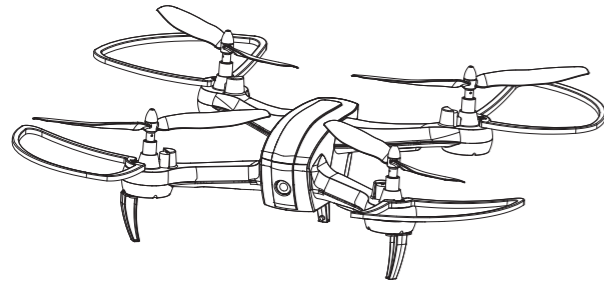


FLIGHT MANUAL

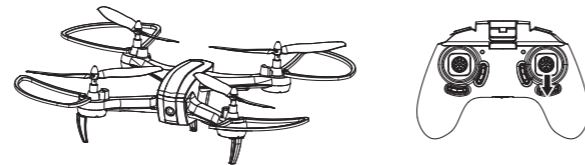


Battery requirements for transmitter: 4 X 1.5V "AAA" size batteries (not included). **WINGMAN** is equipped with a Li-Poly rechargeable battery, please also pay attention to the following safety precautions:

Safety Precautions

- * Please read through the manual before using
- * Don't use or leave the battery near a heat source such as fire or heater
- * Never throw any batteries in a fire
- * Don't strike or throw the battery against any hard surface
- * Don't immerse the battery in water, and keep the battery in a cool dry place
- * When recharging, only use the battery charger intended for that purpose
- * Don't over-charge the battery
- * Never leave the **WINGMAN** or battery unattended during battery charging
- * Never charge the battery for more than one hour
- * Never fly the **WINGMAN** near other people
- * Keep all body parts away from the copter while the rotor blades are spinning
- * Please store small parts in a place well out of the reach of small children
- * Observe all Laws regarding flying a **WINGMAN** in your state

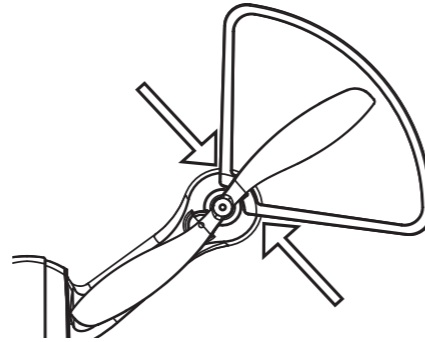
What's in the box



WINGMAN, transmitter, 4 replacement main blades, blade protectors, rechargeable battery, & USB battery charging cable

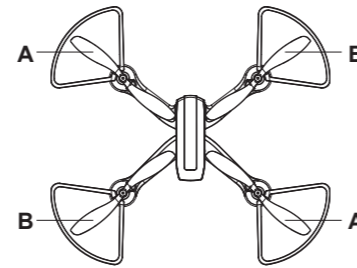
Installing blade protection frames

1. Install the blade protecting frame to every corner by gently pressing into slots.
2. Press release clip on **WINGMAN** to remove blades



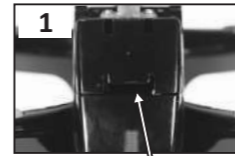
WINGMAN blades

Replacing damaged blades:
Your **WINGMAN** will come with 4 replacement rotors, two (A) type and two (B) type. You will see the "A" and "B" word on the canopy, put the rotor on the motor accordingly.

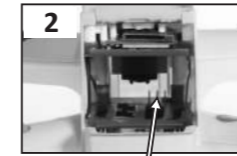


Installing the battery

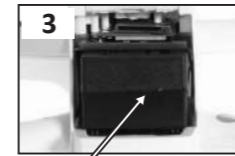
1. Open battery cover on the **WINGMAN** and attach battery (Fig 1) lifting upwards
2. Pull battery out to remove (Figure 2)
3. Push battery in, align with battery connectors (Figure 3)
4. Turn the **WINGMAN** on/off via button underneath the **WINGMAN** (Figure 4)



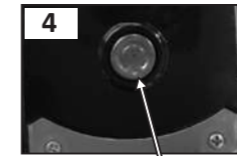
Battery cover lift to open



Battery connection



Battery connected



ON/OFF switch underneath **WINGMAN**

Flying Precautions

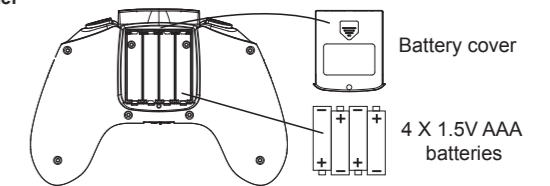
1. The **WINGMAN** is powerful, when taking off, move the throttle stick forward gradually, to avoid rising too fast.
2. After flight, turn off the **WINGMAN** first, then turn off the controller.
3. Note, to avoid injury or damage, the **WINGMAN** should not be flown nearer than 2 meters from people or other obstacles.
4. Children should fly the **WINGMAN** under adult supervision only. Always keep the **WINGMAN** in clear sight while flying.
5. Always turn the power off on the controller and **WINGMAN** when not in use.

Battery Protection

1. The **WINGMAN** is equipped with low-voltage protection. When it's battery is low, the programmed control system will stop electrical supply to the **WINGMAN**'s rotors. The battery then needs charging to allow the **WINGMAN** to fly again.

Battery Installation

Controller



1. To install batteries: Open the cover of the battery case, insert 4 X 1.5V AAA batteries, according to indicated polarity (batteries not included).

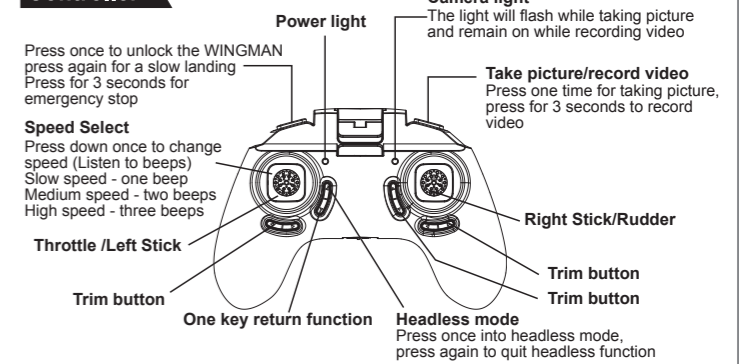
Battery installation should be done under adult supervision only!
Do not mix old and new batteries.
Do not mix different types of batteries.

Charging

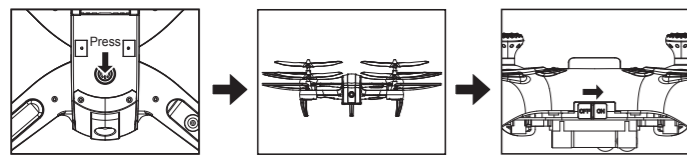
1. Insert one side of the USB connector into the battery, and the other side into any computer USB port.



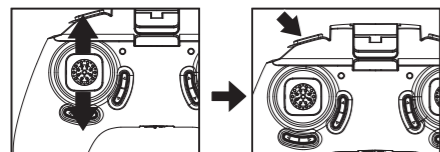
Controller



Connecting to the WINGMAN

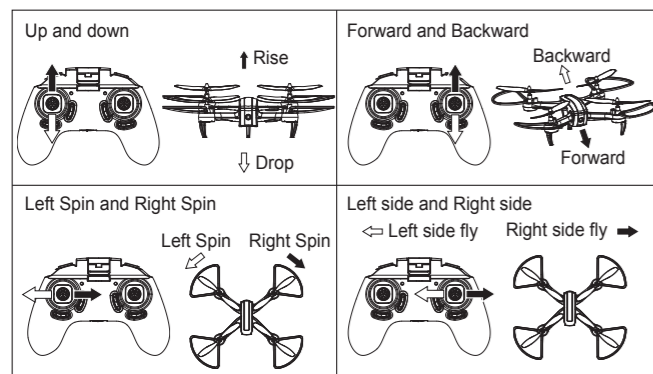


1. Turn on the **WINGMAN** (The LED light on the **WINGMAN** flashes rapidly)
2. Place the **WINGMAN** on a flat surface.
3. Turn on the controller



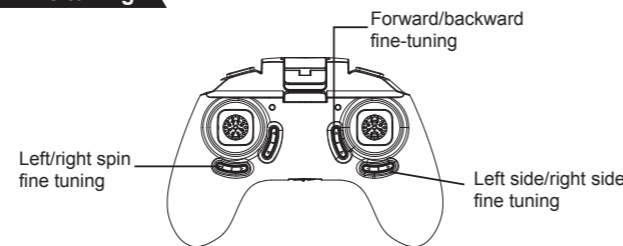
4. Push the throttle lever up and down, a beep will sound. The controller connects to the **WINGMAN** (The LED light on the **WINGMAN** remains on).
5. After the **WINGMAN** connects to the controller, press this button for start flying, and press again if you want to stop the **WINGMAN**.

Operation and Control



Note: When the **WINGMAN** is flying towards you, the control directions are reversed.

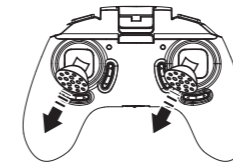
Trim fine tuning



Backward Trim	← Forward	← →	Backward trimmer
Forward Trim	Backward →	← →	Forward trimmer
Left side Trim	← →	← →	Left-side trimmer
Right side Trim	← →	← →	Right-side trimmer
Left spin Trim	↺ ↻	↺ ↻	Left Spin trimmer
Right spin Trim	↺ ↻	↺ ↻	Right Spin trimmer

Auto trim function

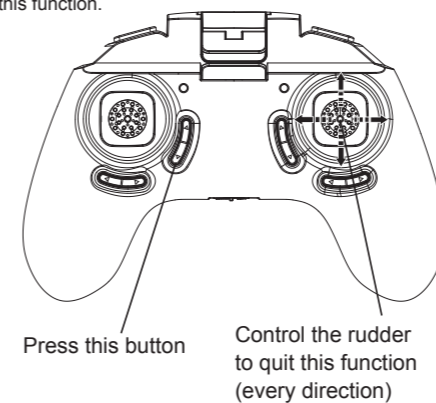
Press the throttle and rudder down to 45 degree angle (as above) for 10 second, you will see the light on the PC board of **WINGMAN** flashing rapidly, then let go of the throttle and rudder, the light on the PC board remains on, the auto trim finishes.



One key return function

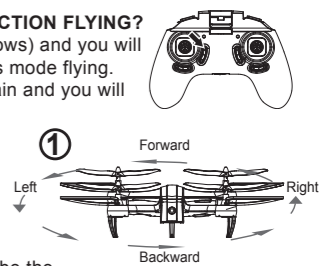
When the **WINGMAN** is taking off, the LED lights on the **WINGMAN** stop flashing, at the moment, the **WINGMAN** sets its front side to be the front direction for one key return flying. If you want to reset the front direction, then you need to turn off the RC **WINGMAN** and reset it again.

Press the button as picture shows for one key back home function, and then control right stick (Rudder) to every direction to quit this function.



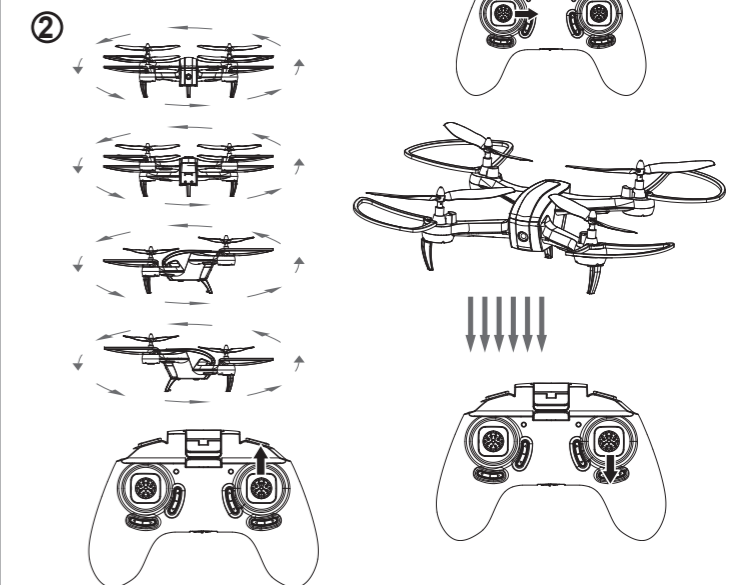
Headless function:

HOW TO GET INTO/QUIT HEADLESS FUNCTION FLYING?
Press the button on controller (as picture shows) and you will hear beep sounds then you get into compass mode flying. To quit from compass mode, just press it again and you will hear beep sound disappears.



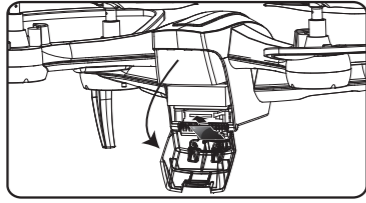
HOW TO RECOGNIZE THE " FORWARD SIDE" UNDER HEADLESS FUNCTION?
When the **WINGMAN** is taking off, the LED light on the **WINGMAN** stop flashing, at the moment, the **WINGMAN** sets its front side to be the front direction for headless mode flying.

If you want to reset the front direction, then you need to turn off the RC **WINGMAN** and reset it again.

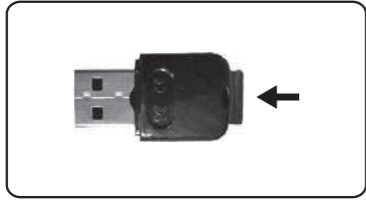


Reviewing photos/video:

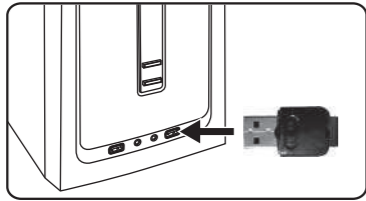
1. Open the battery cover as picture shown and insert the SD card into RC WINGMAN.



2. After flying, take the SD card out from the camera and insert it into an SD card reader CORRECTLY. (Not included)



3. Insert the SD card reader into the computer, open "my computer" and you will find related photos and recorded videos.



The camera for the WINGMAN is a 720P camera (Resolution: 1280*720)

WiFi camera:

1. SOFTWARE DOWNLOAD AND INSTALLATION

- Search 'AERPRO WINGMAN' from App Store or Google Play
- Download and install it to your smart phone.

2. USING THE APP

- 1). Turn the WINGMAN on.
- 2). Enter the "setting" menu of your mobile device and turn on WIFI.
- 3). Find a network WIFI called "WINGMAN XXXXXX", click connection until "connected".
- 4). Open the "AERPRO WINGMAN" App, click the "play" icon on the control interface to access real time view.
- 5). The interface allows for flight controls as well as streaming and recording.
- 6). Save videos and photos directly to your smartphone.



AERPRO WINGMAN App App home screen App interface
(Instructions and settings for flying and controlling your WINGMAN are included in the App). Some functions may vary for different models.



Technical assistance

If you need assistance setting up or using your Aerpro product now or in the future, call Aerpro Support. Australia

TEL: +61 3 8587 8898
FAX: +61 3 8587 8866

Mon-Fri 9am – 5pm AEST
Email: service@tdj.com.au



Please retain this user guide for future reference. This manual is considered correct at time of printing but is subject to change. For latest manuals and updates refer to the website.

Laws & Regulations on flying your drone (AUS)



You need to be able to see the aircraft, with your own eyes (eg, without binoculars) at all times.
Don't let it get too far away from you!



You need to fly the aircraft so it isn't a hazard to other aircraft, property, and people.
That means not flying it over areas where there are people.



Fly the aircraft in daylight only.



Give way to all other aircraft.

You don't want your aircraft destroyed in a collision with a bigger aircraft, or be responsible for damaging it, or for putting people's lives at risk.



You cannot fly your aircraft higher than 120 metres (400 feet) above ground level.



You cannot fly closer than 5.5 kilometres from an airfield.

You cannot fly in controlled airspace without a clearance from Air Traffic Control. For more information, see the CASA web site.



It's illegal to fly for money or economic reward unless you have correct certification from (CASA)

For Further Information:

Model Aeronautical Association of Australia www.maaa.asn.au
or
CASA casa.gov.au/rpa casa.gov.au/sportaviation
Phone 131 757

Laws & Regulations on flying your drone (NZ)



You need to be able to see the aircraft, with your own eyes (eg, without binoculars) at all times.
Don't let it get too far away from you!



You need to fly the aircraft so it isn't a hazard to other aircraft, property, and people.
That means not flying it over areas where there are people.



Fly the aircraft in daylight only.



Give way to all other aircraft.

You don't want your aircraft destroyed in a collision with a bigger aircraft, or be responsible for damaging it, or for putting people's lives at risk.



You cannot fly your aircraft higher than 120 metres (400 feet) above ground level.



You cannot fly closer than four kilometres from any aerodrome.

You cannot fly in controlled airspace without a clearance from Air Traffic Control. For more information, see the CAA web site.

You can fly outside some of these conditions, but there are more rules to keep you and your aircraft safe, so contact Model Flying New Zealand or the Civil Aviation Authority.

www.nzmaa.org.nz

www.caa.govt.nz/rpas