

MaxFire FPS converter usage menu

Maxfire FPS converter

Usage manual

I . Product function:

Maxfire FPS converterFunction and feature:

-Compatible with Xbox 360™ wired headset (communicate with other players while playing online, not just with your team)

-You are able to set multi-key functions into one key. Simply click this key to execute the special game mode, like drop aim, drop shot, active reload, auto burst, etc.

-Automatic matching with newer different type of mice and keyboards (wireless or wired), compatibility rate up to 99%

-If connecting to the USB hub with 4 wired controllers plugged in, you are able to divide/share the controller's control command to the other 3 controllers. The Maxfire FPS converter can support up to 10 USB accessories plugged in, so you can share the controller's control command to your partners, friends or family. Have more fun!

-It also works with single USB nano-receiver for both mouse and keyboard.

-You are able to set the rapid fire function to the mouse, keyboard and 360™ wired controller.

-Can map any keys from Xbox 360™ /PS3™ controller to any keys on the keyboard.

-Compatible with PS3™ controller-Compatible with PS3™ controller Six-Axis tilt function

-Brings all new auto fire functionality to the Xbox™/Xbox 360™ wired controller and PS3™ controller

-Compatible with most PS/2 or USB keyboard and mouse combinations. Those expensive FPS set-ups have not gone to waste!

-Can adjust the mouse sensitivity from 2 extra wheels with 16 levels of adjustment for X and Y sensitivity to adapt perfectly to every mouse.

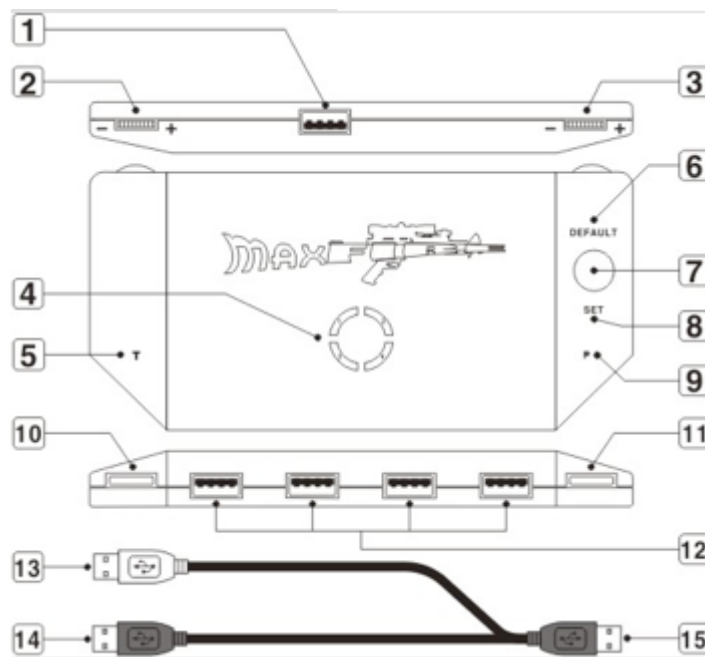
-Instant plug and play technology

-Ideal for use with all FPS titles such as all COD games, Black Ops etc.

-Highly durable modern black colored shell

- Compatible with all Xbox 360™ games
- Compatible with all versions of Xbox 360™ consoles (included Xbox 360™ Slim)
- Super high sensitivity precision and smoothness
- No need to connect to PC

II . Device introduction:



<1>—USB Port

Connect with USB cable <15> °

<2>—X wheel – Adjust the mouse X axis sensitivity.

+ increase the sensitivity of X axis

- lower the sensitivity of X axis

<3>— Y wheel – Adjust the mouse Y axis sensitivity.

+ increase the sensitivity of Y axis

- lower the sensitivity of Y axis

<4>—Guide button LED indicator P1-P4

<5>—Turbo/Rapid fire LED indicator

<6>— Default LED indicator

<7>— Default /SET button

Shift the Default /SET function by each press.

<8>— “SET” LED indicator.

<9>— “P” Program LED Indicator

<10>— Turbo/Rapid fire button

<11>— Program button

<12>— USB Port (4 ports)

(Playstation 3™ / Xbox 360™ wired controller, mouse and keyboard plugs into these port.)

<13>— USB plug (White)

Maxfire FPS converter USB power cord , connect to Xbox 360™ console °

<14>— USB plug (Black)

Connect to Xbox 360™ console.

<15>— USB plug (Black)

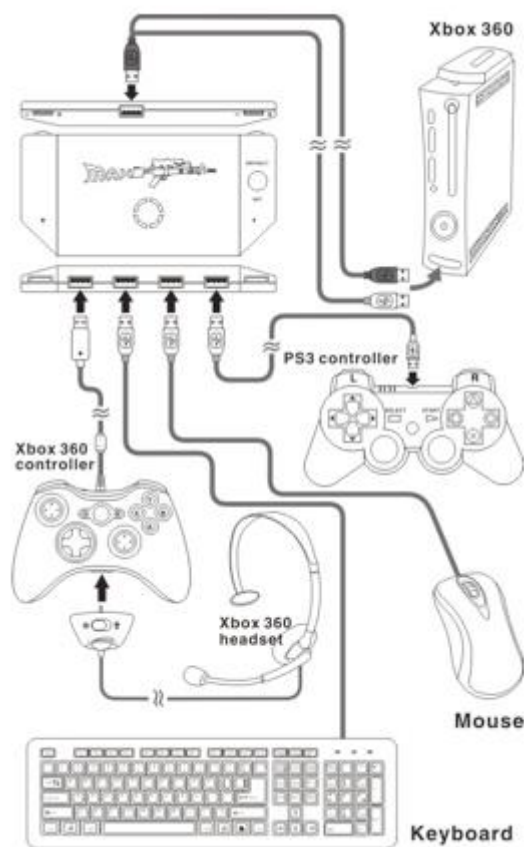
Connect to Maxfire FPS converter <1> USB port °

III. How to connect:

1. How to connect:

-To use the Maxfire FPS converter, the official Xbox 360™ wired controller is required.

1. Plug in the Xbox 360™ wired controller or other devices you want to use on the console, (PS 3™ wired controller, wired/wireless mouse and keyboard), connect them to the Maxfire FPS converter <12> port.
2. Connect/plug our provided USB cable (the <13> and <14>) into the console.
3. Plug the provided USB cable (the <15>) into the Maxfire FPS converter <1> port, the P1-P4 LED indicator on the guide button blinks, after a few seconds , the LED indictors stop blinking, and the Maxfire logo lights up, the connection is succeeded. You are now able to use the devices which are connected to the Maxfire FPS converter.



IV. Rapid fire (Turbo) function:

3.How to set the rapid fire function:

You are able to activate the rapid fire function on all devices from the Maxfire FPS converter, for instance if you want to set the rapid fire on the controller “A” key.

The method is as below:

1. Press the Turbo button <10>

2. The Turbo key LED indicator <5>lights up.
3. Press the “A” key on the keyboard (the Turbo light off)
4. “A” key now has the rapid fire function

If you set the Turbo/Rapid fire function on a xbox 360™ controller “A” button, the plug in PS 3™ controller (X button) and the keyboard (space bar) has the turbo/rapid fire function too, please check the **Default configuration chart** below.



If you want to remove the turbo function on A button, follow the steps shown below

Erase the Rapid fire function on signal button/key.

The method is shown below:

1. Press the Turbo key<10>
2. The Turbo button <5>lights up.
3. Press the “A” key on the keyboard (the Turbo lights off)
4. The rapid fire function on A button is removed

If you want to erase the rapid fire function on ALL buttons/keys

Step is below:

1. Press and hold the Turbo key<10>
2. Wait until the Turbo light <5>begins to blink
3. After a few seconds the Turbo key <5>lights off
4. Release the Turbo key<10>. Now all the Turbo keys function are removed.

The turbo/rapid fire function won't be saved on the Maxfire FPS converter after the console shuts down.

V. How to use the tilt functionality:

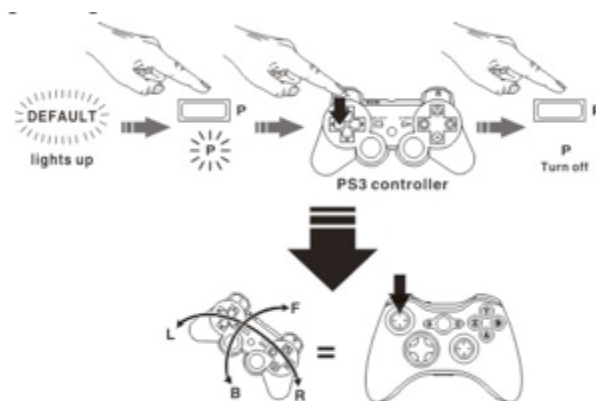
When the PS3™ controller is connected to Maxfire FPS converter you are able to map the PS3™ sixaxis tilt function to the Xbox 360™ analog sticks.

a. For instance, if you want to map the PS3™ sixaxis tilt function to Xbox 360™ left analog stick

1. Switch the button to "DEFAULT" (on Maxfire FPS converter)
2. Press "P"<11> (on Maxfire FPS converter), "P" button LED<9> lights up.
3. Press the PS3™ Left D pad direction
4. Press "P" <11> button again, ("P" button LED <9> lights off), now the PS3 tilt function is mapped to the 360 controller Left analog stick.

Conversely, If you want to set map the PS3™ sixaxis tilt function to Xbox 360™ right analog stick, simply perform the following steps:

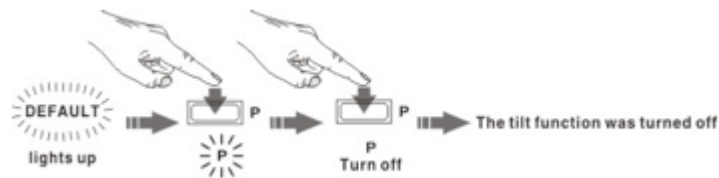
1. Switch the button to "DEFAULT" (on Maxfire FPS converter)
2. Press "P" <11> (on Maxfire FPS converter), "P" button LED<9> lights up.
3. Press the PS3™ Right D pad direction
4. Press "P" <11> button again ("P" button LED <9> light turns off), now the PS3™ tilt function is mapped to the 360 controller Right analog stick.



b. Erase the tilt function on 360 controller

1. Switch the button to "DEFAULT" <7> (on Maxfire FPS converter)

2. Press “P”<11> (on Maxfire FPS converter), “P” <9> button LED lights up.
3. Press the “P” again<11>,(the “P” button <9>LED light turns off)
4. The tilt function on the 360 controller is now removed.



The turbo/rapid fire function won't be saved on the Maxfire FPS converter after the console shuts down.

VI. Default configuration chart

Maxfire FPS converter on “Default” mode, the default buttons mapping to your Xbox 360™/PS 3™ wired controller, mouse/keyboard is shown with a table below: °

Xbox 360 Controller	Keyboard	Mouse	PS 3 Controller
START	Enter		START
BACK	ESC		SELECT
RT		LEFT	R2
LT		RIGHT	L2
RB		CENTER	R1
LB	Q		L1
A	Space		X
B	Ctrl		○
X	R		□
Y	Alt	WHEEL	△
LC	5		L3
RC	6		R3
↑	↑		↑
↓	↓		↓
←	←		←
→	→		→
ANALOG-L FRONT BACK LEFT RIGHT	W S A D		ANALOG-L
ANALOG-R		MOVE	ANALOG-R
GUIDE			PS

VII. Custom configuration:

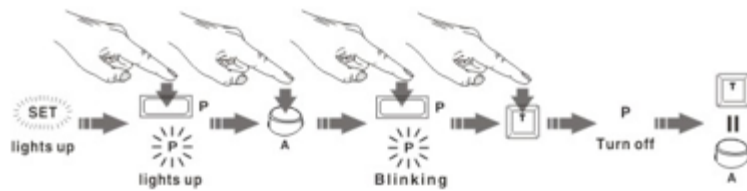
A. For mapping single button function to keyboard

For instance:

a. If you want to map the “A” button to the keyboard “T” key

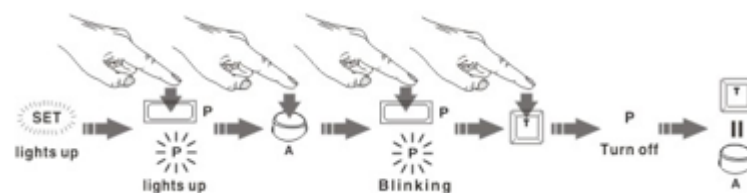
Switch the key on Maxfire FPS converter to “SET” and press down the “P” <11> button on the device. Wait for the “P”<9> LED indicator to light up. Press the “A” button on the controller once and press the Maxfire FPS converter “P” <11> button again. The Maxfire FPS converter “P” <9> LED indicator starts to blink. Now press the keyboard “T” key. The Maxfire FPS converter “P” <9>

LED indicator will stop blinking. You have just mapped the “A” from controller to the “T” key on the keyboard.



Step:

1. Switch to “SET” <7> (on Maxfire FPS converter)
2. Press “P” <11> (on Maxfire FPS converter), “P” <9> LED lights up.
3. Press “A” (on 360 wired controller)
4. Press again “P” <11> button, (“P” <9> LED indicator starts to blink)
5. Press “T” key (on Keyboard)
6. “P” LED indicator <9> turns off, now the function “A” button from controller is set to Keyboard “T”

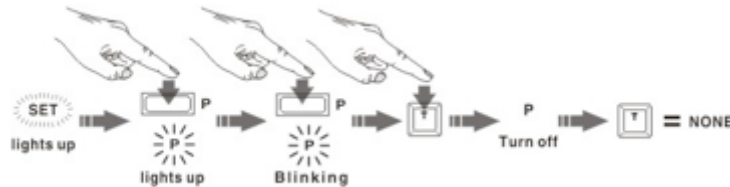


- b. Erase the “T” key function on keyboard

Step:

1. Switch to “SET” <7>(on Maxfire FPS converter)
2. Press “P” <11>(on Maxfire FPS converter), “P” LED indicator <9>lights up.

3. Press “P”<11> button again, (“P” <9> LED indicator starts to blink)
4. Press “T” key (on Keyboard)
5. “P” <9> LED indicator turns off (the function on “T” key is removed)



B. For mapping Multi-buttons' function on keyboard

- a. If you want to map the controller “A B X Y” to one single key on keyboard “F”

Step:

1. Switch to “SET” <7>(on Maxfire FPS converter)
2. Press “P” <11> button (on Maxfire FPS converter), “P”<9> LED lights up.
3. Press the A B X Y buttons in proper order
4. Press again “P”<11> button, (“P” <9>LED indicator starts to blink)
5. Press “F” key (on Keyboard)
6. ”P” <9> LED indicator turns off, now the function of “A B X Y” buttons from controller is set to Keyboard “F”

Now if you press the “F” key (on Keyboard) it’s similar to press down “A B X Y” 4 buttons simultaneously.

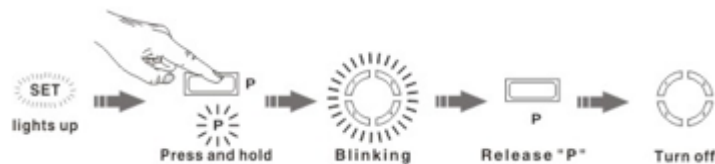
- b. Remove this combined mapping mode on “F” key (on the keyboard)

Step:

1. Switch to “SET” <7>(on Maxfire FPS converter)
2. Press “P”<11> (on Maxfire FPS converter), “P” <9> LED indicator lights up.
3. Press “P” <11> button again (“P” <9> LED indicator starts to blink)
4. Press “F” key (on Keyboard)
5. “P” <9> LED indicator turns off (the function on “F” key is removed)

Remove the entire mapping mode.

Switch to the SET <7> button (on the Maxfire FPS converter), hold down the button “P” <11>, the P1-P4 <4> LED indicator blinks, release the “P” <11> button, all the mapping mode are removed.



Note:

If you press the “P” <11>, after a few seconds the “P” <9>LED indicator lights off, the device will return back to its default mode.

All the setting will be remained on the Maxfire FPS converter (for this currently game), for your next game play.

❖ Maxfire FPS converter software can be upgraded via PC. More information can be found at www.maxbuy.cc