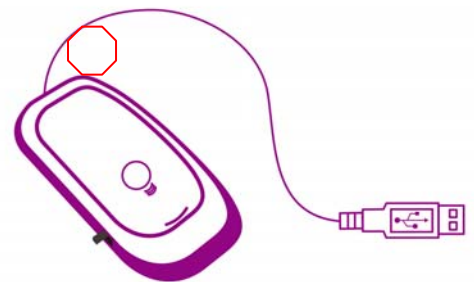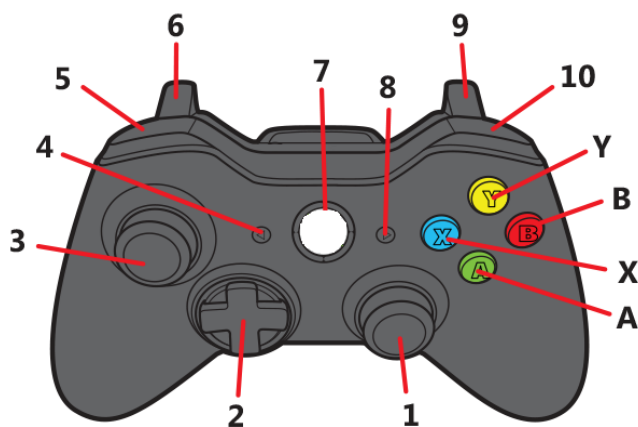# Product instruction manual

feature of product:

This product is a control interface handle XBOX360 host of neutral 2.4G wireless hand, wireless game handle operations on XBOX360 console, and support the vibration function.

Hand function introduction   Dongle Receiver Introduction

1 .**Right Joystick**   8.   **Start key**

2 .**Arrow key**   9.   **Right launch button**

3 .**Left Joystick**   10 .**The right buffer key**

4. **Back key**   A   **Button (green button)**

5 .**Left buffer key**   B   **Button (red button)**

6. **Left launch button**   X   **Button (the blue button)**

7 .**X360 Button**   Y   **Button (yellow button)**

Dongle switching device, can be used for X360 host (this model can support PC) or PS3 host。

Before use with X BOX 360 **X360 neutral** host **wireless 2.4G hand,** you need:

Insert the battery

How will the battery into neutral X360 2.4G wireless handle No. 3 battery case:

1 Press No. 3 above the battery compartment latch, and then pull down to separate from

the controller.

2.Pursuant to the bottom of the battery box marked positive (+) and negative (-) will be two

new 3 batteries inserted.

To obtain the best performance, we do not recommend using a No. 3 rechargeable batteries.

3.Place 3 Slide the battery compartment and push the controller fixed.

Connect the handle to the main unit

Step 1: **Receiver Dongle USB** connector to your computer is powered USB 2.0 or 3.0 port

Step **2.** X360 **neutral 2.4G wireless handle** to connect to your computer

A host up to four controllers simultaneously with (including wired and wireless controller) connection, each handle **(and the host)** Of the ring will light up a controller instructions. Before you connect X360 2.4G wireless handle, you must have at least one unused **(not illuminated)** controller instructions. If you want to disconnect the wireless hand with the host, press and hold the X360 neutral 2.4G wireless hand button, and then close the handle.

X360 neutral 2.4G wireless hand button and power switch indicator

(1)   Press and hold   X 360   Button to turn on or off the host and handle; and when the host is turned on by pressing this button, you can access XBOX containing the various options pop-up menu.

(2)   X 360 in the controller buttons and power switch surrounded by a host halo. When a connection with the host controller, the aura of a block will light green to indicate that the handle is connected. For example, when you first handle the host connection, the upper left corner of the block will light up:

RF 2.4G connection for use:

Dongle end connection status:

(1)   Flash (2Hz) - This state can accept any Remote pairing.

(2) And the Remote side within 3 seconds completely lost, will enter the connection mode to wait for the Remote side to connect.

Remote side of a total of three kinds of connection status:

(1) Slow Blink (1.25Hz) - This state searches only for paired Dongle and is used to wake up the original Dongle.

(2) Flash (2.5Hz) - This state can accept any Dongle for un-paired Dongle.

(3) Extremely Fast Flash (5Hz) - This status accepts any Dongle, but excludes the original Dongle pair, which is used to switch Dongle.

Remote Connection Status:

(1)   The first time the power, Remote to flash, search for any Dongle, for 30 seconds, if not found any Dongle is to sleep.

(2)   Sleep wake-up,

2-1 If there is a pair device, Remote is slow flashing, search for the original matching Dongle, for 10 seconds, if not found, The original pair of Dongle, converted to flash state, search any Dongle, for 20 seconds, if not found any Dongle It goes to sleep.

2-2 If there is no matching device, Remote is flash, search for any Dongle, for 30 seconds, if not search to any Ho Dongle went into sleep.

2-3 after entering Sleep To wake-up the handle, press the START button

(3) When pressing the key combination (L3 + Select), Remote is flashing rapidly. Exclude the original Dongle and search for any other Dongle for 10 seconds. If no other Dongle is found, it will change to flash , search for any Dongle (Note 1) for 20 seconds, if not find any Dongle goes to sleep.

Note 1: Search for any Dongle at this time, may be connected with the original excluded Dongle.

(4) When connected, if the handle does not press or does not shake 3DVR for 5 minutes,

the handle will go to sleep.

Specifications:

1. Dongle side:

(1)   Have a USB connector to connect XBOX360 host.

(2) An Xe Key, can be used to wake up the host.

(3)   The dongle switching device can be used for X360 host (this mode can be PC) or PS3

host.

2. Remote:

(1)   Providing a set of four Player LED, in accordance with the Player LED blinking mode.

(2)   A, B, X, Y, UP, Down, Left, Right, L1, R1, L3, R3, Start, Select, Xe.

(3)   Two analog output shafts are available: LT, RT.

(4)   provides two sets of 3DVR output: L-3DVR, R-3DVR.

Player LED Mode Description:

1. would handle Dongle end on **XBOX360** host.

2.would handle Dongle end on **XBOX360** host. Player Led will be lit according to the Player

number assigned by the host.

FCC Notices

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules.
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

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:

– Reorienting or relocating the receiving antenna
– Increasing the distance between the equipment and receiver
– Connecting the equipment to an outlet on a circuit which is different from the one the receiver is connected to
– Consult a qualified expert for help