

X-Rover

GAME CONTROLLER



**USER'S
MANUAL**

Compatible with PS3, XBOX 360 and PC

VER 1.1

For 15 Years Old or Above

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Tips:

For players first time to play with X-Rover Gun, it might take them about 10 minutes to completely master the gun skills.

For more control skills, please refer to the section: "Smooth Control" Tips.

Notice

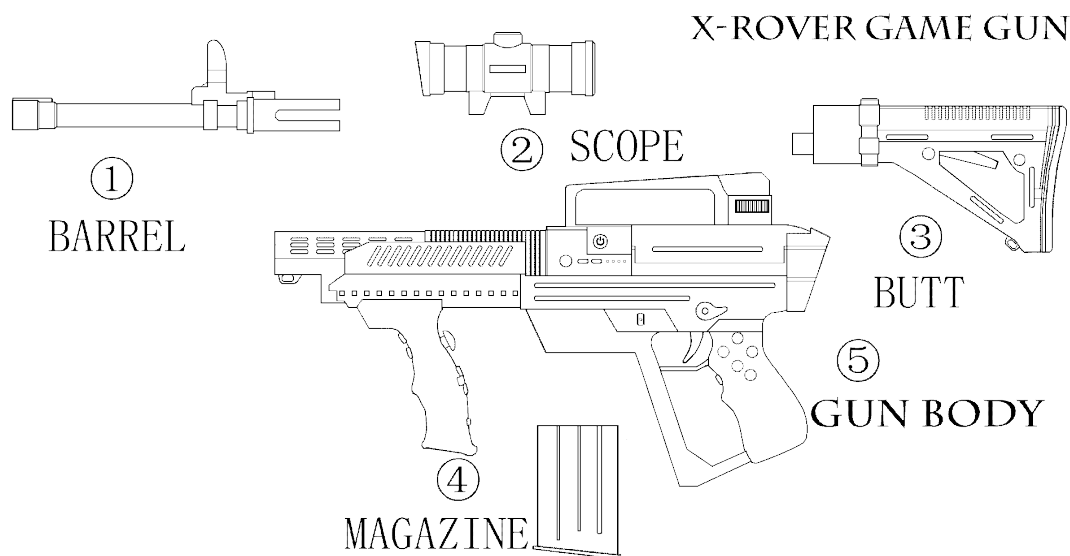
Before using this product, please carefully read all the precautions.

Warnings

Only the detachable parts can be assembled and disassembled from the X-Rover Gun. Do Not Disassemble the Non-Detachable Parts of X-Rover Gun or other Accessories.

X-Rover Gun consists of following 5 detachable parts:

1. Detachable Barrel
2. Detachable Scope
3. Detachable Butt
4. Detachable Magazine (Battery Holder)
5. Gun Body



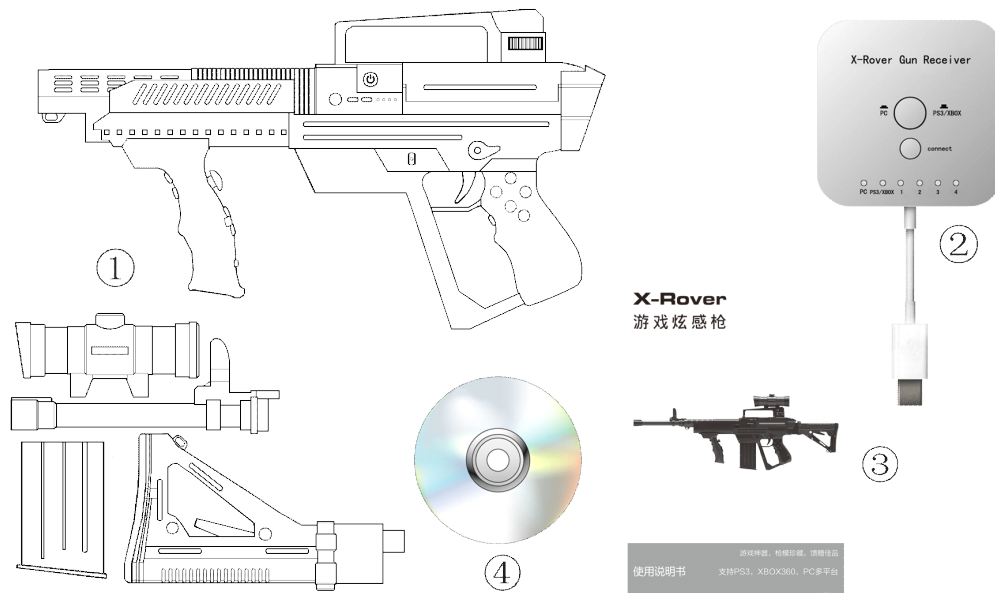
Safety

This product has been designed with the highest concern for safety. However, any electrical device, if used improperly, has potential for causing fire, electrical shock or personal injury. To help ensure accident-free operation, follow these guidelines:

- Observe all warnings, precautions and instructions.
- Stop using it and power off the device if the device functions in an abnormal manner, produces abnormal smell or becomes too hot to handle.
- Please contact customer service center for further assistance if the device does not operate properly.
- This product is only **For 15 Years Old or Above.**

What are packaged in the gift box?

- 1) X-Rover Gun (Including Barrel, Scope, Butt, Magazine, Gun Body)
- 2) Receiver
- 3) Product Manual
- 4) Tutorial DVD (Optional)



Specifications

Wireless	2.4G
Operation Distance	≤10m
Size	905mm*46mm*345mm
Weight	About 1000g
Voltage	6V DC

X-Rover Gun used in PS3 and X-Box 360 Video Game Console

Buttons Contrast between X-Rover Gun and PS3 and X-Box 360

It is quite important for the users to be familiar with the buttons in X-Rover Gun and their functions compared to those in Video Game Consoles. X-Rover Gun is designed with considering the method that how the gamer often plays games, and pre-set all most of the same function buttons.

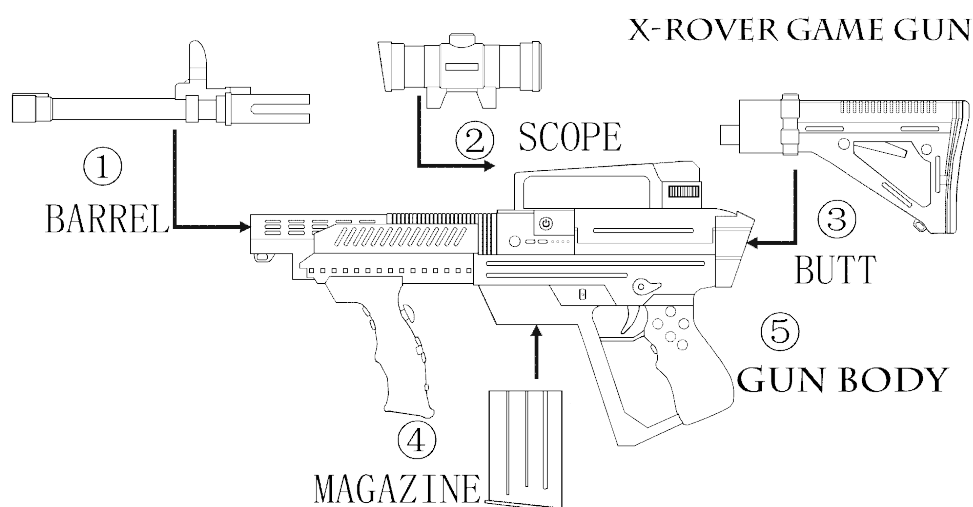
- Buttons of X-Rover Gun are programmed to be very similar to X-BOX 360 and PS3 controllers as following, accordingly the operation is same too.

Button Contrast between X-Rover Gun and PS3/X-BOX360												
X-B OX	R3	A	B	X	Y	N/A	LB	LT	Left VR- Forward	Left VR- Back	Left VR- Left	Power Button
PS3	R3	X	O	□	△	N/A	L1	L2	Left VR- Forward	Left VR- Back	Left VR- Left	PS Button
Gun	R3	A/X	B/O	X/□	Y/△	R(RESET)	LB/1	LT/2	VR-↑	VR-↓	VR-←	MENU
X-B OX	Left VR -Right	▲	◀	▼	▶	Select	Start	RT	RB	Right VR- ↑←↓→	L3	
PS3	Left VR -Right	▲	◀	▼	▶	Select	Start	R1	R2	Right VR- ↑←↓→	L3	
Gun	VR-→	▲	◀	▼	▶	Select	Start	RT/1 (Trigger)	RB/2	Gunpoint moves ↑←↓→	VR Pressed	

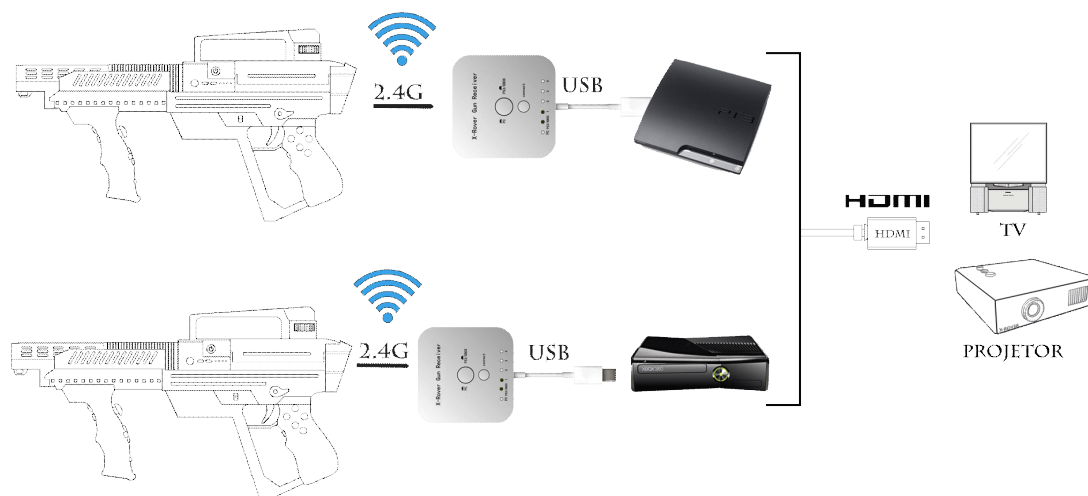
Operation Instructions

1. Assembly of the X-Rover Gun

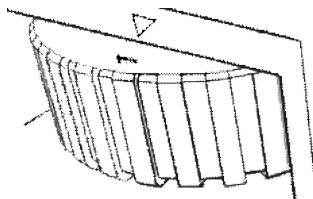
Follow the marked steps to assemble the X-Rover Gun. Before assembly, make sure 4 AA cells are installed in the proper polarity in the Magazine and the barrel cover, butt cover are removed from gun body.



2. Connect PS3/XBOX 360 console to the TV or Projector by HDMI cable



3. Select the proper gear position



It would increase the game experience when the player chooses the proper gear position.

1	Hold the trigger to automatically shoot.	4	Normal speed of moving cursor or game look
2	High speed of moving cursor or game look	5	Low speed of moving cursor or game look
3	Hold the trigger to automatically shoot	6	Interchange the function of VR and the four directions of gun movement

4. Choose the proper Mode for Receiver

● PS3

- ① Insert the Receiver to any USB port of PS3.
- ② Choose the Operation Mode: PS3/XBOX, the PS3/XBOX Mode lamp lights as well as the Lamp 1.



● X-Box 360

- ① Insert the wired X-Box 360 controller to the USB port of the X-Rover Gun Receiver.
Notice: Only the wired X-BOX 360 controller is accepted.
- ② Insert the Receiver to any USB port of X-BOX 360 console.
- ③ Choose the Operation Mode: PS3/XBOX, the PS3/XBOX Mode lamp lights as well as the lamp 1.

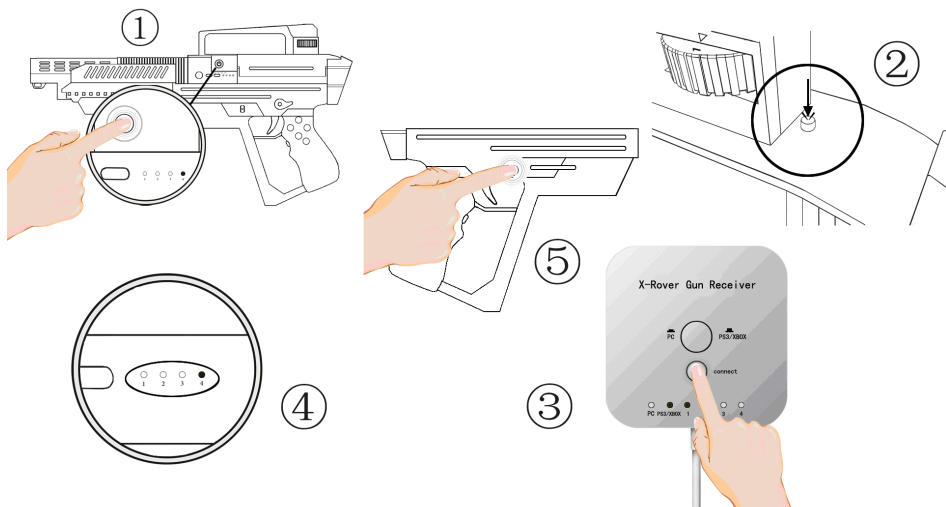


5. Connection of the X-Rover Gun to the Receiver.

Notice: The Gun and Receiver has been paired in the factory. When replace the Gun or the Receiver, the Connection operation is required as followings.

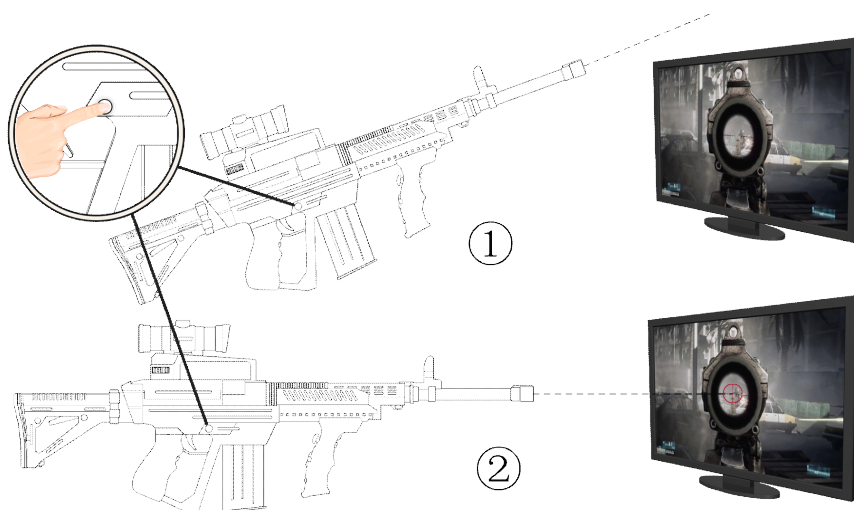
- ① Power on X-Rover Gun, the LED strip lights.
Tips: If the Gun and Receiver were paired before, the Gun will be automatically paired with the Receiver which the pairing lamp in gun (Number 4) keep lighting after several seconds after powered on, then jump to step ⑤.
- ② Press the Paring button of X-Rover Gun, the paring lamp (Number 4) is flashing faster and searching the signal from receiver.
- ③ Press the CONNECT button in Receiver.

- ④ The lamp (Number 4) in Gun stops flashing and keeps lights. The connection is done.
- ⑤ **Keep pressing the R button till the gun vibrates, then release that, then the Gun Calibration is done. (Step ⑤ is a must)**



6. Adjust the Gun Position

- ① Keep pressing R button and make the Gun point to the cursor (or the center of screen) then release it. Now you can start to play the game.



7. Enjoy playing game with X-Rover Gun

Sway the gun body to change the look of the game. When keep pressing the R button, the change of Look will stop no matter how you sway the gun body. However, after release R button, it continues to work at once.

Use the buttons to control the player's actions and trigger to shoot.

For more details of button functions, please refer to <Buttons Contrast between X-Rover Gun and Computer>.

For more control skills, please refer to the related part: "Smooth Control" Tips

Tips: For players first time to play with X-Rover Gun, it might take them about 10 minutes to completely master the gun skills.

X-Rover Gun used in Personal Computer

Buttons Contrast between X-Rover Gun and Computer

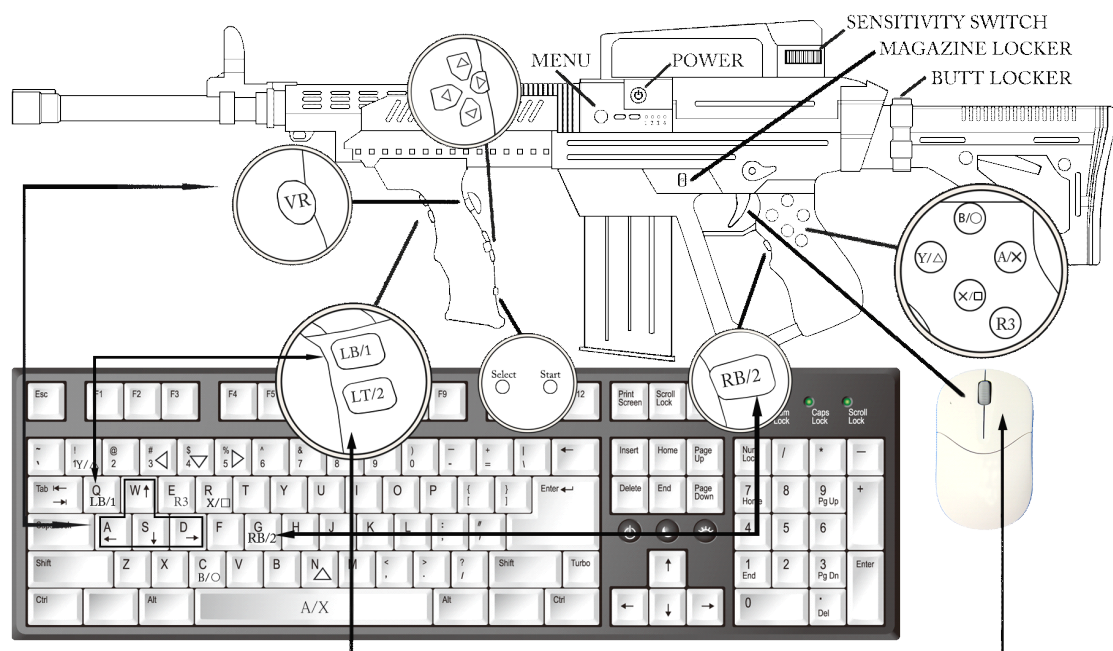
It is quite important for the users to be familiar with the buttons in X-Rover Gun and their functions compared to those in Computer. X-Rover Gun is designed with considering the method that how the gamer often plays games, and pre-set most of the same function buttons.

● Buttons of X-Rover Gun are programmed to be compatible with the keys in Keyboard and Mouse as followings:

Buttons Contrast Between Gun and PC												
PC	E	Space	C	R	1	N/A	Q	Right Mouse	W	S	A	ESC
Gun	R3	A/X	B/O	X/□	Y/△	R(RESET)	LB/1	LT/2	VR-Forward	VR-Back	VR-Left	MENU
PC	D	N	3	4	5	TAB	Enter	Left Mouse	G	Mouse moves ↑←↓→		ALT
Gun	VR-Right	▲	◀	▼	▶	Select	Start	RT/1 (rigger)	RB/2	Gunpoint moves ↑←↓→		VR Pressed

Note: X/□ reflects R by quick press while F by long press.

B/O reflects C by quick press while Ctrl by long press



Tips: When the PC game requires some Key which is not available in X-Rover Gun, please

reset the Key in the PC Game to use the key available to X-Rover Gun.

Operation Instructions

1. Assembly of the X-Rover Gun

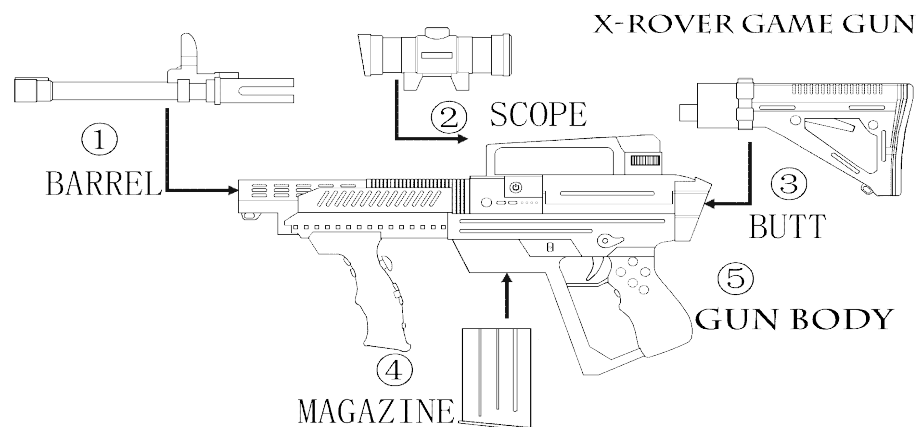
Follow the steps to assemble the X-Rover Gun. Before assembly, make sure 4 AA cells are properly installed in the Magazine and the barrel cover, butt cover are removed from gun body .

- Magazine

Insert the magazine into the gun body till the end and make sure secured by the lock structure. Press the lock button nearby magazine and pull out the magazine.

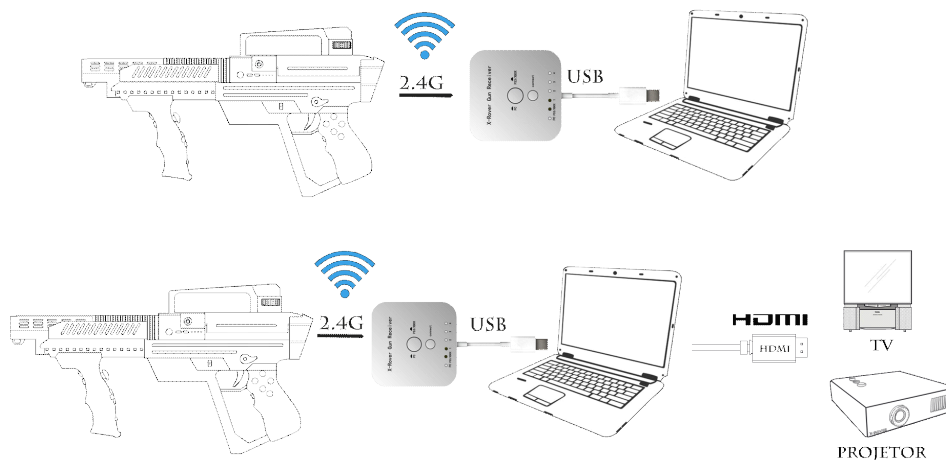
- Butt

Insert the butt and make sure secured by the lock button. Do press the lock button in Butt when pull out the butt from the gun body.

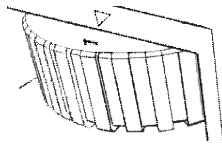


2. Connect the Computer to the TV or Projector by HDMI cable

Tips: Show the Game in TV or Projector just for a bigger screen for better Game experience. It is not a must.



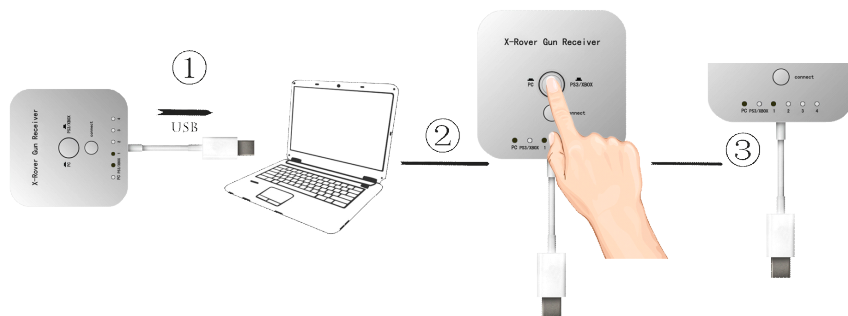
3 Select the proper gear position



It would obtain better game experience when the player chooses the proper gear position.

1	Hold the trigger to automatically shoot. R3 button combines E, G, 1 in sequence.	4	Normal speed of moving cursor or game look
2	High speed of moving cursor or game look	5	Low speed of moving cursor or game look
3	Hold the trigger to automatically shoot.	6	Cursor set to center of screen when press R button. Y/ \triangle , X/ \square , A/X, B/O, R3 are respectively set as F1, F2, F3, F4, F5.

4. Choose the proper operation Mode for Receiver.



① Insert the Receiver to the Computer USB port, computer will automatically identify the USB device.

② Press the Operation Method button to choose PC mode.

③ the PC mode lamp lights

5. Connection of the X-Rover Gun to the Receiver.

Notice: The Gun and Receiver has been paired in the factory. When replace the Gun or the Receiver, the Connection operation is required as followings.

① Power on X-Rover Gun, the Power lamp lights.

Tips: If the Gun and Receiver were paired before, the Gun will be automatically paired with the Receiver which the pairing lamp in gun (Number 4) keep lighting after several seconds after powered on, then jump to step ⑤.

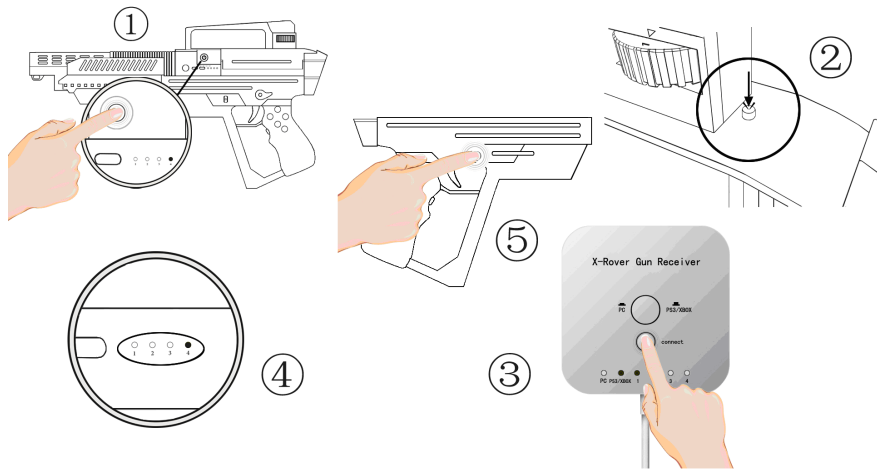
② Press the Paring button of X-Rover Gun, the paring lamp (Number 4) is flashing faster and searching the signal from receiver.

③ Press the CONNECT button in Receiver.

④ The lamp (Number 4) in Gun stops flashing and keeps lighting. The connection is

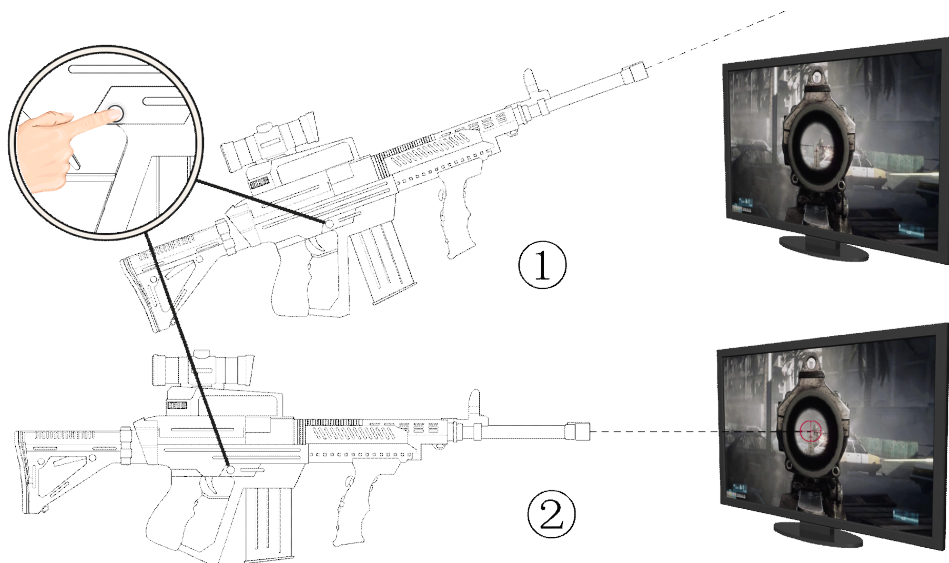
connected.

⑤ **Press the R button till the gun vibrates and then release it. Then the Gun Calibration is done. (Step ⑤ is a must)**



6. Adjust the Gun Position

① Keep pressing R button and make the Gun point to the cursor (or the center of screen) then release it. Now you can start to play the game



7. Enjoy playing game with X-Rover Gun

Sway the gun body to change the look of the game. When keep pressing the R button, the change of Look will stop no matter how you sway the gun body. However, after release R button, it continues to work at once.

Use the buttons to control the player's actions and trigger to shoot.

For more details of button functions, please refer to <Buttons Contrast between X-Rover Gun and Computer>.

For more control skills, please refer to the related part: "Smooth Control" Tips

Tips: For players first time to play with X-Rover Gun, it might take them about 10 minutes to completely master the gun skills.

"Smooth Control" Tips

It would increase the player's experience if the following gun skills applied during the game.

1. Change the Look of the Game

Move the Gunpoint of X-Rover Gun in four directions: Up, Down, Left and Right to change the look of Game Up, Down, Left and Right. However, press the R button to stop the change of look of game no matter how you change the direction ;

2. R button magical effect.

When playing game, once the R button is pressed and hold, the look of game will not change while the game still responds to other buttons of the gun. When release the R button, the gun immediately take over the look of game.

3. Re-Aim the target when gunpoint deviates from the cursor or screen too much.

● Personal Computer

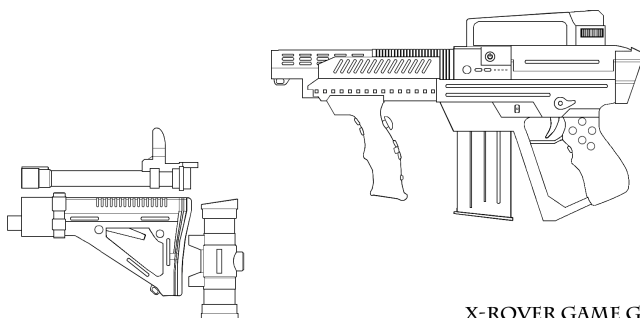
Sometimes when the gun swing too much, accordingly the gunpoint deviates from the cursor or screen too much. You need to quickly press the R button and hold that to re-aim the gunpoint at the cursor or target, then release it quickly. Then cursor is under your control.

● Video Game Machine: PS3, X-BOX 360

Sometimes when the gun swing too much, the gunpoint deviates from the cursor or screen too much. You need to quickly press the R button and hold that to re-aim the gunpoint at the cursor or target, then release it quickly. Then the target is easily aimed and under your control.

4. Slim the X-Rover Gun .

As a creative design of the X-Rover Gun, it is cool to remove the detachable Barrel, the Magazine, the Butt and the Scope from the gun for the purpose of lose the weight of the gun. And such disassembly operation dose not affects any functions of the X-Rover Gun



X-ROVER GAME GUN

5. X-BOX 360 wired Controller Arrangement

When the X-BOX 360 Console power on, the Receiver has to be led by the wired X-BOX controller which insert into the USB port of Receiver. When the gun can control the game, the wired X-BOX 360 controller can be removed from the Receiver.

6. Gun Calibration Time

When the gun is powered off and repowered on at once, the R button has to be pressed and hold till the gun vibrates to complete the calibration so that the gun can control the

look of game. Otherwise, it will take the gun about 10 seconds to automatically calibrate.

7. Wake up the gun and Pause the game

When playing the game, the user can press the MENU button to wake up the gun from Sleeping status or press Start button to pause the game.

8. Replace the Battery

When the Gun lamp (Number 1) flash, it means the voltage is too low. You had better replace the batteries at soon as possible.

9. Remap buttons

Hold both the SELECT and START buttons for 2 seconds, the lamp (Number 1) in Gun flashes faster, press the any two keys in sequence. Then press both Select + Start buttons till the lamp 1 stop lighting, then these two keys are remapped and the change is saved.

Notes: This change is saved even after powered off.

For example: Some game in PS3, the fighting key is RB/2 (under the trigger) other than RT/1(the trigger). You can remap these two keys as per above guidance.

Remove the Remap:

Hold both the SELECT and START buttons for 2 seconds, the lamp 1 in Gun flashes faster, release these two buttons and one more time press both Select and Start buttons till the lamp 1 stop lighting, then remap is removed.

FAQ

1. The X-Rover Game Gun is not powered on when Power button pressed
How to do: Check the polarity of batteries is right when installed in the battery holder; Make sure the contact of battery holder is securely contacted by the power supply board in the Gun.
2. After the connection of Gun to Receiver is done successfully, and the buttons in Gun work but the look of game or the cursor is not controlled by Gun.
How to do: The Gun Calibration is not done due to the limited time after power on. Please keep pressing the R button till the Gun vibrates then release R button. Then the Gun Calibration is done.
3. When the Gun is not manipulated for some time, the Gun will enter the Sleeping status (Lamp 4 in Gun stops lighting and Lamp 1 in Gun is lighting).How to wake up the Gun?
How to do: Press the MENU button for 2 seconds to wake up the Gun, the Lamp 1 in Gun stop lighting and Lamp 4 is lighting
4. The connection of Gun to the Receiver is not done successfully
Condition 1: The Lamp 1 in Gun flashes slowly indicating the battery power is low, please replace the batteries with the new ones.
Condition 2: The Working Pattern of Receiver is changed when plugging in PC or Console, such as change from PC pattern to PS3/XBOX pattern by accident, the Receiver has to be unplugged and plugged once again. Then make the connection of Gun to the Receiver one more time.
Condition 3: When Receiver is plugged into the USB port of PC, the Receiver is not recognized by Operation System for long time, please change the USB port of PC and try that one more time.
5. Some button in Gun is not used in some games. Is it ok?
How to do: If the game dose not get involved into some button of Gun, it is no problem.
6. When the Gunpoint deviates from the target or sight bead too much, how to quickly align the gun with the target?
How to do: Keep pressing the R button to “lock” the screen and align the gun with the target then release R button.
7. When the Receiver is plugged into the X-BOX 360 console, but the X-Rover Gun can not control the console.
How to do: If the Received is not plugged by the wired X-BOX 360 controller ,the Receiver has to be unplug from the console and the wired X-BOX 360 controller has to be plugged into the Receiver. Then plug the Receiver into the X-BOX 360 console one more time.
8. When playing the game, the working pattern of Receiver is changed by accident, for example, change from PC pattern to PS3/XBOX , the connection of Gun to the Receiver is lost. How to re-connect the Gun to the Receiver?
How to do: Unplug the Receiver from the console/PC and re-plug into, then make the connection one more time as per the guidance in User Manual.
9. When playing game in PC, the game set some seldom-used key which is not available to the X-Rover Gun. How to reset that?
How to do: In the Option of Game, reset this seldom-use Key to the key which is available to

the Gun.

10. In some game, the trigger of Gun dose not function as “Fire” while the button RB/2 dose.
How to remap these two buttons?
How to do : Remap these two buttons according to the section in User Manual, Remap Buttons of section “**Smooth Control**” Tips.
11. The Lamp 1 and Lamp 4 in the Gun keep lighting simultaneously and the Gun can not control the game.
How to do : The sensitivity switch contact is not in the right gear position, that is EMPTY gear position. Turn the switch and ensure the contact in the right gear position when there is a slight click sound.
12. Not familiar with the manipulation of Gun to align the sight bead with the target
How to do : Move the gun to obtain the expected look of game then keep pressing the R button and align the sight bead with the target. After that, please release the R button quickly. For player new to the X-Rover Gun, it might take 10 minutes to master the control skill.
13. The Gun is held statically, but the cursor or the look of game changes like turning again and again.
How to do: Keep pressing the R button till the Gun vibrates to complete the Gun Calibration. If the problem is not resolved yet, please contact the reseller for further assistance.
14. When the connection of Gun to the Receiver is done after the Receiver plugged into the PC , but the Receiver is being recognized by the PC Operation System for long time.
How to do: Plug the Receiver to another USB port of PC and try it one more time.

Operation Notices

1. **When playing game, the Lamp 1 in Gun flashes slowly, it indicates the batter power is low. Replacement of battery shall be taken at once.**
2. **To prevent the Gun from damaging by the old battery in battery box, please remove the batteries from the battery box if the Gun is not used for long time.**
3. **Remember to slightly press the Butt Locker before remove the Butt from the Gun Body. Forcefully pull the Butt without pressing the locker button may cause damage to the Gun.**
4. **Remember to press the battery holder locker button when remove that from Gun Body. Forcefully pull the batter box without pressing the battery box locker button may cause damage to the Gun.**
5. **When install the battery holder in the Gun, please make sure the mental contact of battery holder on the right track.**
6. **When change the gear position of sensitivity , please turn the sensitivity switch till there is a slight click sound which means the contact at the right gear position.**
7. **When the Receiver is plug into the USB port of PC, the driver of Receiver is automatically installed by computer Operation System after it is recognized. However the installation time may vary depending on the different configuration of PC. Anyway, when the installation time exceeds over 3 minutes, it is better to restart the computer and try it one more time.**

Federal Communications Commission (FCC) Statement

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.

Note: This equipment has been tested and found to comply with the limits for a 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.

Warning: Changes or modifications made to this device not expressly approved by **LOVIN TECHNOLOGY CO.,LTD** may void the FCC authorization to operate this device.

Note: The manufacturer is not responsible for any radio or tv interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.