

(SYLVANIA and RW LOGO HERE)

RadioWave Operating Instructions

(Controller image here)

(PS LOGO) Licensed by Sony Computer Entertainment America Inc.

Congratulations! You have purchased the advanced RF Wireless video game controller. The RadioWave TM was designed by a group of PhD's in RF technology that has developed specialized RF communications for NASA. The RadioWave TM has all the same features of the original controller, but with wireless game play up to 25 feet. Please read the following operation instructions before using the RadioWave TM .

PRODUCT FEATURES

- Analog pressure sensitive compatible
- Multi-tap compatible
- **SMART CHANNEL, RadioWave automatically links to RF Channel**
- 8 RF Channels
- Advanced embedded antenna
- Power On button
- Vibration On/Off function
- **Battery power save mode**
- Low battery indicator
- Auto power off.

CONTROLLER FUNCTION DESCRIPTIONS (see figure 1)

1. START/SELECT

- Start button to start and pause the game
- Select button for menu function during game play

2. ACTION BUTTONS

- All Action Buttons are Analog Pressure sensitive compatible.

3. ANALOG JOYSTICKS

- Left Analog Joy Stick (Press down for L3 button function)
- Right Analog Joy Stick (Press down for R3 button function)
- Designed for precise control of analog game play

4. ANALOG BUTTON with LED INDICATOR

- Activates controller analog mode, LED turns on

5. LOW BATTERY INDICATOR

- Analog LED will flash when battery life is low

6. DIRECTION PAD

- Exclusive thumb-pad design for fast game control

7. SHOULDER ACTION BUTTONS

L1, L2, R1, R2 Additional Action Buttons

8. POWER ON BUTTON & VIBRATION ON/OFF FUNCTION

- "Power On" button activates controller, vibration motors will activate. If desired Press "Power On" button for 3 seconds to turn vibration off to Conserve battery life. (Vibration default is On)

9. BATTERY POWER SAVE MODE

Controller will shut off if no buttons are pressed for 5 minutes to conserve battery life, press the "Power On" button to resume game play.

10. AUTO POWER OFF

RadioWave shuts off when console is powered off or Receiver is removed from console controller port.

Figure 1:

(CONTROLLER IMAGE FROM PDF)

Shoulder Action
Buttons
Select
Start
Power on
Action
Button
Analog
Joysticks
Direction
Pad
Analog
Button
LED
Indicator

OPERATING INSTRUCTIONS

1. CONNECTING THE RECEIVER:

The RadioWave™ Dual Analog wireless controller includes a "Receiver" device that must connect to the PlayStation® controller port for the controller to function. Once the Receiver is installed properly there is no need to disconnect it from the PlayStation™ when not in use. The RadioWave™ power is shut off automatically when the PlayStation® console is powered off. (Please read on for the Receiver installation procedure).

2. CONTROLLER PORT CHANNEL SWITCH ON RECIEVER:

The Controller Port channel switch located on the RadioWave™ receiver allows you to choose up-to 8 dedicated RF channels for the RadioWave.

When The RadioWave is powered on it is designed to automatically search for the RF Receiver and lock on to it in numerical order, starting from Controller Port channel 1, then 2, then 3, 4, 5, 6, 7, 8. If you are using more than one RadioWave it is best to set the Controller Port switch on the receiver to match the PlayStation controller port player number to allow the first RadioWave powered on to link to Player 1 and the Second RadioWave powered on to be Player 2 and so on.

3. CONTROLLER MEMORY CHANNEL FEATURE:

Once the RadioWave controller locks on to a RF channel it will memorize it and start from the same Channel the next time the RadioWave is powered on. For Example: If Player one was set to Channel (1) and Player two was set to channel (3) and the PlayStation is powered off, the next time you power on the PlayStation the RadioWave that was Player one will still be locked on to Channel (1), and the RadioWave that was Player two will still be locked on Channel (3). This allows the RadioWave controllers when last used to remain Player one and Player two if the Receivers are left unchanged. If the channel switch on the RadioWave receivers are changed, the next time you power on the PlayStation, the RadioWave will search and lock on to the new channels selected on the Receivers.

NOTE: YOU CAN ONLY USE ONE CONTROLLER PORT CHANNEL FOR EACH RADIOWAVE USED. EVERY RECEIVER MUST HAVE A DIFFERENT CHANNEL NUMBER FROM EACH OTHER TO PREVENT THE RADIOWAVE FROM TRYING TO CONTROL MORE THAN ONE PLAYER (RECEIVER) AT

THE SAME TIME. THE PLAYSTATION MUST BE POWERED ON FOR THE RADIOWAVE TO FUNCTION AND SEARCH FOR THE RECEIVER.

FOR EXAMPLE: IN THE CASE OF MORE THAN ONE PLAYSTATION BEING USED IN THE SAME PROXIMITY TO EACH OTHER, YOU CAN NOT HAVE PLAYER 1 ON BOTH PLAYSTATIONS HAVE A RADIOWAVE RECEIVER THAT ARE BOTH SET TO CHANNEL (1). IF THIS HAPPENS THE RADIOWAVE CONTROLLER WILL LINK UP TO BOTH RECEIVERS TRYING TO CONTROL BOTH PLAYSTATIONS AT THE SAME TIME. ONE OF THE PLAYSTATIONS MUST USE ANOTHER CONTROLLER PORT CHANNEL THAT IS NOT BEING USED.

4. WHEN USING ONLY ONE RADIOWAVE FOR SINGLE PLAYER GAMES:

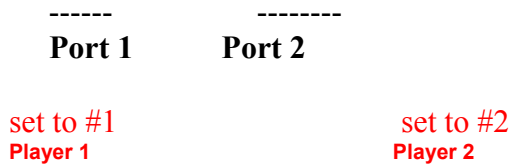
The Controller Port channel switch can be set to any of the (8) channels. Plug the Receiver into Port 1 of the PlayStation console. The RadioWave will search through the (8) channels until it is linked to the Receiver.

5. WHEN USING TWO RADIOWAVES FOR TWO PLAYER GAMES:

For PLAYER 1 Set the "Controller Port" switch to (1) on the receiver and plug it into Controller Port 1 on the PlayStation® CONSOLE. For PLAYER 2 set the "Controller Port" switch to (2) on the other receiver and plug it into Controller Port 2 on the PlayStation® Console. As described in Section 2 of this manual, this will allow the first RadioWave controller turned on to be PLAYER 1 and the second RadioWave controller to be PLAYER 2. **WAIT 5 SECONDS AFTER THE FIRST RADIOWAVE IS POWERED ON BEFORE POWERING ON THE SECOND RADIOWAVE TO ALLOW TIME FOR EACH RF CONTROLLER TO SEARCH AND LINK UP TO THE RECEIVER.** (see figure 2)

Figure 2:

(SAME IMAGES FROM PDF)



IMPORTANT NOTE: IF YOU ARE HAVING INTERFERENCE WITH A PARTICULAR CHANNEL YOU HAVE CHOSEN. YOU MAY SELECT ANY OF THE (8) RF CHANNELS ON THE RECEIVER FOR ANY OF THE PLAYSTATION PORTS. HOWEVER, THE RADIOWAVE WILL STILL START THE SEARCH IN NUMERICAL ORDER AS DESCRIBED IN SECTION #2 AND #3.

6. BATTERY INSTALLATION:

Remove the battery cover on the back of the RadioWave TM and insert four AAA batteries as shown (Illustration). Be sure to insert the negative (-) ends first. Replace the battery cover.

(Battery compartment image here)

7. POWER ON RADIOWAVE:

Turn ON the PlayStation® console. Press the "Power On" button located on the front of the RadioWave TM controller; Vibration will activate to indicate power is on. The RadioWave TM will automatically

search for the RF channel starting from Controller Port channel 1 then 2,3,4,5,6,7,8 until it locates the Receiver connected to the PlayStation. (Note: See section #3 for Player Memory Channel Feature)

• You are now ready to play!

IMPORTANT:

WHEN USING MORE THAN ONE RADIOWAVE CONTROLLER, WAIT 5 SECONDS BEFORE POWERING ON EACH PLAYERS CONTROLLER, THIS WILL GIVE EACH CONTROLLER TIME TO LINK UP WITH A RECIVER.

8. VIBRATION ON/OFF FUNCTION:

Press and hold "Power On" button for 3 seconds after RadioWave TM is powered on, Vibration motors will turn off. . Press "Power On" button again to turn Vibration back on. .

• Battery Life: With vibration OFF: Est.60 hours

NOTE: When using the vibration function, battery life will vary based on the user performance of game play and the genre of game, therefore the hours listed for battery life are based on an estimated game play average with vibration function Off.

9. USING THE PLAYSTATION MULTITAP WITH RADIOWAVE:

When using a PlayStation® Multitap for more than two players, the same rules apply as described in section #2 and #3 of this manual.

Up-to 8 RadioWave TM controllers can be used at the same time for multiplayer games using two PlayStation® Multitaps. (see figure 3)

Figure 3:

Port 1

(USE PS2 Multitap line art)

Port 1,2,3,4

(SAMES IMAGES FROM PDF)

Players 1 to 4

Port 2

(USE PS2 Multitap line art)

5,6,7,8

Players 5 to 8

When the RadioWave is powered on it will search for the RF RECEIVER and lock on to it in numerical order starting from Controller Port channel 1, then 2, then 3, 4, 5, 6, 7, 8. As shown in Figure 3, you may choose to set the Controller Port switch on the Receiver to match the player port number on the Multitap. **WAIT 5 SECONDS BEFORE POWERING ON EACH PLAYERS CONTROLLER.**

UP-TO 8 RADIOWAVE CONTROLLERS CAN BE USED AT THE SAME TIME WHEN USING THE PLAYSTATION MULTI TAP DESIGNED FOR THE CONSOLE. BE SURE TO CHECK WITH THE RETAIL STORE TO PURCAHSE THE PROPER MULTITAP DESIGNED FOR YOUR CONSOLE. (Note: See section #3 for Player Memory Channel Feature)

NOTE: YOU CAN ONLY USE ONE CONTROLLER PORT CHANNEL FOR EACH RADIOWAVE USED. EVERY RECEIVER MUST HAVE A DIFFERENT CHANNEL NUMBER FROM EACH OTHER TO PREVENT THE RADIOWAVE FROM TRYING TO CONTROL MORE THAN ONE PLAYER (RECEIVER) AT THE SAME TIME. THE PLAYSTATION MUST BE POWERED ON FOR THE RADIOWAVE TO FUNCTION AND SEARCH FOR THE RECEIVER.

For Best Performance:

- Use the RadioWave TM and Receiver within 25 feet (8 meters) of each other. The effective range may vary depending on outside interference from radio frequency sources.
- Replace the batteries if the Analog LED on the RadioWave TM flashes and starts to dim.

TROUBLESHOOTING:

If you are having trouble getting the RadioWave TM Controller to work properly, try the following solutions before calling customer service:

• **Connection:**

Make sure that all receivers are fully inserted into the PlayStation® controller ports.

• **Power:**

Make sure that the "Power On" button has been pressed; Vibration will activate to indicate RadioWave TM is operational. If vibration does not activate, try installing new batteries.

• **RF Interference:**

The RadioWave TM Smart Channel feature will choose a dedicated frequency for the RF communication between the RadioWave TM controller and the Receiver in numerical order starting from Channel 1. However, should the controller operation become inconsistent during game play, you may select another channel by changing the Controller Port switch located on the Receiver and press the Power on button on the RadioWave TM to allow the Smart Channel Technology to select a new frequency Channel. (See section #2 and #3 for more info)

- Make sure you are 25 feet (8 meters) or less from the receiver.

! WARNING

BATTERY LEAKAGE:

Leakage of battery acid can cause personal injury as well as damage to your RadioWave TM Controller. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline with any other type of battery (carbon zinc, nickel cadmium, etc).
- Do not mix different brands of batteries.
- Do not leave dead batteries in the RadioWave TM Controller. When the batteries are losing their charge, the Analog LED will Flash. When this happens, promptly replace all used batteries with fresh new batteries.
- Do not leave batteries in the RadioWave TM Controller for long periods of non-use.

- Do not charge Alkaline batteries.

Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.

- Do not dispose of batteries in a Action.

FCC Information

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.

WARNING: Changes or modifications to the RadioWave TM not expressly approved by the manufacturer could void the user's authority to operate this RF device.

To prevent radio interference to the licensed service, this device is intended for use in doors away from windows to provide maximum shielding. Equipment (or its transmit antenna) that is installed outdoors is subject to licensing.

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.

LIMITED WARRANTY

SYLVANIA ADVANCED TECHNOLOGIES warrants this product to be free from defects in material and manufacture for a period of 90 days from the date of original purchase by the consumer. This warranty is conditional that the product has been installed and used according to the instructions and has not been abused physically or damaged due to accident or misuse.

Should the product prove to be defective during this period, return it for exchange to the store of original purchase.

SYLVANIA shall not be liable for any loss or damage, direct, indirect or consequential, arising out of the use or inability to use this product.

(Some states do not allow limitations or implied warranties or exclusion of consequential damage, therefore, these restrictions may not apply to you.)

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www.unical-usa.com

Radio Wave Manual

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