

USER GUIDE

SHIELD CONTROLLER

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Welcome

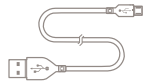
SHIELD controller is an advanced game controller designed for precision gaming on SHIELD Android TV or SHIELD tablet. Your SHIELD controller uses Bluetooth® technology to offer low latency connectivity plus high-fidelity stereo audio. It also features a built-in microphone for voice search on the Android TV platform. Designed with console-grade controls and dedicated buttons for Android and PC games, SHIELD controller is the best way to play your favorite games.

In the Box

Included in the box are the following items:



SHIELD controller



Micro-USB Cable



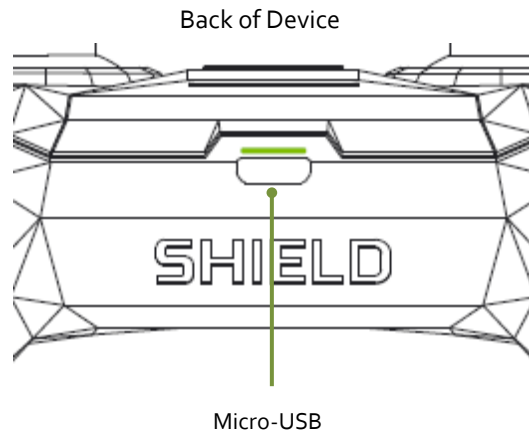
Support Guide




Quick Start Guide

Charging Your SHIELD Controller

To charge your SHIELD controller, connect the included Micro-USB cable to the micro-USB port on the back of the device. Plug the Type A connector into a powered USB port (USB outlet, USB AC adapter, PC, etc.).



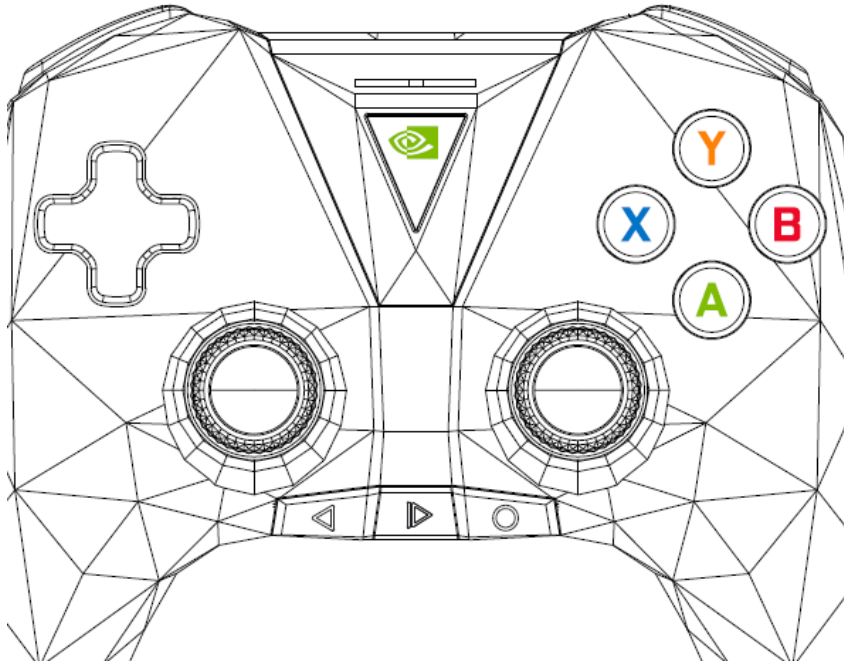
Connecting Your SHIELD Controller







To connect your SHIELD controller to SHIELD Android TV, press the NVIDIA button  on your SHIELD controller. This will turn it on and automatically pair it to your SHIELD Android TV.










For enable connections to other Bluetooth devices, hold the NVIDIA button for 3 seconds to put the controller into pairing mode.

Know Your SHIELD Wireless Controller

Buttons



	NVIDIA button. Press once to activate Voice search.
	Home Button. Opens the Android Home screen. Long Press to open the NVIDIA Share menu.
	Start button.
	Back. Jumps to the previous screen or activity.
	A Button. Activates the selected item in most apps.
	B Button. Back or cancel in most apps

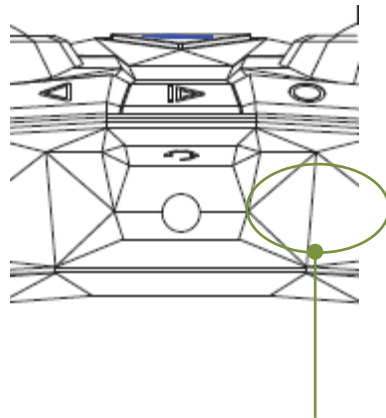
	X Button
	Y Button. Opens Menu in most apps.
	Left Stick
	Right Stick.
	D-Pad
	Left Bumper.
	Left Trigger
	Right Bumper
	Right Trigger

Microphone

SHIELD controller has a built-in microphone above the NVIDIA button. Press the NVIDIA button to activate voice search.

Headset Jack

SHIELD controller has a headset jack on the bottom of the device for a headphone or headset.




3.5 mm headset jack

Warranty Information

What Does This Limited Warranty Cover?

This NVIDIA limited warranty covers your SHIELD™ hardware product, along with any accessories received with the hardware product, (“Warranted Product”) under normal use conditions for manufacturing defects or hardware component failures in your Warranted Product that is still within warranty. Accessories sold separately are covered by the applicable warranty accompanying the accessory. This warranty is for the original owner only and is therefore non-transferable, non-assignable and is voided when the Warranted Product is transferred to another party.

This warranty gives you specific legal rights and is only valid in the United States and Canada. You may also have other rights which vary from state to state or province to province.

 NOTE: THIS AGREEMENT CONTAINS A BINDING INDIVIDUAL ARBITRATION AND CLASS ACTION/JURY TRIAL WAIVER PROVISION THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT. YOU HAVE THE RIGHT TO OPT OUT OF THE BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISIONS AS DESCRIBED HEREIN.

For How Long?

This NVIDIA warranty applies for one (1) year from the date of purchase of your new Warranted Product (“Warranty Period”).

What Will NVIDIA Do?

NVIDIA will repair, or if repair is not reasonably possible, replace your defective Warranted Product. Replacement parts and/or products may include new or refurbished parts or products and are warranted only until the expiration of the original Warranty Period.

What Does This Warranty Not Cover?

NVIDIA does not guarantee that the operation of the Warranted Product will be uninterrupted or error free. NVIDIA is not responsible for any interoperability or compatibility issues that may arise when (a) products, software, or options not supported by NVIDIA are used; (b) configurations not supported, provided or approved by NVIDIA are used; (c) parts intended for one system are installed in another system of different make or model. NVIDIA will have no warranty obligation with respect to the following: (a) Warranted Product hardware that has no defects in materials or workmanship, (b) software, games or applications, (c) cosmetic damage; (d) normal wear and tear; (e) expendable or consumable parts; (f) defects or damage to the Warranted Product arising from or related to: (1) any modifications, alterations, tampering, repair, or servicing by any party other than NVIDIA or its authorized representatives; (2) handling, transit, storage, installation, testing, maintenance, or use not in accordance with the Warranted Product documentation; (3) abuse, negligence, neglect, accidents, or misuse; (4) third party software or viruses; or software loss or data loss that may occur during repair or replacement; (5) fire or spillage of food or liquid, external electrical fault, or any acts of God (such as, but not limited to, lightning), or any other external factor.

NVIDIA IS NOT RESPONSIBLE FOR DAMAGE TO OR LOSS OF ANY PROGRAMS, DATA, OR REMOVABLE STORAGE MEDIA. NVIDIA IS NOT RESPONSIBLE FOR THE RESTORATION OR REINSTALLATION OF ANY PROGRAMS OR DATA OTHER THAN SOFTWARE INSTALLED BY NVIDIA WHEN THE PRODUCT IS MANUFACTURED.

Before returning any Warranted Product for service, it is recommended that you back up data and remove any confidential, proprietary, or personal information.

What to Do if You Have a Problem?

If you are experiencing a problem, or if you believe that your product is defective, please contact the NVIDIA Customer Care team. We will help you troubleshoot your issue and process a replacement if it is found to be defective. NVIDIA Customer Care can be reached here, where you can search our knowledgebase for solutions to common problems or interact with our staff via the "Ask a Question" or "Live Chat" tabs: www.nvidia.com/nvcc.

Limitations of Warranty

This limited warranty applies only to the original purchases of the Warranted Products from a retailer, mail order operation, or on-line retail store; this warranty will not extend to any person that acquires a Warranted Product on a used basis.

Your exclusive remedy, and NVIDIA's sole obligation and liability with respect to any defective product, is limited to the repair or replacement of such product as described in this warranty. NVIDIA may, at its sole discretion, use new or refurbished parts or units to meet the conditions of the warranty.

Disclaimer of Warranty

EXCEPT AS EXPRESSLY PROVIDED HEREIN AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, NVIDIA DISCLAIMS ALL OTHER WARRANTIES WITH RESPECT TO THE PRODUCT, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING WITHOUT LIMITATION, SATISFACTORY QUALITY, COURSE OF DEALING, TRADE USAGE OR PRACTICE OR THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, OR NON-INFRINGEMENT OF THIRD PARTY RIGHTS.

FEDERAL LAW, SOME STATES, PROVINCES AND OTHER JURISDICTIONS DO NOT ALLOW EXCLUSIONS OF CERTAIN IMPLIED WARRANTIES. SOME STATES, PROVINCES AND OTHER JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO SOME OF THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Limitation of Liability

IN NO EVENT SHALL NVIDIA BE LIABLE FOR INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, PUNITIVE, OR CONSEQUENTIAL DAMAGES OF ANY NATURE INCLUDING, BUT NOT LIMITED TO, LOSS OF PROFITS, DATA, REVENUE, PRODUCTION, OR USE, BUSINESS INTERRUPTION, OR PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES ARISING OUT OF OR IN CONNECTION WITH THIS LIMITED WARRANTY, OR THE USE OR PERFORMANCE OF ANY PRODUCT, WHETHER BASED ON CONTRACT OR TORT, INCLUDING NEGLIGENCE, OR ANY OTHER LEGAL THEORY, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. NVIDIA'S TOTAL AGGREGATE LIABILITY FOR DAMAGES OF ANY NATURE, REGARDLESS OF FORM OF ACTION, SHALL IN NO EVENT EXCEED THE AMOUNT PAID BY YOU TO NVIDIA FOR THE PRODUCT UPON WHICH LIABILITY IS BASED. SOME STATES AND JURISDICTIONS DO NOT ALLOW FOR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS LIMITATION AND EXCLUSION MAY NOT APPLY TO YOU.

WITHOUT LIMITING THE GENERALITY OF THE ABOVE DISCLAIMERS, NVIDIA DOES NOT WARRANT ANY SOFTWARE PRODUCTS UNDER THESE TERMS AND CONDITIONS. WARRANTIES, IF ANY, FOR SOFTWARE ARE CONTAINED IN THE APPLICABLE LICENSE AGREEMENT WHICH ACCOMPANIES THE WARRANTED PRODUCTS.

NVIDIA RESERVES THE RIGHT TO UNILATERALLY CHANGE ITS WARRANTIES AT ANY TIME, IN ITS SOLE DISCRETION WITHOUT PRIOR NOTICE. IF MATERIAL CHANGES ARE MADE THEY WILL BE POSTED AT WWW.NVIDIA.COM/WARRANTY. YOUR CONTINUED USE OF THE WARRANTED PRODUCT WILL SIGNIFY YOUR ACCEPTANCE OF THESE CHANGES. IF YOU DO NOT ACCEPT MATERIAL CHANGES TO THE AGREEMENT, CONTACT NVIDIA TO TERMINATE THIS AGREEMENT AND ANY CORRESPONDING ACCOUNT(S). **GOVERNING**

Law and Your Rights

This warranty gives you specific legal rights. You may also have other rights which vary from state to state, and jurisdiction to jurisdiction. You hereby agree to all terms of this warranty in the English language. The United Nations Convention on Contracts for the International Sale of Goods does not apply to this warranty and is strictly excluded. This warranty and all disputes that may arise from it arise out of the sale of a product in interstate commerce and shall be governed by the Federal Arbitration Act, in addition to the internal substantive laws of the State of California, without respect to its conflict of laws principles. You agree to submit to the personal jurisdiction of the federal and state courts located in Santa Clara County, California for any actions for which we retain the right to seek injunctive or other equitable relief in a court of competent jurisdiction to prevent the actual or threatened infringement, misappropriation or violation of our copyrights, trademarks, trade secrets, patents, or other intellectual property or proprietary rights, as set forth in the Arbitration provision below.

Binding Arbitration and Class Action/Jury Trial Waiver

▶ Arbitration.

For any dispute with NVIDIA, you agree to first contact us by U.S. Mail at NVIDIA Corporation, ATTN: SHIELD-Legal, 2701 San Tomas Expressway, Santa Clara, California, 95050 and attempt to resolve the dispute with us informally by providing your name, address and contact information and describing the nature of the dispute. In the unlikely event that NVIDIA has not been able to resolve a dispute it has with you within 60 days of your original informal claim (or sooner if, in NVIDIA's opinion, a dispute is not likely to be resolved within 60 days), we each agree to resolve any claim, dispute, or controversy (excluding any NVIDIA claims for injunctive or other equitable relief) arising out of or in connection with or relating to this Agreement, or the breach or alleged breach thereof (collectively, "Claims"), by binding arbitration before an arbitrator from Judicial Mediation and Arbitration Services ("JAMS") located in Santa Clara County, California under the Optional Expedited Arbitration Procedures then in effect for JAMS, except as provided herein. JAMS may be contacted at www.jamsadr.com and will require you to pay an initial filing fee of \$250.00 (unless you successfully apply for a waiver of this fee from JAMS). All other JAMS costs associated with the arbitration will be borne by NVIDIA. The arbitration will be conducted in Santa Clara County, California (or the nearest JAMS Office to Santa Clara County), unless you request an in-person hearing where you live or you and NVIDIA agree otherwise.

The award rendered by the arbitrator may include your costs of arbitration, your reasonable attorneys' fees and your reasonable costs for expert and other witnesses, and any judgment on the award rendered by the arbitrator may be entered in any court of competent jurisdiction. Further, in the event that the arbitrator makes an award in your favor greater than NVIDIA's last written offer, NVIDIA will pay you the greater of the award or \$500, plus your reasonable attorney's fees, if any, and reimburse any reasonable expenses (including reasonable expert witness fees and costs) that are reasonably accrued for investigating, preparing, and pursuing your claim in arbitration, as determined by the arbitrator or agreed to by you and NVIDIA. Nothing in this Section shall prevent either party from seeking injunctive or other equitable relief from the courts as necessary to prevent the actual or threatened infringement, misappropriation, or violation of that party's data security, Intellectual Property Rights, or other proprietary rights. You may sue under state law in a small claims court of competent jurisdiction without first engaging in arbitration, but you must engage in arbitration before suing under the Federal Magnuson-Moss Act.

▶ Class Action & Jury Trial Waiver

All claims must be brought in the parties' individual capacity, and not as a plaintiff or class member in any purported class or representative proceeding. This waiver applies to class arbitration unless such arbitration is necessary to effectuate the enforcement of the court class action waiver or in the event that class arbitration is expressly agreed to by NVIDIA. You agree that, by entering into this agreement, you and NVIDIA are each waiving the right to a trial by jury or to participate in a class action.

▶ Right to Opt Out

You may opt-out of the foregoing arbitration and class action/jury trial waiver provision of this agreement by notifying NVIDIA in writing within 30 days of purchase. Such written notification must be sent to Attn:Shield-legal, 2701 San Tomas Expressway, Santa Clara, California, 95050 and must include (1) your name, (2) your

address, (3) your warranted product's serial and part number, and (4) a clear statement indicating that you do not wish to resolve disputes through arbitration and demonstrating compliance with the 30 day time limit to opt out.

► Severability

If any clause herein is found to be illegal or unenforceable, that clause will be severed from this agreement and the remainder of the agreement will be given full force and effect. As noted above, if a class action waiver of both court and arbitration class actions is found unenforceable, class arbitration will be expressly allowed under the agreement.

Compliance

Please use regulatory compliance vectors that can be found at https://p4viewer/get/syseng/Processes/EMC/Marking_Vectors

The NVIDIA SHIELD Wireless Controller is compliant with the following regulations:

- ▶ Federal Communications Commission (FCC)
- ▶ California Energy Commission (BC)
- ▶ Industry Canada (IC)
- ▶ Underwriters Laboratories (UL , cUL)
- ▶ European Conformity (CE)
- ▶ Australian Communications and Media Authority(RCM)
- ▶ Korea Certification (KC)
- ▶ Voluntary Control Council for Interference (VCCI)
- ▶ Radio / Telecommunications Certification(MIC)
- ▶ State Radio Regulation of China (SRRC)
- ▶ China RoHS Material Content Declaration(RoHS)
- ▶ Taiwan National Communications Commission (NCC)
- ▶ EurAsian Customs Union(EAC)
- ▶ Wireless Planning & Coordination Wing (WPC)
- ▶ Infocomm Development Authority of Singapore (IDA)
- ▶ Bluetooth®

UNITED STATES

Federal Communications Commission (FCC)



FCC ID: VOB-P2920

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.

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 Warning: The FCC requires that you be notified that any changes or modifications to this device not expressly approved by the manufacturer could void the user's authority to operate the equipment.

RF Radiation Exposure Statement:

The NVIDIA SHIELD Wireless Controller has been tested and complies with FCC RF radiation exposure limits set forth for an uncontrolled environment when used with the NVIDIA accessories supplied or designated for this product. During testing, the SHIELD Controller was placed in positions that simulate use against the body. The use of any other accessories may not ensure compliance with FCC RF exposure guidelines.

California Energy Commission



This product meets the applicable energy efficiency requirements for a battery charging system.

Canada

Industry Canada (IC)

IC: 7361A-P2920

CAN ICES-3(B)/NMB-3(B)

This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

The device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS-102 RF exposure, users can obtain Canadian information on RF exposure and compliance.
Le dispositif rencontre l'exemption des limites courantes d'évaluation dans la section 2.5 de RSS 102 et la conformité à l'exposition de RSS-102 rf, utilisateurs peut obtenir l'information canadienne sur l'exposition et la conformité de rf.

Safety

Underwriters Laboratories (UL)



I.T.E. E204896

European Union

European Conformity; Conformité Européenne (CE)



Santa Clara, California, USA

This device bears the CE mark accordance with Directive 1999/5/CE.

This device complies with the following Directives:

EMC Directive for Class B, I.T.E equipment.

R&TTE Directive for radio equipment

Low Voltage Directive for electrical safety

RoHS Directive for hazardous substances

A copy of the Declaration of Conformity to the essential requirements may be obtained directly from NVIDIA GmbH (Floessergasse 2, 81369 Munich, Germany).

Australia and New Zealand

Australian Communications and Media Authority



This product meets the applicable EMC requirements for Class B, I.T.E equipment and applicable radio equipment requirements

South Korea

Korea Certification (KC)



MSIP-CMM-NVA-P2920

상호 : NVIDIA CORPORATION

기자재 명칭 : SHIELD Controller

모델명 : P2920

제조년월일 : 2016/05

B 급 기기
(가정용 방송 통신기자재)

이 기기는 가정용(B 급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며, 모든 지역에서 사용할 수 있습니다.

Translation:

Class B Equipment (For Home Use Broadcasting & Communication Equipment)

This equipment is home use (Class B) electromagnetic wave suitability equipment and to be used mainly at home and it can be used in all areas.

Japan

Voluntary Control Council for Interference (VCCI)

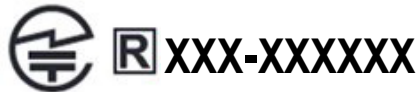


この装置は、クラスB情報技術装置です。この装置は、家庭環境で使用することを目的としていますが、この装置がラジオやテレビジョン受信機に近接して使用されると、受信障害を引き起こすことがあります。
取扱説明書に従って正しい取り扱いをして下さい。

VCCI-B

This is a Class B product based on the standard of the VCCI Council. If this is used near a radio or television receiver in a domestic environment, it may cause radio interference. Install and use the equipment according to the instruction manual.

Radio / Telecommunications Certification



W52/ W53は屋内使用限定

China

State Radio Regulation of China (SRRC)

CMIIT ID: YYYyxxxxxx

China RoHS Material Content Declaration



Table of Toxic and Hazardous Substances/Elements and their Content

(As required by China's Management Methods for Controlling Pollution by Electronic Information Products)

Part Name	Toxic and Hazardous Substances and Elements					
	Lead (Pb)	Mercury (Hg)	Cadmium (Cd)	Hexavalent Chromium (Cr(VI))	Polybrominated Biphenyls (PBB)	Polybrominated Diphenyl ethers (PBDE)
Main PCB	X 0.005g	0	0	0	0	0
Daughter PCB	0	0	0	0	0	0
Display	0	0	0	0	0	0
Speakers	0	0	0	0	0	0
Battery	0	0	0	0	0	0
Rear Camera	0	0	0	0	0	0
Front Camera	0	0	0	0	0	0
Front Cover	0	0	0	0	0	0
Rear cover	0	0	0	0	0	0
Mid chassis	0	0	0	0	0	0

O: Indicates that this toxic or hazardous substance contained in all of the homogeneous materials for this part is below the limit requirement in GB/T 26572-2011.

X: Indicates that this toxic or hazardous substance contained in at least one of the homogeneous materials used for this part is above the limit requirement in GB/T 26572-2011.

All parts named in this table with an "X" are in compliance with the European Union's RoHS Legislation. 0.005g of lead as required to make a viable

connection between Silicon Die and Substrate as allowed per RoHS Exemption 15 **Note:** The referenced Environmental Protection Use Period Marking was determined according to normal operating use conditions of the product such as temperature and humidity.

产品中有毒有害物质或元素的名称及含量
根据中国《电子信息产品污染控制管理办法》

部件名称	有毒有害物质或元素					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
主组装电路板 (主控制板)	X	O	O	O	O	O
子组装电路板 (接口板)	O	O	O	O	O	O
显示屏	O	O	O	O	O	O
扬声器	O	O	O	O	O	O
电池	O	O	O	O	O	O
后置摄像头	O	O	O	O	O	O
前置摄像头	O	O	O	O	O	O
前盖	O	O	O	O	O	O
后盖	O	O	O	O	O	O
内部支架	O	O	O	O	O	O

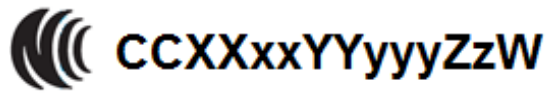
O : 表示该有毒有害物质在该部件所有均质材料中的含量均在 GB/T 26572-2011 标准规定的限量要求以下。
X : 表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572-2011 标准规定的限量要求。

表中标有“X”的所有部件都符合欧盟 RoHS 法规
此表中所有名称中含“X”的部件均符合欧盟 RoHS 立法。
注：环保使用期限的参考标识取决于产品正常工作的温度和湿度等条件

Taiwan

National Communications Commission

國家通訊傳播委員會



注意！

依據 低功率電波輻射性電機管理辦法

第十二條

經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。

第十四條

低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。

前項合法通信，指依電信法規定作業之無線電通信。

低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾。

Russia/Kazakhstan/Belarus

EurAsian Customs Union



This device complies with the technical regulations of the Customs Union (CU TR)

This device complies with the rules set forth by Federal Agency of Communications and the Ministry of Communications and Mass Media

Federal Security Service notification has been filed.

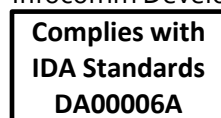
India

Wireless Planning & Coordination Wing (WPC)

ETA CERTIFICATION NO: XXXX/YYYY/WROL

Singapore

Infocomm Development Authority of Singapore (IDA)



Bluetooth[®]



Bluetooth v4.1

Declaration ID: Dxxxxxx

Notice

The information provided in this document is believed to be accurate and reliable as of the date provided. However, NVIDIA Corporation (“NVIDIA”) does not give any representations or warranties, expressed or implied, as to the accuracy or completeness of such information. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This publication supersedes and replaces all other specifications for the product that may have been previously supplied.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and other changes to this specification, at any time and/or to discontinue any product or service without notice. Customer should obtain the latest relevant specification before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer. NVIDIA hereby expressly objects to applying any customer general terms and conditions with regard to the purchase of the NVIDIA product referenced in this specification.

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