

X-SERIES

2.4G • 6-AXIS 3D ROLL
FPV REAL-TIME

Wireless And High-Definition Video 6-Axis Gyro Quad-copter



INSTRUCTION MANUAL

Thank you for purchasing this product. Please read this manual carefully before use and retain it for future reference.

Technical parameter of the model

Fuselage Length: 315mm	Gross Weight: about 120g	Motor: Coreless
Overall height: 120mm	Battery: Li-polymer 3.7V 550mAh	motor
Main Rotor Diameter: 135mm	Charging Time: about 100 minutes	

Introduction

- Quad-rotor design insures more stable and powerful performance and make all kinds of 3D action more easier.
- New designed structure makes assembly and maintenance easier.
- Adopting 2.4G auto connection technology, scores of model can be played at the same time.
- Equipped with the newest 6-Axis Gyro control system, this model has the characteristics of stable flight and easy operation.
- Full charged battery can support 7 minutes steady flight.

Product/spare parts included in this packaging

Description	QTY (pc)	Description	QTY (pc)	Description	QTY (pc)
model	1	Additional Blades	4	Screw	4
Remote control	1	Holder of the mobile phone	1	Screwdriver	1
Manual	1	Protecting frames	4	USB charger	1
Camera	1	Landing skids	2		

Safety guidelines

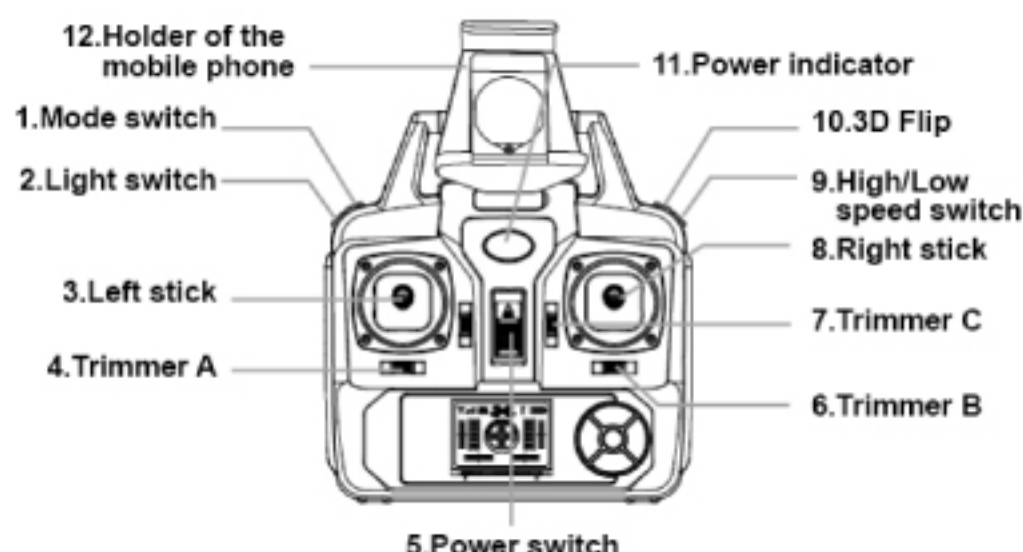
- This product is not a toy It is not applicable for children who are under 14 years old.
- Please read this instruction manual carefully before playing and operate the product according to the manual.
- The users are in full charge of proper operating the model The manufacturer and dealers disclaim all responsibility for the damage caused by misuse.
- Keep the small accessories away from the kids to avoid accident.
- Keep batteries away from fire or high temperature environment.
- When flying the model, keep it 1~2 meters away from user or others to avoid injury due to collision.
- Not to decompose or modify the product which may cause malfunction or accident.
- Fly the model within your eye vision for easy and safety control.
- Need adult supervision when this model is being played by children.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries with correct polarity.
- Non rechargeable batteries are not to be charged; the transmitter need 4 X AA batteries for work.
- Do not mix old and new batteries.

The LCD remote controller

Main features of the remote controller

- Adopt microcomputer control remote controller system and 2.4G auto connection technology, scores of copters can be played at the same time without any interference.
- Control the functions of upward, downward, forward, backward, leftward, rightward, turn left, turn right and 3D flips & roll of the copter.
- Control stick for leftward/rightward flight and left/right turning can be freely switched according to player's habit.

Sketch and function switches of the remote controller



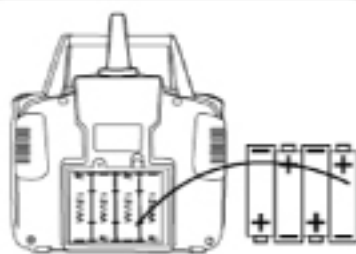
No.	Function switch	Function description
1	Mode switch	Also named Stick Mode changing button. Press this button to change the control stick mode.
2	Light switch	This is the light switch of the model. Press it once to turn on the light and press it once again to turn off the light.
3	Left stick	STICK MODE 1: upward/downward, turn left/turn right. STICK MODE 2: upward/downward, leftward/rightward;
4	Trimmer A	In stick Mode 1, it helps to tune the model's left and right direction turning speed. In stick Mode 2, it helps to tune the model's sideward flight.
5	Power switch	It controls the power source of the transmitter. Slide the power switch to the "ON" position, the transmitter is powered on; slide the power switch to the "OFF" position, the transmitter is powered off.
6	Trimmer B	In stick Mode 1, it helps to tune the model's sideward flight. In stick Mode 2, it helps to tune the model's left and right direction turning speed.
7	Trimmer C	In stick Mode 1 and 2, it helps to tune the model's forward and backward flight.

No.	Function switch	Function description
8	Right stick	STICK MODE 1:forward/backward,leftward/rightward; STICK MODE 2:forward/backward,turn left/turn right.
9	High/Low speed switch	There are 2 flight modes of the model: low speed and high speed.
10	3D Flip	When the model is flying, press this button and turn the right control stick to the top/bottom/left-most/right-most at the same time, the model will flip forward/backward/leftward/rightward accordingly.
11	Power indicator	The indicator light keeps blinking slowly: the transmitter is not activated. The indicator light keeps flashing rapidly: the transmitter is sending out connectional signal to the model. The indicator light keeps on without blinking: the transmitter is ready for controlling the flight.
12	Holder of the mobile phone	Being used to fasten the mobilephone to the remote control.

How to install the battery of remote controller



Pic.1



Pic.2



Pic.3

How to remove and insert batteries.

1. Unscrew counter clockwise to open the battery compartment cover. (Pic.1)
2. Install 4 X AA batteries into the battery compartment according to the given polarity. (Pic. 2)
3. Screw clockwise to close the battery compartment. (Pic. 3)

Flight mode selection

There are 2 flight modes available: low speed and high speed. Player can select the flight speed by pressing the flight mode button.



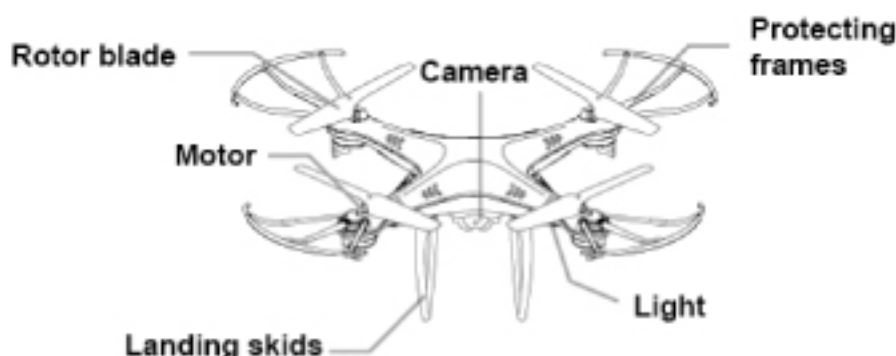
Pic.4



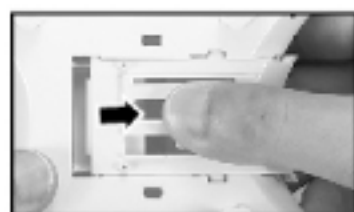
Pic.5

The model

Major parts of the model



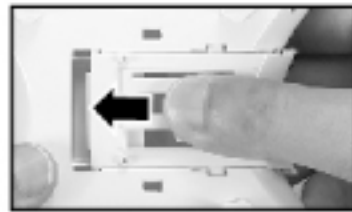
How to change new battery for the model



Pic.6



Pic.7



Pic.8

1. Open the battery compartment cover. (Pic.6)
2. Unplug the battery wire from the power wire plug of the model and take out the battery. (Pic.7)
3. Plug the new battery wire into the power wire plug of the model and insert the battery into the battery compartment. Close the battery compartment cover. (Pic.8)

How to charge the model

Turn off the model, open the battery door, unplug the battery cable from the power wire plug and take out the battery. Insert the USB charger into the USB interface of the computer or other USB outlet; connect the battery cable with the USB wire plug, and charging is proceeding with indicator light "off". Once the battery is full charged, the indicator light of the USB will turn red. Full charging takes about 100 minutes.



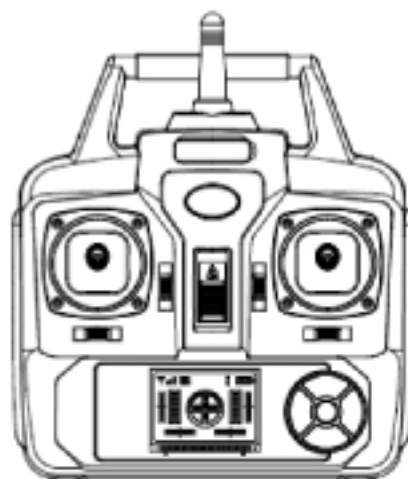
Pic.9

NOTE: Battery should be full charged before storing.

Preparation for flight

The remote control

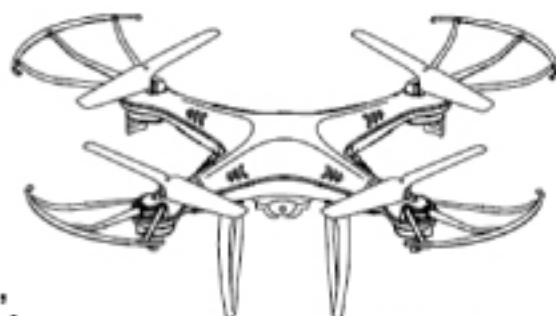
- Recheck the playground; be sure that it is free from crowd, animals and other barrier.
- Slide both of the 2 throttle control buttons to "R" or to "L" position to choose the throttle control stick.
- Slide down the throttle control stick to the bottom.
- Turn on the remote controller and the power light will blink slowly. Then slide the throttle control stick up to the top; the power light blinks at a higher speed; return the throttle control stick to the bottom; there will be a beep sound heard and the power light keeps flashing which means that the remote controller is sending out connectional signal. It will take about 10 seconds to finish the signal connection process. Once signal connection is completed, the power light will stay "on" without blinking and the remote controller is set for flight.



Pic.10

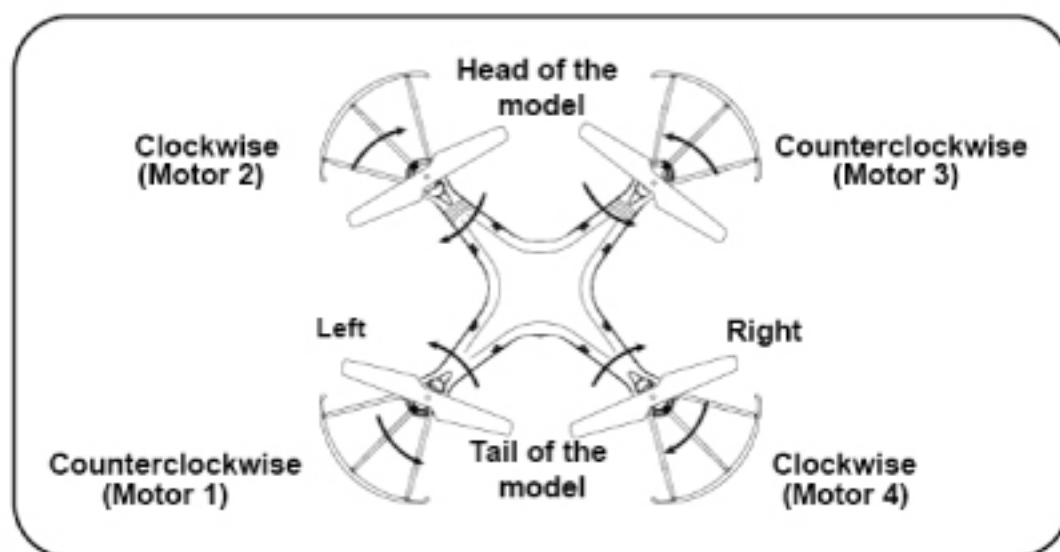
The model

- Make sure that the battery (at the bottom of the model) is well installed and connected with power wire of model. The model is OFF.
- Turn on the model; the flash light will keep flashing quickly, the gyro of the model will be in signal detecting condition. Set the model to flat surface, about 4 seconds later, the flash light will keep constant "ON". It means that signal connection is finished and the model is ready for flight.



Pic.11

- To ensure steady flight, please set the value of the Trimmer to the midpoint.
- Push up the throttle stick slowly and the model takes off.
- To avoid any misunderstanding, we have defined the orientation of the model as follows: The model is set to be copter nose right ahead and tail facing the player. The copter nose direction is named as "forward", the tail direction is named as "backward". The copter flies up to the sky is named as "upward"; the copter flies down to the ground is named as "downward". Player's left side is named as "left", player's right side is named as "right". All the directions we are talking about in this manual are subject to the definition above.



Pic.12

- The blue lights are at the front of the model; the orange lights are at the back of the model.
- When the model is on, checking the rotation direction of the rotor blades; the front-left and right-back rotor blades should be rotating in clockwise direction; the right-front and left-back rotor blades should be rotating in counter-clockwise direction.
- If the model keeps flying to one side, it can be corrected by adjusting the trimmer on the remote control.


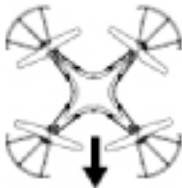
Remarks:

- Signal connection between the model and the remote control is required for the first use.
- Set the connection one by one to avoid signal connection error.
- To better protect the battery, please unplug the battery cable from the power wire after the use.

Trimmer functions



1. If the model keeps moving forward/backward even there is no control signal given, users may adjust the elevator trim to keep the model balanced.

STICK MODE 1 or 2:


	If the model keeps moving forward, push down Trimmer C until it gains balance.
	If the model keeps moving backward, push up Trimmer C until it gains balance.

2. If the model keeps moving leftward/rightward even there is no control signal given, users may adjust the aileron trim to keep the model balanced.

STICK MODE 1:

	If the model keeps moving leftward, turn right of Trimmer B until it gains balance.
	If the model keeps moving rightward, turn left of Trimmer B until it gains balance.

STICK MODE 2:

	If the model keeps moving leftward, turn right of Trimmer A until it gains balance.
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If the model keeps moving rightward, turn left of Trimmer A until it gains balance.

3. If the model keeps spinning even there is no control signal given, users may adjust the rudder trim to keep the model balanced.

STICK MODE 1:



If the model keeps spinning counterclockwise in the air, turn right of Trimmer A until it gains balance.



If the model keeps spinning clockwise in the air, turn left of Trimmer A until it gains balance.

STICK MODE 2:



If the model keeps spinning counterclockwise in the air, turn right of Trimmer B until it gains balance.



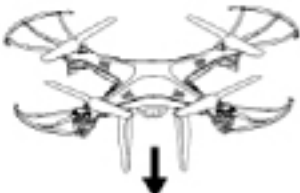



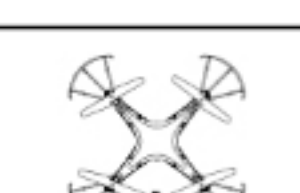
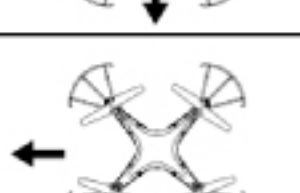
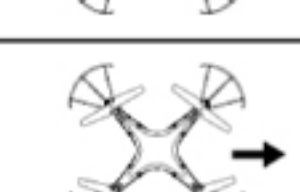
If the model keeps spinning clockwise in the air, turn left of Trimmer B until it gains balance.

Operating

Upward

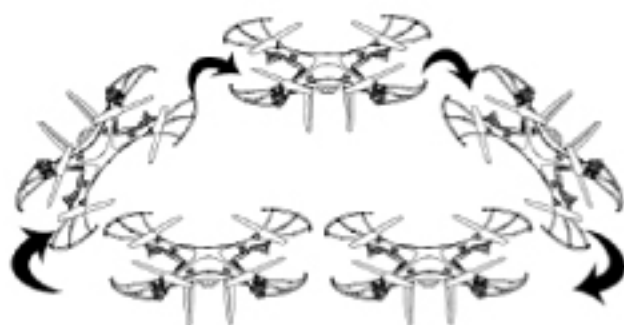


Push up the throttle control stick, the rotation speeds of the mains rotors are increasing and the model ascends accordingly.

Downward		Push down the throttle control stick, the rotation speeds of the mains rotors are decreasing and the model descends accordingly.
Turn left		Turn the left/right turning control stick to the left, the model will turn left.
Turn right		Turn the left/right turning control stick to the right, the model will turn right.
Forward		When the model is flying, push up the forward/backward control stick, the model will move forward.
Backward		When the model is flying, push down the forward/backward control stick, the model will move backward.
Leftward flight		Turn the sideward flight control stick to the left side, the model will fly leftward.
Rightward flight		Turn the sideward flight control stick to the right side, the model will fly rightward.

3D Roll

When the model is flying, press the "3D flip" button and turn the right control stick to the top/bottom/left-most/right-most at the same time, the model will flip forward/backward/leftward/rightward accordingly.



Pic.13

TIPS:

1. Beginners are recommended to play the model at low speed channel.
2. It is better to play the model at open and wide space.

Protection frame and landing gear installation



Pic.14



Pic.15



Pic.16

1. There are 2 interfaces on each motor cabinet. Insert the frame plugs into the interfaces and fix it. (Pic.14)
2. Fix the camera by screwing clockwise. (Pic.15)
3. There are 4 interfaces at the bottom of the model, insert the landing gear plugs into the interfaces and fix it by screws. (Pic.16)

FPV camera #C4005 installation

With built-in #C4005 camera, the model can take photos and videos. Download and install the FPV software to the smart phone, FPV real-time transmission can be achieved through the connection of the model and the smart phone.

Install the holder of the mobile phone:



Pic.17

1.Connect the stand bar to the mobile phone fixing component.



Pic.18

2.Adjust the fixing component upward or downward according to the size of the mobile phone.



Pic.19

3.Set the mobile phone holder to the top of the remote control.

Remark:



Pic.20

1.Pull back the lock center of the stand bar and slowly push up the holder, the mobilephone holder would be taken down.

#C4005 installation:



Pic.21

1.The camera should be fastened to the interface at the bottom of the model.



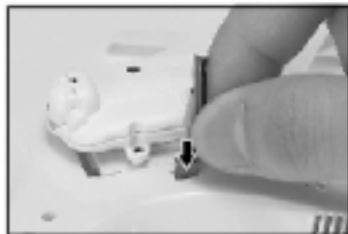
Pic.22

2.Fix the camera by screwing clockwise.



Pic.23

3.Insert the camera wire plug to the camera interface.



Pic.24



Pic.25



Pic.26

4.Insert the camera wire plug to port of C4005.

5.Insert the antenna bracket into interface of the foot stand and lock the screws.

6.Install the antenna to the antenna bracket.

FPV software download and installation

Install software

- The model is with built-in camera #C4005,install the "MJX C4005 FPV" software to smart phone, the photos and videos that taken by the camera can be seen alive when the model is flying.

- For Android system, please visit our website www.mjxtoys.com to download the software "MJX C4005 FPV".
- For Apple IOS system, please go to the APP store to download the software "MJX C4005 FPV".

Instructions

Power on the model, the FPV indicator light (at the bottom of the model) is on. Enter into settings of the smart phone, open WIFI, search "MJX C4005 FPV ****" and connect it. After successful connection, exit settings. Open "MJX C4005 FPV" software at the smart phone; click "**MONITOR**" to enter into the control interface to watch the real-time video.



Pic.27



Pic.28



Pic.29

1.Open the software
"MJX C4005 FPV" .

2.Click the **MONITOR**
button.

3.Image is showing
on the screen.

Trouble shooting

	phenomenon	reason	solution
1	The lights are flashing quickly.	Gyro of the model is under signal detecting condition.	Set the model to any flat surface.
2	The lights are flashing on twice and flashing off once.	The model is not received the signal from the remote control or signal connection is interrupted.	For absence of signal, activate the remote control for the signal connection. For signal interruption, turn off the remote control and turn it on again.
3	The lights are flashing on and off.	The model is underpowered.	Charge the battery or change another full charged battery.
4	The model is shaking fiercely.	The rotor blade is out of shape.	Change the rotor blades.

