Usage manual
Product function:
• Maxgear – Cross attack converter – Xbox one controller on PS3 and PC is an adapter that allows you to connect your Wired Xbox One™ controller (connect with charging cable to your PS3™/PS3™ Slim/PS3™ new Slim console with the ability to remap all buttons on the controller to how you want it to be.
Support button mapping.
• Map multi-key functions into a single key.(with this Marco programming, you are able to program special modes like: auto drop shot, auto burst, active reload, sniper breath, super aim, quick scope etc for FPS games. Regarding to different FPS games with different setting, you are able to program without waiting for the new marco program from the PC), and of course -no need to modify or solder your controller and console.
Built in Rapid fire function.
<ul> <li>Compatible with PC and all versions of PS3™ consoles.</li> </ul>
<ul> <li>Compatible with PS 3<sup>™</sup>/Xbox One<sup>™</sup> wired controller (connect with charging cable).</li> </ul>
• Supports PS3™ SixAxis tilt function, able to map PS3™ tilt function to the Xbox One™ controller Right/Left analog stick.
Support firmware update via PC.
You are able to enjoy Trigger vibration effect of Xbox one controller on PS 3 /PC games.
Device introduction:



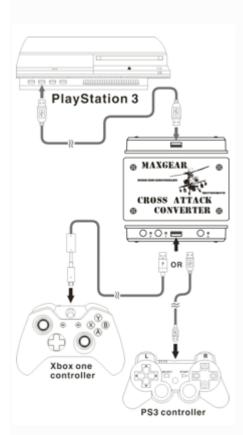
- <1> USB port, connect to the PS 3™ console.
- <2> Rapid fire/Turbo LED indicator.
- <3> Program LED indicator.
- <4> Program key.
- <5> Rapid fire/Turbo key.
- <6>Vibration/Rumble key.
- <7> Vibration/Rumble key LED indicator.
- <8> USB port (For connecting to Xbox One™ and PS3™ wired controller).

## How to connect:



## Maxgear – Cross attack converter connects to PC

Install the six-axis controller driver before starting to play, please download it from our web site http://maxbuy.cc/



Default configuration chart:

Xbox One Controller	PS 3 Controller
MENU	START
VIEW	SELECT
RT	R2
LT	L2
RB	R1
LB	L1
A	×
В	0
X	
Y	Δ
LC	L3
RC	R3
<b>†</b>	†
<b>+</b>	<b>+</b>
+	←
<b>→</b>	→
ANALOG-L	ANALOG-L
ANALOG-R	ANALOG-R
GUIDE	PS

The default buttons mapping to Xbox One™/PS 3™ controller, is shown on the table below:

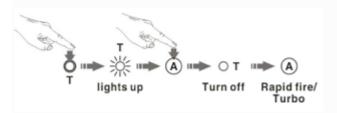
How to use the Rapid fire function:

Connect the Wired Xbox One™ (connect with charging cable) controller or PS 3™ wired controller to the Maxgear – Cross attack converter device, Rapid fire function will be automatically enabled.

For instance, if you want the rapid fire function to be enabled on A button of the wired Xbox One™ controller (connect with the charging cable).

- , simply follow the steps shown below:
- 1. Press the T key <5>on the device, the T key LED indicator <2> turns to ON.
- 2. Press the A button on Xbox One<sup>™</sup> controller, the T key LED indicator <2> turns off, the settings are complete, the rapid fire function is set on to the A button of the xbox One wired controller (connect with charging cable).

(the X button on the PS3 controller's rapidfire function is enabled), to erase the rapid fire function, repeat the previous procedure.



3. If you want to remove all the rapid fire function on all the buttons, press and hold the T key <5> for 3 seconds, the T LED indicator <2> blinks, release the T key <5>, the T LED indicator <2> lights off, all the rapid fire function on buttons are removed.

4. The setting will be remained inside the Maxgear – Cross attack converter device for next gameplay (for using on the same game).



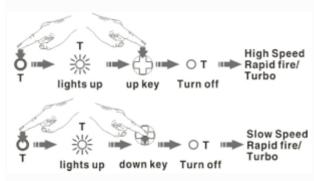
5. Maxgear – Cross attack converter has 2 rapid fire modes:

The fastest rapid fire speed mode: 20 shots per sec.

The normal rapid fire speed mode: 5 shots per sec.

How to set the rapid fire mode:

Press the T button, the T button LED indicator lights up, press the UP direction on the D-pad, the T button LED turns off, the rapid fire speed is now set to the fastest speed (20 shots per sec.), press the down direction on the D pad, the rapid fire speed will change to the normal speed (5 shots per sec.).



How to map the tilt function:

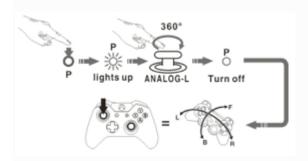
After connecting the Wired Xbox One controller (connect with charging cable).

to the device, you are able to map the ps3<sup>™</sup> controller tilt function to the Xbox One controller right or left analog stick, just like the Killzone2, it needs to use the tilt function, the mapping steps are shown below:

For instance , If you want to map the tilt function from ps3<sup>™</sup> sixaxis controller to the xbox One<sup>™</sup> controller left analog stick.

- 1. Press the P key <4> once and wait until the P key LED indicator <3> lights up, now turn the left analog stick to 360 degree (right or left), the P key LED indicator <3> lights off, the tilt function is now mapped to the xbox One™ left analog stick.
- 2. If you want to map the tilt function from ps3 sixaxis controller to the xbox One controller right analog stick, simply do the above steps to the right analog stick.

Note: the setting won't be saved for the next gameplay after turning off the console.

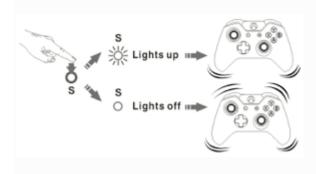


Set the Xbox one controller Triggers' Vibration/Rumble function:

Maxgear – Cross attack converter built in with On/Off Triggers' Vibration/Rumble function key for gamers.

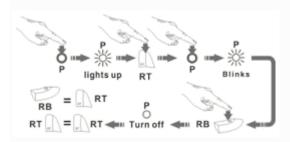
Press the "S" key <6>, the Vibration/Rumble key LED <7> lights up, the Vibration/Rumble function on RT and LT of Xbox one controller turns off.

Press the "S" key again, the Vibration/Rumble key LED <7> lights off, it will turn on the Vibration/Rumble function of RT and LT on Xbox one controller.

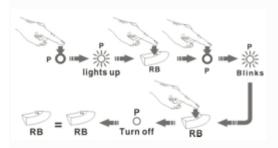


## Re-mapping the button:

- A. Single button re-mapping
- a. If you want to remap the "RT" button to the "RB" button on your controller.
- Press the P key <4> once and wait until the P key LED indicator <3> lights up, now press the "RT" button, and press the P key <4> again, the P key LED indicator <3> blinks, press the "RB" button now, the P key LED indicator <3> lights off, the "RB" button functions has been set to the "RT" button function, the original function of the "RB" button will be temporarily replaced by the "RT" function, the function of the "RT" button will still be the same.



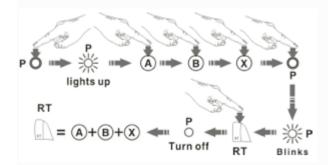
- b. If you want to erase the setting on the "RB" button
- Press the P key <4> once and wait until the P key LED indicator <3> lights up, now press the "RB" button, then press the P key <4> again, the P key LED indicator <3> blinks, press the "RB" button now, the P key LED indicator <3> lights off ,the "RB" button restores to its original function.



c. Exchange the "RT" and "RB" function:

- 1. Press the P key <4> once and wait until the P key LED indicator <3> lights up, press the "RB" button, and press the P key <4> again, the P key LED indicator <3> blinks, press the "RT" button now, the P key LED indicator <3> lights off.
- 2. Press the P key <4> once and wait until the P key LED indicator <3> lights up, press the "RT" button, press the P key <4> again, the P key LED indicator <3> blinks, press the "RB" button now, the P key LED indicator <3> lights off, you had just exchanged the "RT" and "RB" function.
- B. Mapping multi-keys' function to a single key.
- a. If you want to map the "A,B,X," 3 buttons on the Xbox One™ controller to the "RT" button.

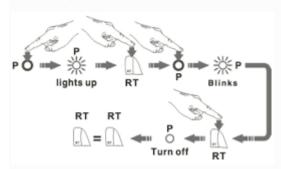
You will have to press the P key <4> once and wait until the P key LED indicator <3> lights up, now press the "A,B,X" 3 buttons on xbox One<sup>™</sup> controller in proper order then press the P key <4> again, the P key LED indicator <3> blinks, press the "RT" button on the controller, the P key LED indicator <3> turns off. Now if you press the "RT" key (on the controller) it's the same as pressing down "A,B,X," 3 buttons simultaneously.



b. Remove this combo mapping mode on the "RT" button. Step:

Press the P key <4> once and wait until the P key LED indicator <3> lights up, press the "RT" button, and press the P key <4>again, the P key LED indicator <3> blinks, press the "RT" button again, the P key LED indicator <3> is now turned off, you have now removed

the settings on the "RT" button.



If you want to erase all the custom setting, press and hold the P key <4> for 3 sec the P key LED indicator <3> blinks, release the P key <4>, the P key LED indicator <3> turns off, all of the custom setting are removed.

