User's Manual

matters need attention

Before using this product, please read this manual carefully to understand the compatible hardware and operating instructions. Be careful to keep this instruction for future reference.

safety:

Please place this product out of young children. Young children may swallow widgets, causing injury or product damage. This product contains a lithium battery, and improper use of the product can lead to a fire or explosion. Do not heat, open, puncture, destroy, or place the product or battery on fire.

Do not touch the product with wet hand to prevent damage.

Do not remove, repair or change the product without authorization to prevent further damage to the product, which may cause battery explosion or fire hazard risk.

When connecting this product to the host machine, please confirm that the interface is free of dust or foreign matter. Liquid or small particles are not allowed to enter this product.

The product shall not be exposed to the dust, smoke or steam environment.

Do not expose the product to high temperature, high humidity or direct sunlight, which may cause damage or melting of the battery.

Use and maintenance:

The interface shall not make any contact with any other metal articles.

Place no items on the top of this product. Do not stand above this product. Do not throw or throw this product or otherwise apply huge external force. This product shall not be placed on unstable, tilted or shaking surfaces.

Follow the following instructions to help avoid aging or fading of the product surface.

Wipe it with a soft, dry fabric.

No rubber or vinyl material is placed on the surface of this product to extend the product life.

No solvents or other chemicals shall be used. Do not use chemically treated rags to wipe them off.

debugging:

Q1: Handle cannot be connected to the host machine?

A1: Ensure that your PS4 host is powered on and whether it has been paired with the host. If not, please pair with the host first.

A2: verify that the USB cable is correctly connected to the PS4 / PS3 host.

A3: verify that the USB cable is correctly connected to this PS4 / PS3 handle.

Q2: Handle is connected to PS4 / PS3 host but not functional?

A1: When connecting the two handles, confirm that the Player # 1 handle is being used.

Product introduction and application scope

This product is suitable for PS4 / PS3 series host compatible with Switch, Android, IOS, PC Windows 10 and above operating system platform, support audio, support microphone, support vibration function.

product appearance

Note: the picture is for reference only, specific to the real object.

Product characteristics

* Built-in lithium battery power supply, support TYPE C USB data cable.

* Supports PS4 / PS3 series host / Steam Deck host / Switch / Android, IOS, PC (above Windows 10 above).

* Built-in speaker, 3.5mm headphone jack, support for 3.5mm TRRS stereo headphones.

* Support for Bluetooth wireless and wired connection mode.

* Individual channel light indication, individual RGB light effect regulation.

* Support double-point capacitive induction touch pad, macro programming key expansion function.

* 3 Six-axis function of D-Sensor and G-Sensor composition.

* The key operation distance is 10M and the sound distance is 6M.

* The controller has the function of vibration horse, making the vibration experience more realistic when using weapons, impact and other scenes in the game.

* The handle can be upgraded through PC USB cable.

The PS4 / PS3 host connection

When the handle is not connected to the current PS4 / PS3 host or has been connected to other hosts, and needs to connect to the current host, you first need to communicate with the PS4 / PS3 host with a USB cable. In the process of communication, the program automatically code, press the HOME key, the handle can be wireless communication connection with Bluetooth.

When connecting USB, press the HOME key handle LED channel light shows a color always bright, that is, the connected host.

After multiple gamepads are connected to the console at the same time, the gamepad LED channel lights display different colors to distinguish different users and players.

The general PS4 / PS3 console supports multiple Bluetooth devices, and the controller perfectly supports the PS4 / PS3 series of games.

Switch Host connection

Wired connection: first, you need to use a USB cable to communicate with the Switch host wired first. During the communication process, the program will automatically code. After pressing any button to vibrate once, the controller

can be connected to the host for game operation. The wired mode supports the headset audio.

Bluetooth connection: When the handle is connected to the host, pull out the USB cable and enter the connection state for 2-3 seconds; When the handle is not connected to the host, press the OPTIONS key, then press the HOME key combination (OPTIONS + HOME) for 3 seconds, and the channel light flash handle enters the pairing. Open the host pairing interface to the host for 2-3 seconds, and the handle will vibrate once.

Android Platform device connection

When the handle is shut down, first hold the SHARE key, then press the HOME key combination (SHARE + HOME), long press for 3 seconds, the handle enters the matching state, the white LED channel light flashes, open the Android device to search the Bluetooth name "Wireless Controller", click the connection to connect the handle, the channel light shows blue, if the handle is not available on the device, the handle is off and sleeps for about 60 seconds.

The IOS platform device connection

(1) First confirm that the iPhone & iPad equipment has been upgraded to IOS13 and above systems.

(2) When the handle is off, hold the Share key first, and then press the HOME key combination (SHARE + HOME) for 3 seconds, the handle enters the matching state, and the white light flashes.

(3) Open the Settings of iPhone & iPad device, click the "Bluetooth" option, turn on the Bluetooth function, find the device name of "DUAL SHOCK 4 Wireless Controller", and then click the device name to connect, connect the device, the LED channel light shows pink.

Note: If the controller is not connected to the device, the controller will be turned down and dormant for about 60 seconds. Only MFI games are supported.

A Mac computer connection

The Mac enters "System Preferences", select "Bluetooth" -click "Turn Bluetooth on" Bluetooth device indicator flashes and starts, indicating that the handle has entered the Bluetooth pairing state, press the SHARE key, and then

press the HOME combination (SHARE + HOME) for 3 seconds, the handle enters the pairing state, the white light of the LED channel light flashes; in the Bluetooth preference, the Mac computer searches for the handle information and appears in the Bluetooth device bar "PLAYSTATION (4) Controller", click pair, wait a moment will be successful.

WINDOWSPC linkage

Bluetooth connection: When the handle is off, first hold the SHARE key, then press the HOME key combination (SHARE + HOME), long press the handle for 3 seconds to enter the pairing state, the white light of the LED channel light flashes, then open the Bluetooth search device on the PC, find and click "Wireless Controller" in the device list, and the device name for pairing; the corresponding LED channel light is always on.

Note: Desktop should have Bluetooth function or by buying a universal USB Bluetooth receiver!

Wired connection: support PS4 wired mode and X-INPUT mode, Connect the handle to the computer via a USB cable, The computer will automatically install the drive, In the Windows interface, You can see that the driver is being installed, After the drive is installed, The Wireless Controller handle icon appears on the Device & Printer interface, This mode is PS4 wired mode support headset audio function, ; Long press the "Share + option key" combination key for three seconds, Can be switched to the X-INPUT mode, The default PS4 wired mode can switch between the two modes without the memory function.

PS4 wired mode LED channel lights are blue and X-INPUT mode LED channel lights are green.

Buetooth PC(X-INPUT) mode Connection Method

When the Controller is turned off, press the X+P4 combination key in two seconds to enter the Pairing mode and the white LED flashing. Open the Bluetooth on the PC and search the device named "Xbox wireless Controller" and click it for connecting, the corresponding white LED will be on after successful pairing, the Controller enter X-INPUT model and you can use it

directly on WINDOWS 10, it' ll needs install the driver on WIN 7 to achieve X-INPUT function.

Steam Deck, Host connection

Bluetooth connection: When the handle is off, first hold the SHARE key, then press the HOME combination key (SHARE + HOME) for 3 seconds, the handle enters the paired state LED white channel light flashes, open the Steam Deck device to search the Bluetooth name "Wireless Controller", click the connection to connect the handle, the LED channel light is always bright, if the device is not connected, the handle will shut down and sleep for about 60 seconds.

Wred connection: use Type-C adapter to insert into the Steam Deck host. the handle is connected to the adapter through USB. The adapter shall have TYPE C to USB master and OTG function (the adapter shall be purchased by the user); it can be connected by insertion.

The wired mode supports audio function and can be switched between PS4 wired and X-input modes.

Programming function setting

Programming key: (M1 / M2 / LIGHT)

Programmable keys: direction keys (↑, ↓, ←, →,) ×,○,□, △,L1,L2,L3, R1,R2,R3, left joystick (VRL), right joystick (VRR).

Example of operation:

* Long press the LIGHT key for 3 seconds, and the channel light flashes slowly, indicating that the handle has entered the programming mode and the motor vibrates at the prompt.

* Press any want to be programmed (mapping) button, press the channel light flash, loosen the slow flash, record the key press and lift time, press the back M1 / M2 any key, the channel light long, motor vibration prompt, said the key programming success, the selected programming trigger key (M1 / M2) is the macro button. After the input number is 16 times, the channel light will not flash, prompting the user has been full (that is, the macro programming can record 16 key values).

* After entering macro edit mode, no button press for 8 seconds, keep the previous setting, and automatically exit edit mode.

* Enter a separate key as a mapping, and set M1 / M2 triggers the mapping key. When M1 and M2 are both mapping functions, they are functional when pressed simultaneously. If M1 / M2 programs multiple buttons (macro), press M1 / M2 to trigger the macro function, and press M1 / M2 to interrupt the macro function.

  Macro programming function to clear:

* Press LIGHT setting key alone for 3 seconds, channel light slow flash, motor vibration prompt, indicating that the handle has entered the programming mode, directly press M1 or M2, channel light long on, cancel the macro setting, motor vibration prompt.

Note: the programming key has no function at the factory, so the user needs to set the programming by itself, and the programming key has the memory function.

The TURBO function settings

After the handle is connected to the host, the Turbo and Clear can operate the buttons:, ×, ○, □, △, L1, L2, R1, R, R2, L3, R3, UP, DOWN, LEFT, RIGHT according to the user's needs.

Operation mode: press X key and press Turbo again to perform Turbo operation on X key (the order of X and Turbos is not required); if cancel the Turboo function of X, press and press Turbo to clear the Turboo function of the key (similar); after the controller is closed, the initial state will be automatically restored.

Headphone function

* The controller supports the stereo headset function on the PS4 console.

* The handle is connected to the PC via USB wired mode and supports the stereo headset function in PS4 wired mode.

* The controller is connected to the SWITCH or Steam Deck host via USB cable to support stereo headphones.

The RGB function setting

(1) At the same time, press the LIGHT + R3 key (right rocker down, handle vibration once) can switch the light efficiency mode, each press can switch the

light efficiency mode, (dazzling color transformation-monochrome constant bright-monochromatic cycle change breathing-monochromatic breathing).

(2) In the dazzle color transformation mode, press the LIGHT + L3 key (left joystick down) at the same time to pause the current dazzle lighting effect mode.

(3) In monochrome normal light mode, press LIGHT + L3 key (left joystick down) to switch the color of the light.

(4) In the monochrome cycle change breathing mode, press the LIGHT + L3 key (left joystick down) to pause the current breathing state, and then press again to open the monochrome cycle breathing mode again.

(5) In the monochromatic breathing mode, press the LIGHT + L3 key (left joystick down) at the same time to switch the monochromatic breathing status of different colors.

(6) In breathing mode, the brightness of LIGHT + (UP / DOWN direction key) can be adjusted at the same time. The brightness of each combination adjustment; the brightness of LIGHT + UP combination increases, and the brightness of LIGHT + DOWN combination decreases.

(7) Long press the L3 + R3 key for 3 seconds to turn off or turn on the RGB light. The lamp effect setting has the memory function, which will automatically save the current set lamp effect mode.

SWITCH The Sensor check under the host

Connect switch to calibrate the handle in the setting using the calibration mode of the host; if the handle sensor beats and floats, put the handle flat on the desktop, long press (SHARE + X) for 2 seconds, and complete the sensor check after vibration.

Bluetooth back-to-connect mode

For the handle paired with the host, press the HOME button to wake up the handle. After being awakened, it will automatically return to the paired host. In the host of PS4, press the HOME button to wake up the host. Short press HOME to restart the connection for more than 15 seconds.

Note: The return mode only supports the last host paired with the controller.

Power prompt

When the battery is low while the handle is working, the PS4 / PS3 / SWITCH main opportunity indicates that the handle is low before charging the handle.

Charging function

Use TYPE-C charging cable. The handle LED channel indicator is displayed in orange breathing light, and the fully charged channel light is off; the handle is charged, and the current LED channel light is kept on. It can be charged through the PS4 host, USB port or charger with 5V 1A output.

* Switch machine: Short press HOME key to start up and automatically enter the reconnection mode, long press HOME key for 10 seconds.
* The host sleeps or pairing timeout for 60 seconds, the controller will automatically sleep.

Handle complex, bit function

When the handle operation is abnormal or crashed, it can be reset by pressing the key in the reset hole at the bottom of the handle through a small needle object.

size of product

Product name: PS4 wireless controller

Charging time: 2.5 hours

Product model: SZ-4015B

Working distance: 10m

Battery specification: 3.7V 1000 mAH lithium battery

Audio distance: 6m

Charging voltage: DC5V

Operating voltage & current: 3V & 170 mA

Charging current: 500 mA

Static working current: 20 μ A

FCC Statement

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.

RF Exposure Information

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