

# RF 2.4GHz Wireless Gamepad-- PS2

## Operating Instructions

### Basic Features

**Working Frequency:** 2.4GHz ISM Band. (2402MHz~2480MHz)

**Frequency-Hopping technology applied:** This will ensure the Gamepad still work well in the environment that other 2.4GHz products (say WLAN, Bluetooth product) exist.

**Working Distance:** 30 meters (90 feet) in direct line without obstacle.

**Battery Life:** Can be up to 150 hours (without motor vibration) when using 3AA Alkaline battery.

**Co-existence:** There could be 8 sets of RF Gamepads working in the same environment and without interference with each other.

### Functions

**Platform:** Support Sony Playstation/PS One/Playstation 2.

**Mode:** Support Digital/Analog Mode

**Vibration:** Support dual vibration. (It is optional that in the firmware design we can use special button combination to switch vibration to without vibration.)

#### **LED:**

Gamepad Side: There will be two LEDs. One is to indicate the Power and Mode and the other to indicate the connection status and Turbo/Marco status (if with Turbo/Marco.)

Host Side: One LED to indicate the connection status.

#### **Force-Connection:**

You can use special key or key combination to forcedly make a Gamepad build the connection to another Host when multiple Gamepads are working in a same environment.

**Sleep mode applied.** Specific keys to wake it up.

**Low battery indication applied.** Low batteries voltage value can be adjusted.

### Operating Instructions

#### **LED indication for building the connection:**

Host Side: The LED will be constantly ON when the connection is built. If no connection is built, it can be OFF or flicker (depend on customer's requirement).

Gamepad Side: The LED will be OFF when there is no connection. When the connection is successfully built, the function LED will light ON about 0.5 second and then OFF.

When Gamepad is power on, both LEDs will light on about 0.5 second and then OFF.

### **Force Connection**

This is an optional function.

You can use special key combination to forcedly make a Gamepad build the connection to another Host when multiple Gamepads are working in a same environment.

Press the FC (Force Connection) button on the Gamepad (or Host), and within 15 seconds accordingly press the FC button on the Host (or Gamepad), which will make the force connection built.

Some Gamepads have not had FC button on Gamepad side. If so, you can use key combination (Select + L3) for replacement.

### **Sleep and Wake-up**

#### **Sleep:**

The firmware has designed the sleep mode so as to prolong the battery life.

There will be four cases that the Gamepad will sleep.

Case 1: When the Gamepad is power ON, but there is no Host in the environment, the Gamepad will sleep after 15 seconds.

Case 2: When the Gamepad and the Host is in connection, but there is none operation to the Gamepad for 3 minutes, the Gamepad will enter sleep mode.

Case 3: If the Host and the Gamepad disconnect, and within 30 seconds the reconnection still do not build, then the Gamepad will enter the sleep mode.

Case 4: When the FC button (or Select + L3) on the Gamepad is pressed, but the corresponding FC button on the Host is not pressed within 15 seconds, then the Force Connection is failed, and the Gamepad will enter sleep mode.

### **Wake-Up**

Press Start, L3, R3 to make it wake up. See to the I/O ports of the IC, the wake up keys can be customized accordingly to the customer's requirement.

### **Low Battery Indication**

When the battery is very low, the two LEDs will flicker at the same time to indicate that you should replace the alkaline battery or charge the rechargeable battery.

#### **15.21 statement:**

changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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