Manuals+ — User Manuals Simplified.

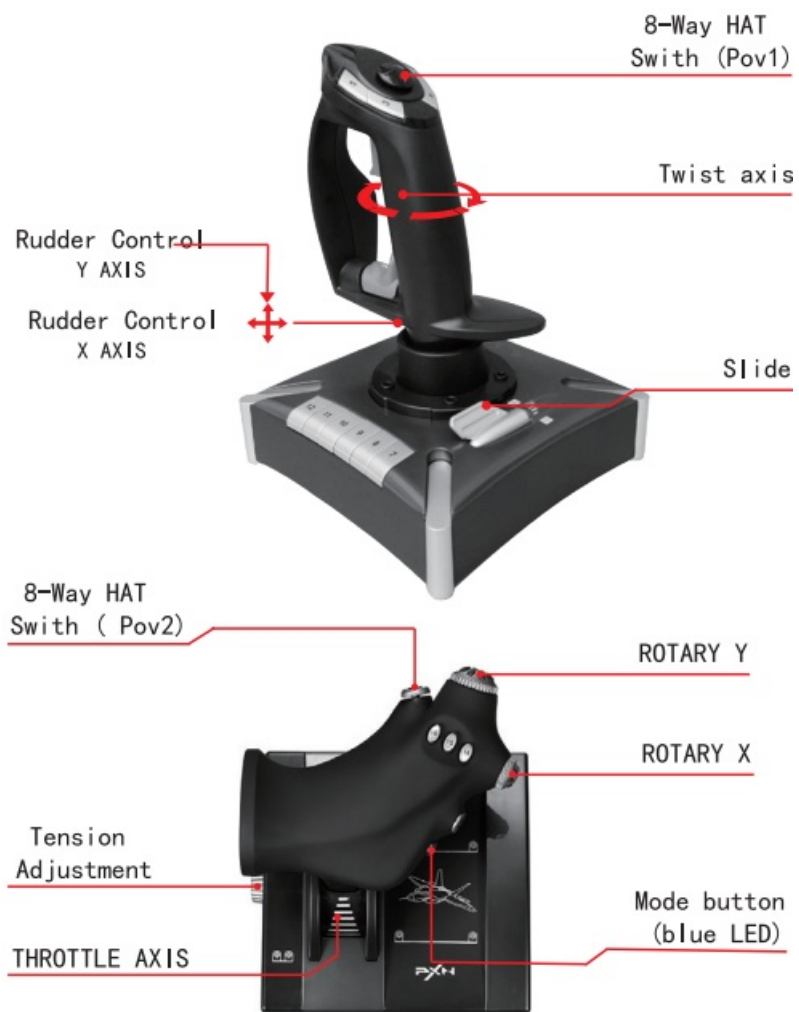# PXN-2119 Game Controller User Manual

Contents

PXN-2119 Game Controller

Thank you for choosing PXN' s product and supporting our brand. Please read the manual carefully before playing.

Product Overview

8-Way HAT Swith (Pov1)

Twist axis

Rudder Control Y AXIS

Rudder Control X AXIS

Slide

8-Way HAT Swith (Pov2)

ROTARY Y

ROTARY X

Tension Adjustment

THROTTLE AXIS

Mode button (blue LED)

Port to Throttle unit   Vibration Switch

Function Features

1. Joystick and Throttle designed separately, with 7 axes/2 *8 directional POV/16 action buttons.
2. Joystick rnuld be used independently,4 axis/ 8 direction POV and 12 action buttons.
3. Press »Mode" to switch working modes. Can extend to 16*3 function buttons by driver
4. Built-in vibration motor, simulate the plane vibration in air and other environment.
5. Mapping Button function with the driver, support keyboard mapping by driver, multi-player online game is available.
6. Ergonomic design,s imulation of real flight experience.
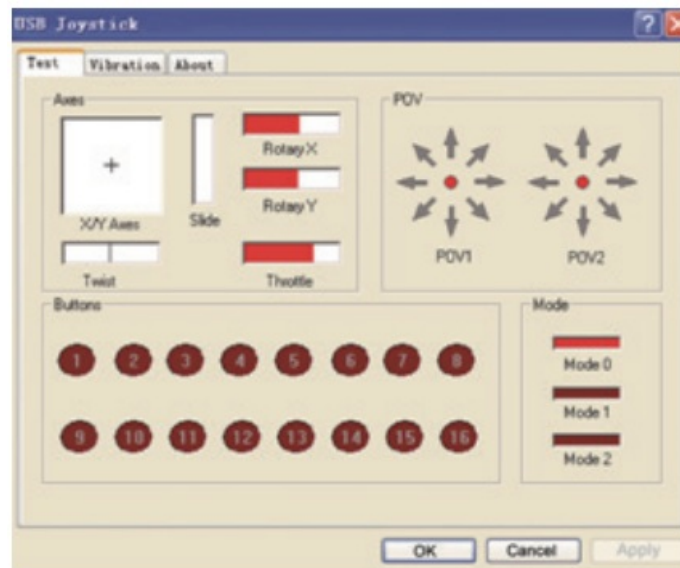
system Requirements

1. Support Platform : PC/Laptop
2. Support Systems: Window XP/ 7 /8/10

Driver Installation

1. Open our website www.e-pxn.com to download and install the driver at: Home→Support→Driver →Download.
2. Download driver of "PXN-2119" to unzip and install it with instruction.
3. Insert the USB plug of the joystick into the USB port of your PC.an d your PC will prompt a new device is found and it will be installed automatically.

Product Application

1. Plug T hrottle unit into the port of Joystick, and plug the U SB of Joystick in to PC pert.
2. Run the driver in computer and test the product.
    1. For Windows XP; enter Control Panel Game Controller and click Attribute Test.
    2. For Windows 7 /8/10, enter Control Panel→ Device and Printer- Right click "PC Game Controller » icon→ Enter Game Controller set up and clkk Attribute Test.
    3. You can start to test the axis and buttons when you see below interface

4.

5. Buttons and Axis test specification:

'o	Function	Specification
'	Button 1-16	You c.an make sure button presses ere being del@cl@d by the drivers. Press .. ,,,h button on your flight stick or thrcttle unit that)'OU want d.i,,c. lights up in the Buttons F'"n·I of the Test to test, in tum. The correspondi ng numbered
'		Moving the POV controls on your flight stick in the various direction, should illu minate the POV1/PCIV2 corresponding direction arrows in the POV panel. POV 1 is used to look around tho cockpit POV 2 can be coniigured to trigger four or eight different func:tions of y our choice.
;		ModeO FlIghl stick (Blue light off) MODE Model Keyboard (Blue light bright)
		Mode2 Keyboard (Blue light flash)
•	""'""	Move the �ight stick backward, and forwards or from left to right. The+ symbol moves In the Xf(Ax<:s bo x, to show the drivers are picking up the stick movement correctly.
,	Twist	The vertical gray line represents the center point of the flig ht stick. Rotate the �ight stick clockwise or anti-clockwise . This is the rudder that enables you to change dire<tion ou tside tho X and V axes. If the drivers are detecting the mC\I ement correctly a red bend is displayed on either side of th e center point lino.

| '	**Slide**	**Move the slide cootrol on the flight stick. It ranges** from 0% **(no red)** to **100% (tho bo, i,** to**filled with red). You may, for example,"'" it control pitch or fuel mixture.(need ga…-, ,oftware support)**

	Throttle	Move the throttle up or down to increa,e or de.:rease your ac celeration.A red bend show, t0h‰e current rateof acceleration, renging from (no red) to the maximum acceleration at 100% (the be• is filled with red).

|		
	Rotary)(/'{	**Rebate the rotary controls on the throttle unit They range from 0% (no red) to 100% (the be• i, filled with red). You ma)\ for example, u,o them to control balance or radar gain. [need game software support)**

Keyboard Mapping & Vibrating Testing

LMode 1/ Mode 2

It supports to map the keyboard button to 1- 16 function buttons or POV 1/POV2 of Joystick. One Joystick button can be mapped 4 keyboard buttons, normally map one keyboard is enough.
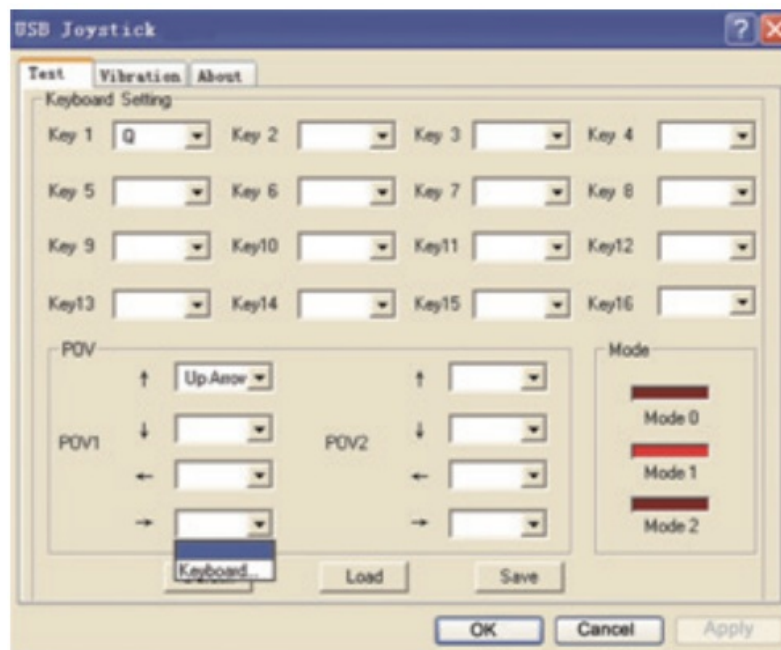
Illustrator 2
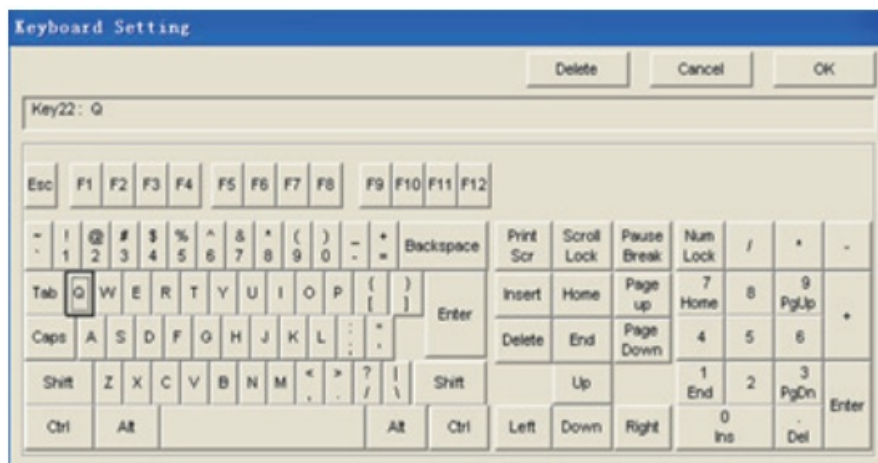
For instance

Medel
If you intend to map the "Q" key of the keyboard to button 1 of the flight stick, please press "Mode" button, then the blue
LED will be illuminated, indicating the flight control system is in Model . The programming software will show Keyboard Setting Interface (refer to Illustrator 1 & Illustrator 2).

Mode2
If you intend to map the •p• key of the keyboard to button 1. Press "Mode" button again, then the blue LED begins to flash, indicating the flight control system is in Mode2. The programming software will show Keyboard Setting interface same as (Illustrator 1 & Illustrator 2).
After setting is confirmed, press "Save" button to keep this setting to your computer. When this Setting is suitable for the other game you are playing, you can just load it to control your current game.

Testing Vibration

Click Vibration Tab to motor test interface. Various test method;
The vibration intensity can be regulated without class limited.
When you test Joystick towards forward, backward, leftward and rightward, motor will respectively vibrate.
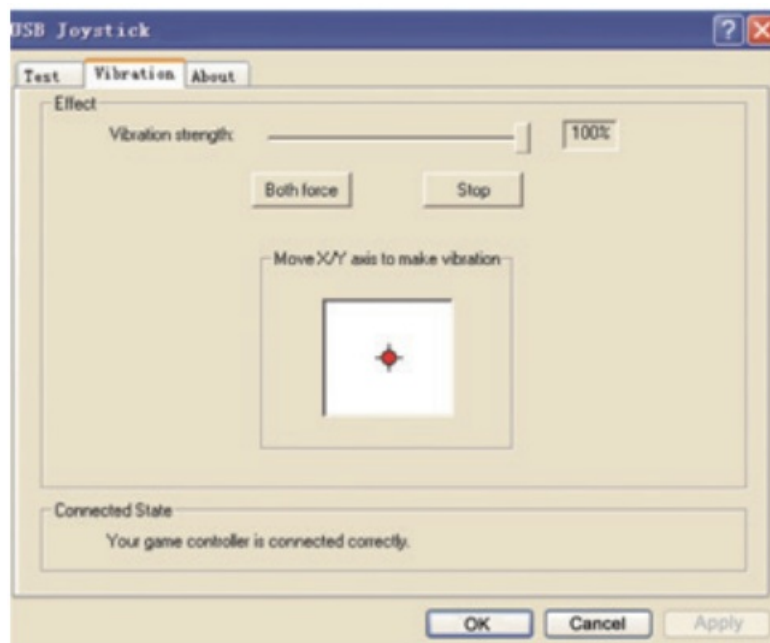
Single Joystick Mode

1. When the joystick is disconnected with throttle, it could be used independently, open the game controller test interface as below·

2. Use mouse pointer to click the 3 boxes of Sensitivity, you can set the sensitivity cf X/Y axis. of Sensitivity, you can set the sensitivity cf X/Y axis.
3. Click "Vibration" tab to test and set the strength and frequency of vibration.

4. Click "Adjustment" to adjust A/Y and other axis.

Trouble shootings

1. Software and hardware still can' t work when its installation is finished.
   - Check whether the joystick is firmly fixed to PC.
   - DirectX version is too low, it requires a DirectX 7. 0 up version.
   - If it still can' t work normally, please restart PC.
2. After entering the games, some analog axes has no function er operates automatically.
   Check whether control stick is calibrated or confirmed after being calibrated (Note: all axis should be positioned in the center) , if the calibration has no reaction, re-insert it (w/ auto- centered function)

3. Motor has no vibration on test platform DirectX version is too low, it requires a DirectX7. 0 up version.

Attentions

1. Avoid fierce vibration. Don' t take apart, revise and mend by yourself.
2. Don' t let water or other liquid entering inside of the gamepad to make any damages.
3. Don' t store in places of high humidity, temperature, heavy oil or smoke.
4. Children should be under the custody of adults to use this product.

Product Specifications

Product	PXN-2119 II FIIGHT CONTROL SYSTEM
Model No.	PXN-2II9II
Connection	USB Cable
Powerso..-ce	DC 5V
Worliing oment	<201AA, <BOmA under vibration
	Appr. 360 X 250 X 190MM
	Throttle Appr, 180x170x170MM JoystickAppr. 240x175x175MM
Net Weight	Appr.14909
Application T°”””rature	10-40″C
Appk:aticn �midi¥	20-80%

Documents / Resources

	PXN PXN-2119 Game Controller [pdf] User Manual PXN-2119 Game Controller, PXN-2119, Game Controller, Controller