



DOWELLIN Versatile 6-Axis Gyroscope Quadcopter Instruction Manual

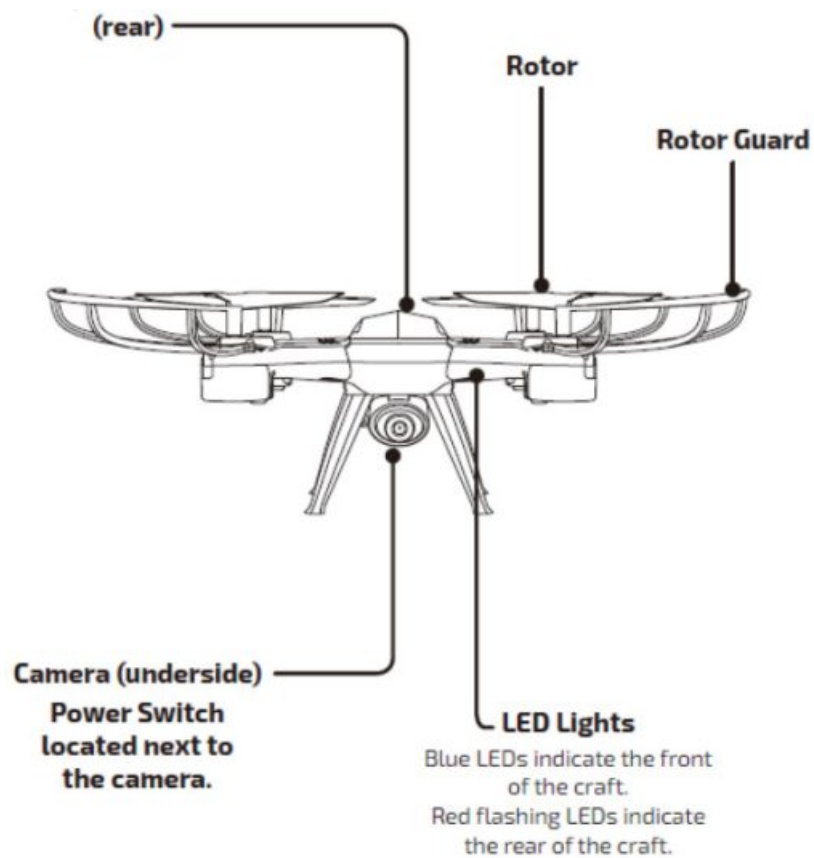
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AGES 14+
VERSATILE 6-AXIS GYROSCOPE QUADROCOPTER



INSTRUCTION MANUAL

Battery Compartment

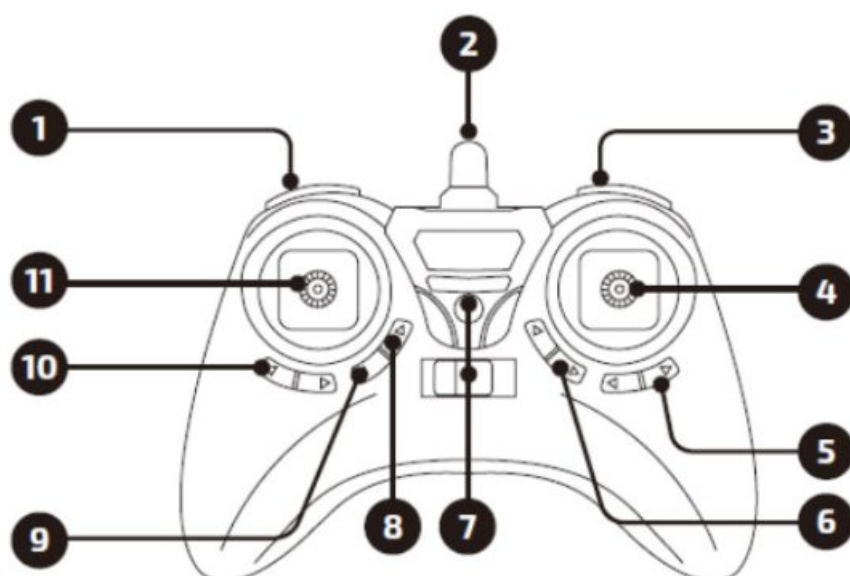


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Remote Control

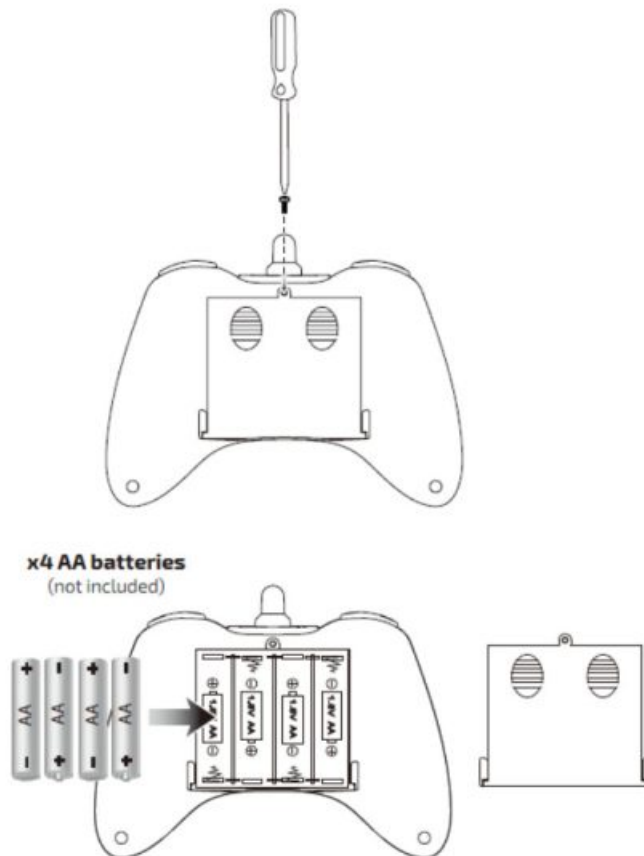
Functions



1. Speed Setting

2. Antenna
3. 360° Flip
4. Right Control Stick Pitch: push forward/backward Roll/Bank: push left/right
5. "Roll/Rank" Trim
6. "Pitch" Trim
7. Power Switch/Power Indicator Light
8. Headless Mode
9. Trim Reset
10. "Yaw" Trim
11. Left Control Stick
 - Ascend: Push forward.
 - Descend: Push backward.
 - Yaw/Spin: Push left or right.

Remote Control Battery Installation



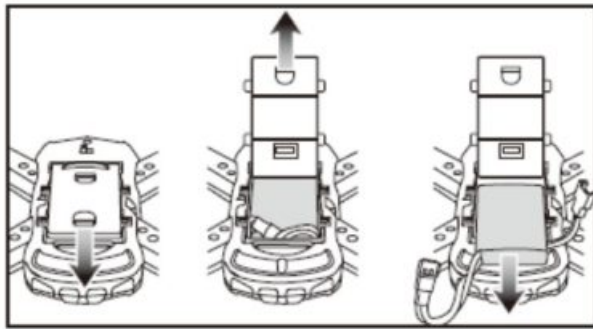
Charging the Battery

Information & Procedure

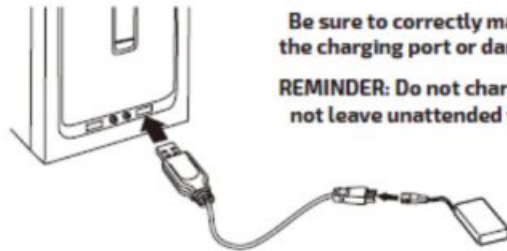
The craft's battery must be charged before it can be flown. To avoid the risk of injury or damage, be sure the craft and remote control are both powered OFF and remove the battery from the craft when charging. Charging time is approximately 70-90 minutes. Charge fully before use for best performance. Connect the battery plug to the USB charging plug, then connect the USB end (included) to the USB port of a powered ON computer or USB power adapter (not included).

While charging, the cable will display a red light.

When charging is complete, the light will turn OFF.



Remove the battery from the bottom of the craft.



Be sure to correctly match the plug to the charging port or damage may occur.

REMINDER: Do not charge overnight. Do not leave unattended while charging.



Flying

Remote Link Et Calibration Before flying, the craft and the remote must be linked together and the gyroscopes on the craft must be allowed to calibrate.

Begin with the battery Installed, the battery compartment dosed, and the craft and remote powered OFF.

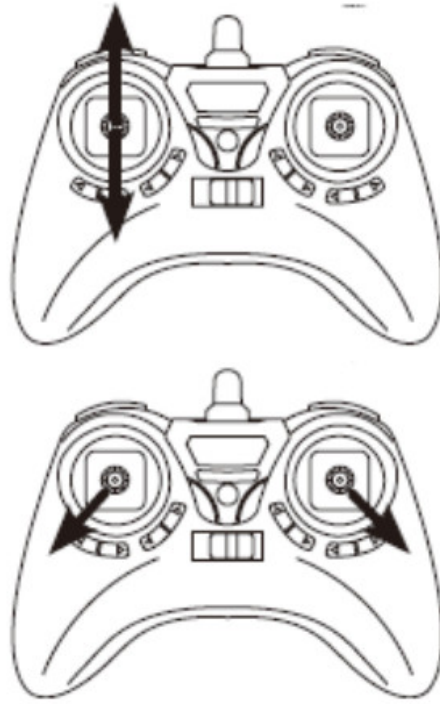


Front

Step 1 Power ON the craft and place It on a flat surface. This is necessary for the craft's gyroscopes to property align.

The lights on the craft will blink as it searches for a signal from the remote.

Be sure the craft and yourself are facing the same forward direction, this will help with orientation while flying.



Step 2

Power ON the remote. The light on the remote will blink as it searches for the signal from the craft. An audible chime will sound when the remote and the craft have linked.

Step 3

Push the Left Control Stick (throttle) fully forward, wait for a chime to sound, then pull the stick fully rearward, and wait for a second chime.

Step 4

To start/stop the rotors, push both control sticks down and to the outside as shown in the diagram. Once the rotors have started, the craft is ready for flight.

Trim Adjustment & Countering Drift

Even after a craft is calibrated, it may still drift while airborne. To counter this effect you can adjust the trim for better control. However, adjusting the trim may not entirely eliminate drifting. Air currents and other factors can still affect the craft's handling.

Making Trim Adjustments

Press the Trim buttons to adjust the craft trim accordingly.

For example, if the craft is drifting forward, press the Backward Trim button until the craft is balanced.

To avoid potential damage, adjust the trim while attempting a stable hover and adjust one trim setting at a time to avoid confusion.

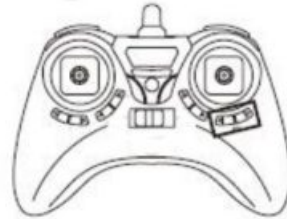
Forward/Backward "Pitch" Trim



Spin "Yaw" Trim



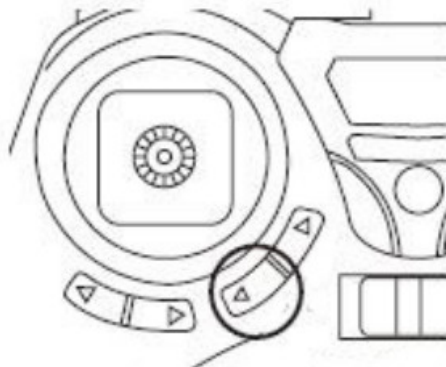
Left & Right "Roll/Bank" Trim



Flying

Remote Trim Reset

If you are still having difficulty flying, it may help to reset the trim adjustments on the remote. Do not attempt to do this while flying, safely land the craft first. Press the Trim Reset button on the remote. The remote will chime once, and the lights on the craft will blink rapidly. When the lights return to normal, the trim reset is complete.



Gyroscope Recalibration

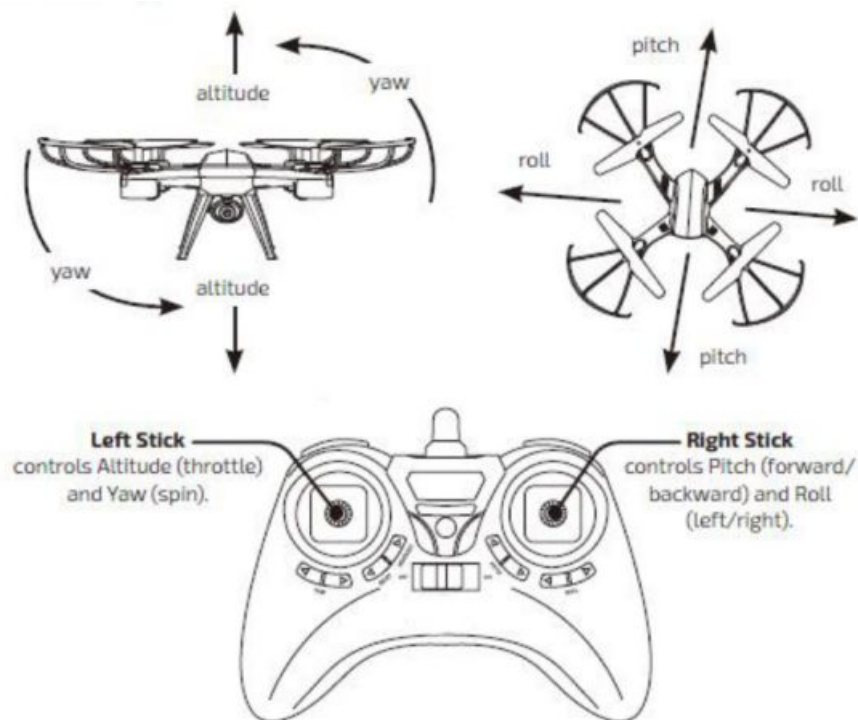
If the craft is having difficulty flying or is behaving erratically, its gyroscopes may need to be recalibrated. Do not attempt to do this while flying, safely land the craft first, and place it on a flat surface.

Note: The craft and the remote should already be linked together.

Pull down and to the right on both control sticks for 2-3 seconds. The remote will chime once, and the lights on the craft will blink rapidly. When the lights return to normal, the calibration is complete.



Flight Controls



When You're Finished Flying

After landing, keep the Left Control Stick (throttle) in the lowest position and wait for the rotors to stop spinning. Power OFF the remote BEFORE powering OFF the craft. This will ensure that no signals are accidentally sent by the remote, reducing the chance of injury. After this is done, it is safe to pick up and power OFF the craft.

Flying

Tips for Safe Operation

- It is recommended to only fly in large, open spaces that are free of obstacles like power lines, trees, ceiling fans, etc.
- When flying indoors avoid walls and ceilings, as the craft may be drawn towards them if closer than 2-3 feet.
- Stand behind the craft when first taking off, so that you and the craft are facing the same 'forward' direction. This will help with orientation when the craft is airborne.
- Novice pilots should move the controls slowly and deliberately to get used to the craft's flying characteristics. Try using one control at a time.
- Practice basic flight operations like takeoff, hovering, and landing.

- If you get into trouble or if anything obstructs the rotors, cut power immediately and safely clear the obstruction. Check for possible damage before flying again. Speed Setting Press the Speed button on the remote to change the craft's speed setting.
- Low Provides smooth and predictable control of the craft. The remote will chime once to indicate the low-speed setting.
- Medium: The craft will move and respond faster to all control inputs. The remote will chime twice to indicate the medium-speed setting.
- High: Highest setting for maximum performance. The remote will chime three times to indicate the high-speed setting.

Headless Mode

Before using Headless Mode be sure you and the craft are facing the same "forward" direction, otherwise, the craft will not fly correctly. To activate Headless Mode, press the Headless Mode button (see page 7) on the remote control. All of the LED lights will flash while Headless Mode is ON. Press the button again to deactivate Headless Mode.

While Headless Mode is active the craft will fly in whatever direction the Right Control Stick is moved, regardless of where the front of the craft is pointing. For example, if the front of the craft was pointed straight ahead but is now pointed right 90°, when you push forward on the stick the craft will fly forwards as if it was still pointed straight ahead. This can be useful if you become disoriented while flying and cannot visually determine which direction the craft is facing.

Flips


Before attempting a flip, be sure that there is enough clear space around the craft ideally 9-10 ft. in all directions. It is not recommended to attempt to flip around or through any obstacles, as this may result in unintended damage. Press the 360° Flip button and the craft will automatically do a flip.

FCC Warning Statement

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.

Documents / Resources

	<p>DOWELLIN Versatile 6-Axis Gyroscope Quadcopter [pdf] Instruction Manual DRW342MG, 2AGZ8DRW342MG, Versatile 6-Axis Gyroscope Quadcopter, DRW342MG Versatile 6-Axis Gyroscope Quadcopter</p>
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