



GAME LIGHT GUN

FOR LASER RECOIL FUNCTION



FEATURES:

1. compatible with GUNCON2, GUNCON, XBOX;
2. single shooting/auto-firing/ auto-loading function;
3. compatible with PS/PS ONE/PSII/ XBOX game;
4. PAL&NTSC modes compatible;
5. support 100HZ, compatible with 50HZ 60HZ television
6. Recoil function support laser function (auto-detect).

COMPATIBLE WITH
PS2 . PSONE & XBOX

HS-712

GAME LIGHT GUN INSTRUCTION: **FOR LASER RECOIL FUNCTION**

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USER MANUAL:

- 1.connect the light gun, TV and console correctly(PS, PSONE,PS2.XBOX), and turn on the console;
- 2.choose the corresponding mode according to console;
- 3.light gun calibration;

PS2 calibration

3.1.50HZ 60HZ TV calibration: When you enter game that it can auto-enter calibration menu, here, you can process adjust. (Operating tseps: please put the RELOAD switch to NORMAL mode),let light gun aim at cursor of

screen ,with tri-spot, make the dot aim at the cursor on screen and fasten trigger to move the dot on screen center, now the light dot can shoot to around of screen or any corner, otherwise, you should readjust, meanwhile make superposition of radiant dot and light dot through radiant regulator;

- 3.2.100HZ TV calibration: When you enter game that it can auto-enter calibration menu, here, you can process adjust. (Operating steps: please put the RELOAD switch to NORMAL mode),let light gun aim at cursor of screen,(mean while there appear 'KALIBRARUNG 2-PUNKTEINST ELUNG PROGRE: SSIER' letter on the right side of cursor, fasten trigger, now the cursor show on the top left corner, fasten trigger again adjust the cursor to screen center, now the light dot can shoot to around of screen or any corner, otherwise you should readjust, meanwhile make superposition of radiant dot and light dot through radiant regulator;

XBOX calibration

- 3.3.When you enter game that it can auto-enter calibration menu, here, you can process adjust. (Operating steps: please put the RELOAD switch to NORMAL mode, GUN switch to NORMAL mode too, thereby let light gun aim at cursor and red radiant light-dot that appear on the screen.

(At one time, 100HZ typeface appear on the right of cursor, however there no 50HZ/60HZ typeface. And fasten trigger or 'A' key, here cursor can appear on the top left corner of screen, fasten trigger again and adjust cursor to center of screen, here light-dot can be shooting to around of screen or any of corner, otherwise you should readjust, mean while make superposition of radiant dot and light dot through radiant regulator;

4. you can choose the GUNCON mode according to game style on the PS/PS ONE console, then connect light gun to PS port of PS/PS ONE console to start game;
5. connect PS port and USB port to PSII console at the same time, if you play PSII game with PSII console, you should first turn mode power to GUNCON2, then connect USB plug to PSII console, otherwise you should connect USB plug again;
6. Functions under each mode
 - 6.1 action button under GUNCON mode: A, B, FIRE
 - 6.2 action button under GUNCON2 mode: A, B, C, START, SELECT, D-PAD
 - 6.3 action button under XBOX mode: A, B, X, Y, BACK,

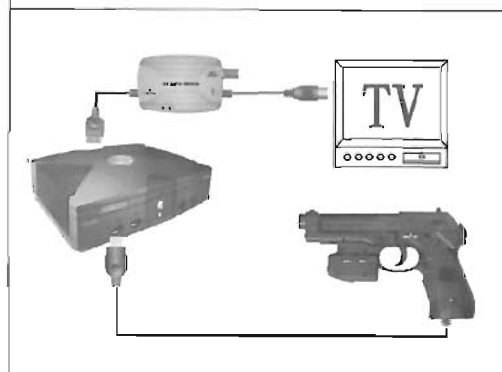
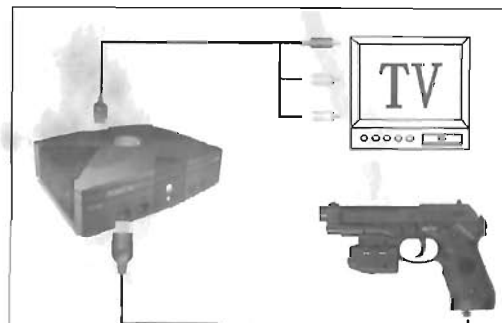
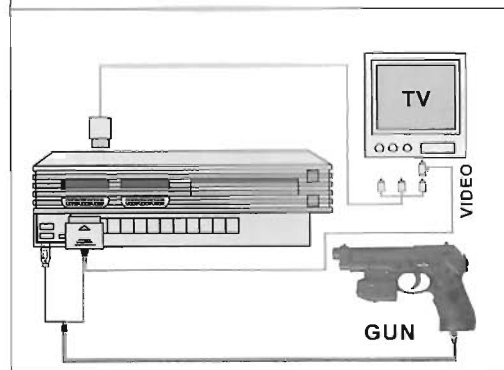
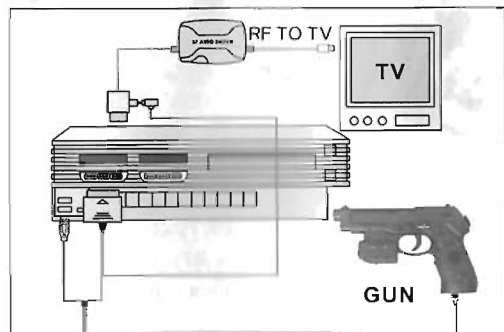
START

6.4 bullet-shooting amount setting up: turn on console, the original setting is 6 bullets, set the shooting amount via the time of pressing button 'A' while pressing button 'B';

7. Try the following ways if light gun under work

- 1.1. check whether the ports connect well;
- 1.2. whether the operation is correct;
- 1.3. adjust the light degree, too bright light may cause problem, don't let the light reflect on screen or turn off light;
- 7.4 operate on the front of screen, keep 2 meters, slope angle will affect game reliability;
2. Recoil function Turn on the RECOIL switch to make real effect while playing game;
3. Laser function Use laser function to shoot more exactly

CONNECTION DIAGRAM:



BUTTON DESCRIPTION:



NOTES:

- 1.some games do not support auto-fire or auto-load, it's not GUNCON2/GUNCON/XBOX error
- 2.GUNCON is incompatible with LCD, and some other monitor;
- 3.Do not drop, and keep dry;
- 4.The light gun can support 100HZ high-clear television, but several of 100HZ television is not compatible, it's not problem of product but our product only support 100HZ-1080 television, not support 100HZ-1250 television;
- 5.when operate PS1 game on PS2 console, we can only operate underGUNCON1 and NORMAL mode, can not operate under GUNCON2 mode, due to the PS2 game do not support USB mode in the process;
- 6.Do not point radiant dot at body's eyes and head
- 7.Do not connect both consoles with light gun at the same time, that may damage light gun;

WARNING:

- 1.Do not remove any part of the light gun;
- 2.the light gun is intended for use only with you video

- game system and for no other purpose;
3.never modify the light gun;
4.Do not use outdoors;
5.Never point the light gun at anyone anytime.

遊戲光槍 中文說明書： 鐳射、退膛功能

主要特征：

1. GUNCON2,GUNCON,XBOX三種光槍模式兼容；
2. 單發/自動連發/自動裝彈功能；
3. 與PS/PS ONE/PSII/XBOX槍碟遊戲兼容；
4. PAL NTSC兩種制式兼容；
5. 支持100HZ(1080綫)，同時兼容50Hz 60Hz電視機；
6. 支持退膛功能；
7. 支持紅外鐳射功能（自動偵查）。

操作說明：

1. 正確連接好光槍、電視機和遊戲主機（PS、PSONE、PS2.XBOX），並開啟主機電源，
2. 根據遊戲主機選擇相對應的光槍模式，
3. 光槍校準：

PS2 校准

- 3.1 50Hz 60Hz電視機校準：進入遊戲后，遊戲會自動進入一個校槍畫面，此時就可以進行光點校準了。
（具體操作步驟：光標校準時請將RELOAD模式開關置于“NORMAL”模式）將光槍對準電視機上出現的一個光標，利用三點校槍原理，將準心對準屏幕中心的光環的十字光標，並扣動扳機，機將光標校準至屏幕中心，此時光槍的光點應可以打至屏幕的四個邊或任一個角，並否則需重新校準光槍；同時通過鐳射調整器將鐳射光點調至與光點重合。
- 3.2 100Hz電視機校準：進入遊戲后，遊戲會自動進入一個校槍畫面，此時就可以進行光點校準了。

(具體操作步驟：在光標校準時請將RELOAD模式開關置于“NORMAL”模式)將光槍對準電視機上出現的一個光標，(同時在光標的右邊會出現“KALIBRARUNG 2-PUNKTEINSTELLUNG PROGRESSIER”的字樣，並扣動扳機，這時光標會出現在屏幕的左上角，再次扣動扳機將光標校準至屏幕中心，此時光槍的光點應可以打至屏幕的四個邊或任一個角，並否則需重新校準光槍；同時通過鐳射調整器將鐳射光點調至與光點重合。

XBOX 校槍

3.3進入遊戲後，遊戲會自動進入一個校槍畫面，此時就可以進行光點校準了。(具體操作步驟：在光標校準時請將RELOAD模式開關置于“NORMAL”模式，GUN模式開關也置于“NORMAL”模式，此時將光槍對準電視機上出現的一個光標和一個紅色鐳射光點(同時在光標的右邊會出現100HZ字樣，而50HZ/60HZ就不會出現字樣)並扣動扳機或“A”鍵，這時光標會出現在屏幕的左上角，再次扣動扳機將光標校準至屏幕中心，此時光槍的光點應可以打至屏幕的四個邊

或任一個角，否則需重新校準光槍；同時通過鐳射調整器將鐳射光點調至與光點重合。

- 4.在PS/PS ONE遊戲主機上，你可以根據槍戰遊戲類型選擇GUNCON模式，然後將光槍連接到PS/PS ONE主機的PS端口，即可開始遊戲。
- 5.在PSII遊戲主機上，同時連接PS端口和USB端口，如果使用PSII遊戲主機玩PSII遊戲，首先需將模式轉換開關拔至GUNCON2位置，才能將USB插頭連接到PSII主機上，否則需將USB插頭再插一次。
- 6.各種模式下能提供以下相應的功能：
 - 1.GUNCON模式下功能鍵：A、B、FIRE。
 - 2.GUNCON2模式下功能鍵：A、B、C、START、SELECT、D-PAD。
 - 3.XBOX模式下功能鍵：A、B、X、Y、BACK、START
 - 4.子彈發射數量設定：打開遊戲主機，原始設定為6發子彈，然後按住“B”鍵的同時，通過按“A”鍵次數來設定子彈發射的數量。
 - 7.如果光槍不能正常工作，請試用如下的方案來解決：
 - 1):看看各連接端口是否連接良好。
 - 2):在相應的遊戲節目中是否按相應的操作方法。

连线图:

3):調整銀幕的晃亮度, 在玩游戏的時候, 太強的燈光可能導致問題的發生, 不要讓燈光反射到屏幕上或者關掉燈。

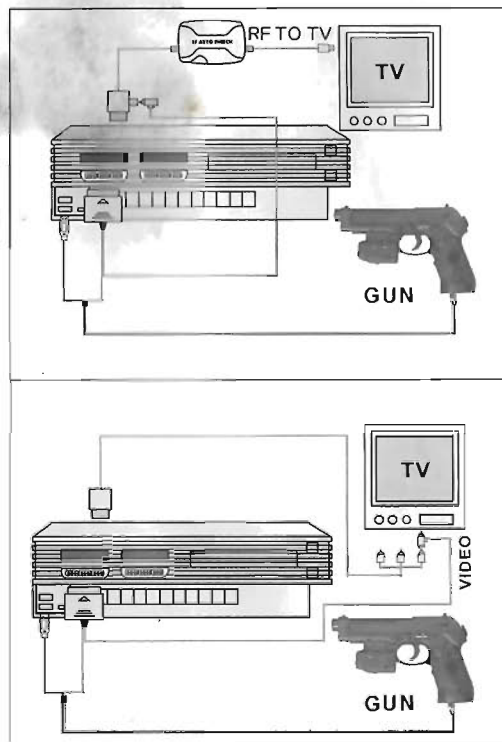
4):距離電視屏幕2米的正前方操作, 斜角將會影響遊戲的可靠度。

8.退鏢功能:

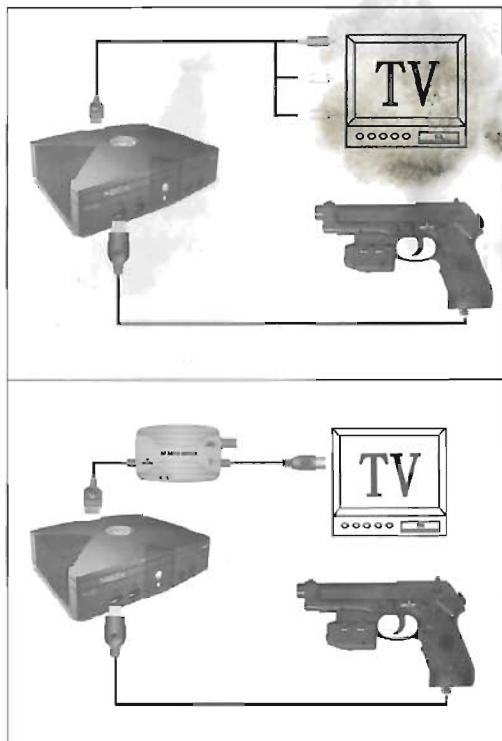
在遊戲中要達到真實效果, 可以將退鏢功能開關打開: RECOIL開關打至ON狀態。

9.鐳射功能:

在遊戲中為了能更準確的射擊目標利用鐳射功能達到更好的效果。



产品示意图:



GunCon2
/GunCon
/XBOX

A/X
START
SELECT/BACK

Normal
/AF+AL

RECOIL
→



注 意 事 项:

- 1.一些遊戲不支持自動發射或自動裝彈功能，這並不是GUNCON2/GUNCON/XBOX出錯。
- 2.GUNCON不能與LCD、背投電視或其它顯示器兼容。
- 3.本產品在使用和保管過程中注意不要跌落和摔打，同時注意防潮防水。
- 4.本產品遊戲光槍能支持絕大部分100HZ的高清晰電視，但有極個別的100HZ電視會出現不兼容，這不是本產品的問題，而是本產品只支持100HZ-1080線的電視而不支持100HZ-1250線的電視。
- 5.在PS2主機上進行PS1光槍遊戲時，光槍只能在GUNCON1和NORMAL模式下進行遊戲，不能在GUNCON2模式下進行操作，因為這PS2在讀遊戲時不支持USB模式。
- 6.不要將鐳射光點對準人的眼睛和頭等重要部位。
- 7.不能同時插入兩種不同的遊戲主機，否則會損壞光槍。

警 告:

- 1.不要拆散任何部件；

- 2.光槍僅僅是配合遊戲機使用的遊戲玩具，不能作其它任何用途；
- 3.千萬不要改裝光槍；
- 4.不能在室外使用光槍；
- 5.在任何時候都不要將光槍對着別人...

