

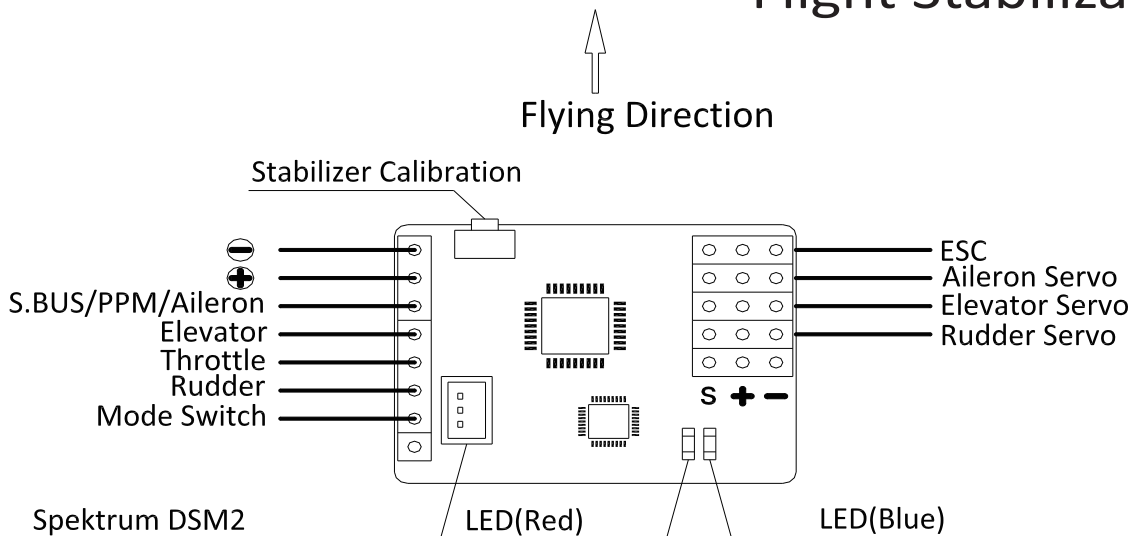
## Specifications

- |                             |                            |
|-----------------------------|----------------------------|
| <b>Data:</b>                | <b>Configuration:</b>      |
| ➤ Wingspan: 860mm(33.85in)  | ➤ Motor: 2204-1870KV       |
| ➤ Length: 570mm(22.44in)    | ➤ ESC: 30A w/BEC 1A        |
| ➤ Flying Weight: 410~450g   | ➤ Battery: 3S 1300~1800mAh |
| ➤ Flying Time: 30 Minutes   | ➤ Servo: 8g*3pcs Digital   |
| ➤ Material: Lightweight EPP | ➤ Propeller: 6x3           |

## Safety Attention

1. Do not fly in raining, snowing, or windy weather.
2. Do not fly near HV power cable, signal station, signal tower or Wi-Fi hot spot, to avoid signal interference.
3. Do not fly around no-fly zone according to local law.

## Diagram for ZOHD Flight Stabilization Unit



## Notes

- Shutdown all the mixes on your radio before using this Flight Stabilization Unit.
- Don't trim any channel while flying.
- The red LED indicator means 3-axis stabilization mode for **advanced users**.  
The blue indicator means 6-axis auto-stability / take-off mode for **beginners**.  
Stabilization mode can be changed during flight by a 2/3 position switch on your radio.
- When calibrating the Flight Stabilization Unit, both red and blue LED indicators will flash quickly. Don't move the plane while doing this process. The calibration will be finished after both LED's are flashing quickly for about 5 seconds. Slow flashing means there was an error. Please try again.
- This Flight Stabilization Unit is compatible with S.BUS/PPM & Spektrum DSM2 receiver.

## Throttle Calibration

For a proper performance, you should calibrate the ESC (throttle range) of this plane before you fly it for the first time or change your radio.

ESC Calibration Steps:

1. Turn on the radio and move your throttle stick to the top position.
2. Power ON the ESC
3. After you hear two short beeps, lower the throttle stick back to the lowest position.
4. The calibration will be finished after you hear two long beeps.