up of the toy on a surface.

Ours

- ✓ Safe and Fun
- ✓ Durable Flexible Cover



A grayscale photograph of two hands, one holding a small, white, irregularly shaped object. Below the photo is a circular inset showing a small black drone with its propellers exposed.

Others

- ✗ Exposed Propeller Blades
- ✗ Not Durable

Figure 6.1: Safety comparison of the orb toy with traditional drones.



Safe and denser grid globe design



High quality PP material Soft and durable

Figure 6.2: Details on the protective grid design and durable material.

7. MAINTENANCE

- **Cleaning:** Wipe the exterior of the orb with a soft, dry cloth. Do not use harsh chemicals or immerse the device in water.
- **Storage:** Store the device in a cool, dry place away from direct sunlight when not in use.
- **Inspection:** Periodically inspect the protective cage for any damage. Discontinue use if significant damage is observed.

8. TROUBLESHOOTING

- **Device Not Turning On:**
 - Ensure the battery is fully charged.
 - Verify the power button is pressed and the device is gently shaken to activate.

- **Short Flight Time:**

- Ensure the battery is fully charged before each use. Battery performance may decrease over time with repeated use.

- **Not Flying or Dropping:**

- Ensure the "UP" marker is correctly oriented for the desired flight mode (hover or boomerang).
- Check for any obstructions in the propellers or damage to the cage.
- Ensure the device is launched with sufficient force for boomerang or hover.

- **Unpredictable Flight:**

- Practice different throwing angles and speeds. The device's flight path is influenced by these factors.
- Ensure play area is free from strong air currents (e.g., fans, open windows).

9. SPECIFICATIONS

Product Dimensions	3.54 x 3.54 x 3.54 inches
Item Weight	4.2 ounces
Model Number	TSM006-B
Recommended Age	6 years and up
Battery	1 Lithium Ion battery (included)
Charging Time	Approximately 25-30 minutes
Flight Time	Up to 10 minutes
Manufacturer	XINHOME

10. WARRANTY AND SUPPORT

For product support or warranty inquiries, please contact XINHOME customer service through the retailer where the product was purchased. Keep your purchase receipt as proof of purchase.

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ASK A QUESTION ABOUT THIS MANUAL

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. [Privacy details](#).

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question