User Manual

Connection

Plug the Receiver to PS2 console, and then power On the Controller. Then the controller and the host will automatically connect.

The LED on the receiver will be ON when connection succeed.

Mode Selection

There are two operating modes on the Controller to be selected. Press Mode button to change to operating mode.
The LED will be ON when it is in Analog Mode. And OFF when it is in Digital Mode.

Sleep and Wake-Up

In order to lengthen the battery life, the Sleep mode is designed.
When it is in any of the following cases, the Controller will enter Sleep mode:
   Case 1: (In initialization) When there is no Receiver in the environment, the Controller will enter Sleep mode after power on in 3 seconds.
   Case 2: In connection state, if the controller is left idle for more than 3 minutes, it will enter Sleep mode.
   Case 3: If the Receiver and Controller disconnect (just from the connection), then they will re-connect. If the re-connection fails within 6 seconds, then the controller will enter Sleep Mode.
   Case 4: When the FC button or (SELECT+L3) on the controller is pressed, but the FC button on the receiver is not pressed within 15 seconds, then the Force Connection disabled and the controller will enter sleep mode in 3 seconds.
Press any of Button Start, L3 or R3 will wake up the controller when it is in Sleep mode.

Low Power Indication:

The Mode LED and Function LED will blink simultaneously when the power is low. Please replace with new batteries.

Force Connection to a designated Controller and Receiver

Forcing the connection to a designated controller and receiver can achieved by following steps listed below:
a) Press the FC (Force Connection) button on the receiver -the LED on the receiver stars to blink
b) Press the FC (Force Connection) button on the controller -the LED of the receiver stops to blink and lights up.
   If there is no FC button on the controller, you can press and hold Starts + L3.

Please note that the time interval between a) and b) should be within 15 seconds. Otherwise, the Force Connection disables and the controller will enter sleep mode in 3 seconds.
Step a) and Step b) can be reverse.

RF Spec

- Advanced Frequency Hopping technology.
- Used in ISM Band2.4GHz. The frequency range: _2.4_ GHz~ _2.5_ GHz.
- There can be up to _20_ sets of Wireless Gamepad(Device+Host) working together in a same environment.
- The effective operating distance: _10_ M (+2M,-1M).
- The current consumption
    In normal operation: 17~20mA
    In Sleep Mode: less than 200uA.
- Channels: Up to _80_ .
- The frequency difference between each channels: _1_ MHz
- Data Rate: 250KHz.
- RF Sensitivity: Up to _-80_ dbm, The maximum transmission power: 23dbm.
- Antenna: Build in PCB.
  The error should be within 8 dbi for the electrical field intensity in all directions.

NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT.   SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

Your wireless transceiver contains a radio frequency transmitter.   When the PTT button is pushed the transmitter sends out RF signals.

CAUTION: To comply with FCC RF exposure compliance requirements, a separation distance of at least 1 inch (2.5cm) must be maintained between the antenna of this transmitter and all persons, during normal operation. The antenna used for this transmitter must not be co-located or operating in conjunction with any other antenna or transmitter. Unauthorized antennas, modifications, or attachments could damage the transceiver and may violate FCC regulations.

CAUTION: DO NOT transmit for more than 50% of total radio use time (50% duty cycle). Transmitting more than 50% of the time can cause FCC RF exposure compliance requirements to be exceeded.