

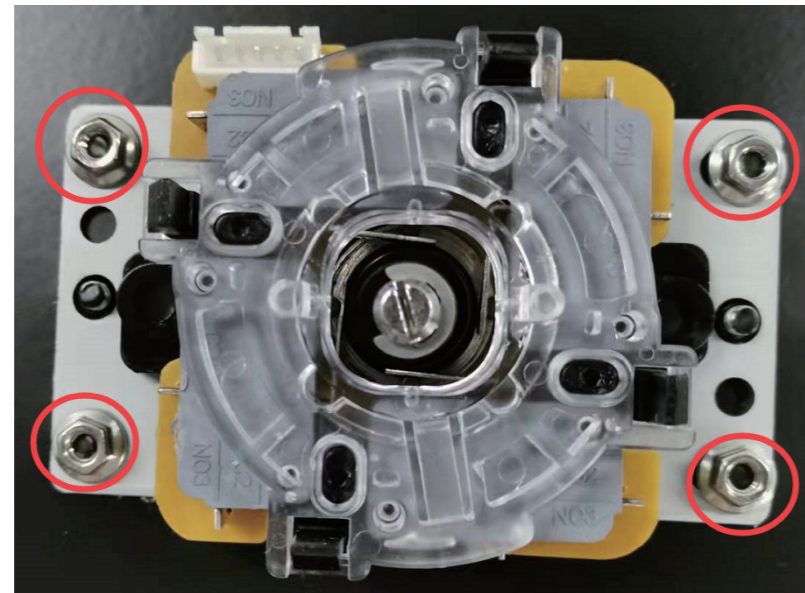
kt511

尺寸: 210\*142mm

## KT511 6-In-1 Arcade Stick

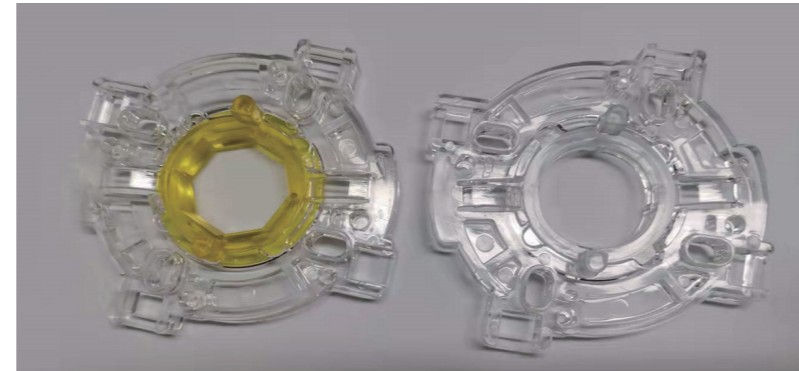
### ● How to DIY the Joystick

1.If you need to replace the joystick by yourself, please unplug the cable on the joystick first, use an M4 wrench or sleeve to remove the four screws shown below, then replace the new joystick and tighten the screw again. Currently, it is compatible with Sanwa joystick and SEIM-ITSU joystick. The original joystick is small 8-direction joystick. When rotating it for 45 degree, there is a kind of incongruous feeling. So, it can issue the angle commands with high accuracy.



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2.The product package includes a large 8-direction round joystick panel and a small 8-direction octagonal joystick panel. Users can change it according to the different games.



3.It may be a little bit difficult for non-professional person to replace the large 8-direction round joystick panel and the small 8-direction octagonal joystick panel. Please use a flat-head screwdriver or similar tools to do it. Please create a gap by the tool on the first buckle (there are 4 buckles as shown in the following picture), plug the flat-head screwdriver into the gap, then repeat the operation for the second buckle. After the second buckle is released, it becomes easier to remove the 8-direction joystick panel. When installation, please align 4 buckles right in the position of the 4 ports on the panel, then press to install. (The flat-head screwdriver and other tools are not included in the product package.)

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### 1. What should I do if certain buttons on the KT511 arcade stick don't respond?

Answer: First, go to the "Control Panel" on your computer, search "U" in the upper right corner, select the "USB game controller" and click "Property", then the test interface is opened; Second, use the joystick/buttons to test if they can work normally. If the functions of joystick/buttons are normal, KT511 arcade stick is successfully connected and can work well. Generally speaking, when the joystick/buttons incorrectly map corresponding functions in the game, the arcade stick can't work normally. In this case, please try to find if the game supports custom settings. If so, you can set up related functions on your own.

### 2. What can I do if the KT511 arcade stick can't connect with Switch?

Answer: First, enter into the main interface of Switch, find the "Setting", pull down on the left side to find "Controllers and Sensors", find "Wired Connection of pro Controller" on the right side and click on it, then connect KT511 arcade stick to Switch for testing.

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### 3. What can I do if the KT511 arcade stick doesn't work normally after connecting to the Raspberry PI?

Answer: Please connect the arcade stick and the keyboard of the computer to the Raspberry PI at the same time, use the keyboard to enter into the "Settings" of the Raspberry PI, select the "Controller Setting", map the game functions to the arcade stick, then save the settings.

### 4. How to change the position of the buttons on the arcade stick?

Answer: First, enter the Setting interface of Switch console, click "Controllers and Sensors" on the left, then click to enter a new interface to change the assignment of the buttons. Finally, set the buttons as you need in this interface.

### 5. How to test if the functions of the buttons are normal when connecting KT511 arcade stick with Switch console?

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Answer: Enter the Setting interface of Switch console, find "Controllers and Sensors" on the left, then click the "Test Input Equipment". Check the "Check Buttons" to enter the test interface. Use the joystick/buttons one by one, and the name of the joystick/button will appear in the interface.

**NOTE: More products and instructions, please kindly visit our website on doyo-game.com**

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