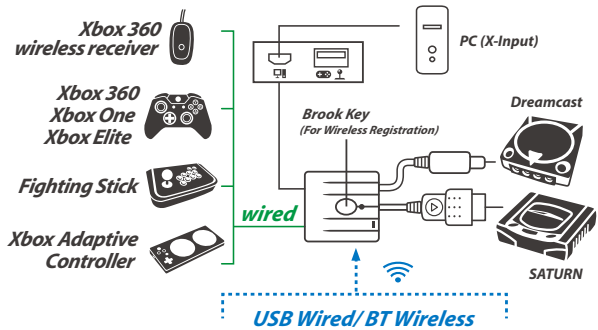
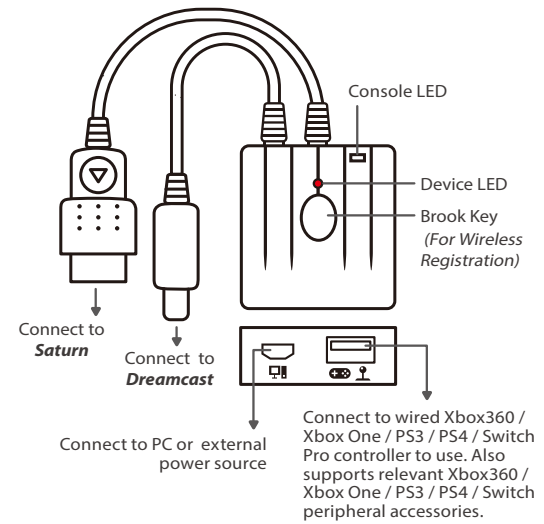




**Each Wingman SD can only connect to a single Xbox 360 / Xbox One / PS3 / PS4 / Switch device. Wingman SD supports most of the accessories that are compatible with original factory specifications. To expand the number of supported accessories, firmware will be updated irregularly.*

LED Display		
Status	Console LED	
	Green LED Permanently on	Red LED Permanently on
Connect to Saturn	3D Controller Mode	Standard Mode
Connect to Dreamcast	Gamepad Mode	Arcade Stick Mode
Switching Method*	Select+Triangle	Select+Cross
Connect to PC	PC Connecting	-

* The example of the switching method used PS3 / PS4 controller. Please refer to the **Corresponding Buttons List** when using other controllers.

Device LED	Status
Red LED Permanently On	The connector and the device are currently connected.
Red LED Slow blinking (Once every two seconds)	Wired device is not connected. Wireless device is searching for connection...
Red LED Fast blinking (Seven times per second)	Wireless pairing mode is ON Searching for pairing device...
Red LED Blinking (Five times per second)	Turbo-Remap button is being pressed.
Red LED Off	Entering Turbo-Remap Settings.

Connecting to the Device

step.1
Connect Wingman SD to Saturn / Dreamcast / PC via port. Permanently light of the **Console Green LED** of Wingman SD indicates that the connection to the console is successful.

step. 2
Wired Connection:
Connect the Xbox 360 / Xbox One / PS3 / PS4 / Switch wired controller or game pad to Wingman SD through the USB port. Some devices with high power consumption, such as the Switch Pro controller, require an external USB power source for normal use.

Using a X360 wireless controller:
Simply connect the wireless X360 wireless receiver to the Wingman SD through the USB port.

Using Xbox One wireless controller / Xbox One Elite Series 2 controller:
Connect the Xbox One wireless controller (Bluetooth model) or the Xbox One Elite Series 2 to the Wingman SD and the controller will be ready for use. When connecting, hold the **Brook Key** on the Wingman SD for 1 second to enter wireless pairing mode. Then press the **Pair button** on the wireless controller to begin pairing. Fast blinking of **Device Red LED** of Wingman SD indicates that pairing is in progress.

Using PS3 / PS4 / Switch Pro wireless controller:
After completing the connection according to the instructions of the **Wired Connection**, remove the USB cable, and then wake up the PS3 / PS4 / Switch Pro wireless controller.

step. 3
Check whether the **Device Red LED** of the Wingman SD is permanently on. This indicates that the connection is completed.

Connection Pairing Supplementary Instructions

step.1
Holding the **Brook Key** on the Wingman SD for 1 second will activate wireless connection pairing mode. The Wingman SD will engage in pairing with surrounding Bluetooth devices. The pairing mode will end if:
A. The connection pairing with the wireless controller is successful.
B. The connection pairing is unsuccessful after 90 seconds.
C. The **Brook Key** is held for 1 second.

step. 2
Wireless connection records between an Xbox One wireless controller (with Bluetooth function) / Xbox One Series 2 and the Wingman SD will be erased if a wired connection is used. Wireless connection re-pairing will be required if wireless connection is used.

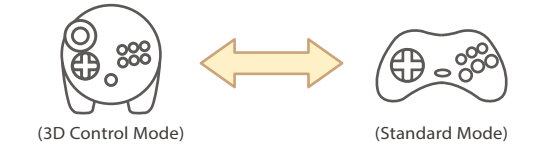
step. 3
If Xbox One Elite Series 2 controller is used, please turn off controller profile settings to prevent interference with Wingman SD's Turbo or Remap settings. As Xbox One Elite Series 1 controller is incapable of turning off profile settings, using Xbox One Elite Series 1 controller might result in Remap function overlapping.

Switch the input mode on Saturn

The default controller input setting of Wingman SD is "3D Control mode". When using a standard controller, you can switch to "Standard mode" manually. The following instructions are based on the Xbox One controller. For those using other controller, please refer to the **Corresponding Buttons List**.

Switch to "3D Control Mode" Press VIEW + Y, the **Console Green LED** is permanently on.

Switch to "Standard Mode" Press VIEW + A, the **Console Red LED** is permanently on.



Switch the input mode on Dreamcast

The default controller input setting of Wingman SD is "Gamepad mode". When using a arcade stick, you can switch to "Arcade Stick mode" manually. The following instructions are based on the Xbox One controller. For those using other controller, please refer to the **Corresponding Buttons List**.

Switch to "Gamepad Mode" Press VIEW + Y, the **Console Green LED** is permanently on.

Switch to "Arcade Stick Mode" Press VIEW + A, the **Console Red LED** is permanently on.



Corresponding Buttons							
PS3	PS4	Xbox360	XboxOne	Switch	PC	Saturn	Dreamcast
D-Pad (U/D/L/R)							
Lx / Ly						Analog Stick	
Rx / Ry							
×	×	A	A	B	A	A	A
○	○	B	B	A	B	B	B
□	□	X	X	Y	X	X	X
△	△	Y	Y	X	Y	Y	Y
L1	L1	LB	LB	L	LB	Z	
R1	R1	RB	RB	R	RB	C	
L2	L2	LT	LT	ZL	LT	L	L
R2	R2	RT	RT	ZR	RT	R	R
L3	L3	LSB	LSB	L3	LSB		
R3	R3	RSB	RSB	R3	RSB		
START	OPTIONS	START	MENU	+	START	START	START
SELECT	SHARE	BACK	VIEW	-	BACK		
PS Key	PS Key	Xbox Guide Key	Xbox Guide Key	Home	Xbox Guide Key	START	START

Turbo Function Settings	
The following instructions are based on the Xbox One controller. For those using other controller, please refer to the Corresponding Buttons List .	
Turbo Function Settings Buttons that can be set as Turbo function buttons include: A, B, X, Y, LB, RB, LT, RT, LSB, RSB (hereinafter referred to as FK)	
Step 1. Enter setting mode: Press VIEW + Xbox Guide, the Device Red LED of the Wingman SD will be off.	
Step 2. Choosing a FK button: (e.g. Setting A as turbo function) Hold VIEW, then press A	
Step 3. Completing Setting Mode: Release all buttons, then press MENU to save settings.	
Step 4. Exit setting mode: Press Xbox Guide, the Device Red LED of the Wingman SD will be permanently on.	
Cancelling Turbo Function Step 1. Enter setting mode: Press VIEW + Xbox Guide, the Device Red LED of the Wingman SD will be off.	
Step 2. Erasing all Turbo function buttons Press VIEW + MENU	
Step 3. Exit setting mode: Press Xbox Guide, the Device Red LED of the Wingman SD will be permanently on.	

Button Remap Settings	
The following instructions are based on the Xbox One controller. For those using other controller, please refer to the Corresponding Buttons List .	
Button Remap Settings Buttons that can be remap include: A, B, X, Y, LB, RB, LT, RT, LSB, RSB (hereinafter referred to as FK)	
Step 1. Enter setting mode: Press MENU + Xbox Guide, the Device Red LED of the Wingman SD will be off.	
Step 2. Choosing a FK button: (e.g. Setting X as A+B) Press X	
Step 3. Choosing button to be set: Hold VIEW, then press A + B.	
Step 4. Completing setting mode: Release all buttons, then press MENU to save settings.	
Step 5. Exit setting mode: Press Xbox Guide, the Device Red LED of the Wingman SD will be permanently on.	
Cancelling Button Remap Settings Step 1. Enter setting mode: Press MENU + Xbox Guide, the Device Red LED of the Wingman SD will be off.	
Step 2. Erasing all settings for Button Remap Settings. Press VIEW + MENU.	
Step 3. Exit setting mode: Press Xbox Guide, the Device Red LED of the Wingman SD will be permanently on.	

FCC Statement: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: • Reorient or relocate the receiving antenna. • Increase the separation between the equipment and receiver. • Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. • Consult the dealer or an experienced radio/TV technician for help. • Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. • Ambient Operating Temperature0°C to +50°C	
CE FCC ID: 2ADKM005B 005-102461	P/N: Wingman SD M/N: ZPP005B
For more details please visit our official website at www.brookaccessory.com	
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