

# EasySMX KC-8236 Game Controller User Manual

Home » EasySMX » EasySMX KC-8236 Game Controller User Manual

## Contents

- 1 KC-8236 Game Controller
- 2 Package List
- 3 Specifications
- **4 Product Overview**
- 5 Power/On or Off
- 6 Charge
- 7 Connect to PS3
- 8 Connect to PC
- 9 Connect to Android Smartphone /

#### **Tablet**

- 10 Button Test
- **11 FAQ**
- 12 Downloads
- 13 Related Posts

## KC-8236 Game Controller

## **User Manual**

## Dear customer:

Thank you for purchasing EasySMX product. Please read this user manual carefully and keep it for further reference.

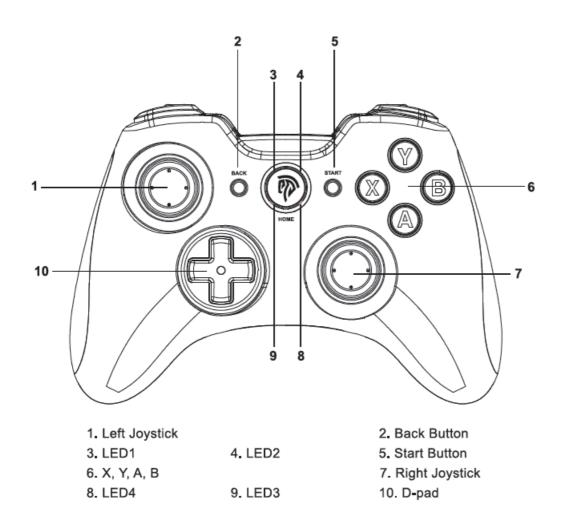
# **Package List**

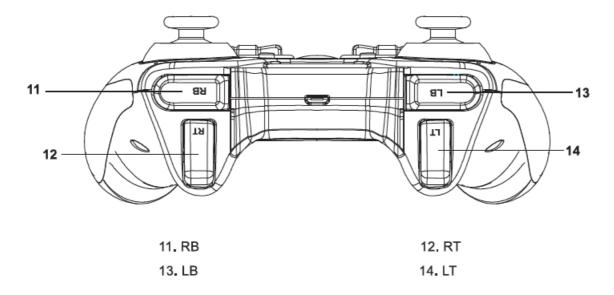
- 1x EasySMX KC-8236 Wireless Game Controller
- Ix USB Receiver ix USB Cable
- Ix User Manual

# **Specifications**

Connection	2.4G Wireless Technology	Operating Voltage	4.2V
Operating Range	10m(about 32.8ft)	Battery Capacity	550mAh Lithium Polymer Battery
Applicable Platforms	PC/Android Phone or Tablet/PS3	Required Operating Systems	Windows XP/Win7/Win 8/Win 10/PS3/Android 4.0 or above
Vibration	Yes	Interface	Micro USB
Charging Time	2 Hours	Product Dimension	15.3*10.6*6.2CM
Operating Battery Life	8 Hours or more	Product Weight	315g

## **Product Overview**





### Power/On or Off

- 1. Insert the included USB receiver Into your device and press HOME button to switch on the game controller.
- 2. The game controller cannot be switched off manually. To power it off, you need to unplug the receiver first and it will shut down automatically after it stays unconnected more than 30 seconds.

**Note:** The gamepad will shut down automatically If it stays connected without any operation more than 5 minutes.

## Charge

- 1. If the game controller stays unconnected during the charging process, 4 LEDs will stay on for 5 seconds and then start flashing. When the game controller is fully charged, 4 LEDs will go out.
- 2. It the game controller stays connected during the charging process, the corresponding LED will be flashing and will remain on when the gamepad is fully charged. When the voltage reaches below 3.60, the LED will be flashing fast and vibration will be turned off as well.

## **Connect to PS3**

- 1. Plug the receiver into one free USB port on the PS3 console. When all LEDs are off, press the Home Button once to power on the gamepad, and it will vibrate once and 4 LEDs will be flashing, indicating it is trying to connect.
- 2. P53 console is available for 7 game controllers. Please see the table below for a detailed explanation of LED status.

Game Controller	LED Status	
First One	LED1 stays on	
Second One	LED2 stays on	
Third One	LED3 stays on	
Fourth One	LED4 stays on	
Fifth One	LED1 and LED4 stay on	
Sixth One	LED2 and LED4 stay on	
Seventh One	LED3 and LED4 stay on	

#### Connect to PC

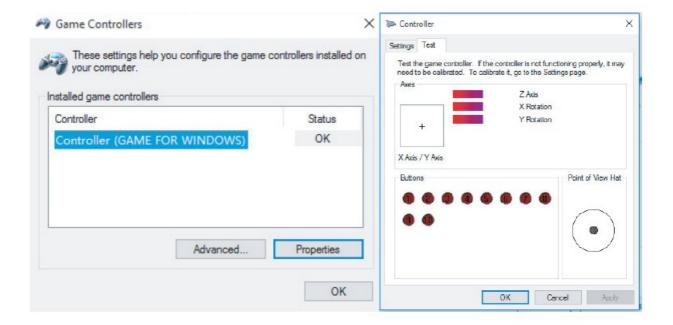
- 1. Insert the USB receiver Into one tree USB port on your PC. When all LEDs are off, press Home Button once to switch on the gamepad, and it will vibrate once and 4 LEDs will be flashing, indicating it is trying to connect to your PC. When LED1 and LED2 stay on ©, it means that the connection is finished and the gamepad is Xinput mode by default.
- 2. Press and hold Home Button for 6 seconds and 4 LEDs will start flashing. When LED1 and LED3 remain on 0, it means the gamepad is in Dinput mode.
- 3. In Dinput mode, press HOME Button once to switch to Dinput digit mode, and LED1 and LED4 will stay on , which will swap the functionality of D-pad and left stick. One computer is available for multiple game controllers.

## **Connect to Android Smartphone / Tablet**

- 1. Plug the OTG cable (Not Included) into the receiver. Insert the receiver into your Android phone or tablet. When all LEDs are off, press Home Button once to switch on the gamepad, and it will vibrate once and 4 LEDs will be flashing, indicating it is trying to connect to your phone or tablet.
- 2. LED3 and LED4 will keep on, Indicating the connection Is done and the gamepad Is in Android mode. If not, hold down HOME Button for 6 seconds to get It right. Note: Your Android phone or tablet must fully support OTG function that needs to be on first. Android games do not support vibration for now.

#### **Button Test**

After the game controller is paired with your computer, go to 'Device and Printer, locate game controller. Rightclick to go to "Game Controller Settings", then click "Property" as shown below:



## **FAQ**

- 1. The USB receiver failed to be recognized by my computer?
- a. Make sure the USB port on your PC works fine.
- b. Insufficient power might cause unstable voltage to your PC USB port. So try another free USB port.
- c. A computer running Windows CP or a lower operating system needs to install X360 game controller driver first.

#### 2. Why can't I use this game controller in the game?

- a. The game you are playing doesn't support game controller.
- b. You need to set the gamepad in the game settings first.

#### 3. Why doesn't the game controller vibrate at all?

- a. The game you are playing doesn't support vibration.
- b. Vibration is not turned on In the game settings

### 4. Why does the game controller fail to connect?

- a. The gamepad is running on low batteries, please recharge it.
- b. The gamepad is out of the effective range.

### **Downloads**

KC-8236 Game Controller User Manual - [ Download PDF ]

EasySMX Game Controllers Drivers – [ Downloads Driver ]