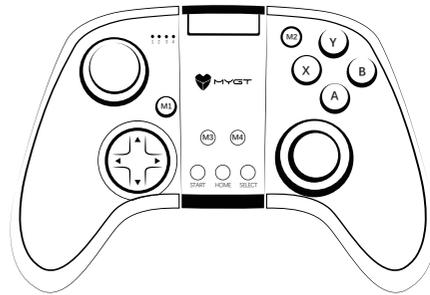


C04-A GAME CONTROLL

【 User Manual 】



- JOYSTICK: LEFT / RIGHT
- D-PAD: UP / DOWN / LEFT / RIGHT
- FUNCTION KEY: A / B / X / Y
- TRIGGER: L1 / L2 / R1 / R2
- EXPANDING KEY: M1 / M2 / M3 / M4
- TURN ON/OFF: HOME
- MODEL KEY: HOME+A/HOME+B/HOME+Y
- INDICATOR LIGHT: LED1 / LED2 / LED3 / LED4

DISCLAIMER

The company shall not be responsible for the connection between some games and the product due to irresistible factors such as software upgrade or code change of the official game platform, and reserves the right of final interpretation.

Instructions:

- 1 Press **HOME** until the LED , Controller is ON;
- 2 Press **HOME** + **A** , **LED1** LED flashes,controller is under Android mode;
Press **HOME** + **B** , **LED2** LED flashes,controller is under IOS mode;
Press **HOME** + **Y** , **LED3** LED flashes,controller is under standard mode;
- 3 Switch the controller to right corresponding to your mobile phone (Android or IOS),turn on Bluetooth on your mobile phone, search Bluetooth device, find G6201 and connect with it.
Note: Wrong mode phone (Android or IOS) will lead to wrong button configuration which will influence the user experience.
- 4 LED is always on after successful connection between controller and mobile phone.
*The controller will be reconnected again everytime it is turned on. If need to connect new device, press **HOME** + **X** for 3 seconds to reconnect. When LED1 and LED2 flash simultaneously, Bluetooth reset is successful. Long press **HOME** + **A** or **HOME** + **B** or **HOME** + **Y** to switch the devices you want to connect.*
- 5 power off: Long press **HOME** three seconds until the indicator light on the handle is off and the handle is off.

Sleep Mode: The controller automatically goes to sleep mode without any operation within 10 minutes.

Wake up sleep: Press HOME key, the handle will release the sleep state and automatically connect back to the last connected Bluetooth device.

Button Mapping Steps:

The Controller has a built-in memory chip, and the user can freely define the controller key inside the game by his own operating habits, and save setting. It will be stored in the controller chip, can be called directly at the next startup;The built-in chip can save up to 4 solutions.

*Android users scan the QR code on the right to download ShootingPlus V3 to map the button inside the game.
Apple users download ShootingPlus V3 in the "App Store" to map the button inside the game.*



Operation Steps for Android users:

- 1 Open ShootingPlus V3 and enable the floating window permission for this App.



- 2 Find the game, press **START** on the controller to call out the mapping data in the game, drag or modify the key data according to the player's operating habits. After the modification is completed, click "save" to operate. Take "PUGB" as an example to change the interface.



- 3 If the user is not familiar with the key mapping data by himself, press **SELECT** to display the location of the key mapping.



Operation Steps for IOS Users:

- 1 Take a screenshot and save in the game.
- 2 Open ShootingPlus V3, click **SELECT** to pop up the mapping interface, long press the screen to change the base map, choose the button mapping screenshots, and import to the game, mapping modification is available.



- 3 Click **+** to bring up all the map buttons and drag the button to the place you want to control.

Note: If the key is not enough, you can call the combination key; the key of the combination key R1 can be combined with any key, for example, R1+x,R1+L1. There will be a small red dot on the key-value icon of the key combination.



- 4 After the modification is complete, click Save to open the game and use it.

Matters needing attention:

1. IOS can't call the menu and show the mapping position via **START** and **SELECT**
2. The function of the software is to change the controller key data, only for mapping data.