900MHz Dual Force Controller™

Thank you for purchasing the Mad Catz 900 MHz Dual Force Controller. We hope that you will be pleased with your purchase and that you will turn to Mad Catz for all your gaming peripheral needs

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Set Up

• Plug in the Charge Dock
• Remove the battery cover and connect the battery pack. Replace battery cover
• place 900MHz Dual Force in the Charge Dock. **Allow the controller to charge for six hours before initial use.** The Mode Button will illuminate amber while charging. When the battery life is low, the Mode Button will flash amber. This indicates the battery has 10 minutes of life remainning
• Plug the receiver into port 1 of the PlayStation® game console

Control Modes

There are three different modes from which you can choose, depending on your style of play. You change modes by pressing the mode button. The color of the lighted Mode Button tells you which mode you are in:

Analog Mode: Green
Steering Wheel Mode: Red
Digital Mode: None

A description of eachmode follows:

Analoge Controller Mode - This is the standard "Dual Shock™" Mode. It provides support for most vibrational compatible PlayStation games. Some Vibration Function Compatible games will only vibrate if the controller is in Analog Controller mode
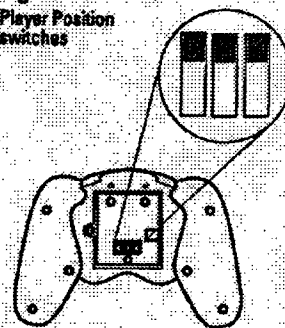

Figure A
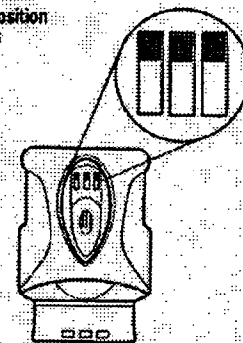Player Position switches

Figure B
Player Position switches

Figure C   Controller Unit   Base Unit

To use multiple Mad Catz RF Controllers simultaneously, change the player select switch for each controller and receiver as follows:	PL 1	PL2	PL3	PL4
	PL 5	PL6	PL7	PL8

Steering Wheel Mode - This mode is best for most driving games that use Steering Wheel (or neGcon™) protocols. Some compatable titles will support a calibration from within the software. This will allow the user to adjust the sensitivity of the game . This is only available in Steering Wheel Mode.

Digital Mode - This is the original playStation controller Mode. It works with all games.

USING TWO OR MORE 900 MHz DUAL FORCE CONTROLLERS

The controller and receiver both have Player Position switches, which will tell the controller and receiver which channels to use for communication. If you want to use two or more 900 MHz Dual Force Controllers at the same time (as multi-player games or with Multi Tap ™), the Player Position switches must be set to different settings.

Your 900 MHz Dual Force Controller comes factory preset to a Player Position settings that matches its receiver. So if you are playing with one 900MHz Dual Force Controller, there is no need to change the Player Position setting.

To change the controller Player Position, simply remove the battery cover to expose the Player Position switches (see figure A). To change the receiver Player Position to the matching controller Player Position, slide open the switch cover to expose the Player Position switches (see figure B). It looks just like the switches in the controller. Set the switches in the controller and receiver to match (see figure C)

Macros

The 900 MHz Dual Force Controller features a powerful macro function. With this macro function, a series of button presses can be easily programmed and executed from a single button press. When playing certain games, especially fighting games, a combination of directional pad and action button presses create a more lethal, intricate attack or move. Being able to program a series of these commands to a single button will allow you to perform the complicated combinations on demand and without failure - every time.

Macros can be recorded to four different buttons for playback: L2, L3, R2 and R3 (Figure D. See controller layout section). You can store up to fifteen commands on each of the playback buttons. Pressing multiple buttons simultaneously counts as a single command. In other words, pressing X, O, and Triangle at the same time is one command, not three. A space also counts as a command.

Macro Speed

Some games want to read these combo moves at a certain speed. We have optimized the 900MHz Dual Force macro feature to play back the combo moves to work with most games. In a few cases (like "Soul Blade") you may have to slow down the macro playback speed. You control the speed by simply pressing the Macro Button, then down on the the D-Pad (Macro Button will momentarily flash slowly indicating slow mode). To increase the macro playback speed, press the Macro Button, then up on the D-Pad (Macro Button will momentarily flash quickly, indicating fast mode).

Recording Macros

To program a macro, press the Macro Button (Macro Button illuminates red). Next press the button to which the macro is to be assigned (Macro Button blinks). Then press the commands desired, in order and with pauses in appropriate places. To stop recording the macro, press the Macro button again (the macro light turns off).
Note: Once you reach the maximum fifteen segments the macro will automatically turn off.

While a macro is being entered, the buttons used for storing macros (L2, L3, R2 and R3) retain their orignal game function. For example, if a macro is recorded to L2, and L2 is needed to record another macro, the L2 Button retains its original game function.

While entering a macro, it is occasionally necessary to record a pause or separation between commands. While recording a macro, pressing the SELECT button will act as a pause, or separation. This is important when doing a "double

Figure D
Controller Layout:
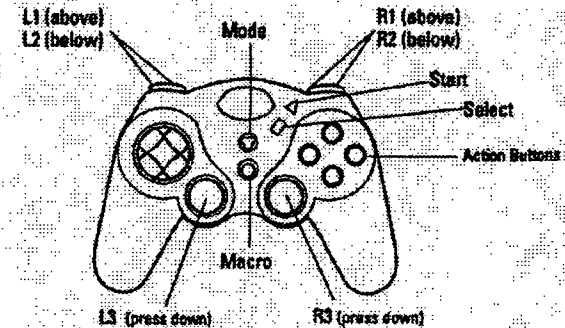
tap", a press and "hold" or a "delay" in a combo.

Delay: In some combo's, it can be necessary to have a delay between commands. To record a delay, press the SELECT button. If a longer delay is necessary, press the SELECT button as many times as needed.

Hold: In some cases it can be necessary to hold down a button or direction for an extended period of time. To hold, simply press and release the button or direction twice. If a longer hold is necessary, press the button or direction multiple times.

Double Tap: A "double tap" is hitting a certain action button or direction twice. To record a double tap, press the button or direction, then SELECT, then the same button or direction again.

Description	Combo Sequence	Macro Sequence
	↓	↓ ↓
Hold Down	↓	↓ , ↓
Double Tap Down	↓ ↓	↓ , SELECT , ↓

The following are examples of how to enter commands as macros

Dead or Alive
Hayabusa
This is the way the game describes entering the combination:
↙ ↙ K ↓ K K K
This is how the same combination is recorded as a macro:
MACRO, L3/L2/R3/R2, ↙ ,SELECT,↙ , O,↓ + O, SELECT, SELECT, SELECT, O, SELECT, SELECT, SELECT, O
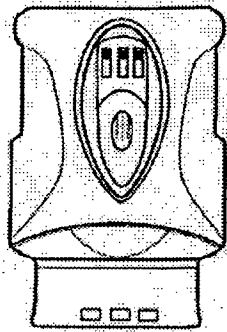
Soul Blade
Mitsurugi
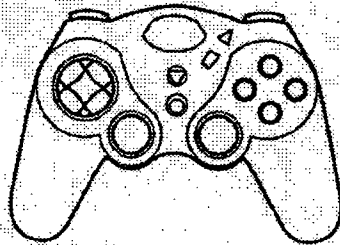This is the way the game describes entering the combination:
A + B + K ← ↙ ↓ ↘ → A + K
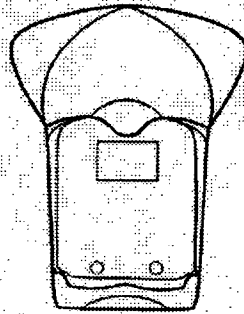This is how the same combination is recorded as a macro:
(set the macro playback speed to slow) MACRO, ↓ MACRO, L3/L2/R3/R2, SO + Δ +O, SELECT, SELECT,SELECT ,SELECT,← , ↙ , ↓ , ↘ , → , SO + Δ

Receiver   **Controller**   **Charge Dock**

Charge Dock: Used to recharge the 900 MHz Dual Force Controller. While recharging, the mode Button will illuminate amber. If the Mode Button is not illuminated, the controller is not making proper contact with the Charge Dock. A fully charged battery should last up to ten hours. To fully charge a battery, leave the controller in the Charge Dock for six hours. For maximum battery life, run the controller batteryall the way down before recharging.

Receiver: Used to transmit and receive data from the controller to the PlayStation game console. There are Player Position switches located on the receiver and the controller. These settings must match in order for the controller to communicate to the receiver.

Analog Sticks: The two analog sticks each control two axes (x- and Y- axis). Different software titles will allow you to modify the way that the analog sticks react in the games. While in Analog Mode, any software tittle that is compatable with Vibration Function Compatible will cause the 900 MHz Dual Force Controller to vibrate at different levels, depending on actions taking place from within the game (e.g., being hit, crashing, or shooting) NOTE: NOT ALL GAMES ARE VIBRATION FUNCTION COMPATIBLE. LOOK FOR THE "VIBRATIONAL FUNCTION COMPATIBLE" ICON ON THE BACK OF THE PACKAGE OR INSTRUCTION MANUAL FOR THE GAME THAT YOU ARE PLAYING.

Shoulder Buttons: (L1, L2, R1 and R2): These are the action buttons and their specific functions depend on the software being used.

Action Buttons: O □▲X : These buttons are used to perform various actions, depending on the software. For more details see the software instruction manual.

Start Button : This button is generally used to make selections in the menus and for pausing the game. For more details, see the software instruction manual.

Select Button : This is a standard button that allows you to do various things,

depending on the software. For more details see the software instruction manual.

Mode Button : The 900 MHz Dual Force Controller has three different modes, Analog Controller Mode, Steering Wheel Mode and Digital Mode.The current mode is indicated by the color of the Mode Button on the faceplate of the controller:

Red Light - Steering Wheel Mode
Green Light - Analog Mode
Light Off - Digital Mode

Macro Button : Used for recording a series of commands to a single button. See "Programming Macros."

Player Position Switches : These switches will select the channels to use for the transmission of controller communications. The Player Position switch settings on the controller to communicate with the receiver.

Battery Compartment : This is where the rechargeable battery and Player Position switches are located.

TROUBLESHOOTING

• The 900 MHz Dual Force Controller does not respond.
- Make sure the battery is fully charged. Place the controller in the Charge Dock for six hours
- Make sure that the Player Position switches are set identically for the controller and receiver. If the Player Position settings do not match, the controller will not communicate with the receiver.
- Make sure the receiver is fully plugged in to the PlayStation console.
- Make sure no other controllers are set to the same Player Position setting.

• The 900 MHz Dual Force Controller does not vibrate.

- Check the game to make sure that the game is "Vibration Function Compatible."
- Change the control mode to Analog. Not all games will instruct the controller to vibrate unless it is in Analog Mode.
- Check the options menu in the game. Some games require the vibration function to be turned on.

TECHNICAL SUPPORT

Mad Catz provides technical support for all its products in a variety of ways.

Online - Check the Mad Catz Home Page at www.madcatz.com There you will find up to the minute solutions, tips and information about all of our products. Our comprehensive Tech Support area offers answers to nearly every question.

E - Mail - You can send e-mail to our Support Technicians at tech@madcatz.com. In most cases, you will receive a reply within one buisness day.

Telephone - Technical Support is available from 9A.M. to 5P.M. pacific standard time, Monday through Friday (excluding holidays) at 1.800.659.2287 (U.S. only) or 1.619.258.6920 (outside U.S.).

Fax - Technical Support is available via fax at 1.619.258.6929.

Warranty

Mad Catz offers a one year warranty period on all of its products. To obtain warranty service, you must:

• Obtain a Return Authorization Number from Mad Catz Technical Support by calling 1.800.659.2287 (U.S. only) or 1.619.258.6920 (outside U.S.).
• Return the product to Mad Catz with the postage prepaid and insured. Mad Catz will pay the full return shipping (see return address below).
• Enclose a copy of the original sales receipt showing a purchase date of less than one year before the package's postmark date.
• Enclose a full return address along with daytime and evening phone numbers.

Be Sure to pakage the Dual Force 900MHz Controller so that it it will not become damaged in shipping. We recommend placing the original box inside another box packed with foam peanuts. Mad Catz, inc., will not be responsible for any damage or loss to the product in shipment.

All returns should be addressed to:

Mad Catz, Inc.
1250 N. Marshall St.
El Cajon, CA 92020 USA
ATTN: WARRANTY

Please allow two to four weeks for processing. In the event of a problem, we can contact you at one of the phone numbers provided.

FCC ID for BASE receiver unit ....(FCC ID: ACJ96NKX-CC2000BS
FCC ID for controller unit .... FCC ID: ACJ96NKX-CC2000

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 irradate radio frequency energy; and if not installed and used in accordance to instructions, may cause harmful interference to radio communications. However there is now 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 of the following measures: re-orient or relocate the receiving antenna; increase the separation between the equipment and the 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. To assure continued compliance, use only shielded interface cables when connecting to the PlayStation game console. Any changes or modifications not expressly approved by the party responsible for compliance could void the users authority to operate this equipment.

Questions? Visit our web site at www.madcatz.com or call 1.800.659.2287 (U.S. only) or 1.619.258.6920 (outside U.S.)

Product 8056 02/00

NOTE: 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.