



Atom



Remote Control Quadcopter Instruction Manual

BEFORE YOU BEGIN

Safety Precautions



CHOKING HAZARD - Small parts, keep out of reach of small children.



DANGER - Never insert sharp objects, pins or screws into the quadcopter as this may puncture the internal battery.



WARNING - Do **NOT** fly near eyes or face.



CAUTION - Do **NOT** touch the running rotors or fly over someone's head.

- Keep hands, hair and loose clothing away from the rotors when the power switch is turned on.
- Always lift off from a flat surface. Never hold the flying quadcopter in your hand when lifting off.
- Stay away from obstacles and electrical hazards.
- Keep your quadcopter within line of sight - if line of sight to the controller is lost, you may lose control of the quadcopter.
- Turn off the controller and quadcopter when not in use.
- Read and obey all warnings and safety guidelines in this manual.
- The supplied USB charger is specifically designed to charge the LiPo battery. Never use other charging equipment.
- The quadcopter is not intended for use by children under fourteen (14) years old. Adult supervision is required at all times.
- Regularly examine for any damage to the plugs, enclosure, rotors and other parts. Replace any damaged or loose parts before attempting to fly.

Battery Safety Information

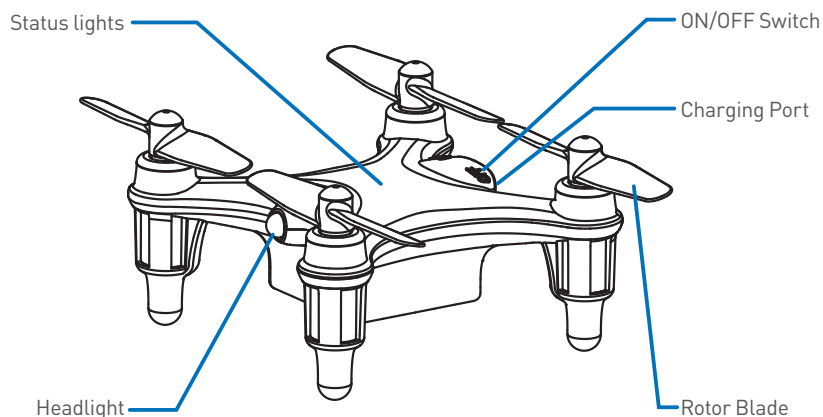
- Controller requires 4 x 1.5V AA alkaline batteries (not included).
- Installing/Replacing batteries must be undertaken by a competent adult.
- Do not mix new and old batteries or types of batteries (i.e. alkaline/standard).
- Promptly remove exhausted batteries. Battery leakage and corrosion can damage the controller.
- Dispose of used batteries responsibly.

LiPo Battery Information

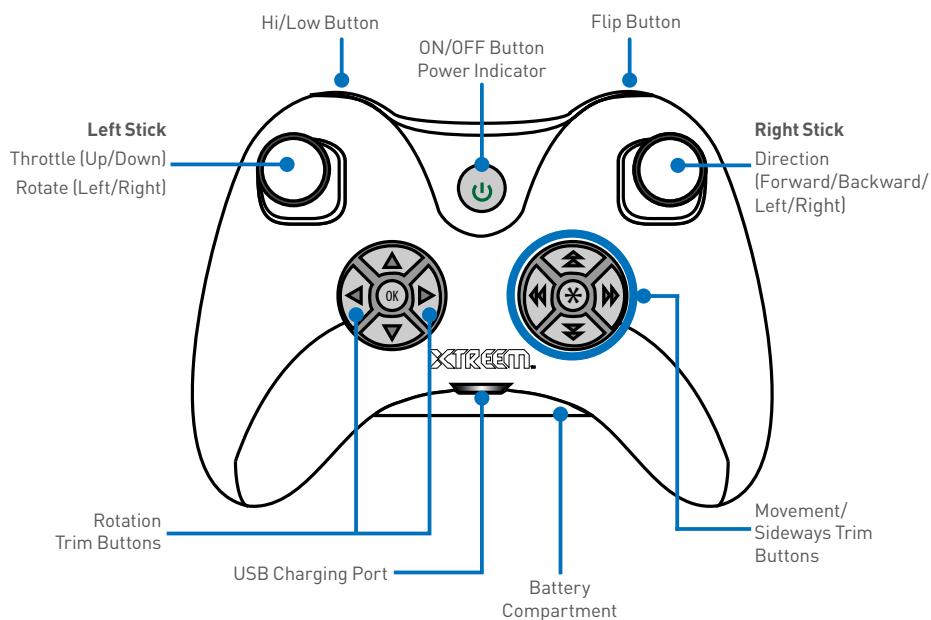
The quadcopter is equipped with a Lithium Polymer battery. These kind of batteries are light and powerful, as their chemistry is based on lithium, a light and extremely volatile metal.

- Never completely exhaust the battery. When the quadcopter starts to lose power, turn it off and charge it as soon as practicable.
- Never charge battery unattended.
- Charge battery in an isolated, controlled environment. Keep far away from flammable materials.
- Do not expose to direct sunlight; there is a risk that the battery may overheat, ignite and/or explode.
- Do not disassemble, modify, heat, or short circuit the battery.
- Do not drop the battery or subject it to strong impacts.
- Do not allow the battery to get wet.
- Only charge the battery with the supplied charging equipment. Using other charging equipment will void your warranty, may damage the battery and poses a risk of fire or explosion.
- In the unlikely event of leakage or explosion, use sand or a chemical fire extinguisher to extinguish the batteries.
- The battery must be disposed of responsibly.

GETTING TO KNOW YOUR ATOM

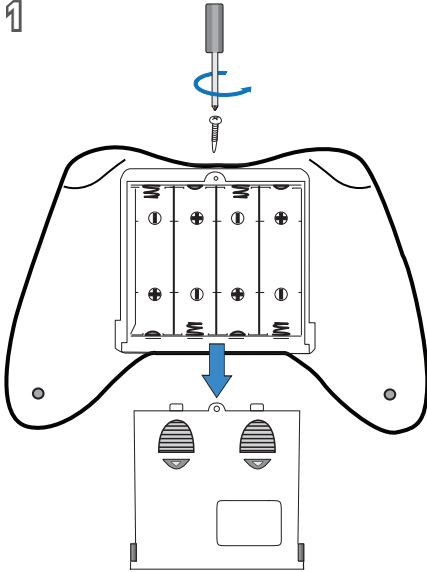


GETTING TO KNOW YOUR CONTROLLER

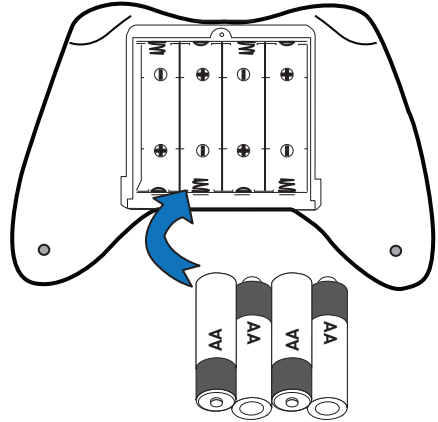


PREPARING FOR FLIGHT

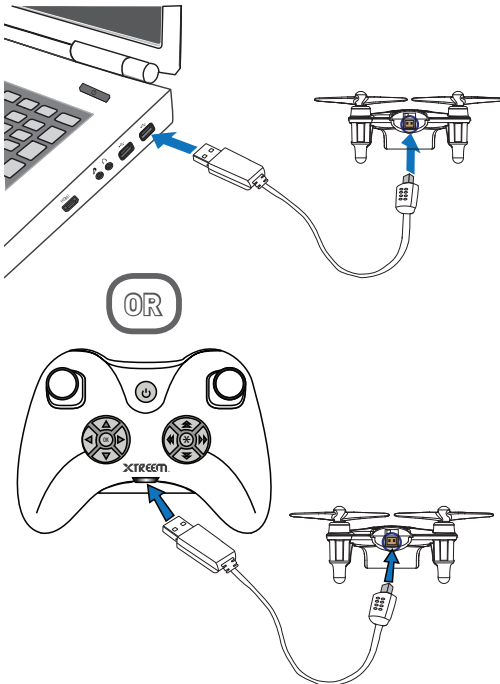
1



2



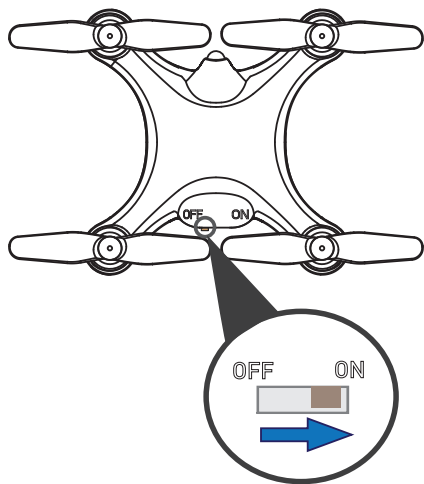
3



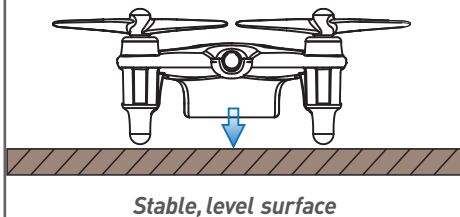
- Before the Atom can be charged, it must be switched off - make sure the Atom's ON/OFF switch is in the OFF position.
- If charging with the computer, make sure it is turned on.
- The charging plug only fits into the Atom one way. Do not force it in.
- You'll know the Atom is fully charged once the red indicator light glows on the USB connector. Promptly remove the charging plug from the Atom once charging is complete.
- Charge time varies depending on the Atom's battery conditions. It typically takes up to 30 minutes to fully charge the Atom from empty.
- It may take longer to charge the Atom with the controller. This method relies on the controller's remaining battery power capacity.
- You do not have to fully charge the Atom to fly. Shorter charge time will result in reduced flying time.

PREPARING FOR FLIGHT

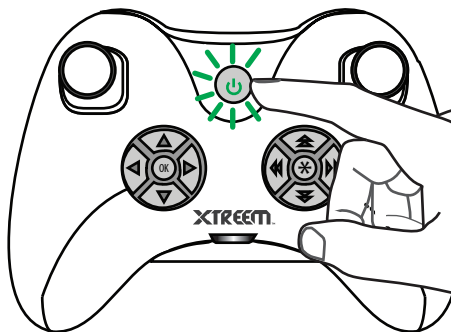
4



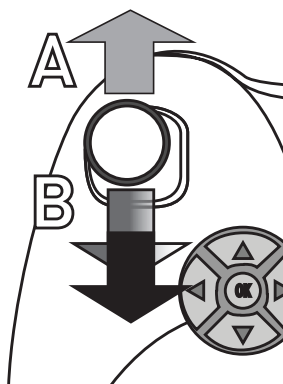
5



6

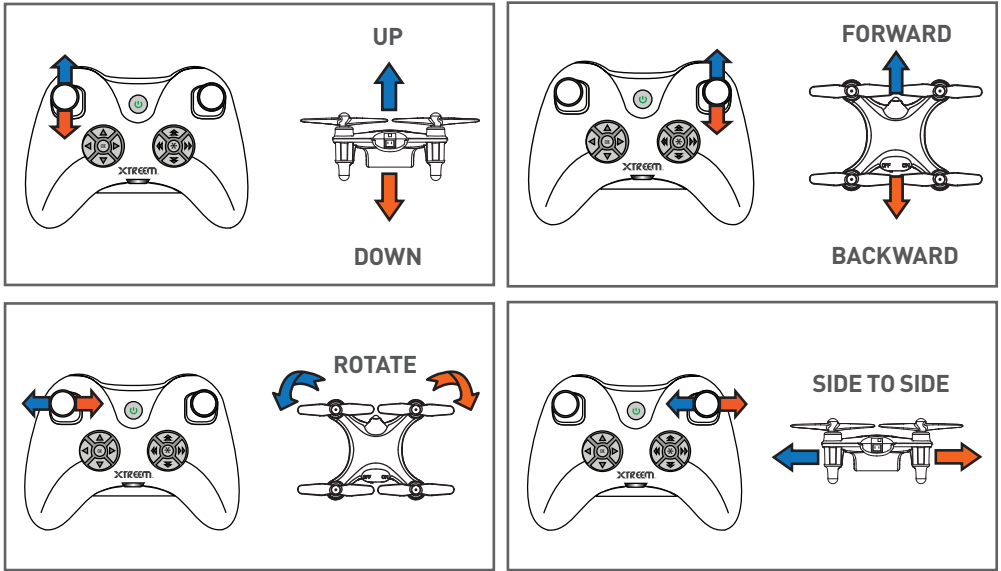


7



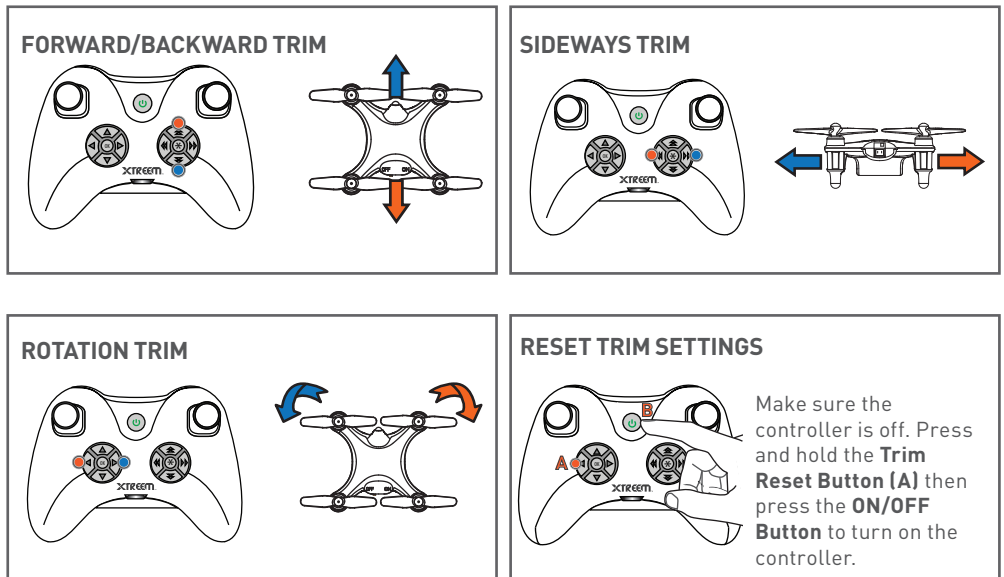
When the controller and Atom are paired successfully, the status lights on the Atom becomes steady. The Atom is ready for take off.

CONTROLLING YOUR ATOM



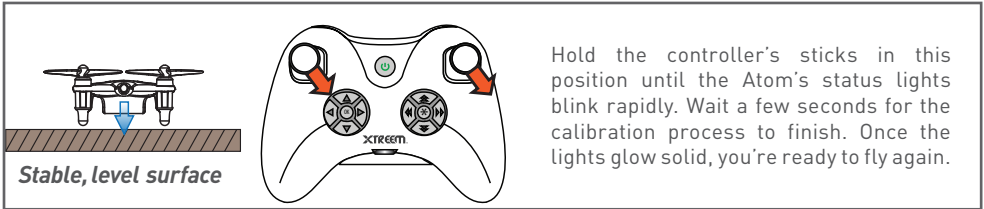
CORRECTING NAVIGATIONAL DRIFTS

During flight, it is normal for the Atom to go off-course slightly. But if it drifts constantly without any input from the controller sticks, you have to adjust the trim controls to compensate for the drifting. Basically, the trim 'fine-tunes' the speed of the rotors. Simply press the appropriate trim button opposite to the movement repeatedly until the Atom is flying as straight as possible.



CALIBRATING YOUR ATOM

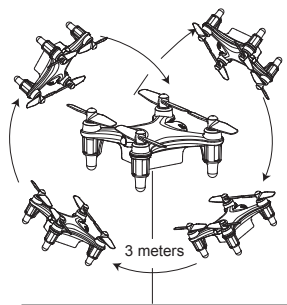
The Atom can sometimes not respond to the trim adjustments you make if it has experienced numerous crashes against hard objects. In this situation, a recalibration of the Atom's gyro sensor is required. This procedure will usually correct a consistent drifting problem.



FLYING TIPS & TRICKS

- Small adjustments made slowly and carefully are the best way to fly well. Be careful when easing off the throttle – if the Atom stalls, it will fall to the ground and even if you jam the throttle back on, it might not be able to recover in time.
- Use the controller's left and right sticks at different angles and positions to design and execute some graceful, arcing turns. Quick thrusts of the stick in different directions can create some unique tricks or stunts.
- Perform "pirouettes" by rotating around 360° in the air.
- When the battery begins to run low, the Atom will respond slowly or be unable to maintain altitude easily. Before power to the motors is cut off completely, gradually move the left stick all the way down. This slows the rotors until the Atom can land safely.
- You'll know it's time to recharge the Atom's battery when the Atom is unable to take off and its indicator starts blinking.

PERFORMING THE FLIP



Comfortable with the basic maneuvers? It's time to progress to some of the more advanced flying maneuvers like 360° flips. To perform a 360° flip, bring the Atom to about 3 metres above the ground. Press and hold the Flip Button on the controller and then move the right stick in the direction you want to flip. Immediately after flipping, carefully apply an amount of throttle with the left stick to restore balance and minimize the loss of altitude.

When attempting flips, the higher up the Atom is from the ground, the more space it will have to properly recover afterward. We suggest performing flips in open-spaced places free of obstructions.



Want to perform thrilling stunts in high speed? The **Hi/Low Button** on the controller allows you to toggle between high and low speed modes. Press once (the controller beeps twice) to fly the Atom in High speed mode. Press again to return to Low speed mode (one beep).

TROUBLESHOOTING

Q: Atom not responding to stick movements and its status lights are blinking.

- Recharge the Atom.

Q: Rotors spin but Atom cannot lift off.

- Check the rotor blades for damage. Bent or broken rotors can be replaced easily with the spare rotors included in your package. Simply pull the damaged rotor blade out of its location on the motor shaft and replace it with one of the new blades.

Q: Atom flies sideways on its own.

- Check for trapped dirt around the rotors. Just a little strand of hair can cause the Atom to fly out of control.
- Use the trim controls on the controller to correct the drifting.

Q: Controller beeps constantly.

- Replace the batteries.

MAINTAINING YOUR ATOM

- Regularly inspect and clean any dirt trapped around the rotors using a soft brush. Accumulation of dirt puts additional stress on the motor and may cause the rotor to spin unevenly or even stop spinning completely.
- Wipe the toy clean with a slightly damp cloth
- Do not submerge in water. This will damage the electronic components.
- Always remove the batteries from the controller when not being used for extended durations.

TECHNICAL SUPPORT DETAILS

All Countries E-mail: tech@swann.com

Telephone Helpdesk

USA Toll Free	1-800-627-2799
USA Parts & Warranty	1-800-627-2799
	(M-F, 9am-5pm US PT)
AUSTRALIA	1300 138 324
NEW ZEALAND Toll Free	0800 479 266
UK	0203 027 0979

FCC COMPLIANCE INFORMATION STATEMENT(FOR U.S.A.)

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, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING

Modifications not approved by the party responsible for compliance could void user's authority to operate the equipment.