

SB922565 PS4 Bluetooth game controller specifications

| version | Change content | Date |
|---------|-----------------|----------|
| V1.0 | Initial version | 20221015 |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

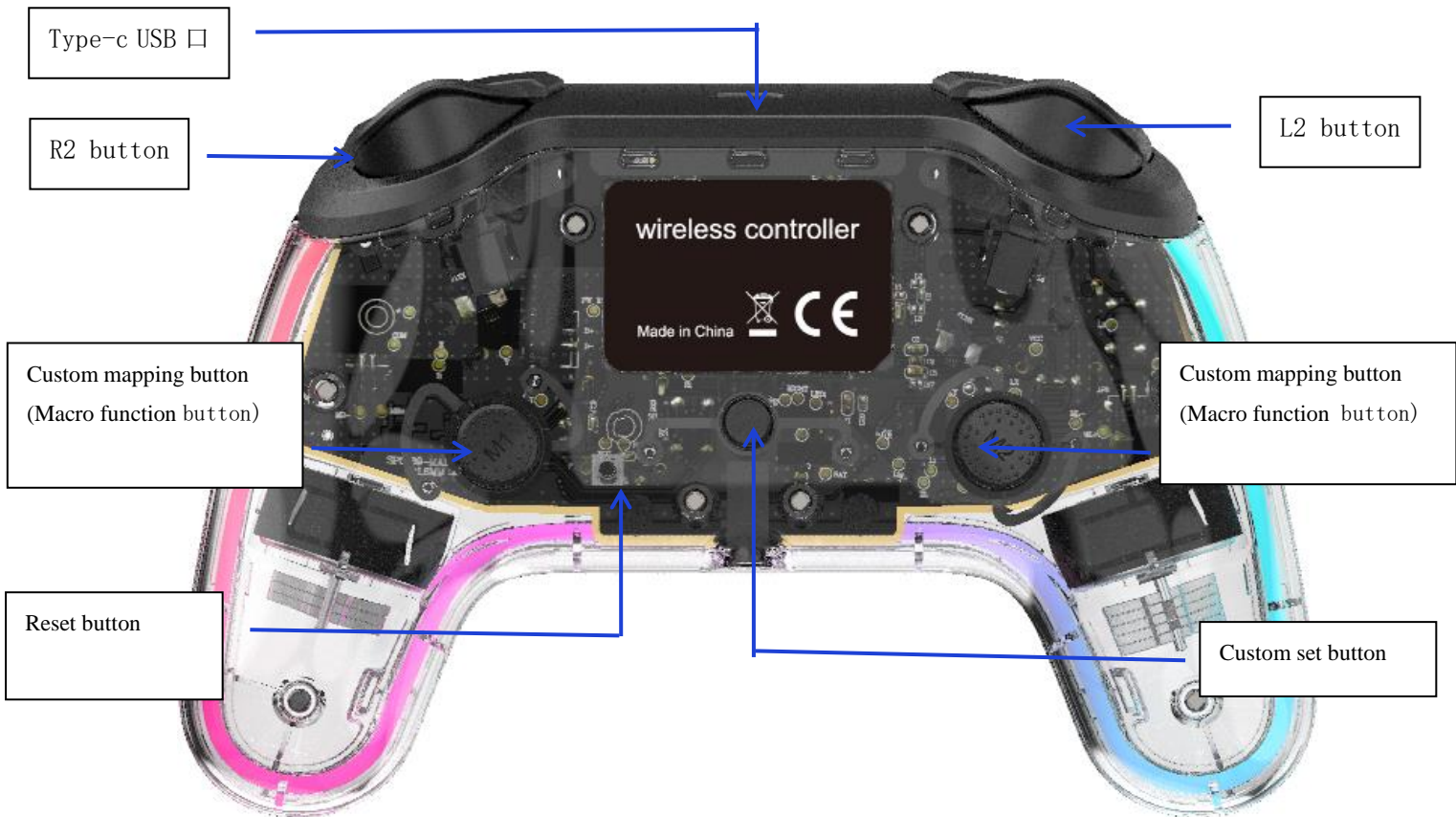
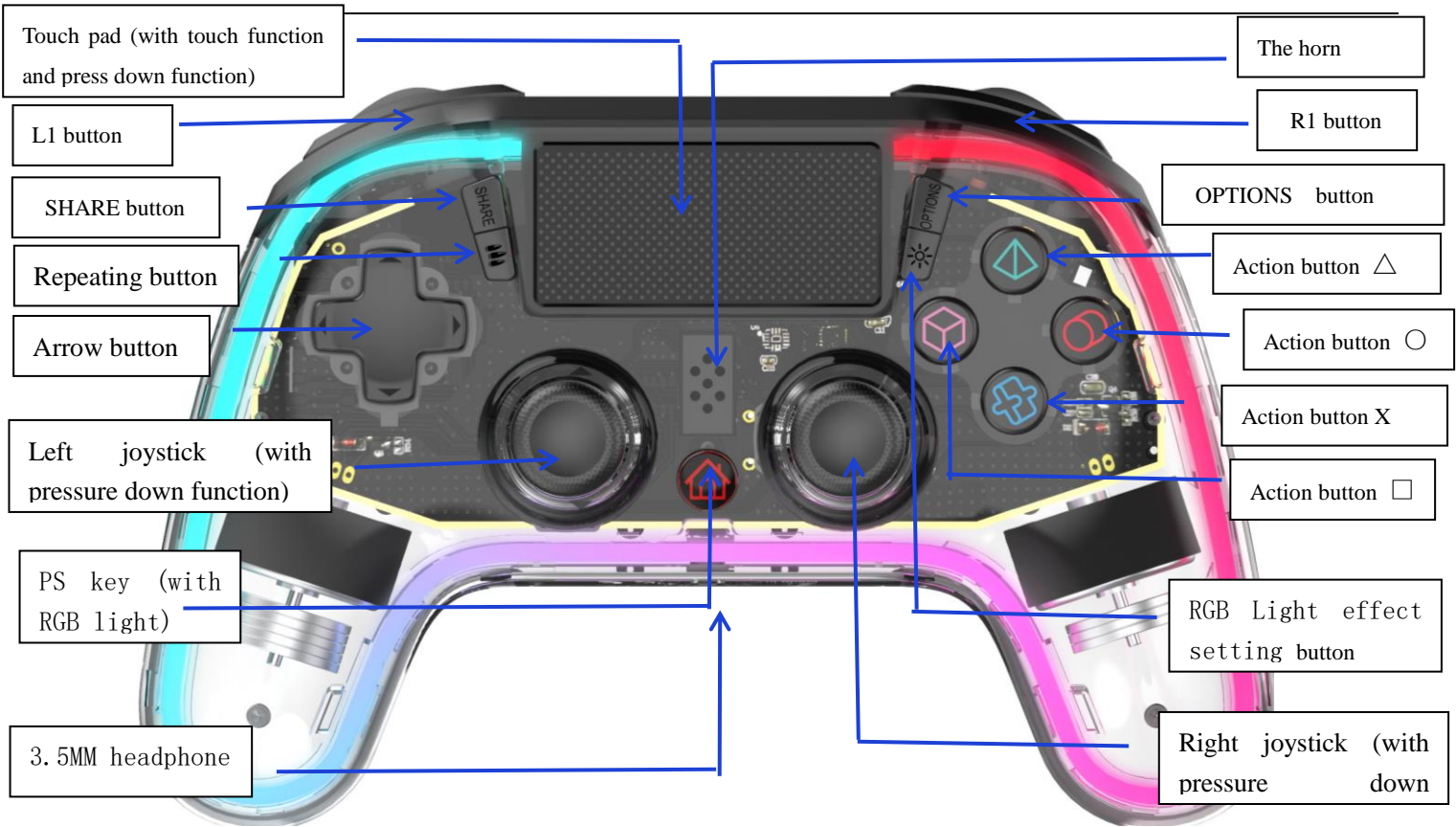
The controller is a DualShock 4 Bluetooth controller applied to PS4. The Bluetooth connection distance of the

| | | | |
|-----------|---------------------|----------------------|----------|
| snakebyte | SNAKEBYTE ASIA Ltd. | PS4(4269)User manual | Rev.:1.0 |
| | | | |
| | | Page 2 | Total 12 |

controller is more than 8M. With 6-axis sensor function; The front side of the gamepad is equipped with a press-able two-point capacitive sensing touch pad; Equipped with 3.5mm TRRS stereo jack, which can be connected to headphones and microphones to receive and transmit audio at the same time; And with speaker function (horn), equipped with USB port for data communication, and for the gamepad charging.

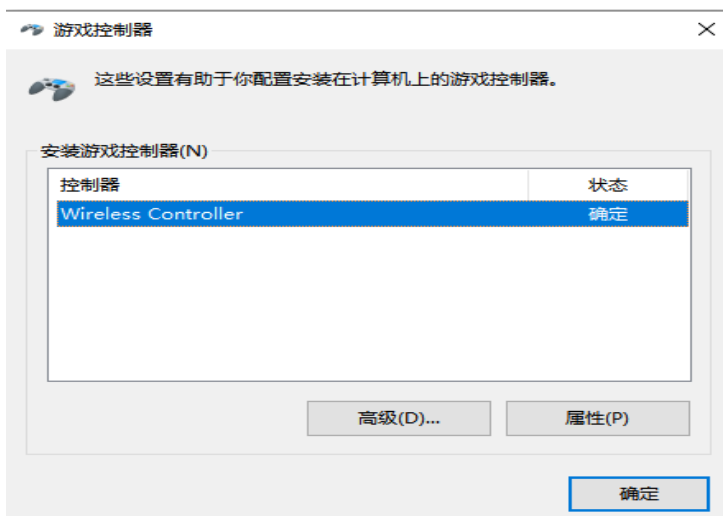
1. Product features:

- 1) Compatible with all key functions, touch functions, motor corresponding functions and Sensor functions of PS4 original controller (kinetic energy sensors, respectively acceleration and angular velocity sensing, each with 3 direction axes);
- 2) One full-color RGB light is provided under the PS key for indication function, and other two full-color RGB lights;
- 3) Two left and right Hall triggers, better linearity, more delicate, better experience;
- 4) Provide 21 function input keys and 1 reset key;
- 5) Built-in asymmetric double motors, high-precision 3D rocker;
- 6) Sensitive button response, easy to operate;
- 7) Support PS3 game console;
- 8) Support Bluetooth wireless connection (Bluetooth5.0);
- 9) Support wired desktop computer (D-INPUT and X-INPUT function), Bluetooth notebook (D-INPUT), Apple phone, Android phone, tablet computer and other devices;
- 10) Support PS5 console (Note: only support PS4 disc games)]
- 11) with custom setting key and custom mapping key function (macro definition key function)
- 12) with separate motor vibration adjustment function button and separate adjustment RGB light effect function button.



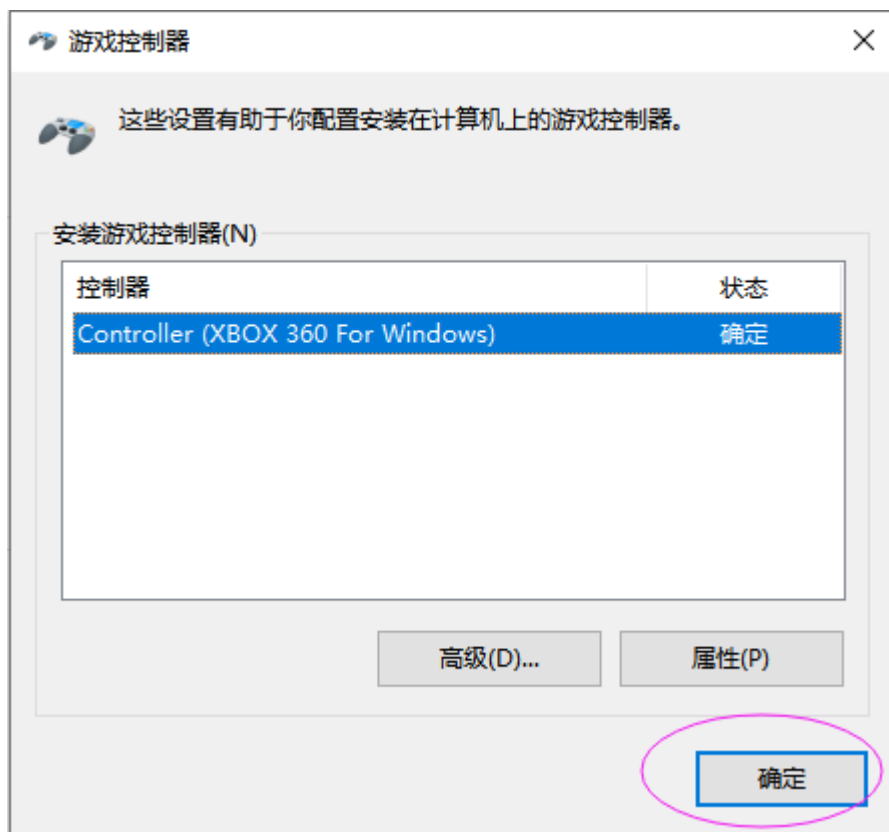
2: Pairing Instructions:

- 1、Wired pairing mode: For the first use, the Type-c USB data cable should be used to boot the gamepad and the P4 host computer (i.e., pairing). After completion, press PS Key for wireless connection.
- 2、4 gamepads can be used to connect with the console at the same time and play games. The console can be paired with 32 gamepads at most Press the PS key on any of the 32 gamepads to switch the host from sleep.
- 3、The Type-c USB cable is used to connect with the USB interface of the computer, and the default is D-INPUT function (in this mode, the RGB light under the PS key is orange light breathing, if it is not bright, the battery is fully charged). The computer will automatically install the driver, and the system interface indicates that the driver is being installed. The device display name is Wireless Controller (WIN 10 system). The gamepad is displayed as follows after successful connection

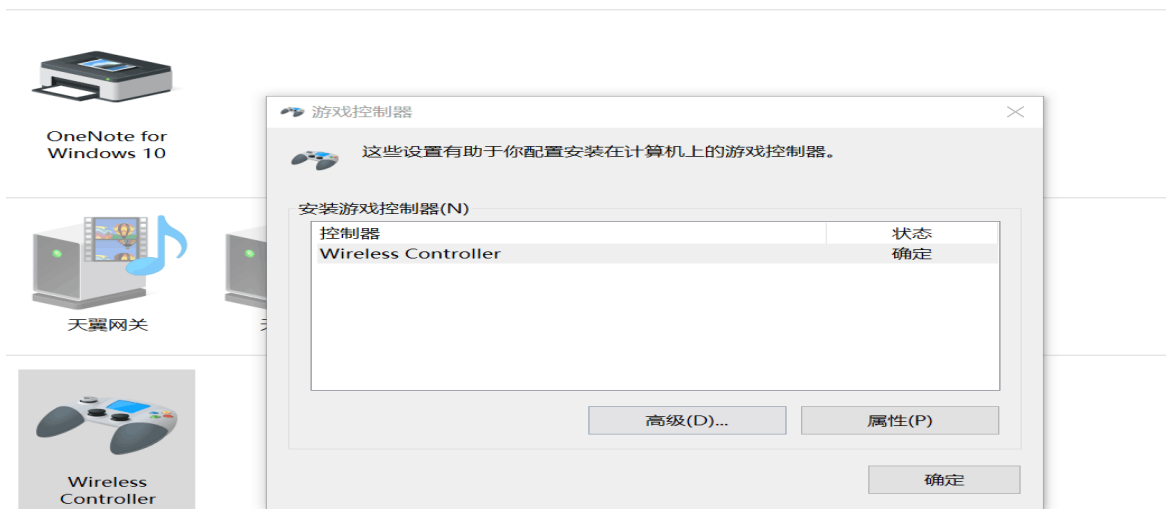


- 4、When the gamepad is wired to the PC, hold down the PS key for about 3 seconds in D-INPUT mode (default is D-INPUT mode).The RGB light under the PS key is off, and then let go. At this time, switch to the X-INPUT mode (the two modes can be switched at will, and both are switched by holding down the

PS key for about 3 seconds).At this time, the RGB light under the PS key is displayed in red, (Note: WIN7, WIN8 system to manually install the Xbox360 driver, pay attention to distinguish between 32-bit or 64-bit, this depends on the personal computer system, go to the browser to download and install, The device displays the name Xbox360 Controller for Windows (WIN10 system).The gamepad is displayed as follows after successful connection.



5、The gamepad can be connected to a PC via Bluetooth. Open the Bluetooth Settings of the laptop, select Add device, press the SHARE key and PS key of the gamepad for 3-5 seconds at the same time. The gamepad indicator light (the RGB light under the PS key is white) flashes to enter the pairing state. "Wireless Controller" appears in the Bluetooth device bar of the computer. After clicking, the computer will automatically pair and connect with the controller, and automatically install the driver. After successful connection of the gamepad, the display is as follows:



6、 The gamepad connects to the phone

The gamepad connects to the phone via Bluetooth. Open the Bluetooth Settings of the phone, press the SHARE key and PS key of the gamepad at the same time for 3-5 seconds, and the gamepad indicator light (RGB light under the PS key is white) flash to enter the pairing state. When the phone searches for the name of the Bluetooth device "Wireless Controller", the hand will automatically pair and connect with the controller after clicking, supporting Android and IOS system devices.

2、 Function description:

1, continuous function operation instructions: Press A/B/X/Y/L1/L2/R1/R2 and any key, and then press the "continuous" key, the corresponding key to open the continuous mode, and then press the continuous key + the function key, the key automatically continuous, and then press the button, cancel. Hold down the "continuous" button of the gamepad, and operate the right 3D up or down at the same time to adjust the continuous speed. There are fast, medium and slow three-gear cycles (default is middle gear, fast gear 20 times per second, middle gear 12 times per second, slow gear 5 times per second, save the current state after shutdown). If you hold down the "REPEAT" button for 8 seconds, you can clear all repeat functions with one click. (note: buttons with functions of automatic running train/author / / / X/L1 / L2 / R1 / R2, sending button to manually with delta, a. / / / / X/L1 / L2 / R1 / R2 / UP/DOWN/LEFT/LIGHT)

2、 The gamepad consists of 21 function keys including P, M1, M2, UP, DOWN, LEFT, RIGHT, △, ○, □, X, L1, R1, L3, R3, SHARE, OPTIONS, repeat, PS, RGB light effect setting key, TOUCH key, 1 reset key, 2 left and right Hall trigger keys and 2 simulation keys 3D rocker composition.

| | | | |
|-----------|---------------------|----------------------|----------|
| snakebyte | SNAKEBYTE ASIA Ltd. | PS4(4269)User manual | Rev.:1.0 |
| | | | |
| | | Page 7 | Total 12 |

3、 Operation instructions for macro button function: M1, M2 custom key Settings on the back of the gamepad (mapped function keys are UP, DOWN, LEFT, RIGHT, △, ○, □, X, L1, R1, L2, R2, 3D rocker and down key).Steps: ① When connecting the host computer or PC, press and hold the Profile key (custom setting key) for 3 seconds to enter the custom setting state. At this time, the current status indicator light (RGB light under PS key) flashes.② Press the M1 key at this time, the current status indicator light will turn blue and slow flash, and the M1 key will start customization. Press the key such as "A", and the "A" key will be mapped to M1, and then press the Profile key (custom setting key) to exit the customization setting. The channel light will be restored to the original channel indication, and the M2 key will be set again according to the above steps

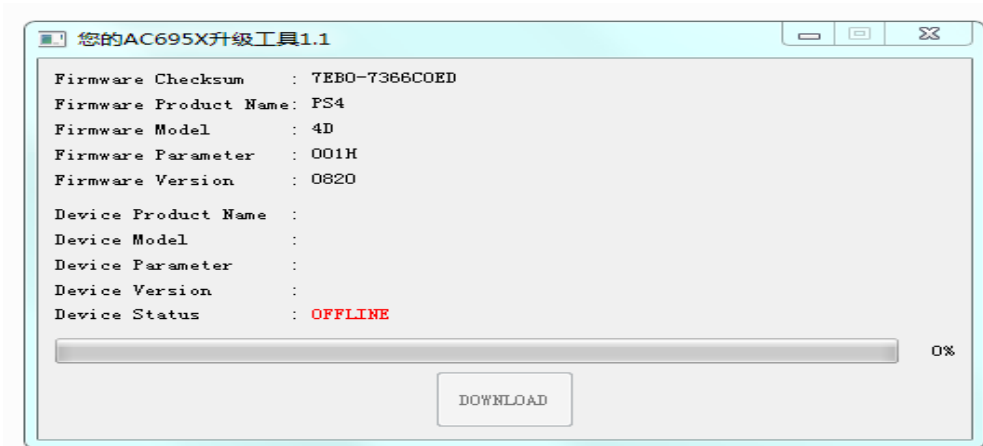
(when M2 key is set, Current status indicator changed to purple slow flash).③ In the custom setting, multiple function keys can be input to the M1 (or M2) key in turn, set as a macro function key, press the key in the game, will be customized according to the input interval between the function key out of the function. When M1 (or M2) key is used as macro function key, a single custom key can store up to 32 function changes (16 key values).M1、 M2Custom key function clearing: When connecting the host or PC, long press the Profile key (custom setting key) for 3 seconds to enter the custom setting state, press the key M1 (or M2) to clear, and then short press the Profile key (custom setting key) to exit, the custom functions on the M1 (or M2) key will be cleared, and the state will be no function after clearing. Save the last used state after the gamepad is turned off.

4.About the guide bar RGB light effect operation instructions: the gamepad has 4 kinds of RGB light mode, respectively 1. Different frequencies of different color breathing (left RGB light: yellow, green, cyan, blue, purple, red; Right RGB light: purple, red, yellow, green, cyan, blue)2. Same frequency and same color breathing (left RGB light: yellow, green, cyan, blue, purple, red; Right RGB light: yellow, green, cyan, blue, purple, red)3. Different color breathing at the same frequency (left RGB light: cyan, blue, yellow, blue, yellow, green, purple, purple; Right RGB light: purple, red, purple, white, green, blue, blue, blue)4. Turn off the lights. Press the RGB light effect setting key twice in breathing mode to switch modes, click and press the RGB light setting key once to lock the long light, and press the RGB light setting key again to cancel the long light and turn it into breathing. In the case of long light, Hold down the RGB light setting key + the up and down key of the direction key to adjust the light brightness for a total of 4 blocks, which are 25%, 50%, 75%, and 100%, respectively. Hold down the RGB light setting key + the up key of the direction key to increase the brightness, and hold down the RGB light setting key + the down key of the direction key to decrease the brightness, and save the current state after shutting down the machine. (Note: The default is mode 1, different frequency different color breathing).

5、 When all the functions are tested, before entering the packaging, the gamepad should be restored to the factory Settings (to prevent the gamepad function state is not unified).At the same time, hold down the L3+R3+PS key. Under the PS key, the RGB light lights up and then goes off, indicating that the factory mode is entered. At this time, all states are default to the factory state.

4: gamepad program update or upgrade: In case of subsequent upgrade of the host system or update of the gamepad function, the operation is as follows.

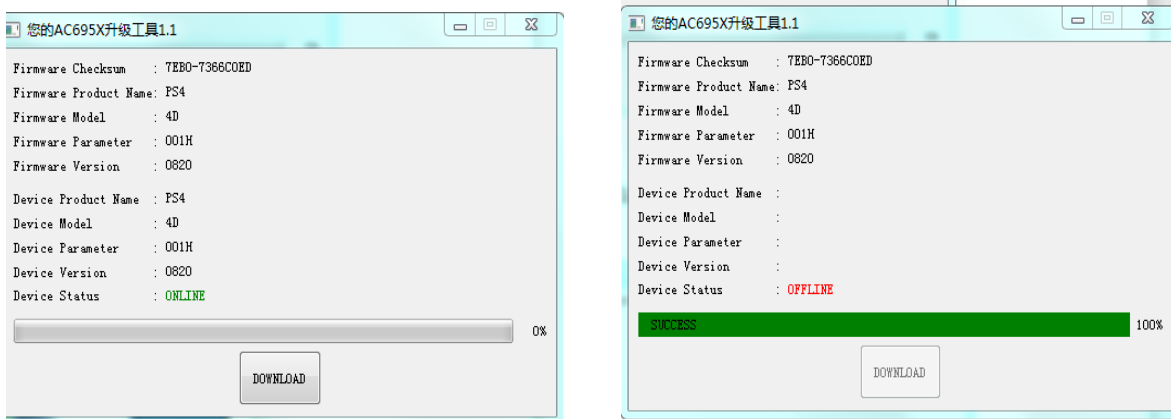
1、 open the program upgrade package, as shown in (1) : (Note: The subsequent upgrade tool may be inconsistent with the picture display, but the operation method is the same)



图一

2、 Under standby, hold down the SHARE + action key X for a long time and connect the gamepad to the computer with the Type-c USB data cable. At this time, the gamepad program will enter the upgrade state, and then click DOWNLOAD to enter the upgrade (Note: Do not move the USB cable during the upgrade process and must wait until the upgrade is completed before unplugging the USB cable).

As shown in Figure (II) after successful upgrade



图二

Five: Axis self-calibration operation instructions:

When the shaft is found floating or upgraded in the game, it is necessary to self-calibrate the shaft. In the shutdown or sleep state, press the "X key" and "□ key" at the same time, then press the "PS" key, let go after the red light blinks, and then put the gamepad on the flat table until the red light goes off to indicate the completion of the shaft calibration.

6: Functional notes :(sorted by product floor plan)

| serial number | Name | function |
|---------------|------|----------|
|---------------|------|----------|

| | | |
|----|---------------------------------|--|
| 1 | SHARE button | Share button |
| 2 | PS button: | Power button |
| 3 | OPTION button | Select button/Pause button in game |
| 4 | D-pad | Controls the action direction of the character and the choice between menu program options |
| 5 | △button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 6 | ○button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 7 | ×button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 8 | □button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 9 | Left 3D:LEFTANALOGAXIS (L3) | The movement direction of the character in the game (function when pressed down) |
| 10 | RGB light | Power indication/mode status indication/macro definition status indication |
| 11 | Right 3D: RIGHTANALOGAXIS (R3) | The visual movement direction of the character in the game (function when pressed down) |
| 12 | Left L1 button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 13 | Left L 2 button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 14 | Right R1 button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 15 | Right R 2 button | Action button: Issue action commands (according to the setting of the corresponding game) |
| 16 | Touch screen function | Special weapon selection in the game (function when pressed down) |
| 17 | TOUTCH press button | |
| 18 | Repeat function button | It has a continuous function |
| 19 | P button | Customize the Settings button |
| 20 | M1 | Custom mapping button (macro function button) |
| 21 | M2 | Custom mapping button (macro function button) |
| 22 | RGB Light effect setting button | Set the RGB light effect mode of the light guide bar |
| 23 | Reset button | When the gamepad appears abnormal short press reset |

7: Special button operation:

- 1) PS button: Display the main screen (when PS4 host power is started), with the function of waking up the host power and switching the application in the startup;
- 2) Press and hold the PS button: enter the shortcut menu and select the item you want to operate.

| | | | |
|-----------|---------------------|----------------------|----------|
| snakebyte | SNAKEBYTE ASIA Ltd. | PS4(4269)User manual | Rev.:1.0 |
| | | | |
| | | Page 10 | Total 12 |

- 3) SHARE button: Open the sharing menu and select the item you want to operate.
- 4) OPTION button: Open the option, select the project you want to operate.
- 5) When the host enters the deep sleep state, you can directly press the PS key to wake the host.
- 6) This product does not support PS VITA TV;

8: RGB display:

RGB color LED: Display Player status, press PS key RGB color LED(light bar) will light according to the order of Blue, Red, Green, Pink 'Configure each gamepad' as the user login order identification (1P:Blue 2P:Red 3P:Green 4P:Pink).

- A、 The white light flashes during the single gamepad pairing search process, and turns blue immediately after the connection.
- B、 Charge the gamepad when the device is off (or sleeping), the LED displays orange and has a breathing function, and the light is off when it is full.
- C、 The blue light will be on when the gamepad is charged by any charging device under the normal working condition of the connected machine (depending on the connection of the gamepad to different platforms).

9: Electrical reference:

- 1、 Working voltage: DC3.6V-4.2V
- 2、 Working current: 45-200mA (depending on RGB light and motor vibration)
- 3、 Continuous use: 6-16 hours (different use scenarios lead to different use time)
- 4、 Resting current: less than 20uA
- 5、 Charging voltage/current: DC5V / 400mA or so
- 6、 Charging time: 5-6 hours
- 7、 Bluetooth transmission distance: more than 8M
- 8、 Battery capacity: 900mAh
- 9、 Standby time: about 180 days when fully charged
- 10、 Low power 3.5V, go to sleep
- 11、 When the battery full voltage is 4.15-4.22V, the LED light is off

9: Precautions:

- 1、 Please do not store this product in a humid or high temperature place;

| | | |
|--------------------------------------|----------------------|----------|
| snakebyte SNAKEBYTE ASIA Ltd. | PS4(4269)User manual | Rev.:1.0 |
| | | |
| | Page 11 | Total 12 |

-
- 2、 Do not knock, beat, stick, Pierce, or attempt to break down the product, so as not to cause unnecessary damage to the product;
 - 3、 Product built-in battery, do not throw away with garbage;
 - 4、 Do not charge the gamepad near a fire or other heat source;
 - 5、 Non-professional personnel do not disassemble this product, otherwise it is not in the after-sales warranty service.
 - 6、 If you can't start the machine, please charge the gamepad in time.

| | | | |
|-----------|---------------------|----------------------|----------|
| snakebyte | SNAKEBYTE ASIA Ltd. | PS4(4269)User manual | Rev.:1.0 |
| | | | |
| | | Page 12 | Total 12 |

FCC warning:

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

The device has been evaluated to meet general RF exposure requirement.