

# Manual

## Notes

Before using the product, please read this manual and all compatible hardware instructions carefully. Please keep this manual carefully for future reference.

### Safety:

Please keep this product out of reach of young children. Young children may swallow small parts, resulting in injuries or damaged products.

The product contains lithium batteries, improper use of the product can cause fire or explosion. Do not heat, open, puncture, destroy, or place the product or battery in a fire.

Do not touch the product with wet hands to prevent liquid from entering the product and causing damage.

Do not disassemble, repair or change the product without authorization, in case of further damage, serious may cause battery explosion or fire risk.

Before connecting the product to the console, ensure that the interface is free of dust or foreign matter. Liquids or small particles are not allowed to enter the product.

Do not put the product in the place of dust, smoke or steam.

Do not expose the product to high temperatures, high humidity or direct sunlight, which may cause battery damage or melting.

### Use and Maintenance:

The product interface shall not be in contact with any other metal objects.  
Do not place anything on top of the product. Do not stand on the product.  
Do not throw or drop the product, or exert a great force in some other way.  
Do not place the product on the place of unstable, tilted or vibration.

Please follow the instructions below to help avoid the product surface aging or discoloration.

Wipe the product with a soft, dry fabric.

Do not put rubber or vinyl material on the product, in order to extend the life of the product.

Do not use the Solvents or other chemicals. Do not wipe with a chemically treated cloth.

**Trouble Removal:**

**Q1: The Controller can be not connected to the Console.**

**A1: Make sure your PS4 console is powered on, check whether the Controller has been paired with the console, if not, pair it with the console first.**

**A2: Verify that the USB cable is correctly connected to the PS4/PS3 console.**

**A3: Verify that the USB cable is properly connected to the PS4/PS3 controller.**

**Q2: The controller is connected to the PS4/PS3 console but has no function.**

**A1: When connecting two Controller, confirm that the Player#1 Controller is being used.**

### **Product Introduction and Application**

The product is a wireless controller suitable for PS4/PS3 series console, and Android 10.0 and above, iOS, PC WINDOWS 10 and above system Devices etc., it support Audio, Microphone, Vibration function.

### **Product Photo**



**Note: The photo is for reference only, the actual object prevails.**

#### **Product Feature**

- \* It built-in Li battery for power supply, support Type-C USB data cable.**
- \* It Support PS4/PS3 series consoles, Android, IOS, PC (Windows 10 and above system).**
- \* It built-in speaker, 3.5mm headphone jack, support 3.5mm TRRS stereo headphone.**
- \* It support Bluetooth wireless, USB wired connection.**
- \* It has separate channel light indicator, separate RGB light effect adjustment.**
- \* It support two-point capacitive induction touchpad, Macro programming key expansion function.**
- \* It has Six-axis function composed of 3D-Sensor and G-Sensor.**
- \* The effective distance of button operation is 10M, and the effective distance of sound is 6M.**
- \* The Controller has a vibration motor function, which makes the vibration experience more realistic when using weapons, crashes and other scenes in the game.**
- \* The controller can be updated via PC USB cable.**

### **PS4/PS3 Console Connection**

- (1) When the Controller is not connected to the current PS4 console or has been connected to other consoles and needs to be connected to the current console, it first needs to use a USB cable to connect the Controller with PS4 console. In the process of connection, the program automatically match code, unplug the USB cable and press the HOME button to turn on the Controller, and the Controller will be connected wirelessly by Bluetooth with the Console.
- (2) When connecting USB, press the HOME button, the LED light of the Controller will display a constant color, then it indicates that the Controller has been connected with the Console.
- (3) When multiple Controllers are connected to the Console at the same time, the LED light of the Controller will display different colors to distinguish different users and players.
- (4) The common PS4 console supports multiple Bluetooth devices, and the Controller is perfect support for PS4 series games.
- (5) When the Controller is used on PS3 console, it can only be used via USB cable, and the indicator color is displayed randomly.

### **Android Devices Connection**

When the Controller is turned off, press and hold the SHARE button, and then press the HOME combination key (SHARE + HOME), long press for 3 seconds, the Controller enter the Pairing and the white light on Controller flashing. Open the Android device, and search the Bluetooth name "Wireless Controller" and click it for connecting, the LED light displays blue after connected the device. If the Controller is not be connected to the device in about 60 seconds, the Controller will shut down and sleep.

### **IOS Device Connection**

- (1) Make sure your iPhone, iPad devices have been upgraded to iOS 13 and above system.
- (2) When the Controller is turned off, press and hold the SHARE button, and then press HOME combination key (SHARE + HOME), long

press for 3 seconds, the Controller enter the Pairing and the white light on Controller flashing.

(3) Open the Settings of iPhone & iPad device, click the "Bluetooth" and turn it on, find the device name "Dual Shock 4 Wireless Controller" and click it for connecting, the LED light displays blue after connected the device.

Remark: If the Controller is not be connected to the device in about 60 seconds, the Controller will shut down and sleep. Only MFI games are supported.

#### **WINDOWS PC Connection**

Bluetooth connection: When the Controller is off, press and hold the SHARE key, then press the HOME combination key (SHARE + HOME), long press for 3 seconds to enter the pairing state, the white light of LED channel light flashes, then open the Bluetooth search device on the PC, find and click the name "Wireless Controller" in the device list for pairing, the corresponding LED channel light is always on after connection successful.

Remark: Desktop PC should have Bluetooth function or by buying a universal USB Bluetooth receiver!

USB Wired connection: When the controller is off, connect it to the Computer using a USB cable, the Computer will automatically install a drive, in Windows 10 interface, you can see that the driver is being installed, after the drive is installed, the Controller icon is displayed on "Device & Printer" interface,

And the device name is "Xbox 360 Controller for Windows" , and LED channel light shows green. By long press the HOME key 3 seconds, you can switch to PC mode (D-Input) and display name is "PC Gamepad" , LED channel light shows red; The X-Input and D-Input modes can be switched between each other, the default mode is X-Input.

#### **Bluetooth PC(X-INPUT) Mode Connection**

When the Controller is turned off, press and hold the  key and press the HOME combination key (+HOME) for 3 seconds to enter the Pairing mode and green LED indicator flashing. Open the Bluetooth on the PC and search the device named "Xbox wireless Controller" in device list and click it for connecting, the corresponding green LED will be on after successful pairing, the Controller enter X-INPUT model and you can use it directly on WINDOWS 10, it is needs install a driver on WIN 7.

### Mapping function setting

#### Macro Mapping function

There are four Mapping buttons : M1、M2、M3、M4 on the Controller back side, the Settings are as follows: when the Controller is connected, press and hold the TURBO button for 2 seconds, and release the button when the channel light slowly flashes, the Controller enter Mapping mode, the operations are preformed sequentially, for example the left joystick (↑, ↓, ←, →) , D-Pad (↑, ↓, ←, →) , △、○、×、□、L1 \ R1 \ L2 \ R2 \ L3 \ R3 used for input, then press the button that you want to Mapping, the motor vibrates for 1 second and the light stays on, indicating that the button has been recorded and the Mapping successfully; Macro Remap keys can support up to 24 keys at a time, after the keys are exceeded, the light flashes quickly to prompt. For example: (A set of action combination buttons is: △-○-×-□-R1-L1, Remap it to M1、M2 、M3、or M4) , press and hold the TURBO key for two seconds, then Remap the pathway to △-○-×-□-R1-L1, press again the M1 button, the motor vibrates and the light is long on, then press the M1 button, at this time the Controller will be operated by sending buttons in pathway sequence, the pathway is △-○-×-□- R1-L1.

#### Button Mapping Function Settings

(1) When the Controller is connected, press and hold the TURBO key for two seconds and the channel light slowly flashes to release the key, then the Controller enters Mapping mode. At this time, press the function key to be mapped, and then press the Remap key, the motor will vibrate for one second and the light will keep on. At this time, the Remap key will be mapped as a single function key. If no Mapping operation is performed in

the Mapping mode, it will exit the Mapping mode after 10 seconds and resume the last Mapping function and the channel light will keep on.

In the process of Macro Mapping key release, the entity function key is operated then the Mapping operation is not cancelled, the macro key and the entity key are sent at the same time; However, the Remap keys M1, M2, M3, and M4 can cancel each other's function release, except the Mapping function.

(2) Restore the default factory Mapping key function: When the Controller is connected, press and hold the TURBO key for 5 seconds and the channel light will blink. After 5 seconds, the light will keep on and the motor vibrate prompt and the channel light back on, then the Mapping function is cleared, Macro key restore the default function (M1=L3、M2=R3、M3=L2、M4=R2) .

(3) Cancel the Mapping function: When the Controller is connected with Console, long press the Option+Turbo button for 2 seconds and the motor vibrate for 1 second, then the Controller Mapping function is canceled, and the previously set Mapping button becomes non-functional; Long press again the Option+Turbo button for 2 seconds then the Mapping function of Controller is renew.

(4) Mapping button Memory Function: After the Controller Mapping is completed, the last Mapping function is still retained after the shutdown and restart. Macro the factory default (M1=L3、M2=R3、M3=L2、M4=R2) .

(5) Remap able buttons are: △、○、×、□、Up、Down、Left、Right、L3、R3、L1、R1、L2、R2、two 3D joystick.

#### **TURBO Speed Adjustment**

Press and hold the TURBO key and press the corresponding key to set TURBO. You can set ×,○,□, △,L1,L2, R1,R2; If you want to cancel the setting, repeat the setting operation; There are three TURBO speed adjustment (5-10-15HZ); TURBO+ right 3D joystick push up: increase one gear speed of Continuous Shooting; TURBO+ right 3D joystick push down: reduce one gear speed of Continuous Shooting, it has memory function.

### **Headphone function**

The controller supports stereo headsets and video function on the PS4 console.

### **RGB Light Adjustment and ON/OFF**

Long press and hold down the SHARE+OPTIONS combination key for 3 seconds to turn on or off the 3D joystick RGB aperture light effect, and the motor vibration prompts 1 second; When the RGB aperture light effect is on, short press and hold the SHARE+ OPTIONS combination key can switch the RGB light color in turn (the color order is: multicolor changing, breathing cycle change color, red, orange, yellow, green, cyan, blue, purple), repeat changing color cycle. The RGB color adjustment has a storage function, after turning on again, RGB lights default to turn on the last shutdown record color.

### **Bluetooth Re-Connection mode**

For the Controller paired with the Console, press the HOME button to wake up the Controller while it is asleep. After being awakened, it will automatically re-connect to the paired Console. In PS4 Console sleep state, short press the HOME button could wake up the Console. Short press the HOME button to power back to connect more than 15 seconds then the controller automatically sleep.

Remark: The Re-Connection mode only supports the last Console that was paired with the controller.

### **Power Prompt**

When the battery is low while the Controller is working, the PS4 Console displays the battery level at 0 bars and blinks to indicates that the Controller is low battery, then please charge the Controller asap, At this time, connect the USB cable to charge, and the Console will display the charging progress bar, and display three grids when fully charged.

### **Charging Function**

When the controller is powered off, use the TYPE-C charging cable to charge the controller. When charging in Controller off state, the Controller channel indicator is displayed in orange breathing light mode, it is off after

fully charged. When charging in Controller connection working state, the current LED channel light is steady on. You can charge the Controller via PS4 Console, PC USB port or a charger with 5V 1A output.

#### **Power On-Off / Auto Sleep**

\* **Power On-Off:** short press the HOME button for Power On and enter Re-Connection mode, Long press the HOME button for 10 seconds to turn the controller off.

\* The controller will automatically sleeps when the Console sleeps or Pairing timed out 60 seconds. To wake up the controller, short press the HOME button while hibernating; None Operation sleep time can be set on the Console.

\* When the Controller is online, you can set the shutdown time of the Controller through the Console, usually it is 10 minutes /30 minutes /60 minutes/no power off.

#### **Controller Reset Function**

When the Controller operation is abnormal or crashes, you can press the Reset button inside the reset hole at the bottom of the Controller through a small needle-like object to reset the Controller.

#### **Product Specification**

|                                   |                                        |                           |
|-----------------------------------|----------------------------------------|---------------------------|
| Name: PS4 wireless controller     |                                        | Charging Time: ≈2.5 hours |
| Model: SZ-4012B                   |                                        | Working Distance: 10m     |
| Battery: 3.7V 1000 mAh Li battery |                                        | Audio Distance: 6m        |
| Charging Voltage: DC5V            | Working Voltage & Current: 3V & ≈100mA |                           |
| Charging Current: ≈500mA          | Static Working Current: 8μA            |                           |

## **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.