RF Pad Instructions / Guide (USA)

Specifications

- This design includes one RF Pad and one Host Unit as a Set.
- 902-928MHz Band, Complete for USA.
- 4 Channels (USA) (allows redundancy). Channel Switches must be matched on both Units (on Both the RF Pad and the Host Module). Both ends are to be set to Channel 1 when product is shipped. Most users will never need to change from this default channel (unless they encounter RF noise or have more than one controller). The Channel Switches should be clearly marked on the product.
  The 4 Channels are as follows:
  - Band A, Channel 1.
  - Band A, Channel 2.
  - Band A, Channel 3.
  - Band A, Channel 4.

- Range up to 10m. See sample supplied.
- Battery Life – 2 x AA size batteries - depending on motor config and type of battery, we estimate a battery life of approx 50hrs or above. This allows for 2 low current motors of approx 20mA each (or one low current motor of approx 40mA) at 25% duty cycle and 2400mAh AA batteries, assuming a discharge curve same as that of Energizer®.
  Customer is to do testing to confirm battery life of product under desired conditions.
- Game Console Refresh Rate – Excellent; comparable to wired original Pad.
- Supports both Analogue Joysticks.
- Supports Motor Rumble through the Bi-directional RF Link.
- Supports all 5 Digital Action Buttons, 4 Digital D-Pad buttons, Start Button & Left Trigger, Right Trigger, L3 & R3
- Includes Turbo Feature on 5 Digital Action Buttons (A, B, X, Y, Z), & 4 Digital D-Pad buttons.
  - To Invoke Turbo;
    - § Hold down Turbo Button.
    - § Press the button(s) you wish to Turbo.
    - § Release Turbo Button.
    - § This button will now be in Turbo mode when it is pressed.
  - To Disable Turbo;
    - § Hold down Turbo Button.
    - § Press the button(s) on which you wish to disable Turbo.
    - § Release Turbo Button.
    - § This button will now return to normal.

RF Pad

<u>Semi- Power Down Mode</u>
When on buttons or analogue joysticks are used on the RF Pad, the RF communications decrease. We call Semi-Power Down Mode. This increases battery life. As soon as a button or analogue joystick is used; full RF communications resume for maximum refresh and best game performance.

<u>LED's</u>
The Signal LED is only LED on the RF Pad. This Signal LED indicates valid received motor data from the Game Console to the RF Pad by remaining ON whilst valid motor data is received from the Game Console. If you see this LED flash OFF then ON again quickly then this indicates that one motor data did not make it to the Pad. This is not serious as motor data is updated many times per second. If this LED goes OFF for long periods of time then motor update is being reduced. This could be due to range limitations or RF noise on the channel being used. Try a different channel or move closer to the unit. Remember this is only motor data performance, this is not related to Game Console Refresh / Gaming performance. See LEDs on Host Unit for Game Console Refresh / Gaming performance.

<u>Channel Switch</u>
The Channel Switch is the top switch. There are 4 channel positions. Left is channel 1 and Right is Channel 4.

<u>Power Switch</u>
The Power switch on the RF Pad has 3 positions. Left most position is OFF. Middle position is ON with Rumble Support. Right most position is On with NO Rumble Support. The advantage of no Rumble Support is battery life; using this switch position will greatly increase the battery life.

Important Notices:
Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment. 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, (2) this device must accept any interference received, including interference that may cause undesired operation.

RF Host

Channel Switch
The Channel Switch is located on the front of Host Module. There are 4 channel
positions. The Bottom most position is Channel 1, the Top most position is Channel
4.

LED's
DDS LED name: Pad-IN,   RX Data,   Power.

The Pad-IN LED (Green/Top LED) is ON when a RF Pad is on the same channel and
connected (successfully communicating) to the Host Module. This LED flashes when
there is no connection between the RF Pad and the Host Module.

The Signal(RX) LED (Orange) flashes when valid data is received. This LED should
flicker at a constant rate on a functional product while it is within range and on a
channel with no RF noise. This LED will be noticeably brighter when the RF
communications are NOT in Semi- Power Down Mode (it is not as bright when
peripherals are not being used).

The Power LED (Red) is ON when Power is applied to the Host Module (Plugged into
Game Console & Game Console Turned On). This LED is OFF if the Host Module is
not plugged in correctly or the Game Console is not supplying power (turned off).

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