

FCC Statement

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.

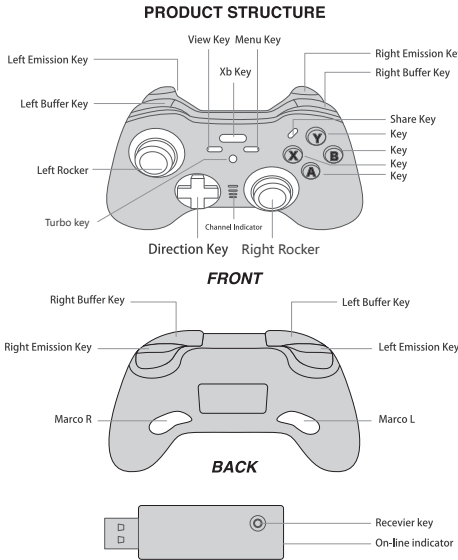
Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

RF Exposure Information
The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

N2 Wireless Controller 2.4G
Operating Instructions

This product is a 2.4G wireless handle that supports the control interface of XBONE/XXS console, and realizes the game operation of RF 2.4G wireless handle on XBONE/XXS console. In addition, it can be used in PC/P3 host. On the PC host, the functions of 4 analog axes, 2 analog keys and 16 digital keys, Big, Small, LT, RT Vibration, Turbo, Marco and Remap can be switched according to the specifications of x-input/d-input.N2 2.4G handle.



I. Product specifications

- 1: This product consists of 1 Dongle terminal +1 Remote terminal +1 data cable. When in use, the Dongle terminal and the Remote terminal are used together, and the data cable is mainly used for charging.
 - 2: The Dongle terminal provides a two-color connection status light to display the connection status between dongle and Remote and an XB key to simulate the XB function of N2 2.4G handle.
 - 3: The 3 : Remote terminal provides four Player LED to display the player status and POWER status. Two analog keys LT and RT are provided. There are four analog axes LX, LY, RX and RY. 16 digit keys A B X Y Up Down Left Right LB Rb L3 R3 XB Menu View Share are provided. One Reset key Reset is provided.
 - 4: The LT RT analog key at the 4:Remote terminal is a variable resistor output.
 - 5: The 5:Remote terminal provides vibration function, and two motors, large and small, make vibration response.
 - 6: The 6:Remote terminal provides the Turbo Key function, and provides one Turbo key to set the Turbo function. There are 8 buttons (A B X Y LB RB LT RT) that can be added with the Turbo function.
- After the Turbo function is enabled, the default output frequency is 5 beats per second. Press the Turbo key +UP key to adjust the output frequency of the Turbo to 10 beats per second. Press and hold the Turbo key+the key to be clear to clear the single Turbo function.
- 7: The 7:Remote terminal provides Marco/Remap function. Two marcos are provided to set Marco/Remap function, and the default values are marcol = y and marcor = x. Press Marcol/R+View to enter the Reamp setting. At this time, turn on LED3 and LED4, and press Marcol/R after the key setting, that is, the setting is completed. Press Marcol/R+Menu to enter Marco setting, at this time, LED1/LED2 lights up, and then press Marcol/R after the key setting, that is, the setting is completed.
- Press View+Menu for 3 seconds, and the motor will shake to restore its original function.

II. Connection description

- 1: connect with XB ONE/XXS host, plug the USB on Dongle into the USB port on the host, at this time, the LED light on Dongle will flash slowly in red and yellow, press the kbkey on Remote, and the LED1-LED4 on remote will flash slowly.
- In the connection mode, when the LED lights on the Dongle end are red and yellow and the LED lights on the Remote end are long, the pairing is successful. You can enter the host for game operation.
- 2: Connect to the PC host, plug the USB on the Dongle into the USB port on the PC, and then the LED on the Dongle will flash slowly in yellow. Press the KBkey on the Remote side, and the LED on the Remote side will flash slowly, and enter the connection mode. When the LED on the Dongle side is long in yellow and the LED on the remote side is long in LED 1/LED1-LED4 (different PC system versions have different handle lighting modes), it indicates that the pairing is successful. Playing games on PC requires installing ""Steam"" game simulator on PC to play games. Tips: Because XB ONE games are 3D games, which need a lot of memory, it is recommended to use high configuration PC and WIN8 or above system, so as not to affect the pleasure of playing games.
- 3: Connect with P3 host, plug the USB on Dongle into the USB port on the host. At this time, the LED on Dongle will flash slowly in red. Press the KBkey on the Remote side, and the LED1-LED4 on the Remote side will flash slowly. Enter the connection mode. When the LED on Dongle and LED1 on the remote side are on long in red, it means that the pairing is successful. You can enter the host for game operation.
- 4: The battery status display at the 4 : Remote terminal shows that when the voltage is greater than 3.5V during use, the LED will be on for a long time. When the voltage is equal to 3.5V-3.4V, the low voltage prompts and the LED flashes. When the voltage is less than 3.4V, the handle sleeps. During charging, if in use, the charging indicator LED flashes slowly. If it is sleep state, the LED is in breathing light state (dimming/dimming). The full LED stays on.
- 5: In connection with any host, if there is no action for more than 5 minutes, the Remote terminal will automatically sleep, and press the KB key of the Remote terminal to wake up, and the Remote terminal and Dongle terminal will automatically connect back.
- 6: When in use, press L3+R3+KB key, and the Remote terminal is turned off.