

Ikids Instructions

CATALOG

Ganmepad Games	1
Kids TV	3
Gamepad Connection	3
Enter ikids, You can use either a gamepad	7
or a remote control.	
Gamepad button description.....	11
FAQ	12

**Click on the icon to enter the selection page, which includes two modules:
Ganmepad Games and Kids TV**



1. Ganmepad Games

1.1 There are a variety of game types available for children's entertainment. Select the GamePad module in [iWawa](#), you can use the gamepad to operate the games inside



1.2 The game has single-player and two-player modes, The single-player mode of the game can only be played with a single gamepad (the first gamepad connected to the Projector first), and the other gamepad cannot be operated



1.3 In the two-player mode of the game, it supports two gamepads to play at the same time



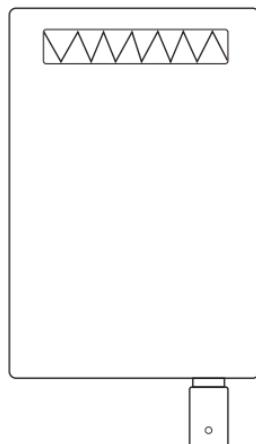
2、Kids TV

There are many wonderful children videos, and often updated, kids will love it much. Children can open "Video" application in the children desktop and choose all good shows、learning lessons 、music and stories ,

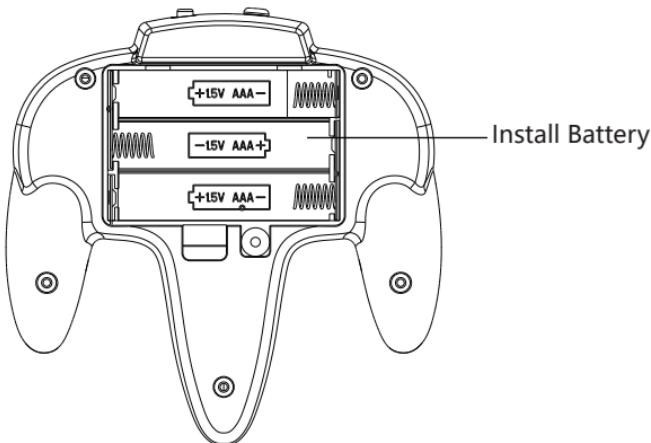


3.Gamepad Connection

- 3.1 Plug the gamepad receiver into the usb interface of the Projector



- 3.2 Make sure the gamepad has batteries installed, Please Use three of the size 7 batteries.

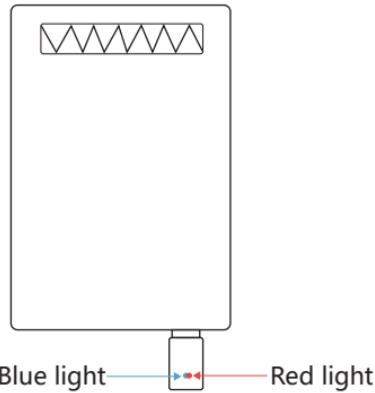


- 3.3 Receiving Head Indicator Description

The game only supports two controllers. There are two indicator lights in one receiver, which can connect to two controllers. The indicator lights are a red light and a blue light.

When connecting the first controller, the red light flashes rapidly and evenly, indicating that the receiver is in pairing mode for connection; when connecting the second controller, the blue light flashes rapidly and evenly, indicating that the receiver is in pairing mode for connection; if the indicator light stays on and stops flashing, it means the connection is complete. You can also confirm whether the controller is connected according to section 4.2 in the manual under the IKIDS interface.

3.3.1 The bule and red indicator light of the receiving end flashes once per second (fast flashing), and the receiving end is in the pairing state.



3.3.2 The first blue indicator light being constantly on signifies that one controller has been connected
the second red indicator light being constantly on signifies that the second controller has been connected



3.3.3 When the controller is not performing any operations and the receiver's indicator light flashes once every two seconds (slowly flashing), it indicates that the paired controller has low battery power, and it is recommended to replace the controller's batteries.



3.3.4 When the receiver has not been used for a long period, it will enter sleep mode. Once the controller goes to sleep, the corresponding USB indicator light will turn off while retaining the pairing information to facilitate a quick connection after waking up (if the USB receiver is powered off, the pairing information will not be retained, and it is recommended that customers check if the controller is connected after restarting).USB



3.3.5 If the controller experiences a power outage, it is recommended to check whether re-pairing is necessary after replacing the batteries.

4. Enter ikids, You can use either a gamepad or a remote control.

4.1 Select the GamePad module in ikids,

You can enter the game module using either a game controller or a remote control.



4.2 You can use a gamepad or remote control to select the "+" icon to confirm or reset the controller.

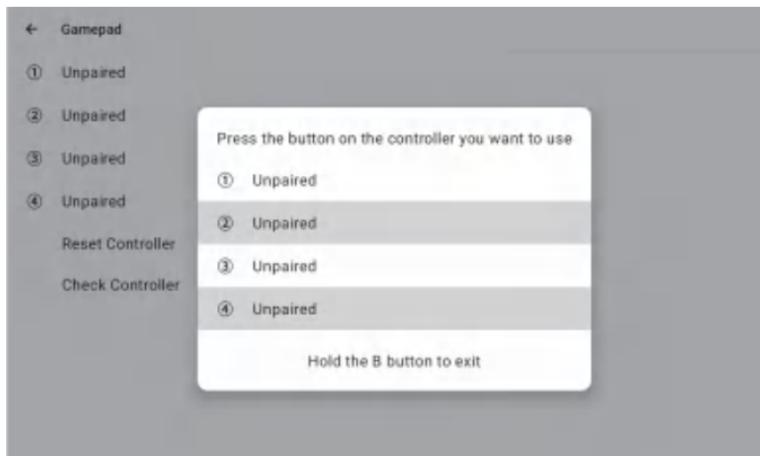


4.2.1 You can use a game controller or remote control to click on "reset controller" to reset the controller.

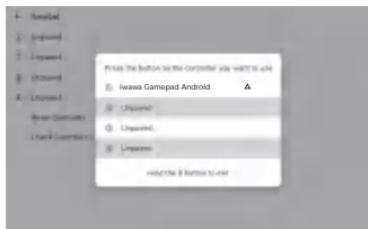


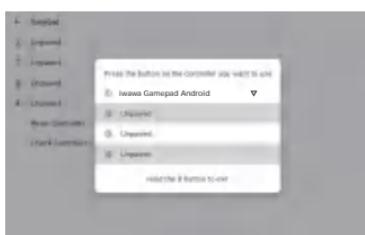
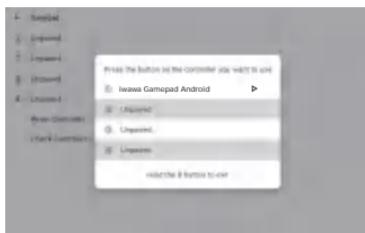
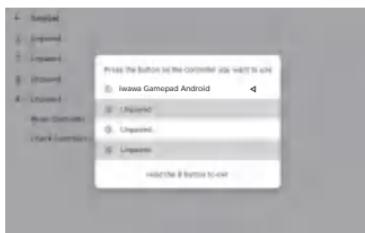
If a reset is required, refer to step "3" for instructions; If you need to confirm handle 1 and handle 2, please press the button, and the corresponding button will be displayed, as shown in 4.2.3

4.2.2 After selecting the 'reset controller' option, you will be directed to the interface for setting up the controller (The game only supports two controllers.). All connected controllers will be displayed here



4.2.3 After successfully setting up the controller, you can verify whether the controller has been successfully connected by operating the directional buttons on the controller. When Controller ① is pressed, the screen will display the corresponding directional symbols for '①iwawa Gamepad Android'. The confirmation method for Controller ② is consistent with that of Controller ①; clicking on '②iwawa Gamepad Android' will display the corresponding directional symbols.





4.3 Use the gamepad or remote control to click on 'Check controller'.

← Gamepad

① Unpaired

② Unpaired

③ Unpaired

④ Unpaired

Reset Controller

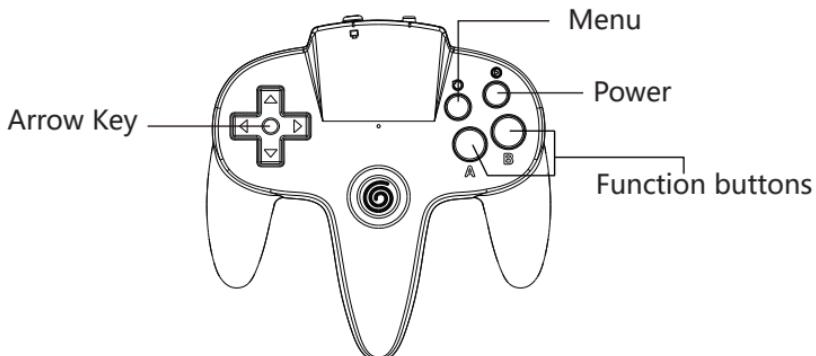
Check Controller

After clicking on 'Check controller', the system will automatically return to the main game interface. You can use the controller to select the game for controller connection confirmation.



5. Gamepad button description

The joystick on the controller can be used to control the direction. In the game, you can flexibly use the joystick or directional keys according to your own needs.



6. FAQ

- 6.1 The receiving head is not inserted into the usb interface of the Projector, or it is not inserted properly;
- 6.2 The battery of the gamepad has no power and needs to be replaced with a new battery;
- 6.2 The battery of the gamepad has no power and needs to be replaced with a new battery;
- 6.4 When dual controllers are connected, click on single player game and prioritize the operation of gamepad 1

FCC Caution:

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.