

NS2 GAME CONTROLLERS

User's Manual

INTRODUCTION

Product model: Switch game pad bluetooth left and right joystick

Compatible console: NS2 console

Compatible platform: NS2

Product brief: game pad is the standard controller of NS2, can be connected to the screen of the console through sliding rail, and can also be connected wirelessly away from the sliding rail, just as a normal controller. In some specific games, game pad can be used as two single controllers. In some games, game pad can be held by hands as somatosensory controllers.

Game pad is equipped with motor vibration and six-axis function, can't support air upgrade, but support local upgrade package.

Product indication chart:

1	Select button: -
2	Left joystick: L3 Press the button
3	Direction button: Up Down Left Right
4	Screenshot button: Capture
5	Player LED: Indicates the controller code
6	Start button: +
7	Action button: ABXY
8	Right joystick: L3 Press the button
9	Home button: HOME
10	Chat button: Activate voice chat function



OPERATION GUIDE

1. Direct to left and right joystick
Place the joystick right side up, the upper right of the left game pad has "-" button, the upper right of the right game pad has "+" button.
2. Connect game pad to NS2 console
Place the side with "+" "-" buttons up, slide the game pad from the top to the bottom along the sliding rail of the console screen until hearing the click sound
3. Connect game pad to grip
Slide the Joy Pad2 into the side rail of the NS2 console or attach it magnetically until you hear a "click" sound indicating it is properly installed, and the system will automatically pair it.
4. Take game pad down from the device
Find the "uninstall" button on the back side of the game pad, Slide the game pad from the bottom to the top while holding the "uninstall" button until the game pad is completely detached from the device
5. Connect and use

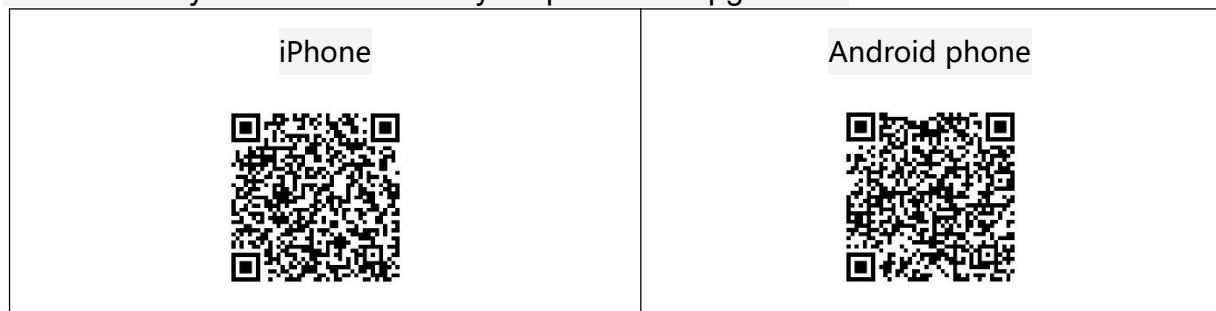
Connect the left and right joystick to either side of the sliding rail of the console, the console icon will indicate connection. One console can log in to a maximum of 10 control devices, one game pad is the equivalent of one control device. The game pad can be taken down to use after the connection is successful.

6. Back to connection mode

When game pad is separated from the console, press any button of the game pad to wake up the controller, four LED galloping flashes. If they are not connected to the console for five seconds, they will go into sleep mode (when game pad is separately from the console, they can be back to connection to the console by pressing "home" button when the console is in sleep mode). When the major game pad which is installed on the sliding rail of either side of the console is in sleep mode, press "home" button to wake up the console.

7. About upgrade

Install the KeyLinker software on your phone for upgrades.



Function of button

1. Left joystick is consisted of UP, DOWN, LEFT, RIGHT, Capture, -, L, LZ, SL, SYNC, SR
Button left stick
2. Right joystick is consisted of A, B, X, Y, R, RZ, HOME, C, +, SR, SYNC, SL
Button right Stick.

Built-in function

1. Equipped with motor vibration and six-axis function

ELECTRIC PARAMETER

1. Charging indicator

Hang charging: When the power of Game pad is too low. the console screen will indicate low power, in this case, the game pad should be installed to the console to be charged. The battery icon of the console screen will indicate power while charging, when it is fully charged, the screen will go back to black.

2. Auto sleep

When the console screen is off, game pad will go into sleep mode

When the console is in sleep mode, press "HOME" button of the gamepad to wake up the console.

- Sleep electricity: <15uA
- Working electricity: <20mA
- Working voltage: 3.7V
- Input voltage: DC 5V
- Charging electricity: <500mA

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.