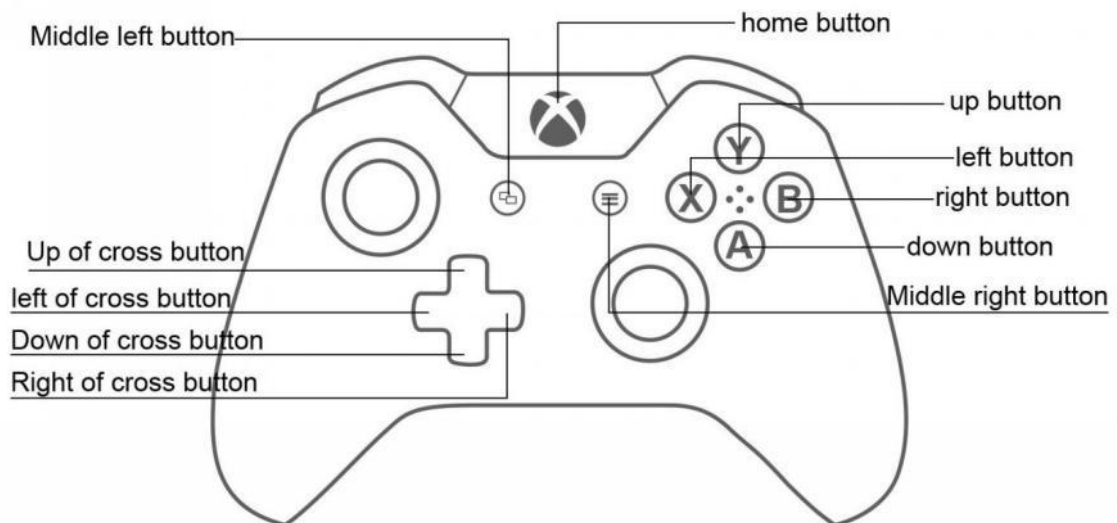
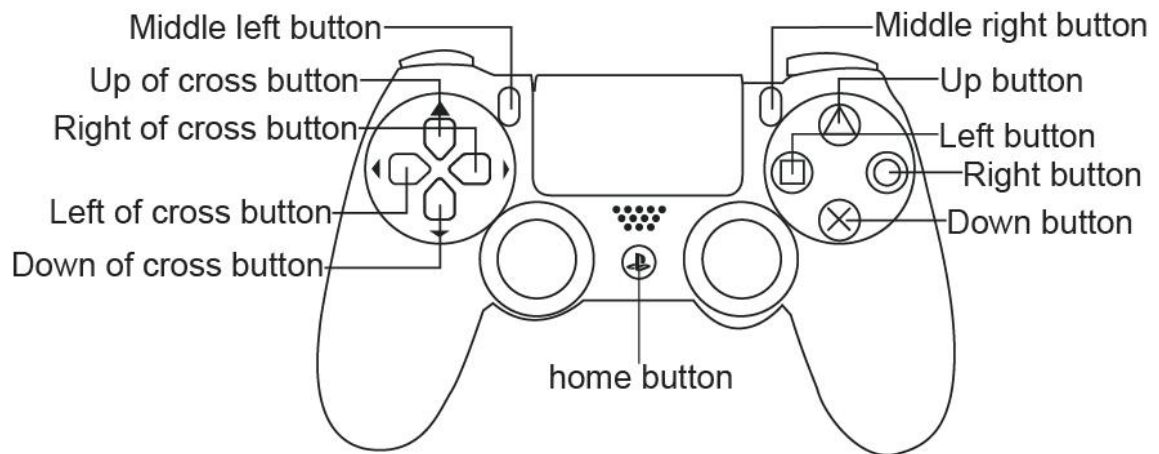
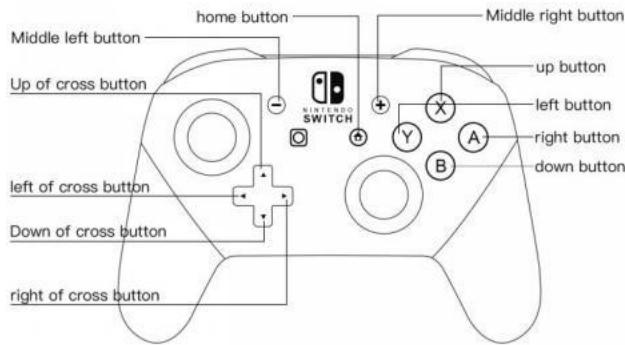


# Winbox P1 Instruction manual

Take the button distribution of X1,PS4,Pro,joy-con handle an example:

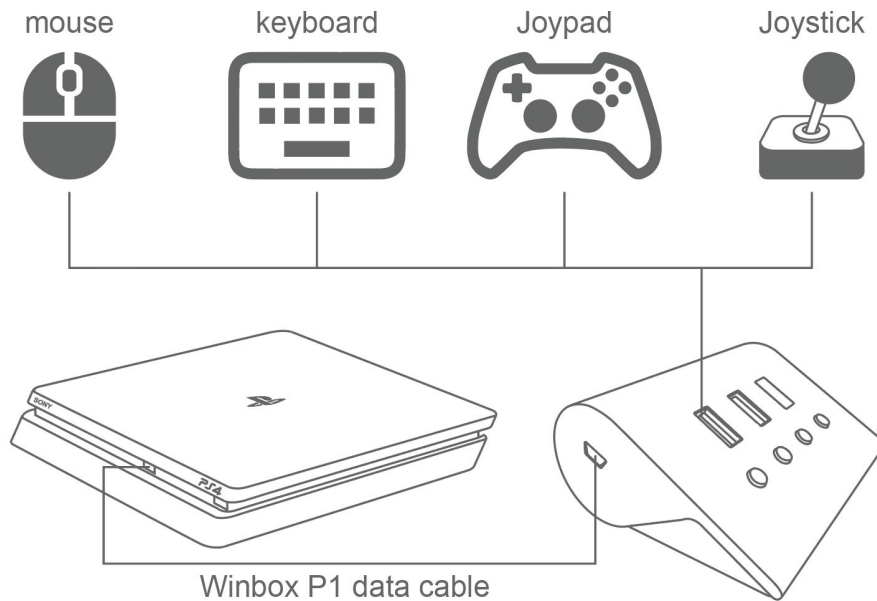


## First, PS4/Switch/X1 Key, or mouse action

1 : Insert the keyboard and mouse to Winbox P1

2 : Connect Winbox P1 with the given data line to PS4/Switch/X1 gaming consoles

3 : Press Enter Key of the keyboard or other key positions that map the home key to control the PS4/Switch/X1 game console with the keypad

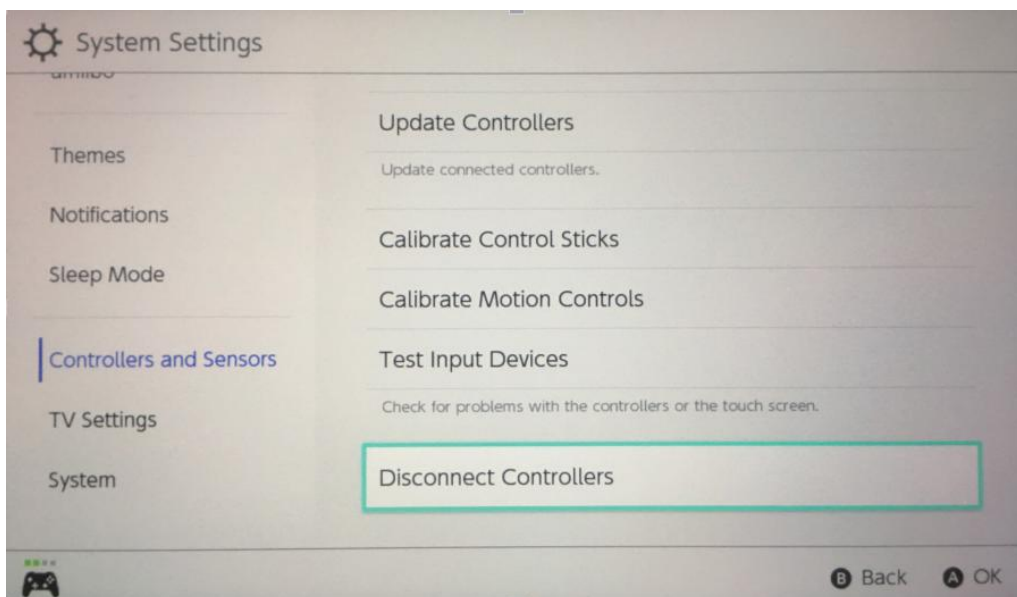


## Important Notes :

a、 Before connecting to Winbox P1, disconnect your own Bluetooth Controller (or use another PS4 accounts), such as PS4 "setting - peripheral device –Bluetooth - find the corresponding Controller to disconnect" .After connecting to Winbox P1, you need to press the Enter on keyboard or other keys that map the home key to use



b、 Before using the Switch, please set "Pro Controller Wired Communication" in the Switch system menu to ON. When connected enter the settings "System Settings-Controllers and Sensors-Disconnect Controllers" to disconnect the Controller's own Bluetooth connection.



C、 X1 host users must use the P1 to play the mouse and keyboard, the X1 original handle must be wired to P1 to guide.

D、 After most users connect to the PS4 host, press and hold the 1 second keyboard Enter key or the handle HOME button (when the handle is connected to P1), P1 can work normally.

## Second、Preset mouse and keyboard mapping

Winbox P1 has six different mouse DPIs for users to choose. “Page Up” on the keyboard keys to improve mouse sensitivity and “Page Down” to reduce mouse sensitivity. The default version of the mouse and keyboard mapping is preset, you can map it by himself. The following is a general version of the mouse and keyboard mapping diagram:



## Third、Methods of using physical shortcut keys

H1 Map button: Map Function Setting

H2 Bursting button: Bursting Function Setting

H3 Combo button: Combo Function Setting

H4 Auto Hanging button: Auto Hang up Function Setting

### H1 mapping key: :

The map key is a function of mapping one button to another different button, which can realize the same function of multiple buttons or exchange of multiple buttons.

1. Press the H1 key and release it to enter the key mapping function configuration mode (Controller vibration prompt, H1 green LED light is always on)
2. Press the button you want to map (Controller vibration prompt, H1 green LED light is

always on)

3. Press the button of the target map (Controller vibration prompt, H1 green LED light is always on)
4. Press the H1 key to exit the configuration mode (for example, press the A key first, then press the B key, that is, the A key has the B key function) (the Controller vibration prompts, the H1 green LED light goes out)
- 5, all clear: press H1 button (Controller vibration prompt, H1 green LED light is always on), then long press (3 seconds) H1 button to clear all and exit the configuration mode (Controller vibration prompt, H1 green LED light is off)

**E.g:**

**Handle button and keyboard button: After pressing the H1 button, first press the keyboard K button, then press the handle A button, and finally press the H1 button to exit the configuration mode, then the keyboard K button will have the function of the handle A button.**

**Left joystick and keyboard button of the handle: After pressing the H1 key, press the W key of the keyboard first, then push the left joystick of the handle upwards, and finally press the H1 key to exit the configuration mode, then the keyboard W key will have the function of pushing the left joystick of the handle upwards. .**

**Handle button and mouse button: After pressing the H1 button, first press the left mouse button, then press the handle L2 button, and finally press the H1 button to exit the configuration mode, then the left mouse button will have the function of the handle L2 button.**

**The right joystick of the handle and the mouse angle of view move: After pressing the H1 key, first move the mouse back and forth, and then rotate the right rocker, then the mouse movement will have the function of moving the right rocker angle of the handle.**

**PS:**

1. To use H1 for mapping, you need to press the keyboard or mouse button first, then press the handle button. The mapping fails if the order is wrong.
2. If a mapping error occurs with H1, you can re-copy the factory data.bin file for recovery, and then map again.

## **H2 burst key :**

The burst button is used to configure the selected button to burst mode. When the button is in burst mode, the button will have a burst function when pressed.

1. Press the H2 key and release it to enter the burst configuration mode (Controller vibration prompt, H2 red LED light is always on)
2. Press the button that needs to be sent continuously (Controller vibration prompt, H2 red LED light is always on)
3. Press H2 to exit the configuration mode (Controller vibration prompt, H2 red LED off)
- 4, All clear: press H2 button (Controller vibration prompt, H2 red LED light is always on), then long press (3 seconds) H2 button to clear all and exit the configuration mode (Controller vibration prompt, H2 red LED light is off)

### **H3 combo button :**

The combo button can record the continuous action and trigger it by pressing the button. After the setting is completed, the player can make a one-click move.

1. Press the H3 button and release it to enter the one-click combo function configuration mode (Controller vibration prompt, H3 yellow LED light is always on)
2. If the operation is continuous, the device will automatically record the combo (the yellow LED is always on)
3. After the recording is finished, press H3 again (Controller vibration prompt, H3 yellow LED light is always on), then select the button used to trigger this automatic combo to press. After the setting is successful, it will start once and exit the configuration mode (Controller vibration prompt, H3 yellow LED light goes out)
4. Clear all: Press H3 (Controller vibration prompt, H3 yellow LED is always on), then press and hold H3 (for 3 seconds) to clear all and exit the configuration mode (Controller vibration prompt, H3 yellow LED is off)

**For example: press the H3 button, then press A B C D 4 buttons, then press the H3 button, and finally press the E button to select the start button to end the recording, then the E button will be the start button for starting Combo-A B C D.**

**Support key:**

- a. All buttons except the HOME button and the Controller can be used for triggering.
- b. All buttons except the HOME button can be recorded.

### **H4 auto hanging button :**

This H4 key is the actual operation of the recording user and implements an infinite loop function. With this function, one-button automatic hanging operation can be realized.

1. Press the H4 button and release it to enter the automatic hanging configuration mode (Controller vibration prompt, H4 blue LED light is always on)
2. Every you hang up the machine once., the device will automatically record the operation (blue LED is always on)
3. After the recording is completed, press the H4 key again (the vibration prompt of the Controller and the H4 blue LED is always on), and then select the button used to trigger this automatic continuous action and press it. Once the setting is successful, it will start once and exit the configuration mode (the vibration prompt of the Controller and the H4 blue LED light will be off).
4. Clear all: press the H4 button (vibration prompt of the Controller, H4 blue LED light is always on), and long press (3 seconds) the H4 button to clear all and exit the configuration mode (vibration prompt of the Controller, H4 blue LED is off).

For example, after pressing H4, press A, B, C and D, and then press H4, and finally press E to select the start button to end recording. then the E button will be the start button for

starting Combo-A B C D.

**Support key:**

**A. all buttons except the HOME button and joystick can be used to trigger.**

**B. all buttons except the HOME button can be used to recorded.**

**Note: the difference between H3 Combo and H4 auto hang is that H3 combo is a one-time trigger, while H4 auto hang is an infinite loop trigger. However, H3 and H4 share one record. Both of them will be cleared when either of them is cleared.**

## **Fourth、PS4/Switch/X1 third party handle control**

### 1、Bluetooth wireless handle control

Remove the Bluetooth connection between the original Bluetooth handle and the PS4/Switch host, then refer to the home page notes a and b, and ensure the following steps:

a : Insert the attached Bluetooth dog into Winbox P1

b : Connect Winbox P1 to the PS4/Switch/X1 console via a gift data line

c : Match the third party Bluetooth handle with the attached Bluetooth dog. Press the handle Home key to control the PS4/Switch/X1 game after the match is successful. The Bluetooth match method is shown in the following table:

Joypad	Pairing button
PS4	SHARE+PS ( Middle left button+home )
Joy-con	Synchronize button (3 seconds)
Pro	Synchronize button (3 seconds)
XB1s、Wiiu	Long press joypad key

### 2、Wired handle control

Remove the Bluetooth connection between the original Bluetooth handle and the PS4/Switch host, then refer to the home page notes a and b, and ensure the following steps:

a : Winbox P1 Insert the third party handle into Winbox P1 through the handle data line

b : Connect Winbox P1 to the PS4/Switch/X1 game console via a complimentary data line, and then it can be used after pressing the Home key.

## **Fifth, doubles**

### **1, double handle mode**

Requires 1 original handle and 1 third party handle and 1 P1

A: Connect the original controller directly to the game console through its own Bluetooth or cable, and select the game account.

B: Connect the third-party controller to the game console via P1 Bluetooth or wired (see Method 1 for instructions) and select another game account.

### **2, handle + mouse mode**

Requires 1 original handle and 1 set of mouse and keyboard and a P1

A: Connect the original controller directly to the game console through its own Bluetooth or cable, and select the game account.

B: Connect the keyboard and mouse to the game console via P1 (see Method 1 for instructions) and select another game account.

### **3, double mouse mode**

Need 2 sets of mouse and keyboard and 2 P1, respectively connect the keyboard and mouse to the game console through P1 (please see explanation 1 for the method), and select different game accounts. (1 P1 connection 1 set of mouse and keyboard)

**Note: An account can only correspond to one device (handle or mouse). If both devices select the same account, they will grab control.**

## **Sixth, Firmware upgrade**

1. Visit the official website ([www.mycoov.com](http://www.mycoov.com)) to download and unzip the latest firmware package to the local.
2. Hold down H4 ,Insert the Winbox P1 into the computer by the dedicated data cable, and copy and replace the "firmware.bin" file in the folder into the Winbox P1 disk.
3. Winbox P1 pops up automatically, and the firmware is successfully upgraded.

## **Seventh, Replace the macro function**

1. Visit the official website ([www.mycoov.com](http://www.mycoov.com)) to download and unzip the required macro function package to the local.
2. Hold down H4 , Insert Winbox P1 into the computer by the dedicated data cable, and copy and replace the "data.bin" file in the folder into Winbox P1.
3. The modification time of "data.bin" can be used to judge whether the update is successful.

## **Eighth, handle vibration switch and strength adjustment function**

1. Press the HOME button + the middle button at the same time and release it to enter the vibration configuration mode.



2. Press the cross direction button to increase the vibration intensity.
3. Press the cross direction button to reduce the vibration intensity (lower the vibration to close)
4. Press the HOME button to exit the configuration mode.

### **Ninth, cool Wei button assistant instructions**

1. Go to the official website ([www.mycoov.com](http://www.mycoov.com)) and download the Coolway button assistant to the computer.
2. Open the software for mapping.
3. Click Save. The default name is “data.bin”. The path cannot be changed.
4. Press P1 and hold H4 to insert the computer, copy and replace the previously mapped “data.bin” into the P1 disk, then you can play it.

### **Mouse mapping:**

1. Drag the blue key on the handle to the corresponding mouse button to map successfully.
2. The right joystick mapping of the handle generally corresponds to the mouse movement, and the right rocker icon (yellow) is dragged to the yellow area of the mouse to be successfully mapped.



### **Keyboard mapping:**

Click the blue button on the handle, the button will turn orange, and then press the keyboard button you want to map to map successfully.



**Attachment:** for more features related to third party handles, such as vibration intensity adjustment, linear control turn on and off, handle key combination function; please refer to other COOV product manual, such as N100 PRO.

**connection:**

<http://www.mycoov.com/upload/2018-05/16/COOVN100Progongnengmiji.pdf>