

CASTJOY X1

Wireless Screen-Casting Retro Game Console

www.castjoyx.com

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1. Product Introduction

1.1 Product Overview



CASTJOY X1 is a new-generation screenless smart game console designed specifically for in-car entertainment scenarios. The device features a built-in high-performance processing core, paired with stable, low-latency Wi-Fi wireless screen-casting technology that can project game audio and video in real time onto a variety of terminal devices, including car infotainment screens (all Tesla models), smartphones, tablets, and laptops. This turns fragmented moments—long drives, rest-area breaks, traffic-jam waits—into relaxed and enjoyable gaming time.

CASTJOY X1 supports mainstream open-source emulators, allowing players to freely import a vast library of classic game resources to build their own personalized game collection—unlimited content, always fresh. The proprietary low-latency transmission scheme maintains smooth visuals and precise, responsive controls even in multiplayer racing or fast-paced combat. Meanwhile, CASTJOY supports simultaneous screen casting to multiple devices, so front and rear passengers can each connect to their own terminal—no waiting in line, no crowding around a single screen. The ergonomic controller has been finely crafted to fit the curve of the hand, reducing fatigue during long play sessions, and supports up to 4 simultaneous connections. Whether it's a family trip or a gathering of friends, you can start an in-car game party anytime.

Let every journey become an extension of the game—this is CASTJOY.

2. Disclaimer and Privacy Statement

Important Notice: Before you begin using this product (hereinafter referred to as "this device"), please carefully read and understand this statement. Once you power on, connect, or use this device, you are deemed to have fully acknowledged, understood, and agreed to all terms of this statement. If you do not agree with any content of this statement, please stop using it immediately and contact the seller.

2.1 Software, Game, and ROM Copyright Disclaimer

- **Pure Hardware and System:** Our company only develops and sells the device hardware and the basic open-source system (such as the embedded Linux kernel or emulator frontend architecture). Our company **does not provide, pre-install, or distribute** any copyrighted third-party game images (ROMs), audio, video, or related commercial data.

- **Legal Acquisition and Use:** This device is intended only for users to run and experience legally owned, licensed games. Users must obtain game resources through legal purchase or authorized channels.

- **Fair Use Limitation:** If, for purposes such as technical testing or academic research, a user temporarily obtains and loads a game ROM from public, non-official channels such as the internet, **it must be completely deleted within 24 hours after downloading and running.**

- **User Responsibility:** All copyright disputes, administrative penalties, or legal proceedings arising from a user's self-downloading, installation, running, or storage of illegal or infringing game ROMs **shall be borne entirely by the user, and are unrelated to our company** [1]. Our company bears no joint liability for any infringing acts by users.

2.2 User Data Collection and Privacy Protection Commitment

- **Purpose of Data Collection:** To continuously optimize screen-casting compatibility, reduce wireless latency, improve system stability, and refine product features, when this device is connected to a network, the system may automatically collect some **non-personally identifiable information** (such as system crash logs, device model, screen-casting protocol type, frame rate, connection duration, and other technical parameters).

- **Information Security Commitment:** Our company implements strict technical encryption and security protection for the data collected above. Our company solemnly commits: **we will never use such data for any other commercial purposes (such as targeted advertising or precision marketing), nor will we ever disclose or sell the data to any third-party organization.**

2.3 Prohibition Against Use for Illegal and Criminal Activities

- **Lawful and Compliant Use:** This device may only be used for lawful personal or group entertainment scenarios such as home entertainment and road-trip leisure.

- **Prohibited Violations:** It is strictly prohibited for any individual or organization to use this device to engage in, assist with, or induce any illegal or criminal activity that violates national laws and regulations, endangers public safety, or infringes upon the lawful rights and interests of others (including but not limited to commercial fraud, illegal modification of in-vehicle safety systems, etc.).

- **Legal Consequences:** If a user violates this clause and uses this device to engage in any illegal activity, **all administrative, civil, and criminal consequences shall be borne entirely by the user (or their affiliated organization)**. Our company will actively cooperate with national judicial organs and public security departments in investigation and evidence collection.

2.4 Supplementary Disclaimer Clauses (Special Supplements for This Product)

In-Car Driving Safety Disclaimer (Extremely Important):

When using this device in an in-car scenario, **this device is only for use by the front passenger, rear passengers, or when the vehicle is safely parked**. While the vehicle is in motion, the driver is strictly prohibited from watching the screen-cast display or playing games. Our company shall not bear any civil or criminal liability for traffic accidents, vehicle damage, or personal injury or death caused by driver distraction.

Unauthorized Disassembly and System Modification Disclaimer:

This product is a highly integrated hardware and software system. If a user privately disassembles the hardware, modifies the circuitry, or modifies the underlying configuration of the open-source system through jailbreaking, rooting, or flashing non-official firmware, resulting in the device becoming "bricked," hardware burnout, or privacy leakage, all losses shall be borne by the user, and our company reserves the right to refuse free warranty service.

3. Target Users and Scope of Application

CASTJOY is primarily used to provide convenient gaming entertainment for drivers and passengers inside a vehicle. In scenarios such as vehicle parking, waiting for charging, traffic-jam waits, long-distance travel, or rest-area breaks, users can connect CASTJOY to car infotainment screens, smartphones, tablets, and other devices to quickly enter game mode and relieve boredom and fatigue during the journey. Meanwhile, with its open-source emulator support and multi-device screen-casting capability, CASTJOY can also serve as a multiplayer entertainment tool for family gatherings, friend outings, and parent-child interactions, meeting the gaming needs of different people in different settings.

3.1 Primary Uses

- **Classic Game Play:** Built-in open-source emulator system for smoothly running and experiencing classic retro games from arcades, home consoles, and handhelds.
- **Multi-Display Switching:** No need to purchase a dedicated monitor; it can act as a "game signal source," wirelessly projecting the picture onto existing screens nearby.
- **Multiplayer Same-Screen Competition:** For interactive entertainment among friends and family members, supporting two-player versus or up to four-player cooperative gameplay.
- **Portable Mobile Entertainment:** Powered by a mobile power bank, it provides an instant, independent gaming entertainment system in environments without a fixed power source or TV.

3.2 Scope of Application

CASTJOY is applicable to various display terminals that support Wi-Fi connectivity and have screen-casting reception capability, including but not limited to mainstream brand car infotainment screens (car systems supporting Wi-Fi + Chrome browser), smartphones, tablets, laptops, and smart TVs. Usage environments cover the interior spaces of various vehicles such as private cars, ride-hailing vehicles, and RVs, as well as places with Wi-Fi network conditions such as home living rooms, offices, and outdoor campsites. Applicable users include daily commuters, long-distance road-trippers, family users, and gaming enthusiasts at multiplayer gatherings, supporting up to 4 people simultaneously connecting controllers for multiplayer gameplay.

3.3 Applicable Display Devices

- **In-Car Systems:** Central control screens or rear-seat entertainment screens that support Wi-Fi connectivity and a browser, or support HDMI input.
- **Smart TVs:** Supports smart TVs, projectors, and network set-top boxes from major brands.
- **Mobile Terminals:** Supports smartphones and tablets running iOS / Android systems.
- **Computer Devices:** Supports laptops and all-in-one PCs running Windows / macOS systems.

3.4 Applicable Peripherals (Controllers)

- **USB Wired Controllers:** Used by directly plugging into the console's USB port.
- **2.4G Wireless Controllers:** Used by plugging the 2.4G receiver into the console's USB port.
- **Bluetooth Wireless Controllers:** Supports wireless pairing with the console's built-in Bluetooth

module.

3.5 Applicable Power Supply Environments

- **In-Car Power:** Powered directly through a car charger adapter (5V).
- **Mobile Power:** Supports use with mainstream mobile power banks on the market.
- **Home Power:** Supports use with phone chargers, power strip USB ports, or computer USB ports.

3.6 Product Model and Specifications

To ensure the device operates in optimal condition, please carefully read and refer to the following hardware and technical specifications:

Basic Information

Item	Specification
Product Name	Wireless Screen-Casting Retro Game Console
Product Model	CASTJOY X1
Console System	Based on Android
Shell Material	Eco-friendly impact-resistant ABS + PC
Dimensions	95mm × 91mm × 73mm
Weight	500g

Hardware and Performance Specifications

Item	Specification
Central Processing Unit (CPU)	Cortex-A53 1.5GHz / Allwinner A133 series
Graphics Processing Unit (GPU)	Imagination PowerVR GE8300
RAM	1GB DDR3
Storage (ROM)	8GB NAND
Expandable Storage	Supports up to 128GB TF card expansion

Wireless and Connectivity Technology

Item	Specification
Wi-Fi	Dual-band Wi-Fi 2.4GHz + 5GHz (5GHz band is used by default for lower-latency screen-casting)
Screen-Casting Protocol	WebRTC + WebSocket low-latency screen-casting protocol
Bluetooth	Bluetooth 4.2 / 5.0 (supports stable simultaneous connection of multiple Bluetooth controllers)
Peripheral Ports	1 × USB Type-C (power) 1 × MicroSD (TF) card slot 1 × USB 2.0 (controller/receiver port) 1 × HDMI audio/video output

Power and Consumption

Item	Specification
Input Voltage / Current	DC 5V / 2A (please use a power source that meets safety standards)
Power Port	Type-C port
Maximum Power Consumption	Less than 10W

Audio/Video and Game Support

Item	Specification
Screen-Casting Resolution	Supports 720P / 1080P at 60fps
Audio Output	Stereo (wirelessly synchronized with the video stream to the display terminal)
Controller Support	USB wired controllers, 2.4G wireless controllers, Bluetooth wireless controllers

Maximum Multiplayer	Up to 4 players for same-screen multiplayer competition
Emulator Support	FC, SFC, N64, GB, GBC, GBA, DS, VB, GW, SMS, MD, MD-CD, SEGA32X, GG, SS, DC, PS1, PSP, CPS1, CPS2, CPS3, FBNEO, MAME, VARCADE, PCE, PCE-CD, WS, WSC, Atari2600, PICO-8, and dozens of other mainstream emulators

4. Safety Precautions

Please carefully read this section before use.

4.1 Installation/Placement Safety Tips

- **Do Not Block Ventilation:** Place the device in a well-ventilated area. Do not cover the console with paper, tablecloths, or clothing, to avoid system crashes or damage due to poor heat dissipation.
- **Keep Away from Extreme Environments:** Do not expose the device to direct sunlight, or place it near heat sources such as radiators or stoves.
- **In-Car Placement Note:** When using in a vehicle, do not place the device in the path of airbag deployment, or directly under the sun-exposed front windshield in summer (high in-car temperatures can easily cause motherboard failure).
- **Shock and Drop Prevention:** Place the device on a stable surface or secure it in an in-car storage compartment, to avoid drops and damage during bumps or sudden braking.

4.2 Electrical Safety Tips

- **Strict Voltage Matching:** Be sure to use a standard power input of **DC 5V/2A** (or according to actual specifications). Excessive voltage may burn out the console, while insufficient voltage will cause the device to restart frequently.
- **Choose Certified Compliant Adapters:** Use original or CCC-certified (or other safety-certified) phone chargers, car charger adapters, or reputable brand power banks.
- **Thunderstorm Precautions:** When using at home during severe thunderstorms, disconnect the power adapter to prevent lightning surge damage to the device.
- **No Wet Hands:** Do not plug or unplug the Type-C power cable with wet hands, to prevent electric shock or short circuits.

4.3 Operational Safety Tips

- **Vision Protection Advice:** When playing games through various screens, maintain an appropriate viewing distance (recommended at least 2 meters from the screen), and take a 10–15 minute break for every 1 hour of play.
- **Proper Memory Card Insertion/Removal:** When the console is not fully shut down (or powered off), it is strictly prohibited to forcibly remove the MicroSD (TF) card, as this may cause game data loss or system file corruption.
- **Driving Safety—Driver Prohibited from Playing:** When using in an in-car environment, the console is only for the front passenger or rear passengers. While the vehicle is in motion, the driver is strictly prohibited from watching or playing games, to avoid distraction causing traffic accidents.

4.4 Maintenance and Care Safety Tips

- **Water, Moisture, and Dust Protection:** This product is not waterproof. Do not use in high-humidity environments such as bathrooms; do not splash or submerge in water.

- **Cleaning Standards:** Always disconnect the power before cleaning. Use a soft, dry cloth to wipe the body. Do not use alcohol, gasoline, thinner, or strong acid/alkaline chemical solvents for wiping.
- **No Unauthorized Disassembly:** There are no user-serviceable parts inside this product. Unauthorized disassembly, modification, or repair is strictly prohibited and will automatically void the warranty.

4.5 Disposal Precautions

- **Do Not Discard with Trash:** This product is an electrical and electronic product; do not dispose of it as ordinary household waste.
- **Lawful and Compliant Recycling:** When this product reaches the end of its service life and needs to be scrapped, please send it to a local qualified e-waste recycling point, or hand it over to the relevant department for unified processing, to reduce environmental pollution.
- **Memory Card Privacy Protection:** Before discarding or transferring this device, it is recommended to format or remove the MicroSD (TF) memory card to protect your personal data privacy.

5. Product Structure and Components

5.1 Parts/Accessories Checklist

After opening the package, please first verify that the following parts and accessories are complete. If anything is missing or damaged, please contact the place of purchase or after-sales customer service immediately.



- **Game Console (Screenless Version)** — 1 unit
- **Game Controller** — 1 unit
- **2.4G Receiver** — 1 unit
- **Type-C Power Cable** — 1 cable
- **Type-A Adapter** — 1 unit
- **User Manual (with Warranty Card)** — 1 copy

5.2 Component Names and Functions (Can be Used with Product Structure Diagrams)

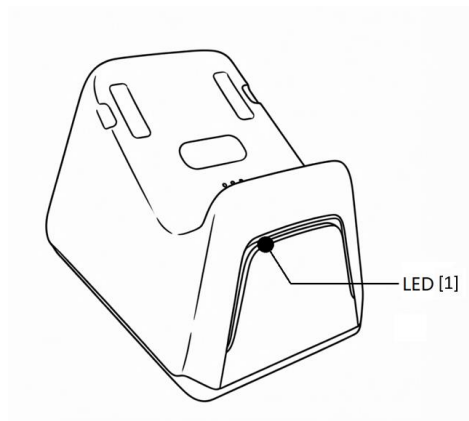


Figure 1: CASTJOY X1 Front

[1] Status Indicator (LED Indicator)

- **Function:** Displays the console's power, system startup, and wireless network connection status.
- **Status Description:**
 - Green light flashing: Device is powered on, system is initializing and starting up.
 - Green light solid: System has finished starting up and entered idle state.
 - Cyan light solid: System has started, and a device has connected to the Wi-Fi hotspot.
 - Blue light solid: Wireless screen casting is successful, ready to play.

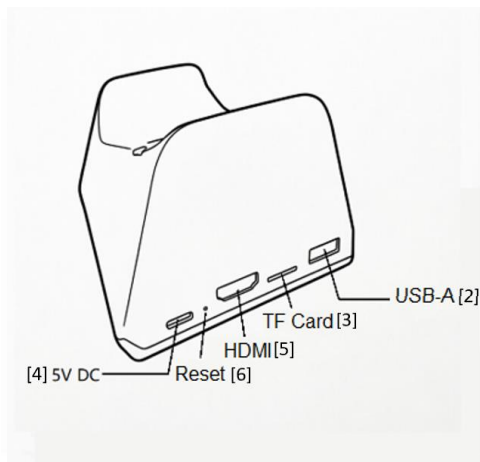


Figure 2: CASTJOY X1 Back

[2] USB Expansion Port (USB A Port)

- **Function:** For connecting peripheral controllers.
- **Usage:** Supports direct insertion of USB wired controllers, or insertion of a 2.4G wireless controller receiver.

Note: To achieve 4-player same-screen gameplay, you can connect 1 controller through this USB port, and then connect 3 Bluetooth controllers wirelessly via Bluetooth.

[3] MicroSD (TF) Card Slot

- **Function:** For storing the open-source emulator system firmware, game ROM images, and player game saves.
- **Safety Tip:** Please insert/remove this card only when the power is off.

[4] Type-C Power Input Port

- **Function:** Powers the console.
- **Usage:** Use the included Type-C cable to connect to a 5V/2A car charger, power bank, or power adapter. This product has no built-in battery; unplugging this cable shuts down the device.

[5] HDMI Audio/Video Output Port

- **Function:** Wired audio/video output to car rear-seat entertainment screens, TVs, or computer monitors.
- **Usage:** Under wired conditions, you can use an HDMI cable to directly connect to a TV, projector, or monitor. In this case, no Wi-Fi screen casting is needed, and zero-latency HD game footage is output directly.

[6] Reset Button

- **Function:** System forced restart button.
- **Usage:** During gameplay, if you encounter abnormal situations such as a frozen screen or unresponsive controller, use a thin, hard object such as a paperclip to gently press this button. The console will force a restart to recover.

6. Installation and Setup

6.1 Unboxing Inspection



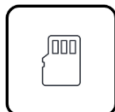
- **Check Packaging:** After receiving the product, first confirm that the outer packaging box is intact and undamaged.



- **Verify Accessories:** Refer to the **Parts/Accessories Checklist** in "Section 5: Product Structure and Components" of this manual, and verify the quantity of the console and accessories one by one.



- **Appearance Check:** Inspect the game console shell and each port (Type-C, HDMI, USB, TF card slot) for obvious physical deformation or damage.



- **Check Memory Card:** Confirm that the high-speed game memory card (TF card) is correctly inserted in the console's card slot.

6.2 Installation Steps

This product supports two working modes: **[Wireless Screen Casting]** and **[HDMI Wired Direct Connection]**. Please select the corresponding installation steps according to your usage scenario:

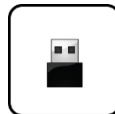
Option A: Wireless Screen-Casting Mode (for car systems, phones, tablets, laptops, TVs)



1. **Power the Console:** Connect one end of the included Type-C power cable to the console's Type-C port, and the other end to a compliant power source (car charger, power bank, or 5V/2A adapter).

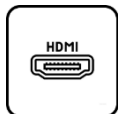


2. **Observe the Indicator:** After the console is powered on, the status indicator **flashes green**, indicating the system is loading; after approximately 50 seconds, the indicator changes to **solid green**, indicating the console has entered the wireless waiting-for-connection state.



3. **Connect Controller:** Plug your USB wired controller or 2.4G controller receiver into the console's USB port. *(If using a Bluetooth controller, please refer to the initial setup method below.)*

Option B: HDMI Wired Direct Connection Mode (for TVs, monitors, projectors with HDMI input)



1. **Connect the Cable:** Before powering on the console, use an HDMI cable to connect the console's **HDMI output port** to the TV's **HDMI input port**.



2. **Switch the Signal Source:** Turn on the TV and switch the TV's signal source (Input/Source) to the corresponding HDMI channel.



3. **Power the Console:** Plug in the Type-C power cable. The console indicator lights up, and the TV screen will directly display the game system main interface—no wireless network setup required.

6.3 Initial Setup Method

When using wireless screen-casting mode for the first time, please follow these steps to perform initial setup on the receiving terminal (such as car system, phone, TV, etc.):

Step 1: Connect the Receiving Terminal to the Console's Wi-Fi

1. Open the Wi-Fi settings on the device you want to use as a display (such as a car system or tablet).
2. Search for the dedicated Wi-Fi hotspot emitted by the console in the wireless network list.
 - **Network Name (SSID):** castjoy-xxxx (where xxxx is the unique numeric identifier of this box)
 - **Initial Password:** castjoy888888
3. Tap Connect and wait for the display terminal to successfully join the console's Wi-Fi network.

Tip: If the Wi-Fi connection is successful, the console's status indicator will change to **solid cyan**.

Step 2: Start Screen-Cast Reception

- **Apple Devices (iOS/macOS):** Launch the Safari browser, enter the URL: <https://castjoyx.com>, and tap Connect.

- **Android Devices / Some Car Systems:** Install or use the pre-installed Chrome browser, enter the URL: <https://castjoyx.com>, and tap Connect.

Tip: When screen casting is successful, the console's status indicator will change to **solid blue**.

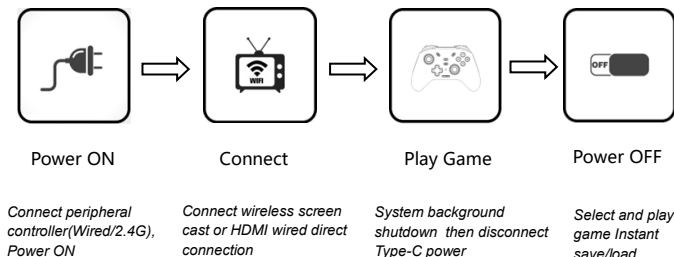
Step 3: Bluetooth Controller Pairing (if applicable)

1. If you are using a Bluetooth controller, first enable the controller's Bluetooth pairing mode (usually by long-pressing the controller's combination key or pairing button; see the controller manual for details).
2. In the game system main interface, use the already-connected USB wired controller (as a temporary main controller), and use the directional pad to navigate to **"Controller Settings"** → **"Pair a Bluetooth Controller"**.
3. The system will automatically search for nearby Bluetooth devices. Select your Bluetooth controller name from the list and confirm to complete pairing.

7. Operating Instructions

7.1 Basic Operation Flow

For daily play, please follow the standardized operation flow below to ensure system stability and protect your save data:



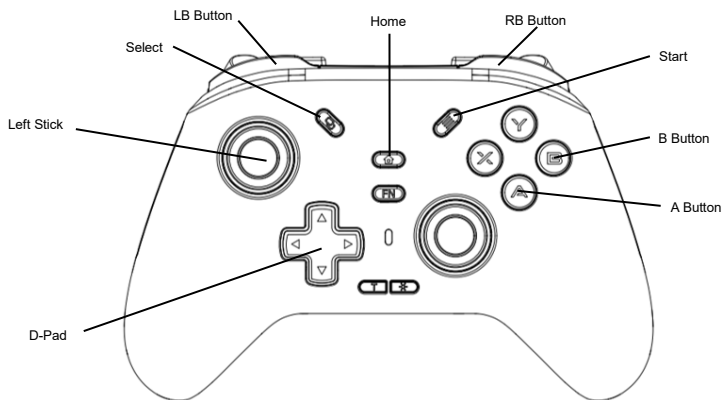
- Peripheral Preparation:** Before powering on, it is recommended to first plug the wired controller or 2.4G receiver into the console's USB port.
- Power On:** Insert the Type-C power cable and wait for the status indicator to change from flashing green to solid green.
- Screen Cast/Display:** Complete the wireless screen-cast connection or HDMI wired direct connection until the receiving terminal screen normally displays the game system main interface and the indicator changes to solid blue.
- Play and Save:** Browse and enter games via the controller. During play, you can use shortcut keys at any time for instant saving.
- Safe Shutdown:** After finishing gameplay, **never directly unplug the power**. Press the shortcut key on the controller to bring up the system menu, select QUIT → SHUTDOWN SYSTEM (safe shutdown), and wait until the console indicator is completely off before unplugging the Type-C power cable.

7.2 Function Buttons/Interface Description

This product is equipped with a retro open-source emulator system. All system interface navigation and in-game operations are performed through the controller.

① System Main Interface (Game Selection Interface)

After entering the system, by default the main area of the screen will immediately display the game library list stored on the TF card. If the list is empty, you need to rescan the game library on the TF card:



- **Directional Pad (D-Pad) / Left Stick:** Select the game with up and down. Press left and right to scroll the game list.
- **RB/LB Button:** Switch left right to display different function pages.
- **A Button (or Confirm Button):** Enter the selected emulator platform, or launch the selected game.
- **B Button (or Back Button):** Return to the previous menu.
- **HOME Button:** Bring up the "System Main Menu" on the main interface (including advanced settings, controller configuration, safe shutdown, etc.).
- **START Button:** Launch or start the game.
- **SELECT Button:** Add the game into the "Favorite List" on the main interface (for quickly launch or browse).

② In-Game Core Shortcut Combinations (Extremely Important)

The open-source emulator system supports shortcut key operations, allowing you to save or return at any time without exiting the game. **Please memorize the following key combinations (press simultaneously):**

Function	Shortcut Combination	Description
Exit Current Game	HOME	Bring up the advanced menu
Bring Up Advanced Menu	SELECT + START (long press in 3 seconds)	Bring up the advanced menu of the emulator (such as RetroArch) for in-game filters, cheat codes, etc.

Instant Game Save	SELECT + R1 (right shoulder button)	Save current game progress anytime, anywhere (supports multiple save slots)
Instant Game Load	SELECT + L1 (left shoulder button)	Instantly load the last saved progress—essential for challenging difficult stages
Switch Save Slot	SELECT + Directional Pad Left/Right	Switch between different quick save positions (Slot 0, 1, 2...)

7.3 Usage Methods for Different Modes

Mode 1: In-Car Entertainment Mode



- **Connection Key Points:** Use a car charger to power the game console. Open the "wireless screen casting" or "interconnection" app in the car system.
- **Network Recommendation:** Connect the car system's Wi-Fi to the 5GHz band hotspot emitted by the game console, ensuring that the game footage for rear or front passengers remains smooth and low-latency even during reversing, bumps, or long-distance driving.

Mode 2: Home Large-Screen Mode (Wired Direct Connection)



- **Connection Key Points:** Prioritize using an HDMI cable to connect to the living room TV or bedroom projector, then plug in the Type-C power.

- **Experience Advantage:** In this mode, audio and video are transmitted through a physical cable, achieving **0 latency**, suitable for playing fighting or action games such as *Street Fighter* and *The King of Fighters* that require extremely precise timing for moves.

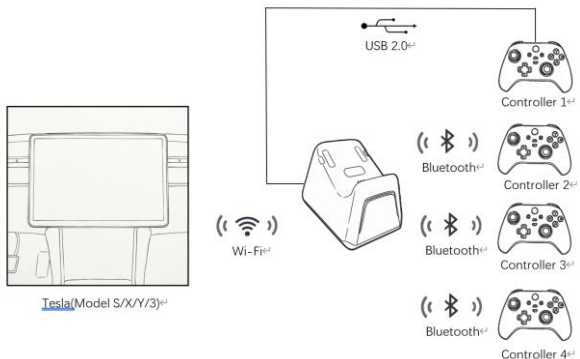
Mode 3: Portable Mobile Mode (Phone / Tablet / Laptop)



- **Connection Key Points:** When camping outdoors or in a dormitory without a TV, use a power bank to power the console. After the phone, tablet, or laptop connects to the console's Wi-Fi, enable screen mirroring.

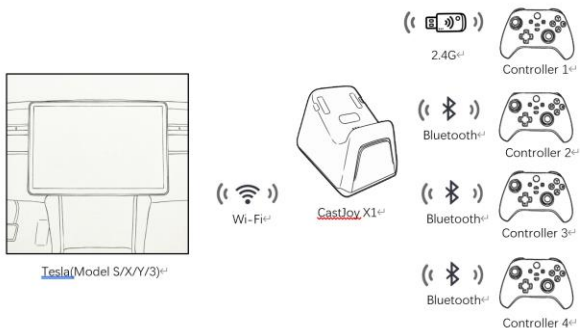
- **Experience Advantage:** Without relying on a fixed power grid or monitor, a compact tablet can instantly set up a retro game station supporting 4-player competition.

7.4 Common Operation Diagrams



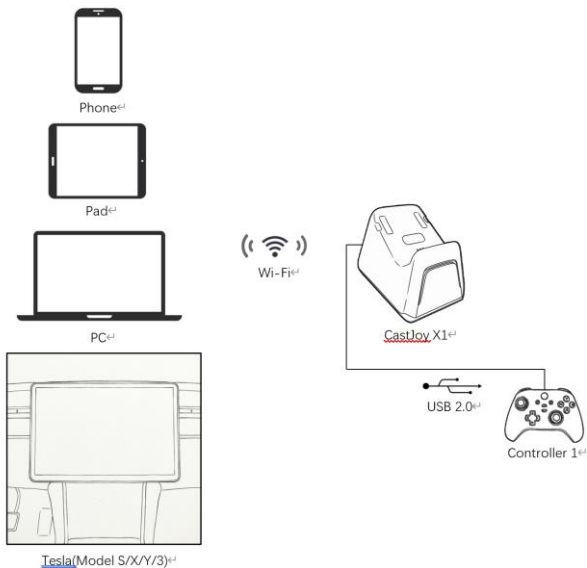
[Diagram A: Single/Multiplayer Controller Connection Layout 1]

- **USB Port:** Plug in Player 1 (P1) wired controller (main controller)
- **Built-in Bluetooth:** Wirelessly pair Player 2 (P2), Player 3 (P3), and Player 4 (P4) Bluetooth controllers



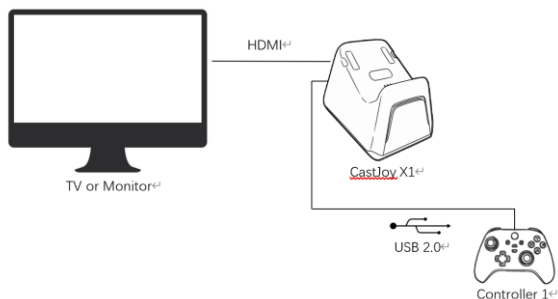
[Diagram B: Single/Multiplayer Controller Connection Layout 2]

- **USB Port:** Plug in the 2.4G wireless receiver, corresponding to Player 1 (P1) controller (main controller)
- **Built-in Bluetooth:** Wirelessly pair Player 2 (P2), Player 3 (P3), and Player 4 (P4) Bluetooth controllers



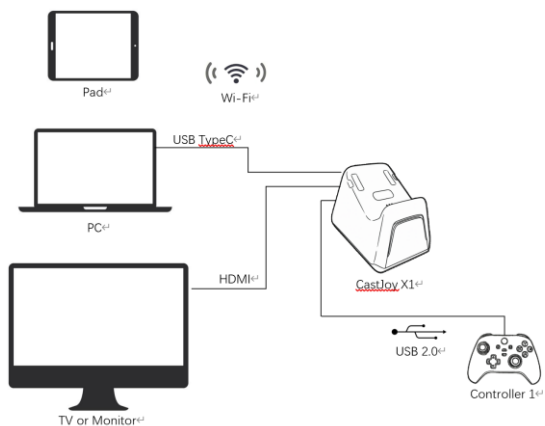
[Diagram C: Wi-Fi Screen-Casting Connection Layout]

- **Built-in Wi-Fi:** Car system, phone, computer, tablet connect wirelessly via Wi-Fi to the CASTJOY X1 console
- **Screen Casting:** Open a browser and enter the screen-casting URL



[Diagram D: HDMI Connection to TV or Monitor]

- **HDMI Cable:** TV, computer monitor, or in-car entertainment screen connects to the CASTJOY X1 console via HDMI cable



[Diagram E: Multi-Screen Synchronous Display]

- **Type-C:** Computer connects to the CASTJOY X1 console's power port via USB Type-C, displayed using screen-casting software
- **HDMI:** TV connects to the CASTJOY X1 console's HDMI port via HDMI cable
- **Built-in Wi-Fi:** Phone or tablet connects wirelessly via Wi-Fi to the CASTJOY X1 console

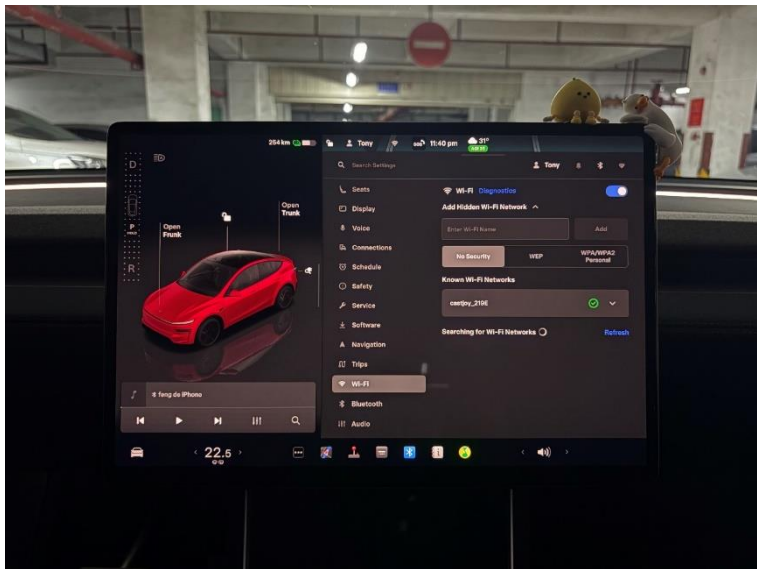
[Diagram F: Wireless Screen-Casting Flow]

- **Step 1:** Power on the game console and wait for the indicator to become solid green.

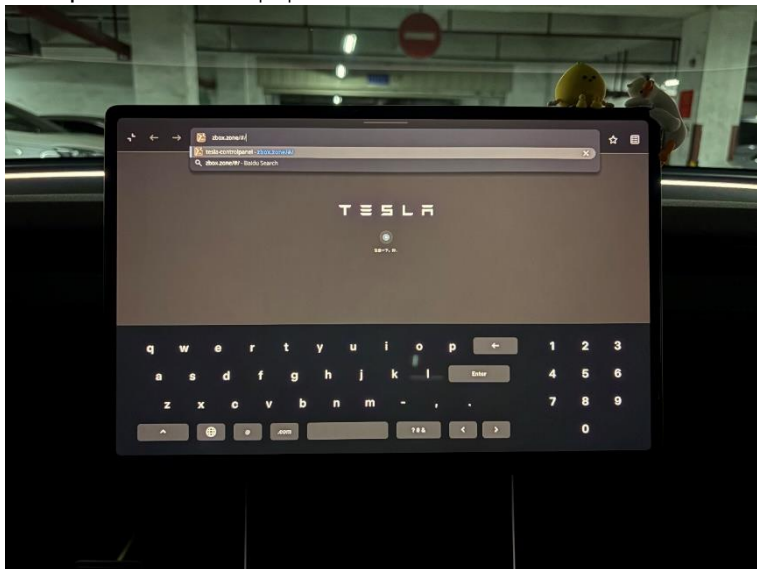


- **Step 2:** Car system searches for the network.

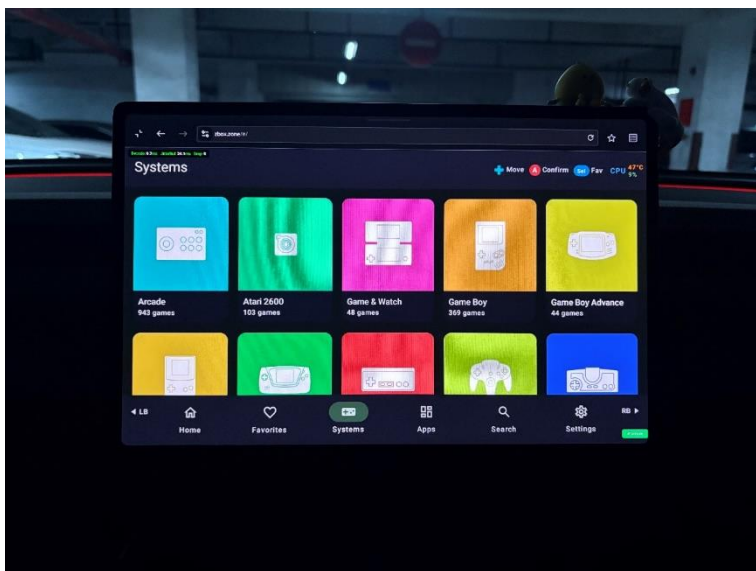
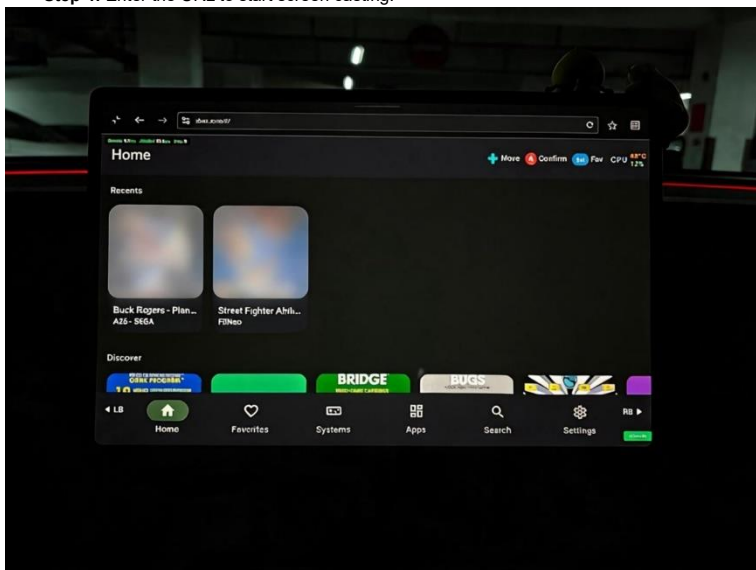




- **Step 3:** Enter the Wi-Fi hotspot password and wait for a successful connection.



- **Step 4:** Enter the URL to start screen casting.



8. Maintenance and Care

To extend the service life of the game console and ensure long-term stable system operation, please regularly maintain and care for the device according to the following guidelines.

8.1 Daily Cleaning Methods

- **Power Off Before Cleaning:** Before any cleaning operation, **you must first unplug the Type-C power cable and all peripheral controllers**, ensuring the console is completely powered off.
- **Shell Dust Removal:** Use a clean, dry **microfiber soft cloth** (such as eyeglass cloth or lens cloth) to gently wipe the console shell. Do not use rough-textured rags, to avoid scratching the body surface.
- **Port Cleaning:**
 - If there is dust accumulation in the Type-C, HDMI, and USB ports, use a **soft brush**, anti-static brush, or **air blower** (rubber bulb) to blow out the dust.
 - Do not use cotton swabs or other items with easily shedding fibers to forcibly dig into ports, as retained fibers may cause poor contact.
- **No Chemical Solvents:** It is strictly prohibited to use alcohol, gasoline, thinner, cleaning powder, or strong acid/alkaline chemical liquids to wipe the body. These liquids can corrode the plastic shell and even seep into the motherboard causing hardware short circuits.

8.2 Regular Maintenance Points

- **Check Memory Card Read/Write (Every 3 Months):**
 - Regularly remove the MicroSD (TF) game card in a powered-off state and check whether the gold finger contacts have oxidation or dirt. If there is slight oxidation, gently wipe with a clean eraser.
 - It is recommended to regularly back up game saves (Save Files) through the system's built-in backup function, to prevent game progress loss due to unexpected memory card damage.
- **Cable and Port Inspection:** Regularly check whether the outer insulation of the Type-C power cable and HDMI cable is damaged or has excessive creases. If cables are aging or plugs are loose, replace them promptly, to avoid unstable power supply causing the console to crash frequently while running emulators.
- **Firmware and Game Management:** Regularly clean up unnecessary temporary files on the memory card. If the official releases a system upgrade firmware that optimizes screen-casting latency, please update according to the official tutorial for a better audio-video synchronization experience.

8.3 Long-Term Storage Precautions

If you plan not to use this game console for an extended period (e.g., more than 1 month), please store it properly according to the following requirements:

- **Complete Safe Shutdown:** Before storage, ensure the device is safely shut down through the system menu rather than by directly unplugging the power, to ensure all underlying configuration files of the open-source system have been completely written to the memory card.

- **Store Accessories Separately:** For long-term storage, **please separate the MicroSD (TF) card, USB controller receiver, and power cable from the console** and store them individually.

- **Environment Selection:** Store the device in a **dry, cool, and well-ventilated** environment.

- **Moisture Prevention:** It is recommended to place it in a storage bag or sealed packaging box with desiccant, to avoid internal motherboard moisture and mold caused by humid spring or plum rain seasons in southern regions.

- **Extreme Temperature Prevention:** The storage environment temperature should be maintained between 0°C and 40°C. **Do not leave it locked in a sun-exposed in-car storage box for a long time**, as high temperatures can cause shell deformation or component aging.

- **Regular Power-On Check (Every 6 Months):** For long-term idle devices, it is recommended to take them out every six months and power them on for 15–30 minutes. Use the heat generated during component operation to disperse trace moisture absorbed internally, activate electronic components, and ensure the device functions properly.

9. Troubleshooting

When using this wireless screen-casting game console, if you encounter any abnormal situation, please first refer to the following table and instructions for troubleshooting. Most problems can be resolved through simple settings or restarting.

9.1 Common Fault Quick Troubleshooting Table

Fault Symptom	Possible Cause	Solution
Indicator not lit, device unresponsive	1. Power cable not plugged in securely; 2. Power adapter power insufficient (below 5V/2A).	1. Re-plug both ends of the Type-C connector; 2. Replace with a charger or power bank that meets the 5V/2A standard.
Device keeps restarting, cannot enter system	1. Power supply current too low; 2. MicroSD (TF) card loose or files corrupted.	1. Check the power supply, ensure you are not using the car system's built-in low-power USB port; 2. After powering off, re-insert the TF card securely; if it still doesn't work, contact after-sales to reflash the system.
Screen frozen, all controllers unresponsive	Occasional crash when the emulator runs a high-power game.	1. Check whether the game console is placed in a poorly ventilated or heat-dissipating location; 2. After repositioning the console to a well-ventilated location, use a thin, hard object such as a paperclip to gently press the Reset button on the console to force a system restart.

9.2 In-Depth Answers to Core Issues

Issue 1: The display terminal (car system/phone/TV) cannot find the console's Wi-Fi signal?

Cause Troubleshooting:

1. The console has not finished starting up.
2. Some older car systems or tablets do not support 5GHz band Wi-Fi signals.

Solution:

1. Observe the console indicator. You must wait for the solid green light before the console starts broadcasting the Wi-Fi signal.
2. If your receiving terminal device is older (only supports 2.4GHz Wi-Fi), connect to a TV via HDMI direct connection to enter system settings, switch the Wi-Fi transmission band to "2.4GHz Mode," and then try the wireless connection again.

Issue 2: Screen casting is successful, but the game footage stutters, tears, or the audio is delayed/intermittent?

Cause Troubleshooting:

1. The 2.4GHz band is currently in use, with severe interference from surrounding wireless devices.
2. The distance between the game console and the display terminal is too far, or there are metal objects or the vehicle body blocking in between.
3. The display terminal (such as a car system or old phone) has low hardware decoding performance.

Solution:

1. It is strongly recommended to connect to the 5GHz band Wi-Fi emitted by the console. This band has minimal interference and can significantly reduce latency.
2. Move the game console closer to the display terminal (such as placing it near the car's center console or next to the tablet), and avoid placing it in a fully enclosed metal storage box.
3. If conditions permit, when using a TV at home, please prioritize using an HDMI cable for wired direct connection, which can achieve 0 latency and 1080P ultra-clear picture quality.

Issue 3: The controller is connected, but the buttons are misaligned, or the directional pad doesn't respond?

Cause Troubleshooting:

1. A third-party controller with a non-standard protocol is connected, and the open-source system failed to automatically recognize the button mapping.
2. When multiple controllers are connected simultaneously, the player order (P1, P2, P3, P4) has become mixed up.

Solution:

1. **Remap Buttons:** Use a normal USB wired controller as the main controller, press the START button on the system main interface to open the main menu, select CONTROLLER SETTINGS → CONFIGURE A CONTROLLER, then follow the on-screen prompts and press the up/down/left/right and A/B/X/Y buttons of the new peripheral controller in sequence to complete manual button binding.
2. **Clarify Controller Order:** The open-source system usually sets the first connected USB wired controller as P1 (main player) by default. If using Bluetooth controllers, go to INPUT P1-P4 in the controller settings menu to manually specify the player number corresponding to each controller.

Issue 4: How do I exit after entering a game? How do I save game progress?

Cause Troubleshooting: Open-source emulator games do not have a built-in modern menu, so you must rely on the console's system shortcut key combinations.

Solution:

- **Exit Game:** Simultaneously press HOME on the controller to safely force-exit the game and return to the menu.
- **Instant Save:** Anywhere in the game, simultaneously press SELECT + R1. When *Saved State* appears at the bottom of the screen, the save is successful.
- **Instant Load:** Simultaneously press SELECT + L1 to instantly return to the last saved position.

If your problem still cannot be resolved through the above methods, please record the console's indicator status and error prompt screen, and contact the official after-sales channel for technical support.

10. After-Sales Service

Thank you for purchasing our company's product. **This is a LIMITED WARRANTY as defined under the Magnuson-Moss Warranty Act (15 U.S.C. § 2301 et seq.).** We provide the following warranty coverage for hardware defects in materials and workmanship under normal use.

10.1 Warranty Policy

This Limited Warranty applies to the original purchaser only **and is not transferable**, calculated from the date of product receipt:

- **30-Day Return:** Within 30 days from the date of receipt, provided the product is in good condition, accessories are complete, there is no human-caused damage, and it does not affect secondary sales, you can enjoy no-reason returns (except for special channels such as cross-border and custom orders).
- **1-Year Exchange:** Within 1 year from the date of receipt, if a non-performance fault or quality issue occurs that is not caused by human factors, after confirmation by official after-sales inspection, you can receive a free replacement of a brand-new product of the same model and specifications.

10.2 Warranty Scope and Period

Different parts of the product enjoy different quality guarantee periods. details are as follows:

Part Name	Warranty Period	Warranty Service Type	Description
Game Console (Screenless Version)	1 Year (12 months)	replacement	Refers to the console motherboard, chip, built-in wireless/Bluetooth module.
Included Peripheral Controller	6 Months	replacement	If a controller is included in the package, it is covered by this period.
Type-C Power Cable	3 Months	replacement	Consumable items; only warranty for factory-defect quality issues.

Limitation of Implied Warranties

Disclaimer: Mandatory legal disclosures regarding implied warranties must be included to comply with the Magnuson-Moss Warranty Act, as detailed in this compliance guide.

• **Limitation of Liability (Updated Compliance Section):** WE ARE NOT RESPONSIBLE FOR ANY INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES (E.G., LOST DATA/GAMES) ARISING FROM WARRANTY BREACH, EXCEPT WHERE PROHIBITED BY STATE LAW.

• **Exclusions:** This Limited Warranty does not cover damage from misuse, unauthorized repairs, third-party parts, or acts of God.

- **Your Rights Under State Law:** This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

10.3 After-Sales Service Contact Information

When you encounter hardware failures during use and need to apply for return/exchange, or technical support, please contact us through the following channels, and include the purchase certificate (invoice or e-commerce order screenshot) .

-  **After-Sales Email:** support@lantechsz.cn
-  **Official Website:** www.castjoyx.com

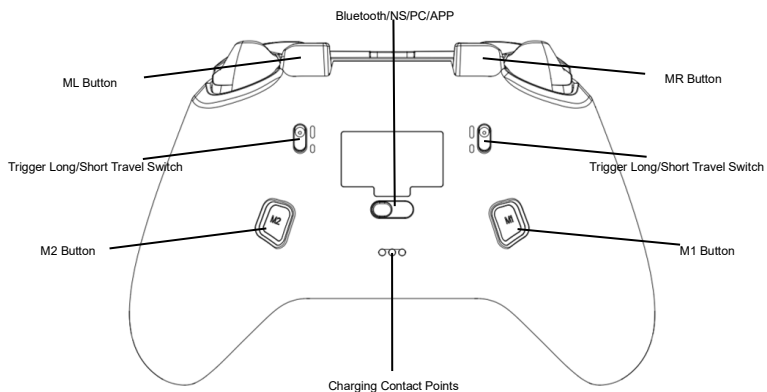
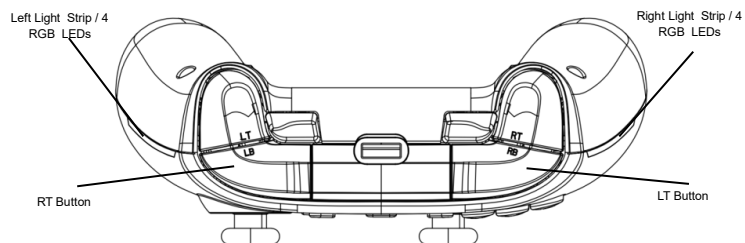
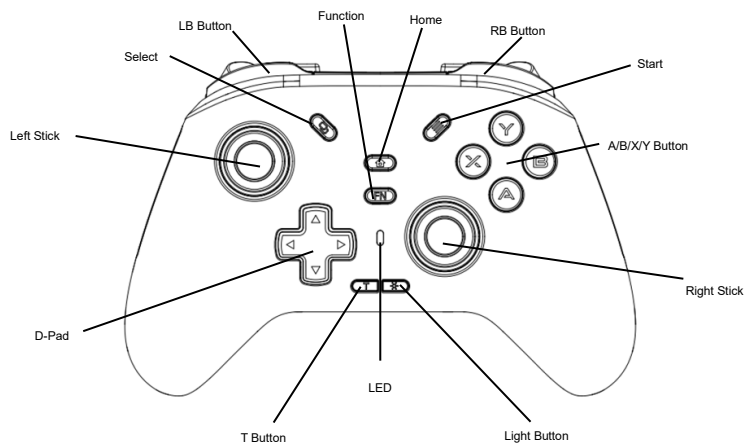
11. Appendix A

The game controller included with this product is not limited to use with the matching console—it can also connect to platforms such as Nintendo Switch, PC, Android, and iOS for gaming. Appendix A describes how to use it on these platforms.

11.1 Product Configuration Overview

Feature/Characteristic	Details
Connection Mode	Wired, Receiver, Bluetooth
Compatible Platforms	PC / Android / Switch Console / iOS
Trigger	Hall Electromagnetic Induction Trigger (Long Travel)
Quick Trigger	Micro Switch (Short Travel)
Grip Motor	Eccentric Rotating Mass Motor
Trigger Motor	Reserved
ABXY Buttons	Carbon Ink + Conductive Rubber
D-Pad	Carbon Ink + Conductive Rubber
LB/RB Shoulder Buttons	Tact Switch + Silicone
LT/RT Triggers	Hall Linear
M1/M2 Back Buttons	Tact Switch
ML/MR Mini Shoulder Buttons	Micro Switch
HOME Button	Tact Switch + Silicone
View Button / BACK / 	Tact Switch + Silicone
Menu Button / START / 	Tact Switch + Silicone

Fn Button	Tact Switch + Silicone
T Button	Tact Switch + Silicone
Light Button	Tact Switch + Silicone
Channel Indicator	1 RGB
Lighting Effects	Left and right side light strips with 4 RGB LED positions each (8 RGB total)
Polling Rate	Wired 1000Hz
Gyroscope	6-Axis Gyroscope
Data Cable	0.8m



11.2 Connection

Back mode switch positions:

Bluetooth mode — Device Bluetooth name: Xbox Wireless Controller; Green indicator light;

Switch mode — Device Bluetooth name: Pro Controller; Blue indicator light;

2.4G mode — Device auto-pairing: White indicator light;

APP mode — Device Bluetooth name: HXC-GP; Yellow indicator light

11.2.1 Wired Connection (PC / NS / Android Smart TV)

1. Toggle the mode switch on the back of the controller to any position; the controller will automatically identify different devices.
2. Connect the controller to the device using the data cable. Upon successful connection, the controller will vibrate briefly once as confirmation.

Note:

- Default is Xinput mode. Press and hold **【BACK】** + **【START】** simultaneously for 3 seconds to cycle through Xinput-Dinput-NS modes. Upon successful switch, the controller will vibrate briefly once as confirmation.

- In Xinput mode, the device name is **【Xbox Wireless Controller】**; in Dinput mode, the device name is **【HXC GP】**; in NS mode, the device name is **【Pro Controller】**.

11.2.2 Wireless Bluetooth Connection to PC

1. Toggle the mode switch on the back of the controller to the Bluetooth position.
2. Press and hold the Home button for 3 seconds until the green indicator light flashes rapidly, indicating the controller has entered pairing mode.
3. On the computer, go to **【Settings】** - **【Devices】** - **【Bluetooth & other devices】** - **【Add Bluetooth or other device】**.
4. Select the device name **【Xbox Wireless Controller】** to connect. Upon successful connection, the green indicator light will stay solid.
5. When not in use, press and hold the Home button for 5 seconds to power off, or the controller will automatically power off after 10 minutes of inactivity.
6. The controller has Bluetooth memory function. To reconnect, briefly press the Home button to power on; the green indicator light will flash slowly.

Note: This mode defaults to Xinput mode. When connected to a computer via wired connection, press and hold the BACK[

11.2.3 Wireless Bluetooth Connection to Android / iOS Devices

1. Toggle the mode switch on the back of the controller to the Bluetooth position.
2. Press and hold the Home button for 3 seconds until the green indicator light flashes rapidly, indicating the controller has entered pairing mode.
3. On the phone / tablet, enable Bluetooth and go to the system settings Bluetooth page to search for devices.
4. Select the device name **【Xbox Wireless Controller】** to connect. Upon successful connection, the channel indicator green light will return to solid.

Note: This mode requires the game to natively support controller operation.

11.2.4 Switch Console Connection

1. Toggle the mode switch on the back of the controller to the NS position.
2. Press and hold the **【HOME】** button for 3 seconds; the channel indicator blue light flashing rapidly indicates pairing is in progress.
3. On the Switch console main screen, go to **【Controllers】** - **【Change Grip/Order】** . Upon successful connection, the blue indicator light will return to solid.

Note:

- In Switch mode, the Bluetooth device name is **【Pro Controller】** .
- In Switch mode, the motion gyroscope function is supported.
- In Switch mode, the FN button serves as a single-press screenshot button and long-press recording function.

11.2.5 Receiver Connection (PC / NS / Android Smart TV)

1. Toggle the mode switch on the back of the controller to the 2.4G receiver position.
2. Plug the receiver into a USB device.
3. Press and hold the controller Home button for 3 seconds; the white indicator light flashing rapidly indicates pairing is in progress. Upon successful connection, the white indicator light will return to solid.
4. When not in use, press and hold the Home button for 5 seconds to power off, or the controller will automatically power off after 10 minutes of inactivity.
5. For next use, briefly press the Home button to power on; the white indicator light will flash slowly and automatically reconnect to the device.

Note:

- Default is Xinput mode. Press and hold **【BACK】** + **【START】** simultaneously for 3 seconds to cycle through Xinput-Dinput-NS modes. Upon successful switch, the controller will vibrate briefly once as confirmation.

- In Xinput mode, the device name is **【Xbox 360 Controller】**; in Dinput mode, the device name is **【HXC GP】**; in NS mode, the device name is **【Pro Controller】**. Under 2.4G connection, mode switching is remembered after power off.

11.2.6 APP Mode Connection (iOS / Android Mobile Phone)

1. Toggle the mode switch on the back of the controller to the APP position.
2. Press and hold the Home button for 3 seconds; the yellow indicator light will flash rapidly, indicating the controller has entered pairing mode.
3. Open the phone (device) Settings - Bluetooth, search for and connect to the Bluetooth device "HXC-GP". Upon successful connection, the yellow indicator light will stay solid; enter the KeyLinker APP for button mapping.

Note:

- When not in use, press and hold the Home button for 5 seconds to power off, or the controller will automatically power off after 10 minutes of inactivity.
- For next use, briefly press the Home button to power on; the yellow indicator light will flash slowly and automatically reconnect to the phone (device).

11.3 Joystick Dead Zone Switching

Joystick 0 Dead Zone Switching

While the controller is connected, press and hold **【L3】** + **【R3】** simultaneously for 5 seconds to toggle between 0 dead zone and with dead zone for the left and right joysticks. Upon successful switch, the controller will vibrate briefly once.

Note: The controller ships with dead zone enabled for both left and right joysticks by default.

Joystick Circle / Square Drawing Switching

Press and hold **【FN】** + left joystick **【LS】** or right joystick **【RS】** for 5 seconds to toggle between circle and square drawing. Default is circle drawing at factory.

11.4 Lighting Adjustment

1. Single-press the light button to cycle through the controller light strip effects (Colorful Marquee / Colorful Breathing / Colorful Switching).
2. Press the light button + left/right D-pad to adjust brightness. There are four levels: 100%, 70%, 50%, 30%. Default brightness is 70%.

Note: Lighting settings are remembered after power off.

11.5 Calibration

Trigger and Joystick Calibration

1. With the controller powered off, press and hold **BACK**[] + **X** + **Home** simultaneously to start

calibration. During calibration, the indicator light will flash (ABXY buttons in Xbox layout).

- Joystick calibration: Move the left and right joysticks slowly to full range, rotating completely more than three times.
- Trigger calibration: Press LT and RT each fully to the bottom twice.
- Finally, press START once to complete calibration and the controller will automatically power off.

Gyroscope Calibration

- Place the controller flat on a table.
- With the controller powered off, press and hold **BACK** [⏮] + **A** + **Home** simultaneously to start calibration. The indicator light will flash (ABXY buttons in Xbox layout).
- Press **START** [⏻] and the controller will begin automatic calibration.
- Wait for the controller to automatically power off, which indicates calibration is complete.

11.6 Vibration Adjustment

Press and hold **FN** + **D-pad** [↑] / **D-pad** [↓] to adjust vibration intensity. Upon successful setting, the controller will vibrate briefly once as confirmation.

Note:

- Vibration intensity has 5 levels: 0 - 30% - 50% - 70% - 100%.
- Default vibration intensity is 50%.
- Vibration settings are remembered after power off.

11.7 TURBO Rapid Fire

Manual Rapid Fire

Press and hold **T** + **the button to set Turbo for**; the button will enter semi-automatic rapid fire mode, and the corresponding channel indicator will flash in sync with the rapid fire rate.

Automatic Rapid Fire

Press and hold **T** + **the button to set Turbo for** again; the button will enter fully automatic rapid fire mode, and the corresponding channel indicator will flash in sync with the rapid fire rate.

Cancel Rapid Fire

Press and hold **T** + **the button to set Turbo for** again to clear the Turbo function for that button.

Cancel All Button Rapid Fire Settings

Press and hold the **T** button for 5 seconds; the controller will vibrate briefly once to indicate successful clearing of all button Turbo functions.

Note:

- Buttons supporting TURBO rapid fire: **A, B, X, Y, LB, RB, LT, RT**.
- Rapid fire frequency has three levels: 5/s, 15/s, 20/s. Default rapid fire rate is 15/s.
- Rapid fire rate adjustment: **【FN】** + UP **【L3】** increases rapid fire frequency; **【FN】** + DOWN **【L3】** decreases rapid fire frequency.
- TURBO rapid fire settings are remembered after power off.

11.8 Back Button Programming

Set Back Button Macro

While the controller is connected, press and hold **【FN】** + **【M1/M2/ML/MR】** to enter macro recording mode. At this point, the channel indicator will flash slowly and the controller will vibrate briefly once to indicate recording is in progress. Press the operations you want to record, then press **【M1/M2/ML/MR】** again to end recording. The indicator light will stop flashing and the controller will vibrate briefly once to indicate setup is complete.

Clear Back Button Macro

While the controller is connected, press and hold **【FN】** + **【M1/M2/ML/MR】**; the indicator light will flash slowly and the controller will vibrate once. Press **【M1/M2/ML/MR】** again; the indicator light will stop flashing, the controller will vibrate once, and the macro function is cleared.

Note:

- Programmable function buttons: **A / B / X / Y / D-pad / LB / RB / LT / RT / L3 / R3 / BACK / START**.
- A single button supports up to 21 key value inputs.
- Press and hold **【T】** + **【M1/M2/ML/MR】** to enable or disable the auto-loop macro function.

11.9 Air Mouse Function

With the controller powered off, press **【FN】** + **【BACK】** to enable mouse function. Mouse movement corresponds to the controller's left joystick, mouse scroll wheel corresponds to the right joystick, mouse left click corresponds to the controller's A button, and mouse right click corresponds to the controller's B button.

11.10 Factory Reset

With the controller powered off, press and hold **【BACK】** + **【START】** + **【HOME】** for 1 second to restore factory settings. Upon success, the controller will vibrate briefly once as confirmation and automatically power off.

11.11 Indicator Light Description

Charging while powered off: Indicator red light solid.

Fully charged while powered off: Indicator light off.

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 20cm between the radiator and your body.

CASTJOY X1

Wireless Screen-Casting Retro Game Console

Let every journey become an extension of the game

lantech New Technology R&D (Shenzhen) Co., Ltd.

Address: Room 223, Building 6, 1970 Science Park, No. 112 Minkang Road,

Minzhi Subdistrict, Longhua District, Shenzhen, Guangdong Province

Official Website: www.castjoyx.com

After-Sales Email: support@lantechsz.cn

Thank you for choosing CASTJOY. Happy gaming!