

BEITONG BTP-2585NS Asura 2 Game Controller Multi Mode User Manual

Home » BEITONG » BEITONG BTP-2585NS Asura 2 Game Controller Multi Mode User Manual



Contents

- 1 BEITONG BTP-2585NS Asura 2 Game Controller Multi Mode
- **2 FCC STATEMENT**
- **3 KEYS INTRODUCTION**
- **4 TURN ON AND OFF INSTRUCTIONS**
- **5 TUTORIAL FOR CONNECTION**
- **6 OTHER FUNCTIONS**
- **7 PRODUCT SPECIFICATION**
- **8 Warranty Card**
- 9 Documents / Resources



BEITONG BTP-2585NS Asura 2 Game Controller Multi Mode



FCC STATEMENT

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 3 residential installations. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harm UI interference to radio communications. However, there is no IS guarantee that interference will not occur 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 Dy one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the 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. The device has been evaluated to meet general RF exposure requirements

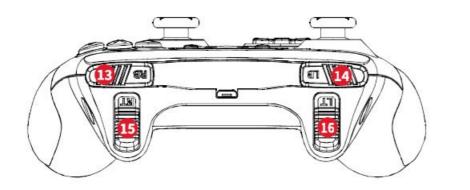
Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

KEYS INTRODUCTION







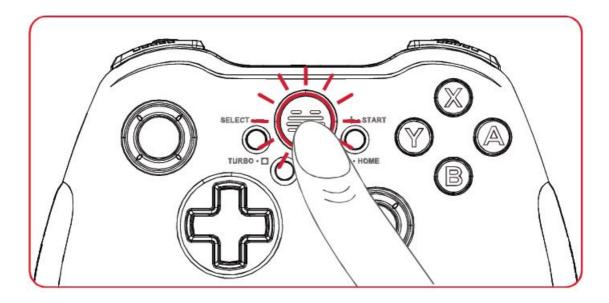
- 3 RB
- 14 LB
- RT
- 16 LT

- 1. indicator light 1
- 2. indicator light 2
- 3. indicator light 3
- 4. indicator light 4
- 5. SELECT
- 6. TURBO
- 7. HOME
- 8. START
- 9. Left Stick/LS (Press down)
- 10. D-Pad
- 11. Right Stick/RS (Press down)
- 12. ABXY

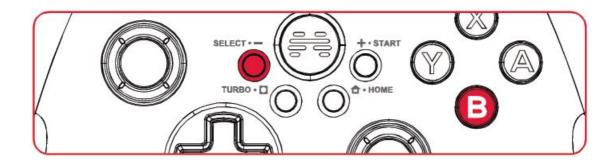
TURN ON AND OFF INSTRUCTIONS

Turn on

Press LOGO button



Turn offPress and hold Select + B for 3 seconds



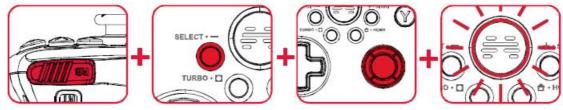
- 1. When the controller is working, it will automatically shut down idle for 10 minutes.
- 2. When the controller is not working, IC will automatically shut down In idle for 120 seconds.
- 3. When the battery is low, the controller will automatically shut down.

Notice!

When the battery power of the controller is less than 30%, the mode indicator light flashes quickly and the vibration is turned off, please charge as soon as possible.

TUTORIAL FOR CONNECTION

Press RB + SELECT + RS + LOGO button to turn on the controller, pairing information can be actively cleared.



Connect to computer

Use the data cable to connect the controller to the USB port of the computer, and then tap the LOGO button to turn it on. Then the device vibrates and the indicator light 2 is on, the connection is complete.

• The controller does not support Bluetooth wireless connection of the computer currently,

Connect to TV/Smartphone

- 1. Press and hold the LOGO Button + B in the power-off state to turn the controller into the BFM mode, while indicator light 3 will flash. Press and hold LOGO Button + B in the power-on state switch to the BFM mode, while the indicator light 3 will flash.
- 2. Open UD the Bluetooth function interface of the TV/Smartphone, search or select and connect the device" BEITONG 2585NS BFM".
- 3. Wait for a while, the controller vibrates and the indicator light 3 is on, the connection is complete.

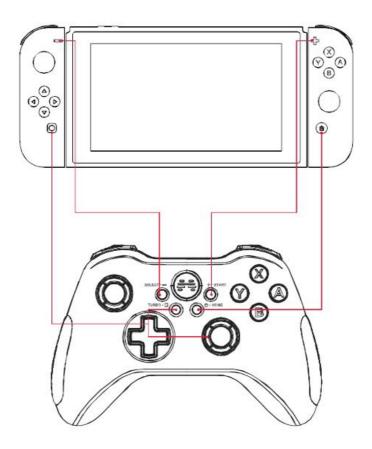
Connect to Nintendo Switch

Turn on the Switch, open up the "Controller and Sensors*, "Change Grip/Order"; Press the LOGO Button of the controller to turn it on, and then press and hold LB + RB until the pairing interface appear on Switch ,and then press the A button to pair; After the pairing is successful, just turn on the controller and it will automatically connect.



Connection failed:

90 into system settings and select controllers and sensors. scroll down to find and click disconnect controllers. press and hold the X button on the joy-con at this interface until the prompt has been disconnected from the controller; Press the RB + SELECT Button + RS + LOGO Button to turn on the controller until the indicator light flashes, press and hold the SELECT + B to turn off the controller. After that, turn it on again, and press and hold LB + RB to re-pair; f the controller has been already once connected to the Switch, re-connect only by pressing the LOGO button of the controller next time in state of no device connected. After the connection is successful, the corresponding button of the controller is as follows:



BACK = - TURBO+RS = Screenshot SHIFT = HOME Button

START = + *Short Press: Screenshot *Short Press: Back to Desktop

*Long Press : Screen Recording *Long Press: Menu Options

OTHER FUNCTIONS

Toggle the A/B button value

- Press the LOGO button+ B to switch the controller's working mode and different key values will be automatically switched.
- NS mode: indicator light on, A means A, B means B
- Wired PC Mode: indicator light 2 on, A means B, B means A
- BFM Mode: indicator light 3 on, A means B, B means A

Button function description in NS mode

Button	Button value in NS mode	Operation
HOME	HOME	Press the HOME button to return to the NS Main interface
TURBO	Button Burst /Screenshot	1. Press Turbo + any action to burst 2. Press Turbo + any action to cancel 3. Press Turbo +press down Right Stick to take a screenshot (only valid on the NS platform, long-press to record the screen)
SELECT	¥	/
START	+	/

Motion Sensing Adjustment

- The Motion Sensing function only supports the connection of the Nintendo Switch
- Turbo + D-Pad LEFT, Sensitivity reduced
- Turbo + D-Pad RIGHT. Sensitivity enhancement

Turbo Function Settings

• Press the Turbo button in the power-on state, and then press any action button to achieve the Turbo function, repeat this operation to cancel the Turbo function.

Action button refers to A,B,X,Y,L,B,R,B,L,T,R,T

Vibration Intensity Adjustment

- + Turbo + D-Pad UP. Vibration intensity enhances
- Turbo + D-Pad DOWN, Vibration intensity weakens

PRODUCT SPECIFICATION

Name	BEITONG ASURA 2 GAME CONTROLLER MULTI-MODE
Model	BTP-2585NS
Compatibility	PC Window 7 and later, Android TV, Nintendo Switch
Wireless Connection	Bluetooth 5.0
Wired Connection	USB Cable
Weight	≈216g
Battery	600mAh Rechargeable Lithium Ion Battery
Product Size	165x105x62.5MM

Warranty Card

Dear customer,

Thanks for using BEITONG gaming peripheral products. We focus on providing gamers with better gaming experience, please provide the information through your email for customer service:

- · Purchasing Channel
- Buyer ID
- Order Number
- · Product Model

Please provide the below information for us according to the product situation:

- 1. Please provide service season
 - The function is not 9000
 - Bad appearance
 - · Can not use in my device
 - · Can not play the game want to play
 - Other
- 2. Please provide the service you need
 - Replacement
 - Repairing
 - Return
 - Other

Customer service contact: beitong-oversea@betop-cn.com We also welcome our customers to provide suggestions so that to improve and upgrade our product. Any a00d ideas for our products, please feel free to contact US it's very grateful. Meanwhile, we'll select the customer who in high-quality advice to experience our

new products for the free opportunity. Sincerely BEITONG Customer Service Team

Documents / Resources



BEITONG BTP-2585NS Asura 2 Game Controller Multi Mode [pdf] User Manual BTP-2585NS, 2AWMK-BTP-2585NS, 2AWMKBTP2585NS, BTP-2585NS Asura 2 Game Controller Multi Mode, Asura 2 Game Controller Multi Mode, Game Controller Multi Mode

Manuals+,