

DRAGONFLY
Transmitter with 4 Channels
Manual Instruction



Thank you for purchasing Dragonfly Transmitter with 4 channels. The system is designed to operate conveniently, look beautiful and fly neatly. It can be used with helicopter and aeroplanes. This product is suitable for beginners and the advanced.

Warning

- Make sure you are using a different band to others in the same area.
- Do not operate the system on night or during thunderstorm.
- Do not operate this system near people, buildings, railway, road and overhead wires.
- Make sure the antenna is fully extended.
- Check if you need to re-charge the battery before flying.

Caution

- Be sure not to hit, press the product heavily.
- Turn off the transmitter after flying. Remove all batteries if the transmitter is not in use for a long period.
- Keep the transmitter from children.
- Keep this instruction manual in a handy, safe place. You'd better lend the transmitter with this instruction manual together to others.

Transmitter Specification

Transmitter: 4 channels, with a system including trims and double sticks.

Size: 190mm*180mm*70mm

Weight: 682g (included battery)

Power: 650mW.

Frequency Modulation: FM

Current: 200mA

Temperature: 0° -160° F

Pulse width: 1.5mS

Receiver Specification

Model: FM 4 Channels

Sensibility: -115dBm

Size: 50mm*33mm*22mm

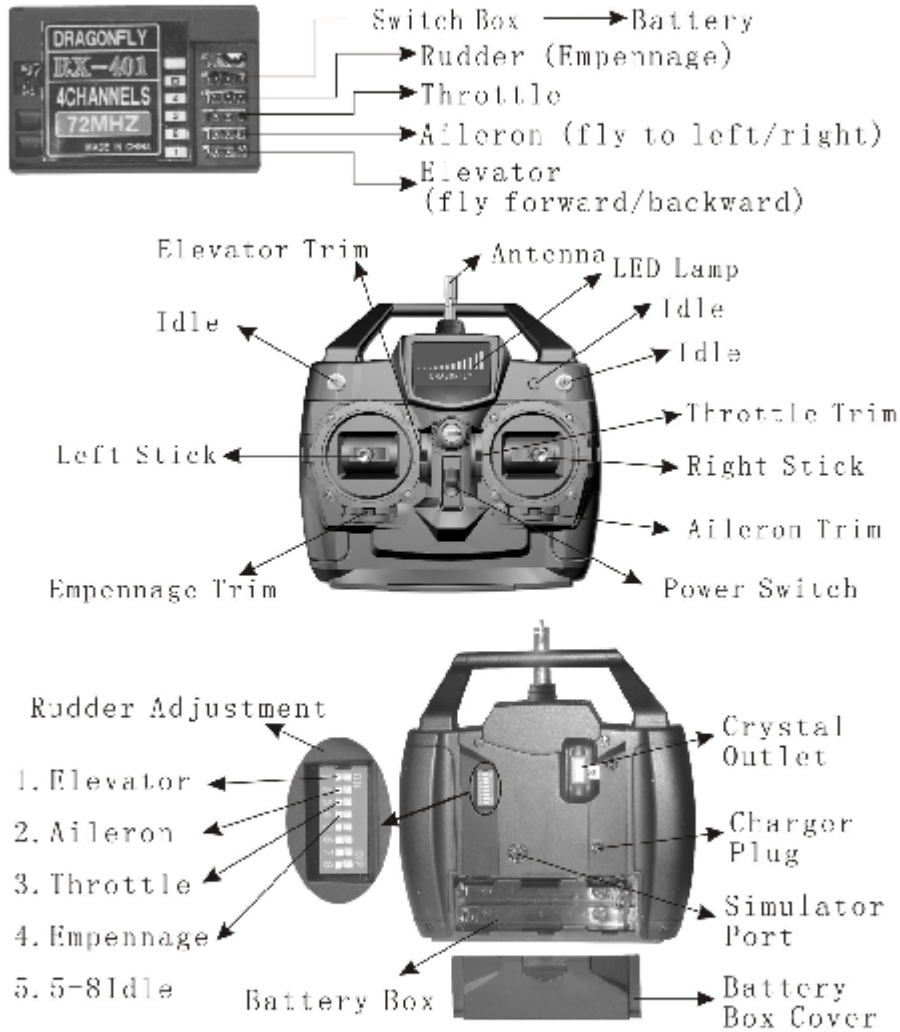
Weight: 26g

Batteries for Receiver: 4-cell 6V 700mAh

Note

This instruction manual is suitable for Mode I (right-throttle). If you prefer to use a transmitter other than the one we recommend, you can adjust the Modes accordingly.

Flying System Connecters



Note

There are three colors for LED Lamp. Green indicates recharging fully and flying; Yellow indicates weak battery, stopping operation and to recharging; Red for battery worn seriously. Please stop flying, or the airplane/helicopter will be out of control.

Caution:

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.