Basic Operations and Indicator Description

Power on/off	To turn on the gamepad, toggle the power switch to the right To turn off the gamepad, toggle the power switch to the left	The device is powered on when the blue status indicator is on The device is powered off when the blue status indicator is off
Bluetooth pairing	First time you turn on the gamepad	When the blue status indicator flashes, the gamepad is in pairing mode
	The paired gamepad will automatically reconnect via Bluetooth when it is turned on again, if your device has enabled Bluetooth and is within the specified range.	When the blue status indicator stays on the gamepad is automatically connected to Bluetooth
	Bluetooth is disabled or the device is not paired	When the blue status indicator flashes, the gamepad enters reconnect mode

Basic Operations and Indicator Description

Function properly	The gamepad functions properly after successfully connecting to Bluetooth	In gamepad mode: Status indicator [blue light stays on] In keyboard and mouse mode: Status indicator [orange light stays on]
Charging	Charging	Power indicator [red light stays on]
	Charging complete	Power indicator [red light turns off]
Low battery	20% power remaining	Power indicator [green light flashes slowly]
	10% power remaining	Power indicator [green light flashes quickly]
Joystick calibration	press and hold the SELECT+START buttons for 2 seconds.	Calibration is complete when the green status indicator flashes twice slowly

Performance Parameters

Compatible with	Android phones and pads with Bluetooth 4.0 and Android 6.0 and above		
Telescopic structure	Supports devices up to 6.3 inches long and 8.5 mm thick		
Connection type	Bluetooth 4.0	**Usage range**	Within 10 m
Battery life	Approx. 80 hours	**Battery capacity**	300mAh lithium-ion battery
Power consumption	Workingcurrent≤2.5mA standbycurrent≤4uA	**Charging input**	5V-150mA
Charging time	Approx.3-4hours	**Weight**	120g

Federal Communications Commission (FCC) Statement

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

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.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications or changes to this equipment. Such modifications or changes

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.

Wee 2T

Telescopic Gamepad
Motion Sensing Version

User Manual

Gamepad controls (diagram labels)

LT
LB
RT
RB

Left joystick
D-Pad
Logo button

Z button
C button
ABXY button
Right Joystick
START
SELECT

Status indicator
Power indicator
Power switch
USB charging port
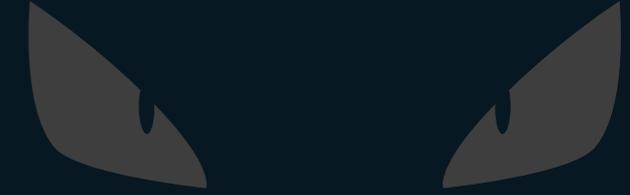
flymagic interface
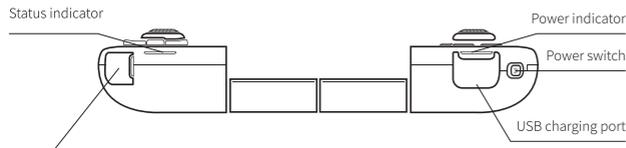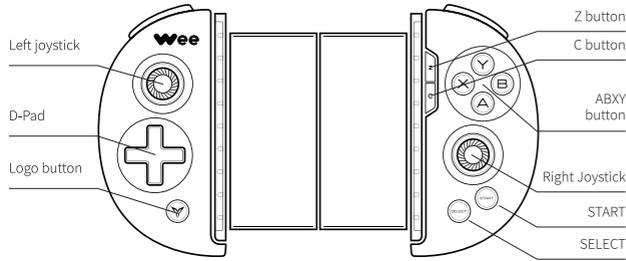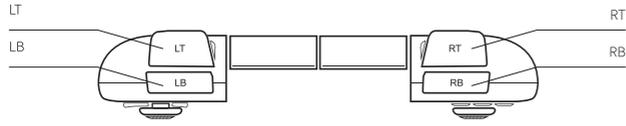
Flymagic™ interface
A technological innovation from Flydigi that enables dual functions with just one interface
Function 1: Can be used with the Flymagic™ extension (optional) to connect mouses and keyboards
Function 2: Can be used with Android phones to activate button mapping

Included components: Gamepad, USBcable, user manual

Gamepad User Guide

STEP1: Download Flydigi Game Center

Scan the QR code to download and install Flydigi Game Center
Or use your browser to visit down.flydigi.com to download the app

STEP2: Connect to the device via Bluetooth

In Flydigi Game Center- Device management, tap Connect gamepad and follow the instructions displayed to connect the gamepad

Device management

Gamepad is not connected
Only Flydigi devices are supported   Connect gamepad
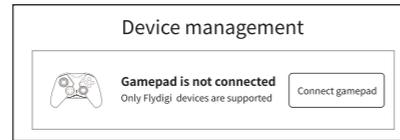
The paired gamepad will automatically connect via Bluetooth when it is next turned on, provided your device has enabled Bluetooth and is within the specified range.

If you wish to pair the gamepad with another device, you must turn off Bluetooth on the previous device first, then enter Flydigi Game Center and tap Connect Gamepad

STEP3: Launch a game

For a better gaming experience, please launch the game in Flydigi Game Room,You can add games by tapping the "+" button in My Games.

*After running a game inFlydigi Game Center, tap the floating widget to customize your button functions.

Flymapping™ Technology

Flymapping™ provides a chance to customize the buttons and save the lay out to the cloud.

Flydigi is continually updating the button mapping function to suit various controls.

After runninga game from Game Center, tap the floating widget to adjust your lay out

Drag a button to the position of a virtual button of your game, and tap this button to configure its attributes

Drag a button to the dustbin in the upper leftcorner to delete

After configuring your lay out, tap Apply and then Save to use the lay out.

Motion Sensing Function

After setting a game button and configuring it as motion sensing, hold the button and rotate the gamepad to realize slide operation.
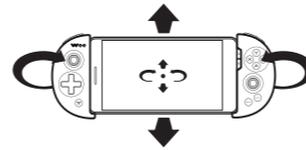
Flashplay™ Mode

Flashplay

Wee 2T is equipped with Flydigi's innovative Flashplay™ mode. The gamepad has built-in mapping algorithms. No activation is required on the phone . Just pair with your phone, and enjoy your game right away!

To customize your configuration, please use Flydigi Game Center

Unsupported models: Flashplay™ does not currently support phones with MediaTek CPU. Users of such phones have to activate mapping function to use Wee 2T. Please follow the instructions in Flydigi Game Center to activate properly.
For more information on supported models, please visit www.flydigi.com

---

Frequently Asked Questions

1 What do I do if the joystick moves automatically?

press and hold the SELECT+START for 2 seconds. Calibration is complete when the status LED indicator slowly flashes green twice.

2 What do I do if motion sensing is not working properly?

To calibrate motion sensing, ensure the gamepad is turned on and place it on a level surface for 10s.

FLYDIGI