2.4GHz Wireless Controller for PlayStation®2

Also works with PSone™ and PlayStation®

PS2900D

Welcome

Thanks for purchasing the Datel 2.4GHz Wireless Controller for use with the PlayStation®2 video game console. The Datel 2.4GHz Wireless Controller is fully programmable and has dual motors in supported games. In addition, the Datel 2.4GHz Wireless Controller has two thumb-controlled analog sticks, four analog fire buttons, four analog shoulder triggers and an eight way digital D-Pad to provide advanced control,while the ergonomic shape and rubberized grips allow for ultimate comfort during extended gaming sessions.

Your Datel 2.4GHz Wireless Controller Package Includes:

Datel 2.4GHz Wireless Controller
Datel 2.4GHz Wireless Receiver
Instruction Manual

Warning: Before using this product please read the PlayStation®2 video game system instruction manual for safety, health and other information.

Important Ergonomic Information

Some medical studies have suggested that long periods of repetitive motion, coupled with poor habits and an uncomfortable environment may be linked to certain types of physical discomfort or injuries. These include carpal tunnel syndrome, tendonitis, and tenosynovitis. It is important to take frequent breaks during game play, and if you feel aching, numbness, or tingling in your arms, wrists, or hands, consult a qualified health professional.

Features

1) Advanced wireless 2.4GHz.
2) Auto Scan button.
3) Power switch.
4) Auto Sleep and wake functions.
5) Uses 3 "AAA" batteries, playing time up-to 150 hours.
6) Working distance up-to 50 feet.
7) Fully programmable macro feature.
8) 2 fully analog joysticks with rubber contacts.
9) 2 vibration motors provide dynamic rumble for supported games.
10) 4 buttons and 4 shoulder triggers are fully analog and pressure-sensitive.
11) 8-way analog D-pad.
12) Analog and digital playing modes. Digital mode allows controller to be used with PSone™ and PlayStation®.
13) Unique rubberized body gives you better control for longer play. Heavy-duty rubber pads on outside of handgrips give added comfort.

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How to use the Datel 2.4GHz Wireless Controller

Place 3 AAA batteries into the Datel 2.4GHz Wireless Controller, and connect the Datel Wireless Receiver with PlayStation® gaming console. Then turn on the Wireless Controller via the power switch, and play games in your room freely. We have used an advanced wireless 2.4GHz technology that incorporates auto scan frequency and auto sleep functions.
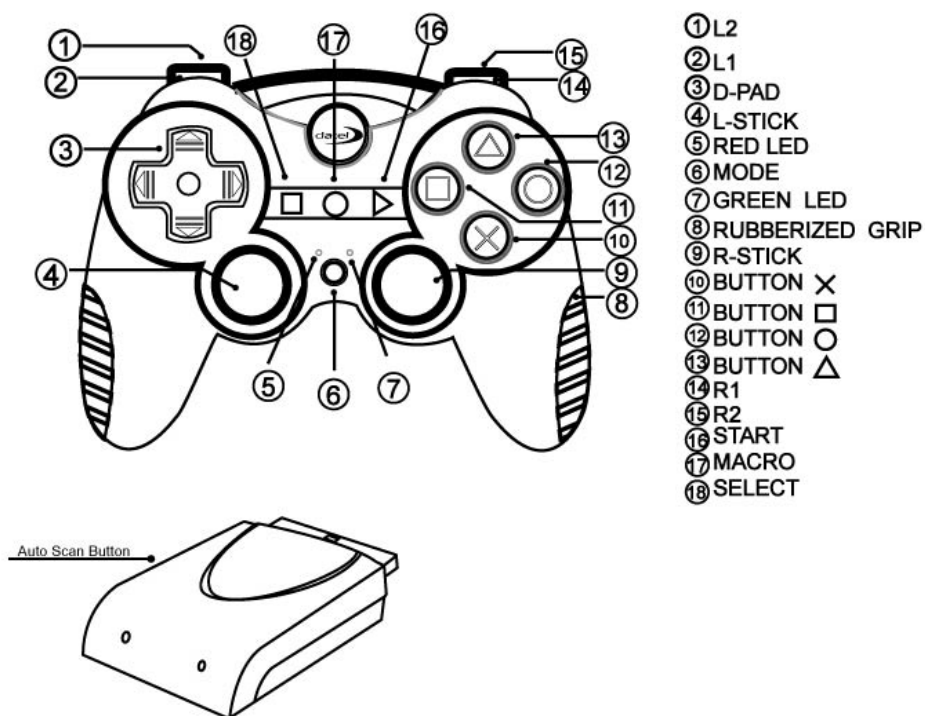
Control Modes and Functions

There are two different modes you can choose from, depending on your style of play. You can change modes by pressing the **MODE** button. The **mode LED** light will be on or off depending on which mode you are in.

Switching from digital to analog modes:

A) **Analog Mode** –When the **mode LED** light is on, the controller is in analog mode. Games that are Vibration Function Compatible will only vibrate if the controller is in analog mode.

B) **Digital Mode** –When the **mode LED** light is off, the controller is in digital mode, and the analog function is disabled. This is the standard mode for PSone™ and PlayStation®.

Controller Diagram:

① L2
② L1
③ D-PAD
④ L-STICK
⑤ RED LED
⑥ MODE
⑦ GREEN LED
⑧ RUBBERIZED GRIP
⑨ R-STICK
⑩ BUTTON ✕
⑪ BUTTON ☐
⑫ BUTTON ◯
⑬ BUTTON △
⑭ R1
⑮ R2
⑯ START
⑰ MACRO
⑱ SELECT

Auto Scan Button

Directional Pad

The D-pad controls the direction in which objects move. This is the primary directional control in digital mode.

Analog Sticks

The two analog sticks each control two axeis' (X- and Y-axis). Different games will allow you to modify the way the analog sticks react. While in Analog Mode, any game that is Vibration Function Compatible will cause the Advance Controller to vibrate at different levels, depending on what actions are taking place in the game (e.g. fighting, crashing, or shooting). Not all games are Vibration Function Compatible. Read the game's instruction manual to find out if it is Vibration Function Compatible.

Shoulder Action Buttons (L1, L2, R1, and R2)

These are action buttons and their specific functions depend on the game being used.

Action Buttons (Circle, Square, Triangle, X)

These buttons are used to perform various actions, depending on the game. For more details, see the game's instruction manual.

Start Button

This button is generally used to make selections in the menu and for pausing the game. For more details, see the game's instruction manual.

Select Button

This is a standard button that allows you to select various items in the menu or game, depending on the game. It is also used to create delays when programming a Macro. For more details, see the game's instruction manual.

Mode Button

The Advanced Controller has two different modes, analog and digital mode. The red LED light will be on when the controller is in analog mode, and off when the controller is in digital mode.

Macro Button

This button allows you to program a complicated move requiring many buttons and recall the move by pushing a single button. See the "Macro Function" section of this instruction manual.

Auto Scan Button

This button allows you to find a suitable frequency point by pressing the auto scan button. Use this if you have no connection to the receiver after five minutes. When pressing the auto scan button on the receiver, the signal led will blink, and will becomes illuminated to indicate the right connection between controller and receiver.

Button Relocation and Programmability:

The Datel 2.4GHz Wireless Controller has button relocation and programming capabilities. The buttons in the Datel 2.4GHz Wireless Controller can be divided into: Programmable and Non-Programmable. Non-Programmable buttons include the **START**, **SELECT** and **MACRO** buttons that cannot be set to any fire button. The remaining buttons and D-Pad positions are programmable.

Note: The Datel 2.4GHz Wireless Receiver must be plugged into the PlayStation®2 console to enable button relocationand programmability, and will not function in game play when it is being programmed.

What is button programmability?

The Advanced Controller is fully programmable and can allow you to perform special moves quickly and on demand. When playing certain games (usually fighting games), a combination of directional pad and action buttons execute special moves for more intricate attacks. The macro function allows you to execute these complicated moves by pressing a single button.

Macro programming can be designated to one of four buttons for playback: **L2**, **L3**, **R2**, and **R3** (see controller diagram). Each set macro will allow up to sixteen buttons to be pressed. Pressing buttons simultaneously counts as a single command (i.e. pressing X, Circle, and Square buttons at the same time is one command, not three). When using button programmability, the analog button option is not taken into account and every button press is registered to the pad as 100%.Your commands must be executed within 1.5 seconds.

How to Relocate Buttons:

1. Press the **MACRO button** until the **MACRO led** is illuminated. This turns the programming function ON.
2. Press one of four buttons: **L2**, **L3**, **R2**, and **R3** that you want to replace first by pressing that button until the **MACRO led** becomes flashing.
3. Press the desired button that you want to relocate to the position of the button pressed in step 2.
4. Press the **MACRO button** to turn the programming function OFF. The **MACRO led** will be turn off.
5. Repeat the procedures above to relocate another button.

How to Program the Advance Controller:

1. Press the **MACRO button** until the **MACRO led** is illuminated to indicate that the programming function is active. **Note:** if you want to set up the executing speed of programmed buttons, pressing the **UP** and **DOWN** button of D-pad to see the **MACRO led** flashing frequency, two types: 0.6sec and 1.2sec.
2. Select the button to be programmed by pressing that button until the **MACRO led** flashes.
3. Press the desired button(s) or D-Pad position(s) to be programmed into the selected button above. Each button pressed during this step will be acknowledged by one blink on the **MACRO led**. **Note:**if the maximum number of buttons are pressed for programming (16), the PlayStation®2Advanced Controller will not accept further input and The **MACRO led** will be turn off.
4. Press the **MACRO button** to turn the programming function OFF when the desired button assignments are finished. The **MACRO led** will be turn off.
5. Repeat the procedures above to program another button.

Advanced Programming Techniques:
In some games the ability to implement special moves successfully depends very much on the timing. The time duration of pressing the button, and the time interval during which the button is released before the next button is pressed, are sometimes two crucial factors determining if the special moves can be implemented successfully. There may be times when it is necessary to set a delay between commands when setting a Macro. To record a delay, press the **START** button. If a longer delay is necessary, press the **START** button as many times as needed. This will vary by game.

Resetting the Datel 2.4GHz Wireless Controller to default:
To Reset the Datel 2.4GHz Wireless Controller back to its default settings:

1. Press the **MACRO button** to turn the programming function on. The **MACRO led** will be illuminated indicating that the programming function is active.
2. Press the button you wish to reset, the **MACRO led** will flashes.
3. Press the **MACRO button** to turn the programming function OFF. The **MACRO led** will be turn off.

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Note: you can reset all program ming buttons by disconnecting and reconnecting your Wireless Receiver from your game console. Once reset, the Datel 2.4GHz Wireless Controller will lose all button-programmed information and all relocated buttons will be reset.

CAUTION:
- Use this controller only as instructed. Read all instructions before operating controller.
- To prevent fire or shock hazard, do not expose this controller to rain or moisture.
- Do not disassemble. Refer to qualified personnel only.
- This controller should only be operated from the power source indicated on the controller. If you are not sure of the type of electrical power supplied to your home, contact your local power company.
- Never push objects of any kind, other than authorized items, into the product as they may touch dangerous voltage points or short out parts that could result in fire or electrical shock.
- The controller's vibration function can aggravate injuries. Do not use the controller if you have any injuries or ailments in your hands or arms.
- Avoid leaving cords in places where they are likely to be walked on or tripped over. Do not pinch, damage, or wrap cords around objects or people.
- Do not allow children to play with cords.

Any changes or modifications not expressly approved by the grantee of this device could void the users authority to operate the equipment.

Changes or modifications not expressly approved by the party responsible for compliance could void the users authority to operate the equipment.

FEDERAL COMMUNICATIONS COMMISSION

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.

PlayStation®2, PSone™ and PlayStation® is registered trademarks of Sony Computer Entertainment.This product is not sponsored, endorsed or approved by Sony.