

XIM4

USER MANUAL

MOUSE AND KEYBOARD (AND MORE)
ADAPTER FOR CONSOLES



HIGHEST PRECISION AIM
EASY TO USE
SMART PHONE CONFIGURATION

XIM4.COM



INTRODUCTION

Congratulations on your purchase of **XIM4**! Designed by gamers, XIM4 provides the best possible mouse and keyboard (and more) experience for the *Xbox One*, *PlayStation 4*, *Xbox 360* and *PlayStation 3*. Through proprietary technology called **Smart Translators**, XIM4 is able to provide a level of mouse precision unachievable by any other gaming adapter available. Featuring full **wireless configuration** through smart phones, tablets, and PCs, it is simple to configure and easy to use. It's the perfect companion to even the most demanding gamer. Welcome to the XIM community!

XIM4.com is your destination for everything XIM. It has **Instructional Videos**, **Gameplay Videos**, **Manuals**, **Downloads**, and **Support**. We encourage you to check out our very large and active **Community Forum**.

CONTENTS

Introduction	2
The Advantage of XIM4	3
Smart Translators.....	3
Hardware Setup.....	3
Controller	3
Mouse	4
Headsets	5
Connecting Your XIM4	5
Connecting Peripherals	5
Powering On	6
Pairing your XIM4	6
Running XIM4 Manager	7
The HUD	8
Adding a Config.....	9
Maximize Game Look Speed Requirement.....	9
Editing a Config.....	10
Assigning Buttons.....	11
Name, Color, and Hotkey	11
Settings	11
Activation	12
Mouse (Aiming).....	13
Keyboard (Digital Movement)	14
Joystick (Analog Movement).....	15
Buttons (Actions)	15
Extra Settings	17
Advanced Settings.....	17
Saving.....	20
Loading A Config.....	20
Reorder And Delete Configs.....	21
Globals	22
Disconnecting Your XIM4.....	23
Gaming Styles.....	23
Desktop	23
Living Room.....	25
Cross Console Controller.....	25
Miscellaneous	25
Offline Wired Configuration.....	25

Adjusting Configs On-The-Fly.....	26
Entering/Exiting Mode.....	26
Adjusting Hip Sensitivity.....	27
Adjusting ADS Sensitivity	27
Binding Buttons	27
Wireless Nav Setup.....	28
Firmware Updates.....	28
Restoring Factory Defaults	29
Troubleshooting	29
Community Forum.....	29
Common Issues.....	29

THE ADVANTAGE OF XIM4

- Next-generation console input adapter
- Game on your Xbox One, PlayStation 4, Xbox 360, or PlayStation 3 using your favorite PC gaming-grade hardware
- Unsurpassed in-game 1-to-1 feel thanks to advanced *Smart Translator* technology
- Simple wireless configuration using your smartphone or PC (Bluetooth adapter required)
- Supports both desktop and living room gaming styles
- Real-time feedback to guide you to your optimal settings
- Firmware upgradable
- Active community forum

SMART TRANSLATORS

Through **Smart Translators**, XIM4 is able to provide unparalleled mouse precision unachievable by any other gaming adapter available. The problem is simple: when the mouse moves, equivalent reticle movement on the screen should occur (i.e. 1-to-1 movement). This is the obvious result that all PC-gamers expect. But, before the creation of Smart Translators, was not possible on consoles. Every console shooter has its own unique aiming system that governs how the game controls and feels to the gamer. Every game is different as they all have different stick dead-zones and geometries, variable sensitivity and acceleration regions, asymmetric sensitivity, non-linear movement, and more. XIM4's Smart Translators is the only comprehensive solution for the entire look mechanic problem.

HARDWARE SETUP

XIM4 adapts your PC gaming hardware for use on your *Xbox One, PlayStation 4, Xbox 360* or *PlayStation 3*. For the most recent and complete list of supported **mice, keyboards, joysticks, gameboards, headsets, phones, tablets, and computers**, please refer to the **XIM4 Hardware Compatibility List** (<http://xim4.com/hardware>).

CONTROLLER

It is required that your console's controller be connected wired to your XIM4 at all times. The wireless controller that comes with your console will become a wired controller by simply connecting a standard USB cable (with exception of Xbox 360 which requires an official wired Xbox 360 controller). **For best results, it is recommended that you use genuine Xbox or PlayStation controllers and quality certified USB cables.**

<i>USB cable to connect your wireless console controller to XIM4</i>		
<i>Xbox One</i>	Micro-USB (Need to purchase separately)	
<i>PlayStation 4</i>	Micro-USB (Included with console)	
<i>Xbox 360</i>	Official Xbox 360 wired controller required (Wireless with "play-and-charge" kit unsupported)	
<i>PlayStation 3</i>	Mini-USB (Included with console)	

MOUSE

Gaming mice can be complex devices that, if not configured correctly, can lead to suboptimal gaming quality. It is very important that you understand your mouse **DPI (dots-per-inch)**, **report rate**, and **button function** settings.

If your mouse has on-board memory, it may have come with a utility program to configure its settings. For example, Logitech mice are programmed using an application called *Logitech Gaming Software*. Please contact your mouse manufacturer for more information.

DPI

Mouse **DPI** is a measure of tracking precision. Low-DPI mice range from 1000 DPI and below and are typically used in non-gaming desktop computing scenarios. Mid- to High-DPI mice range from 2000 to 5000+ DPI and are commonly used for gaming. *Higher DPI mice are recommended for use with your XIM4.*

Make sure your mouse is running at its maximum DPI. Some mice have on-board memory to save your DPI settings and some don't, so, when you plug your mouse into XIM4, it may not be running its maximum. Even brand new high-DPI mice may not be factory set for their highest possible value out of the box.

If your mouse has adjustable DPI but no onboard memory, be sure to set its DPI to maximum (using its DPI-increase button) every time it's plugged into XIM4.

REPORT RATE

Your mouse **report rate** determines how frequently the host (in this case either XIM4 or your computer) asks your mouse for its current position and button values. Gaming mice typically provide the ability to choose the report rate.

The following table lists the suggested mouse report rates to use depending on the console you are gaming on. Since XIM4 is designed for perfect timing between your mouse and the console, it's important to note that higher report rates don't have any benefit over lower. However, your mouse hardware may actually perform tracking better at certain values. A good starting point would be to configure your mouse at the highest suggested report rate.

<i>Suggested mouse USB report rates</i>	
<i>Xbox One</i>	1000, 500, 250, 125
<i>PlayStation 4</i>	1000, 500, 250, 125
<i>Xbox 360</i>	1000, 500, 250, 125
<i>PlayStation 3</i>	1000, 500, 200

BUTTON FUNCTIONS

Programmable gaming mice allow for customization of **button functions**. This means that you could, say, program your mouse left button to act like the right. Some mice even allow the mouse to generate keyboard events. **For best results, assign as many of your mouse buttons as “Generic” or “Default” as your tool allows.**

For example, here is a Logitech mouse configured for use with XIM4:



HEADSETS

XIM4 supports the following headset configurations:

<i>Supported Headset Configurations</i>	
<i>Xbox One</i>	Wired headsets supported (Mono and Stereo) through the Xbox One controller
<i>PlayStation 4</i>	Unsupported (A USB audio adapter connected directly to PlayStation 4 required)
<i>Xbox 360</i>	Wired headsets supported (Through the Xbox 360 controller)
<i>PlayStation 3</i>	Unsupported (A USB audio adapter connected directly to PlayStation 3 required)

CONNECTING YOUR XIM4

CONNECTING PERIPHERALS

Start with your XIM4 without any connections.

As mentioned previously, your console's controller must be connected **wired** to XIM4. Before connecting it, make sure it's **fully charged** and **off**.

Connect your peripherals in the following manner:

- Connect your **wired console controller** to **port 3**
- Connect your **keyboard/joystick** to **port 2**
- Connect your **mouse** to **port 1**



POWERING ON

With your console already **on** and **displaying** on your TV, connect your **XIM4** to your **console** using the supplied USB cable.

Your XIM4 will power-up and you will see it display a **rainbow** light sequence:



It will then initialize your gaming peripherals. When your XIM4 is ready, it'll display a **red** "breathing" light sequence (or a different color assigned to the startup Config):



For *PlayStation* consoles, you must now **press the PS button** on the controller to activate it.

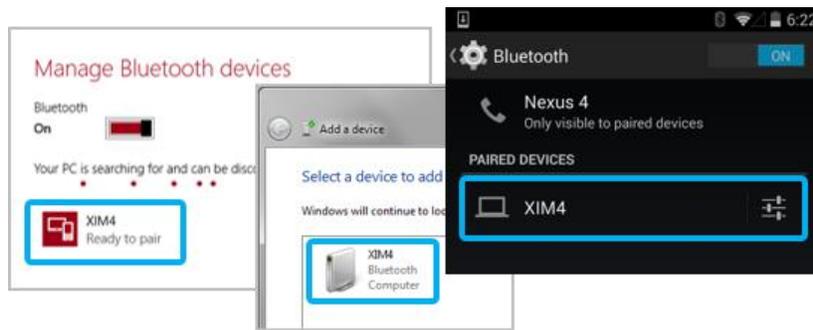
At this point, you can now use your controller. However, your mouse and keyboard will not work if you don't have a Config. To create a Config, use XIM4 Manager (described later).

PAIRING YOUR XIM4

XIM4 can be configured wirelessly on a **smart phone**, **tablet**, or **PC** that has Bluetooth capability. For PC, a Bluetooth v2.1 adapter is required (it is recommended that you use the built-in Windows Bluetooth drivers for your adapter). For those that don't have (or don't want to use) the wireless configuration capability, XIM4 has a wired configuration mode option (see *Offline Wired Configuration* for more information).

During the pairing process, you will see your XIM4's light flash **blue** to signify the pairing process is happening.

- Go to your phone, tablet, or PC's Bluetooth settings and **search** for Bluetooth devices
- Tell your XIM4 to enter **discovery mode** by pressing the **P button** on the back of your XIM4
- "**XIM4**" will show up on your phone, tablet, or PC's Bluetooth list – select it and **complete** pairing.



[On some versions of Windows, you will be notified that a driver was not found for XIM4. This is normal and can be ignored.]

RUNNING XIM4 MANAGER

XIM4 Manager is the application you use to create and manage **Configs** on your XIM4. A *Config* consists of all your mouse settings and button mappings for the specific game you are playing.

For **phones/tablets**, search and download XIM4 Manager from your phone/tablet's app store.

For **PC**, download XIM4 Manager from <http://xim4.com/downloads>.

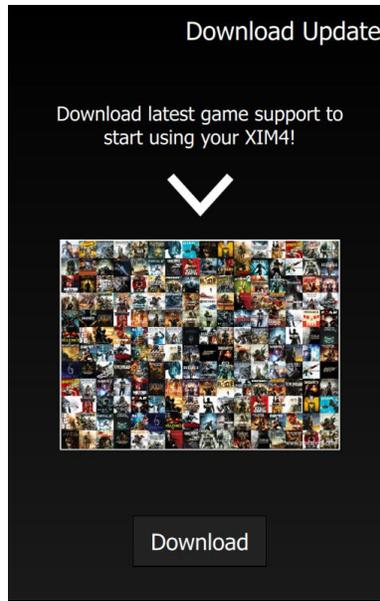
Select the XIM4 Manager icon to run:



XIM4 Manager will connect to your XIM4. When your XIM4 is communicating with XIM4 Manager, it will flash white:



When you launch XIM4 Manager for the first time, you will be directed to **download** latest games support:



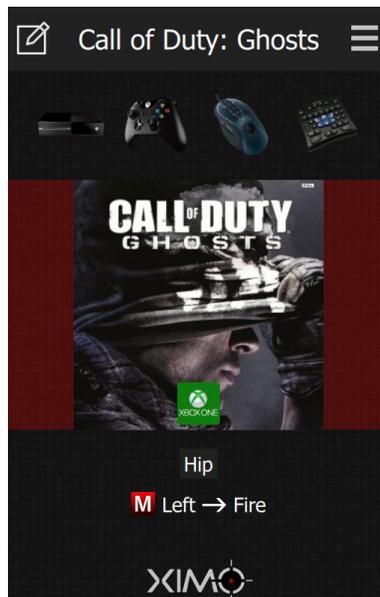
As new games come out, you'll be asked to do this again in the future.

THE HUD

The *HUD* (heads-up-display) displays the current status of your XIM4. Before the HUD can be displayed, you will need to add a Config (described next).

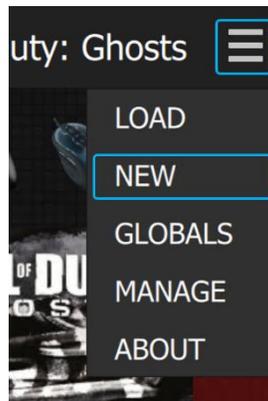
The HUD shows:

- What you have plugged into your XIM4
- The current loaded Config
- The current loaded Settings (described later)
- What button you are pressing and the action it's mapped to

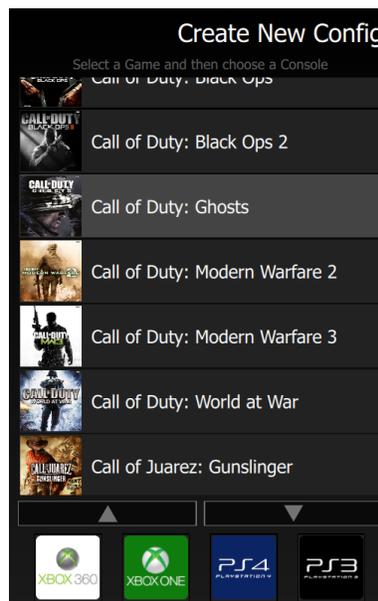


ADDING A CONFIG

To add a *Config* to your XIM4, select **New** from the menu:



If don't have any Configs on your XIM4, you'll automatically be directed to the **Create New Config** page:



Choose a **game** and **console**. Be sure to choose the correct console and game since every game's aiming behavior is different (even for the same game on different consoles).

A *Config* will be created for the game you chose and then transferred to your XIM4. You can store up to 16 Configs on your XIM4.

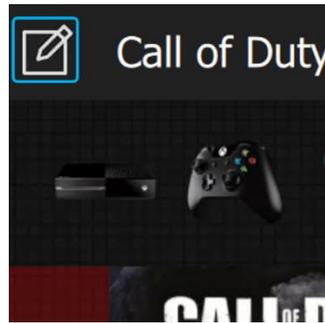
MAXIMIZE GAME LOOK SPEED REQUIREMENT

Your XIM4's advanced mouse translation technology [*Smart Translators*] assumes that your game is set at its *maximum look sensitivity*. Some games call this **Maximum**, **100%**, or **Insane**. In all cases it must be turned up all the way for your aiming performance to be optimal.

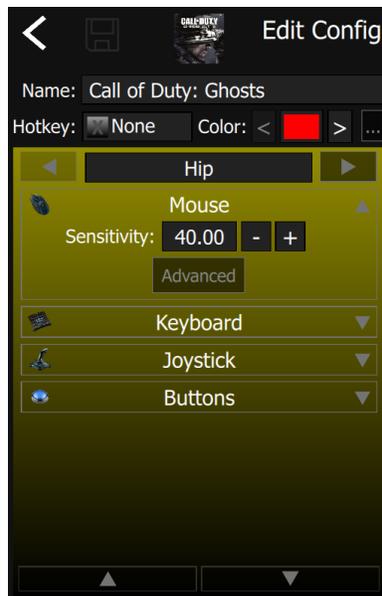


EDITING A CONFIG

While in the HUD, select **Edit** to modify your Config.



The **Edit Config** page will load:

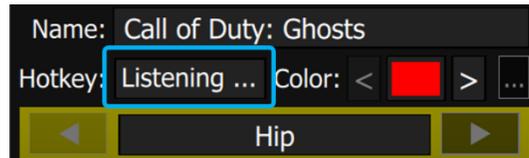


Here you can modify all aspects of your Config and immediately try them out in game.

ASSIGNING BUTTONS

You will need to assign/map buttons throughout your Config as you edit it. To do so:

- **Select** the button you want to change
- When it changes to “**Listening...**”, press any **mouse**, **keyboard**, or **joystick** button you want to use
- To **Remove** a button, select the button again while “Listening...” is displayed



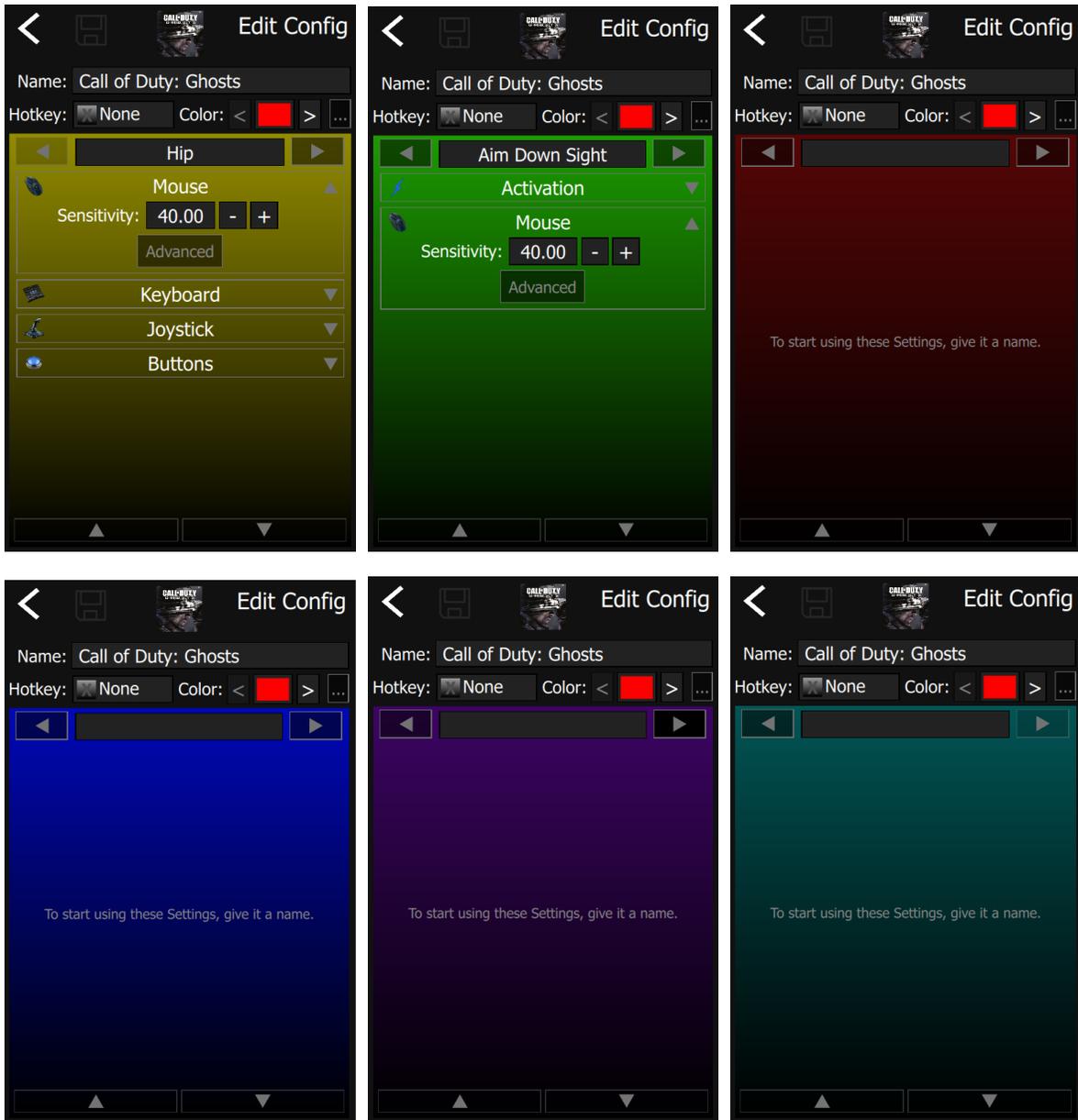
NAME, COLOR, AND HOTKEY



The **Name** of your Config is displayed in the HUD and is used to identify it when managing your Configs. Every Config has a **Color** assigned to it that is displayed by your XIM4's light with a “breathing” animation. You can also assign your Config a **Hotkey**. The Config will load when the hotkey is pressed. Hotkeys are not active when XIM4 Manager is connected to your XIM4.

SETTINGS

A Config can have multiple mouse, keyboard, and button **Settings** that can be switched by pressing a button you choose. You can have up to 6 different Settings per Config (scroll right and left to view them):



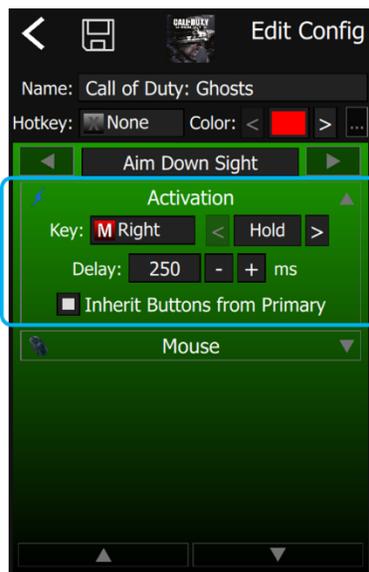
The most common use of Settings is for changing behavior when switching between **Hip** aiming and **ADS** (aim-down-sight). Games typically have different aiming characteristics when you aim-down-sight so XIM4 uses a different Smart Translator designed for this mode. Another use for Settings is for the specialized control of **Vehicles** or **Turrets**.

Settings are given names to enable them. By default, only two Settings are enabled: "Hip" and "Aim Down Sight". It's important to verify your Settings are activated as you expect since they directly affect how XIM4 functions. You will get two forms of feedback when Settings change. First, the name of the Settings is always displayed on the *HUD*. Second, Settings have colors associated with them (shown as the background color during edit). Your XIM4 will flash this color when activated. For example, when ADS is activated:



ACTIVATION

All Settings (except Hip) have an **Activation** section. For ADS, set the Activation **Key** to what you use to aim-down-sight. When you aim-down-sight in game, the ADS Settings on your XIM4 will become active.



By default, Settings that can be activated **inherit** most of their values from the “primary” Settings (i.e. Hip) – except for mouse. Many shooters change (typically drop) aiming sensitivity when you ADS. So, when ADS is activated, you will likely need to increase your mouse sensitivity.

In addition, games may not modify their aiming sensitivity until after an animation completes (such as zooming through the scope). So, Activation provides the ability to **Delay** the switch of Settings for a specified amount of time after the activation **Key** is pressed. That way, aiming transition from ADS to Hip always feels smooth. If you are unsure what value to use, keep it at 0.

If the game you are playing doesn't have an ADS mode, you can disable Aim Down Sight Settings by clearing its name or removing its activation key.

MOUSE (AIMING)

The **Mouse** section is used to configure how your mouse is mapped to the right stick of your controller for **aim**. Adjust your mouse **Sensitivity** to your preferred aiming speed. Do this for all Settings within your Config that you are using (such as “Hip” and “Aim Down Sight”).



TURN SPEED LIMIT

All console shooters have different aiming turn speed limits. *Smart Translators* are designed to provide the gamer with a 1:1 connection between the mouse and aiming reticle on-screen up to that speed limit. To help tune your settings, XIM4 provides an “exceeded maximum turn speed” notification in the form of a quickly blinking red light:



If you see that light, it means you are moving your mouse faster than the game can turn and you may feel it.

KEYBOARD (DIGITAL MOVEMENT)

The **Keyboard** section is used to configure how your keyboard is mapped to the left stick of your controller for **digital (8-way) movement**. Set the buttons you want to use for **forward**, **reverse**, **left** and **right** movement. You can also set a **Walk** modifier that can be used to reduce movement to half speed while held.



JOYSTICK (ANALOG MOVEMENT)

The **Joystick** section is used to configure how your joystick is mapped to the left stick of your controller for **analog movement**. Adjust the **Deadzone** value if your joystick is causing movement drift. It's typically unnecessary to modify this value.

BUTTONS (ACTIONS)

The **Buttons** section is used to configure what keys you would like to map to controller button **actions**.

IMPORTANT: When selecting a button mapping for aim-down-sight (**ADS**), make sure the binding you choose matches the Activation key you chose for your ADS Settings.

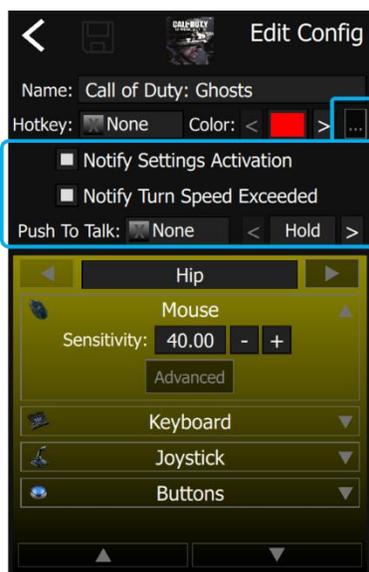


SECONDARY BINDINGS

To use, simply copy the text from the online source and press the paste button in XIM4 Manager. All buttons will be updated.

EXTRA SETTINGS

To access extra Config-wide settings, press the “...” button:



PUSH TO TALK

When **Push To Talk** is activated, the wired headset mic connected through the controller is enabled (otherwise, it is muted). Supports both **Hold** and **Toggle** modes. The usage of the Push To Talk is similar to that of a walkie-talkie.

DISABLE NOTIFICATIONS

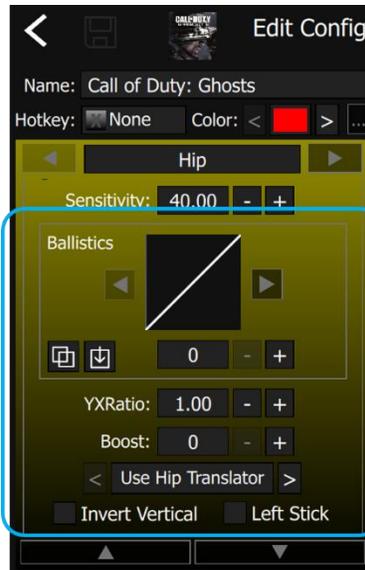
XIM4 uses its light to notify the user when Settings change and when aiming turn speed has been exceeded. To disable these light notifications, uncheck **Notify Settings Activation** and **Notify Turn Speed Exceeded**.

ADVANCED SETTINGS

XIM4 offers advanced settings for gamers that wish to further customize the system. To access these settings, select **Advanced** under the **Mouse** and **Keyboard** sections.

MOUSE

WARNING: XIM4's *Smart Translators* are designed to provide the gamer with 1-to-1 (or “linear”) aiming experience. Changing most of the advanced mouse settings offered will cause aiming to diverge from 1-to-1. As a result, advanced mouse settings are generally not recommended for most gamers.



The mouse **Ballistics** curve is a powerful tool used to transform your mouse aiming behavior in a variety of ways (more on this in the following section). The **YXRatio** is used to increase or decrease vertical aim sensitivity relative to horizontal (by default, they are equivalent). Use **Boost** to increase starting aiming speeds from rest. **Invert Vertical** flips your vertical reticle aiming and **Left Stick** switches mouse control to the left controller thumbstick.

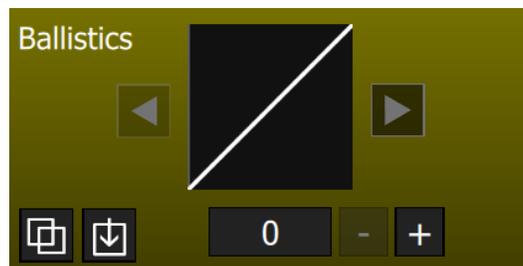
XIM4 includes two *Smart Translators* per game – one for Hip aiming and one for Aim Down Sight. **Use Hip Translator/Use ADS Translator** allows you to change what translator the system to uses.

BALLISTICS

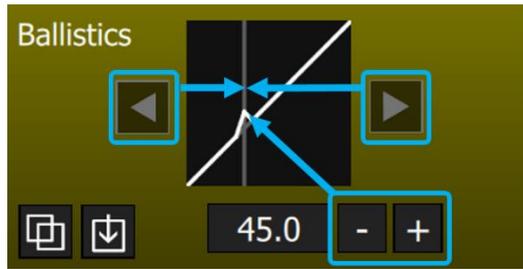
XIM is known for its precision. As such, it attracts even the most hard core and advanced gamers that want more fine grain control over how their mouse behaves. For them, the *Ballistics* provides that level of control.

As mentioned, *Smart Translators* provide a 1-to-1 level of control. This means, for example, that if you increase your mouse speed by twice the speed, your reticle on-screen will move twice as fast. Conversely, if you decrease speed by one-half, your aim on-screen will decrease by one-half (again, *linear*). However, some gamers may prefer some form of *predictable non-linear* behavior. This is what the XIM4's Ballistics Editor enables: creation of **Ballistic Curves**.

The curve editor shows the relationship between input **Mouse Velocity** (X-axis) and output **Aim Velocity** (Y-axis). Mouse speed increases from left-to-right and aim speed from bottom-to-top. If mouse speed and aim speed are to be the matched (i.e. *linear*), then, the curve will look like this (which is default, 1-to-1 behavior):



To make aiming *non-linear*, adjust the curve for the behavior you are interested in. Use the **right/left arrows** to choose the part of the curve you want to change and the **+/- buttons** to adjust the value at that point:



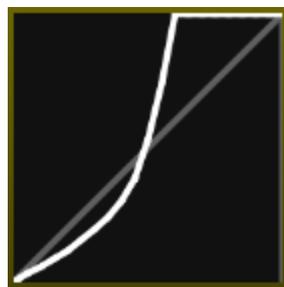
If you want linear behavior for fine aiming but faster turn speeds, consider curves like this:



If you just want to limit turn speeds:



If you want a speed reduction for fine aiming but a speed increase for turning:



To share with others, paste your curve to an **e-mail** or a **forum** online. A curve is encoded in text format for easy sharing:

```
>>> XIM4 START Paste >>>
X4MB:00060B11171F27303C4D6B94C8C8C8C8C8C8C8C8C8
<<< XIM4 END Paste <<<
```

To use, simply copy the text from the online source and press the paste button in XIM4 Manager. The curve will be updated.

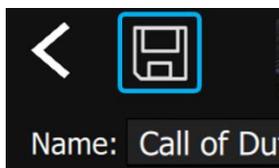
RIGHT STICK KEYBOARD BINDING

Right Stick Bindings are typically used for “turn assist” scenarios. When using slow-turning **Vehicles** and **Turrets**, assigning a key to turn eliminates the difficulty of turning using a mouse.



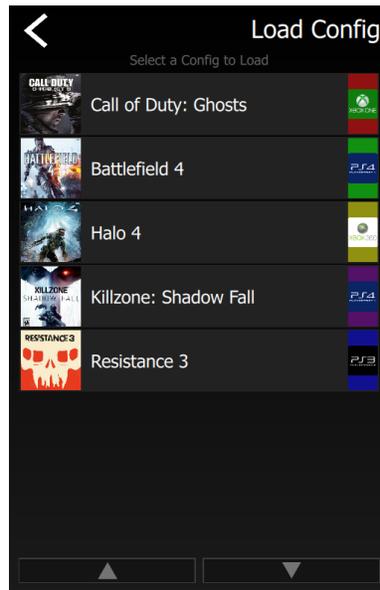
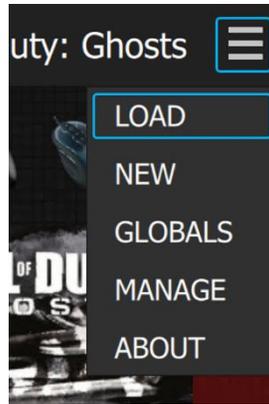
SAVING

When you are finished editing your Config, press **Save** and navigate back to the HUD:



LOADING A CONFIG

To **Load** a Config, you can either use the Config's **Hotkey** (if it is set), use **Config Cycling** (described in the Globals section), or load it through XIM4 Manager:

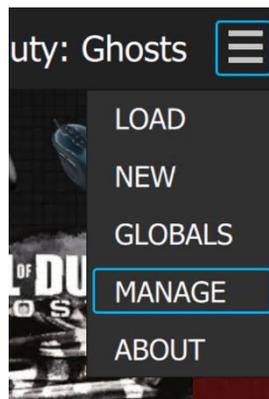


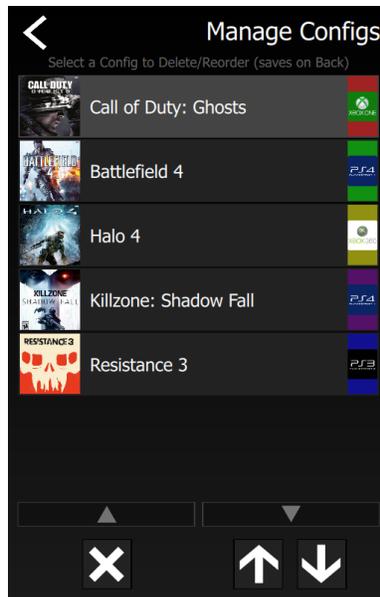
Select the Config you want to Load.

The **first** Config in the list is the Config that will be loaded when XIM4 starts up.

REORDER AND DELETE CONFIGS

To **Reorder** or **Delete** Configs, use **Manage**:

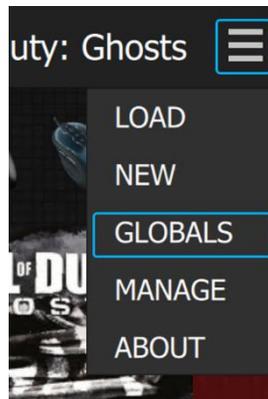


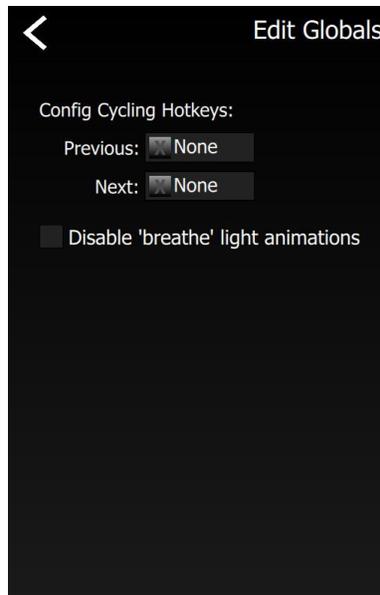


Use the **Arrow Buttons** to reorder Configs and the **X Button** to delete a Config. Modifications are not saved until you back out of the page and confirm your changes.

GLOBALS

Global settings are those that aren't Config-specific:





Config Cycling Hotkeys are an alternative way to load Configs by pressing **Next** and **Previous** hotkeys to cycle through your Configs. If you do not wish to use this feature (or want to only use one of the hotkeys), simply set to *None*.

Disable 'Breathe' Config Light Animations is used to make XIM4 display your loaded Config lights at a single, constant brightness.

DISCONNECTING YOUR XIM4

To **disconnect** your XIM4 from XIM4 Manager, close or back out of the application. When you are finished using your XIM4, simply disconnect the USB cable from your console.

GAMING STYLES

No matter if you come from a traditional desktop gaming background or if you prefer gaming wirelessly from your couch in your living room, XIM4 has you covered. The following are different ways you can set up your XIM4 for gaming.

DESKTOP

Traditional gamers from a PC background will prefer gaming at a desk using wired mice and keyboards. The player's mouse is used for aiming (of course) and typically "WADS" on their keyboard for movement. All devices are placed near each other.



Given the nature of gaming with a keyboard, on-screen player movement is restricted to 8 directions (forward, reverse, left, right, and diagonals). Many gamers prefer this type of *digital* movement. Controllers, on the other hand, aren't restricted to 8-way movement because their thumbsticks provide *analog* movement. Through XIM4, you can have the best of both worlds.

XIM4 supports *analog* player movement. The **Logitech G13** is seen by XIM4 as a Joystick because of its integrated analog thumbstick:



Another supported analog movement device is the **Sony Move Navigation Controller** (or "Nav"). This compact hand-held controller can be plugged directly into your XIM4 using a standard mini-USB cable. At that point XIM4 sees it as a Joystick and all buttons on it are available for use.

Make sure your Nav is OFF (i.e. its red light isn't blinking) before connecting to your XIM4.



LIVING ROOM

XIM4 supports a variety of wireless devices so you can game comfortably from your couch while still taking full advantage of XIM4's precision mouse aiming. Various wireless keyboards are supported, but, they are typically large and would be cumbersome to use from a couch. To solve this problem, XIM4 supports the **Sony Move Navigation Controller** in **wireless** mode (see *Wireless Nav Setup* for more information).

On the couch, you'll have your wireless gaming mouse, the Nav, and a lap surface. The surface you place on your lap for your mouse comes down to preference (it could be a smaller hard-backed mouse pad or a full lap desk).



CROSS CONSOLE CONTROLLER

Your XIM4 gives you the ability to game using a controller from any of its supported consoles. XIM4 will treat the different console's controller like a Joystick. You can then remap any of the buttons. Please note that you will still need to have your console's native controller plugged into your XIM4 at all times.

MISCELLANEOUS

OFFLINE WIRED CONFIGURATION

Those that can't use wireless Bluetooth configuration (or prefer not to) can use XIM4's **wired configuration mode**. The limitation, however, is that it is an **offline** mode of configuration. This means that you can't make changes to your Configs and preview them instantaneously while in-game. You must detach your XIM4 from your console and plug it into your PC to use this mode of configuration.

To enter wired configuration mode:

- **Unplug** your XIM4 **from your console** (keep all your peripherals connected)
- **Plug** your XIM4 **into your PC**
- **As it displays the rainbow startup** light sequence, **press the P-button** on the back of your XIM4
- Your XIM4 will flash **red** and enter **wired configuration mode**
- **Run XIM4 Manager**



Use XIM4 Manager to add, edit, and remove Configs as described in the earlier sections of this manual. When you are done, shut down XIM4 Manager and reconnect your XIM4 to your console. To modify your Configs while in-game, please refer to *Adjusting Configs On-The-Fly*.

ADJUSTING CONFIGS ON-THE-FLY

XIM4 provides a way to change a Config without using XIM4 Manager. Although limited, it is convenient if you want to make quick “on-the-fly” adjustments to key Config values.

When XIM4 is in this mode, you can use your controller to update your **hip** and **aim-down-sight (ADS) sensitivity** as well as your **button bindings**. Your mouse and keyboard/joystick will continue to stay active so that you can quickly preview changes until your optimal settings are found.

ENTERING/EXITING MODE

To **enter** this mode, press **Menu and View** for *Xbox One* or **Options and Touch-Click** for *PlayStation 4* at the same time on your controller (for *Xbox 360* press **Start and Back** and for *PlayStation 3* press **Start and Select**);



While in “on-the-fly” Config Mode, your XIM4 will display two rapid blue pulses over and over:



To **exit** from this mode, press the same two buttons you pressed to enter. Your changes will then be saved.

ADJUSTING HIP SENSITIVITY

Use your controller’s **D-Pad Up** to **increase hip aiming sensitivity**. As it is increased, your XIM4 will display yellow brightening pulses:



Likewise, use your controller’s **D-Pad Down** to **decrease hip aiming sensitivity**. As it is decreased, your XIM4 will display yellow fading pulses:



ADJUSTING ADS SENSITIVITY

If your Config has aim-down-sight (ADS) Settings, use your controller’s **D-Pad Right** to **increase ADS aiming sensitivity**. As it is increased, your XIM4 will display green brightening pulses:



Similarly, use your controller’s **D-Pad Left** to **decrease ADS aiming sensitivity**. As it is decreased, your XIM4 will display green fading pulses:



BINDING BUTTONS

To enter button binding mode, press your controller’s **Guide** button for *Xbox* or **PS** button for *PlayStation*. Once you have entered button binding mode, you cannot exit back to sensitivity editing mode. You will need to exit “on-the-fly” Config Mode instead. Upon entering button binding mode, your XIM4 will display a magenta followed by a cyan pulse:



At this point, you can now bind buttons. To start, **press any button on your controller**. XIM4 will acknowledge your controller button selection by displaying a magenta pulse:



Now, **press any button on your mouse, keyboard, or joystick**. That button will now be bound to the controller button you chose. XIM4 will acknowledge the binding by displaying a cyan pulse:



Repeat this process until you've mapped all the buttons you want.

If you can't remember what a particular controller button does in the game, simply press and hold the button and XIM4 will allow it to pass through.

WIRELESS NAV SETUP

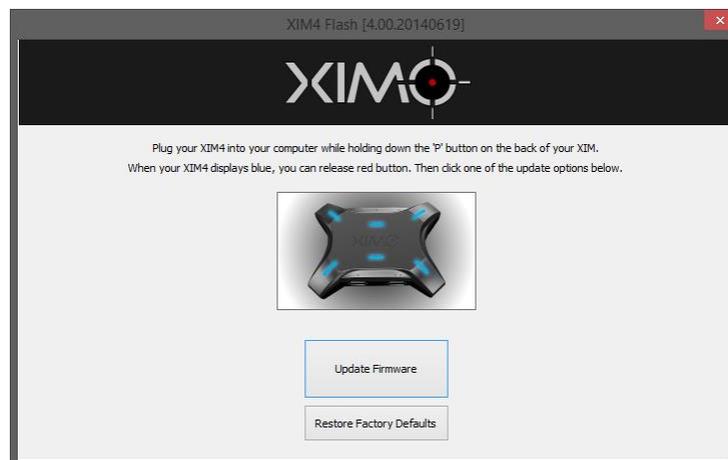
To use your **Sony Move Navigation Controller** wirelessly, you don't need any extra hardware. Your XIM4's internal Bluetooth radio will be used. Follow these steps:

1. Make sure your **XIM4** is **OFF**
2. Make sure your **Nav** is **OFF** and fully **CHARGED**
3. Plug your console controller into **Port 3** on your XIM4
4. Plug your Nav **wired** (using a mini-USB cable) into **Port 2** on your XIM4
5. **Connect** your XIM4 to your console that is already on
6. **Wait** for your XIM4 to initialize
7. **Verify** your Nav is working by using it's analog stick and pressing it's buttons
8. **Unplug** your Nav

After these steps, your Nav will be paired with your XIM4. These steps only need to be performed once. Next time you power up your XIM4, simply press the PS button on your Nav and it will connect to your XIM4.

FIRMWARE UPDATES

Your XIM4 will be updated with new features over time and new firmware "drops" will be provided. The *XIM4 Flash Tool* is used to upgrade your device. The tool is available through XIM4.com's *Download* section:



Updating your XIM4 requires a Windows PC and it will need to be put into **Programming Mode** to update it. To do so, **connect your XIM4 to your PC while holding down the “P-Button” on the back of the device.** Your XIM4 will start up and enter into Programming Mode and its light will display **blue**. At this point, you can **Update** your device.

RESTORING FACTORY DEFAULTS

In the event that you may need to restore your XIM4 back to its original default settings, you can choose to **Restore Factory Defaults** from the XIM4 flash tool.

Be aware that **you will lose all your Configs/Settings.**

TROUBLESHOOTING

COMMUNITY FORUM

The **XIM Community Forum** (<http://xim4.com/community>) is an active gathering place of gamers just like you from all over the world. If you are having an issue with your XIM4, chances are high that there is another XIM gamer out there with the same exact hardware and environment that can assist you.

COMMON ISSUES

For a list of common issues and solutions, please refer to the **XIM4 Support FAQ** (<http://xim4.com/support>).