GameCube 2.4GHz Wireless Controller

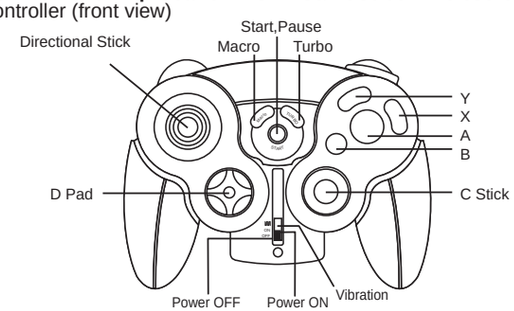
Instruction Manual

Thank you for purchasing Hip Gear 2.4GHz Wireless Controller for GameCube. Please read this manual carefully before use.

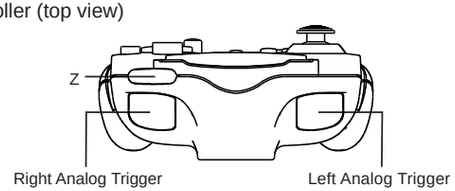
Features:
- Fully compatible with GameCube
- Dual rumble motors
- Power on/off switch
- Rumble on/off switch
- 6 Digital Action Buttons and 2 Analog Triggers
- Rubberized grips
- Auto channel selection
- 50' (15 meter) range
- Turbo fire setting
- Macro setting
- Low power Indicator

Button Name for Hip Gear's 2.4GHz GameCube Wireless Controller:

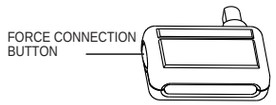
a) Controller (front view)



b) Controller (top view)

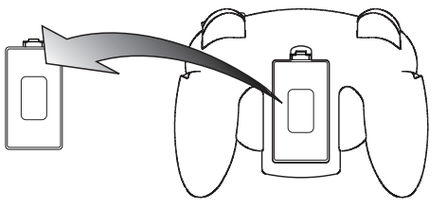


c) Controller's receiver

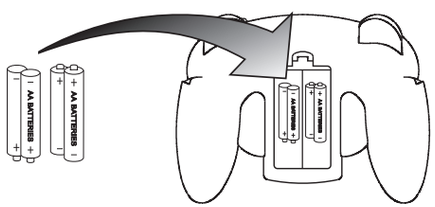


Battery Replacement:

- Open the battery compartment door.



- Insert the batteries as marked on the bottom of the battery compartment. Make sure that the polarity matches the illustration on the battery compartment.

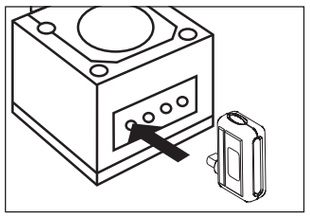


- Close the battery compartment door. You are now ready to use your wireless controller.

Note:
- For increased playing time, use Alkaline batteries.
- Do not mix fresh and used batteries. This will reduce the controller's transmitting and receiving distance and may cause the product to malfunction.
- Rechargeable NiMH or NiCad batteries can safely be used with this product (rechargeable batteries are not included).
  Dispose of used batteries according to the battery manufacturer's instructions.

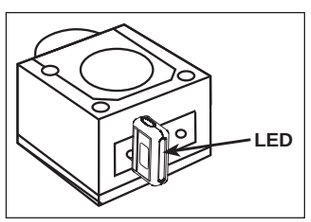
How to use:

Step 1: Turn off your console and insert the controller's receiver into the Player 1 slot



Note:
- Do not insert the controller's receiver into a memory card slot.
- Make sure to switch off the console before inserting the controller's receiver. Once the receiver is inserted you may turn on your console.

Step 2: When the receiver is first plugged into the console, the LED is OFF. Once the controller has detected the receiver, the LED on the receiver will turn ON. The controller is now ready to use. Please note that the controller MAY take up to 3 minutes to connect to the receiver.

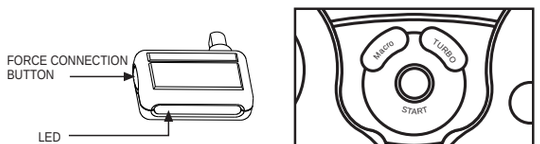


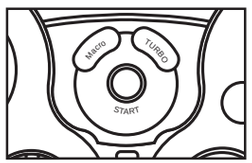
Note:
When using more than one wireless controller, plug one receiver in at a time. When the LED lights up on the first receiver you can then plug in the second wireless receiver into the next available controller port.

Force Connection to a designated Controller and Receiver:
Forcing the connection to a designated controller and receiver can be achieved by following the steps listed below:

a)Press the "FC" button on the receiver - the LED on the receiver starts to blink.

b) Press and hold the Macro, Turbo and Start button simultaneously on the controller. The LED of the receiver will stop blinking and light up. The forced connection is complete and you are ready to play.

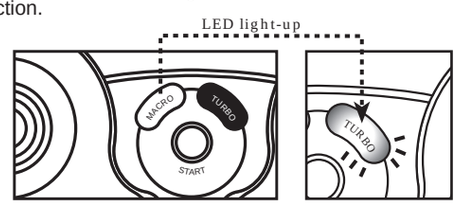




Note:
If the controller is left idle for more than 3 minutes the designated connection may be lost. If this happens, simply repeat the steps above.

Turbo Fire Setting:
Each button of the wireless controller has a built-in Turbo Fire function, simply follow the steps listed below to achieve a Turbo Fire gaming experience:

- Press and hold the Turbo Fire button, the Function LED lights up.
- Press any button on the controller and the LED will turn off. The Turbo setting is complete.
- The Function LED will blink when you press a button that has been set to Turbo Fire.
- Repeat the procedure to assign more than one button at a time to a Turbo Fire function.



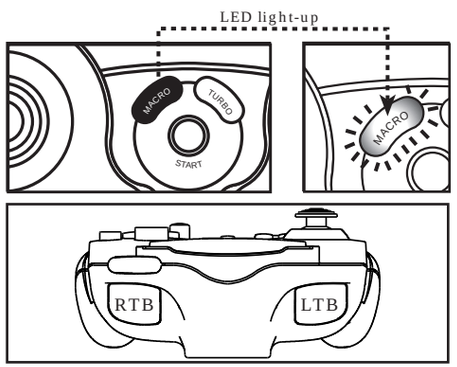
Note:
The controller and the receiver must be connected before assigning any Turbo Fire function.

To Clear Turbo Fire:
- Press and hold the Turbo Fire button, the Function LED will light up.
- Press the button that has been set to Turbo Fire, the LED will turn off.
- The Turbo Fire is clear, repeat this procedure for any other Turbo Fire cancellations.

Macro Setting:
On your controller the Z button has built in Macro capabilities. This Macro function allows you to program complicated moves and button combinations into the Z button.

Note:
The regular function of the Z button is suspended when the button has a Macro function designated to it. Only when the Macro designated button is cleared will the button resume its regular operation. Clearing the Macro function is explained further in this manual.

How to Program a Macro Function:
- Press Macro button, the Function LED turns ON.
- Press then Z button.

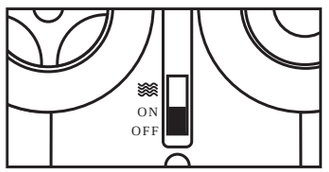


- Input the button combination you wish to designate to the Macro button (Z). The button combination must be completed within 10 seconds and a maximum of 15 button presses are allowed.
- Press the Macro button again when the input has been completed, the LED is now OFF.
- The Function LED will blink when the Macro function button is activated.

To Clear a Macro Setting:
- Press the Macro button, the Function LED is now ON.
- Press the Z button
- Press the Macro button again, the Macro setting is now clear, and the LED is OFF.

Low Power Indication:
The Turbo LED and Macro LED will blink simultaneously when the power is low, replace with new batteries.

Rumble On/Off
The Rumble motors will be turned on when the main power switch is set to Rumble (wavy lines). The Rumble motors will not operate when the power switch is in the “on” position.



User Information

This device complies with part 15 of 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.

The FCC require the user to be notified that any changes or modification made to this device that are not expressly approved by Esel International Co., Ltd. may avoid the user's authority to operate the equipment.

To comply with FCC RF exposure requirement, this device and its antenna must no be co-located or operating in conjunction with any other antenna or transmitter.

Warning:

FEDERAL COMMUNICATIONS COMMISSION

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 radiated 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.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The antenna(s) used for this transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.