



freemOTION™ WIRELESS

USER GUIDE



atomic-accessories.com

1. General Description
2. Features
3. FreeMOTION™ legenda
4. Function Setting
5. Controller Technical Details
6. Controller Setup and How to recharge
7. Caution & Safety
8. Care for the Device

1. GENERAL DESCRIPTION

FreeMOTION™ Wireless Wii v 1.2 is a gaming device meant as a valuable wireless alternative to the classic wired Nintendo Nunchuk™.

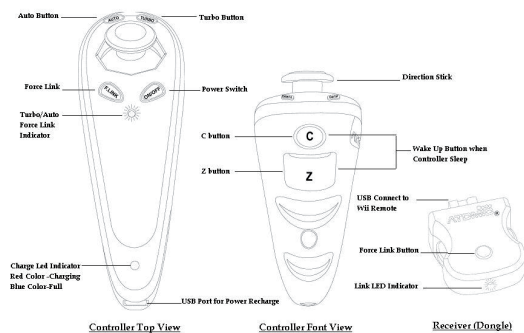
FreeMOTION™ features two additional buttons for special functions "Auto" and "Turbo" allowing the players to optimize and simplify their gaming experience.

Easy to set-up and connect to your Nintendo Wii Remote™, FreeMOTION™ will free your gaming emotions from their wires, thus the name "FreeMOTION".

2. FEATURES

- Plug& Play compatibility with Nintendo Wii Remote™.
- C,Z, AUTO & TURBO buttons.
- 2.4GHz wireless RF multi-channel connection technology, auto-scan over 80 channels.
- Force Link button for connection pairing anytime.
- Full accelerometer support for motion-based games.
- Rechargeable embedded Li batteries, direct charge through mini-USB port.
- Quick power refill charge in only 2 hours.
- Auto-Sleep function after 5 minutes idle for optimal power saving.
- Either C and Z can wake up the controller from Sleep mode and resume current game session.
- Wireless max. link range: 7-8 meters.

3. FreeMOTION™ LEGENDA



4. FUNCTIONS

The two additional functions, AUTO and TURBO, can help to simplify the gaming experience when repeated and/or constant pressure of a fire button is required.

4.1 STANDARD FUNCTIONS

C and Z buttons are standard buttons, linked to the the default C and Z functions in each game. The joystick allows players to move objects, views and characters around 360° as defined within each game.

4.2 AUTO FUNCTION

Description: once linked to any specific fire button (e.g. Z), the AUTO function will trigger a sequence of pressures of that fire button by pressing it only once.

Set-up: simply press the AUTO button together with the desired fire button (C or Z) at the same time. Then release both buttons.

Removal: simply press AUTO button to relocate the previously programmed button to default use.

Legenda: when in action, the led light on the gaming device will flash in 5Hz frequency.

4.3 TURBO FUNCTION

Description: once linked to any specific fire button (e.g. C), the TURBO function will trigger a regular sequence of distinct

8. CARE FOR THE DEVICE

This controller is an electronic unit and should be handled with care. It is recommended that you do not store the unit in direct sunlight or at extreme temperatures, or spill any liquids on the unit. Finally, do not open the case of the controller.

CE WARNING

This equipment has been tested and found to comply with CE Standards. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generate, 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 of no interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try ato correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the distance 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 on an experienced radio/TV technician for help.

CAUTION: Any changes or modifications not expressly approved by the grantee of this device could void the users authority to operate the equipment.

pressures of that fire button by keeping it pressed (with great relax of the player's fingers during beat 'em up games).

Set-up: simply press the TURBO button together with the desired fire button (C or Z) at the same time. Then release both buttons.

Removal: simply press TURBO button to relocate the previously programmed button to default use.

Legenda: when in action, the led light on the gaming device will flash in 5Hz frequency.

4.4 CONNECTION

When the On/Off button on the FreeMOTION™ is pressed, the device boots up and automatically search for wireless connection. During the scan, the led light will flash until a connection is found. Then the led will be on and steady to confirm successful connection.

FORCE LINK - There is a "F.Link" button on both the FreeMOTION™ and its wireless receiver dongle. This button is useful when playing with two or more FreeMOTION™s at the same time to allow the player to manually force the pairing between a specific controller and a specific receiver.

5. CONTROLLER TECHNICAL / DETAILS

Gaming device:

- Dimensions: 103 mm x 45 mm x 33 mm; weight: 57.5 g.
- Electrical operations: 3 V DC at 28 mA.
- Batteries: embedded Lithium batteries: 3.7V at 250mA, Intensity < 160mA, lifetime about 14Hours.
- Charging Time: 2 hours through mini-USB 5.0 V.

Receiver:

- Dimensions: 40 mm x 31 mm x 35 mm; weight: 19 g.
- Electrical operations: 3.3V at 15.8 mA.
- Power Supply: sources directly from Nintendo Wii Remote™, no external power sources needed.
- RF frequency: 2.4GHz radio frequency, 80 channels auto-scan, no disconnection problems and fast link with gaming device.

6. FreeMOTION™ SET-UP AND RECHARGE

Set-up

- Please ensure your Nintendo Wii Remote™ has enough battery power left, then plug the Receiver into the expansion plug on the Nintendo Wii Remote™.
- The blue led on the Receiver will flash to show wireless connection auto-scan in progress.
- Press the ON/OFF button to turn the FreeMOTION™ on.
- The wireless connection between Receiver and FreeMOTION™

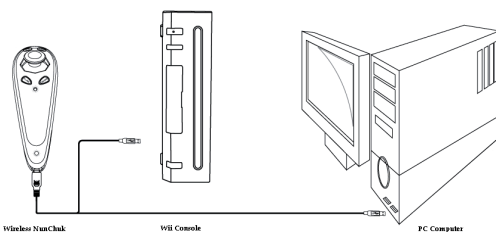
will be created automatically. The led on both devices will be on with steady blue light to confirm successful pairing.

- In case, for any reason, automatic wireless connection does not take place and the led light on the FreeMOTION™ keeps flashing, please then the "F.Link" button on both of the Receiver and the FreeMOTION™ to manually force the connection.

Charging

Before first use, please do a complete recharge cycle: simply use the mini-USB to USB cable to connect the FreeMOTION™ to a free USB port (either on the Nintendo Wii™ console or your PC) and let the device charge until the led light goes steady in blue color. (See picture below).

When the led near to the joystick flashes during a game session and this is not due to either AUTO or TURBO functions, it means that your controller should be recharged.



7. CAUTIONS

- Use this controller only as instructed. Please read carefully all instructions before operating the controller.
- Do not try to recharge the controller through a power adaptor. Damage and/or fire may occur!
- To prevent fire or shock hazard, do not expose this controller to rain or moisture.
- Do not disassemble.
- This controller should only be operated with the power sources indicated.
- Never push objects of any kind into the product as they may touch dangerous voltage points or short out parts that could result in fire or electrical shock.

FOR MORE INFORMATION
ABOUT ATOMIC ACCESSORIES
PRODUCT PLEASE VISIT:
ATOMIC-ACCESSORIES.COM