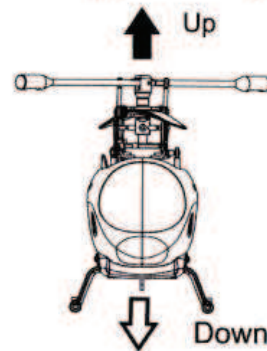
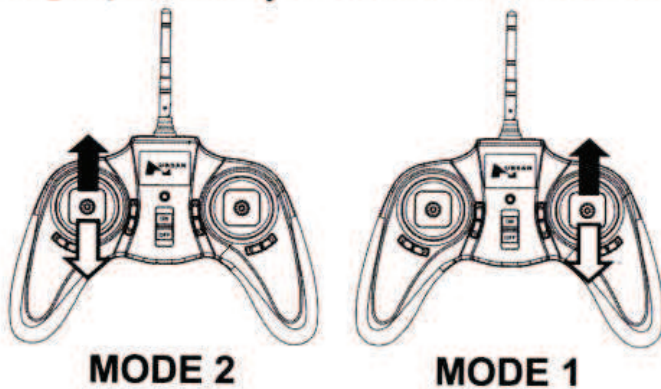
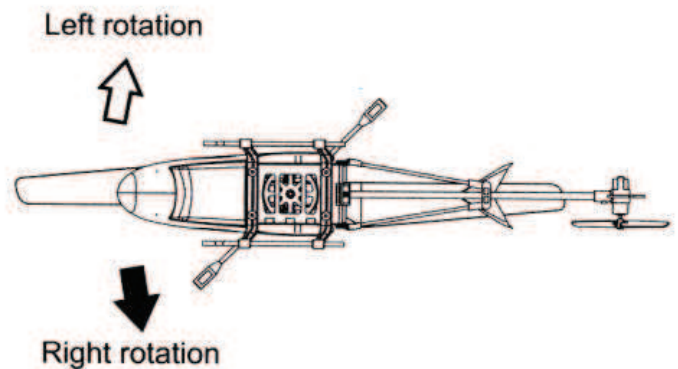
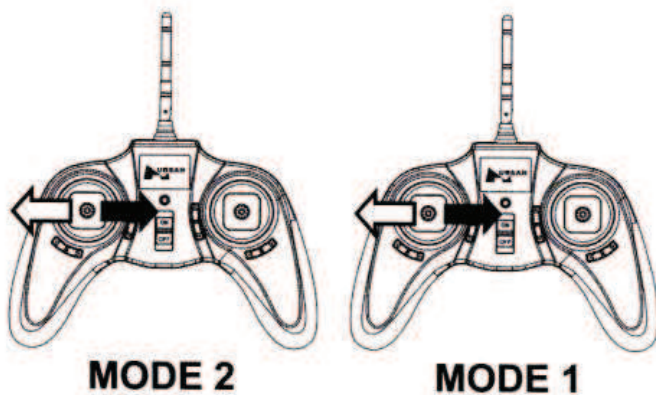


## 6.2 Effect of Control

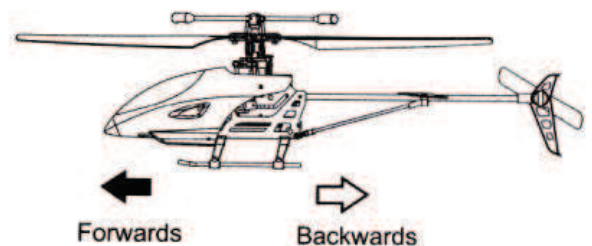
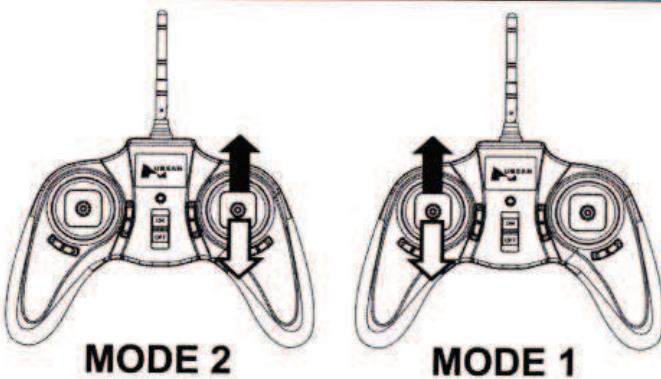
**CAUTION:** To avoid loss of control: ALWAYS move the controls S-L-O-W-L-Y! Be aware that control inputs will reduce available lift (see 'Helicopter Principles of Flight'). Be ready to use a little extra Throttle to maintain height during maneuvers.



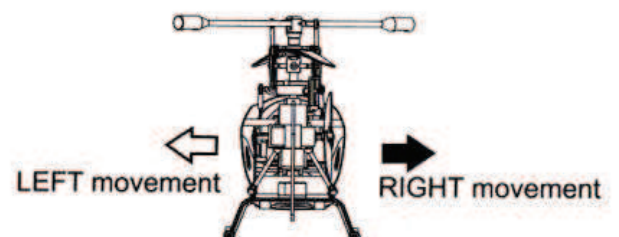
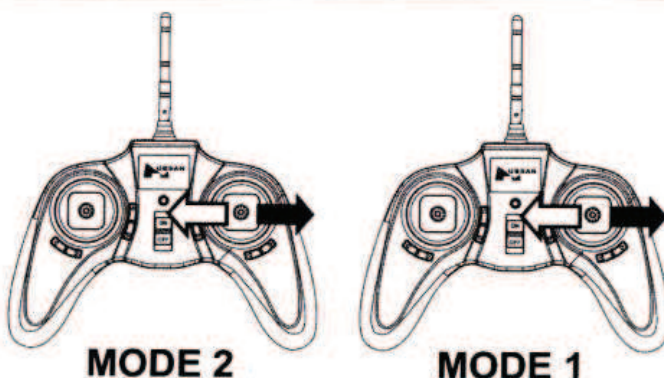
**Throttle (Collective Power) increases/decreases the Flying Height of your helicopter**



**Rudder (Collective Torque Yaw) rotates your helicopter's fuselage Left / Right**



**Elevator (Cyclic Pitch) moves your helicopter Forwards/Backwards**



**CAUTION:** Controls will *appear reversed* when the model is flying towards you !

**Aileron (Cyclic Roll) moves your helicopter 'sideways' Left/Right**