

XCM XFPS Supernova converter

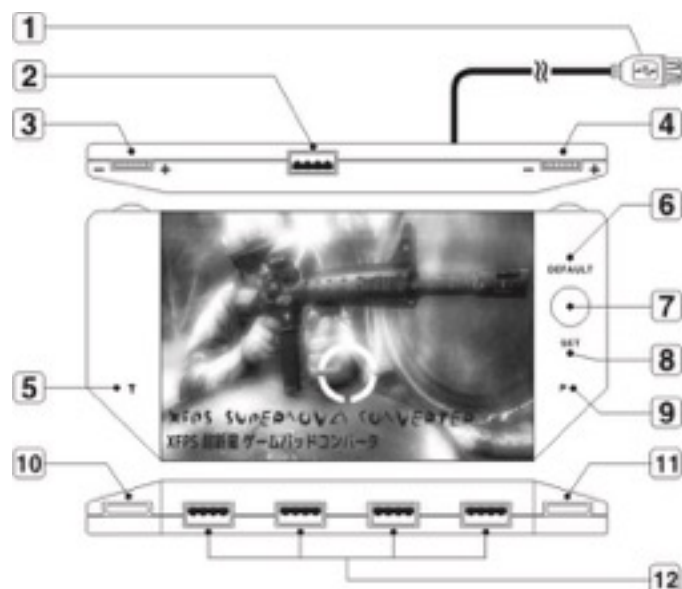
Usage manual

Before using this product, please read the manual carefully and retain it for future reference.

1.Product feature:

- Compatible with PS 4™,Xbox One™,PS 3™ ,PS 3™ slim, Xbox 360™, and Xbox 360™ slim consoles
- Compatible with PS4 / PS3 / Xbox One / Xbox 360 controller and PC mouse & keyboard (no need to connect to PC) plug and Play.
- Compatible with PC arcade stick.
- Can map game controller keys onto keyboard.
- Compatible with 99% PC mice and keyboards (included in the bundle set with mouse and keyboard)
- Freely adjust mouse sensitivity (X and Y axis movements).
- Enabled rapid fire function on controller, mouse and keyboard.
- Multi buttons set in one key (macro function) : can map multi keys to a signal key.

II.Product description:



<1>----USB port

Connect the SuperNova converter to (PlayStation 4™/ Xbox One™ / PS 3™/ Xbox 360™) the wired controller

<2>----USB port

Connect to the USB cable

<3>----Adjustment knob- to adjusting the Mouse X axis sensitivity

+: Adjust higher sensitivity

-: Adjust lower sensitivity

<4>---- Adjustment knob- to adjusting the Mouse Y axis sensitivity

+: Adjust higher sensitivity

-: Adjust lower sensitivity

<5>----Rapid fire/Turbo indicator.

<6>---- Default indicator.

<7>---- Default /SET mode switches
Swapping between Default /SET mode.

<8>---- SET indicator.

<9>---- Program indicator.

<10>---- Rapid fire /Turbo key

<11>---- Programming key

<12>---- USB port(4 ports)

To connect mouse & keyboard/ flight controller/racing wheel/other video game controller/Joystick etc

III. How to connect :

a. On PS 4™ console

- (1). Plug the PS 4 Dualshock 4 wired controller to the XFPS Supernova converter via USB socket<4>.
- (2). Plug in personal devices (wired controller, mouse, keyboard, racing wheel, fighting stick) in the USB ports<12>.
- (3). Connect XFPS Supernova converter to the PS 4 console and wait for the PS4 controller's light bar to light up, the connection is successful
- (4). PS 4 controller MUST BE connected with the XFPS Supernova converter during gameplay.

b. On Xbox One™ console.

- (1). Plug the official Xbox one™ wired controller to the XFPS Supernova converter via USB socket<4>.
- (2). Plug in personal devices (wired controller, mouse, keyboard, racing wheel, fighting stick) in the USB ports<12>.
- (3). Connect XFPS Supernova converter to the Xbox one™ console and wait for the Guide key to light up, the connection is successful.

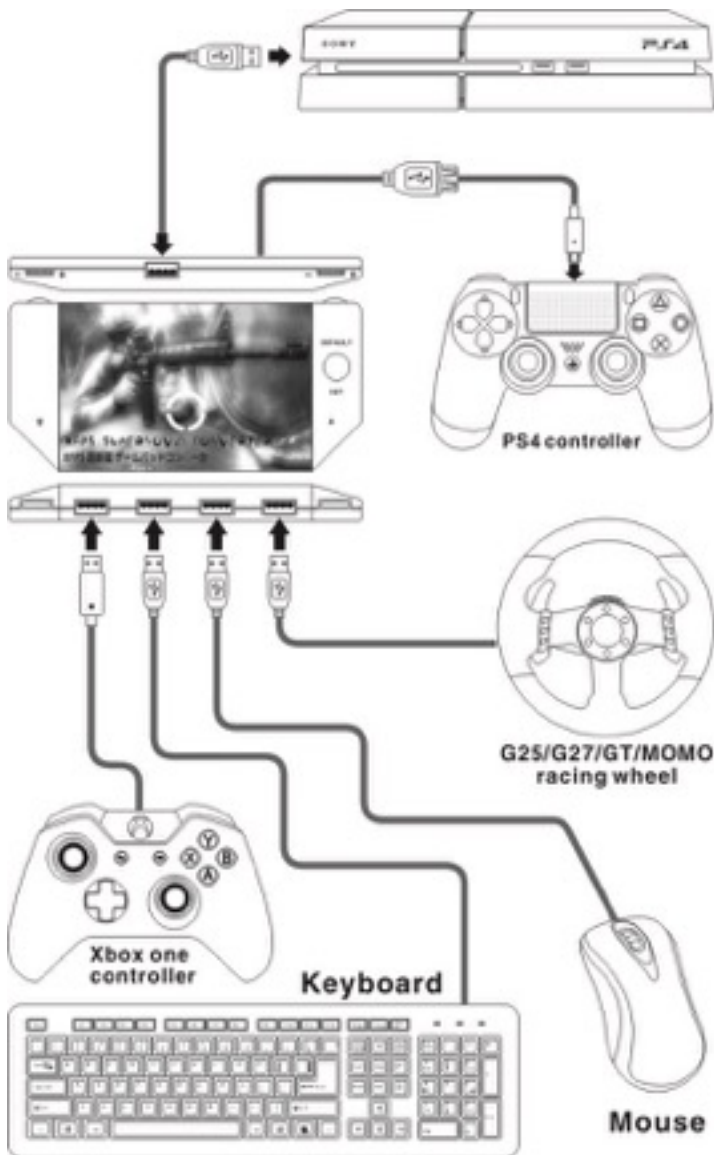
c. On PS 3™ console

- (1). Plug in PlayStation 3™ wired controller to the XFPS Supernova converter via USB socket <4>.
- (2). Plug in personal devices (wired controller, mouse, keyboard, racing wheel, fighting stick) in the USB ports<12>.
- (3). Connect the XFPS Supernova converter to PlayStation 3™ and wait for the PS3 controller's port indicator to light up, the connection is successful.

d. On Xbox 360™ console.

- (1). Plug the **Xbox 360™ wired controller** to the XFPS Supernova converter via USB socket <4>.
- (2). Plug in personal devices (wired controller, mouse, keyboard, racing wheel, fighting stick) in the USB ports<12>.
- (3). Connect XFPS Supernova converter to the Xbox 360™ console and wait for the Guide key to light up, the connection is successful.

The connection diagram for PS4 is shown below:



IV. Rapid fire/Turbo function :

When PlayStation 4™/ Xbox One™ / PS 3™/ Xbox 360™ wired controller or Xbox 360 wireless controller is connected to the XFPS Supernova converter, all are able to use the rapid fire/Turbo function. For instance: To enable rapid fire/Turbo function on Xbox 360 controller's "A" button, the operating steps are shown below:

Press the "Rapid fire/Turbo" key <10>, the turbo indicator <5> lights up, press the Xbox 360 controller's "A" button, the Rapid fire/turbo indicator lights off, the setting is complete. The "A" button on the 360 controller have the rapid fire/ Turbo function.

To remove the rapid fire/turbo function on the "A" button, simply repeat the previous step.



After setting rapid fire/Turbo function to the assigned button, other controllers (Xbox One/Xbox 360,PS4,PS3, mouse, keyboard etc) which correspond to the button will have built in rapid fire/Turbo function.

For example: After setting rapid fire/Turbo function on the "A" key of a Xbox 360 controller, the X key on a PS3 controller likewise will have the Rapid fire/ Turbo function activated, corresponding to a keyboard's SPACE bar. Note: The Rapid fire / Turbo function settings will not save on the converter after shutting down the console.

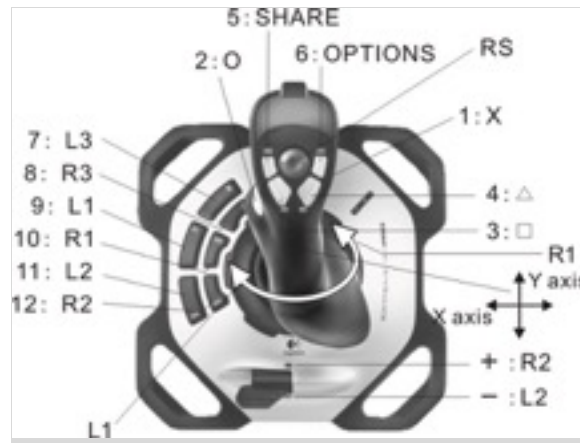
V. Default configuration :

XFPS Supernova converter “DEFAULT” status corresponding keys on different devices are shown below:

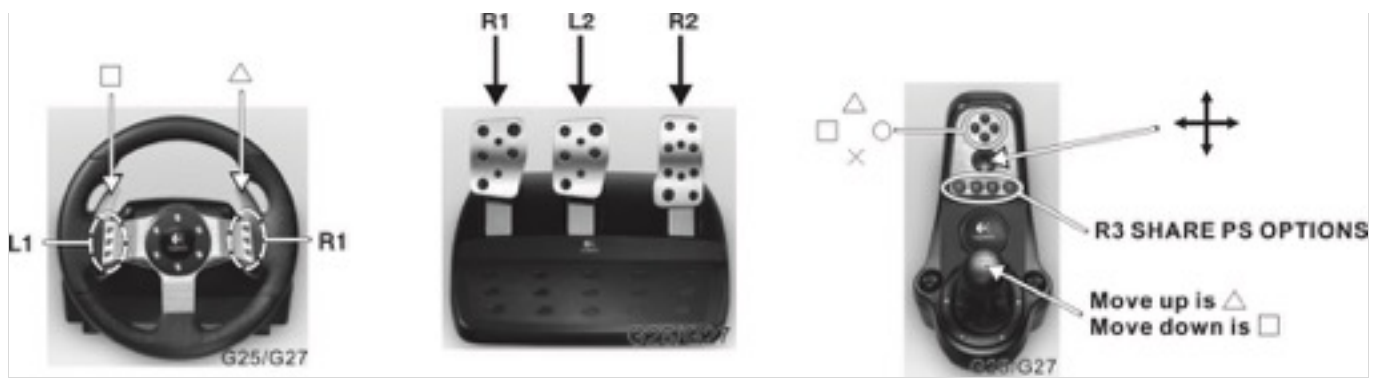
A · Default settings compatible with other devices:

Xbox One Controller	Xbox 360 Controller	Keyboard	Logitech G13	Mouse	PS4 Controller	PS3 Controller
MENU	START	Scroll Lock	M2		OPTIONS	START
VIEW	BACK	Pause Break	M3		SHARE	SELECT
RT	RT			LEFT	R2	R2
LT	LT			RIGHT	L2	L2
RB	RB	G	G14	CENTER	R1	R1
LB	LB	1	G23		L1	L1
A	A	Space Bar	G22		X	X
B	B	C	G18		○	○
X	X	R	G6		□	□
Y	Y	Q	G3	WHEEL	△	△
LC	LC	Left Shift	G15		L3	L3
RC	RC	E	G5		R3	R3
↑	↑	↑	G1		↑	↑
↓	↓	↓	G2		↓	↓
←	←	←	G8		←	←
→	→	→	G9		→	→
ANALOG-L FRONT BACK LEFT RIGHT	ANALOG-L	W A S D	G4 G10 G11 G12		ANALOG-L	ANALOG-L
ANALOG-R	ANALOG-R			MOVE	ANALOG-R	ANALOG-R
GUIDE	GUIDE	ESC	M1		PS	PS
		TAB	MR		Touchpad	

B. Default settings corresponding to Logitech EXTREMME 3D PRO flight controller are shown below:



C. the default setting which corresponds to Logitech G27 racing wheel is as below:



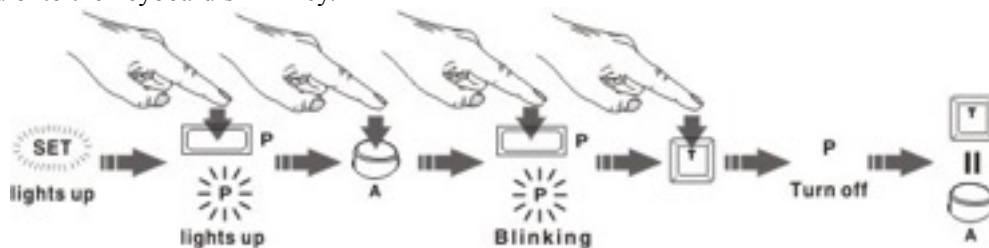
VI. How to remap the button to an other device :

To remap a button function from a controller to a designated key on a keyboard:

1 · Setting a signal key on the keyboard

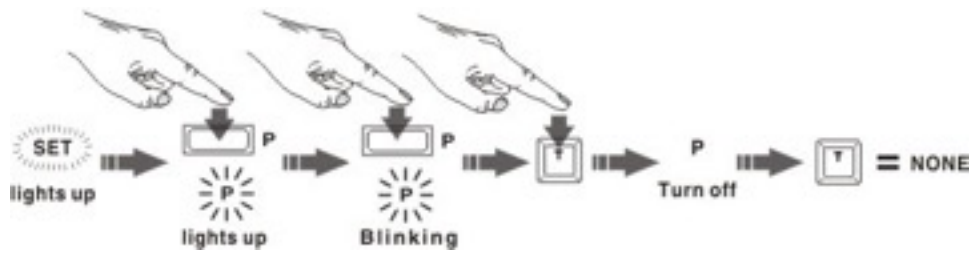
A · To map the “A” button on a Xbox 360 controller to the “T” key on a keyboard:

Switch to “SET” mode on the XFPS Supernova converter, press the “P” key <11> once, wait for the “P” indicator <9> to light up. Press the “A” button on Xbox 360 controller once and press the “P” key <11> again, the “P” indicator <9> blinks, press the “T” key on the keyboard, the “P” indicator <9> lights off. Xbox 360 controller’s “A” button is successfully mapped onto the keyboard’s “T” key.



b · To remove the setting on the previous “T” key

Switch to “SET” mode on the XFPS Supernova converter, press the “P” key <11> once, wait for the “P” indicator <9> to light up. Press the “P” key <11> again, the “P” indicator <9> blinks, press the “T” key on the keyboard, the “P” indicator <9> lights off, the function on “T” key is removed.



2 · Multi-key remapping.

A · To remap 4 buttons “A,B,X,Y” to a keyboard’s “F” key:

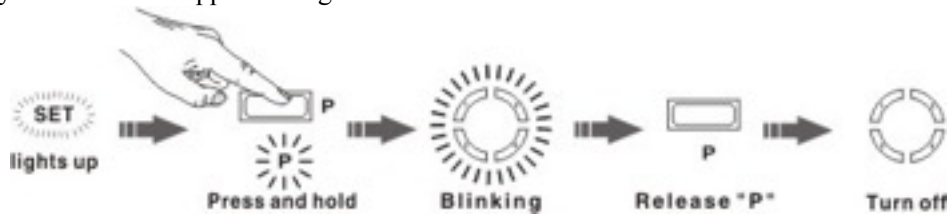
Switch to “SET” mode on the XFPS Supernova converter, press the “P” key <11> once, wait for the “P” indicator <9> to light up. Press the buttons “A,B,X,Y” in **order** on the Xbox 360 controller, press the “P”key <11> again, the “P” indicator <9> blinks, press the “F” key on the keyboard, the “P”indicator <9> lights off. The functions “A,B,X,Y” on the Xbox 360 controller is remapped to the “F”key on the keyboard, pressing the “F”key on the keyboard will activate “A,B,X,Y” functions.

b · To remove the multi-key setting on the previous “F” key

Switch to “SET” mode on the XFPS Supernova converter, press the “P” key <11> once, wait for the “P”indicator <9> to light up, press the “P” key <11> again, the “P”indicator <9> blinks, press the “F” key on the keyboard, the “P”indicator <9> lights off. The functions on “F”key is now removed.

3 · To remove all remapped settings.

Switch to “SET” mode on the XFPS Supernova converter, press and hold the “P” key <11>, 1P and 4P blinks, then release the “P” key <11>. All remapped settings are now removed.



Note: To remap on other devices (mouse, racing wheel , flight controller or PC joystick), please refer to the “DEFAULT” table on default settings, all remap settings made will be saved on the XFPS Supernova converter for next gameplay.

❖ XFPS Supernova converter is upgraded via PC. More information can be found on www.xcm.cc