VRMS i-too Controller
User Guide V1.5

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Sengital Limited

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1. Introduction

This document briefly explains the guideline for the VRMS i-too Controller.

1.1. Package Contents

- Controller x 1
- Dongle (Receiver) x 1
- USB Cable x 1
- User Guide x 1

1.2. Product Version

Controller:
- Product Name: VRMS i-too Controller
- FCC ID XXB-VRMS-I-TOO-C
- Model Number: VS PCWL-C

Receiver:
- Product Name: VRMS i-too Dongle
- FCC ID XXB-VRMS-I-TOO-D
- Model Number: VS PCWL-D

1.3. System Requirement

- Window XP/Vista
- USB 2.0 compatible

2. Feature of the Controller

2.1. Features Summary

- 8 Directional Stick
- 1 Stick Button
- 4 Front Trigger Buttons
- Ergonomic Design
- USB Interface
- Plug and Play

2.2. Hardware Configuration

The following figure introduces the main components of the controller.

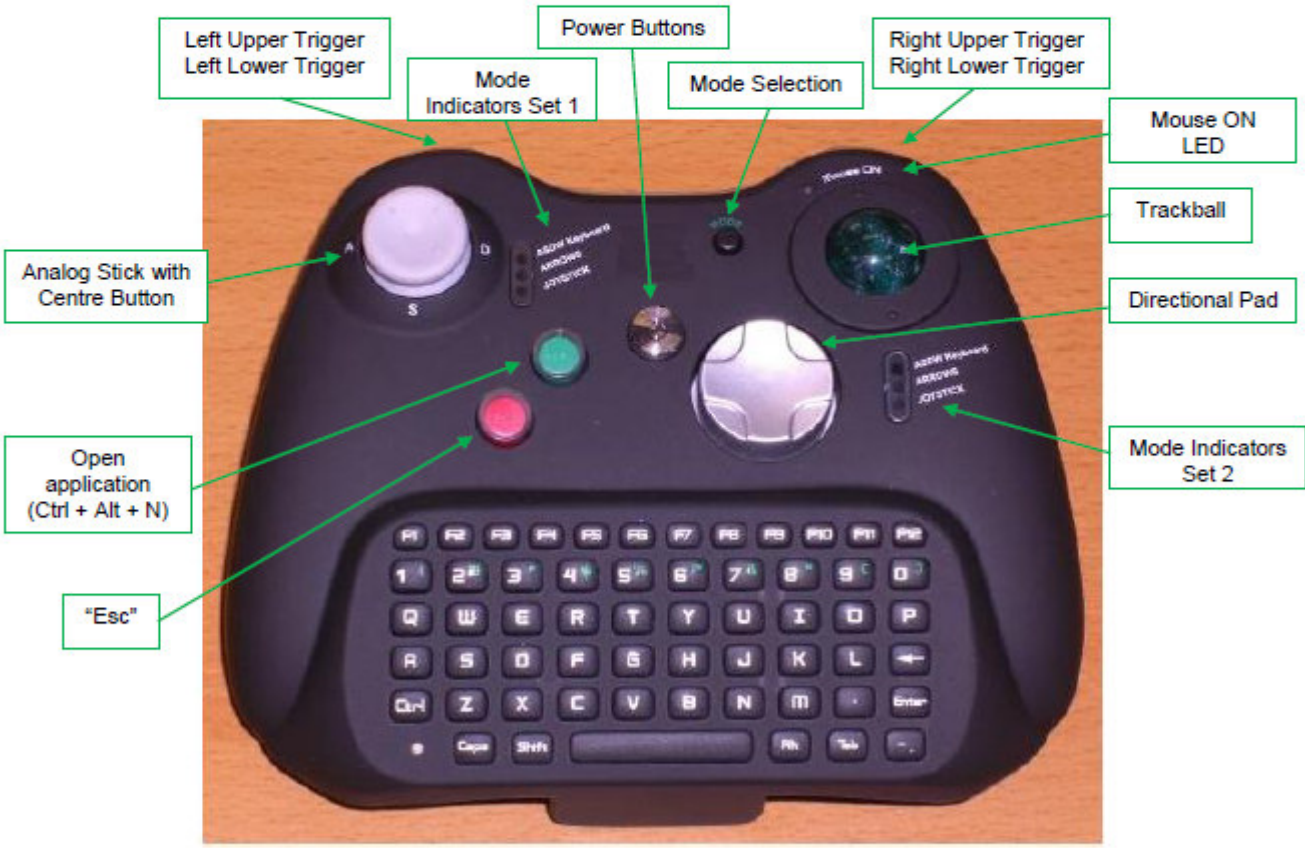

Figure 1: Configuration of the Controller

3. Using the Controller

3.1. Getting Start

Controller: Screw the lid from the backside of controller. Put in 4 AAA batteries.
Receiver: Connect the USB cable with VRMS i-too Dongle and plug to computer.

3.2. Power ON/OFF

Power ON: Press the Power Button once. The controller will be automatically connected to the receiver if they have already paired.

Power OFF: Press and hold the Power Button for around 3 seconds until all the LEDs on the controller are turned off.

3.3. Pairing of the Controller and the Receiver

1. Press and hold the analog stick centre button and mode selection button for around 3 seconds until the Mode Indicators flash quickly.
2. Plug the receiver to the computer.
3. The mode indicators will stop flashing and show the mode in use if the controller is successfully paired with the receiver.

3.4. Mode Selection

Press the Mode Selection Button to change mode.
The six LEDs in Mode Indicator Set 1 and Mode Indicator Set 2 indicate the mode status.
The Mouse ON LED shows if track ball is functioning as a mouse.
The controller provides three different modes. The detail of mode setting is be shown in the following sessions.

3.4.1. Mode 1 – ASWD Mode

In this mode,
- ASWD Keyboard LED in Mode Indicators Set 1 is turned ON.
- ARROWS LED in Mode Indicators Set 2 is turned ON.
- MOUSE ON LED is turned ON.

The function of all controller components are shown in the following table:

Input Components	Function
Right Upper Trigger	Left Mouse Click
Left Upper Trigger	Space Bar
Right Lower Trigger	Right Mouse Click
Left Lower Trigger	Left Shift
Analog Stick Centre Button	No Function
Analog Stick	ASWD Keys (Keyboard)
Track Ball	Mouse Cursor Control
Directional Pad	Arrow Keys (Keyboard)

Table 1: ASWD Mode Function

3.4.2. Mode 2 – ASWD Mode

In this mode,
- ARROWS LED in Mode Indicators Set 1 is turned ON.
- ASWD Keyboard LED in Mode Indicators Set 2 is turned ON.
- MOUSE ON LED is turned ON.

The function of all controller components in this mode are shown in the following table:

Input Components	Function
Right Upper Trigger	Left Mouse Click
Left Upper Trigger	Space Bar
Right Lower Trigger	Right Mouse Click
Left Lower Trigger	Left Shift
Analog Stick Centre Button	No Function
Analog Stick	Arrow Keys (Keyboard)
Track Ball	Mouse Cursor Control
Directional Pad	ASWD Keys (Keyboard)

Table 2: ARROWS Mode Fucnction

3.4.3. Mode 3 – JOYSTICK Mode

In this mode,
- JOYSTICK LED in Mode Indicators Set 1 is turned ON.
- JOYSTICK LED in Mode Indicators Set 2 is turned ON.
- MOUSE ON LED is turned OFF.

The function of all controller components in this mode are shown in the following table:

Input Components	Function
Right Upper Trigger	Button 1 (Controller)
Left Upper Trigger	Button 2 (Controller)
Right Lower Trigger	Button 3 (Controller)
Left Lower Trigger	Button 4 (Controller)
Analog Stick Centre Button	Button 5 (Controller)
Analog Stick	X Axis, Y Axis
Trackball	No Function
Directional Pad	Point of View Hat (Arrows Circle)

Table 3: JOYSTICK Mode Function

3.5. Keyboard

The keys on the keyboard is shown in the following figure.
The Cap Lock LED is turned on when Cap Lock is in use.

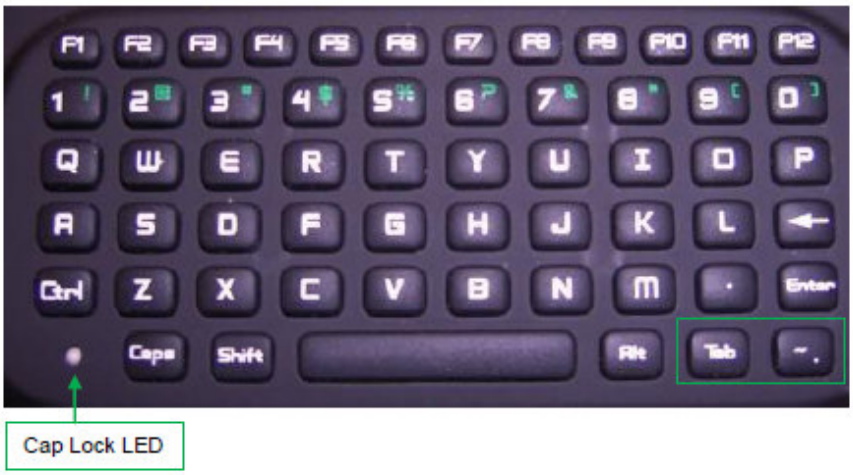

Figure 2: Keyboard

3.6. Open Button

When this button is pressed, it means the keys "Ctrl", "Alt" and "N" are pressed together.

3.7. Sleep Mode

Connected with receiver: If there is no input command for 10 minutes, it will enter "Sleep Mode"

Disconnected with receiver: If there is no input command for 1 minute, it will enter "Sleep Mode".

The controller will be waked up when the Power Button or any keyboard keys pressed.

4. Techical Specification

Item	Description
Controller power supply	AAA battery x 4 (4 x 1.5V)
Receiver power supply	USB power (5V)
Operating temperature	0°C - 35°C (indoor use)
Wireless range	10 meters (typical)
Wireless frequency range	2400MHz - 2482MHz

5. Additional Information

5.1. Warning

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

Do not physically open the device for any reason. 1 year warranty is invalid if the VRMS i-too Controller is opened. If you have a product question, please consult the user guide or the company technical support team.

Do not use the VRMS i-too Controller differently than what is described in the user guide. Improper use of the product may invalidate the product warranty.

Handle the VRMS i-too Controller with care. Dropping or hitting the device can cause damage to the product. The Company is not responsible for damages resulting from the improper use of the product.

The manufacturer reserves the right to modify the technical features described in this manual.

5.2. 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 needed.
- Consult the dealer or an experienced radio/TV technician for help.

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.

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