

Quick Start Guide

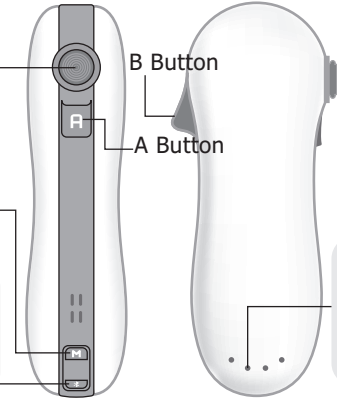


Please follow these instructions for fast and simple installation. For more information, please refer to the full User Manual after completing the HP SWING+ DVD installation.

Remote Buttons

Remote Joystick

Controls player location or directional movement.



M Button

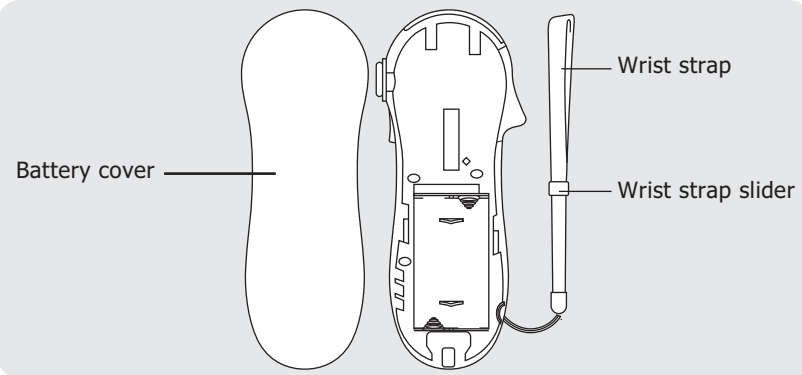
Menu button.

Bluetooth Button

Use to connect the remote to your computer.

LED Lights

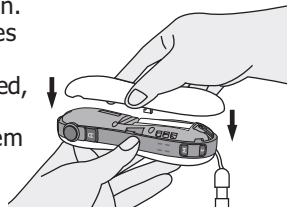
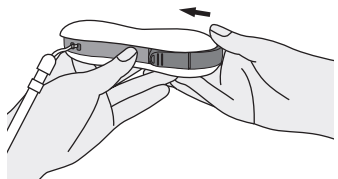
Shows player number and battery level.



Installing and Changing Batteries

1. To open, push the battery cover with your thumb as shown below.

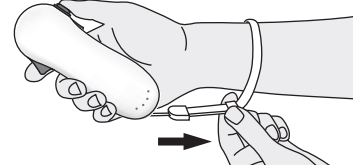
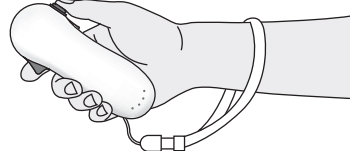
2. Remove battery cover. If batteries are pre-installed, please pull the plastic tab out to enable the battery connection. If batteries are not pre-installed, please install them now.



Using the Remote Strap

1. Place the wrist strap around your wrist, and hold the remote as shown.

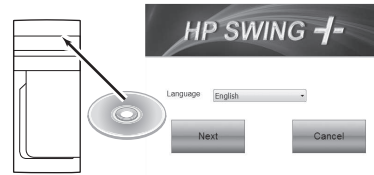
2. Move the wrist strap slider towards your wrist.



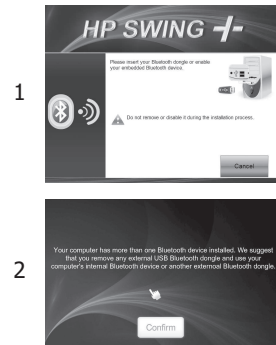
Installing the HP SWING+ Console

IMPORTANT: Do not plug in the supplied USB Bluetooth dongle unless you are prompted to do so.

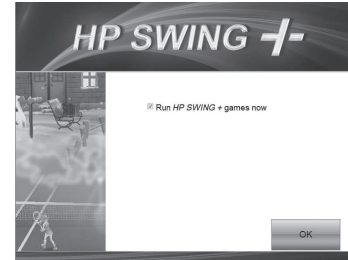
Step 1. Insert the DVD into your computer. Select a language, then click "Next."



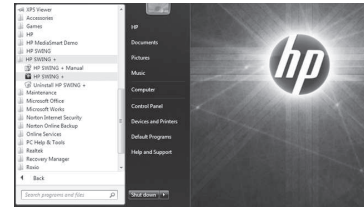
Step 2. Please follow the on-screen instructions 1 or 2 to complete the installation.



Step 3. Click "OK" to start the game console.



Note: For detailed information, you can access the User Manual through the Windows Start Menu.

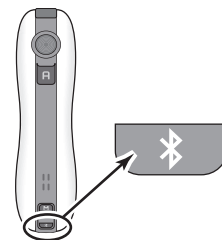


Start Playing Games

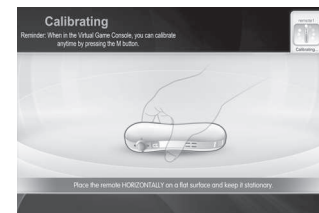
Step 1. Double-click the HP SWING+ desktop icon to start the Virtual Game Console.



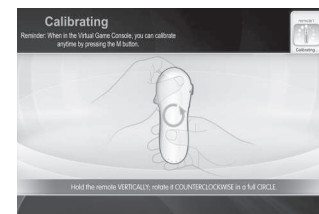
Step 2. Press the Bluetooth button to connect the remote to the computer.



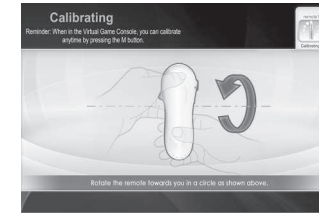
Step 3. Place the remote HORIZONTALLY on a flat surface and keep it stationary.



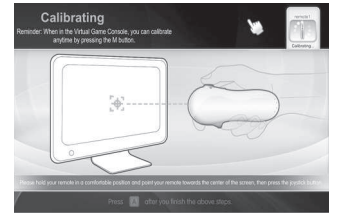
Step 4. Hold the remote VERTICALLY, rotate it COUNTERCLOCKWISE for a full CIRCLE.



Step 5. Rotate the remote in a CIRCLE as shown above.



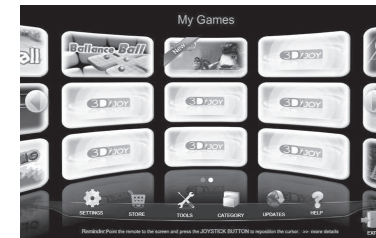
Step 6. Please hold your remote in a comfortable position and point your remote towards the center of the screen, then press the joystick button.



Installing Third-Party Games

IMPORTANT: Third-party games must be launched from the HP SWING+ console in order to work correctly with the HP SWING+ Remote.

If you try to play a third-party game outside the HP SWING+ console, you will see the following reminder message. Click "Yes" to open the HP SWING+ console, and you will be brought to the launch page of your game.



Please make sure there is sufficient space before playing games.



WARNING: Please allow sufficient space around you to prevent hurting anyone or damaging nearby objects.

- Non-rechargeable batteries are not to be recharged;
- Rechargeable batteries are to be removed from the toy before being charged;
- Rechargeable batteries are only to be charged under adult supervision;
- Different types of batteries or new and used batteries are not to be mixed;
- Batteries are to be inserted with the correct polarity;
- Exhausted batteries are to be removed from the toy;
- The supply terminals are not to be short-circuited;
- Only batteries of the same or equivalent type should be used.

Batteries Warning

- Do not mix old and new batteries;
- Do not mix alkaline, carbon-zinc or rechargeable batteries.

© 2010 Hewlett-Packard Development Company, L.P. HP, Hewlett-Packard, and the Hewlett-Packard logo are trademarks of Hewlett-Packard Development Company, L.P. in the US and other countries.

Guía de instalación rápida



Para una instalación rápida y sencilla, sigue estas instrucciones. Para más información, puedes referirte al Manual del Usuario completo luego de completar la instalación del **HP SWING+ DVD**.

Botones Remotos

Joystick Remoto

Controla la ubicación del jugador o el movimiento direccional.

Botón B
Botón A

Botón M

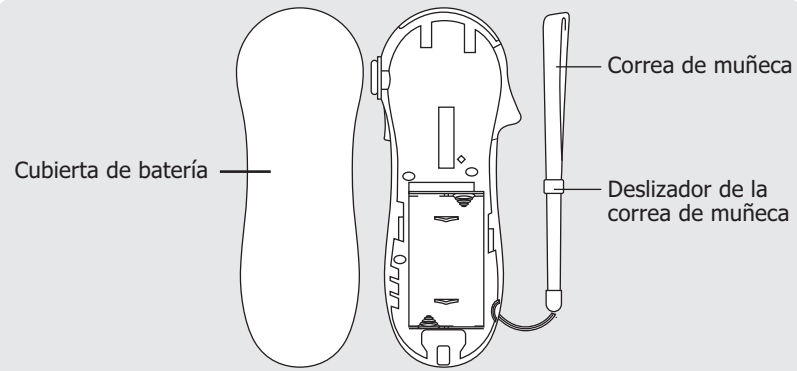
Botón de Menú.

Botón Bluetooth

Usar para conectar el control remoto a tu computadora.

Luces LED

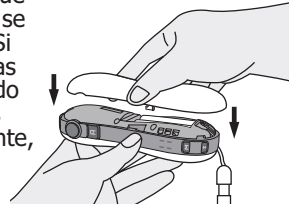
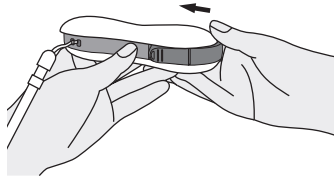
Muestran el número de jugador y el nivel de batería.



Instalar y cambiar las baterías

1. Para abrir, presiona la cubierta de la batería con tu pulgar como se muestra abajo.

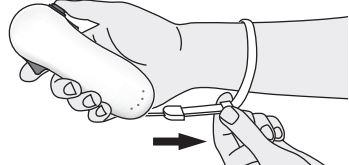
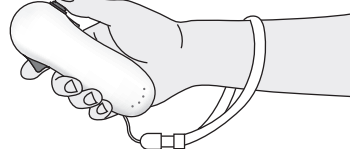
2. Retira la cubierta de la batería. Si las baterías han sido previamente instaladas, retira la tira plástica para permitir que la batería se conecte. Si las baterías no han sido instaladas previamente, instálalas ahora.



Uso de la correa del control remoto

1. Coloca la correa alrededor de tu muñeca y sostén el control remoto como se muestra.

2. Mueve el deslizador de la correa de muñeca hacia tu muñeca.



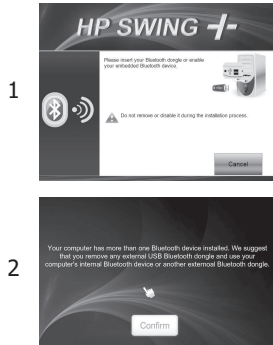
Instalación de la Consola HP SWING+

IMPORTANTE: No conectes el adaptador (dongle) de USB Bluetooth suministrado hasta que se te pida que lo hagas.

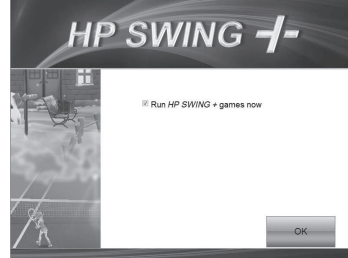
Paso 1. Inserta el DVD en tu computadora. Selecciona un idioma, luego haz clic en "Next" (siguiente).



Paso 2. Sigue las instrucciones en pantalla para 1 o 2 completar la instalación.



Paso 3. Haz clic en "OK" para encender la consola de juego.



Nota: Para información detallada, puedes acceder al Manual del Usuario a través del Menú de Inicio de Windows.

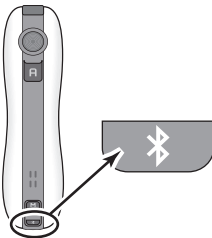


Instalación de la Consola HP SWING+

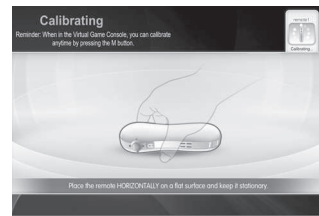
Paso 1. Haz doble clic en el ícono del escritorio de **HP SWING+** para encender la Consola de Juego Virtual.



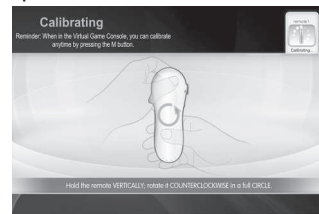
Paso 2. Presiona el botón Bluetooth para conectar el control remoto a la computadora.



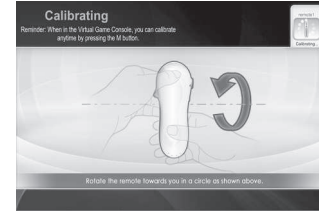
Paso 3. Coloca el control remoto en posición HORIZONTAL sobre una superficie plana y mantenlo inmóvil.



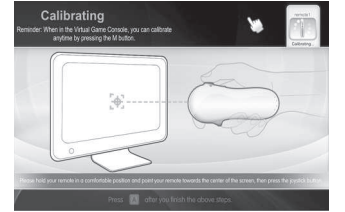
Paso 4. Sujeta el control remoto VERTICALMENTE; rótao, en SENTIDO ANTI-HORARIO en un CÍRCULO completo.



Paso 5. Rota el control remoto completando un CÍRCULO según se muestra arriba.



Paso 6. Por favor, sostén tu control remoto en una posición cómoda y apúntalo hacia el centro de la pantalla, luego presiona el botón de la palanca de mando.



Instalar juegos de terceros

IMPORTANTE: Los juegos de terceros deben ser iniciados desde la consola **HP SWING+** para que funcionen correctamente con el control remoto del **HP SWING+**.



Si intentas jugar juegos de terceros fuera de la consola **HP SWING+**, verás el siguiente mensaje recordatorio. Haz clic en "Sí" para abrir la consola **HP SWING+** y te llevará a la página de inicio de tu juego.



Asegúrate de contar con suficiente espacio antes de jugar.



- Las baterías que no son recargables no deben recargarse;
- Deben retirarse las baterías recargables del juguete antes de cargarlas;
- Las baterías recargables solo deben cargarse bajo supervisión de un adulto;
- No se deben mezclar los diferentes tipos de baterías ni baterías nuevas con usadas;
- Las baterías deben insertarse con la polaridad correcta;
- Deben retirarse las baterías gastadas del juguete;
- No deben colocarse los terminales de alimentación en cortocircuito;
- Solo deben usarse baterías del mismo tipo o del tipo equivalente recomendado.

Advertencias sobre baterías

- No mezclar baterías nuevas con viejas;
- No mezclar baterías alcalinas, estándar (carbono-zinc) o recargables.

© 2010 Hewlett-Packard Development Company, L.P. HP, Hewlett-Packard, yel logo de Hewlett-Packard son marcas registradas de Hewlett-Packard Development Company, L.P. en EE.UU. y otros países.

Guia de Início Rápido



Siga estas instruções para uma instalação rápida e fácil. Para obter mais informações, consulte o Manual do Usuário completo depois de terminar a instalação do DVD do HP SWING+.

Botões do controle remoto

Joystick remoto

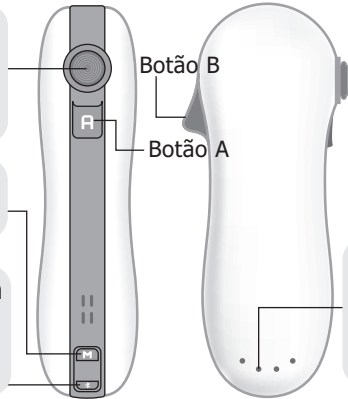
Controla a localização do jogador ou o movimento direcional.

Botão M

Botão do Menu.

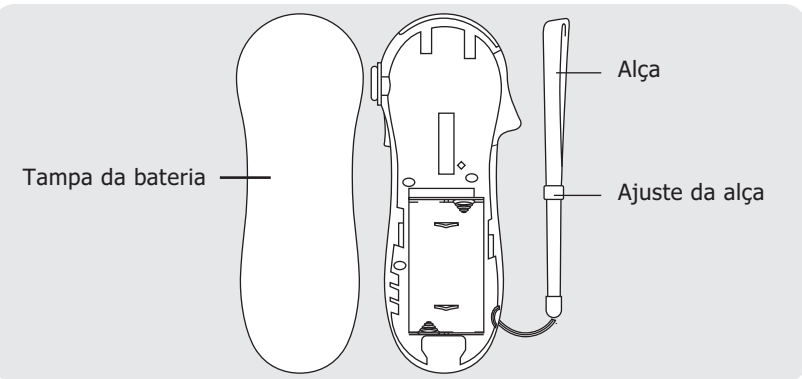
Botão do Bluetooth

Use para conectar o controle remoto ao seu computador.



Luzes do LED

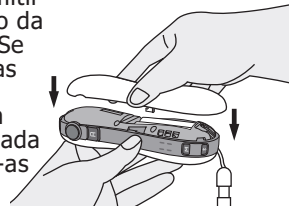
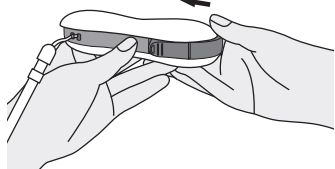
Exibe o número do jogador e o nível da bateria.



Instalação e troca das baterias

1. Para abrir, pressione a tampa da bateria com o polegar como exibido abaixo.

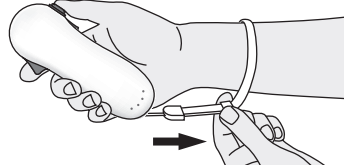
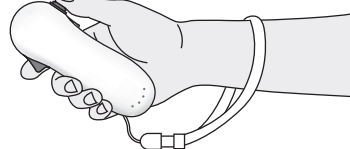
2. Remova a tampa da bateria. Se as baterias estiverem pré-instaladas, puxe a lingueta de plástico para fora para permitir a conexão da bateria. Se as baterias não estiverem pré-instaladas, instale-as agora.



Uso da alça do controle remoto

1. Coloque a alça no pulso e segure o controle remoto como exibido.

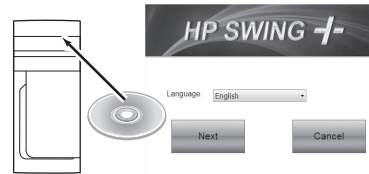
2. Mova o ajuste da alça na direção do pulso.



Instalação do console do HP SWING+

IMPORTANTE: Não conecte o adaptador Bluetooth USB fornecido a menos que o programa peça que você o faça.

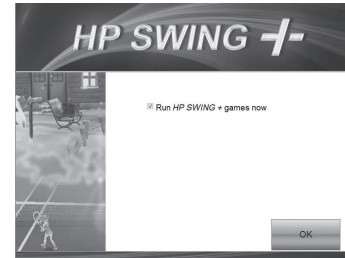
Etapa 1. Insira o DVD em seu computador. Selecione um idioma e clique em "Avançar".



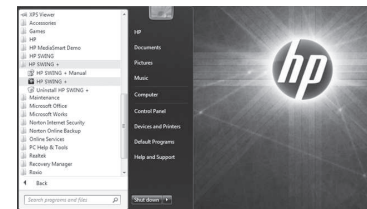
Etapa 2. Siga as instruções na tela para 1 ou 2 concluir a instalação.



Etapa 3. Clique em "OK" para iniciar o console de jogos.



Observação: Para obter informações detalhadas, você pode acessar o Manual do Usuário através do menu Iniciar do Windows.

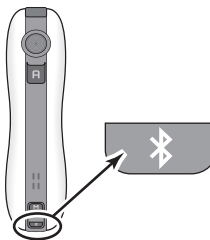


Comece a jogar

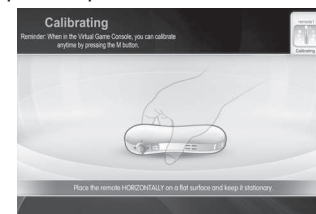
Etapa 1. Clique duas vezes no ícone da área de trabalho do HP SWING+ para iniciar o console virtual de jogos.



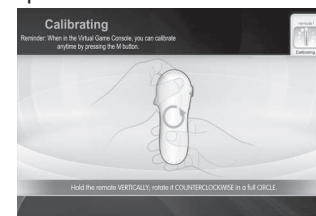
Etapa 2. Pressione o botão Bluetooth para conectar o controle remoto ao computador.



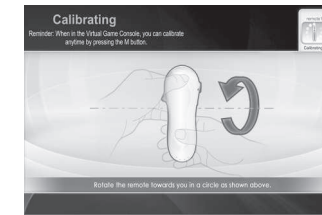
Etapa 3. Coloque o controle remoto HORIZONTALMENTE sobre uma superfície plana e mantenha-o imóvel.



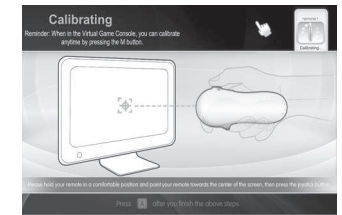
Etapa 4. Segure o controle remoto VERTICALMENTE; gire-o no SENTIDO ANTI-HORÁRIO em um CÍRCULO completo.



Etapa 5. Gire o controle remoto em um CÍRCULO como mostrado acima.



Etapa 6. Segure o controle remoto em uma posição confortável, aponte-o para o centro da tela e pressione o botão do joystick.



Instalação de jogos de terceiros

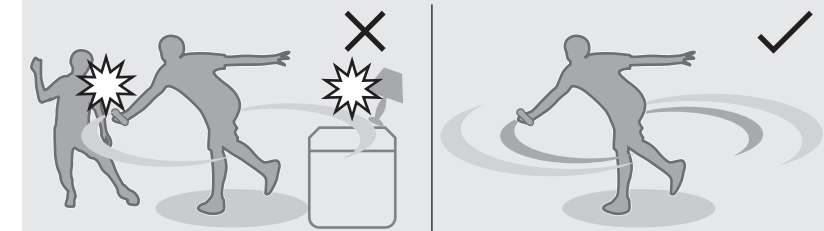
IMPORTANTE: Jogos de terceiros devem ser iniciados do console do HP SWING+ para que funcionem corretamente com o HP SWING+ Remote.



Se você tentar jogar um jogo de terceiros fora do console do HP SWING+, você verá o seguinte lembrete. Clique em "Sim" para abrir o console do HP SWING+ e você será levado até a página de abertura de seu jogo.



Certifique-se de que haja espaço suficiente antes de jogar.



ATENÇÃO: Deixe espaço suficiente ao seu redor para não ferir ninguém nem danificar objetos próximos.

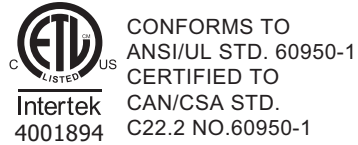
- Pilhas não recarregáveis não devem ser recarregadas;
- Pilhas recarregáveis são removidas do brinquedo antes de iniciar o recarregamento;
- Pilhas recarregáveis somente devem ser recarregadas sob a supervisão de adultos;
- Diferentes tipos de baterias ou baterias novas e usadas não devem ser misturadas;
- Pilhas devem ser inseridas com a polaridade correta;
- As pilhas e baterias descarregadas devem ser retiradas do brinquedo;
- Os terminais de uma pilha ou bateria não devem ser colocados em curto-circuito;
- Somente as baterias do mesmo tipo ou equivalentes são recomendadas para o uso.

Cuidados com Pilhas e Baterias

- Não misture baterias ou pilhas usadas e novas;
- Não misture baterias ou pilhas alcalinas, com as de zinco-carbono ou com as recarregáveis.

© 2010 Hewlett-Packard Development Company, L.P. HP, Hewlett-Packard, eo logotipo da Hewlett-Packard são marcas registradas da Hewlett-Packard Development Company, L.P. nos EUA e em outros países.

Product name : Game Controller
Model name : RCGP400512/01
Brand name : PHILIPS
Philips Electronics (Suzhou) Co., Ltd
WuJiang Century Billion Electronic Technology Co., Ltd
Product of China



¡ADVERTENCIA! NO RECOMENDADO PARA MENORES DE 3 AÑOS
POR CONTENER PIEZAS PEQUEÑAS QUE PUEDEN SER INGERIDAS
CAUSAR ASFIXIA.



CONSERVAR ESTA ETIQUETA PARA FUTURAS REFERENCIAS.

Product name : Dongle
Model name: OVU7300
Brand name : PERFECT
PERFECT TECH R&D CO.,LTD
Global Brands Manufacture Ltd
Product of China
Host Interface: USB 2.0
SCT: RCPPEOV10-1051
SUBTEL: 5910
CNC:16-8987



"Este equipamento opera em caráter secundário,
isto é, não tem direito a proteção contra
interferência prejudicial, mesmo de estações do
mesmo tipo, e não pode causar interferência a
sistemas operando em caráter primário"

FCC ID: XSK-BT06K
IC: 6375A-OVU7300



AVISO! Não apropriado para crianças menores de 3 anos. Contém
peças pequenas que podem ser ingeridas e causar asfixia.



CONSERVAR ESTA ETIQUETA PARA FUTURAS REFERENCIAS.

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.

Changes or modifications not expressly 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:

- 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.

Under Industry Canada regulations, this radio transmitter may only operate using an
antenna of a type and maximum (or lesser) gain approved for the transmitter by
Industry Canada. To reduce potential radio interference to other users, the antenna
type and its gain should be so chosen that the equivalent isotropically radiated power
(e.i.r.p.) is not more than that necessary for successful communication.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux
appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions
suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de
l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est
susceptible d'en compromettre le fonctionnement.

Conformément à la réglementation d'Industrie Canada, le présent émetteur radio peut
fonctionner avec une antenne d'un type et d'un gain maximal (ou inférieur) approuvé
pour l'émetteur par Industrie Canada. Dans le but de réduire les risques de
brouillage radioélectrique à l'intention des autres utilisateurs, il faut choisir le type
d'antenne et son gain de sorte que la puissance isotrope rayonnée équivalente
(p.i.r.e.) ne dépasse pas l'intensité nécessaire à l'établissement d'une communication
satisfaisante.