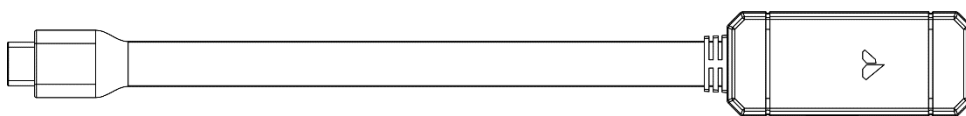




VIDEO & USB DATA INTERFACE

FPV.PLAY



User Manual

Rev. 1.0 | July 2021.



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PURPOSE AND USE

The main purpose of the FPV.Play is to enable the user to connect the mobile phone with the USB game controller and video display device (ie. monitor, video goggles, TV). It enables the projection of video to other devices (USB Type-C to HDMI) - TV, PC, laptop, etc.

List of supported devices.

FPV.Play contains 3 ports:

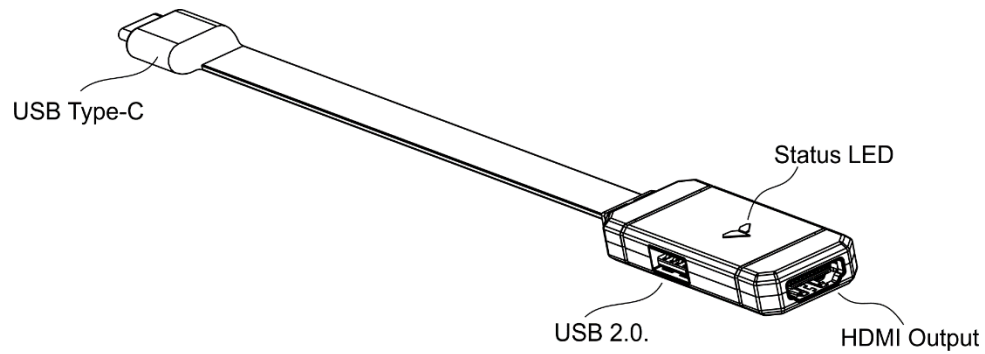
USB Type-C male
USB 2.0 Type-A female
HDMI female

FPV.Play automatically turns on when connected to the USB Type-C and configures itself when successfully connected with other devices. The connection order of other devices is not fixed.

FPV.Play can be connected to various devices (mobile phone, controller, FPV goggles, TV, monitor, etc.). The minimum connection requirement for each device is only the corresponding port: **USB 3.1 Type-C** for mobile phone, and **HDMI port** for TV or PC.

Find the [list of support devices here](#)!

VISUAL INDICATION



Visual indication through LED colors

Red light: the device FPV.Play is connected to does not support the corresponding video output.

Green light: the device FPV.Play is connected to supports the corresponding video output and the configuration for video reproduction is successful.

Blue light: video is currently being projected onto a screen.

TECHNICAL SPECIFICATION

- Power supply 5 VDC (supplied via USB Type-C)
- Power consumption 1 W max.
- HDMI video output Type A HDMI connector
- USB USB 2.0 Type-A
- Weight 21 g
- Dimensions 25.5 x 60 x 9.2 mm (without cable)
- Cable length 245 mm

WARRANTY

WARNING!

Any damage done to the product caused by the attempt to open, disassemble or modify it voids the warranty.