

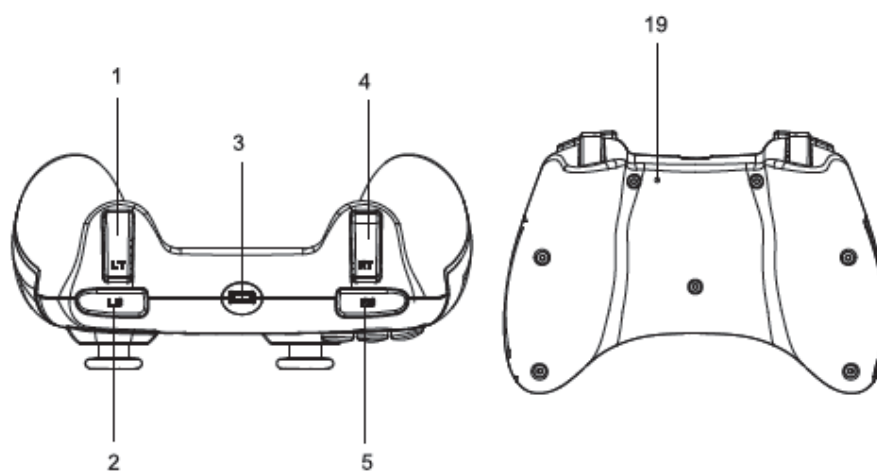
**Package List**

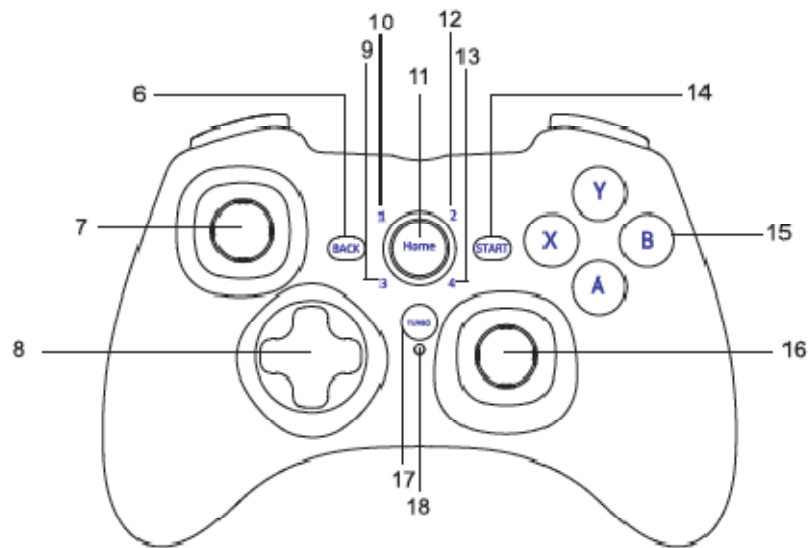
1x EasySMX ESM-9101 Game Controller

1x Nano USB Receiver

1x USB Cable

1x User Manual

**Product Overview**



- |                  |                  |                    |           |       |
|------------------|------------------|--------------------|-----------|-------|
| 1. LT            | 2. LB            | 3. Charging Port   | 4. RT     | 5. RB |
| 6. Back Button   | 7. Left Joystick | 8. D-pad           | 9. LED 3  |       |
| 10. LED 1        | 11. Home Button  | 12. LED 2          | 13. LED 4 |       |
| 14. Start Button | 15. X, Y, A, B   | 16. Right Joystick |           |       |
| 17. TURBO Button | 18. TURBO LED    | 19. Reset Hole     |           |       |

## Specifications

|                     |                                               |
|---------------------|-----------------------------------------------|
| Connection          | 2.4G Wireless Technology                      |
| Operating Range     | 10m (about 32.8ft)                            |
| Battery Capacity    | 600mAh                                        |
| Charging Time       | 2 Hours                                       |
| Operating Life Time | 8 hours or more                               |
| Vibration           | Dual Vibration                                |
| Operating Current   | 13mA                                          |
| Compatibility       | Windows XP/Windows 10/Windows 7/Windows 8/PS3 |

## Power On/Off

1. Plug the receiver into your device and press the Home Button once to power on the game controller.

2. The game controller cannot be powered off manually. To power off, unplug the receiver first and the gamepad will power off if it stays unconnected for 30 seconds.

Note: The gamepad will shut down by itself in 5 minutes after it stays connected to some device without any operation.

## Charging

1. To charge, use the included USB cable to plug the gamepad into your PC.
2. If the game controller is connected to some device during charging, the corresponding LED indicator will flash slowly. If the gamepad is fully charged, the LED indicator will stay on.
3. If the gamepad is not connected to any device, all 4 LED indicators will flash slowly during charging. They will turn off when the gamepad is fully charged.

Note: if the game controller is running low on batteries, the corresponding LED indicator will flash.

## Connect to PS3

1. Plug the receiver into one free USB port on the PS3 console. Press the Home Button once to power on the gamepad and it will auto connect to the PS3 console.
2. PS3 console is available for 7 game controllers. Please see the table below for a detailed explanation for LED status.

| Game Controller | LED Status            |
|-----------------|-----------------------|
| First One       | LED1 stays on         |
| Second One      | LED2 stays on         |
| Third One       | LED3 stays on         |
| Fourth One      | LED4 stays on         |
| Fifth One       | LED1 and LED4 stay on |
| Sixth One       | LED2 and LED4 stay on |
| Seventh One     | LED3 and LED4 stay on |

— 04 —

## Connect to PC

1. Insert the USB receiver into your PC and press the Home Button once to power on the gamepad and it will auto connect to your PC. When LED1 and LED2 stay on , it means that the connection is finished and gamepad is Xinput mode by default.
2. Press and hold the Home Button for 5 seconds to switch to Dinput emulation mode. LED1 and LED3 will glow solid .
3. Press the HOME Button once to switch to Dinput digit mode, and LED1 and LED4 will stay on .
4. In this mode, press the Home Button for 5 seconds to switch to Android mode and LED3 and LED4 will stay on. Press it for 5 seconds again to return to Xinput mode.

Note: one computer can pair with more than one game controllers.

## Connect to Android Smartphone/Tablet

1. Plug the Micro-B/Type C OTG adapter (Not Included) into the Nano receiver.
2. Plug the receiver into your phone or tablet.
3. Press the Home Button once to power on the game controller, LED3 and LED4 will keep on, indicating the connection is done.

Note:

1. Your Android phone or tablet must fully support OTG function that needs to be on first.
2. Android games does not support vibration for now. If the gamepad is trying to pair under non-Android mode, press the Home Button for 5 seconds to get it right.

## TURBO Button Setting

1. Press and hold any key you want to set with TURBO function, then press TURBO Button. The TURBO LED will start flashing, indicating setting is done. After that, you are free to hold this button during gaming to achieve fast strike.
2. Hold down this button again and press TURBO Button simultaneously to disable TURBO function.

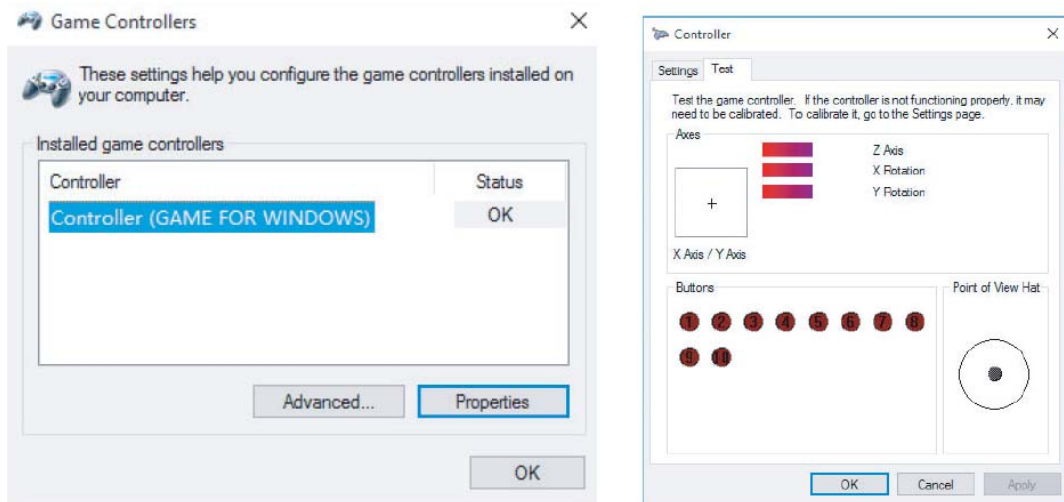
— 05 —

## Notice

1. If the pairing fails, all LEDs will keep flashing fast. Press the Home Button to force it to pair.
2. Keep the gamepad away from water and do not use it in high-temperature conditions.
3. Children should not use this product without parents' supervision.

## Button Test

After the computer is paired with your computer, go to "Device and Printer", locate game controller. Right click to go to "Game Controller Settings", then click "Property" as shown below:



## FAQ

1. The USB receiver failed to be recognized by my computer?
  - a. Make sure the USB port on your PC works fine.
  - b. Insufficient power might cause unstable voltage to your PC USB port. So try another free USB port.
  - c. A computer running Windows XP or a lower operating system needs to install X360 game controller driver first.
2. Why can't I use this game controller in the game?
  - a. The game you are playing doesn't support game controller.
  - b. You need to set the gamepad in the game settings first.
3. Why doesn't the game controller vibrate at all?
  - a. The game you are playing doesn't support vibration.
  - b. Vibration is not turned on in the game settings
4. Why does the game controller fail to connect?
  - a. The gamepad is running on low batteries, please recharge it.
  - b. The gamepad is out of the effective range.

## **Federal Communications Commission (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.

**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.

Warning: Changes or modifications made to this device not expressly approved by DongGuan KingSheng Electronics&Tech Co. Ltd may void the FCC authorization to operate this device.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.