

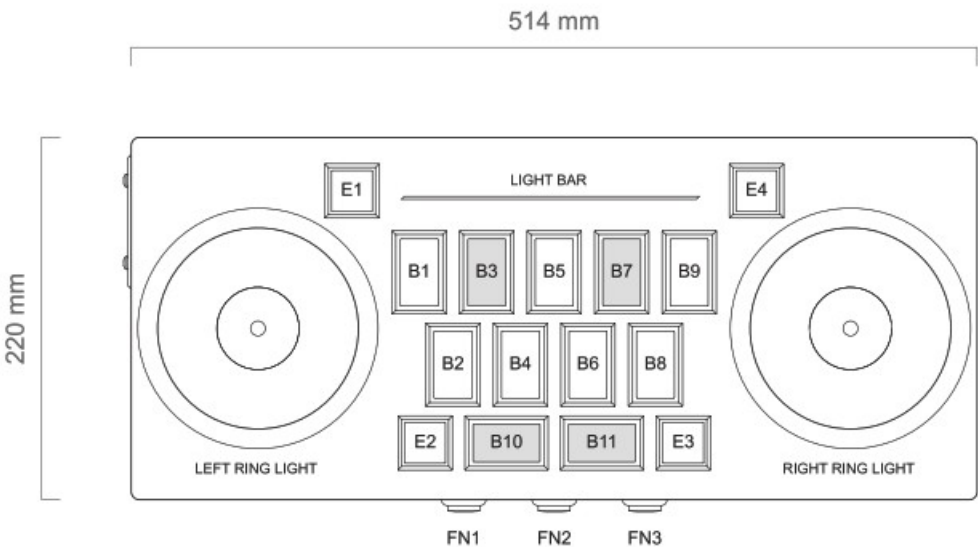


DJ-DAO EZMAX Arcade Style Controller for Rhythm Games Instruction Manual

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Thank you very much for purchasing EZMAX+ product. Please read this manual carefully before use.

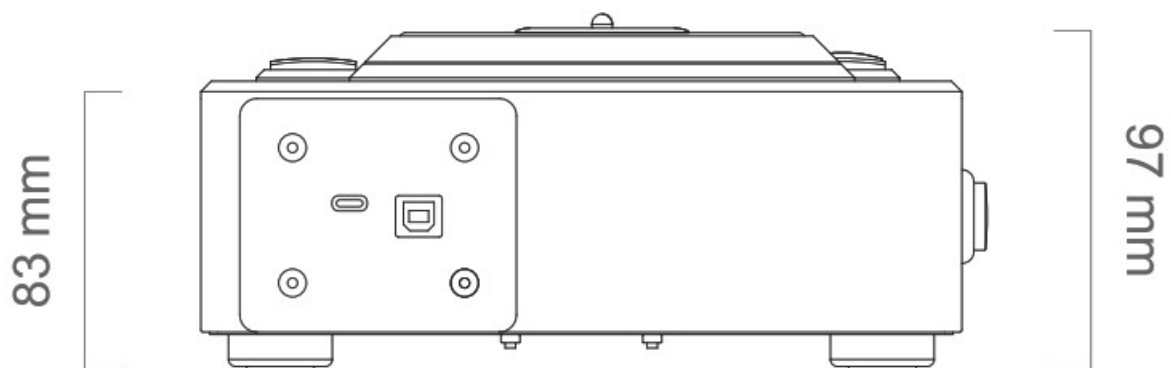


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What's in the box

- EZMAX+ Game Controller ~~~ 1
- Main Subject re A
- USB-A to USB-B Cable = 41
- USB-A to USB-C Cable 4



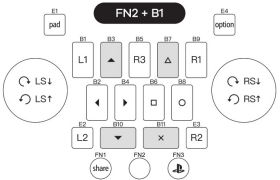
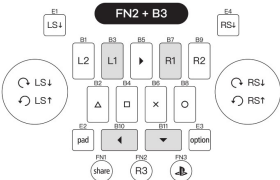
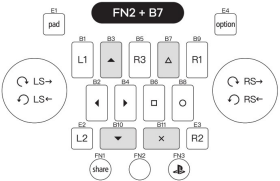
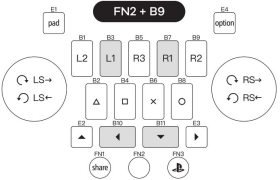
Combination key

Press and hold the combination keys at the same time for 1 second, the corresponding key light flashes, indicating that the switch is successful.

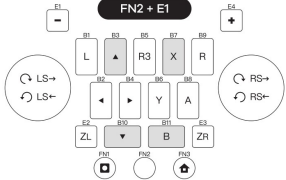
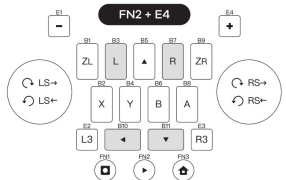
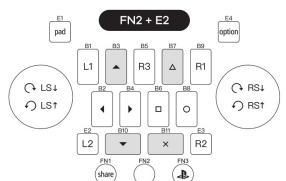
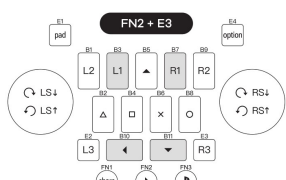
Combination key	Game Mode
FN2 + 61	P54 Beginner Mode
FN2 + B3	P54 Conflict-free Mode
FN2 + 87	Project DIVA XHD Mode
FN2 + B9	Project DIVA FT Mode
FN2 + B2	INFINITAS 1P Mode
FN2 + B4	INFINITAS 21) Mode
FN2 + Bo	BMS Mode

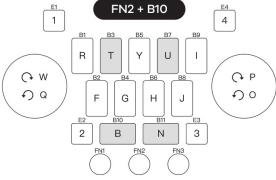
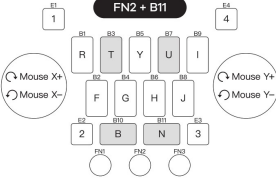
FN2 + 68	SDVX Mode
FN2 + EI	Switch Beginner Mode
FN2 + E4	Switch Conflict-free Mode
FN2 + E2	Steam Beginner Mode
FN2 + E3	Steam Conflict-free Mode
FN2 + 610	Keyboard Mode
FN2 + 611	Keyboard + Mouse Mode
Double click FN2	Switch the click / double click functions of E2 and E3. (This function is only valid in the PS4 Beginner Mode. other modes are invalid)
Long press FN2	Hold for more than two seconds to display the key light of current mode .
FN1 + B3	Switch LEFT RING LIGHT mode
FN1 + B5	Switch LIGHT-BAR mode
FN1 + B7	Switch RIGHT RING LIGHT mode
FN1 + B2 + Left turntable	Adjust LEFT RING LIGHT color
FN1 + B4 + Left turntable	Adjust LEFT RING LIGHT brightness
FN1 + B6 + Right turntable	Adjust RIGHT RING LIGHT color
FN1 + B8 + Right turntable	Adjust RIGHT RING LIGHT brightness
FN1 + B10 + Left turntable	Adjust LIGHT-BAR color
FN1 + B11 + Left turntable	Adjust LIGHT-BAR brightness
FN1 + EI	Reduce the dead zone for rotary table (improve the turntable sensitivity)
FN1 + E4	Increase the dead zone for rotary table (reduce the turntable sensitivity)
FN1 + E2 + E3	Light switch, All lights on / RGB light off / Key lights off / All lights off

More functions may be added in the future, please follow on Twitter @GamoTwo.
In the following key layout, if there is no key value marked on the key, the key value is null.

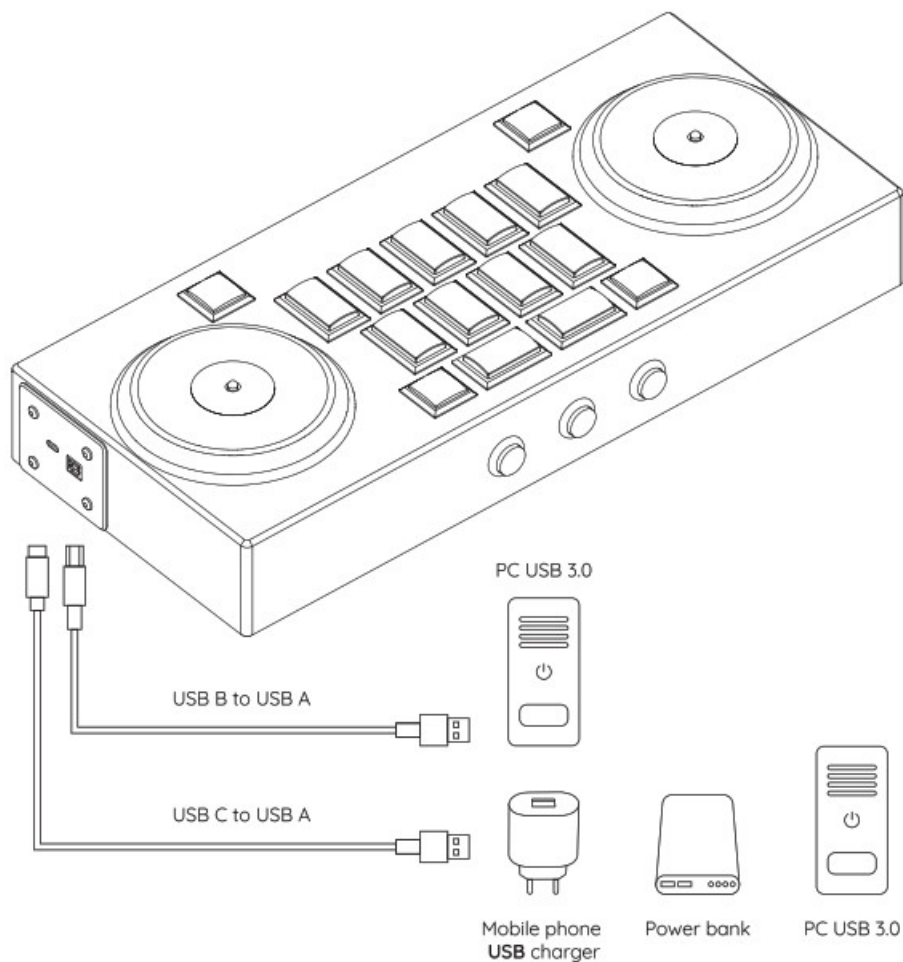
 <p>The diagram shows a PS4 DualShock 4 controller with the following button mappings for Beginner Mode (FN2 + B1):</p> <ul style="list-style-type: none">Left Stick: LS↓, LS↑Right Stick: RS↓, RS↑Left Trigger (L1): Left ArrowRight Trigger (R1): Right ArrowLeft Bumper (L2): Down ArrowRight Bumper (R2): XShare Button: ShareOptions Button: Options	<p>PS4 Beginner Mode</p> <p>Suitable for music games on PS4, such as DJMAX, MUSYNX, Taiko Drum Master, etc. The key layout of this mode refers to the gamepad, which is suitable for beginning players. Overall, to the platform mechanism, the up and down buttons and the left and right buttons can not be triggered at the same time.</p>
 <p>The diagram shows a PS4 DualShock 4 controller with the following button mappings for Conflict-free Mode (FN2 + B3):</p> <ul style="list-style-type: none">Left Stick: LS↓, LS↑Right Stick: RS↓, RS↑Left Trigger (L1): Left ArrowRight Trigger (R1): Right ArrowLeft Bumper (L2): Down ArrowRight Bumper (R2): XShare Button: ShareOptions Button: Options	<p>PS4 Conflict-free Mode</p> <p>Suitable for music games on PS4, such as DJMAX, MUSYNX, Taiko Drum Master, etc. This mode is suitable for advanced players who need to customize key value. It optimizes the key layout without key conflicts,</p>
 <p>The diagram shows a PS4 DualShock 4 controller with the following button mappings for Project DIVA XHD Mode (FN2 + B7):</p> <ul style="list-style-type: none">Left Stick: LS→, LS←Right Stick: RS→, RS←Left Trigger (L1): Left ArrowRight Trigger (R1): Right ArrowLeft Bumper (L2): Down ArrowRight Bumper (R2): XShare Button: ShareOptions Button: Options	<p>PS4 Project DIVA XHD Mode</p> <p>Suitable for Project DIVA XHD on PS4.</p>
 <p>The diagram shows a PS4 DualShock 4 controller with the following button mappings for Project DIVA FT Mode (FN2 + B9):</p> <ul style="list-style-type: none">Left Stick: LS→, LS←Right Stick: RS→, RS←Left Trigger (L1): Left ArrowRight Trigger (R1): Right ArrowLeft Bumper (L2): Down ArrowRight Bumper (R2): XShare Button: ShareOptions Button: Options	<p>PS4 Project DIVA FT Mode</p> <p>Suitable for Project DIVA Future Tone on PS4.</p>

	<p>INFINITAS 1P Mode Suitable for beatmania 1IDX INFINITAS 1P.</p>
	<p>INFINITAS 2P Mode Suitable for beatmania IDX INFINITAS 2P.</p>
	<p>BMS Mode Suitable for BMS players (such as LR2/ beatoraja, etc.), emulator (such as MAME/ P CSX2, etc.) OJ music game with two-key turntable (such as Ez-Muse II, etc.), and any simulation software that supports controllers.</p>
	<p>Sound Voltex PC mode Suitable for SoundVoltex Konoste version.</p>

	<p>SWITCH Beginner Mode</p> <p>Suitable for SWITCH games, such as DEEMO, Hatsune Miku, Taiko Drum Master, tetris, etc. The key layout of this mode refers to the gamepad, which is suitable for beginning players. Due to the platform mechanism, the up and down buttons and the left and right buttons can not be triggered at the same time.</p>
	<p>SWITCH Conflict-free Mode</p> <p>Suitable for SWITCH games, such as DEEMO, Hatsune Miku, Taiko Drum Master, tetris, etc. This mode is suitable for advanced players who need to customize key config. It optimizes the key layout without key conflicts. This mode is suitable for the Hatsune Miku game on steam.</p>
	<p>Steam Beginner Mode</p> <p>Suitable for any game on Steam. Caution! This mode is recognized as a PS4 controller on Steam, which is suitable for any games that support PS4 controller on Steam.</p>
	<p>Steam Conflict-free Mode</p> <p>Suitable for any game on Steam. Caution! This mode is recognized as a PS4 controller on Steam, which is suitable for any games that support PS4 controller on Steam. This mode is suitable for advanced players who need to customize key config. It optimizes the key layout without key conflicts. (The key conflict means that — and > cannot be output at the same time, t and cannot be output at the same time).</p>

	<p>Keyboard Mode</p> <p>The turntable output is the keyboard value, suitable for any games that support the keyboard.</p>
	<p>Keyboard & mouse Mode</p> <p>The turntable output is the X-axis and Y-axis of the mouse, suitable for OSU!, Spin Rhythm.</p>

Connect



CAUTIONS

- 3&1. USB-HUB is not recommended. If necessary, please use USB-HUB with independent power supply.
- 3%2.It is recommended that the USB-B cable be connected to the USB port on the computer motherboard.
- 3%3.USB-C cable can be connected to any USB-A port (it must provide more than 1A current).
- 3%4. The product consumes less than 350mA (not including the RGB lights), most USB2.0 ports provide 350mA of current at least.If the device is not working properly, please try to connect the USB-B cable to the USB port on the PC motherboard, sufficient current supply will be provided.



<http://dj-dao.com/en/support>

For the usage of the adjustment software and calibration procedures, please visit dj-dao.com/en/support

Warranty period: 180 days from delivery date

Our company warrants that we will comply with this aftermarket terms, and it doesn't cover the accessories of this product.

- Within 1-7 days, whatever problem happens, our company will provide free maintenance, free replacement, and bear the shipping cost.
- Within 8-30 days, only in the case of normal use, we will provide free maintenance, free replacement.

The shipping cost need to be born by the customer.

- Within 31-180 days, we will provide technical support via email, and free maintenance.

The cost for replacement and shipping need to be born by the customer.

- If it were beyond 180 days, we only provide technical support via email, The other cost need to be born by the customer.

This warranty doesn't cover following cases, and our company will provide paid maintenance service.

- Doesn't provide order number when asking for maintenance.
- Second-hand products.
- The failure/damage caused by fire, earthquake, flood, public nuisance, lighting strike, salt injury and the other natural disasters.
- The failure/damage caused by dropping or impacting this product during the shipment, movement.
- The failure/damage caused by wrong connection method, or the operation not in accordance with the guide.
 - The failure/damage caused by the operation not in accordance with the notices.
 - The failure/damage caused by unauthorized modification.



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Documents / Resources

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Manuals+.