

## 2.4G PS II RF

# WIRELESS CONTROLLER INSTRUCTIONS

- ★ **Play Up To 30 ft. Away!**
- ★ **Turbo Function For Auto Fire Capability**
- ★ **Shock Function For Dual Vibration**
- ★ **Digital & Analog Modes**

This laser Wireless controller uses state of the art technology for a better gaming experience. The Dual-mode (Digital & Analog) allows for more controlled gaming action. The laser Wireless Controller allows you feel the action of the game when played with 'VIBRATION COMPATIBLE' software. you will feel vibration in the controller grips as a result of the specific game actions. This can be turned on & off in the game "options" menu. The Turbo feature allows for auto repeat (auto-fire) functions. The ergonomically designed grips combine functionality as well as comfort.

In most cases the software used for game play will dictate the functions of the controller buttons. See 'Controller Set Up' in the software game menu. Depending on the software, you will use the pre-programmed buttons, or you may be able to program your own desired functions.

Please refer to your game software 'icons' to make sure that game is compatible with certain advanced features:

Prior to using the controller, you should move the Analog Sticks in a circular motion.

**START BUTTON:** Use to start and pause game activity

**SELECT BUTTON:** Use to select & change menu functions

**DIRECTIONAL PAD:** Use to move objects or game characters in desired direction, up, down, right, and left. Can also be used to simulate Analog Stick action for 8-way directional control.

**X, O, □, △ BUTTONS:** These buttons have specific functions. (as dictated by the software in use)

**R1, R2, L1, L2:** Can be used as fire buttons or may have additional functions. (as dictated by the software in use)

**ANALOG STICK:** Use to move objects or game characters in desired direction with more accurate control over your movements. These may also be programmed as L3 & R3 buttons; to activate, press down on them until you feel a click.

**FIRST TIME CHARGING:** Before initial use, your new battery Pak must be charged for 12 hours outside of Wireless Controller. This will result in proper performance of the battery.

1. Remove Battery Pak from back of controller & Insert AC Adaptor plug into the port on the side of the rechargeable battery Pak.
2. Plug AC adaptor into 110v standard household electrical outlet.
3. Once battery Pak has been fully charged, you may begin to use the wireless controller.
4. Playtime is up to 38 hours (or less depending on the amount of time the vibration function is in use). The vibration function draws more power when it is "ON").
5. Turn off controller when not in use to save battery power. Set POWER switch to OFF position.

**RECHARGING:** This NIMH battery has memory that can be affected by improper charging. For longer battery life, you only recharge a battery once it has been allowed to totally discharge. Charge time: 4 hours

**SET UP REMOTE RECEIVER:** Important: Always turn off connecting or disconnecting remote receive.

1. Insert the RF (Radio Frequency) receiver into the PS2® console controller port.
2. To test the receiver, insert the receiver unit into Port 1 of PS2® console. The LED on the receiver will illuminate. To function properly, the Wireless Controller should be within 30 ft.

**CHANNEL SETTING:** Use the channel switches on the back of the receiver to set the desired positions.

Set the switches inside the controller battery pak compartment to match the switch positions on the receiver unit.

**TURBO SET BRITTON:** Use for repeat (auto-fire) functions. When activated, this will cause the selected button to repeat its function until you release the button (ex: continuous firing ,continuous kicking ,etc.).This function is especially helpful so that you do not have to repeatedly press a button when a continuous action is desired. To set a button to Turbo, press the Turbo button (and hold down). Press and release the feature button that you wish to set to the turbo mode, then release the turbo button. To cancel the programmed buttons use the clear button.

**CLEAR BUTTON:** Use to clear the TURBO function .You can clear one or more buttons at this time. Press CLEAR button and hold down. Then press & release the feature buttons that you have previously set to TURBO and now wish to clear. When all buttons have been pressed, release the CLEAR buttons. Any buttons that you set to TURBO and did not clear will remain in the TURBO mode.

**MODE BUTTON & LED INDICATOTR:** Use to change mode selection (digital or analog).The LED indicator will illuminate in analog mode ,and will not illuminate in digital mode.

**DIGITAL-** In this mode the controller acts like the original Sony® controller for playstation ®. The Analog Stick will function the same as the Directional Pad .The L3 & R3 buttons are not active.

**ANALOG-** In the analog mode you will have more accurate control over your movements. The following buttons will be active:

Right & Left Analog Sticks, X, O, □, △ Buttons,

Directional Pad & R1, R2, L1, L2.

The L3 & R3 Analog Stick are also functional. To activate, press down on them until you feel a click.

**NOTE:** You should always refer to the software in use for the suggested mode for play .In some instances, the software may automatically change to the correct mode and you may not be able to change this. The function of the buttons can change and /or be non-functional depending on the mode selected.

**IMPORTANT NOTE:**

When the power switch is turned on ,but the controller is not in use (for approximately 45 seconds) it will go into a ‘sleep’ mode to save power. To ‘wake up’ (or activate) the controller simply press any of the action buttons.

<b>TROUBLESHOOTING</b>	
Not vibrating	Check software for vibration compatibility Make sure vibration switch on controller is turned ON
Not working	Make sure Power switch on controller is ON Make sure Receiver is plugged in properly Make sure Batteries Pak is charged
Not performing functions properly	Turn power to console OFF, then remove & re-insert Receiver. Make sure correct play mode is selected, Check for correct setting for both receiver & controller

**WARNING:**

Read, follow & understand all warnings & advisory notes in this manual, your video game

system instruction manual & video software for safety, health & other information

Do not submerge in water

Do not disassemble any part of controller & receiver

DO not place heavy objects on top of controller & receiver

Do not allow small children to play with controller & receiver unsupervised

Do not use this controller in any other way than its intended use

Do not unplug controller cable while the console is turned on

Keep away from areas where dirt or liquid can get into controller & receiver

Keep away from extreme temperatures

Store in areas away from dust and humidity

Turn off or discontinue use of Vibration function if you have any hand or wrist ailments or if you have any injury's to which the vibration creates discomfort to you in any way

### **FCC INFORMATION**

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.

**FCC Caution:** 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.

**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The antenna(s) used for this transmitter must be installed to provide a separating distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.