




Air Acrobat

WARNING:
CHOKING HAZARD - Small parts
Not for Children under 3 years.

"This product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC."



Do not touch the running propeller!
Do not play above someone's head!
Adult supervision is required!

Key Features:

- Perform 3D Acrobat Action
- Full Function Digital Proportional Radio Control
- Precision Speed Control
- Unique Material Withstand Crashes
- Lithium Battery For Long Flight Time

Safety Precautions:

- Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- Keep hands, hair and loose clothing away from the propeller when power switch is turned ON.
 - Turn off transmitter and X-Twin PRO when not in use.
 - Remove battery from transmitter when not in use.
 - Parental guidance is recommended for the flight.
 - Keep your plane in your sight so that you can supervise it all the time.
 - New and alkaline batteries are recommended for use in transmitter to obtain best and maximum performance.
 - You are advised to replace with new batteries as soon as the function becomes impaired.
 - Users should keep and retain this information for future reference.
 - Users should keep strict accordance with the instruction manual while operation the product.
 - Your Transmitter charger is tailor-made for the Li-Poly rechargeable battery used in plane. Do not use it to charge any battery other than that in the plane.

FCC Statements

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions:

- 1) This device may not cause harmful interference, and
- 2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: 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.

Battery Cautions:

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (Transmitter only).
- Rechargeable batteries are only to be charged by an adult
- Different types of batteries or new and used batteries are not to be mixed (Transmitter only).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy (Transmitter only).
- The supply terminals are not to be short-circuited.

Your plane is equipped with a Li-Poly battery, please also pay attention to the following cautions for safety use:

- Do not dispose the battery in fire or heat.
- Do not use or leave the battery near a heat source such as fire or heater.
- Do not strike or throw the battery against hard surface.
- Do not immerse the battery in water, and keep the battery in a cool dry environment.
- When recharging, only use the battery charger specifically for that purpose.
- Do not over-discharge the battery.
- Do not connect the battery to an electrical outlet.
- Do not directly solder the battery and pierce the battery with a nail or other sharp object.
- Do not transport or store the battery together with metal objects such as necklaces, hairpins etc.
- Do not disassemble or alter the battery.
- Charge the battery every 6 months.
- Turn off your equipment power switch after use.
- As for a used battery, please recycle after covering the battery terminals with insulation tape or inserting it to an individual poly-bag.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time. (For transmitter only)
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

Note:

- Parental guidance is recommended when installing or replacing batteries.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

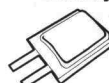
Special Note to Adults:

- Regularly examine for damage to the plug, enclosure and other parts. In the event of any damage, the toy must not be used with the transmitter charger until the damage has been repaired.
- This toy is not intended for children under 3 years old.
- This toy must only be used with the recommended charger
- Do not try to charge other batteries with transmitter Charger.

For use exclusively in the following countries:

AT, CZ, DE, HU, NL, BE.

Battery requirement for X-Twin PRO:



Power Supply : ---
Rating : DC 3.7 V, 3.8 W
Batteries : 1 x 3.7 V Li-Poly Rechargeable Battery Pack
Requires 1 x 3.7 V Li-Poly Rechargeable Battery Pack (included)

Battery requirement for Transmitter:

Power Supply : ---
Rating : DC 9 V, 3.6 W
Batteries : 6 x 1.5 V "AA"/LR6/AM3
Requires 6 x 1.5 V "AA" size batteries (not included)



WEEE

When this appliance is out of use, please remove all batteries and dispose of them separately. Bring electrical appliances to the local collecting points for waste electrical and electronic equipment. Other components can be disposed of in domestic refuse.

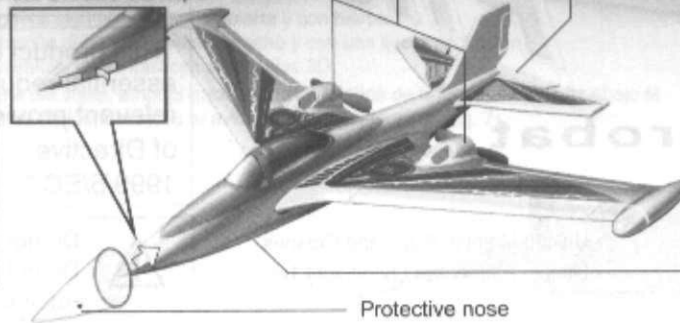
Parts Index

Box Included:

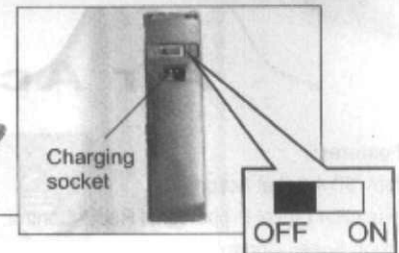
Air Acrobat	x1
Transmitter	x1
Landing wheel	x1
Instruction manual	x1
Spare propeller	x2
Protective nose	x1

X-Twin PRO

Stick and peel off the double side tape

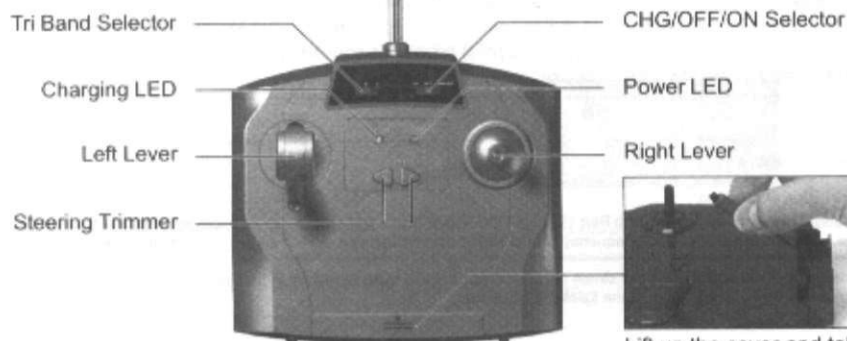


Assemble the landing wheel on the chassis of the plane.

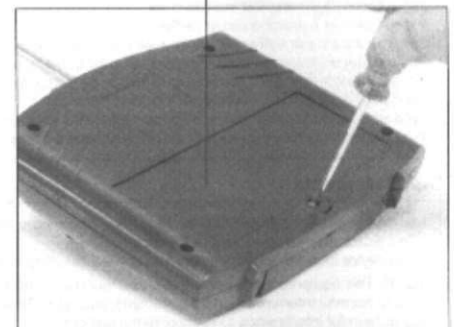


Transmitter

Screw up the antenna with the transmitter



Battery cover



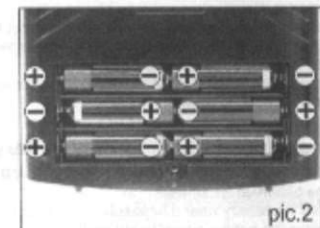
Lift up the cover and take out the charging wire

Flying Preparation:

Battery Installation - Transmitter

Make sure the power switch is on "OFF" position.

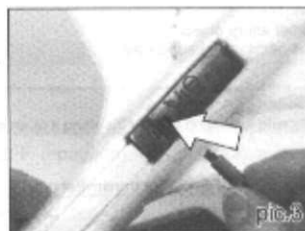
1. Use a screwdriver to loosen screw on the battery case in anti-clockwise. (pic.1)
2. Put 6 AA size batteries in the battery compartment as per the polarity shown inside. (pic.2)
3. Tighten the screw in clockwise.



Battery Charging:

Turn off the power of X-Twin PRO and transmitter.

1. Put the plug on the transmitter in the socket on X-Twin PRO. (pic.3)
2. Set the "CHG / OFF / ON" selector to "CHG" position. The green LED will light up. (pic.4)
3. The green LED will turn off when the battery is fully charged.
4. It may take up to 50 minutes to fully charge the battery and a fully charged battery can serve about 5 minutes flight. The charging times may vary as to the battery status because your charger has intelligent charging control.



The green LED will light up when the plane is being charged.

Playground and Weather selection:

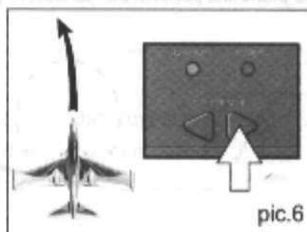
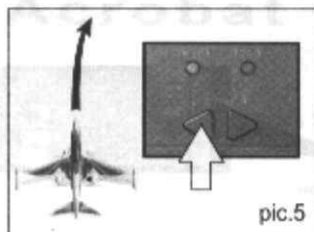
- a) Outdoor: It's better in a sunny day, and in calm wind or slight breeze (Esp. no more than Beaufort scale 1 - light air [smoke can float but leaf can't move].)
Precaution: Because of its light weight, it may be blown away under strong wind.
- b) We suggest you can play it on grass to protect your plane when it impacts on ground.
- c) Do not play your plane when it is raining, snowing, or near high power cable.



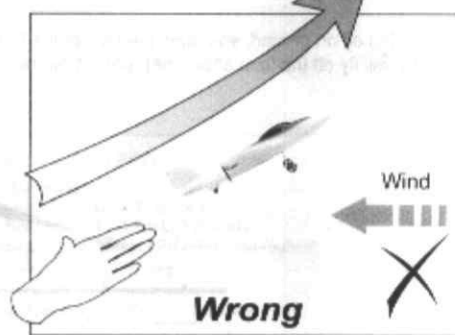
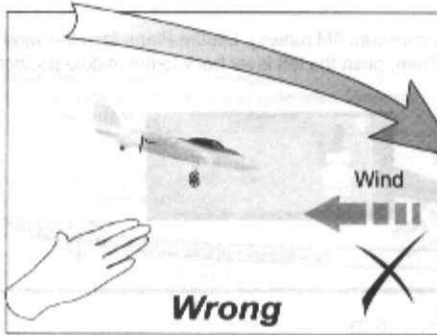
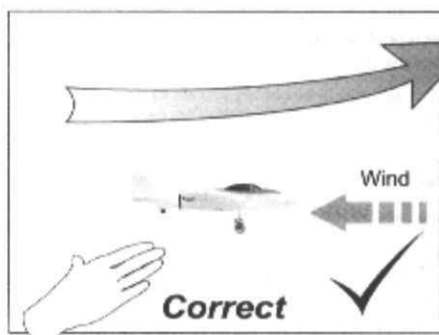
Flying your X-Twin PRO

1. Screw in the antenna on transmitter.
2. Assemble the landing wheel on the chassis of the Plane.
3. Set the ON/OFF switch on Plane to ON. BE SURE THE TRANSMITTER IS "OFF" when turn on the Plane.
4. Set the left lever on transmitter to MINIMUM throttle, then set it to ON.
5. Make sure the plane can go nearly straight:

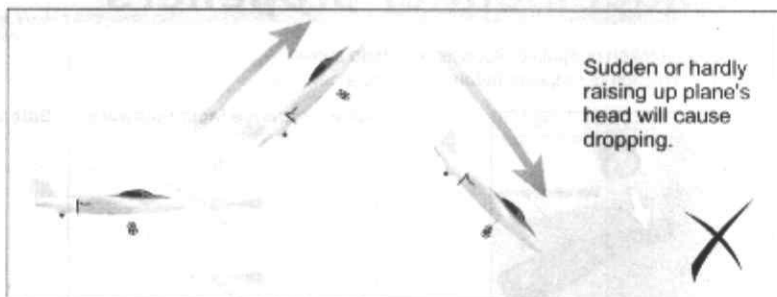
Set the right lever on transmitter in its neutral position, then push the throttle in the middle to drive the plane and hand throw the plane out to see its flying trend. When the plane keeps turning clockwise, push and release the left side of trim repeatedly till the turning stops and the plane flies straight (pic.5). When the plane keeps turning counter clockwise, push and release the right side of the trim repeatedly till the turning stops and the plane flies straight & go straight (pic.6). Repeat the above steps several times to make your plane go straight.



6. Be sure to let the plane face to the wind when you throw it. Also it is important that you should throw it horizontally.



7. Set the right lever in its neutral position, then push the throttle to MAXIMUM to drive the plane and hand throw the plane out for flight.



- a) The correct flight pattern would be:

- b) If the plane raises its nose very quickly, it may fly near stalling speed and fall down. You should pull the left lever down (throttle down) to let it fly in horizontally.

8. When your plane can fly steadily, you can move the right lever to left or right so that it can turn to left or right. You may need to strike but not hold the right lever for easy adjustment.

The "turning" function depends on the running speed variation between left and right propeller, please note that if the plane response slowly to your command, you should throttle up for better performance.

9. Landing: Turn your plane facing the wind, then throttle down.

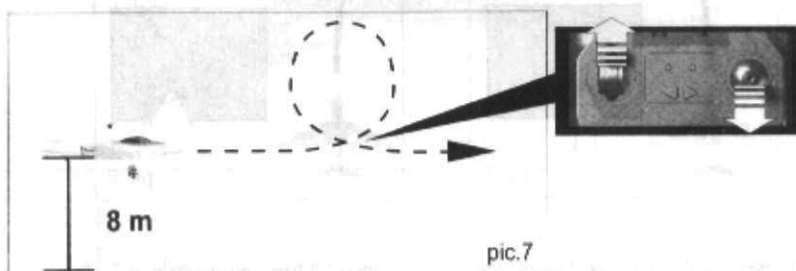
10. You can operate your plane to do some different action as the table shown, the table shown on the right gives you a rough idea of the relation between transmitter operating and the plane response.

11. If your plane has minor damage, you can fix it with pressure sensitive tape.

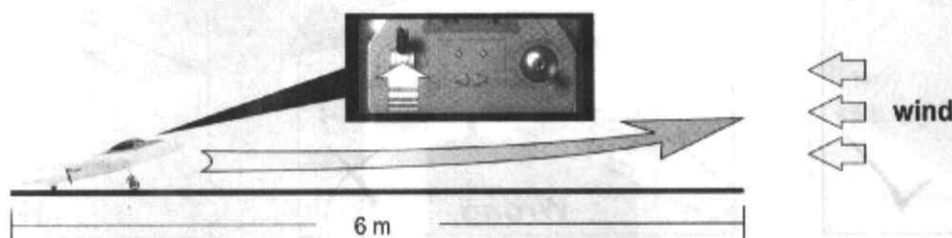
Left Lever	Right Lever	Elevator	Action
↑	/	/	Take off and Go up
↑	←	/	Turn anti-clockwise
↑	→	/	Turn clockwise
↑	/	↓	Turn a somersault
↑	/	↑	Go down
↓	/	/	Go down and land

Flying tips

1. You can push the throttle and keep the Plane fly slowly and steadily.
2. Always fly your jet as if you were the pilot sitting in the Plane. When you fly the Plane towards you and command it to turn right or left, it will turn to its right or left. But it will appear to you to be turning in the opposite direction.
3. In order to avoid damaging while landing in this high speed Plane, push the throttle to minimum while the Plane is about 4M to 5M above the ground. This will help the Plane to achieve a soft landing to minimize hard crash.
4. To prevent other kind of damage of the Plane, always find a wide-open and grassy area.
5. Properly trimmed your Plane should make your Plane fly straight out in a slight climb.
6. Following the below steps, you can perform the wonderful 3D stunt action.
 - Fly your Plane at about 8 m above the ground, push upward the left lever stick and push downward the right lever stick in a very fast action, then the plane will perform the 3D action. (Pic 7)

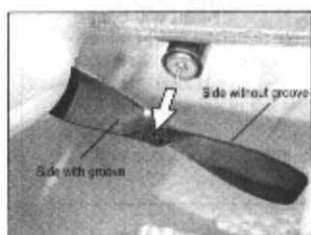


7. To taking off on ground, you may need to set the Plane on a minimum 6M runway. Let the Plane face the wind direction and push the left lever (Throttle) to the top. The Plane will fly off the land after 3-5M running on the ground. Then, push the left lever back to the middle position and control the right lever to make right or left turn.

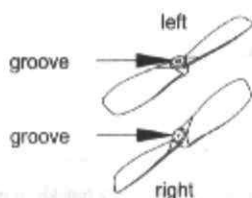


Replacement of propellers

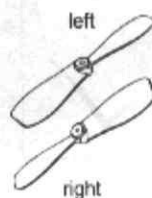
1. Take out the broken or spoiled propeller as photo shown.
2. Check the direction of propeller before replacing a new one.



Side with groove facing outward



Side without groove facing the motor



Caution:
Sharp point of the motor shaft, the propeller must be replaced by adult!

Trouble Shooting

Symptom	Cause	Correction
Propeller can't move	- ON/OFF Switch is OFF. - Weak Battery.	- Set switch to ON. - Re-charge the battery pack.
The Plane turns around and descends after taking off	- Trimmer is not tuned properly.	- Adjust the trimmer.
Can't take off or drop down at flight	- Plane doesn't run to the wind before taking off. - Weak power. - Flying at the wrong elevator angle or speed.	- Let the plane run to the wind before taking off. - Re-charge the battery pack. - Play for more skills, such as tune the Throttle Trimmer for precise power control or stroke (not hold) the left control lever on transmitter.
Drop down at the climbing state or before take off	- Weak power. - Large upper angle of elevator.	- Re-charge the battery pack. - Re-tune the elevator.
The Plan does not react, or react poorly to operation by transmitter.	- High-frequency interference occurred near to high-voltage lines, transformers and some types of building.	- Avoid these if possible, or choose another place to operate the Plane.
Loss of control.	- Another radio control R/C Plane using the same frequency and channel is operated near your Plane. - Out of the control range of distance.	- Move to another place where without radio frequency interference from another device. - Ensure the antenna is fully extended. The Plane fly up to 50 meters in open space.