

Wingman SNES Manual

English

中文



Company: Brook



Xbox 360 / Xbox One / XSX|S

Xbox Elite 1 / Xbox Elite 2

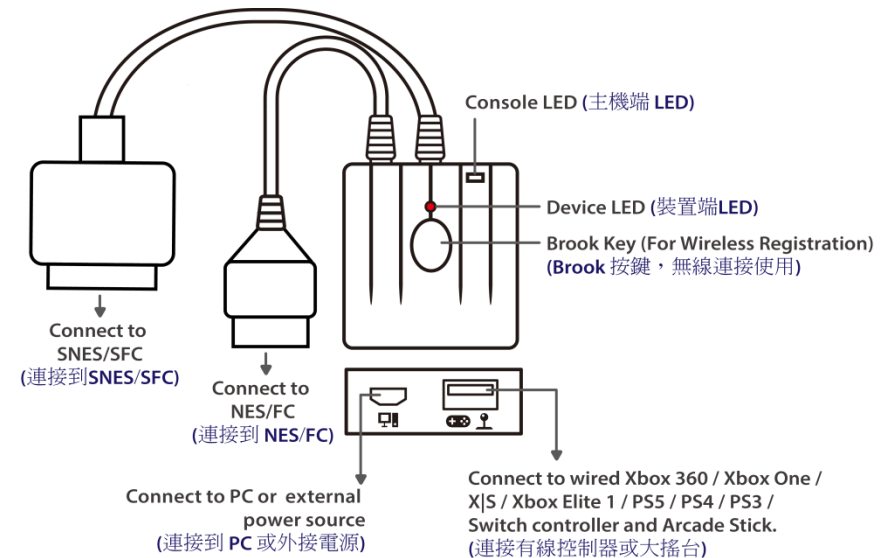
PS5 / PS4 / PS3 / Switch Pro



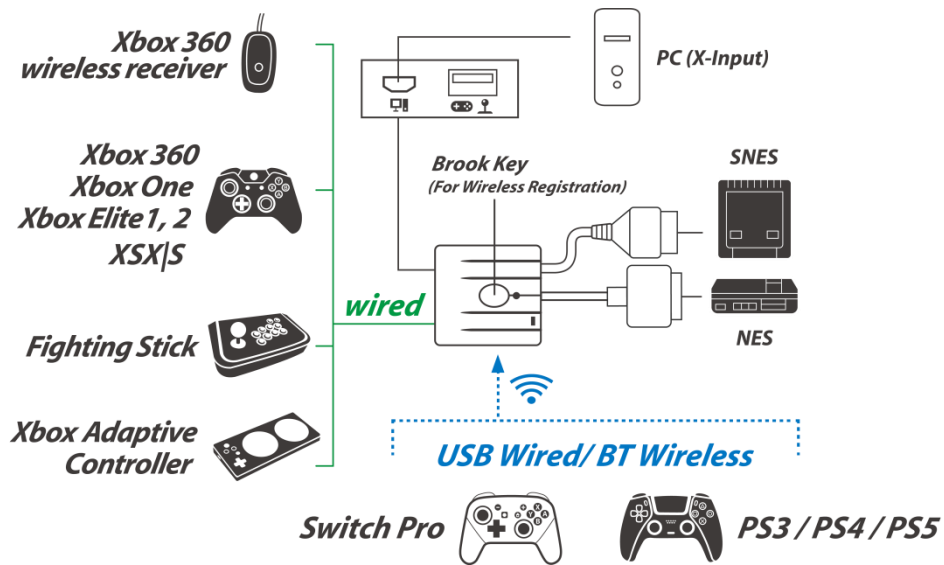
SNES / SFC

NES / FC

PC



Connection Diagram and Notice



NOTICE

- When the power supply of the wired handle is insufficient, the microUSB of the Wingman SNES can help supply power.
- Each Wingman SNES only connect to a single device.
- Wingman SNES supports most of the accessories that are compatible with original specifications.
- To expand the number of supported accessories, firmware will be updated irregularly.

LED Display

Console LED: the status mode of the Wingman SNES connects to the console.

Console	Gamepad	Fighting Stick
Connect to NES / FC	Green	-
Connect to SNES / SFC	Green	Red
Connect to PC	Green	-

Device LED: the status mode of the Wingman SNES connects to the controller.

Device LED	Status
Permanently On	Successfully connected
Slow Blinking (Once every two seconds)	Not connected
Fast Blinking (Seven times per second)	Wireless pairing mode is on searching for pairing Device.
Blinking (Five times per second)	Turbo-Remap button is being pressed.
LED Off	Entering Turbo-Remap Settings.

Wired Controller Connection

Step.1 Wingman SNES Connects to Console

Connect Wingman SNES to SNES/SFC/NES/FC/PC via port. Permanently light of the Console Green LED of Wingman SNES indicates that the connection to the console is successful.

Step.2 Wingman SNES Connects to Controller

Connect the wired controller to Wingman SNES through the USB port. The permanently Red LED of device LED indicates the connection is successful.

- Some devices with high power consumption, such as PS5 and Switch Pro controller, require an external USB power source for normal use.

Wireless Controller Connection

Step.1 Wingman SNES Connects to Console

When Wingman SNES connects to SNES / SFC / NES / FC / PC via the port, the permanently Green LED of console LED indicates connection is successful.

Step.2 Wingman SNES Connects to Controller

(1) PS5 / PS4 / PS3 / Switch Pro

Wired Connection first, and then press **Brook Key** for 1 second then remove USB cable. Finally wake up wireless controllers. The permanently Red LED of device LED indicates the connection is successful.

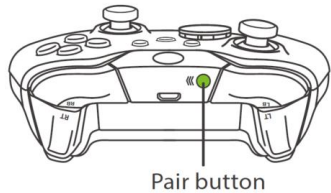
(2) Xbox 360

Connect the wireless X360 wireless receiver to the converter through the USB port. The permanently Red LED of device LED indicates the connection is successful.

(3) Xbox One / Xbox Elite 2

- 2022/01/12 announcement:
The firmware update of the Xbox Bluetooth controller (firmware version 5.11.3118.0) changes the Bluetooth to BLE, which leads to the result that Brook products no longer support the wireless use of the Xbox Bluetooth controllers.

Connect the Xbox One wireless controller (Bluetooth model) or the Xbox One Elite Series 2 to the converter and hold the **Brook Key** 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 SNES indicates that pairing is in progress.



- If Xbox One Elite Series 2 controller is used, please turn off controller profile settings to prevent interference with Wingman SNES'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.
- The pairing mode will end if:
 - The connection pairing with the wireless controller is successful.
 - The connection pairing is unsuccessful after 90 seconds. Please press Brook Key for 1 second again.
- Wireless connection records between an Xbox One wireless controller (with Bluetooth function) / Xbox One Series 2 and the Wingman SNES will be erased if a wired connection is used. Wireless connection re-pairing will be required if wireless connection is used.

Switch the Input mode

When the Wingman-SNES is power on, the default mode is gamepad.

Switch to Gamepad Mode

Hold on SHARE + , the Console **Green LED** is permanently on.



Gamepad mode

Switch to Fighting Stick mode

Device LED	Buttons	Status
Red LED Permanently On	Share + ○	Joystick mode 1
	Share + ×	Joystick mode 2
	Share + △	Joystick mode 3



Joystick mode 1



Joystick mode 2



Joystick mode 3

Corresponding Buttons List

PS5 PS4	PS3	X1 X S Elite1 Elite2	X360 PC	Switch	NES Gamepad	SNES Gamepad	SNES Joystick 1	SNES Joystick 2	SNES Joystick 3
×	×	A	A	B	B	B	B	L	Y
○	○	B	B	A	A	A	A	B	B
□	□	X	X	Y	-	Y	Y	Y	L
△	△	Y	Y	X	-	X	X	X	X
L1	L1	LB	LB	L	-	L	-	-	-
R1	R1	RB	RB	R	-	R	L	R	R
L2	L2	LT	LT	ZL	-	-	-	-	-
R2	R2	RT	RT	ZR	-	-	R	A	A
L3	L3	LSB	LSB	L3	-	-	-	-	-
R3	R3	RSB	RSB	R3	-	-	-	-	-
OPTIONS	START	MENU	START	+	START	START	START	START	START
SHARE	SELECT	VIEW	BACK	-	SELECT	SELECT	SELECT	SELECT	SELECT
PS Key		Xe Key		Home	-	-	-	-	-
Lx / Ly					D-Pad	D-Pad	D-Pad	D-Pad	D-Pad
Rx / Ry					-	-	-	-	-
D-Pad (U/D/L/R)									

Turbo Function Settings

The following instructions are based on the PS5 controller. For those using other controller, please refer to the **Corresponding Buttons List**.

Buttons that can be set as Turbo function buttons include: × / ○ / □ / △ / L1 / R1 / L2 / R2 / L3 / R3 (hereinafter referred to as FK).

Step.1 Enter the setting mode

Press **SHARE** + **PS Key**, the Device **Red LED** of the Wingman SNES will be off.

Step.2 Choosing a FK button: (e.g. Setting □ as turbo function)

Hold **SHARE**, then press □.

Step.3 Save Setting Mode

Release all buttons, then press **OPTIONS** to save settings.

Step.4 Exit setting mode

Press **PS Key**, the Device **Red LED** of the Wingman SNES will be permanently on.

■ Turbo and Remap can only be set in gamepad mode.

Cancelling Turbo Function Settings

The following instructions are based on the PS5 controller. For those using other controller, please refer to the **Corresponding Buttons List**.

Step.1 Enter the setting mode

Press **SHARE** + **PS Key**, the Device **Red LED** of the Wingman SNES will be off.

Step.2 Erasing all Turbo function buttons

Press **SHARE** + **OPTIONS**

Step.3 Exit setting mode

Press **PS Key**, the Device **Red LED** of the Wingman SNES will be permanently on.

■ Turbo and Remap can only be set in gamepad mode.

Remap Settings

The following instructions are based on the PS5 controller. For those using other controller, please refer to the **Corresponding Buttons List**.

Buttons that can be set as Remap function buttons include: × / ○ / □ / △ / L1 / R1 / L2 / R2 / L3 / R3 (hereinafter referred to as FK).

Step.1 Enter the setting mode

Press **OPTION** + **PS Key**, the Device **Red LED** of the Wingman SNES will be off.

Step.2 Choosing a FK button (e.g. Setting □ as ○)

Press □

Step.3 Choosing remap button to set

Hold on **SHARE**, then press ○

Step.4 Save Setting mode

Release all buttons then press **OPTIONS** to save settings.

Step.5 Exit setting mode

Press **PS Key**, the **Device Red LED** of the Wingman SNES will be permanently on.

■ Turbo and Remap can only be set in gamepad mode.

Cancelling Remap Function Settings

The following instructions are based on the PS5 controller. For those using other controller, please refer to the **Corresponding Buttons List**

Step.1 Enter the setting mode

Press **OPTIONS** + **PS Key**, the Device **Red LED** of the Wingman SNES will be off.

Step.2 Erasing all Remap settings function buttons

Press **SHARE**+ **OPTIONS**

Step.3 Exit setting mode

Press **PS Key**, the Device **Red LED** of the Wingman SNES will be permanently on.

■ Turbo and Remap can only be set in gamepad mode.

Other

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.
- (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.

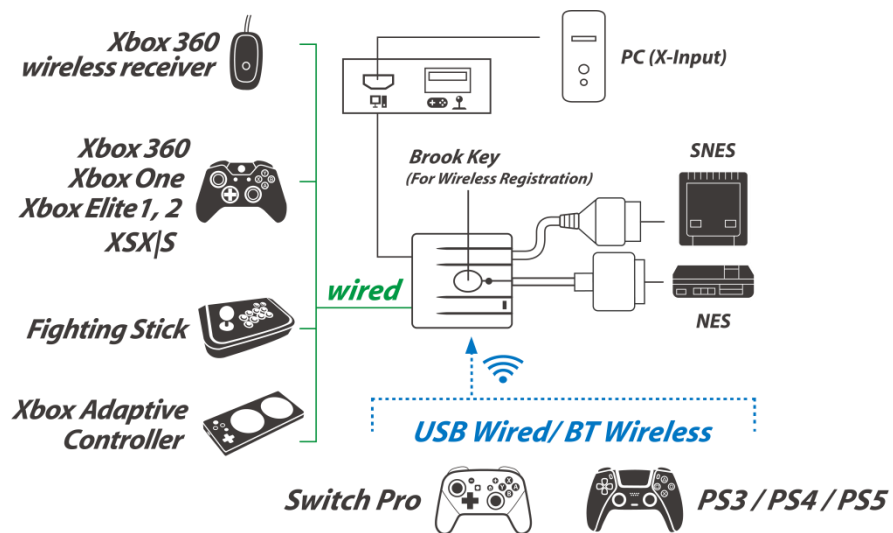
This equipment generates, uses and radiates radiofrequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

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.

P/N: Wingman SNES · M/N: ZPP005Q

連接圖及注意事項



注意事項

- 當有線控制器供電不足時，Wingman SNES 的 microUSB 可以幫助供電。
- 每個 Wingman SNES 只能連接一個控制器。
- Wingman SNES 支援大部分的控制器，為了持續擴增控制器的支援數量，轉接器韌體將不定期的更新，相關資訊將於官網及社群平台進行發佈。

LED 顯示

主機端 LED : Wingman SNES 連接到遊戲主機的燈號顯示

遊戲主機	手把	格鬥台
連接到 NES / FC	綠色	-
連接到 SNES / SFC	綠色	紅色
連接到 PC	綠色	-

裝置端 LED : Wingman SNES 連接到控制器的燈號顯示

裝置端 LED	狀態
燈號恆亮	連接成功
慢速閃爍 (兩秒一次)	尚未連線
快速閃爍 (每秒七次)	無線裝置配對中
一般閃爍 (每秒五次)	Turbo 或 Remap 的功能鍵被按下
LED Off	進入 Turbo 或 Remap 的設定

有線控制器連接

步驟 1、Wingman SNES 連接到遊戲主機

將 Wingman SNES 連接到遊戲主機 SNES/SFC/NES/FC/PC 的連接埠，主機端的綠色 LED 恆亮 表示與主機連線成功

步驟 2、Wingman SNES 連接到有線控制器

將有線控制器連以 USB 連接到 Wingman SNES，裝置端的紅色 LED 恆亮 表示與手把連線成功

- 有些控制器的耗電量較高，例如 PS5 或 Switch Pro 手把，此時則需額外外接電源才能正常使用。

無線控制器連接

步驟 1、Wingman SNES 連接到遊戲主機

將 Wingman SNES 連接到遊戲主機 SNES/SFC/NES/FC/PC 的連接埠，主機端的綠色 LED 恆亮 表示與主機連線成功

步驟 2、Wingman SNES 連接到無線控制器

(1) PS5 / PS4 / PS3 / Switch Pro

先進行 USB 有線連接，接著按下 Brook 鍵持續一秒，然後再將 USB 線移除，最後喚醒無線控制器。裝置端的紅色 LED 恆亮 表示與手把連線成功。

(2) Xbox 360

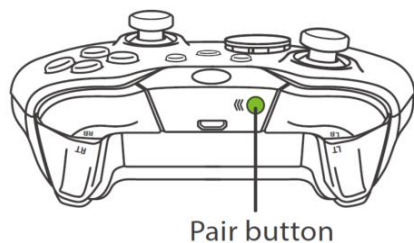
將 X360 無線遊戲接收器與 Wingman SNES 透過 USB 連接，裝置端的紅色 LED 恆亮 表示與手把連線成功。

(3) Xbox One / Xbox Elite 2

- 2022/01/12 公告：官方近日將 Xbox 藍牙手把進行硬體 (BLE) 及韌體上的更新 (版本 5.11.3118.0)，導致 Brook 轉接器產品不再支援無線 Xbox 藍牙手把。

將 Xbox One 無線手把 (藍芽規格) 或 Xbox One 菁英手把二代與 Wingman SNES 進行無線配對，配對時需按壓 Wingman SNES 上的 Brook 鍵 1 秒鐘以進入無線配對狀態 (此時呈現裝

置端紅色 LED 快速閃爍)，按下無線控制器上的無線註冊鍵以進行配對。裝置端的紅色 LED 恆亮 表示與手把連線成功。



- 若使用 Xbox One 菁英手把二代，請關閉手把的 Profile 設置，以避免與 Wingman SNES 本身的 Turbo 或 Remap 設置互相干擾。
- 當 Xbox One 菁英手把一代因沒有關閉 Profile 功能，可能造成 Remap 功能的重疊。
- 當發生以下任一狀況發生時會退出配對模式：
 - 與無線手把配對成功
 - 配對超過 90 秒鐘仍未成功
 - 再次按壓 Brook 鍵 1 秒鐘
- 使用 Xbox One 無線控制器 (藍芽規格) 或 Xbox One 菁英手把二代與 Wingman SNES 進行無線配對後，後續改為有線連接時，將導致原本的無線配對紀錄被清除，此時則需重新無線配對。

切換手把或格鬥台模式

Wingman SNES 預設的輸入模式為手把模式」。使用格鬥台模式時可手動切換為格鬥台模式。

切換手把模式

按住 SHARE + □，主機專綠色 LED 將呈現恆亮



手把模式

切換格鬥台模式

裝置 LED	按鍵	狀態
紅色 LED 恆亮	Share + ○	搖台模式 1
	Share + ×	搖台模式 2
	Share + △	搖台模式 3



搖台模式 1



搖台模式 2



搖台模式 3

按鍵配置對應表

PS5 PS4	PS3	X1 X S Elite1 Elite2	X360 PC	Switch	NES 手把模式	SNES 手把模式	SNES 搖台模式 1	SNES 搖台模式 2	SNES 搖台模式 3
×	×	A	A	B	B	B	B	L	Y
○	○	B	B	A	A	A	A	B	B
□	□	X	X	Y	-	Y	Y	Y	L
△	△	Y	Y	X	-	X	X	X	X
L1	L1	LB	LB	L	-	L	-	-	-
R1	R1	RB	RB	R	-	R	L	R	R
L2	L2	LT	LT	ZL	-	-	-	-	-
R2	R2	RT	RT	ZR	-	-	R	A	A
L3	L3	LSB	LSB	L3	-	-	-	-	-
R3	R3	RSB	RSB	R3	-	-	-	-	-
OPTIONS	START	MENU	START	+	START	START	START	START	START
SHARE	SELECT	VIEW	BACK	-	SELECT	SELECT	SELECT	SELECT	SELECT
PS Key		Xe Key		Home	-	-	-	-	-
Lx / Ly					D-Pad	D-Pad	D-Pad	D-Pad	D-Pad
Rx / Ry					-	-	-	-	-
D-Pad (U/D/L/R)									

連射功能設定

以下說明使用 PS5 手把為範例，使用其他控制器請參照按鍵配置對應表。允許設定連射功能的按鍵包括：A、B、X、Y、LB、RB、LT、RT、LSB、RSB 等 10 個按鍵（以下稱為 FK）。

步驟 1、進入設定模式

按住 **SHARE + PS 按鍵**，裝置端 **紅色 LED** 將會熄滅

步驟 2、選擇一個 FK 按鍵（例如將 設置為 Turbo 功能）

按住 **SHARE**，然後按

步驟 3、儲存設置

釋放所有按鍵，然後按下 **OPTIONS** 儲存

步驟 4、退出設定模式

按下 **PS Key**，裝置端 **紅色 LED** 將恆亮

■ Turbo 和 Remap 只能在手把模式上設定

取消連射功能設定

以下說明使用 PS5 手把為範例，使用其他控制器請參照按鍵配置對應表。

步驟 1、進入設定模式

按住 **SHARE + PS Key**，裝置端 **紅色 LED** 將會熄滅

步驟 2、清除所有 Turbo 功能

按住 **SHARE + OPTIONS**

步驟 3、退出設定模式

按住 **PS Key**，裝置端 **紅色 LED** 將恆亮

■ Turbo 和 Remap 只能在手把模式上設定

自定義按鍵設定

以下說明使用 PS5 手把為範例，使用其他控制器請參照按鍵配置對應表。允許設定連射功能的按鍵包括：A、B、X、Y、LB、RB、LT、RT、LSB、RSB 等 10 個按鍵（以下稱為 FK）。

步驟 1、進入設定模式

按住 **OPTION + PS 鍵**，裝置端 **紅色 LED** 將會熄滅

步驟 2、選擇一個 FK 按鍵（例如： 作為 的功能）

按下

步驟 3、選擇重新分配按鍵

按住 **SHARE** 再按下

步驟 4、儲存設置

釋放所有按鍵，然後按下 **OPTIONS** 儲存

步驟 5、退出設定模式

按下 **PS Key**，裝置端 **紅色 LED** 將恆亮

■ Turbo 和 Remap 只能在手把模式上設定

取消自定義按鍵設定

以下說明使用 PS5 手把為範例，使用其他控制器請參照按鍵配置對應表。

步驟 1、進入設定模式

按住 **OPTIONS + PS Key**，裝置端 **紅色 LED** 將會熄滅

步驟 2、清除所有自定義的功能

按住 **SHARE+ OPTIONS**

步驟 3、退出設定模式

按下 **PS Key**，裝置端 **紅色 LED** 將恆亮

■ Turbo 和 Remap 只能在手把模式上設定

低功率電波輻射性電機管理辦法

※ 第十二條

經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。

※ 第十四條

低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。

前項合法通信，指依電信法規定作業之無線電通信。低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾。