

SIZE: 100*150mm

100mm

150mm

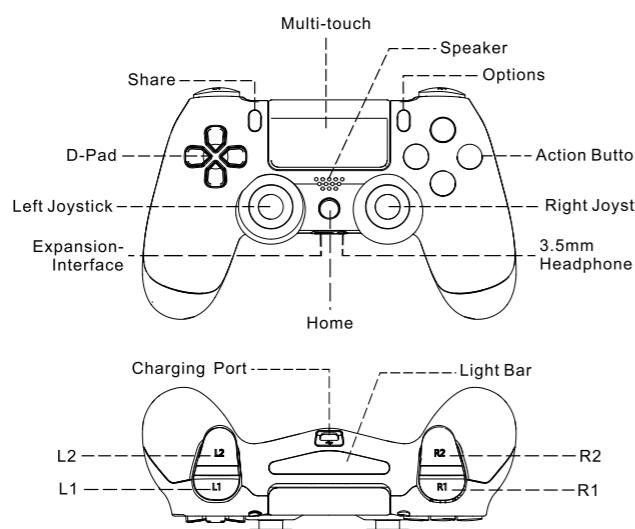
PS4 WIRELESS GAME CONTROLLER
MODEL: P4

PRODUCT OVERVIEW

This product is a wireless controller for the PS4. It adopts wireless connection, a high-sensitivity six-axis detectionsystem, full-color LED lights to display different players, and functions such as touch, speaker, and voice input.

PRODUCT FEATURES

1. Platform: PS4, PC, iOS, Android.
2. Wireless connection/ Wired connection
3. Buttons: PS, SHARE, OPTIONS, touch buttons, up, down, left, right, X, O, □, △, L1, L2, L3, R1, R2, R3, left 3D joystick, right 3D joystick.



INSTRUCTIONS FOR CONNECTING TO THE CONSOLE

CONNECT TO PS4

1. You must use a wired connection to connect to the console for the first time. After the connection is successful, unplug the wired controller to automatically Wireless connect to the console. Afterwards, press the PS button on the controller to automatically connect to the console. After multiple controllers are connected to the console, the color of the light on each player's controller is different.
2. Wired connection to the PS4 console, just plug the USB data cable into the PS4 console.

WIRELESS CONNECT TO OTHER EQUIPMENT

Press and hold the Share + PS button on the controller for 5 seconds, the controller will enter the Wireless pairing mode, and the indicator light of the controller will flash white quickly and double. You can use Wireless to connect to PC, TV, Android, and iOS devices; the Wireless name of the controller on PC, TV, and Android mobile phones is Wireless Controller; the Wireless name on iOS devices is DUALSHOCK 4 Wireless Controller.

WIRED CONNECTION TO PC

Directly use the USB data cable to connect the controller to the USB interface of the PC computer. After the connection is successful, it will be displayed as a Wireless Controller device.

FUNCTION DESCRIPTION

AUDIO FUNCTION

A mono speaker is provided on the controller, and some game voice commands will be sent out through the speaker without interfering with the music and sound effects of the game itself. At the same time, there is also a 3.5mm stereo

4. LED Indicator: Full-color LED indicates different players or different states.

5. Interface: a Micro B port can be charged, data can also be updated online, a headphone plus microphone interface, and an expansion connection port.

6. Support dual motor vibration

7. The PS4 console platform has a sensor six-axis somatosensory function.

8. Support dual-point capacitive sensing touch control.

9. Built-in mono speaker function.

10. Support wired PC mode.

headphone jack on the controller. Players can choose the audio output type of this interface in the system: individual voice or all sound effects.

SIX-AXIS FUNCTION

The Six-axis is composed of a three-axis gyroscope and a three-axis acceleration sensor. Divided into X, Y, Z, Roll, Pitch, Yaw, a total of six axes. X axis: Accelerated movement in the left and right direction (X+/X- direction), left → right, right → left. Y axis: Accelerated movement in the front and rear directions (Y+/Y- direction), front → back, back → front. Z axis: acceleration movement in the up and down direction (Z+/Z- direction), up → down, down → up. Roll axis: Rotate up and down around the Y axis. Pitch axis: Rotate forward and backward around the X axis. Y axis, rotate left and right around the Z axis.

EXTENSIONS

There is an EXT expansion interface on the controller, which can extend the special charging stand and charge the controller through the EXT interface. The expansion port supports the button attachment on the back of the PS4 controller officially launched by PS.

TOUCH FUNCTION

The upper middle of the front of the controller is the touch control area. The touch adopts capacitive two-point touch sensing, which can automatically identify single-finger touch and two-finger touch. Touch anywhere in the control area and press.

ELECTRICAL CHARACTERISTICS

Sleep Current: 8.3uA
Working Current: 49.8MA
Working Time: ≈7 hours (depending on the game environment)
Product Weight: ≈210g
Battery Capacity: 600mAh

FCC Warning

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.

Any changes or modifications 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 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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.