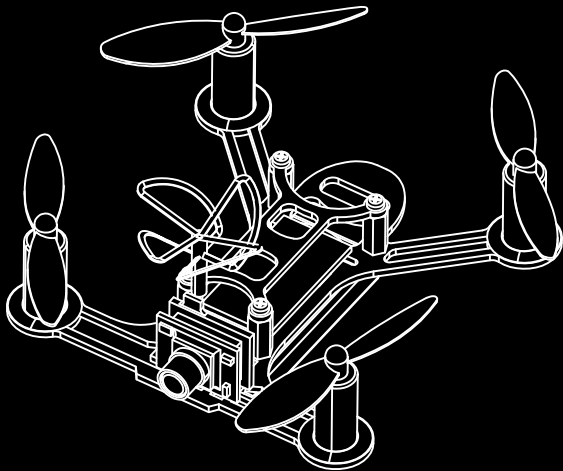


 MACHINE

QX *5151*



Micro FPV Racing Drones

Specification

Brand Name: Eachine

Item NO.: Qx95

Wheelbase: 95mm

Weight: 40g (without battery)

Flight weight: 56g (Include battery)

Size: 125*85*55mm

Flight controller: SP RACING F3_EVO_Brushed

Firmware version: Cleanflight 1.13.0

Motor: 8520 Coreless motor

Prop Size: 55mm

Camera: 520TVL HD CMOS 1/4 inch Camera

Video Output format: PAL / NTSC

AV Wireless Transmitter: 5.8g 25mw 32ch

Battery: 3.7V 600mah Lipo battery

Flight time: 6 minutes

With LED_Strip function

Version to choose:

ARF(without receiver)

Frsky Compatible Receiver

Flysky Compatible Receiver

DSM2 Compatible Receiver

Components	QTY	ARF	BNF	Part NO
Qx95 Airframe	1	Include	Include	QX95F
Coreless Motor 8520CW	3	Include	Include	QX906CW
Coreless Motor 8520CCW	3	Include	Include	QX906CCW
Flight controller F3_EVO_Brushed	1	Include	Include	QX907
Frsky Receiver	1	Exclude	Choose one	QX958FR
Flysky Receiver	1			QX958FS
DSM2 Receiver	1			QX958DS
5.8g VTX w/ camera and antenna	1	Include	Include	QX90V
Propellers	4 pairs	Include	Include	QX911
Lipo battery	2	Include	Include	QX912
USB Charger	1	Include	Include	QX95C
Charger cable	1	Include	Include	QX913
Propeller disassembly tool	1	Include	Include	QX914
LED Board	1	Include	Include	QX95L

Age Recommendation: Not for children under 14 years. This is not a toy.



CAUTION: Read and follow all instructions and warnings in the manual prior to setup or use. Failure to operate the product correctly can result in damage to the product, personal property and/or injury. This is a sophisticated hobby product. It must be operated with caution and common- sense and requires some basic mechanical ability.

General Product Safety Precautions

- As the user of this product, you are responsible for operating it safely, not endangering yourself and others, or damaging the product or the property of others.
- Operate your product in open spaces away from people and property.
- Never operate your product with damaged electrical components.
- Keep the transmitter powered on while model is powered on.
- Let parts cool after use before touching, motors will get hot in use.
- Remove batteries after use, as applicable.
- Keep all batteries, chemicals, small parts and anything electrical out of the reach of children.
- Avoid water exposure to this product. Keep parts dry.
- Keep moving parts clean.

5.8G VTX channels list

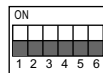
Frequency group A				
	CH1:5740	CH2:5760	CH3:5780	CH4:5800
	CH5:5820	CH6:5840	CH7:5860	CH8:5860

Frequency group B				
	CH1:5865	CH2:5845	CH3:5825	CH4:5805
	CH5:5785	CH6:5765	CH7:5745	CH8:5725

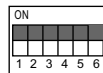
Frequency group C				
	CH1:5658	CH2:5695	CH3:5732	CH4:5769
	CH5:5806	CH6:5765	CH7:5880	CH8:5917

Frequency group D				
	CH1:5705	CH2:5685	CH3:5665	CH4:5645
	CH5:5885	CH6:5905	CH7:5925	CH8:5945

Move Dip 1/2/3/4/5 to change the channel ,
Move Dip 6 to select PAL or NTSC video output



Dips 1-2-3-4-5-6 are*off*



Dips 1-2-3-4-5-6 are*on*

Charge the Flight Battery

NOTICE: Inspect the battery to make sure it is not damaged e.g., swollen, bent, broken or punctured. Charge only batteries that are cool to the touch and are not damaged.

Charging with Balance Charger

Connect the 2 batteries and the charge cable ,then connect the cable to 2S Balance charge (Not include) like B3PRO, 3S10D,4S15D, Charsoon DC-4S ,etc.

△CAUTION: Only use 2 batteries together to charging

△CAUTION: Once charging is complete, immediately remove the battery.

Never leave a battery connected to the charger.



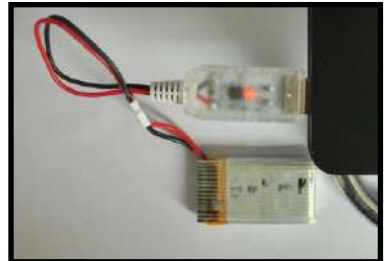
Charging with USB Li-Po Charger

Connect the battery to the USB Li-Po Charger, then plug into the USB port of your computer

LED STATUS:

Solid Red LED --Charging

Solid Blue LED --Charge Complete

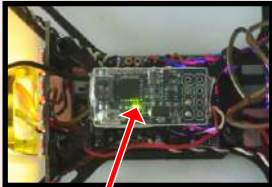


(Frsky version) Binding Procedure

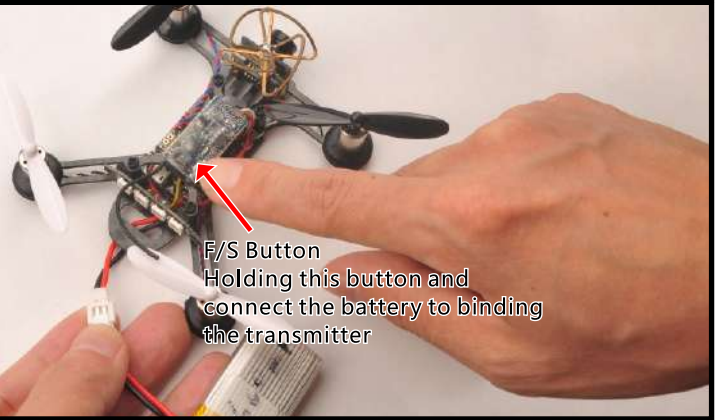
1. Turn on the transmitter , select D8 mode for the Receiver.



2. Holding the F/S button on the receiver and then connect the battery, the Green led is solid.



The Green LED
is solid while binding



F/S Button
Holding this button and
connect the battery to binding
the transmitter

3.Go to the Receiver [Bind] option, and ENT to Bind with the receiver, The transmitter beeps.

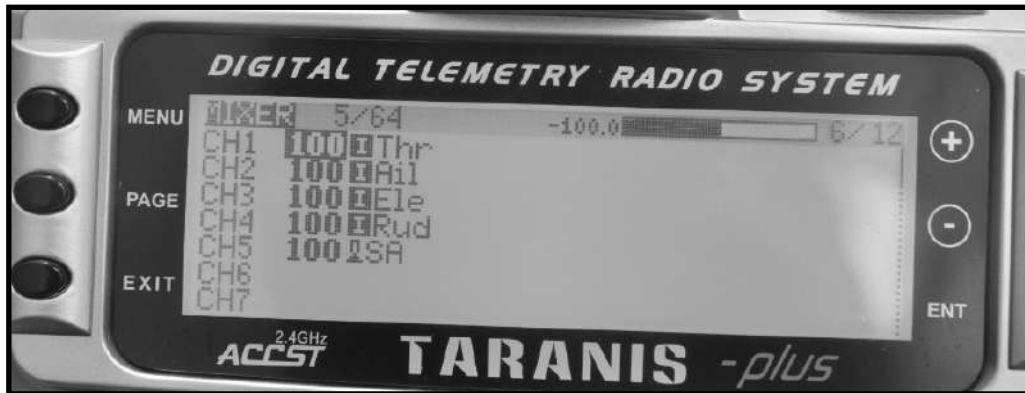


4. The green LED on the receiver will turn off, this indicates that the bind process was successful. Reconnect the battery for the QX95, and the green LED on the receiver is solid again.



(Frsky version) Set the switch to ARM/DISARM the motor

1. Turn on the transmitter and move to the MIXER interface, Set "SA" or "SB" switch etc. for Ch5 to ARM/DISARM the motor.



2. The QX95 BNF was set AUX1(CH5) to ARM/DISARM the motor before shipping, you can also customize it. The default receiver channel map for frsky version is TAER1234, please ensure your transmitter is matched with it, otherwise it can't be armed.

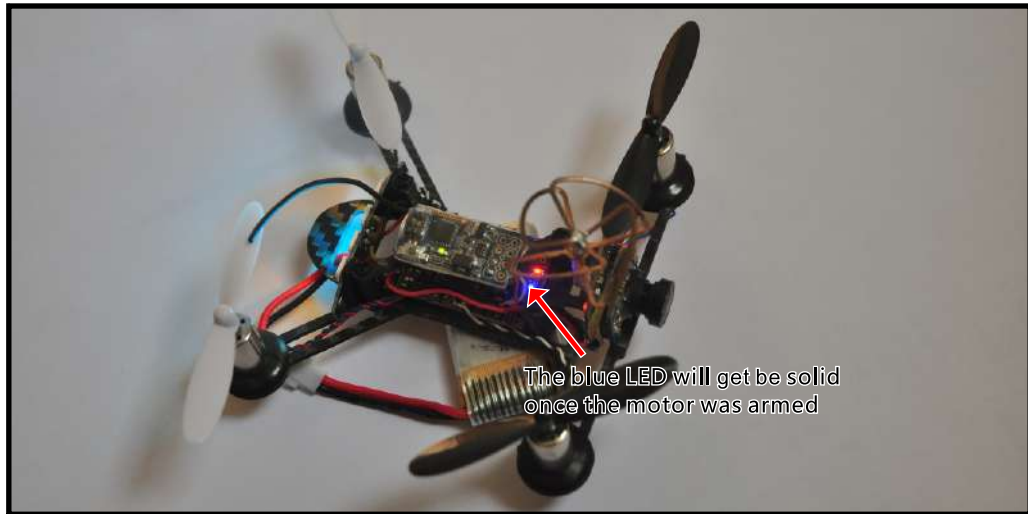
Modes DOCUMENTATION FOR 1.13.0

Use ranges to define the switches on your transmitter and corresponding mode assignments. A receiver channel that gives a reading between a range min/max will activate the mode. Remember to save your settings using the Save button.

ARM	AUX 1	Min: 1450 Max: 2100	900 1200 1250 1400 1500 1600 1800 2000 2100
ANGLE	AUX 1	Min: 1175 Max: 2100	900 1000 1200 1400 1500 1600 1800 2000 2100

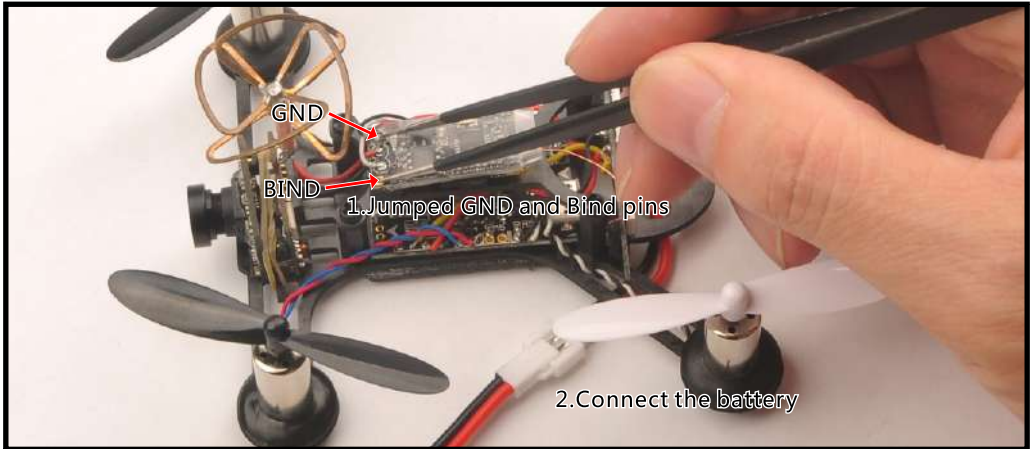
Channel Map	RSSI Channel
TAER1234	Disabled

3. Toggle the Switch and the blue LED on the flight controller will get be solid, this indicate the motor was armed ,enjoy yourself now !



(Flysky version) Binding Procedure

1. Connect the battery to Qx95 while Jumpered the "GND" and "BIND" pins on the Receiver, the blue LED will blinking fast, this indicates the receiver get into the binding mode



2. Select RX setup to AFHDS Mode, turn on the transmitter while holding the bind button



1. Select RX setup to AFHDS Mode



2. Turn on the transmitter while holding the bind button

3.The blue led will get be solid ,this indicates binding successful



4.Reconnect the Qx95 and the transmitter, the blue LED on the receiver blinking fast again, this indicates Receiver and Transmitter are all works .

(Flysky version) Set the switch to ARM/DISARM the motor

1. Turn on the transmitter and move to the AUX. Channels interface, Set "SWA" or "SWB" switch etc. for CH5 to ARM/DISARM the motor, USE FLYSKY I6 as an example



2. The Qx95 BNF was set AUX1(CH5) to ARM/DISARM the motor before shipping, you can also customize it, The default receiver channel map for flysky version is AETR1234, please ensure your transmitter is matched with it, otherwise it can't be armed.

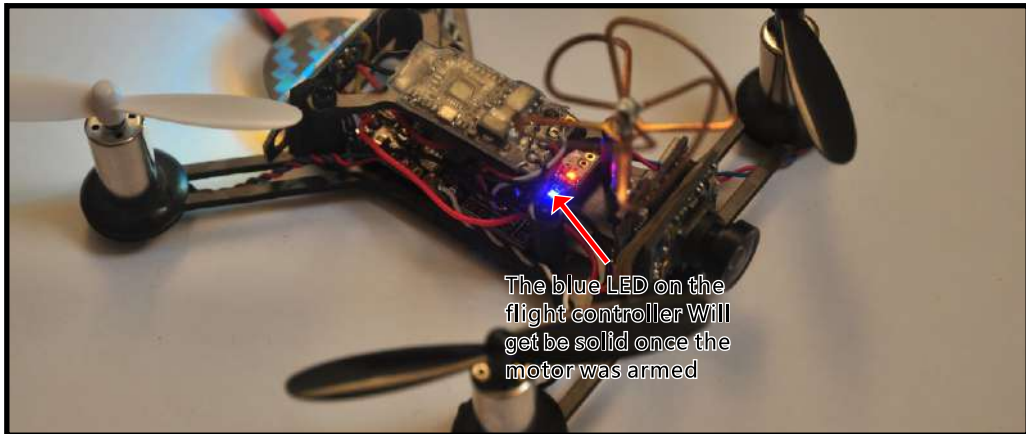
The screenshot shows the configuration interface for the Qx95 BNF. It features three main sections: ARM, ANGLE, and HORIZON. The ARM section is currently selected and shows a range for AUX 1 from 1450 to 2100. The ANGLE section shows a range for AUX 1 from 1175 to 2100. The HORIZON section is currently disabled. A Save button is located at the bottom right of the configuration area.

Section	AUX Channel	Min Value	Max Value
ARM	AUX 1	1450	2100
ANGLE	AUX 1	1175	2100
HORIZON	-	-	-

The screenshot shows the Channel Map and RSSI Channel settings. The Channel Map is set to AETR1234 and the RSSI Channel is set to Disabled.

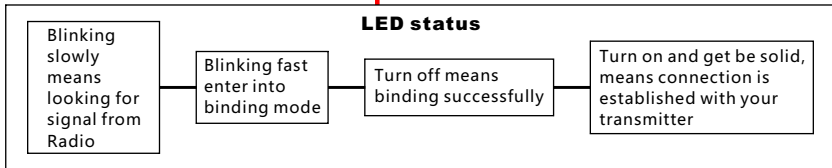
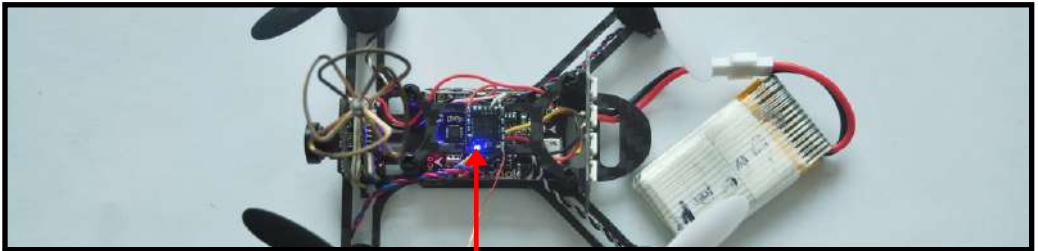
Channel Map	RSSI Channel
AETR1234	Disabled

3. Toggle the Switch and the blue LED on the flight controller will get be solid, this indicate the motor was armed ,enjoy yourself now !



(DSM2 version) Binding Procedure

This DSM2 protocol receiver has an "auto-bind" procedure just like with small toy quadcopter . First Connect the battery to QX95, waiting Receiver to get into binding mode . The blue LED will blinking slowly ,and it will blinking fast soon , this indicate receiver is in Binding mode , turn on the transmitter and Enter into Binding mode, the Blue LED on the receiver will turn off and then get be solid ,this indicate binding successfully .



1.The QX95 BNF was set AUX1(CH5) to ARM/DISARM the motor before shipping ,and you can also customize it with Cleanflight Configurator.

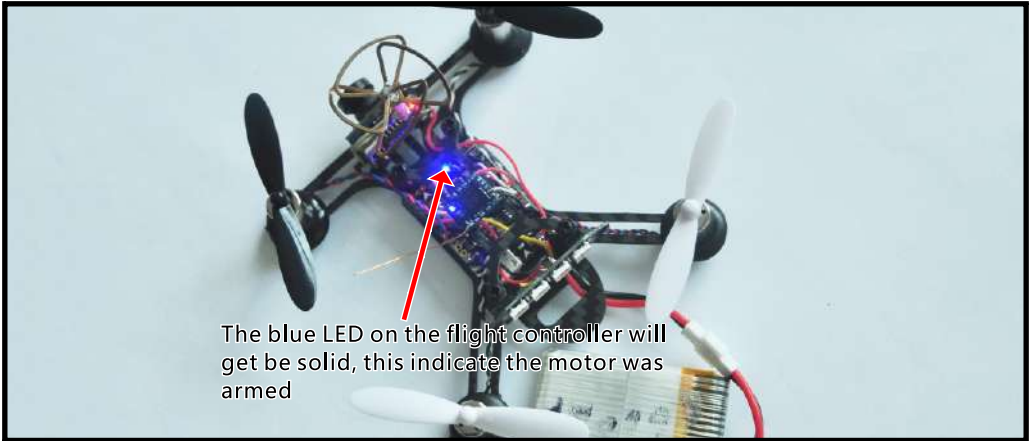
The default receiver channel map for DSM2 version is TAER1234, please ensure your transmitter is matched with it, otherwise it can't be armed.

The screenshot shows the configuration interface for the QX95 BNF. It features two main sections: 'ARM' and 'ANGLE'. Both sections have a dropdown menu set to 'AUX 1' and a range slider. The 'ARM' section has a minimum value of 1450 and a maximum of 2100, with the slider set to approximately 1450. The 'ANGLE' section has a minimum value of 1175 and a maximum of 2100, with the slider set to approximately 1175. A 'Save' button is located at the bottom right of the configuration area.

The screenshot shows the 'Channel Map' and 'RSSI Channel' settings. The 'Channel Map' dropdown is set to 'TAER1234'. The 'RSSI Channel' dropdown is set to 'Disabled'.

2. Turn on the transmitter and set a switch for CH5 to ARM/DISARM the motor, some transmitter like Spektrum DX6I, the default CH5 is Gear switch

3. Toggle the Switch and the blue LED on the flight controller will get be solid, this indicate the motor was armed ,enjoy yourself now !



The blue LED on the flight controller will get be solid, this indicate the motor was armed

LED Strip function

The flight controller of QX95 can control colors and effects of individual LEDs on a strip. The default setup is like this, you can also customize by yourself effects.

LED Strip

The flight controller can control colors and effects of individual LEDs on a strip.
Configure LEDs on the grid, configure wiring order then attach LEDs on your aircraft according to grid positions.

Clear selected Clear ALL

28

Remaining


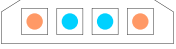

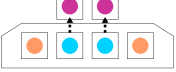


LED Functions

Warnings	Modes & Orientation
Indicator	Arm State
Throttle	Ring
Color	GPS
RSSI	Blink

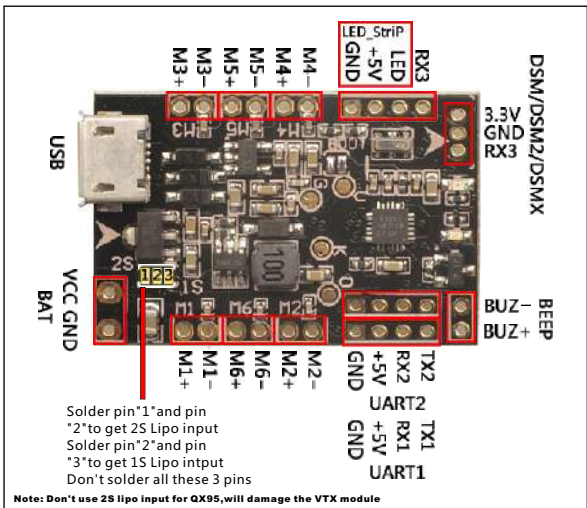
LED Orientation and Color

N					0	1	2	3
	W		E		4	5	6	7
				D	8	9	10	11
					12	13	14	15

LED Strip status

	Disarm
	Armed
 4 LEDS Blinking Fast	Brake
	Throttle
 2 LEDS Blinking Fast	Roll left
 2 LEDS Blinking Fast	Roll right

Flight controller connection diagram





www.eachine.com

*User manual is subject to change without prior notice.