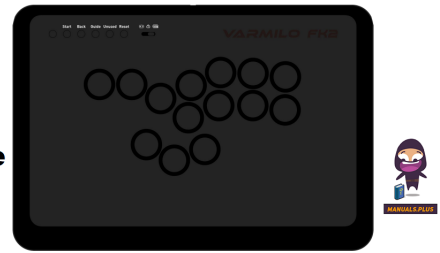**Manuals+** — User Manuals Simplified.

Varmilo

Varmilo FK2 Fighting Game Arcade Controller

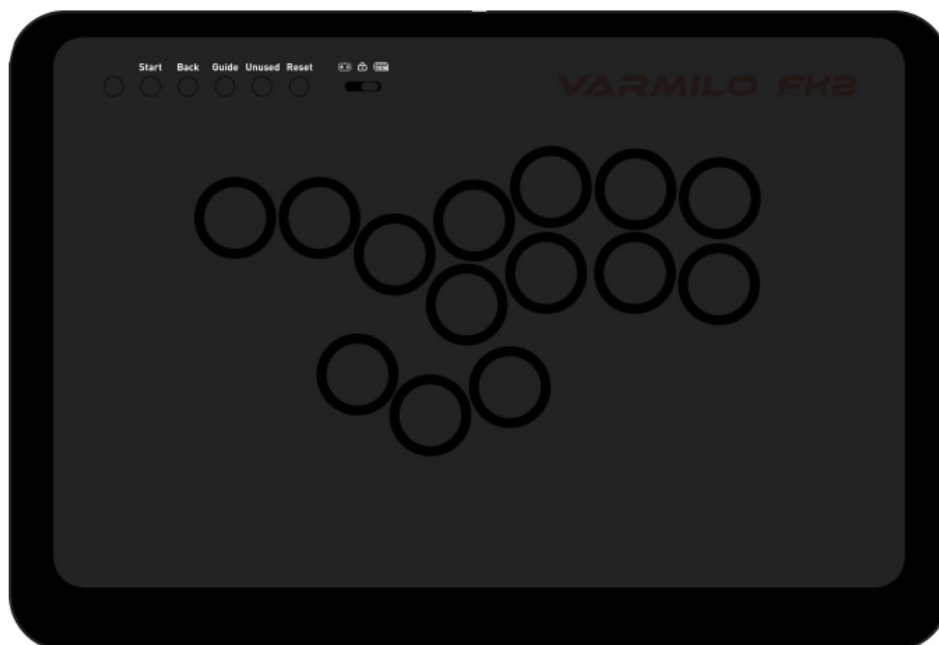# Varmilo FK2 Fighting Game Arcade Controller User Manual

Contents

Varmilo

Varmilo FK2 Fighting Game Arcade Controller

Product Information

Specifications

- Product Name: FK2 Fighting Game Arcade Controller
- Manufacturer: Web Driver
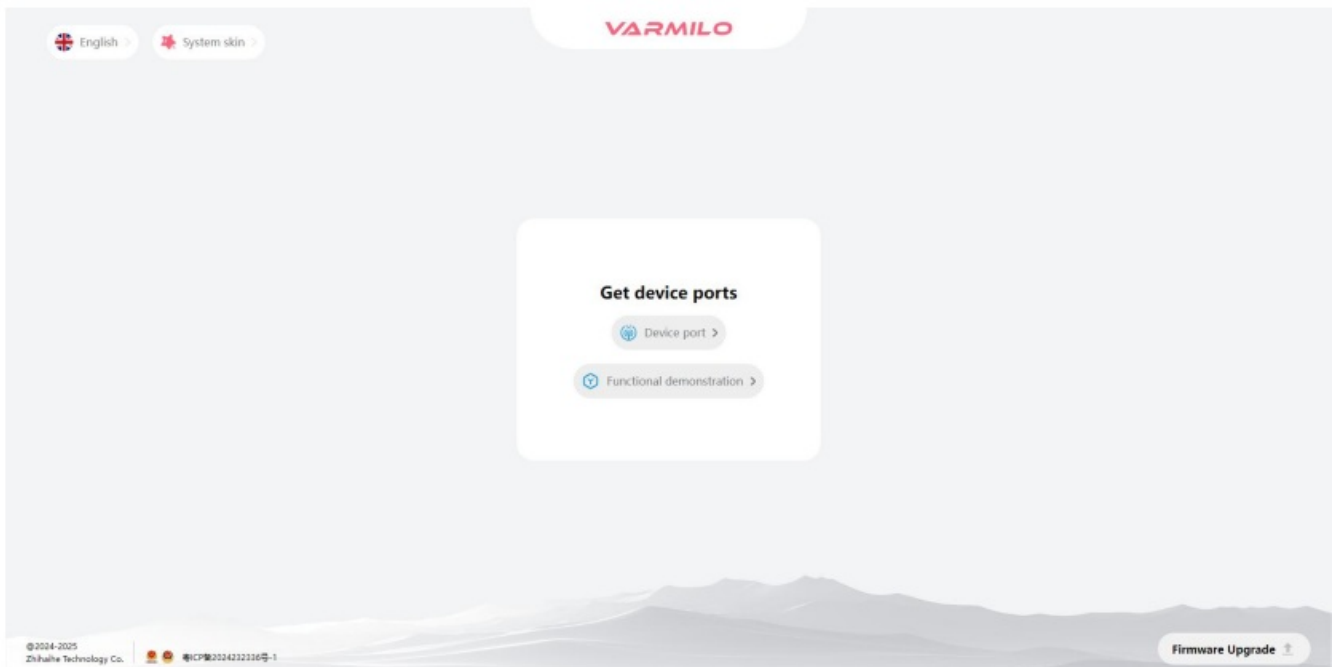- Website: **https://fk2.varmilo.com**

FAQ

Q: How do I reset the device to factory settings?

A: To perform a factory reset, navigate to the Factory Reset option in the device settings and confirm the reset action. Please note that this action cannot be undone.
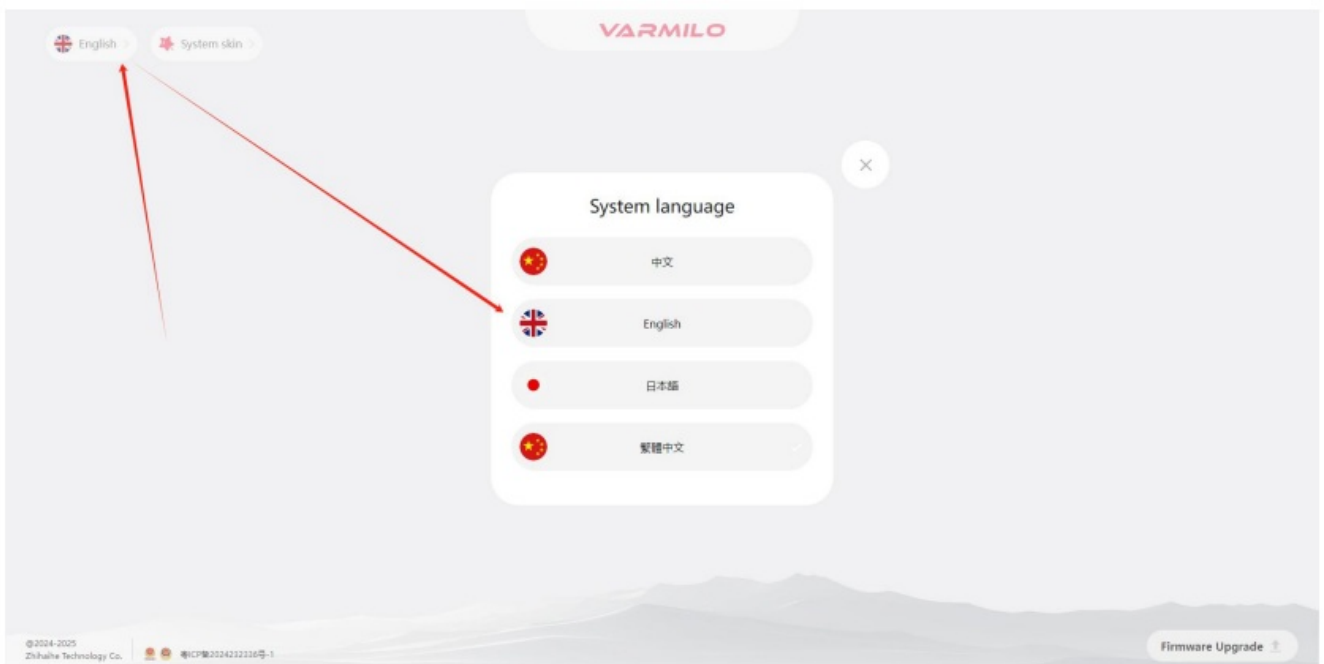
Starting Page

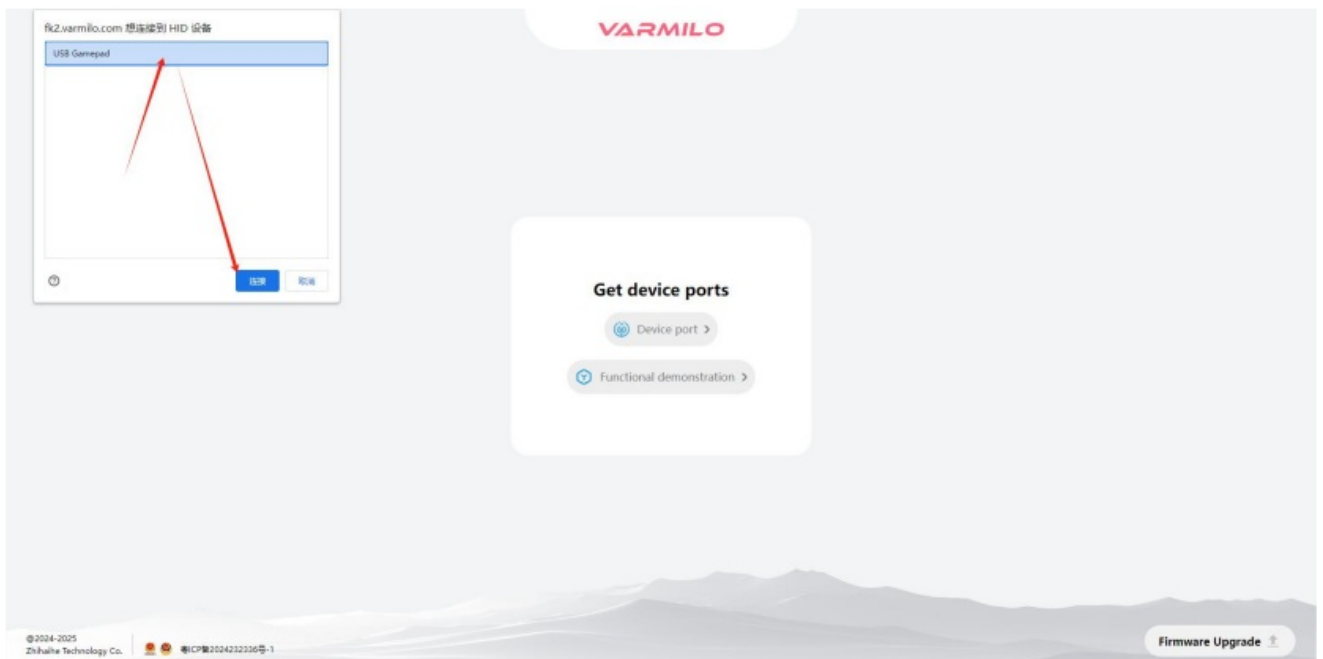Web Driver Website:**https://fk2.varmilo.com**

Staring Page

1. **Demonstration of Language Switch**
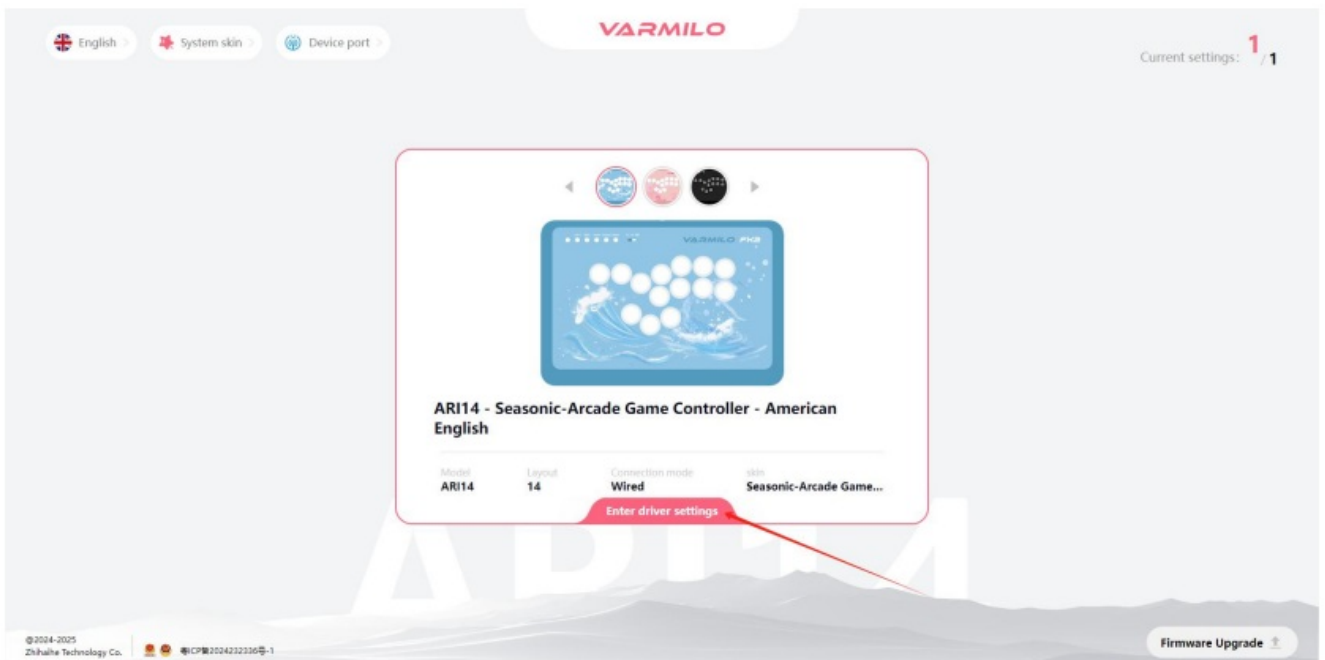

Language switch page

2. Demonstration of Device Connection

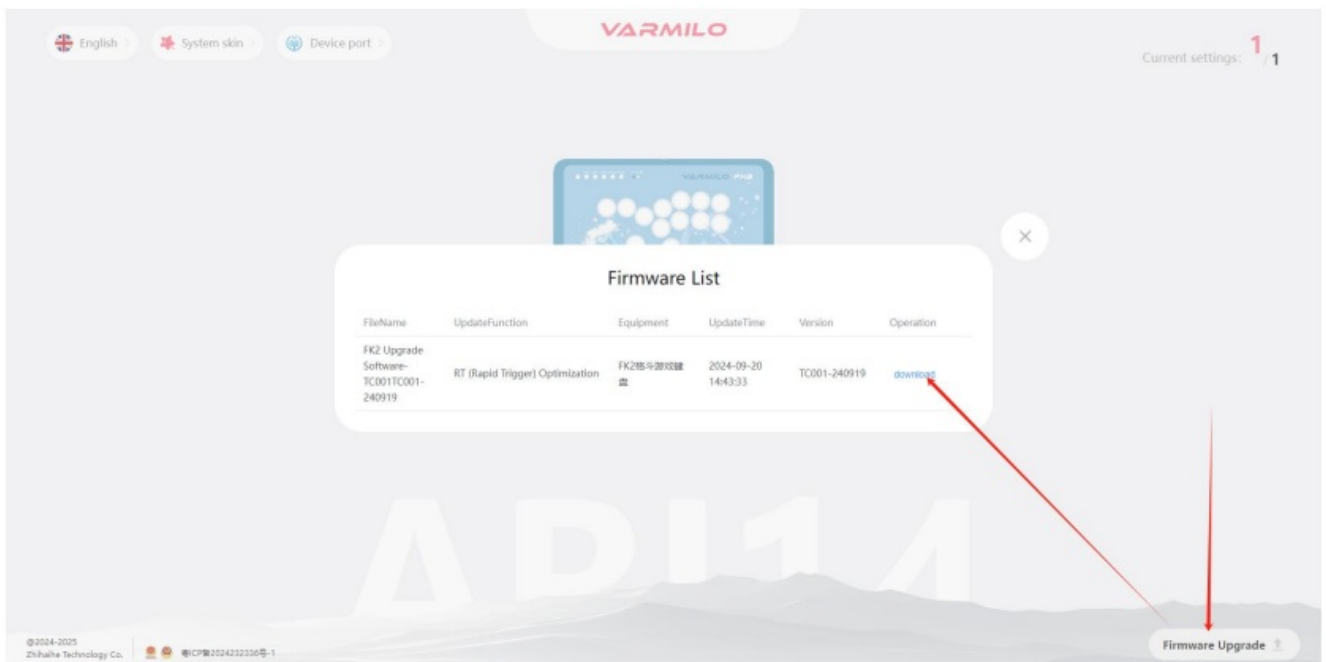Select the device, call the web popup out to connect.

Authorize the device to the browser and display device information.

3. Preliminary preview of device information/demonstration of entering the corresponding device page function

Preliminary demonstration of device information/click to enter the driver and the web will jumps to the corresponding device page for setting and debugging
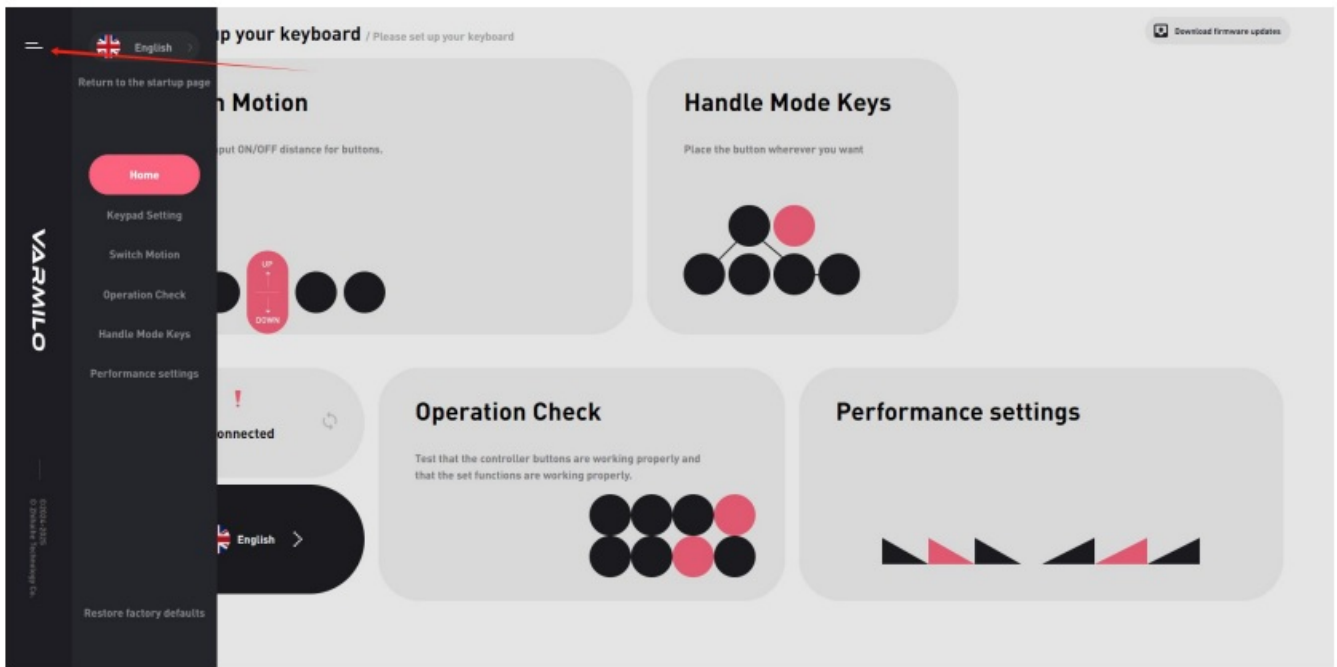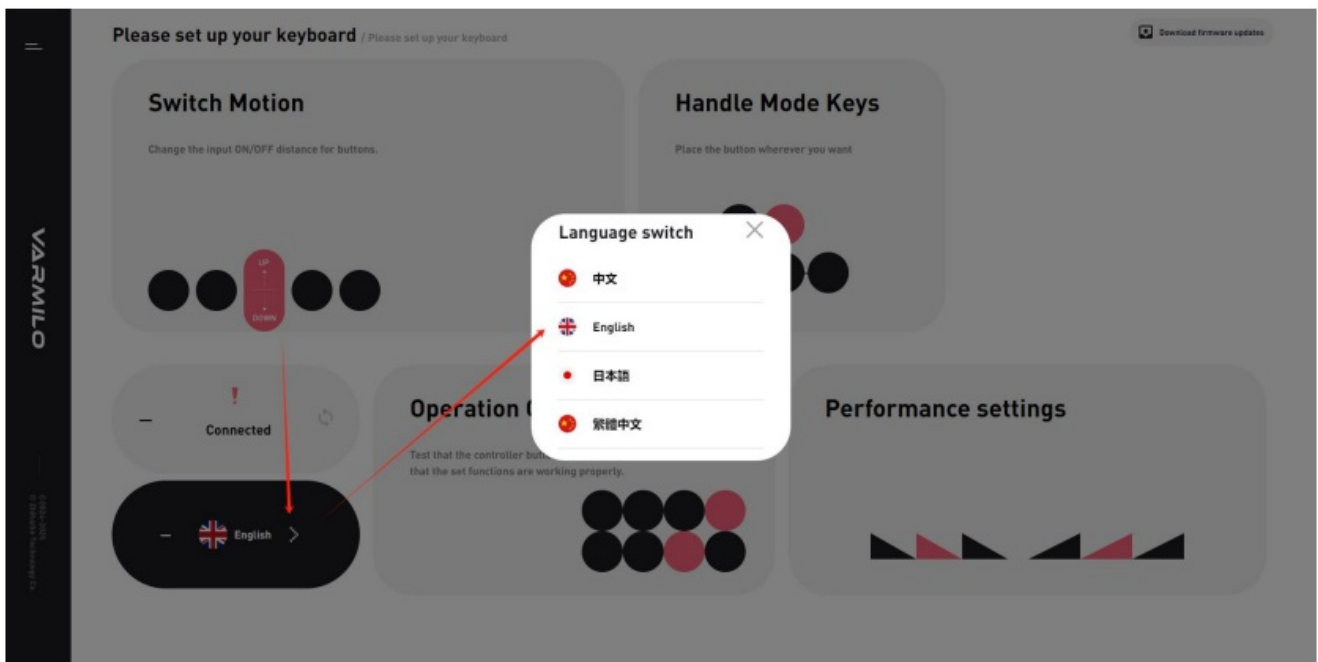
4. Download device firmware to upgrade

Download the firmware upgrade version of the corresponding device

The device page of FK2

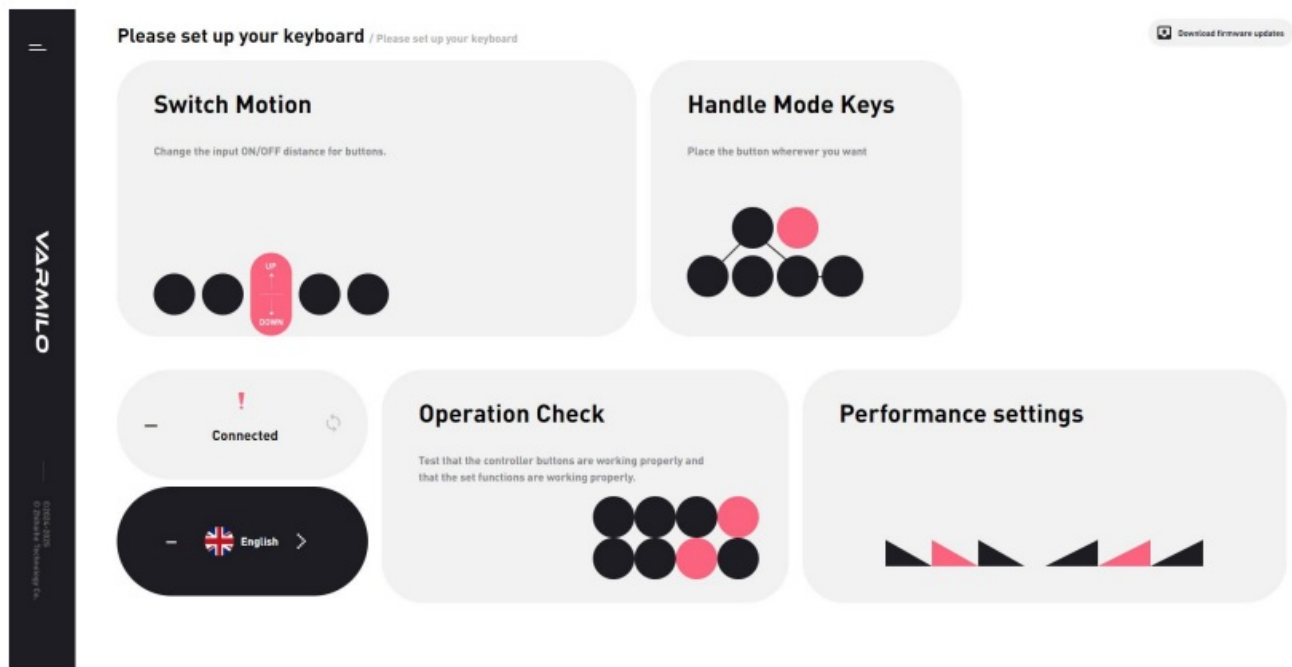Demonstration of function options on the left

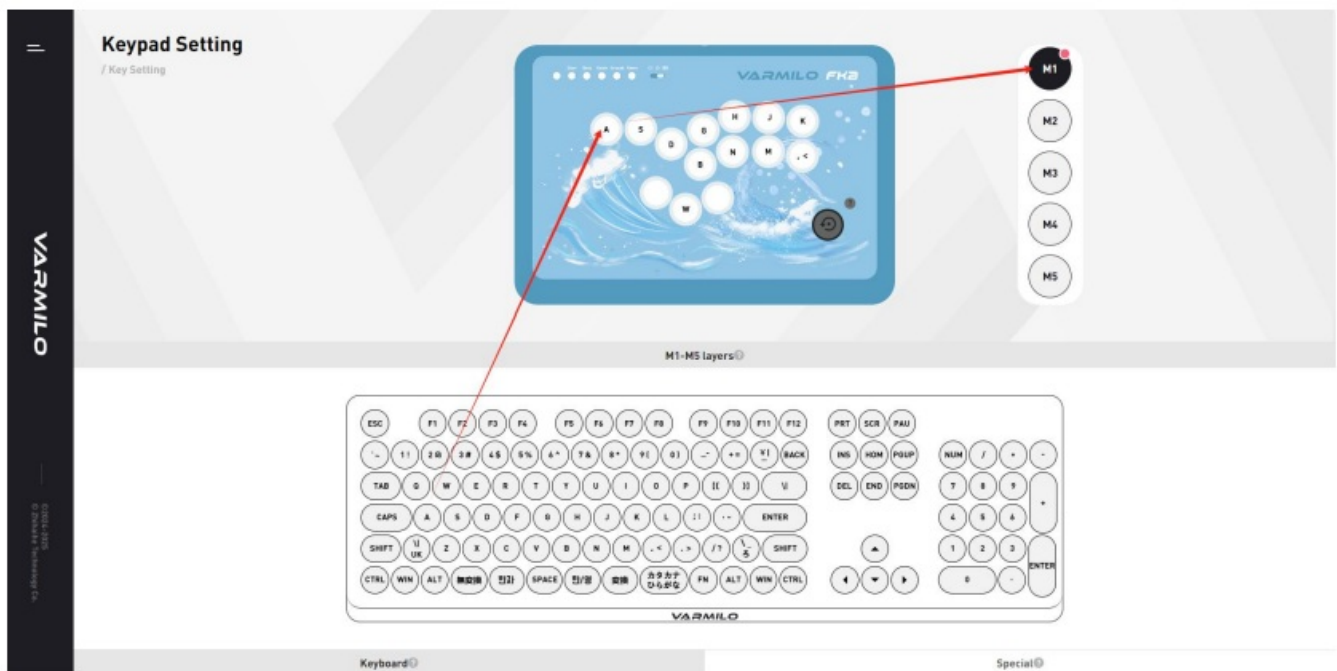1. Demonstration of language switching function

Switch the language and the entire page will be displayed in the new language.

2. **Key function demonstration**

Visit key setting function page through the function selection bar on the left/or directly click button setting on the home page.
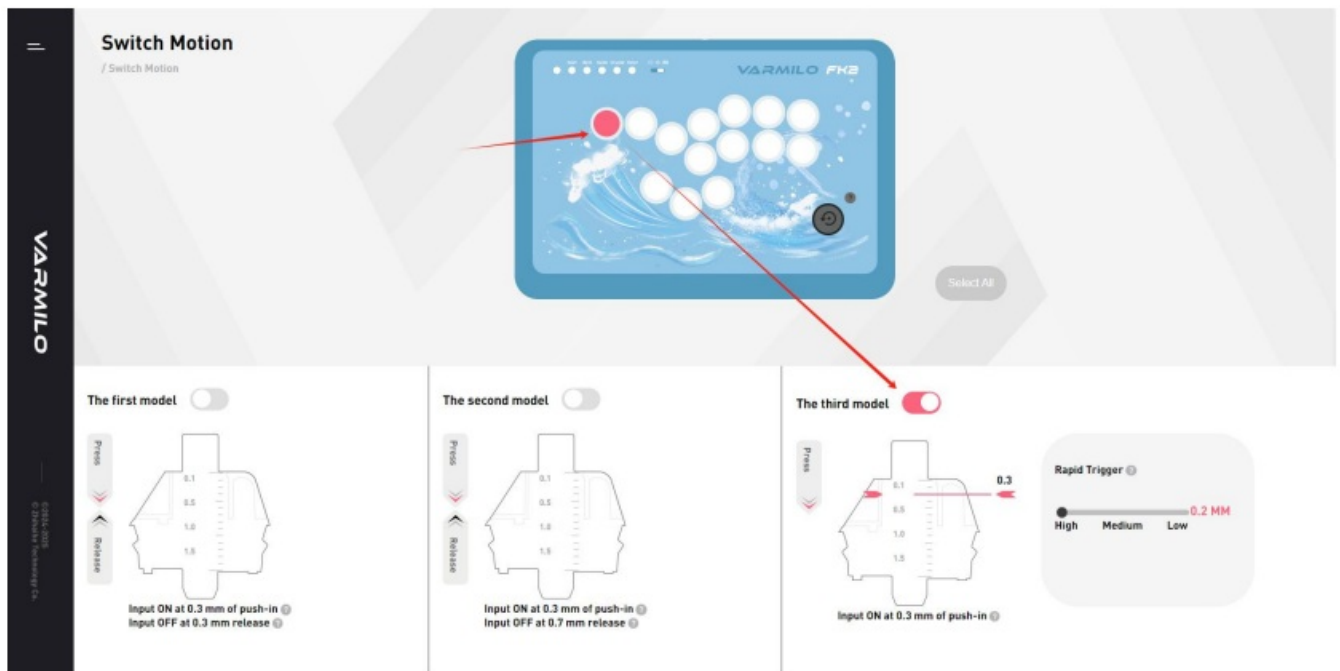
Demonstration of key setting page

1. Select the key setting of the function option.
2. Set the keys of M1 layer: choose a regular key to be set below, drag the mouse to the "UP" key, and press the device key to set. After setting, save to effect the setting on the present layer.
3. The M1-M5 layers are opposite to each other, and only one layer is effective at the same time. Selecting the M1 layer will enable the key settings defined by the M1 layer.
4. Introduction to regular keys, special keys, and reset key.
   Regular keys include ANSI English function, ISO English function, JIS Japanese function, and Korean function.
   Special keys include multi-media keys (12), mouse-function keys (7).
   Reset key:M1-M5 layer contains 5 keyboard key layers. When you set up FK2 for the first time or reset FK2 to factory settings, the function of M1 layer is the factory reset function of the keyboard, as shown below.
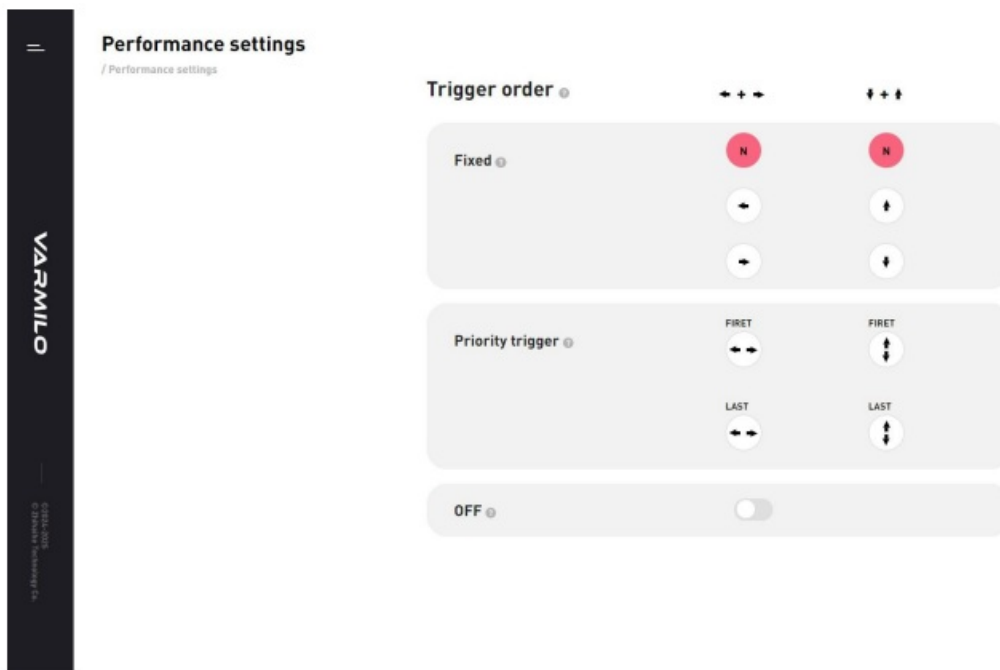
Demonstration of Key Travel

Introduction of key travel

1. Select the key to set the travel, and save to effect.
2. Select setting mode.
3. The trigger point and the disconnection point can be set up within the key travel of 0.1 to 1.5mm
4. Explanation of Press /Trigger: the value of key travel represents the distance the user presses the key from its natural state when the key is not pressed to when the button is first triggered.
5. Explanation of Release / Disconnection: the value of key travel represents the distance from when the user presses the key to the bottom to when the user release the key upward.
6. Explanation of Rapid Trigger (RT): After RT is turned on, users can more flexibly set the triggering and disconnection points of the keys. At this time, it is recommended to set the disconnection point of the key to near fully releasing the key.
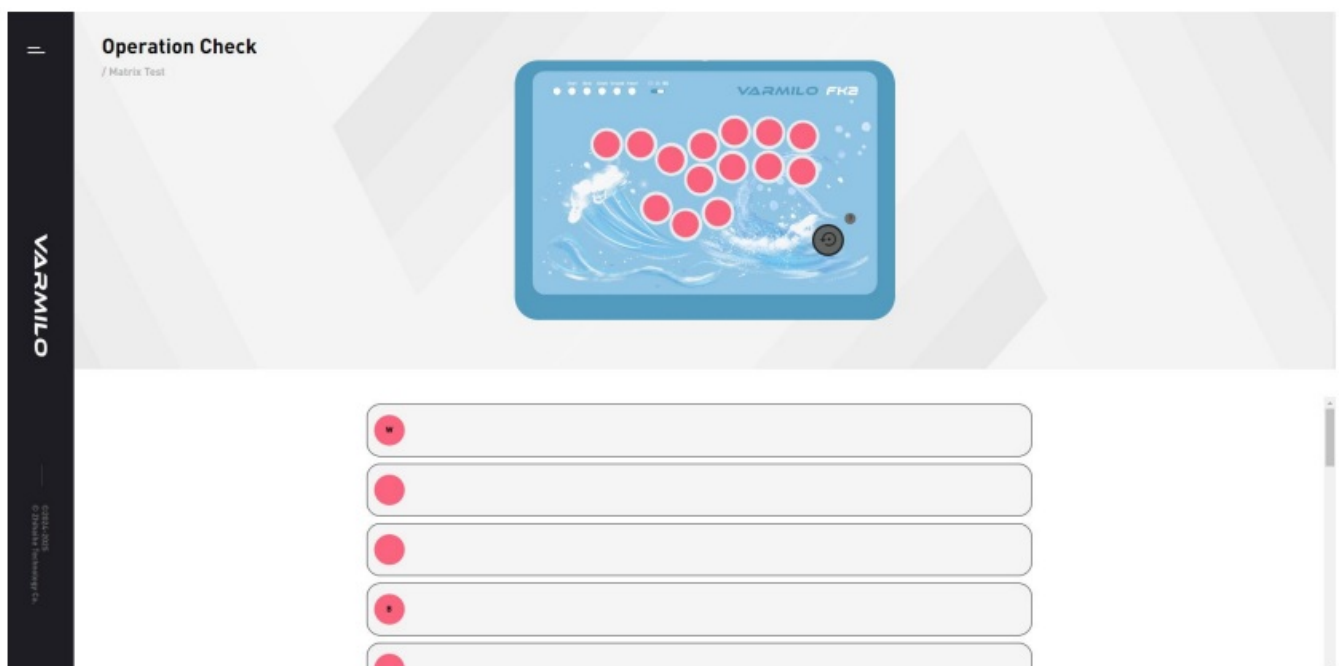
Demonstration of Performance Setup

How to operate:

On this page, users can set these two pairs of conflicting direction functions: $\uparrow + \downarrow$ or $\leftarrow + \rightarrow$. Optional trigger settings include: fixed and priority. If the user triggers conflicting key values at the same time, the keyboard will trigger according to the set triggering sequence, or the conflict will be offset and not trigger.

1. Fixed (N): Conflict offsets when $\uparrow + \downarrow$ or $\leftarrow + \rightarrow$ are pressed, no triggering.
2. Fixed (Specify a key): The specified key will be triggered when $\uparrow + \downarrow$ or $\leftarrow + \rightarrow$ are pressed.
3. Priority (First): The key pressed first will be triggered among $\uparrow + \downarrow$ or $\leftarrow + \rightarrow$.
4. Priority (Last): The key pressed latest will be triggered among $\uparrow + \downarrow$ or $\leftarrow + \rightarrow$ ..
5. Close the setting: When the setting is closed, the fixed function and priority function are invalid; when the direction keys are pressed at the same time, all the direction keys will be triggered.

Demonstration of Matrix Test

Test whether the keys defined by the arcade device are triggered when pressed. At the same time, the keys at the same position on the device will be lit and displayed on the page.

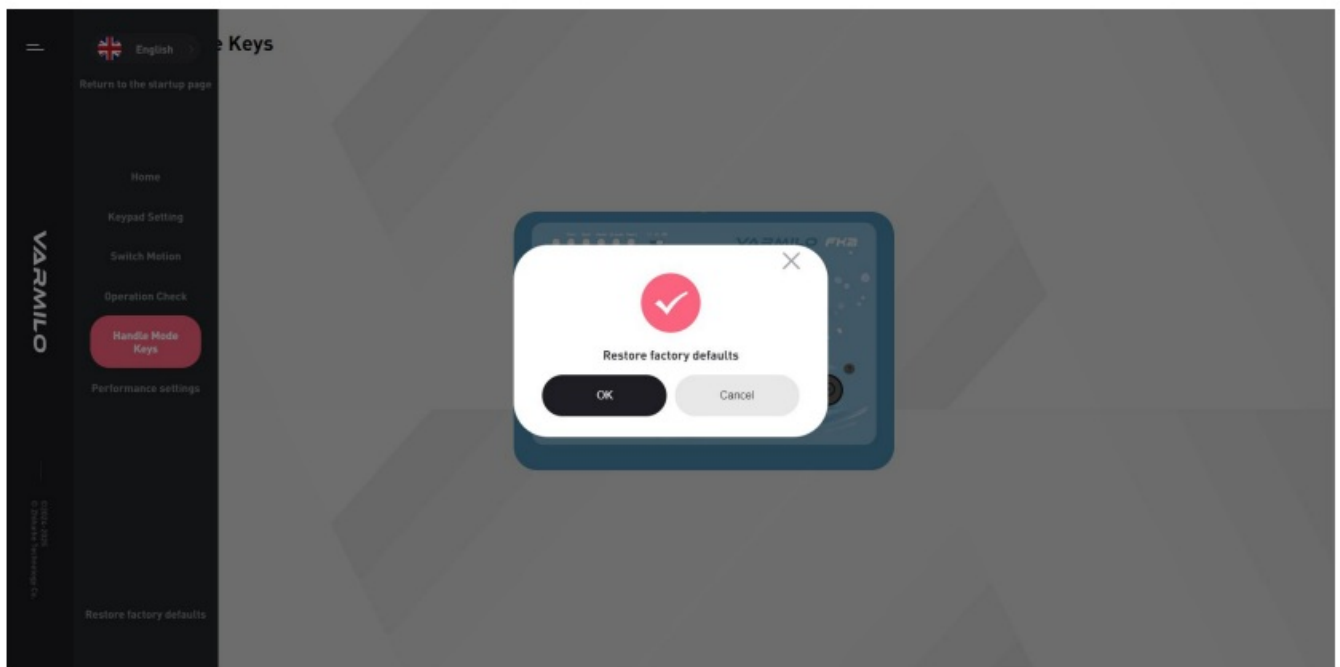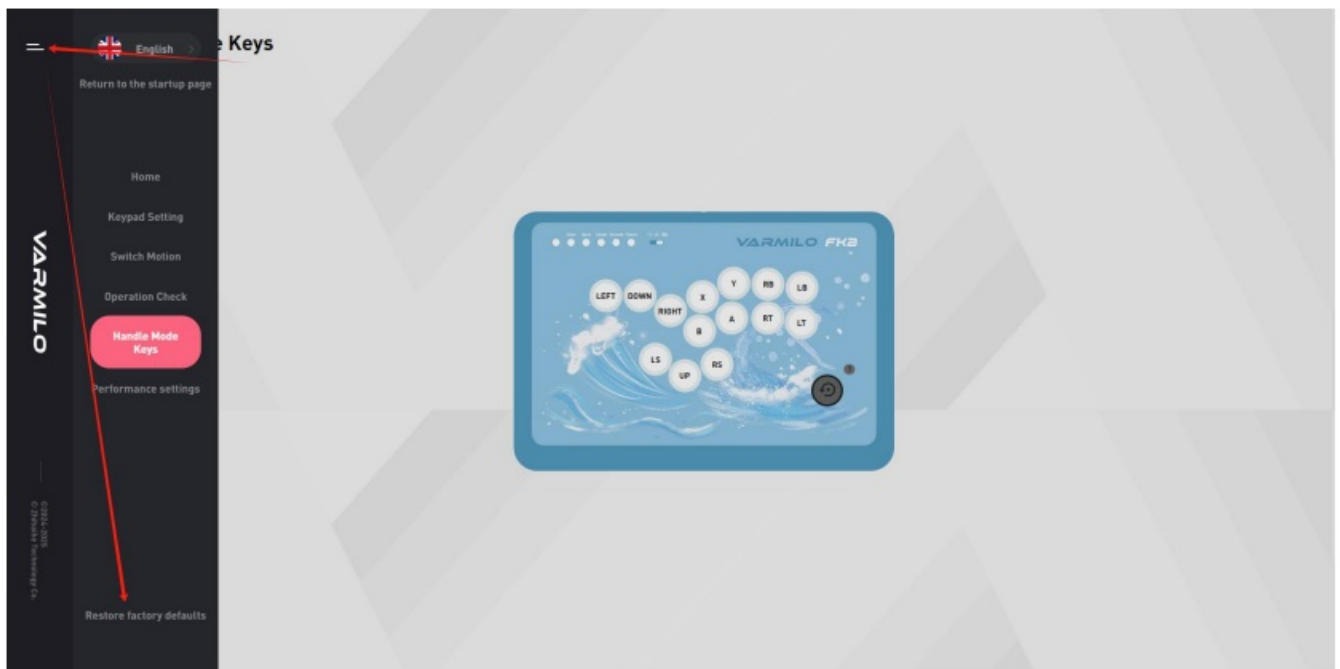**Demonstration of handle key functions**

Handle key function details page.

On the page [Handle Keys] , exchange the default key position like the pictures above.
The exchange effect is applied to the Handle Mode. After the exchange, the handle key will take effect.

Demonstration of Factory Rest

Reset all settings in the device to factory settings. Once confirmed, there is no way to go back.
Over!

Documents / Resources

	Varmilo FK2 Fighting Game Arcade Controller [pdf] User Manual FK2, FK2 Fighting Game Arcade Controller, FK2, Fighting Game Arcade Controller, Arcade Controller, Controller

References

- ⌨ **Varmilo arcade**

- **User Manual**