

## 1.6 User Manual

# 2.4 GHZ. Radio Controlled RC Airman User Guide



**Read Instruction Before Use.**

**Important:**

Read instructions completely before use.  
Keep guide for future reference.

## INTRODUCTION

An awesome RC Flying Adventure straight out of the box.

The Airman is a 17" compressed foam flying toy that comes completely assemble from the box. Perfecting the power-to-weight balance ratio, along with its custom glider wing design, the Supersonic Hero achieves amazing maneuverability for an Ultimate RC Flying experience.

With an easy, toss-to-launch sequence, the Airman is incredibly easy to control and fly even for any first timer. It's also ideal for group flying! The Airman works on a 2.4GHz bandwidth, which allows a maximum of 16 simultaneous devices to work within the same air space and is able to fly on an extended range up to 300 feet.

With smart engineering tweaks, the propeller is designed and positioned in such a way to allow for balance flight while prolonging flight time. Airman comes installed with a rechargeable lithium polymer battery, capable of achieving an approximate flight time of five to six minutes.

Additional layers of PC/PET lining have been added to specific parts of the body for extra strength and durability and to help protect Airman from all those bumps and knocks that are so hard to avoid. In addition, the head has a coil mechanism installed to absorb head-on impacts.

### Note:

Please read this user guide completely before attempting to fly Airman

Please make sure you are constantly aware of your personal safety and others.

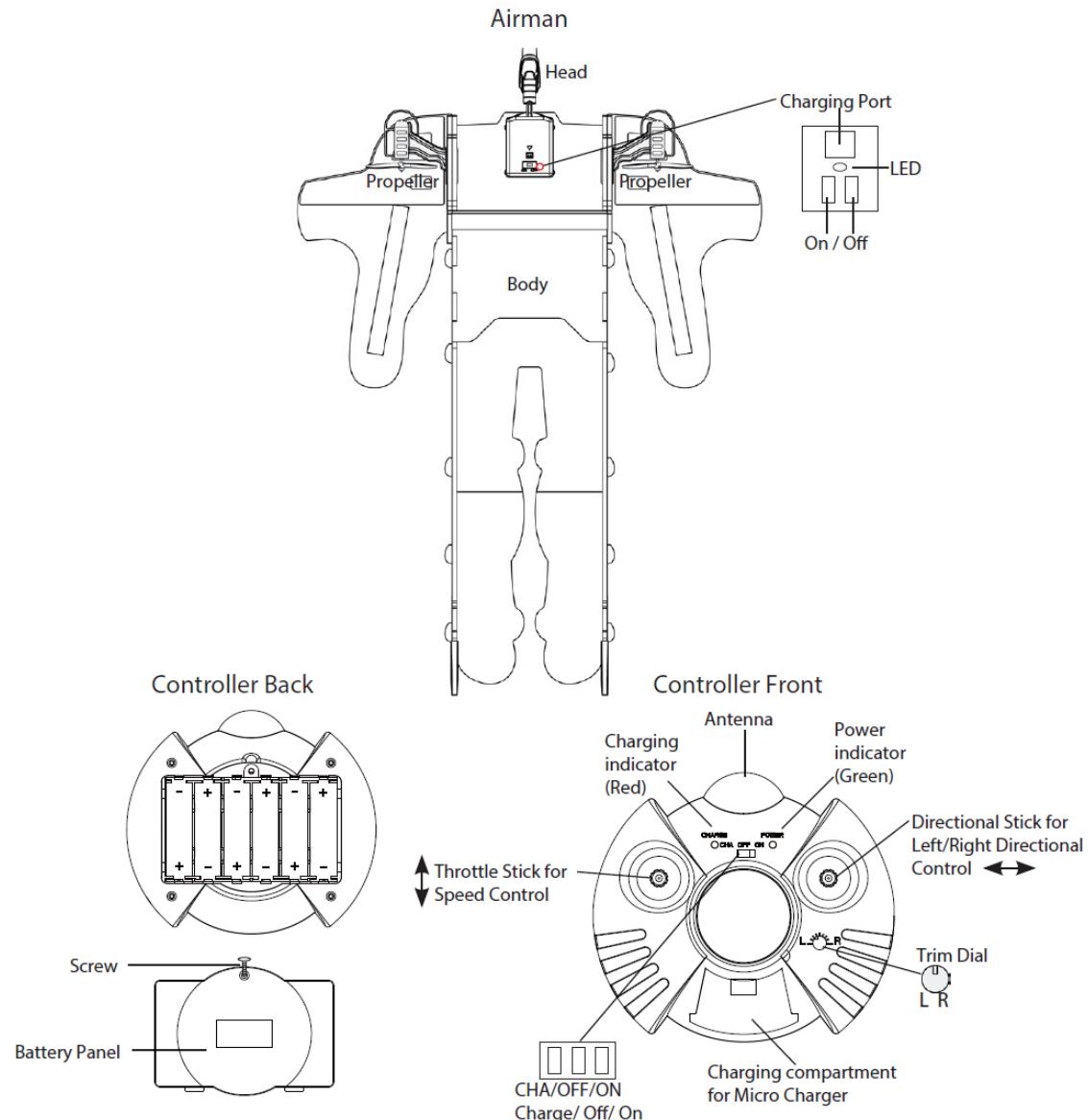
The following accessories comes together in the box when you purchase your Airman:

- 1 x Airman
- 1 x 2.4 GHZ. Radio Controlled
- 2 x Pair of Propeller
- 1 x USB Cable
- 1 x User Guides



### Special Note:

Airman is made of compressed lightweight foam materials for superior RC Flying. Damage CAN and WILL occur to foam due to normal wear and/or crashes during normal use of any outdoor flying. R/C repair and maintenance of Airman is easy and quick. Please refer to Maintenance section for details.



## GETTING STARTED

### 1 Battery Installation

- Ensure power switch is at the OFF position on the controller.
- Loosen screw and remove battery compartment.
- Insert 6 AA batteries. Ensure correct polarity.
- Replace battery compartment and tighten screw.

### 2 Charging - a good charge for a good flight

To charge with Transmitter:

- Ensure power switch is at the OFF position on the Airman.
- Open charging compartment on the controller, draw out Micro USB cable and connect to Super Fly Man charging port. Ensure charging head is in its correct orientation.
- Set power switch on the controller to CHA to begin charging.
- Charging indicator (Red) will blink rapidly during charge and turned off upon completion.
- Requires 45-60 minutes for a full charge for approximately 5-6 minutes of flight time.

To charge with included USB charging Cable:

- Ensure power switch is at the OFF position on the Airman.
- Connect the small end of the USB charging cable to the Airman charging port. Ensure charging head is in its correct orientation.
- Connect the larger end of the USB charging cable to the USB port in your computer or wall adaptor to begin charging.
- Requires 45-60 minutes for a full charge for approximately 5-6 minutes of flight time.

Important:

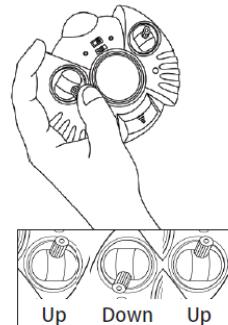
- Remember to turn off the power when not in use.
- Charging time varies depending on rechargeable battery life on the Airman and controller's AA batteries.
- If charging indicator blinks slowly, replace batteries in controller.

### 3 Pre Flight Check - things you should be aware of.

- Check and verify all parts. Do not fly if blades are damaged.
- Minor cuts, creases or breaks in the compressed foam can be easily repaired with clear tape. (Please refer to maintenance)
- Verify Airman is being fully charged and/ or batteries in controller is fresh.
- Fly only in an open grass area, free from trees, building or wires. Do not fly near roads, people or animals. This product is meant to be flown outdoor only.
- Do not fly in lightning storm, rain, sleet, snow or other adverse weather. Plastic and compressed foam is susceptible to damage due to cold weather. Ideal operating temperature is 50°-95°F (10-35°C).
- Do not fly in windy conditions, strong winds may overpower the Airman and make it difficult to fly.

### 4 Sync Activate - Get Ready!

- Ensure controller is in is OFF position. Switch ON the power on the Airman, Red light will start to blink on Airman battery compartment.
- Switch ON the controller, Green light will blink on the controller and then remain steady. Red light on Airman will flash a few times and be steady.
- Hold controller with your left hand and Airman on your right. Ensure its your fingers are not obstructing the propellers.
- Push Throttle (left stick) forward fully, and then pull it all the way back and then forward again to Sync Activate . Propellers will spin once to indicate Sync Activate successful. Repeat if not successful.This step is necessary every time either the Airman or controller is switched OFF or loses Sync.



## Care and Handling

- \* Do not put in water
- \* Do not modify any part of body or dis-assembly
- \* Only use outdoors with adult supervision
- \* Do no throw, kick or apply excessive force to Body
- \* Do not fly around water or Trees
- \* Choking Hazard, Not for children under the age of 8

## Battery Safety Information

- \* Do Not Mix Alkaline, standard ( carbon Zince) or rechargeable batteries
- \* Do Not re-charge no-recharge batteries
- \* Only charge re-charge battery under adult supervision
- \* Do Not mix different type of batteries or old or new batteries
- \* Inser batteries with proper polarity
- \* Promptly remove dead batteries from toys
- \* Dispose of used batteries properly
- \* Remove batteries for long term storage
- \* Do Not short circuit the supply terminal

## FCC Statement

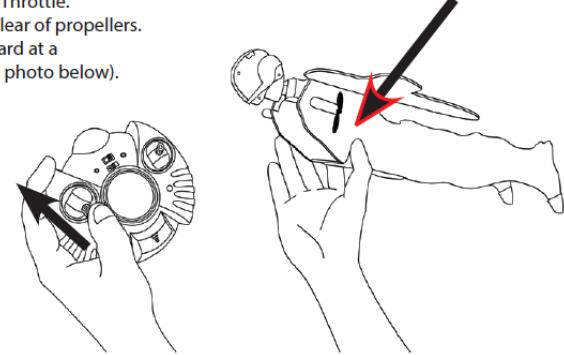
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

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

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

## 5 Flying Instruction - Get Set!

- Ensure power switch is at the **ON** position on both Airman & Controller.
- Ensure Trim dial in on the centre position.
- Hold Controller with your left hand, and place left thumb over Throttle.  
Hold Airman by the **CHEST** area with your right hand. Keep clear of propellers.
- Push Throttle (3/4 power), Toss-to-launch Airman gently, upward at a 45° angle. (Do not throw only a gentle toss or flick needed-see photo below).  
Allow propellers to work its magic.



## 6 Go! - Command, we have launch.

- Use directional Left/Right to keep Airman in balance or straight. Do not over-push the directional control during take off as it will cause Airman to crash.
- Adjust Throttle for more or less power. For elevation, push the Throttle upward. To dive, pull the Throttle back.
- Steer Left or Right using the Directional Stick. As the Airman has great manoeuvrability, only a slight/ gentle directional push or taps or pump steering method.
- For dramatic turn manoeuvre, push Directional Stick to the extreme Left/Right. Sharp turns will result in slight loss in power, best to do this above 40 feet (12 meters). Do not attempt to maintain extreme turn manoeuvre too long as Airman may lose flight elevation.
- Use Trim Dial if Airman is drifting left or right. Move the trim dial in the opposite direction of drift to compensate. Test the trim with small adjustments at first and increase as needed.
- To land, choose a grassy or soft area, and gently pull back the Throttle to reduce power.

Airman is equipped with a 2.4GHz extended range controller with capabilities up to 300 feet (90 meters). If the range is exceeded, it will automatically shut off and land.

## Maintenance

### Normal Wear and Tear

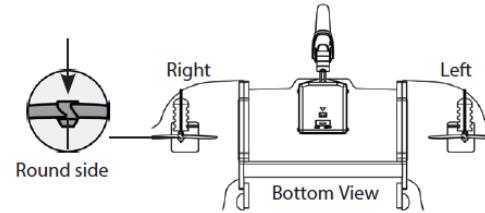
Airman is made of compressed lightweight foam materials for superior RC Flying. Damage CAN and WILL occur to the foam from normal wear and/or crashes during flights. If the foam parts of your hero cracks or breaks, repair is as easy as a piece of clear tape.

Note: Additional weight will impact flight of the Airman, do not apply too much tape.

### Replacing Propellers

Airman comes with a set of spare propellers (left and right). In the event if the installed propeller is broken;

- Gently remove the broken propeller with a pair of pliers. Do not bend the axle.
- Propellers are marked 'L' for Left or 'R' for Right.  
Please ensure that you are using the correct one.
- Ensure that the flat side of the propeller is facing the motor.
- The axle should be inserted into the flat end of the propeller.
- Replace with spare propellers .
- Push the axle all the way through the propeller



### Interference

Airman is controlled by a remote controller that may be subject to interference from many sources outside your control. This interference can or may cause momentary loss of control during flight. It is advisable to always keep a safe distance in all directions around your Airman to avoid collisions or injury.

### Safety Tips



Suitable for Ages 8 and up. Do not touch the rotating propellers which may cause injury.

## Troubleshooting

Issues	Causes	Solutions
Airman will not start. Airman will not charge. Charging LED indicator is not blinking.	<ul style="list-style-type: none"> <li>Airman not charged</li> <li>Controller batteries are drained.</li> <li>Airman was not turned off during charging.</li> <li>Controller was not set at CHA position during charging.</li> <li>Auto Off function engaged.</li> <li>Airman and Controller are not synced.</li> </ul>	<ul style="list-style-type: none"> <li>Complete charge cycle.</li> <li>Replace controller batteries after about 5 charges.</li> <li>Always set the Airman to CHA position during charging.</li> <li>Always set the Controller in CHA position during charging.</li> <li>Turn the Airman On and Off to reset.</li> <li>Sync Activate again following step 4.</li> </ul>
Lack of Flight Control	<ul style="list-style-type: none"> <li>Controller batteries are drained.</li> <li>Controller is not turned on.</li> <li>It's a windy day.</li> </ul>	<ul style="list-style-type: none"> <li>Replace controller batteries after about 5 charges.</li> <li>Ensure controller switch is at the ON position,</li> <li>Strong winds will limit or eliminate your ability to control. Avoid flying in windy conditions.</li> </ul>
Airman flight is 'panned' too much to the left or right.	<ul style="list-style-type: none"> <li>Imbalance in the propulsion of one or both the propellers.</li> </ul>	<ul style="list-style-type: none"> <li>Adjust the trim dial in the opposite direction the Airman is 'panned' to.</li> </ul>
Damage to the foam body.	<ul style="list-style-type: none"> <li>Normal wear or crashes during flights.</li> </ul>	<ul style="list-style-type: none"> <li>Apply minimal clear tape on damaged area. Do not apply too much clear tape as weight may impact flight.</li> </ul>
Propeller breaks		<ul style="list-style-type: none"> <li>A spare set is available. Please follow steps in maintenance section to replace.</li> </ul>
LED indicator on Controller Green Light Flashing Red Light Flashing	<ul style="list-style-type: none"> <li>Airman and Controller not Sync.</li> <li>Controller batteries are low.</li> </ul>	<ul style="list-style-type: none"> <li>Sync Activate again following Step 4.</li> <li>Change batteries.</li> </ul>
LED indicator on Airman <b>Red light flashing quickly</b> <b>Green light flashing slowly</b>	<ul style="list-style-type: none"> <li>Airman and Controller are not Sync.</li> <li>Airman battery is low.</li> </ul>	<ul style="list-style-type: none"> <li>Sync Activate again following Step 4.</li> <li>Charge Airman .</li> </ul>

## LIMITED WARRANTY

We warrant this product to be free from defects in material and workmanship under normal use for a period of 30 days from the date of purchase. Should it become defective within the 30 days warranty period, we will repair or replace it at no charge. You must submit proof of purchase (Sale Receipt) with the set. This warranty does not cover damage resulting from unauthorized modifications, accident, misuse or abuse. Shipping and handling to the manufacturer is the customers' responsibility.

This warranty does not apply to any products which have been subject to misuse, neglect or accident. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

**⚠ WARNING:** NEVER CHARGE BATTERY UNATTENDED. CHARGE BATTERY IN ISOLATED AREA. KEEP AWAY FROM FLAMMABLE MATERIALS. DO NOT EXPOSE TO DIRECT SUNLIGHT. THERE IS RISK OF THE BATTERIES EXPLODING, OVERHEATING OR IGNITING. DO NOT PLACE THEM IN HOT AREA SUCH AS BEING NEAR IN THE FIRE. DO NOT DROP OR CAUSE STRONG IMPACTS. DO NOT ALLOW THE BATTERIES TO GET WET. ONLY CHARGE THE BATTERIES WITH THE INTENDED CHARGER THAT WAS INCLUDED IN THIS PACKAGE. CAREFULLY READ THE INSTRUCTION MANUAL AND USE THE BATTERIES CORRECTLY.

**Caution** **⚠** Please read the following instruction carefully before playing your toy. It is recommended that you should keep clear from the operating items when they are in use. Do not play in poor weather conditions. The user is responsible for ensuring safe operations of the product.

The purchase of this product is an agreement by the purchaser / user to hold all seller / manufacturers harmless of liability for the use or misuse of this product. Damage to the product or personal property as a result of crash will not be covered by the seller / manufacturer.

**WARNING!** For your safety, do not leave the charging unit connected to the batteries for extended period of time unsupervised. Overcharge batteries may create a fire hazard.

**CHOKING HAZARD!** Suitable for ages 8 and up due to small parts. Specification and color may vary from illustrations.

**!** NO CRASH WARRANTIES. Please do not return this product to store.  
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.

### MISSING PARTS or REPAIR or QUESTIONS



#### DO NOT RETURN TO STORE!

1.If you would like to send in the product for repair and the product within 30 DAYS from the purchase date, it will be repaired or replaced at NO CHARGE. We will pay for shipping charges to return to you. This warranty does not cover damage resulting from unauthorized modifications, accident, misuse or abuse.

For any assistance, please contact us: [customerservice@InvenTel.tv](mailto:customerservice@InvenTel.tv)  
InvenTel LLC  
2 Kiel Ave, Unit # 312  
Kinnelon, NJ 07405

Note: The Item Number can be found on top of UPC Code Label.

2.Do not Return any Physically Damaged Products or Customer Abused Toy Products. We will not repair.

3.In order for us to be able to process your request for a repair or replacement you must include a copy of your sales receipt with your return. If you do not include a copy of your receipt your request may be delayed or denied.

4.If your product is out of warranty, we will provide you with an estimate when you ship the product back to us.

Please visit us at [www.buyairman.com](http://www.buyairman.com) for more great products!

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