

105mm

140mm

P5无线游戏手柄

EYP-525

使用说明

一、产品简介及其应用范围

- 该产品支持有线和蓝牙连接，具有低延迟和稳定的性能。
- 兼容PS5、Windows（PC）、Android、iOS、Mac和Steam Deck平台。
- 无需安装驱动程序，即插即用。
- 具有编程功能。
- 支持3.5mm耳机，用于立体声音频输出和语音通信。
- 磁吸面盖设计可切换颜色及图案。
- 配备9种可调颜色的RGB照明效果。

二、产品参数

工作电压	DC3.7V
工作电流	<140mA
静态电流	<20uA
连续运行时间	>8H
输入电压/电流	DC5V / 550mA
充电时间	约2小时
传输距离	≥10M
电池容量	1000mAh
待机时间	充满电后 90天

三、包装清单

游戏手柄第一次连接指示

*第一次连接成功后，后续使用可直接按P5键唤醒主机。

初步进入主机测试页面

四、手柄按键布局

自适应扳机测试

触控板测试

麦克风测试

耳机功能测试

五、功能介绍

标准按键：Home、△、□、○、×、R2、R1、L2、L3、R1、R2、R3、TOUCH、编程键M1/M2；

1.该手柄性能稳定，性价比高；

2.PS5主机上支持多个蓝牙设备，并且支持有线与主机连接，且该手柄完美支持PS5/PS4系列游戏，不用次序手柄检测到主机后，LED灯显示不同的颜色，区分不同用户；

4.具备3D加速度传感器和陀螺仪传感器功能，组成的6轴传感器功能；

5.具备RGB LED颜色通道指示，方便区分不同用户及角色；

6.蓝牙耳机方式与原厂手柄方式一致；

7.支持USB锂电池充电；

8.支持3.5mm TRRS立体声接口可连接耳机与麦克风；

9.支持双点电容式触控板；

10.支持有线与主机连接，支持有线音频功能；

11.支持喇叭功能；

12.磁吸面盖设计可切换颜色及图案；

• 使用标准PS5功能，可通过driver在PC上工作，Windows7以上和Android 5.0以上系统免驱动。

• 本方案支持PC USB在线升级产品程序，从而支持PS5主机最新升级系统，可有效避免因主机升级导致产品无法使用问题。

六、PS5平台功能

- 手柄为PS5工作模式
- 同时按下（Touch+M1）或者（Touch+M2）键3秒，手柄已经进入编程模式，马达震动提示；
- 2.按下任意键被编程（映射）的动作键，有按键按下时手柄灯闪，松开慢闪，记录按键按下和抬起的时间，录好后按下背部M1/M2中的任意一健，通过灯长亮，马达震动提示，表示该键编程成功，此时所选择的编程键被（M1/M2）即为宏按键，输入次数满24次以后，再有按键按下时手柄灯不再快闪，提示用户已经录满（即宏编程最大记录24个键值）；
- 3.进入宏编程模式后，5分钟没有按键按下，保持之前设置，并且自动退出编程模式；
- 4.输入单独按键时作为映射，设置成功后M1/M2为触发映射按键，M1和M2同时为映射功能时，同时按下时都有功能，若M1/M2编程了多个按键（宏），按M1/M2键触发宏功能时，按下M1/M2键可以相互打断宏功能。

七、PC电脑连接

- 有线连接
- 如果使用过程中出现开机后扳机或者扳机异常时请校准：手柄在关机状态下，按住△+■插入USB到电脑或主机，再按Home键开机（开机前勿触碰扳机及扳机），开机后手柄灯会快闪，此时正常按扳机L2/R2键2-3次，扳左右3D各2-3圈，最后长按X键1秒确认，手柄灯长亮（有线）或者进入慢闪（蓝牙），此时校准成功；--关机保存。
- 2.PC显示名称：PS5有线：DualSenes Wireless Controller---灯显示蓝色X-input: Xbox 360 Controller for Windows；---灯显示绿色
- 蓝牙耳机
- 1.使用笔记本或者台式电脑，需先打开蓝牙进行搜索设备界面（台式电脑无蓝牙的需要配置专用蓝牙接收器，请与卖家联系）；
- 手柄在关机状态下，先按住SHARE键，再按Home键组合（△+Home），长按3秒，指示灯闪烁，手柄进入配对状态，此时松开按键；
- 3.在蓝牙耳机列表出现设备名为“DualSenes Wireless Controller”，点击该设备进行连接；显示连接成功后手柄指示灯长亮，表示手柄已连接成功，此时手柄可以在电脑上使用了。

八、其它设备连接

- 安卓、iOS、MAC、Steam Deck可连接设备
- 1.手柄连接iOS、MAC设备：
 - 手柄在关机状态下，先按住SHARE键，再按Home键组合（△+Home），长按3秒，指示灯闪烁，手柄进入配对状态，此时松开按键；
 - 在蓝牙耳机列表出现设备名为“DualSenes Wireless Controller”，点击该设备进行连接，连接成功后手柄指示灯显示常亮。
- 2.手柄连接安卓设备在iOS13.0以上系统连接；MAC平台支持有线连接，支持有线音频功能。
- 3.手柄连接安卓设备在iOS13.0以上系统连接；MAC平台支持有线连接，支持有线音频功能。
- 4.手柄连接安卓设备在iOS13.0以上系统连接；MAC平台支持有线连接，支持有线音频功能。

九、扳机和3D摇杆校准

- 如果使用过程中出现开机后扳机或者扳机异常时请校准：手柄在关机状态下，按住△+■插入USB到电脑或主机，再按Home键开机（开机前勿触碰扳机及扳机），开机后手柄灯会快闪，此时正常按扳机L2/R2键2-3次，扳左右3D各2-3圈，最后长按X键1秒确认，手柄灯长亮（有线）或者进入慢闪（蓝牙），此时校准成功；--关机保存。

十、编程功能

- 可编程按键：十字键（↑、↓、←、→）、×、○、△、L1\R1\L2\R2\L3\R3、左摇杆、右摇杆、支持记录按键时间
- 操作方法：同时按下（Touch+M1）或者（Touch+M2）键3秒，手柄已经进入编程模式，马达震动提示；2.按下任意键被编程（映射）的动作键，有按键按下时手柄灯闪，松开慢闪，记录按键按下和抬起的时间，录好后按下背部M1/M2中的任意一健，通过灯长亮，马达震动提示，表示该键编程成功，此时所选择的编程键被（M1/M2）即为宏按键，输入次数满24次以后，再有按键按下时手柄灯不再快闪，提示用户已经录满（即宏编程最大记录24个键值）；3.进入宏编程模式后，5分钟没有按键按下，保持之前设置，并且自动退出编程模式；4.输入单独按键时作为映射，设置成功后M1/M2为触发映射按键，M1和M2同时为映射功能时，同时按下时都有功能，若M1/M2编程了多个按键（宏），按M1/M2键触发宏功能时，按下M1/M2键可以相互打断宏功能。

十一、RGB灯效

5.录制好编程后，长按背部按键可触发AUTO半自动循环：（多个宏编程有此效果）

- 宏编程功能清除：同时按下（Touch+M1）或者（Touch+M2）键5秒，手柄灯由内而外变为长亮，马达震动提示，此时M1/M2数量归零；
- 注：出厂时，编程键无功能，需用户自行设定编程，编程键记忆功能

十二、复位功能

当控制键遇到任何问题时，您可以使用圆形针按下控制键背面的复位按钮进行重置。

十三、保修

手柄质保期1年，如果您任意控制键操作中出现了任何问题，请与购买产品的商店或卖家联系。

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P5 Wireless GamePad

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User Manual

1. Product Introduction and Application Scope

- This product supports both wired and Bluetooth connections with low latency and stable performance
- Compatible with PS5, Windows (PC), Android, iOS, Mac, and Steam Deck platforms.
- With programming function.
- Supports 3.5mm headphones for stereo audio output and voice communication.
- The magnetic surface cover is designed to be interchangeable in color and pattern.
- Equipped with RGB lighting effects with 9 adjustable colors.

2. Product Parameters

Working Voltage	DC3.7V
operating current	<140mA
quiescent current	<20uA
Continuous running time	>8H
Input voltage/current	DC5V / 550mA
Charging time	About 2 hours
transmission distance	≥10M
battery capacity	1000mAh
standby time	90 days after fully charged

3. Packaging List

•First connection indication of game controller

*After the first successful connection, you can directly press the P5 key to wake up the host for subsequent use.

•Initial access to the host testing page

4. Controller button layout

•Adaptive trigger test

•Touchpad testing

•Microphone test

•Earphone function test

5. Feature Introduction

Standard buttons: Home、△、□、○、×、R2、R1、L2、L3、R1、R2、R3、TOUCH、Programming keys M1/M2；

1. The controller supports any software version of the PS5 host;

2. Connects to the host device with Bluetooth 5.3;

3. The online distance of the controller can be controlled within 10M;

4. Equipped with 3D acceleration sensor and gyroscope sensor functions, forming a 6-axis sensor function;

5. Equipped with RGB LED color channel indicators for easy differentiation of different users and roles;

6. The Bluetooth connection method is consistent with the original controller method;

7. Supports USB lithium battery charging;

8. Supports 3.5mm TRRS stereo jack to connect headphones and microphone;

9. Support dual point capacitive sensing touch panel;

10. Supports wired connection to the host and wired audio function;

11. Support speaker function;

12. Magnetic surface cover design with interchangeable colors and patterns

• Using standard PS5 functions, can work on PC through driver, Above the Windows 7 and Android 5.0 no need any driver;

• This controller supports USB online upgrades, allowing it to follow the PS5 console system updates to the latest version. Users do not need to worry about the controller not functioning properly due to console upgrades.

6. PS5 platform features

- The controller is in PS5 working mode Any function in the game, including basic digital and analog buttons, can be fully implemented on the PS5 console. As well as six axis SENSOR function and LED color display function, it can also support specific games Vibration holding function. This controller not only supports Bluetooth wireless function when connected to the host, but also supports wired and wireless communication host connection, users can play games while charging, enjoying the game;
- Sensor verification: Users can manually calibrate the sensor if they notice any abnormal phenomena during use: when the handle is connected, Place the desktop horizontally, press and hold the △ key for 3 seconds, and the channel light on the handle will flash to indicate that the calibration is successful after stopping flashing;
- Controller connection and sleep power-saving mode: 1. If the controller end fails to communicate with the PS5 host within 15 seconds of searching, the controller will enter sleep mode; 2. In online mode, there are no buttons for about 10 minutes and the 3D joystick does not move significantly. The joystick enters the low

7. PC computer connection

- Wired connection
- 1. Connect the controller to the computer using a USB cable, and the computer will automatically install drivers. The controller has wired audio and X-input model to connecting the pc with wired. When the X-input model, please long press △+■ Press the key for 3 seconds to switch to X-input mode;
- 2. The PS5 host supports multiple Bluetooth devices and wired connections to the host, and the controller perfectly supports PS5/PS4 series games, when different controllers are connected to the console, the LED lights display different colors to distinguish different users; PS5: (1P: Blue 2P: Red 3P: Green 4P: Pink)
- For the device of Wireless Controller, click to connect. After a successful connection, the indicator light on the controller will remain on.
- Steam Deck supports wired connections and supports wired audio functionality (connecting to SteamDeck for PC) Status, switchable mode)
- Note: A type C to USB adapter cable is required for wired connection between MAC and Steam Deck

8. Other device connections

- Android, iOS, MAC, Steam Deck can connect devices
- 1. Connect the controller to iOS and MAC devices: When the controller is turned off, first press and hold the SHARE key, then press the Home key combination (△+Home), and hold for 3 seconds to indicate
- 2. When the controller is turned on, first press and hold the SHARE key, then press the Home key combination (△+Home), and hold for 3 seconds, the indicator light flashes and the handle enters pairing mode. Release the button at this time.
- 3. If the device name "DualSenes Wireless Controller" appears in the Bluetooth search list, click on it to connect the device. After a successful connection, the indicator light will flash rapidly, but also supports wired and wireless communication host connection, users can play games while charging, enjoying the game;
- Sensor verification: Users can manually calibrate the sensor if they notice any abnormal phenomena during use: when the handle is connected, Place the desktop horizontally, press and hold the △ key for 3 seconds, and the channel light on the handle will flash to indicate that the calibration is successful after stopping flashing;
- Controller connection and sleep power-saving mode: 1. If the controller end fails to communicate with the PS5 host within 15 seconds of searching, the controller will enter sleep mode; 2. In online mode, there are no buttons for about 10 minutes and the 3D joystick does not move significantly. The joystick enters the low

9. Trigger and 3D joystick calibration

If there is an abnormality in the trigger or joystick after turning on during use, calibration is required: when the handle is in the off state, press and hold △+■ Insert the USB into the computer or host, then press the Home button to turn on the device (do not touch the joystick or trigger before turning on). The near channel light will flash rapidly. At this time, press the trigger L2/R2 button 2-3 times normally, shake the left and right 3D buttons 2-3 times each, and finally long press X Press the button for 1 second to confirm. If the channel light stays on (wired) or enters slow flashing (Bluetooth), the calibration is successful. --Shut down and save.

10. Programming function

- Programmable buttons: Cross buttons (↑、↓、←、→)、×、○、△、L1\R1\L2\R2\L3\R3、Left joystick, right joystick; Support recording key press time
- Operation method: 1. Press the (Touch+M1) or (Touch+M2) keys simultaneously for 3 seconds, and the channel light will flash slowly, indicating that the joystick has been activated Enter programming mode, motor vibration prompt; 2. Press any action key you want to program (map), press the key and the channel light will flash rapidly, release it and flash slowly, remember! Motor vibration prompt indicates successful button programming, and the selected programming trigger key (M1/M2) is the macro key; 3. After entering 24 times, pressing the channel light again will no longer flash and prompt the user that the recording is full (i.e., macro programming). Up to 24 key values can be recorded; After entering macro editing mode, if no button is pressed for 5 minutes, the previous settings

11. RGB lighting effects

The left and right joysticks can be controlled with RGB startup color gradient, (light effect with memory mode)

2. Mode switching: key+cross key → adjustment, rainbow gradient → color changing breathing → full red → full orange → full yellow → full green → Full blue → Full purple → Full white → Full off → Colorful gradient controller vibration prompt;

3. Light brightness adjustment: Press the key and cross key to adjust the current light intensity by 4 sections, and press the key and key to adjust the current lighting is decreasing (with 6 levels of brightness, 20% brightness, 0-20-40-60-80-100). Memory adjustment Festival. Default brightness of 80%, controller vibration prompt.

12. Reset function

When the controller encounters any problems, you can use a paper clip to press the reset button on the back of the controller to reset it.

13. Warranty

The handle has a shelf life of 1 year. If you notice any issues with the controller operation, please contact the store or seller where you purchased the product.

FCC Statement

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.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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:

- 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.

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