

105mm

140mm

# Wireless GamePad



## ForPS5

# Operation instructions

### 1.Product Introduction and Application Scope

- This product supports both wired and Bluetooth connections with lowlatency and stable performance
- Compatible with PS5, Windows (PC), Android, iOS, Mac, and Steam Deckplatforms.
- Has programming functionality
- Supports 3.5mm headphones for stereo audio output and voicecommunication.
- Equipped with RGB lighting effects with 9 adjustable colors.

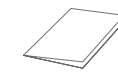
### 2.Product Parameters

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



Game controller X1

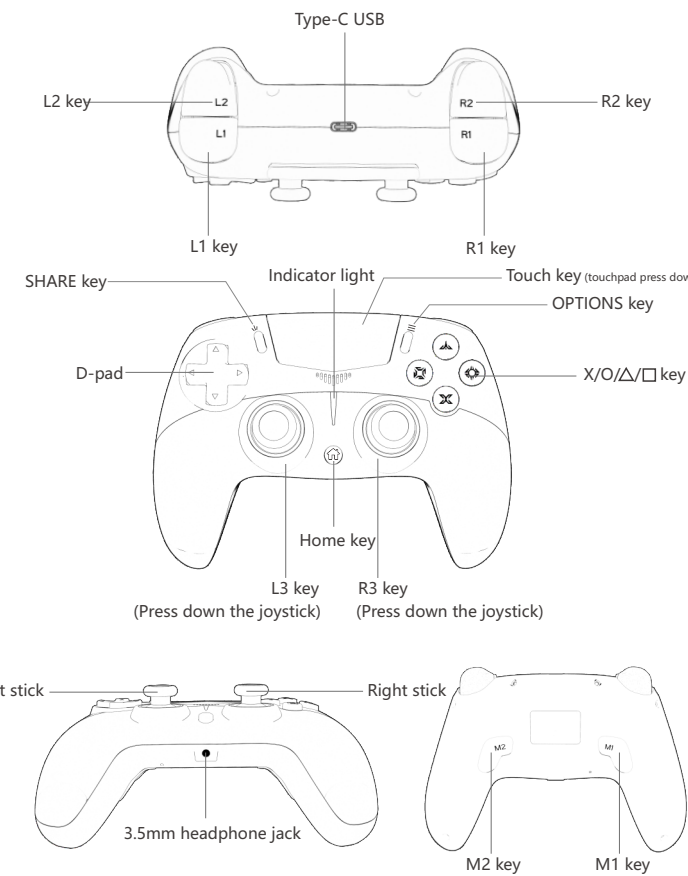


Manual X1



Type-C USB cable X1

### 4.Controller concept



### 5.Feature Introduction

- Standard buttons: Home, L1, L2, L3, R1, R2, R3, TOUCH, Programming keys M1/M2.
1. The controller supports any software version of the PS5 host;
  2. Bluetooth;
  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;
- Using standard PS5 features, it can work on PC through driver, Windows 7 and above, and Android 5.0 Drive free upper system
  - This solution supports PC USB online upgrade of product programs, thereby supporting the latest upgrade system of PS5 host Can there be a suburban shelter Prevent the problem of product malfunction caused by upgrading the host system.

### 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 Lkey+ key for 3 seconds, and the channel light on the handle will flash to indicate that the calibration is successful after stopping flashing.
- Color LED indicator If the controller fails to communicate with the PS5 host within 15 seconds of searching, the controller will enter sleep mode; In online mode, there are no buttons for about 10 minutes and the 3D joystick does not move significantly, resulting in low labor consumption for the joystick Status; ---The sleep time without operation can be set on the host. When shutting down and charging, it will display in the form of a breathing light, The color is orange, and the lights turn off when filled.

### 7.PS5 host connection method

1. When the controller has not been connected to the current PS5 host or has been connected to other hosts, it needs to be connected to the current host When connecting, first use a USB cable to establish wired communication with the PS5 host. Automatic program during communication process Perform code matching, press the Home button, and the controller can be wirelessly connected via Bluetooth.
2. When connecting to USB, press the Home button and the LED light will display a constant color, indicating that the host is connected
3. A typical PS host supports multiple Bluetooth devices and wired connections to the host, and the controller is perfect Support PS5/PS4 series games
4. When different controllers are connected to the host, the LED lights display different colors to distinguish different users; PS5 : (1P: Blue 2P: Red 3P: Green 4P: Pink)

### 8. 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 supports PS5 wired audio There are two modes: frequency and X-input. After USB wired connection, it defaults to PS5 wired audio, which can be long pressed L1+ Press the key for 3 seconds to switch to X-input mode;

2. PC display name: PS5 wired: DualSines Wireless Controller - blue light display X-input: Xbox 360 Controller for Windows ; ---The light displays green
- Bluetooth connection

1. When using a laptop or desktop computer, you need to first turn on Bluetooth to search for the device interface (desktop computers without Bluetooth) Need a Bluetooth receiver);
2. When the controller is turned off, first press and hold the SHARE key, then press the Home key combination (L1+ 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 "DualSines Wireless Controller" appears in the Bluetooth search list, click on it Connect the devices; After a successful connection, the indicator light on the controller stays on, indicating that the controller has been successfully connected. At this point, the controller It can be used on the computer now.

### 9.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 (L1+Home), and hold for 3 seconds to indicate The light flashes and the handle enters pairing mode. Release the button at this time; Search for the name "DualSines" on the platform Bluetooth For the device of Wireless Controller, click to connect. After successful connection, the indicator light on the controller will remain on.
  - The controller supports connecting Apple devices to IOS 13.0 and above systems; The MAC platform supports wired connections and supports Wired audio function.
  2. Connect the controller to Android and Steam Deck devices:
    - When the controller is turned off, first press and hold the SHARE key, then press the Home key combination (L1+Home), and hold for 3 seconds The indicator light flashes and the handle enters pairing mode. Release the button at this time; Search for the name "DualSines" on the platform Bluetooth
    - For the device of Wireless Controller, click to connect. After 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

### 10.Trigger and 3D joystick calibration

- If there is an abnormality in the trigger or joystick during use, calibration is required: when the handle is in the off state, press and hold L1+ Press the key for 3 seconds to indicate The light flashes and the handle enters pairing mode. Release the button at this time;
1. When using a laptop or desktop computer, you need to first turn on Bluetooth to search for the device interface (desktop computers without Bluetooth) Need a Bluetooth receiver);
  2. When the controller is turned off, first press and hold the SHARE key, then press the Home key combination (L1+ 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 "DualSines Wireless Controller" appears in the Bluetooth search list, click on it Connect the devices; After a successful connection, the indicator light on the controller stays on, indicating that the controller has been successfully connected. At this point, the controller It can be used on the computer now.

### 11.Programming function

- Programmable buttons: Cross buttons (L1, L2, L3, R1, R2, R3), X, O, △, □, 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 Record the time of pressing and lifting the buttons, and after recording, press any one of the M1/M2 buttons on the back. The channel light will remain on for a long time, 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 will be maintained and the editing mode will automatically exit;
  4. When entering a separate button as a mapping, M1/M2 will trigger the mapping button after successful setting, M1 and M2 are both When mapping functions, there are functions available when pressed simultaneously. If M1/M2 is programmed with multiple buttons (macros), press the M1/M2 button When triggering macro functions, pressing the M1/M2 keys can interrupt each other's macro functions. After recording the programming, long press the back button to trigger the AUTO semi-automatic cycle; (Multiple macro programming has this effect)
    - Macro programming function clearing: Simultaneously press the (Touch+M1) or (Touch+M2) keys for 5 seconds, the channel light will change from flashing to long on, and the motor will vibrate Dynamic prompt, M1/M2 will now return to default null value; Note: At the factory, the programming key has no function and needs to be set by the user. The programming key has a memory function

### 12.RGB lighting effects

1. 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 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 ↓ 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.

### 13.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.



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 0cm between the radiator and your body.