

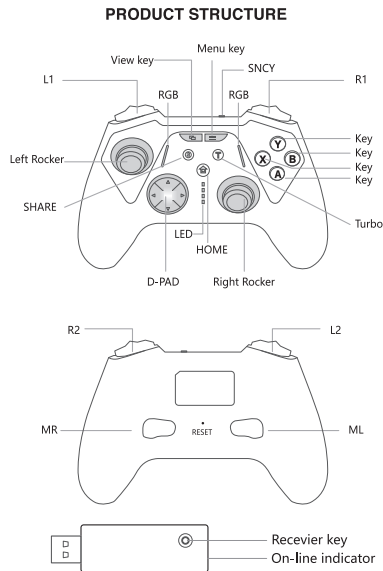
封面

中文

英文

S203 2.4无线控制器 说明书

S203 2.4控制器是一款支持XONE/XSX/XSS/PC主机的无线2.4G手柄。接收器通过插入XONE系列主机或者电脑与手柄配对连接，接收器支持XBOX ONE所有系列主机以及PC电脑WINDOWS 10及以上操作系统、支持Steam海量游戏平台。



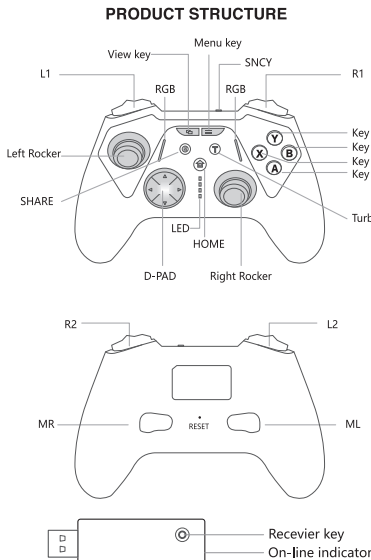
一：功能描述
1) 支持TYPE-C 数据线;
2) 全新混合式方向键，可以准确地输入操作指令，打造真实的游戏体验;
3) 震动马达释放反馈，可使武器、撞击和震动体感逼真;
4) 全方位摇杆360°全方位控制，回弹迅速，精准度高;
5) 可以通过USB 升级;
6) 分享按键支持捕获和分享截屏，录影等功能。
二：连接说明
1：与X ONE/XSX/XSS/PC主机连接
1.1：先将接收器插入X ONE/XSX/XSS/PC主机上，LED红灯慢闪(1S)，这时短按配对按键，LED红灯快闪(0.5S)，进入配对模式;
1.2：手柄处于休眠模式时，短按手柄上HOME 键，LED1-LED4灯慢闪(1S)，这时再长按手柄的SNVY键，LED1-LED4灯快闪 (0.5S)，进入配对模式;
1.3：当接收器和手柄都进入配对模式后，开始配对连接。连接成功后，接收器绿灯和手柄指示灯都常亮; PC上同时按住Menu键+view键 (5S)可切换XINPUT/DINPUT模式;
震动提示，默认为Xinput;
Dinput模式：显示“Controller”;(只有2通道灯亮)
Xinput模式：显示“XBOX ONE Controller”;
1.4：接收器与手柄回连：接收器和手柄配对连接成功后，只要手柄和接收器进入回连模式，可以直接回连; 操作方式：接收器插入主机或者电脑，LED红灯慢闪(1S)，进入回连模式; 手柄处于休眠模式时，短按手柄上HOME键，LED红灯慢闪(1S)，进入回连模式; 连接成功后，接收器绿灯和手柄指示灯都常亮。
三：宏定义功能
可被编程按键：左摇杆、右摇杆、十字键、A、B、X、Y、L1、R1、L2、R2、L3、R3。
编程键：(MarcoL/MarcoR TURBO)
1. 按下TURBO+MarcoL/MarcoR 3秒，通道灯慢闪，表示手柄已经进入编程模式，马达震动提示;
2. 按下任意想要被编程 (映射) 的动作键，有按键按下通道灯快闪，松开慢闪，记录按键按下和抬起的时间，录好后按下背部; MarcoL/MarcoR其中的任一按键，通道灯长亮，马达震动提示，表示按钮编程成功。此时所选择的编程触发键(MarcoL/MarcoR)即为宏按键。输入次数满16次以后，再有按键按下通道灯不再快闪，提示用户已经录满(即宏编程最大能记录16个键值) ;
3. 进入宏编辑模式后，8秒钟没有按键按下，保持之前设置，并且自动退出编辑模式;
4. 输入单独按键时作为映射，设置成功后MarcoL/MarcoR为触发映射按键。MarcoL和MarcoR同时为映射功能时，同时按下时都有功能。若MarcoL/MarcoR编程了多个按键(宏)，按MarcoL/MarcoR键触发宏功能时，按下MarcoL/MarcoR键可以打断宏功能。
四：宏编程功能清除：
按下TURBO+MarcoL/MarcoR 3秒，通道灯慢闪，马达震动提示，表示手柄已经进入编程模式，直接按下MarcoL或MarcoR，通道灯长亮，取消宏设定，马达震动提示; 长按TURBO 5秒，通道灯快闪变常亮，马达震动提示，恢复出厂设置完成，编程键无功能。
注：出厂时，编程键无功能，需用户自行设定编程，编程键带记忆功能。
五：TURBO 功能
任意连接方式，任意模式下，均可支持TURBO功能：
动作键：ABXY、L1/R1/L2/R2/L3/R3

十字键：UP/DOWN/LEFT/RIGHT
TURBO速度调节：
速度 3 档：1 档 8次/秒，2 档 15 次/秒，3 档 25 次/秒
频率默认2档;
按下Turbo键，右摇杆向上推为3档;
右摇杆往下推为1档;
每设置一个操作通道灯闪烁3次 (4Hz) ，表示设置成功;
操作示例：
按下A键不放，然后再接TURBO键，此时A键已实现Turbo 功能; 继续按按A键不放，然后再接TURBO键，则取消按键Turbo功能。
六：3D摇杆校准
开机后，自动校准3D摇杆 (开机时，不要碰3D摇杆) 。
七：手柄低电压和充电
1：手柄关机状态，LED灯不亮，当手柄插入适配器时，LED灯慢闪，充满电后，LED熄灭;
2：手柄联机状态，LED灯常亮，当手柄插入适配器时，LED灯呼吸，充满电后，LED常亮;
3：手柄电池电压低于3.5V时 (根据电池特性原理) ，相应通道的灯慢闪，表示手柄低电，需要充电。3.3V低电关机。
八：关机
1：当手柄在开机状态下，长按HOME键5S手柄关机;
2：当手柄在回连状态下，60秒后无法连接时自动关机;
3：当手柄在配对状态下，60秒后无法对码时自动关机;
4：当手柄在待机状态下，5分钟内无任何按键操作时自动关机。
九：手柄连接距离
手柄的连接距离10M，声音的连接距离6M，大于连接距离，自动关机。
十：关于充电说明
1：建议使用电脑USB口或者使用5V2A及以下充电器进行充电。
2：禁止使用手机快充或者通过压过流电源对手柄充电。
十一：密码切换功能
默认为：1组密码
手柄和接收器连接中，手柄灯常亮。
同时按住VIEW+X+A 3 秒，手柄和接收器断开连接，进入回连模式，灯慢闪，重新连接后，灯常亮，切换为2组密码。
同时按住VIEW+Y+B 3 秒，手柄和接收器断开连接，进入回连模式，灯慢闪，重新连接后，灯常亮，切换为3组密码。
十二：复位功能
当手柄出现异常时，可通过按压手柄后面的复位键进行复位。
十三：关于升级
接收器：升级工具打开后，选择需要升级的程序，这时长按接收器配对按键插入PC后放手，进度条出现“READY”这时点击烧录OK，升级OK，进度条出现“Successful (offline)” 升级完成;
手柄：升级工具打开后，选择需要升级的程序，这时长按手柄Y按键，插入USB，进度条出现“READY”这时点击烧录OK，升级OK，进度条出现“Successful (offline)” 升级完成。
十四：接收器在PC上显示的名称“Xbox ONE liquid metal controller”。

FCC Warning:
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.
This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 0cm between the radiator and your body.

S203 2.4 Wireless Controller Manual

The S203 2.4 controller is a wireless 2.4G gamepad that supports XONE/XSX/XSS/PC consoles. The receiver pairs with the controller by plugging into an XONE series console or a computer. The receiver supports all XBOX ONE series consoles as well as PCs running Windows 10 or higher, and is compatible with the Steam gaming platform.



1: Function description
1) Support TYPE-C data cable;
2) New hybrid arrow keys, which can accurately input operation commands to create a real gaming experience;
3) Exquisite feedback of the vibration motor, which can make the weapon, impact and vibration feel realistic;
4) 360° all-round control of the all-round joystick, fast rebound and higher accuracy;
5) It can be upgraded via USB;
6) The share button supports capturing and sharing screenshots, video recording and other functions.
2: Connection instructions
1: Connect with X ONE/XSX/XSS/PC host
1.1: First plug the receiver into the X ONE/XSX/XSS/PC host, the LED red light flashes slowly (1S), then short press the pairing button, the LED red light flashes quickly (0.5S), and enters the pairing mode;
1.2: When the handle is in sleep mode, press the HOME button on the handle, the LED1-LED4 light flashes slowly (1S), then press and hold the SNVY button on the handle, and the LED1-LED4 light flashes quickly (0.5S) to enter the pairing mode;
1.3: When both the receiver and the handle enter pairing mode, start the pairing connection. After successful connection, the receiver green light and handle indicator light are always on; Press and hold the Menu key and view key (SS) on the PC at the same time to switch XINPUT/DINPUT mode; Vibration prompt, default to Xinput;
Dinput mode: display “Controller”; (Only 2 channels of lights are on)
Xinput mode: Displays “XBOX ONE Controller”;
1.4: Receiver and handle are connected: After the receiver and handle are successfully paired, as long as the handle and receiver enter the reconnection mode, they can be directly reconnected; Operation mode: The receiver is inserted into the host or computer, the LED red light flashes slowly (1S), and enters the reconnection mode; When the handle is in sleep mode, press the HOME button on the handle briefly, the LED light flashes slowly (1S), and enter the reconnection mode. After successful connection, the receiver green light and handle indicator light are solid.
3: Macro definition function
Programmable buttons: left joystick, right stick, cross key, A, B, X, Y, L1, R1, L2, R2, L3, R3;
Programming keys: (MarcoL/MarcoR TURBO)
1. Press TURBO (MarcoL/MarcoR) for 3 seconds, the channel light flashes slowly, indicating that the handle has entered programming mode and the motor vibration prompt;
2. Press any action key that you want to be programmed (mapped), press the channel light flash quickly, release the slow flash, record the time when the button is pressed and lifted, and press the back after recording; Any of the buttons in MarcoL/MarcoR, the channel light is always on, and the motor vibration prompt indicates that the button is successfully programmed, and the selected programming trigger key (MarcoL/MarcoR) is the macro button. After the number of inputs reaches 16 times, the channel light will no longer flash when pressed by the button, prompting the user to have recorded it full (that is, the maximum number of keys can be recorded in macro programming);
3. After entering the macro editing mode, there are no keys pressed for 8 seconds, keep the previous settings, and automatically exit the editing mode;

4. When entering a separate button, it is used as a map, and MarcoL/MarcoR is the trigger mapping button after the setting is successful. Both MarcoL and MarcoR have functions when mapping and when pressed at the same time. If MarcoL/MarcoR has multiple keys (macros) programmed, pressing the MarcoL/MarcoR key can interrupt the macro function when pressing the MarcoL/MarcoR key triggers the macro function.
4. Macro programming function clearing:
Press TURBO (MarcoL/MarcoR) for 3 seconds, the channel light flashes slowly, the motor vibration prompt, indicating that the handle has entered the programming mode, directly press MarcoL or MarcoR, the channel light is on, cancel the macro setting, and the motor vibration prompt; Press and hold TURBO for 5 seconds, the channel light will flash and become constant, the motor vibration prompt, the factory reset is completed, and the programming button has no function.
Note: At the factory, the programming key has no function, and the user needs to set the programming by himself, and the programming key has a memory function.
5: TURBO Function
Supports TURBO function with any connection method and in any mode:
Action buttons: ABXY, L1/R1/L2/R2/L3/R3
D-Pad buttons: UP/DOWN/LEFT/RIGHT
TURBO speed adjustment:
Speed 3 levels: Level 1 - 8 times/sec, Level 2 - 15 times/sec, Level 3 - 25 times/sec
Default frequency is Level 2;
Hold down the Turbo button and push the right stick upward for Level 3; Push the right stick downward for Level 1;
Each time a channel is set, the indicator light flashes 3 times (4Hz), indicating successful setting;
Usage example:
Hold down the A button, then press the TURBO button. The A button now has the TURBO function enabled. To cancel, continue holding the A button and press the TURBO button again.
6: 3D Joystick Calibration
The 3D joystick is automatically calibrated when the device powers on (do not touch the joystick during power-on).
7: Controller Low Battery and Charging
1. When the controller is off, the LED is off. When plugged into the adapter, the LED flashes slowly. It turns off when fully charged.
2. When the controller is connected, the LED stays on. When plugged into the adapter, the LED breathes. It stays on when fully charged.
3. When the controller battery voltage falls below 3.5V (based on battery characteristics), the corresponding channel light flashes slowly, indicating low battery and the need for charging. At 3.3V, the controller powers off due to low voltage.
8: Power Off
1: When the controller is turned on, press and hold the HOME button for 5 seconds to power off the controller;
2: When the controller is in reconnection mode, it will automatically power off after 60 seconds if it cannot connect;
3: When the controller is in pairing mode, it will automatically power off after 60 seconds if it cannot pair;
4: When the controller is connected, it will automatically power off if no buttons are pressed within 5 minutes.

9: Controller Connection Distance
The controller has a connection distance of 10 meters, and an audio connection distance of 6 meters. If the distance exceeds this range, it will automatically power off.
10: Charging Instructions
1: It is recommended to use a computer USB port or a charger of 5V2A or below for charging.
2: Do not use fast-charging phones or power sources with overvoltage/overcurrent to charge the controller.
11: Key Switching Function
Default: 1 key group
When the controller is connected to the receiver, the controller light stays on.
Press and hold VIEW + X + A for 3 seconds, the controller will disconnect from the receiver and enter reconnection mode. The light will flash slowly. After reconnecting, the light stays on, switching to key group 2.
Press and hold VIEW + Y + B for 3 seconds, the controller will disconnect from the receiver and enter reconnection mode. The light will flash slowly. After reconnecting, the light stays on, switching to key group 3.
12: Reset Function
If the controller malfunctions, you can reset it by pressing the reset button on the back of the controller.
13: About Upgrading
Receiver: Open the upgrade tool and select the program to upgrade. Then press and hold the receiver pairing button while inserting it into the PC, then release. When the progress bar shows “READY”, click burn OK. Once the upgrade is complete, the progress bar will show “Successful (offline)”.
Controller: Open the upgrade tool and select the program to upgrade. Then press and hold the Y button on the controller while inserting the USB. When the progress bar shows “READY”, click burn OK. Once the upgrade is complete, the progress bar will show “Successful (offline)”.
14: The receiver will show on the PC as “Xbox ONE liquid metal controller”.



Sehawei SUPPORT: www.sehawei.net
Scan the QR code above to visit our official website.
If you encounter issues such as the controller not working or needing an upgrade, please feel free to check the video tutorials on our website, or contact our official support email directly: support@sehawei.net.