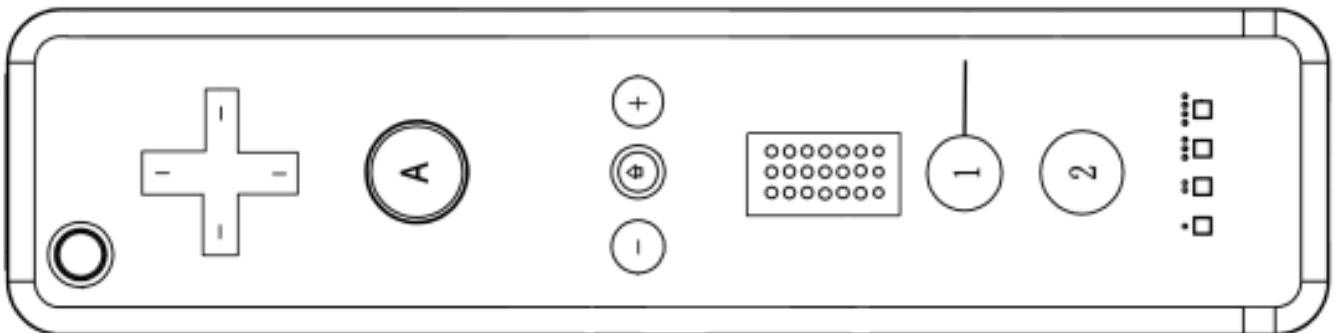


# Shenzhen Dejian Technology TK105 Game Controllers User Guide

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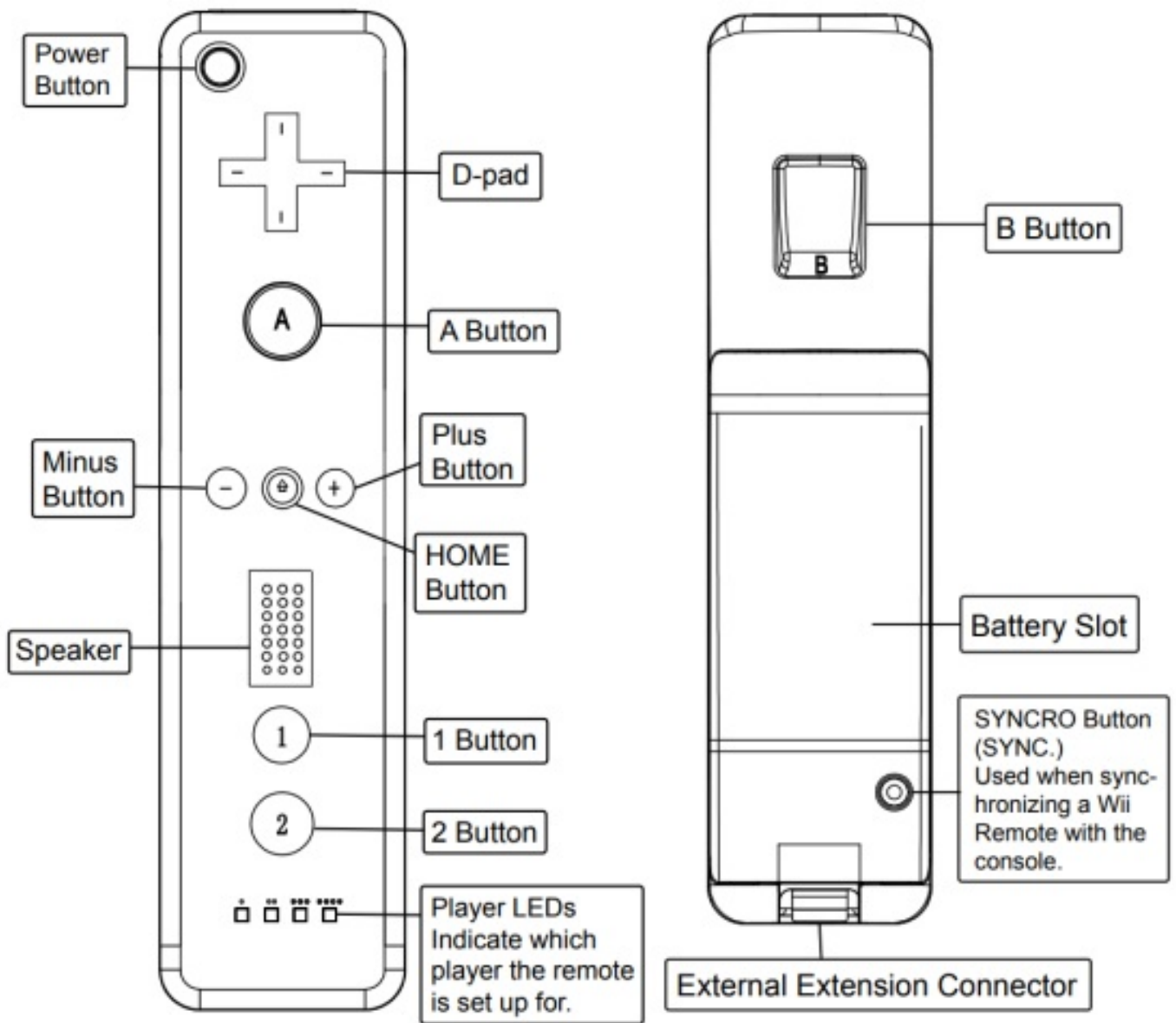
## Shenzhen Dejian Technology TK105 Game Controllers



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### Controller diagram



Thank you for choosing our gamepad. For a pleasant gaming experience, please read this manual in detail. Please keep it after reading.

- All pictures, statements and text information in this manual are for reference only, please refer to the actual product. Content is subject to change without notice. These updates will be incorporated into the new manual and we reserve the right of final interpretation.
- Available features and additional services may vary by device, software or service provider.

## Product Introduction

1. This product is a wireless game controller with new functions, suitable for wireless connection of Wii console.
2. Built-in CMOS sensor detects infrared and 3D somatosensory operation, and the wireless reception is effective within 8 meters.
3. In addition to the necessary operation buttons for the game, the product also has a console power button to quickly turn off the console and the game controller.
4. The game controller supports the vibration function, built-in speaker and memory, which can store Mii characters.
5. Use high-performance wireless connection technology to exchange data with the console.

6. When you use Wii controller for the first time, it is recommended to attach the included wrist strap to the lower part of the Wii Remote. Please wear the wrist strap and play the game to prevent losing your grip on the remote and causing damage to surrounding objects, or injury to other people.

## Button and Function Introduction

1. Provide 13 digital buttons Front button: Wii power button (Power), D-pad, A Button, Plus Button, Home Button, Minus Button, 1 Button, 2 Button. Back button: B Button, Register Button;
2. Provide 4 player LED indicators to indicate which player the remote is set up for;
3. Provide a set of Motion Sensor with dynamic sensing function to detect the change of stereo tilt of the controller;
4. Provide a set of wireless Bluetooth, the controller communicates wirelessly with the console via Bluetooth;
5. Provide a set of CMOS Sensors to detect the infrared light of the Sensor Bar, obtain the light spot movement information, provide Bluetooth target movement information, and support the console sensitivity switching function;
6. Provide a speaker to offer a sound output;
7. External Extension Connector, to which Nunchuk or other compatible peripheral devices can be connected.
8. Provide a set of motors to offer an haptic feedback function;
9. Provide a set of power supply, use 2 AA batteries (1.5V\*AA), supply power to WIIMOTE; battery voltage can not exceed 3.0V.

## Connecting the Remote

1. Connect to the Wii Console 1) Connect the Wii console to the display device, press the Power button on the Wii console to turn it on, and the console is booted into the main interface. Search by pressing and releasing the red SYNC. button on the front of the console;
2. Install the battery in the remote, press and release the red SYNC. button near the battery slot on the back of the remote in order that the remote is paired with the console. When searching, the 4 Player LEDs on the remote will blink. After the remote is paired with the console, one of the LEDs will be always on, indicating that the remote is successfully connected to the console
3. Working channel indicator: Wii console supports up to 4 remotes at the same time. 4 Player LEDs display the working channels respectively, including 1-4 channels.  
Remarks: æ Recommended distance for using the cursor: 50cm–6m (visual sensitivity change). ç Recommended distance for using the sound: >6m (without obstacles)
4. Connect to the Wii U Console: Connect the Wii U console to the display device, press the Power button on the Wii U console to turn it on, and the console is booted into the main interface. Press the white SYNC. button on the front of the console to search; Install the battery in the Wii remote, connect the Nunchuk with the remote, and then press the red SYNC. Button near the battery slot on the back of the remote in order that the remote is paired with the Wii U console. When searching, the 4 Player LEDs will blink. After the remote is paired with the console, one of the LEDs will be always on, indicating that the remote is successfully connected to the console.

## Connecting the Nunchuk

1. Wii Nunchuk is suitable for use with the Wii Remote on the Wii console. Connect the Nunchuk to the External

- Extension Connector on the Wii Remote and then it communicates with the console. You can use both right and left hands to play games simultaneously, which increases the fun of the game.
2. After connecting the Wii Remote to the Wii console, insert the Nunchuk Plug into the External Extension Connector of the Wii Remote. You can use Wii Remote and Wii Nunchuk together to play the 2-in-1 games.
  3. In the game, the 3D joystick of the Nunchuk allows for 4 directions of movement of the characters(left, right, up and down), and the corresponding actions appear when the Z and C buttons are pressed.
  4. The Nunchuk features a three-axis motion sensing function. The Nunchuk can be shaken in a certain direction, and the corresponding sensing action occurs.

## Low Battery Indicator

1. Low power indicator: The Player LED will flash quickly; the low voltage alarm function, the LED will flash quickly when the voltage is insufficient;
2. When the low voltage alarm occurs, replace the battery with a new one to eliminate the abnormality of the controller due to insufficient voltage.

## Controller Specifications

| Article                           | Reference Value |
|-----------------------------------|-----------------|
| Operating Voltage                 | DC2.5—3.0 V     |
| Operating Current                 | 70—130mA        |
| Oscillating Current               | 80—200mA        |
| Current Consumption in Sleep Mode | 50—150uA        |
| Wireless Connection Distance      | About 8 meters  |

Notes: The above specifications are for reference only and are subject to the actual use of the product. The voltage and current used must not exceed the reference value.

## Remarks:

1. Depending on the game, the functions of the buttons in the game will be different, subject to the actual operation in the game.
2. Please do not store this product in a humid or high temperature place;
3. Do not knock, beat, puncture, or attempt to disassemble the product to avoid unnecessary damage to the product;
4. Our warranty doesn't cover damage caused by accidents or unauthorized modifications.
5. The product is loaded with 2 AA 1.5V batteries, and the voltage of 2 AA batteries cannot exceed 3.0V. The current used must not exceed 500mAh.

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.

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

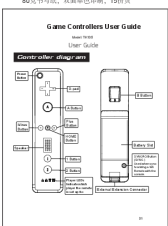
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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 into 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 and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter.

Radiation Exposure Statement The device has been evaluated to meet general RF exposure requirement in portable exposure condition without restriction.

## Documents / Resources

|   |   |
|---|---|
|  | <p><a href="#">Shenzhen Dejian Technology TK105 Game Controllers</a> [pdf] User Guide<br/>TK105, 2AYY2-TK105, 2AYY2TK105, TK105 Game Controllers, TK105, Game Controllers</p> |
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