CAT CPU PLUS

USER MANUAL

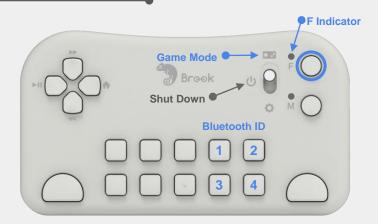
V0.1.0.2



ZPP006R



Bluetooth Pairing and Connection



- 1. The Cat CPU Plus needs to be paired via Bluetooth with the device for the first time (four Bluetooth IDs available).
- Switch to Game Mode.
- 3. Switch Bluetooth ID: Press and Hold [F], then press [1]
- Activate Bluetooth pairing: Press and hold F, then long press 1
 for 2 seconds to enter pairing mode.

The first Bluetooth ID is: Cat CPU Plus 1* (* is a random number). The second is Cat CPU Plus 2*.

Bluetooth Status: F indicator (Blue light) description

Slow Flashing: Not Connected; Steady light: Connected; Fast Flashing: Searching for Pair

Switch to iOS / Android / PC / MAC



- 1. Switch to Setting Mode.
- 2. Switch Device Platform: Press and hold M, then press the corresponding platform cross arrow buttons.

Device Platform Status: M indicator (White light) description

Steady Light: iOS; Slow Flashing: Android; Fast Flashing: PC; No Light: MAC

iOS devices need extra settings for the following features; Android/PC do not.

- . Disable "Orientation Lock"
- 2. Enable "Touch" Assistive Touch (ON)
- 3. Select "Pointer" Color *Accessibility → Pointer Control → Color (RED)
- Increase "Pointer" Contrast *Accessibility → Pointer Control → Increase Contrast (ON)
- 5. Adjust to the MAX "Scrolling Speed", ***ONLY in IPAD device *Accessibility →Pointer Control →Scrolling Speed (MAX)

Screen Calibration Settings

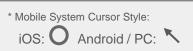
First, complete the Bluetooth connection and switch to the device platform (iOS/Android/PC/MAC). First-time use of the Cat CPU PLUS requires calibration for accurate click positioning due to varying screen resolutions.



- * Calibration only requires three buttons setting to complete: 1, 5 and LEVEL button in sequence.
- * Each device only needs setup once.

- 1. Bluetooth is connected and set to the correct platform (iOS / Android / PC/ MAC).
- 2. Switch to Setting Mode, the cursor (initial position) will appear in the lower left of the screen.





- 3. Move the cursor using the Cross Arrow Buttons by long pressing.
 - 3-1. Move the cursor to button 1 and press the button 1 on the gamepad.
 - 3-2. Move the cursor to button 5 and press the button 5 on the gamepad.
 - 3-3. Move the cursor to LEVEL and press the LEVEL on the gamepad.





- * Click in the following sequence: 1>5>LEVEL then return to button 1
- * M Indicator function: Press M, reset and return the cursor to the initial position (lower left of the screen).

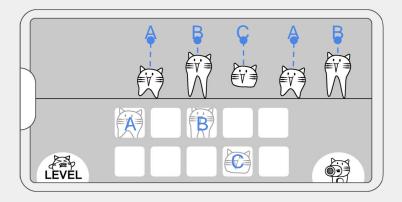
Free Combination Strategy – Auto Attack Function

- 1. To use the Auto Attack function, switch to Game Mode.
- 2. Short Press M; the white light will flash quickly, indicating that settings are active.
- 3. Press the Team cat buttons (1~10) in sequence to start the auto attack.
- 4. Short press M again to complete the Auto Attack setting (the white light turns off).

* While auto attacking, pressing M will reset the settings.



White Fast Flashing: Auto Attack is active



- * Example: Press \boxed{M} , then A > B > C in order, and press \boxed{M} again to complete the settings.
- * The maximum number of team cats in auto attack settings is 20. The above example uses 3 team cats.

Additional Function

- 32-speed transmission Precision Adjustment: Up > Acceleration; Down > Deceleration
 - Long press Up for 1 second to set maximum speed.
 - Long press Down for 1 second to set team cats' attack loop to 2 seconds.
- Pause/Start Auto Attack: Short Press Left button.
- Automatic all out Attack: Long Press Left button for 1 second.
- * Auto-attack loop from button 1 to button 11 until manually paused.

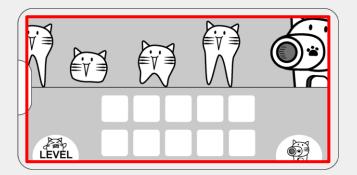


* If you see a position offset while playing, click the Right button (Home button) to recalibrate.

Screen movement function

 Press and hold F, then long-press the Left/Right button for 1 second to move the screen.

* To stop moving, release the Left/Right button first, then release then F to prevent activating their functions.



* The Cat CPU PLUS currently does not have screen zoom in/out functions.



Code Pairing and Bluetooth ID Switching Mode:

Standard Operation:

- *Press and hold the F, then press the Bluetooth ID to switch.
- *Team Cat Buttons number 4, 5, 9, and 10 correspond to Bluetooth ID 1 to 4 (short press to switch Bluetooth ID / long press for 2 seconds to code pairing).
- Example: (1) To switch to Bluetooth ID 2: Press and hold the F, then short press the team cat buttons number 5, and release it to switch to Bluetooth ID 2.
 - =>After releasing both buttons, wait for the blue and white lights to flash on and off to complete the switching process.
- (2) To code pairing Bluetooth ID 2: Press and hold the F, then long press the team cat buttons number 5 for 2 seconds to enter pairing mode (Blue light fast flashing + Steady white light).
- (3) To switch to Bluetooth ID 2 and code pairing: Press and hold the F and the team cat buttons number 5 simultaneously =>Wait for the blue and white lights to flash on and off; this completes the Bluetooth ID switch. Keep both buttons pressed for 2 seconds to enter Bluetooth ID 2 pairing mode (Blue light fast flashing + Steady white light).

Unresolved pairing connection issues:

1. If connected, remove the connected device (ID 1) from the Bluetooth settings on the phone or computer. The gamepad won't enter pairing mode by pressing F and the team cat buttons number 4 for 2 seconds.

Solution:

- (1) Power off the gamepad=>Power on=>Press F and the team cat buttons number 4 for 2 seconds to enter pairing mode.
- (2) can switch to another Bluetooth ID using F + one of the team cat buttons number 5, 9, or 10, then switch back to Bluetooth ID 1. After that, press F and the team cat buttons number 4 for 2 seconds to enter pairing mode.
- 2. If you enter pairing mode but do not complete it and switch to another Bluetooth ID, the original Bluetooth ID pairing on the gamepad will be lost. When you switch to the original Bluetooth ID, both the blue and white lights will turn off.

Solution:

(1) Press F and team cat buttons number 4, 5, 9 or 10 for 2 seconds to re-enter pairing mode.

FCC STATEMENT:

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

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.

RF warning statement:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.