

Doubles Wireless Controller User Instructions



Specifications

Product mode	079B	Product name	
Transmission mode	2.4Ghz RF wireless	Transmission distance	≥10 Meters
Operating voltage	2.32V-3.0V	Operating current	≈10mA
Operating temperature	-20°C~+65°C	Static current	≈4uA
Operating humidity	20~80%	Battery	AAx2
Product dimensions	158x103x60mm	Product weight	275g

Product Overview

The product has a classic appearance and uses the 2.4 GHz wireless transmission technology to automatically identify devices and save power in intelligent sleep. Support PC Windows system, Emuelec system, Android system, Game box, TV box etc. let you and your friends two-player and multi-player battle, enjoy the game of adversarial infinite fun.

Quick Start

1. First Plug the USB receiver (The gift box is packed in the blister, and the bare phone is packed in the battery compartment.) into the USB connector on the device.

2. Open the battery cover of any handle. Install 2pcs AA batteries according to the positive and negative pole instructions. Turn on the power switch under the handle to ON. If the connection is successful after the red/green LED normally on. All the indicators are off, press the START key to continue the connection or check that the USB receiver is properly connected.

3. Open the other controller and follow Step 2. If the indicator is steady green, the connection is successful. The system defaults to the controller as the secondary controller.

4. In a two-player game, the main controller operates most of the functions, while the secondary controller operates only in the game.

5. By default, the primary and secondary controllers are used for the first time or after the receiver is plugged in or removed, and the secondary controllers are opened.

6. The primary and secondary controllers cannot be changed without removing the receiver and closing the game box. When the controllers are closed or the battery is changed, the primary and secondary controllers maintain their initial default status regardless of which controller is opened first.

7. To change the main and secondary controllers, you need to insert and remove the receiver once or power off the game box. You can reset the controllers according to the power-on sequence.

8. This controller supports multiplayer battles, up to 8 players, when supported by the game box and the game itself.

Note: when you turn on the handle switch, you must not touch any key except the open key, as it may cause the initial state of the handle button to remain in the same state as when it was touched, which may cause the handle button to fail.

Operating Instructions

1. Computer games

Connect the wireless USB receiver to the USB port of the computer, install the battery on the game controller as required, turn on the power switch under the controller, and wait for the controller to connect to the receiver.

If one of the game controllers is on red and one of the green lights is on, the controller is connected to the receiver properly. Games that require gamepad support on your PC are available, or download the emulator for use in the emulator.

2. Game box

Insert the wireless receiver into the USB port of the game box and power on the game box. After the battery is installed on the game controller, turn on the power switch under the controller. Wait until the controller is

connected to the receiver. If one of the game controllers is on red and one of the green lights is on, the controller is connected to the receiver properly.

3. TV box

Insert the wireless receiver into the USB port of the TV box and power on the TV box. After the battery is installed on the game controller, turn on the power switch under the controller and wait for the controller to connect to the receiver.

7. To change the main and secondary controllers, you need to insert and remove the receiver once or power off the game box. You can reset the controllers according to the power-on sequence.

8. This controller supports multiplayer battles, up to 8 players, when supported by the game box and the game itself.

Note: when you turn on the handle switch, you must not touch any key except the open key, as it may cause the initial state of the handle button to remain in the same state as when it was touched, which may cause the handle button to fail.

4. Key test

Windows XP: Choose Start > Control Panel. Double-click or right-click the game controller icon. Select the corresponding controller. Then you can test the keys on the displayed screen.

Windows 7, 8, 10 and 11: Choose Start > Devices and Printers. Right-click the controller icon and choose Game Controller Settings. Then you can test the keys on the displayed screen.

5. ON/OFF/RESET

ON: Turn the handle on by placing the switch directly below the handle in the ON. If the handle switch is not closed, press the START key to wake the handle.

If the handle is turned on, the picture or character automatically jumps. When the handle is opened, touch or press the button or joystick of the handle. In this case, it is necessary to turn off the power of the handle and the power of the game box or re-insert the receiver.

OFF: Turn the handle on by placing the switch directly below the handle in the ON. If the handle switch is not closed, press the START key to wake the handle.

Handle cannot connect to receiver. When the controller and the receiver cannot be connected, the controller traffic light blinks continuously. In this case, check whether the receiver is properly connected and whether the power supply of the game box is normal.

5. If the keys and joysticks do not move or are connected randomly, close the joystick and do not touch any keys on the joystick. Then open the joystick again and test.

Reset: The handle has a memory function when it is connected. If you need to change the mode again, please turn the handle switch OFF and remove the receiver, reinsert the receiver and turn on the handle switch to restore the setting.

Common Question&Answer

1. Children need to be used under adult supervision.

2. Do not use this product in extreme heat and humidity.

3. Do not use any part of this product with alcohol and chemical liquids.

4. Do not use this product with a soft cloth and a small amount of water.

5. If the controller is not used for a long time, please remove the battery and store it in a dry environment.

6. For other questions, please contact your dealer.

7. After-sale Assurance

8. According to the Three Guarantees, the warranty period of the whole game controller is one year (calculated from the date of purchase).

9. If the warranty period, due to the quality of the product itself caused by the fault, please customers with the original warranty card and purchase vouchers to contact the dealer.

10. If not covered by the warranty if it is disassembled or modified or damaged by man.

11. Reduce or relocate the receiving antenna.

12. Increase the separation between the equipment and receiver.

13. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

14. Consult the dealer or an experienced radio/TV technician for help.

15. The device has been evaluated to meet general RF exposure requirement.

16. The device can be used in portable exposure condition without restriction.

17. This equipment should be installed and operated with minimum distance 5cm between the radiator and your body.

18. Approved by the party responsible for compliance could void the user's

authority to operate the equipment. 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:

1. Relocate or relocate the receiving antenna.

2. Increase the separation between the equipment and receiver.

3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

4. Consult the dealer or an experienced radio/TV technician for help.

5. The device has been evaluated to meet general RF exposure requirement.

6. The device can be used in portable exposure condition without restriction.

7. This equipment should be installed and operated with minimum distance 5cm between the radiator and your body.

8. Approved by the party responsible for compliance could void the user's