

Mars

Mobile gamepad operation manual

■ Setting up MARS for the first time

1. The first time you turn the Power Switch “ON”, MARS will be in “Pairing Mode”.
2. Make sure your device’s Bluetooth is turned “ON”, scan and find “D2 MARS” from your device Bluetooth available list, follow your device’s Bluetooth pairing flow to pair with MARS controller.

Note: To save power, always turn the Power Switch “Off” when not in use.

■ Using MARS after it had been Paired and Connected for the first time

3. Turn the Power Switch “ON”, MARS will try to reconnect to the last paired device automatically.
4. Reconnect process lasts for up to 60 seconds, after which, MARS enters “Sleep Mode” to save power with LED indicator turned off.

■ Pairing Mode

5. Press and hold the “Pairing” button for 3 seconds; MARS will enter “Pairing Mode” and wait for a Bluetooth device to connect and pair with.
6. Pairing mode lasts for up to 60 seconds, after which, MARS enters “Sleep Mode” to save power with LED indicator turned off.

■ Sleep Mode

7. After 180 seconds of non-use, MARS enters sleep mode to save power.
8. To awaken MARS controller simply press “Pairing” button or slide the Power Switch to “OFF” and then back to “ON”.

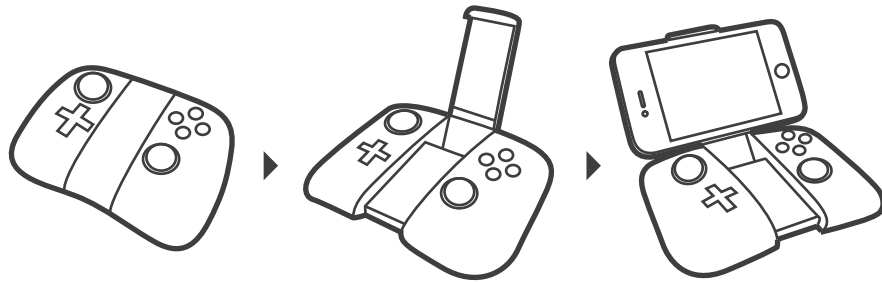
■ LED indicators

Solid LED: LED will stay “ON” for 2 seconds while paired or connected, then LED turns “OFF”

Blinking LED:

- (1) Twice a second continuously: Indicates MARS is reconnecting to the last paired Bluetooth device
- (2) Twice a second then off a second continuously: Indicates MARS is in Pairing Mode
- (3) Once in two seconds continuously: Indicates the batteries are getting low and should be replaced

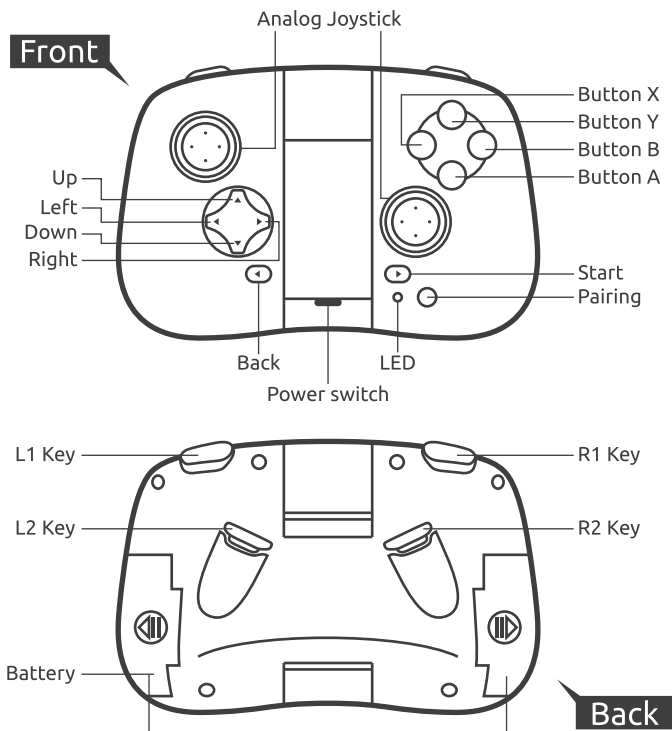
■ Install your Mobile device



Website : www.d2world.net
Email : info@d2world.net

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Basic specifications

Items	Description
Model Name	M1W
Interface	Bluetooth 3.0 Wireless
Power Source	2*AAA Battery (not included)
Working Frequency	240 2-2480MHz
Wireless Range	6 meters
Operating Environment	Temperature: 0~40°C
	Humidity: 20~80%
Storage Environment	Temperature: -10~55°C
	Humidity: 5~90%

■ Motion Warning

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain: Avoid excessive play. Take a 10 to 15 minute break every hour, even if you don't think you need it. Parents should monitor their children for appropriate play. If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again. If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

■ Battery Leakage Warning

Leakage of battery fluid can cause personal injury as well as damage to D2 MARS. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery fluid away from your eyes and mouth. Leaking batteries may make popping sounds. To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix different brands of batteries.
- Recommend alkaline batteries. Do not use Lithium ion, nickel cadmium (nicad), or carbon zinc batteries.
- Do not leave batteries in D2 MARS for long periods of non-use.
- Do not recharge alkaline or non-rechargeable batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first.
- When removing batteries, remove the positive end first.
- Do not use damaged, deformed or leaking batteries.
- Remove exhausted batteries from D2 MARS
- Rechargeable batteries must be removed from D2 MARS before being charged
- Rechargeable batteries should be charged under adult supervision

- Do not short circuit the supply terminals
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

■ FCC Statement

This device complies with FCC radiation exposure limits set forth for an uncontrolled environment. 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: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.

■ Caution!

Any changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.