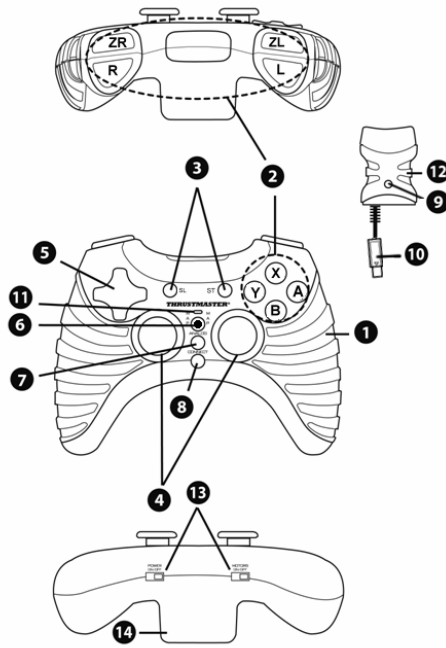


# T-WIRELESS NW

Compatible: Virtual Console™/ GameCube™/ Wii™ (\*)

## User Manual



### TECHNICAL FEATURES

- |                                     |                                       |
|-------------------------------------|---------------------------------------|
| 1. Vibration motor                  | 8. Gamepad CONNECT button             |
| 2. Action buttons                   | 9. Receiver CONNECT button (with LED) |
| 3. SLOW and START buttons           | 10. Receiver connector                |
| 4. 2 analog mini-sticks             | 11. Gamepad LED                       |
| 5. D-Pad                            | 12. Receiver                          |
| 6. MAPPING button (for programming) | 13. POWER and MOTOR switches          |
| 7. TURBO button                     | 14. Battery compartment               |

## WARNING

- In the event of malfunction during use due to electrostatic emission, please exit the game, switch off your gamepad and unplug the device from your console. Resume normal game play by plugging the device back in, then switch on the gamepad and launch the game again.
- Do not touch or move the mini-sticks when connecting your gamepad (to avoid disrupting the calibration process).
- When you're done using your gamepad, we recommend that you always set your gamepad's POWER switch (13) to the OFF position (to extend battery life).

## INSTALLING BATTERIES

Insert 3 1.5V type LR03/AAA batteries in the battery compartment located at the back of the gamepad (14).

## INSTALLATION ON NINTENDO® WII™

1. Switch on your console.
2. Open the "Nintendo® GameCube™ Controller" hatch situated at the top of your Wii™ console.
3. Connect your gamepad's receiver connector (10) to port number 1 on your console.
4. Switch on your gamepad using the POWER ON switch (13).
5. Start up your game using your Wiimote™ controller.

You are now ready to play!

## COMPATIBILITY

Your gamepad is compatible with:

- All "Virtual Console™" games  
(available for download from the Wii™ Shop Channel)
- All "GameCube™" games  
(that are compatible with your Wii™ console)
- Certain "Wii™" games  
(please refer to the back of Wii™ game boxes to verify compatibility)

*(\*) In most cases, for "Virtual Console™" and "Wii™" games, the symbol below indicates full compatibility with your gamepad*



## ADVANCED FUNCTIONS

- **POWER switch (13):**
  - OFF position = the gamepad is off (and doesn't use up batteries).
  - ON position = the gamepad is on.
  
- **MOTOR switch (13):**
  - OFF position = vibration mode is disabled (uses less battery power).
  - ON position = vibration mode is enabled (uses more battery power).
  
- **CONNECT buttons (8 and 9)**

The connection between the gamepad and the receiver is established automatically. These 2 buttons allow you to establish a connection in case of failure or when using more than one T-Pad Wireless gamepad at the same time.

  - Both LEDs are on = signal between the gamepad and the receiver.
  - Both LEDs flash quickly = no signal between the gamepad and the receiver.
  - Both LEDs are off = the gamepad is in standby mode or switched off.
  - Both LEDs flash slowly = change batteries.
  
- **STANDBY MODE:**
  - The gamepad switches off automatically after 5 minutes of inactivity.
  - To reactivate it, press the START button.
  
- **TURBO button (7):**

This button allows you to repeat an action continuously by keeping another button pressed down (example: for shooting or hitting functions).

  - Simultaneously press the TURBO button and the button corresponding to the action you wish to repeat.
  - Turbo mode is now enabled.
  - To disable Turbo mode, repeat this procedure. Turbo mode is now disabled.
  
- **SLOW button (3):**

This button allows you to slow down an action by repeatedly activating the START/PAUSE function.

  - Press the SLOW button to enable the function.
  - Press the SLOW button again to disable the function.

## PROGRAMMING BUTTONS / ANALOG MINI-STICKS / D-PAD

All buttons, mini-stick directions and D-pad directions can be programmed.  
The MAPPING button (6) allows you to switch the functions of your choice.

- **Examples of possible applications:**
  - Switch the A and B buttons.
  - Replace the R and L buttons with the up/down directions on the right mini-stick (for racing games).
  - Switch the two analog mini-sticks (in this case, you must map the four directions of the first mini-stick to the four directions of the second).
  - Switch the D-Pad with an analog mini-stick (in this case, you must map the four directions of the D-Pad to the four directions of the mini-stick in question).

- **Programming/switching procedure:**

Steps	Action	LED (11) (on gamepad)
1	Press and release the MAPPING button (6)	FLASHES SLOWLY
2	Press and release the button or direction to switch	FLASHES QUICKLY
3	Press and release the button or direction where you wish to place the function	ON

The two functions are now switched.

- **To return to "default" programming (to erase all of your programming):**

Steps	Action	LED (11) (on gamepad)
1	Press and hold the MAPPING button (6) for 2 seconds	FLASHES SLOWLY
2	Release the MAPPING button (6)	ON

Your programming is now erased.

Please note that your programming also disappears each time the gamepad is disconnected, or when the gamepad or console restarts.

## USING MORE THAN ONE T-WIRELESS GAMEPAD AT THE SAME TIME (In multiplayer mode)

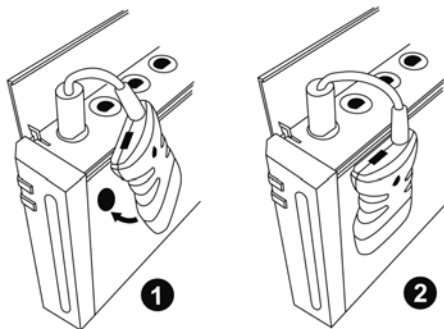
You can use up to 4 T-Wireless gamepads at the same time (in multiplayer mode).  
To do so, channel detection must absolutely be carried out manually, as described below.

- **Procedure:**
  - For 2 seconds, simultaneously press and hold the 2 CONNECT buttons on the gamepad and the receiver you wish to use (8 and 9).
  - Repeat this procedure for other players.

*Once a connection has been established, the LEDs stop flashing and stay lit.*

## ATTACHING THE RECEIVER

Use the 2 included adhesive pads to attach the receiver perfectly to the side of your console.



### TECHNICAL SUPPORT

If you encounter a problem with your product, please go to <http://ts.thrustmaster.com> and click **Technical Support**. From there you will be able to access various utilities (Frequently Asked Questions (FAQ), the latest versions of drivers and software) that may help to resolve your problem. If the problem persists, you can contact the Thrustmaster products technical support service ("Technical Support"):

By email:

In order to take advantage of technical support by email, you must first register online. The information you provide will help the agents to resolve your problem more quickly. Click **Registration** on the left-hand side of the Technical Support page and follow the on-screen instructions. If you have already registered, fill in the **Username** and **Password** fields and then click **Login**.

By telephone:

United Kingdom	08450800942 Charges at local rate	Monday to Friday from Noon to 4pm and 5pm to 10pm Saturday from 9am to Noon and 1pm to 7pm Sunday from 9am to Noon and 1pm to 4pm
United States	1-866-889-5036 Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday and Sunday from 7am to Noon (Eastern Standard Time)
Canada	1-866-889-2181 Gratuit / Free	Monday to Friday from 7am to 11am and from Noon to 5pm Saturday and Sunday from 7am to Noon (Eastern Standard Time)
Denmark	80887690 Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm <i>(English)</i> Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm
Sweden	0200884567 Free	Monday to Friday from 1pm to 5pm and 6pm to 11pm <i>(English)</i> Saturday from 9am to 1pm and 2pm to 8pm Sunday from 10am to 1pm and 2pm to 5pm
Finland	0800 913060 Free	Monday to Friday from 2pm to 6pm and 7pm to Midnight <i>(English)</i> Saturday from 10am to 2pm and 3pm to 9pm Sunday from 11am to 2pm and 3pm to 6pm

#### WARRANTY INFORMATION

Worldwide, Guillemot Corporation S.A. ("Guillemot") warrants to the consumer that this Thrustmaster product will be free from material defects and manufacturing flaws for a period of two (2) years from the original date of purchase. Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product will, at Technical Support's option, be either repaired or replaced. Where authorized by applicable law, the full liability of Guillemot and its subsidiaries (including for indirect damages) is limited to the repair or replacement of the Thrustmaster product. The consumer's legal rights with respect to legislation applicable to the sale of consumer goods are not affected by this warranty.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause not related to a material defect or manufacturing flaw; (2) in the event of failure to comply with the instructions provided by Technical Support; (3) to software not published by Guillemot, said software being subject to a specific warranty provided by its publisher.

#### Additional warranty provisions

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to two (2) years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Guillemot Corporation S.A. or its affiliates be liable for consequential or incidental damage resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from State to State or Province to Province.

#### FCC STATEMENT

1. 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.
2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

#### COPYRIGHT

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#### ENVIRONMENTAL PROTECTION RECOMMENDATION



At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.

This is confirmed by the symbol found on the product, user manual or packaging.

Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you.

*FAQs, tips and drivers available at [www.thrustmaster.com](http://www.thrustmaster.com)*