ASUS®

Eee Stick

GMC-1

User Manual

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Safety

- To prevent a risk of electric shock, never expose the Eee Stick to rain or moisture.
- Never try to open the Eee Stick case. The dangerous high voltages inside the Eee Stick may result in serious physical injury.
- If you encounter technical problems with the Eee Stick, contact a qualified service technician or your retailer.
- To prevent the Eee Stick from dropping while you are playing games, properly put on the wrist straps to both of your hands, and then tighten the straps using the strap locks.

Notes for This Manual

To make sure that you perform certain tasks properly, take note of the following symbols used throughout this manual.

	WARNING: Vital information that you MUST follow to prevent injury to yourself.
	IMPORTANT: Instructions that you MUST follow to complete a task.
	TIP: Tips and useful information that help you complete a task.
	NOTE: Additional information for special situations.

Package Contents

Check your Eee Stick package for the following items:

Eee Stick Controller

USB Dongle

Warranty Card

Support DVD

Quick Start Guide

AA Battery x4

If any of the above items is damaged or missing, contact your retailer immediately.

Knowing Your Eee Stick

Button Introduction

➢ USB Dongle

➢ Eee Stick Controllers

Front View

Top View

Battery Installation

Installing the batteries

1. Remove the battery cover.
2. Install the batteries into the slots in the correct orientation.
3. Slide back the battery cover.

Removing the batteries

1. Remove the battery cover.
2. Pull the edge of the battery in the right battery slot until it is released.
3. Follow step 2 and to remove the battery in the left battery slot.

1. Risk of explosion if battery is replaced by an incorrect type.
2. Dispose of used batteries according to the local regulations.

Method of Usage

To Enable your Eee Stick

1. Plug the USB Dongle into your computer. It would be entered Eee Stick Game Menu.

2. Press on the power Button on the two Controllers for one second and then release the power Buttons; the Status LED on the Dongle will simultaneously blink rapidly, and this represents that it is in the connection-searching process.

3. When the connection is established, LED 1 will keep constantly turning on (If user is player 2, LED 2 will be on constantly). It represents that it is ready for usage; the default mode is Mouse Mode.
4. When two players use two sets Eee Stick, LED 1 on the Controllers of player 1 will be constantly on and the LED 2 on the Controllers of player 2 will be on constantly.

Rebinding your Eee Stick

1. When two Status LEDs on the Activation/Navigation Controllers blink at the same time, it indicates connection failure.
2. Please execute rebinding your Eee Stick at this time.

   Please press down the Button on the Dongle first, and then press the power Button + Button 7 on Activation Stick for 1 second (for Navigation Stick, power Button + Button 11). When the LED 1 on the two Controllers light up constantly (it means player 1), it manifests that connection is successful.

Turbo Function

1. When you need the function of fast shooting during the game playing, you could start (trigger) the Turbo Function Button on the Activation/Navigation Sticks.
2. Turn on/ Shut off methods:

   Activation Stick: Button 7 + the game Button for setting turbo function.

   Navigation Handle: Button 11 + the game Button for setting turbo function.

Shutting off turbo Function: repeating the steps described above.

Turning off your Eee Stick

1. Under the condition that the machine is in operation, press the power Buttons on the Activation/Navigation Sticks for over two seconds; the Activation/Navigation Controllers will automatically shut off the power.
2. When two Status LEDs blink alternatively, it indicates power insufficiency. Please change batteries as soon as possible.

Instructions of Status LED

	Status	Description
Dongle	Blinking	In binding progress
	Constant on	Connection is successful
Controllers	Two LEDs blink rapidly and simultaneously	In binding progress
	Two LEDs blink simultaneously	Binding fails
	LED1 is constant on	Successful connection (For player 1)
	LED2 is constant on	Successful connection (For player 2)
	Two LEDs blink alternatively	Power insufficiency, it will shut off automatically.

Eee Stick Game Menu

Mouse Mode

Ensure that the USB Dongle is properly installed to your PC before using the Eee Stick.

Scenario of Application

Activation Stick could simulate 3D mouse for usage, and it fits to control Window Operating System and also fits to operate in coordination with mouse-controllable games.

Operation Method

- Button 1 to 5 on the Activation Stick corresponds to the left, right and roller Button of the Mouse.

- It needs only to turn the Activation Stick by wrist; one could easily move the cursor.

Other Functions

Mouse Sensitivity

1. **Eee Stick Game Menu** > **Advanced Setting** > **Adding Eee Stick Game Setting** or **Modifying Eee Stick Game Setting** > **Stick control setting** > **Button control setting** > Select **Mouse Mode** > Click **Mouse Sensitivity**

2. User could set up three levels of Mouse sensitivities; when completed, please click **OK.**

3. Please use MODE Button + Button 2 to switch among the three levels of sensitivities; when doing switch operation, it will start from sensitivity shift 1 by pressing MODE button and Button 2 once; press MODE button and then Button 2 twice to switch to sensitivity shift 2; press MODE button and then Button 2 three times to switch to sensitivity shift 3; when it succeeds, Controllers will vibrate to give an indication. If Eee Stick is rebooted, the sensitivity will reset to sensitivity shift 1.

Cursor Adjustment

Pressing to hold MODE Button could freeze the cursor; adjusting the holding gesture, and then release the Mode Button. It is then able to move the cursor.

Joystick Mode

Scenario of Application

By swinging the Controllers or controlling Game Button/Analog Stick, it could replace the functions of keyboard and traditional gamepad.

In Joystick Mode, user can use motion and button function **simultaneously** to play games.

Operation Method

1. **Eee Stick Game Menu > Advanced Setting > Adding Eee Stick Game Setting** or **Modifying Eee Stick Game Setting > Stick Control Setting**

2. Both the Activation/Navigation Sticks provide 8-way 3D motions; it could be configured according to different game types.

Motion control setting	Supporting motions		Motion control setting	Supporting motions	
	Activation	Navigation		Activation	Navigation
Swing to right			Swing forwards		
Swing to left			Right Circling (Clockwise Circling Swing)		
Swing to upwards			Left Circling (Counterclockwise Circling Swing)		
Swing to downwards			Hooking (Leftward/rightward arc swing)		

Tilt Mode

Scenario of Application

In flying simulation or racing games, Eee Stick Activation Stick could be fixed on certain supporting point to simulate the operations of traditional flight joystick or racing wheel.

It should be advised that the now pose will be the original point of the pose for following operations; this indicates that keeping this pose will be seen as completely no tilting movement.

Operation Method

1. **Eee Stick Game Menu > Advanced Setting** **> Adding Eee Stick Game Setting** or **Modifying Eee Stick Game Setting > Button control setting >** Click **Tilt Mode.**

2. Activating Tilt Mode will replace the moving up/down/left/right of the Analog Stick.

Game Advanced Setting

The user is suggested use keyboard and mouse to complete the Advanced Setting.

Adding Eee Stick Game Setting

Establishing New Eee Stick Game Setting

1. If a game has been installed, it is able to use Eee Stick to play the game by establishing new Eee Stick Game Setting.
2. **Eee Stick Game Menu** > **Advanced Setting** > **Adding Eee Stick Game Setting** > **Establishing New Eee Stick Game Setting** > following the Instruction Steps to Complete the Configuration.

Importing Eee Stick Game Setting

1. If the game has been installed and one has acquired Eee Stick Game Setting from friends or the ASUS website; it is able to play the game with Eee Stick by importing Eee Stick Game Setting.
2. **Eee Stick Game Menu** > **Advanced Setting** > **Adding Eee Stick Game Setting** > **Importing Eee Stick Game Setting** > following the instruction steps to complete the configuration.

Modifying Eee Stick Game Setting

1. User could modify the established Eee Stick Game Setting by revising the configuration.
2. **Eee Stick Game Menu** > **Advanced Setting** > **Modifying Eee Stick Game Setting** > following the instruction steps to complete the configuration.

Deleting Eee Stick Game Setting

1. User could use Deleting Eee Stick Game Setting functions to delete the established Eee Stick Game Setting.
2. **Eee Stick Game Menu > Advanced Setting** **> Deleting Eee Stick Game Setting** > following the instruction steps to complete the configuration.

Deleting Eee Stick Game Setting will only remove the game configuration contents; it will not uninstall the game.

Exporting Eee Stick Game Setting

1. User could port out file to share with other people by using the function of exporting Eee Stick Game Setting.
2. **Eee Stick Game Menu > Advanced Setting** **> Exporting Eee Stick Game Setting** > following the instruction steps to complete the configuration.

Stick Control Setting

Button control setting

1. Click selected button and set the configuration on the bottom of the menu。

2. Under keyboard mapping setting, user can input 1 to 3 Buttons to correspond to any Button on the Eee Stick; under traditional gamepad mapping setting, user can select 1 pad to correspond to any button on the Eee Stick.

Keyboard Mapping Setting

Traditional gamepad Mapping Setting

3. Define the button function name in the right column. When completed, please click **OK.**

Motion control setting

1. Click selected motion and set the configuration on the bottom of the menu。

2. Under keyboard mapping setting, user can input 1 to 3 Buttons to correspond to any Button on the Eee Stick; under traditional gamepad mapping setting, user can select 1 pad to correspond to any button on the Eee Stick.

Keyboard Mapping Setting

Traditional gamepad Mapping Setting

3. Define the button function name in the right column. When completed, please click **OK.**

Switching between Keyboard and traditional gamepad mapping setting would clear the previous setting and then switch to the other mapping setting.

FAQ

Operation Method

Q : When it is in Mouse Mode, how will be most handy to operate the Controllers?

A : It is advised that use wrist to swing the Activation Stick will make cursor movement very smooth and easy.

Q : While loading the game, why the Controllers could not be used?

A : In order to avoid the wrong actions that lead to a wrong execution of desktop programs, therefore, the program will temporally shut off the functions while game is being loading.

Q : How could I remove the batteries smoothly in the Controllers?

A : Please pull lightly from the positive polarity of the battery, removing the right side battery first, and the left side battery could then be removed easily.

Please refer to the **Help** > **Knowing your Eee Stick** > **Battery Installation** for the relevant instructions

Q : How to avoid the Controllers to slip off from the hands during the game playing?

A : Please put the wrist strap on two hands and tighten the wrist strap with strap locks.

Q : When the Cursor is off position or could not be rightly positioned, how could I do the Cursor adjustment?

A : Please refer to **Help** > **Mouse Mode** > **Other Functions** > **Cursor Adjustment**.

Operation Configuration

Q : Under Windows Operating System, how to adjust the configurations of Mouse sensitivity?

A : Click **Start** > **Control Panel** > **Mouse** > **Sensitivity**. Please adjust the rate of the Mouse Sensitivity.

Q : I wish to configure the game Buttons by myself, what should I do?

A : Please refer to **Advanced Setting** > **Modifying Eee Stick Game Setting** to do the modification.

If further instructions are required, please refer to **Help** > **Game Advanced Setting** > **Modifying Eee Stick Game setting**

Q : During game playing, how solves the interference on the screen because of the Input Method Editors (IME)?

A : The problem is because of the operating system and IME. It could be solved by following approaches:

1. Minimizing the Language Bar
2. Changing the default input language is English.
3. Every time you start the game, pressing Ctrl + Space to close the input language of Chinese.

Q : How to configure one Button on the Eee Stick to correspond to multiple Button commands on the keyboard?

A : **Advanced Setting** > **Adding Eee Stick Game Setting** or **Modifying Eee Stick Game Setting** > **Stick Control Setting** > **Button control setting**. On the bottom of the menu, clicking on keyboard configuration, one could input 1 to 3 Buttons to correspond to any Button on the Sticks.

Other Troubles

Q : Where could I get the Eee Stick Game Setting or Eee Stick Application Program?

A : Advanced Setting > **Adding Eee Stick Game Setting** > **Live Update**. ASUS worldwide website provides Eee Stick Game setting and Application Program, and users could download and install by themselves.

Q : What does it represent concerning the Status LED signals on the Controllers and Dongle?

A : Please refer to **Help** > **Knowing your Eee Stick** > **Method of Usage** > **Instructions of Status LED**.

Q : After the connection fails, how performs Eee Stick rebinding?

A : Please press down the Button on the Dongle first, and then press the power Button + Button 7 on Activation Stick for 1 second (for Navigation Stick, power Button + Button 11). When the LED 1 on the two Controllers light up constantly (it means player 1), it manifests that connection is successful.

Q : How could I know how much more energy volume remaining in the Sticks for operation?

A : The energy volume will be displayed on the bottom of Eee Stick Game Menu after the connection between the Sticks and Dongle succeeds.

Eee Stick
Player1
Player2
1/2

Trouble Shooting

➢ No Response from the Status LED on the Dongle and the Sticks

1. Please confirm that the Dongle has been connected to USB slot and has accessed to that device.
2. Please confirm the sufficiency of energy volume of Activation/Navigation Sticks.
3. Press the power Buttons of two Controllers 1 second and then release; both Status LEDs on the Controllers and Dongle begin to blink.
4. If the Status LED fails to respond, please contact ASUS maintenance sites.

➢ Both Dongle and Sticks work normally, but it still could not build up mutual connections

1. The connection distance should be below 10 meters, and the suggested optimum connection distance is within 2 meters.
2. Please reboot Eee Stick. Pressing the power Button of two Controllers one second and release it, and then both Status LEDs on the Controllers and receives begin to blink. When the connection is established, LED 1 will keep constantly turning on(if user is player 2, LED 2 will be on constantly).
3. Please rebind your Eee Stick. Pressing the power Button of two Controllers until both Status LEDs on the Controllers and receives begin to blink.
4. If there are too many wireless devices around, it will impact the Eee Stick connection quality.
5. If the connection still fails, please perform rebinding.

➢ The connection between Dongle and Sticks has been established, but the Sticks fail to function

1. Please confirm operation of Eee Stick correctly yet.
2. Under Windows Operating System, please confirm the mode is Mouse Mode. If no, please press MODE button + Button 2 to switch Mouse Mode.
3. Please confirm whether there are other interferences from surrounding wireless devices or whether the connection distance is too far away.
4. If the computer system is down, please make a forced shut down of program to reboot.

➢ Could not open the games in the Eee Stick Game Menu

1. Please confirm whether the game has been installed properly.
2. If it is caused by the system resources insufficiency, please shut off the programs not in use.

➢ Dongle has been properly connected to the computer, but it fails to display the Eee Stick Game Menu

1. Please confirm that the Dongle has been connected to USB slot and has accessed to that device.
2. Please confirm whether the Eee Stick Application Program has been installed properly.
3. Please confirm whether the Eee Stick Game Menu has been booted on the toolbar; if not, please click manually the Eee Stick Game Menu shortcut on the desktop or Eee Stick icon in system tray; or click on **Start** > **Programs** > **ASUS_EeeStick** > **ASUS_EeeStick**

➢ Controllers Auto Shut Off

1. When the energy volume of the Controllers is over low, the Status LEDs will blink swiftly and alternatively. It will automatically shut off 4 seconds later.
2. When the Eee Stick is put at rest for over 10 minutes, the power will be automatically shut off to save the battery energy.