

TurboFire 2[®] Wireless Controller



For Xbox 360

User Guide

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1. Introduction

Congratulations on your purchase of Datel's state-of-the-art TurboFire 2[®] Wireless Controller for Xbox 360[®]. TurboFire 2[®] is the only third party Xbox 360[®] controller to offer 100% compatible communication with the Xbox 360[®] using the console's proprietary wireless technology.

It faithfully recreates all of the functionality of the original Xbox 360 controller including vibration feedback and full analogue input. In addition, the TurboFire 2 Wireless Controller enhances your gaming with a programmable Turbo Rapid Fire feature, a programmable Sniper mode feature and new ergonomic design.

TurboFire 2 is a fully customizable controller using the Customizer PC software which is downloadable from Datel's website. The Customizer PC software allows the customizing of the controllers feature buttons and a number of settings (see section '8').

2. Safety Information

The TurboFire 2 controller has been designed to be as ergonomic as possible but as with any gaming peripheral you are advised to take regular breaks during your gaming session especially if any discomfort occurs.

Do not expose the product to temperatures in excess of 40°C or below -10°C.

⚠ IMPORTANT BATTERY PRECAUTIONS

Please ensure that you follow these recommendations to avoid causing damage to batteries or the product:

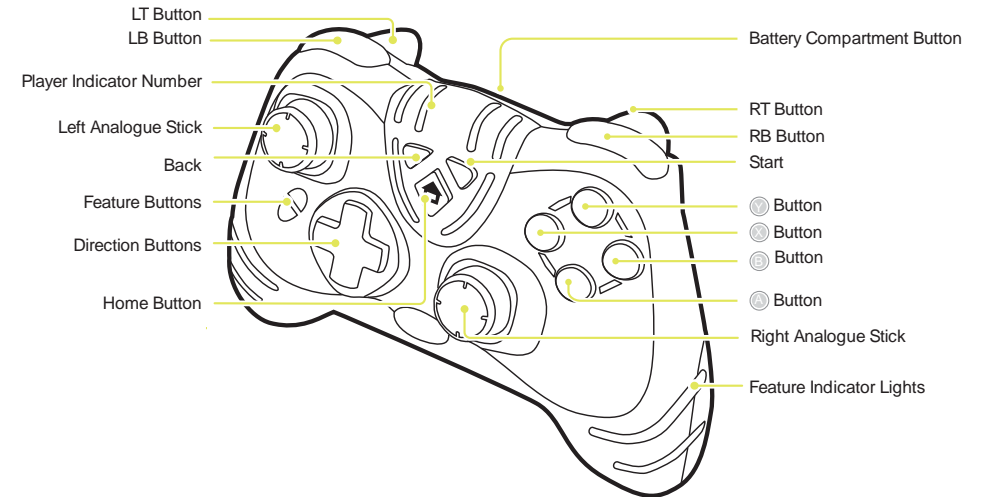
- Do not mix standard and rechargeable batteries
- Never mix new and used batteries with different charge levels
- Ensure that batteries are fitted in accordance to the guide shown on the inside of the battery moulding
- Do not leave flat batteries in the product
- Avoid mixing batteries of different types or brands
- Ensure that batteries are removed from the product for long periods of non-use
- Do not use batteries which appear to be damaged
- When disposing of batteries follow appropriate local guidelines and regulations

3. Insert Batteries

Please read the safety information (above) regarding battery precautions.

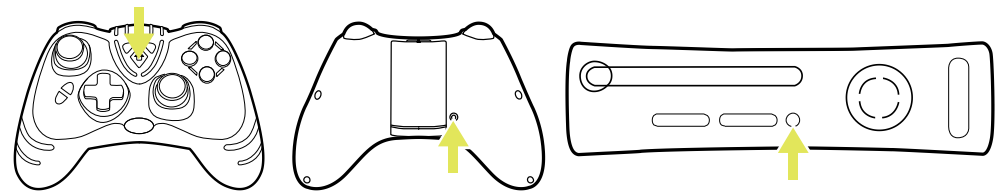
1. Press the 'Battery Compartment Button' and remove the battery compartment from the back of the controller.
2. Insert either 2x standard AA batteries or 2x rechargeable AA batteries into the battery compartment, ensuring that you orientate them as shown on the inside of the battery moulding.
3. Re-attach the battery compartment to the controller, ensuring that it latches correctly.

4. Controller Button Layout



The left and right analogue sticks can also be pressed as buttons.

5. Syncing the Controller



Before you can use the TurboFire 2 Wireless Controller for the first time you need to sync it with your Xbox 360.

To do this, press the 'Home Button' on the front of the controller so that the player number indicator lights begin to flash continuously. Next press and hold the 'Sync' button on the rear of the controller so that the player number indicator lights whilst continuing to flash alternate between the player numbers. To complete the syncing process, press the 'Sync' button on the front of the machine.

After a few seconds the controller and console will be synchronised and a player number will be assigned to the controller. The player number indicator lights will indicate the assigned player number.

6. Using the Turbo Rapid Fire Feature

The TurboFire 2 controller is equipped with a unique programmable Turbo Rapid Fire feature that can boost your firepower in any Xbox 360 game. The Turbo Rapid Fire can be set to operate at different speeds and can be assigned to wide range of buttons.

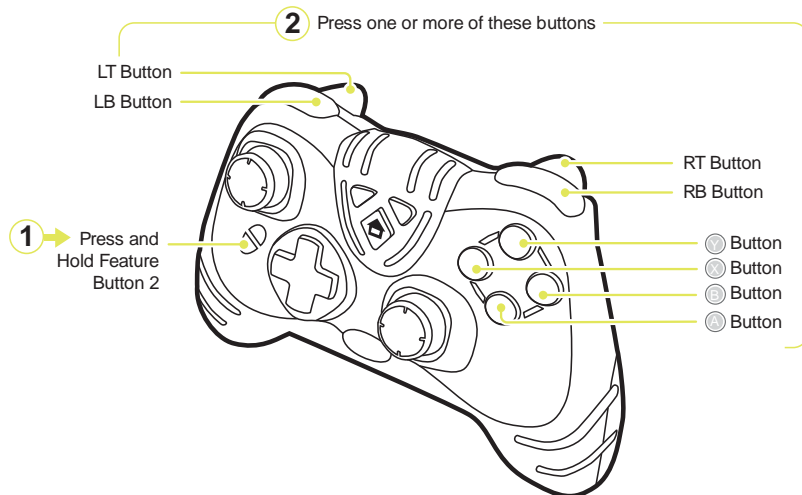
Step 1: Set Turbo Rapid Fire to 'on' or 'off'

Turbo Rapid Fire can be set to 'on' or 'off' by pressing 'Feature Button 2'. When set to on the Feature Indicator Light on the left handle of the pad will illuminate. When pressing the buttons which are assigned Turbo Rapid Fire the Feature Indicator Light on left handle of the pad will flash at the speed of which Turbo Rapid Fire is operating.

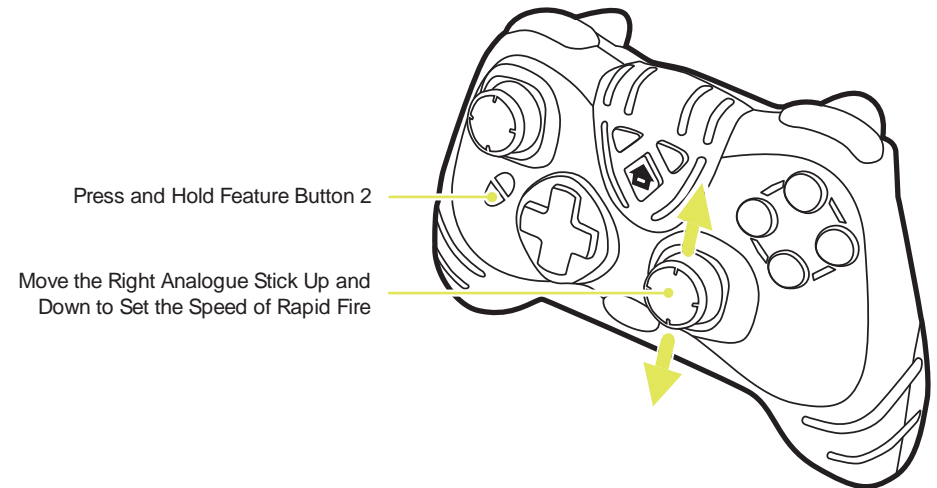
Step 2: Choose Rapid Fire Buttons

By default, Turbo Rapid Fire is assigned to the right trigger button but different games will use different buttons for actions like jump, shoot, block etc. In order for you to get the most out of the Rapid Fire feature you can choose exactly which button or buttons it is assigned to.

To program which buttons will use Rapid Fire, press and hold the 'Feature Button 2' and then any one of the buttons shown in the following illustration. When you have made your selection, release 'Feature Button 2'. When making your selection, the Feature Indicator Light on the left handle of the pad will flash to indicate the speed at which Rapid Fire is operating. Turbo Rapid Fire can be enabled on the following 8 buttons:



Step 3: Set Turbo Rapid Fire Speed



After assigning Turbo Rapid Fire to one or more buttons (see previous section), you can now set the speed at which Turbo Rapid Fire operates. To program the speed at which Rapid Fire operates, press and hold the 'Feature Button 2' and move the right analogue stick up to increase the speed and down to decrease the speed. Once you have set the speed which you would like, release 'Feature Button 2'.

When increasing and decreasing the speed at which Rapid Fire operates the Feature Indicator Light on the left handle of the pad will flash increasing in speed until remaining solid to indicate maximum speed and decreasing in speed until flashing at a constant low speed indicating the lowest speed.

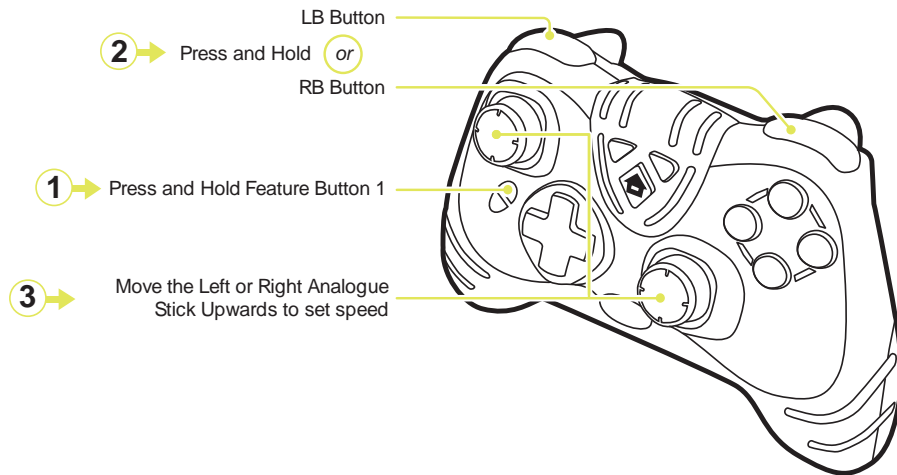
7. Using the Sniper Mode Feature

The TurboFire 2 controller is equipped with a unique programmable Sniper Mode feature which allows for you to slow down the movement of either analogue stick. In slowing down the movement of either analogue stick allows for slower more precise movements, which is an advantage when playing in a sniper situation which requires accurate aiming.

Step 1: Set Sniper Mode to 'on' or 'off'

Sniper Mode can be set to 'on' or 'off' by pressing 'Feature Button 1'. When set to 'on' the Feature Indicator Light on the right handle of the pad will illuminate.

Step 2: Set Sniper Mode Speed



When programming the Sniper Mode speed you need to set the speed at which either of the analogue sticks will operate. When holding either of your analogue sticks at the furthest point this is full speed. Sniper Mode allows you to set the speed, so instead of the furthest point being full speed you can set a lower speed of your choice.

To program the Sniper Mode speed, first ensure that Sniper Mode is set to 'off'. Next press and hold 'Feature Button 1', press and hold either 'LB' or 'RB' and set the full speed by moving either of your analogue sticks upwards. Once you have positioned either of your analogue sticks in the position which you would like as the full speed release 'Feature Button 1' and 'LB' or 'RB'. While programming Sniper Mode, the Feature Indicator Light on the right handle of the pad will flash.

8. Customizer PC Software

The 'Feature Button 1' and the 'Feature Button 2' are pre-loaded with Turbo Rapid Fire and Sniper Mode, both of which as well as a whole host of other features are downloadable using Datel's Customizer PC software. The Customizer PC software is downloadable from Datel's website, www.codejunkies.com.

The Customizer PC software as well as allowing the downloading of a whole host of features, also allows the changing of a variety of settings and the updating of your controllers software.

Please find a list below of the currently downloadable features and customizable settings:

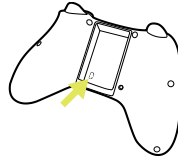
Description	Details
Analogue Sensitivity	Analogue Sensitivity allows you to adjust the sensitivity of the 'Right Analogue Stick', 'Left Analogue Stick', 'RT Button' and 'LT Button'
Turbo Rapid Fire	Turbo Rapid Fire is pre-loaded on your controllers 'Feature Button 2' but it can be reassigned to either 'Feature Button 1 or 'Feature Button 2'
Sniper Mode	Sniper Mode is pre-loaded on your controllers 'Feature Button 1' but it can be reassigned to either 'Feature Button 1' or 'Feature Button 2'
Low Recoil	If you would like to reduce the vibration feedback when emptying clips on an enemy. Assign Low Recoil to 'Feature Button 1' or 'Feature Button 2'
Sound Player	Playback a selection of pre-set sound clips during online game play. Assign Sound Player to 'Feature Button 1' or 'Feature Button 2'
Call of Duty Remap for Halo Reach	If you prefer the controller layout of "Call of Duty" over the controller layout of "Halo Reach". Assign the Call of Duty Remap for Halo Reach to 'Feature Button 1' or 'Feature Button 2' to play the game like "Call of Duty"
Halo Reach Remap for Call of Duty	If you prefer the controller layout of "Halo Reach" over the controller layout of "Call of Duty". Assign the Halo Reach Remap for Call of Duty to 'Feature Button 1' or 'Feature Button 2' to play the game like "Halo Reach"
Button Remapping	Button Remapping gives you the ultimate control over your controller layout, by allowing you to choose which button should be pressed to activate each control

Please beware that the listed downloadable features and customizable settings may change without warning and further downloadable features and customizable settings may become available.

9. Compatibility Warranty

Because this TurboFire 2 controller has a unique online software update feature, Datel warrants that this controller will always be compatible with your Xbox 360 console and any Dashboard updates. In the unlikely case that a future software update from Microsoft causes the TurboFire 2 controller to stop working, Datel offer two easy solutions.

1. The TurboFire 2 controller includes a USB connection. If your controller is no longer recognized after a Microsoft system update, you can simply connect your controller to any PC via USB and download the controller software update from Datel's website, www.codejunkies.com
2. If you do not have access to a computer, you can send your TurboFire 2 controller to Datel Customer Service at no charge and we will update your controller and send it back to you.



10. FCC Rules, Part 15

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 to 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.

This device complies with Part 15 of the FCC rules.

Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

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

Responsible Party:

Datel Design & Development Inc,
33 North Garden Avenue,
Suite 900,
Clearwater,
FL 33755
United States of America
Tel. 727-431-0650

11. Customers in Canada

IC warning statement:

This Class B digital apparatus complies with Canadian ICES-003.
This device complies with RSS 210 of Industry Canada (IC).

Operation of this device is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

RF warning statement:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure conditions without restriction.

12. Technical Support and Customer Service

Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this manual.

Please ensure that you have information on when and where you purchased this product to hand.

Datel Customer Service USA

ATTN: Customer Services, Datel Design & Development Inc
33 North Garden Avenue, Suite 900, Clearwater, FL 33755
UNITED STATES

Email: support@datel.com

Knowledgebase: <http://www.datelcustomerservice.com>

Web: <http://us.codejunkies.com>



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U.S. Patents: 5185561, 5389865, 5459382, 5589854, 5629594, 5691898, 5721566, 5734373, 5767839, 5805140, 5831408, 5844392, 5857986, 5907487, 5929607, 5929846, 5959613, 6020875, 6020876, 6057828, 6078308, 6088017, 6100874, 6104158, 6104382, 6128006, 6147674, 6154198, 6184868, 6191774, 6201533, 6211861, 6219032, 6219033, 6243078, 6246390, 6252579, 6252583, 6271833, 6275213, 6278439, 6288705, 6292170, 6292174, 6310605, 6317116, 6343349, 6348911, 6380925, 6400352, 6411276, 6424333, 6437771, 6448977, 6469692, 6486872, 6563487, 6580417, 6636197, 6639581, 6661403, 6680729, 6693626, 6697044, 6697048, 6704001, 6705871, 6707443, 6715045, 6717573, 6801008, 6816148, 6850222, 6864877, 6894678, 6903721, 6956558, 6982700, 7023423, 7024625, 7039866, 7091950, 7106305, 7106313, 7131073, 7154470, 7182691, 7193607, 7199790, 7209117, 7209118, 7218310, 7233476, 7249951, 7253803, 7283123, 7299321, 7327348, 7345672, 7423631, 7425675, 7446752, 7447604, 7456821, 7477237, 7502011, 7557794, 7564444, 7567232, 7623114, 7659473, 7688310, RE40341, and RE40808

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