

Cross Hair User Manual

V5.1

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Chapter 1: Introduction: What is Cross Hair

Cross Hair aims to provide the best mouse and keyboard control solution for all game consoles (such as PS4 Pro, PS4 Slim, PS4, PS3, XBOX ONE S, XBOX ONE, XBOX 360, Nintendo Switch) and the freedom to choose keyboard, mouse, wheel, arcade stick, flight stick or other controllers as you wish.



For beginners, Cross Hair can give you a smooth and easy experience for playing games using your own keyboard and mouse. You will not be trouble by the controller which is used for aiming in most FPS(First-Person Shooting) games.

For advanced users, it can let you customize the way to play a game, such as tweak mouse movement, redefine keyboard layout and edit game curve to meet your habit and conditions.

Cross Hair has 4 working modes, which you should know.

● **PLAY MODE:** When connecting to game console, controller, keyboard and mouse are ready, its LOGO will be a breathing color, and then you can play your game.

● **PC MODE:** When connecting to PC and no USB device plugged into it, its LOGO will be white, then it can be configured on PC by using Cross Hair Manager. Meanwhile you can upgrade firmware and restore factory configuration in this mode.

● **CONFIG MODE:** Any time while playing a game (in PLAY MODE), just press SHARE+OPTIONS (PS4 platform) keys on your controller to enter this mode and the LOGO's light will be turned off in this mode. Then you can change settings and get instant feed back.

● **REPAIR MODE:** Hold down the button, then plugging Cross Hair into your PC, when the LOGO is green, you can then release the button, and a stable green light means **REPAIR MODE**. In this mode, Cross Hair's firmware and configurations can be repaired.

MODE	Sound on start	Color	Function	Attached Device
PLAY MODE	1 beep	Breathing color	Play games	Controller, KB, MS
PC MODE	2 beeps	White	Configure and upgrade	NO
CONFIG MODE	3 beeps	Black	Configure in game	Controller, KB, MS
REPAIR MODE	4 beeps	Green	Repair firmware	NO

Please refer to **chapter 2.4** for **CONFIG MODE** details and **chapter 4** for **REPAIR MODE** details.

Color and Sound:

Mode	COLOR	BEEP	Function
PLAY MODE	Breathing color	As configured	
CONFIG MODE	Black		
	flash red	Higher pitch beep	HIP ADD
	flash red	Lower pitch beep	HIP SUB
	flash green	Higher pitch beep	ADS ADD
	flash green	Lower pitch beep	ADS SUB
	flash yellow	Higher pitch beep	Wheel Vibration ADD
	flash yellow	Lower pitch beep	Wheel Vibration SUB
	flash blue	Higher pitch beep	Wheel Angle ADD
	flash blue	Lower pitch beep	Wheel Angle SUB
	flash blue	Normal beep	Key mapping

1.1 Advantages

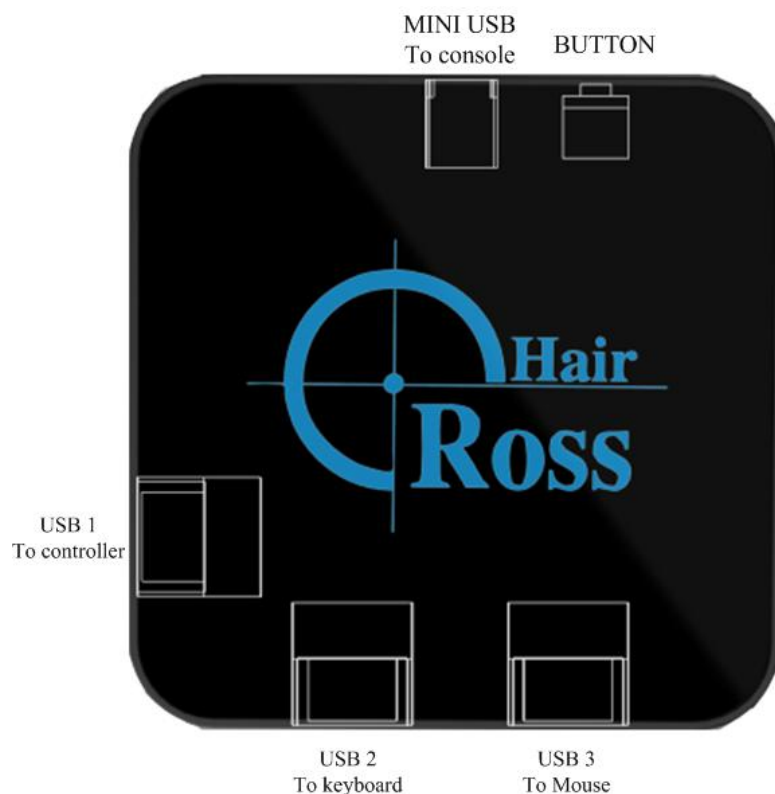
- Support all platforms: PS4 Pro, PS4 Slim, PS4, PS3, XBOX ONE S, XBOX ONE, XBOX 360, Nintendo Switch
- Mice, Keyboards, Joysticks, steering wheels, arcade sticks, flight sticks compatibility

- Cross platform controller usage (All controllers on any console)
- Intelligent Engine (best mouse precision, 1:1 movement in game)
- Most of the settings can be adjusted on the fly
- Macro support
- Xbox controller/ PS4 Pro/ PS4 Slim controller audio support
- Firmware upgradable
- Active community online
- Seamless aluminum enclosure
- Color and sound indication (clear and convenient)

1.2 Technical Specifications

Outline	75*75*22mm	
Net Weight	105g	
Platforms	PlayStation,Xbox,Nintendo Switch	
Configuration	16 configurations, user defined	
Color	Black	
PORT	3 USB ports	For controller, keyboard and mouse
	1 MINI USB device port	Connecting to game console
BUTTON		Firmware repair
BEEPER	Internal beeper	Sound indication
Temperature	-10~50℃ (14~122°F)	
Humidity	Below 90%	

1.3 To know Cross Hair



MINU USB: Connect to game console.

USB1: Connect to the genuine official wired controller shipped with game console. As for wireless controller, just connect it with suitable USB cable to this USB port. The exception is that Xbox 360 requires a genuine wired Xbox 360 controller.

USB2: Connect to your keyboard, joystick or other controller.

USB3: Connect to your mouse.

BUTTON: Firmware reparation.

LOGO LED: Status indication.

Internal Beeper: Status indication. You do not need to look at Cross Hair and will be informed of meaning based on the sound.

1.4 Connections (PLAY MODE)



- Firstly, connect controller(USB PORT1) and keyboard and mouse(USB PORT2-3) to Cross Hair, then connect Cross Hair to console.

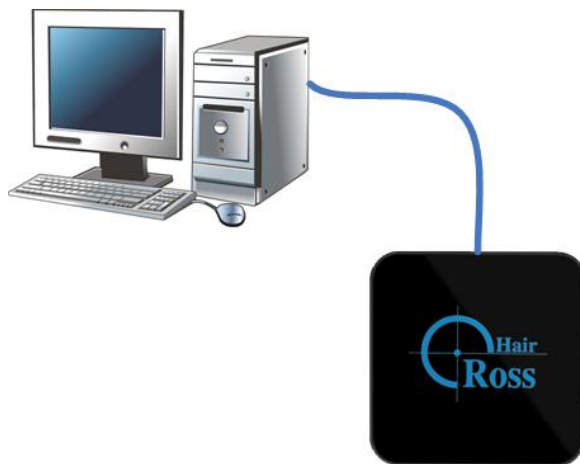
USB PORT	DEVICE TO BE CONNECTED
USB 1	Official wired controller
USB 2	Keyboard or joystick or other controller
USB 3	Mouse

Please refer to **Chapter 3.2** for more connection options.

Chapter 2: Setting Up Cross Hair

2.1 Simple set up steps

2.1.1 Step 1: Connect to PC (PC MODE)



- Please connect your Cross Hair according to this figure, using the USB cable included in the package. **Make sure that there is no peripheral plugged into Cross Hair.** And when Cross Hair LOGO is white, it enters into **PC MODE**, and can then be configured on PC.

2.1.2 Step 2: Run Cross Hair Manager (Windows OS only)

Run Cross Hair Manager which can be downloaded from <http://www.reasnow.com>

Please choose the latest version.



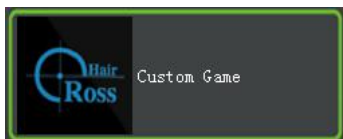
2.1.3 Step 3: Choosing console and game



- Choose the game console you are going to use by clicking on the right-arrow button



- If there is already a configuration of the game you want to play, choose the configuration and click on the “Edit” button, this is the fastest way.
- If there is no existing suitable configuration, just click on the “New” button to add a new configuration. Make any changes as you see fit.
- If the game you want to play has not been preset, please choose the most similar one. Or you can choose CUSTOM GAME if you can’t find a similar one.

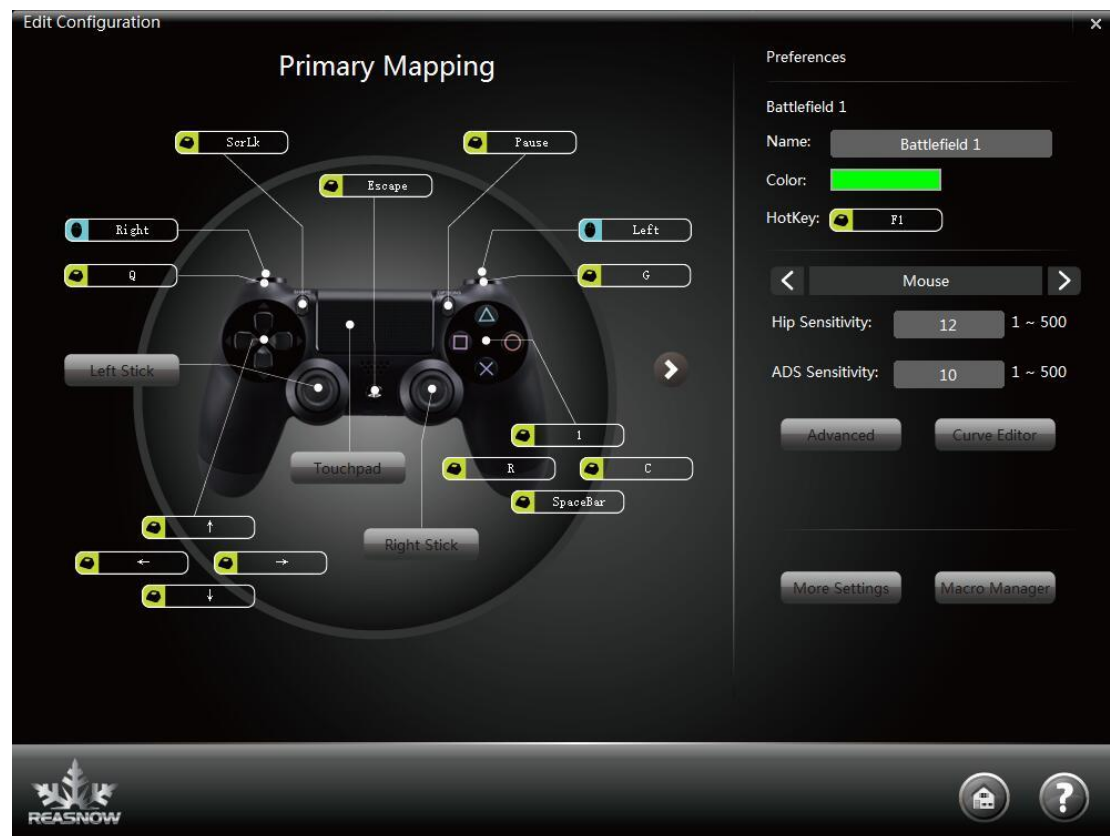


- **Remember to mark the configuration most frequently used as “Start Up”. Click the configuration first then click on the “Start Up” button.** Then this configuration will be activated automatically every time when Cross Hair is powered on.

If you want to use other configuration instead of the Start-Up one, please press the corresponding hotkey to activate it.

2.1.4 Step 4: Edit Configuration

For convenience, you can use the default settings, but you should remember the keys’ mapping, while advanced users can choose their favorite settings. For details of every setting, please refer to **chapter 2.2**



2.1.5 Step 5: Save and Exit

You should save the configuration first, before exiting Manager, and after that, unplug the Cross Hair from PC.

Changes you made will not be saved in you Cross Hair until you have clicked on the “Save” button. Do not shake the USB cable, unplug it, or turn off your PC during the saving. These behaviors will damage your Cross Hair.

This is the final step before you can enjoy gaming. But if you want to know Cross Hair better, the following chapters are also very important.

2.2 Basic Settings

2.2.1 Choose platform

By clicking on the right-arrow button, you can choose from PS4/PS3/XBOX ONE/XBOX 360.

2.2.2 Save configuration

Any change made to an existing configuration or made by adding a new one has to be saved in Cross Hair by this button.

2.2.3 Edit an existing configuration

If you want to change existing configurations, you can use “Edit” button for this purpose.

2.2.4 Add a new configuration

If a new configuration is your choice, just click on the “New” button, and you can then make detailed changes.

2.2.5 Copy a configuration

If you would like to add a configuration that is similar to an existing one, you can copy a configuration and make necessary changes.

2.2.6 Delete a configuration

If you want to delete a configuration, click it first and then click on the “Delete” button.

2.2.7 Set a certain configuration as Start Up

Select one configuration first and click on the “Start Up” button. Then this configuration will be activated automatically every time when Cross Hair is powered on.

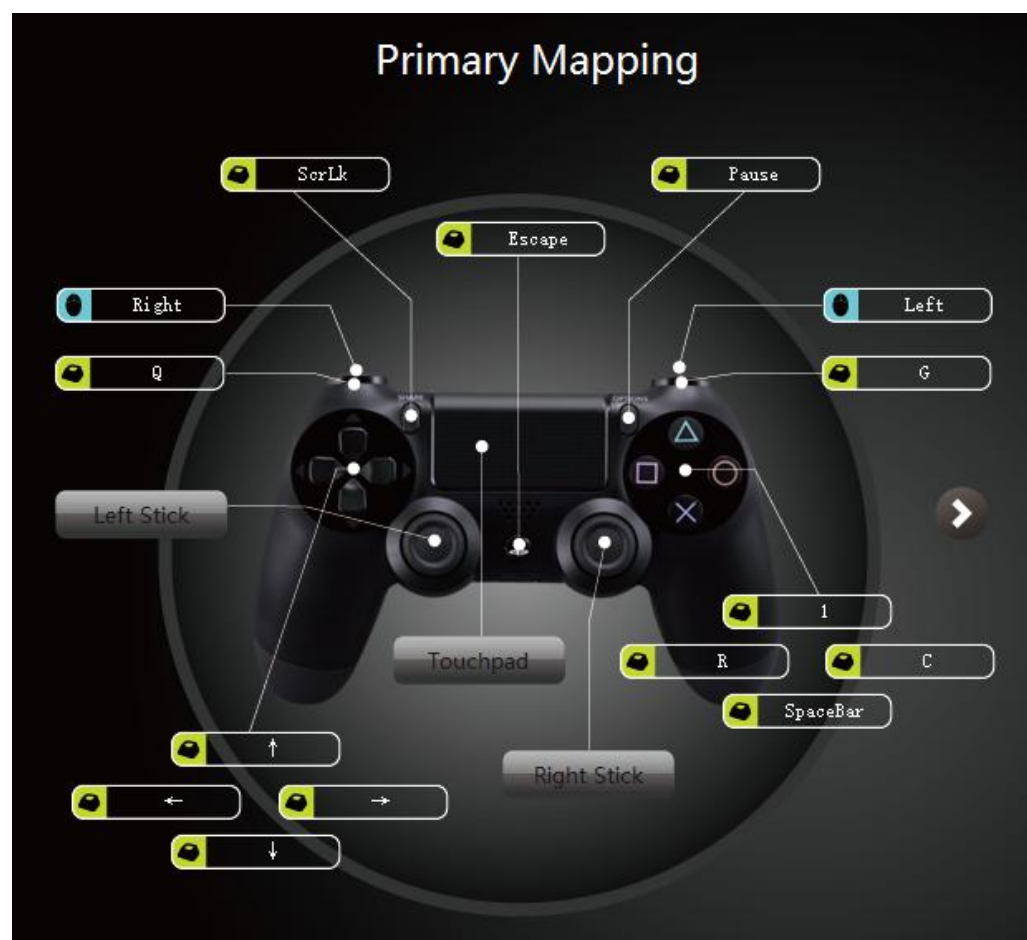
2.2.8 Import a configuration from external file

You may import a configuration from external file, which might be an older copy of yours or a good configuration from other players.

2.2.9 Export a configuration to external file

You may export a configuration before restoring factory configuration, or share your configuration with other players.

2.2.10 Key mapping



Click the mapped key icon, and you will enter into a mapping dialog as shown below.



Press any button on keyboard or mouse or other peripherals, it will be recognized automatically.

There are 2 ways to do this mapping:

1. Plug peripherals(keyboard and mouse) into PC, and press their buttons.
2. Plug peripherals(keyboard, mouse, wheel, controller, flight stick etc) into USB ports 2 and 3 of Cross Hair, and then plug Cross Hair into PC, and press their buttons.

● For some peripherals are too complicated to be used on PC, it will be very convenient for users if buttons on these peripherals can be recognized by Cross Hair directly.
And the second way are the most adaptable one.

- Do not plug any peripheral into USB port 1 of Cross Hair for mapping.

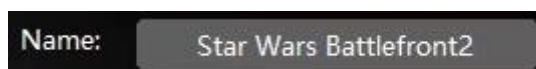
If you would like to cancel a mapping, just click mouse right button on it



it will then be changed to "None"



2.2.11



in this field.

Change the name you want to use

2.2.12



Clicking the color will change the color of LOGO.

This color can indicate which configuration you are using.

2.2.13 Choose the hotkey for this configuration for fast activation.

Once the hotkey is invoked in **PLAY MODE**, this configuration will be activated instantly. Please pay attention to this function. It can not only be used to swap different games but also to swap different battle modes. Such as, you set up a configuration for infantry in BF4 and you also set up another configuration for tank in BF4 with different keymapping and HIP/ADS sensitivity. With this function in hand, you can swap different battle modes instantly during your gaming.

2.2.14 Left/Right Stick Settings



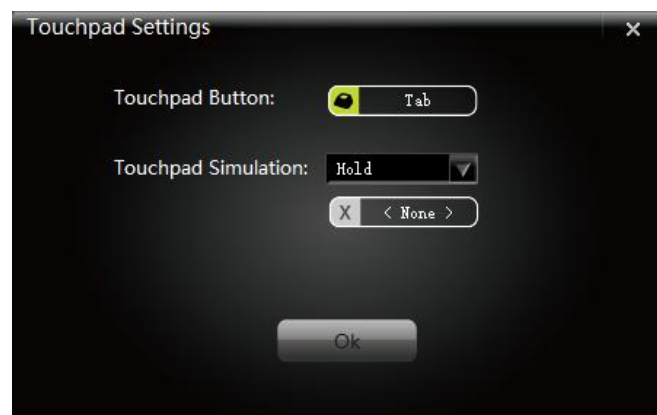
- Choose keys from keyboard or mouse or joystick to replace left and right stick.
- As default, right stick will also be mapped to the mouse movement, mapping keys here for right stick will not block the mapping to mouse movement.
- Strength percentage for each stick can also be set here.

These two strength percentage settings are only for using buttons on keyboard to act as left or right sticks and using left or right stick in Macro.

Once the hot key is pressed, settings here will be effective. And when the hot key is released, the strength of stick will be restored to 100%, the default value.

Strength percentage will have no effect on both the mouse movement and the third-part controller which is connected to USB port 2 or 3.

2.2.15 Touchpad Settings



Touchpad Button: A suitable key from keyboard or mouse or other devices can be selected to replace the touchpad button, by default, it's Tab key from keyboard. This key is effective once the configuration is activated.

Touchpad Simulation: There are two ways to simulate the touchpad.

1. Use mouse to simulate touchpad. Mouse movement will represent finger's movement on touchpad, and the left button of mouse will be used to simulate touchpad button.
2. Use right stick of the third party controller, which is plugged into USB port 2 or 3 to simulate touchpad. The stick movement will represent finger's movement on touchpad, and the R3 button of this right stick will be used to simulate touchpad button.

Please remember we need to choose a hotkey to activate the simulation, and choose a suitable mode for how the simulation will be activated.

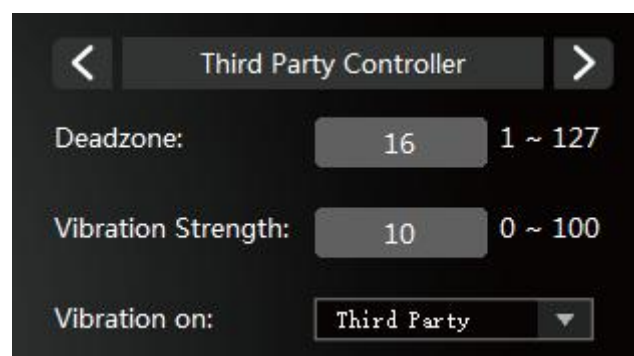
2.2.16 Original controller setting



These settings are dedicated for the original controller, the one plugged into USB port 1.

- **Deadzone:** The deadzone here is used to adjust the sensitivity of left and right stick on the original controller, the one plugged into USB port 1. Leave it as default, if you have no trouble with the sticks on controller. A smaller value means more sensitivity, but that sometimes may also causes trouble for controlling. By default, the value is 16.

2.2.17 Third party controller setting



These settings are dedicated for the third-party controller, the one plugged into USB port 2 or 3.

Such as: Logitech G13, Sony Move Navigation Controller, Logitech Attack3 and other controllers which are used to replace the original one.

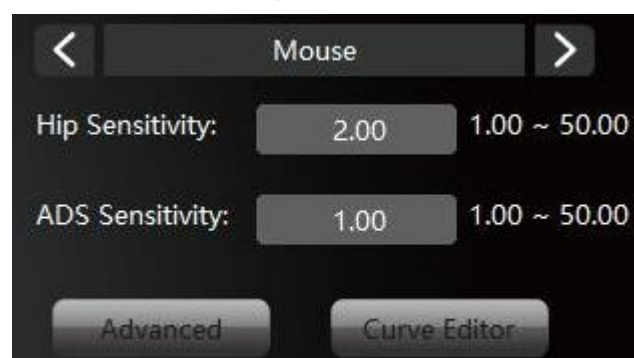
- **Deadzone:** The dead-zone here is used to adjust the sensitivity of left and right stick on the third-party controller (Joystick), the one plugged into USB port 2 or 3. Leave it as default, if you have no trouble with that controller. A smaller value means more sensitivity, but that sometimes may also causes trouble for controlling. By default, the value is 16.
- **Vibration Strength:** A bigger value means stronger vibration, a smaller value means weaker vibration. By default, the value is 10. If it is set to 0, there will be no vibration on the third-party controller (Joystick).
- **Vibration on:** As default, we will pass vibration to the third-party controller on USB port 2 or 3, but you have other choice from the pull-down list.

Third Party: Vibration will be passed to the third-party controller on USB port 2 or 3

Original: Vibration will be passed to the Original Controller on USB port 1

None: Vibration will be forbidden on all controllers.

2.2.18 Mouse settings



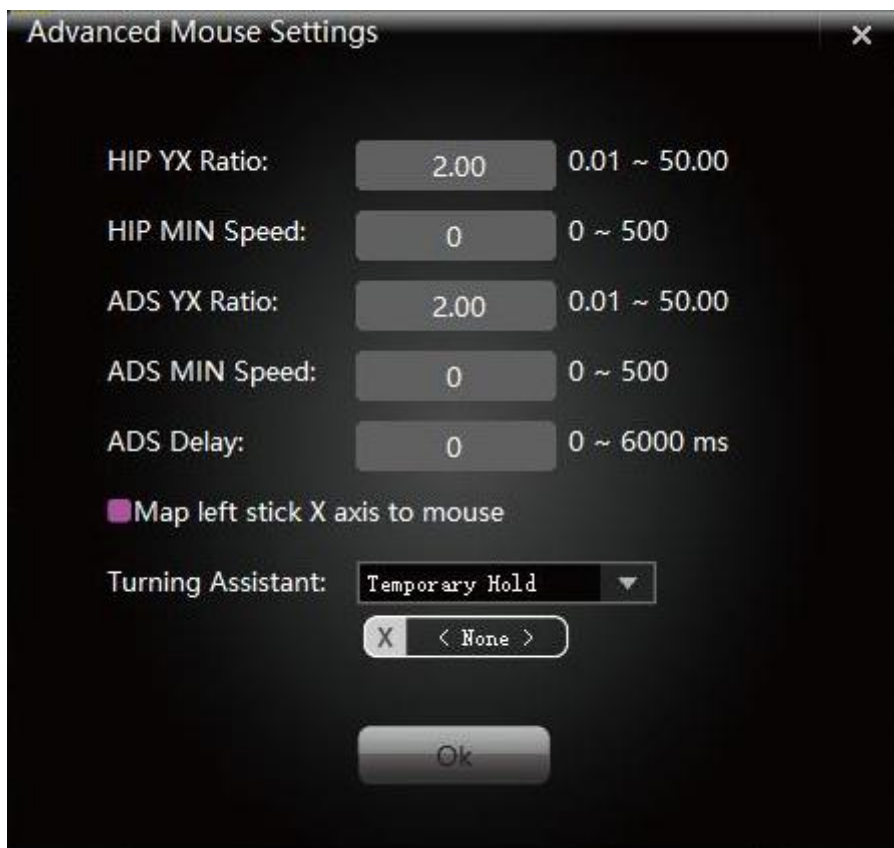
These settings are dedicated for mouse controlling.

Typically in FPS games, you will have two modes of shooting: HIP and ADS (Aim Down Sight), so you have to set them separately. The bigger the value, the faster the mouse movement. You can change them to a suitable value, according to your mouse and game.

Normally, Cross Hair will activate HIP sensitivity, but when the ADS mode is enabled in game by a corresponding key. The ADS sensitivity will be activated too. This is designed to improve the control of some weapons with optics.

Please remember to set mouse's DPI and game's LOOK sensitivity to maximum first. And after these two procedures are done, if the mouse is too slow, you need to set HIP and ADS sensitivity to a bigger value. If the mouse is too fast, you need to set HIP and ADS sensitivity to a smaller value.

2.2.19 Advanced mouse settings



HIP YX Ratio: It is the ratio of mouse's speeds in Y and X direction in HIP state.

ADS YX Ratio: It is the ratio of mouse's speeds in Y and X direction in ADS state.

HIP MIN Speed: while moving the mouse, you will gain a MIN speed in HIP state.

ADS MIN Speed: while moving the mouse, you will gain a MIN speed in ADS state.

ADS delay: You may feel some delay after you press the ADS button(generally right button of mouse), after that the game will really turn into ADS mode. But your settings for ADS sensitivity will be effective instantly once you pressed the ADS button. So we add this delay to keep ADS sensitivity synchronized with the game.

Map left stick X axis to mouse: This feature is used to control helicopter in game, if

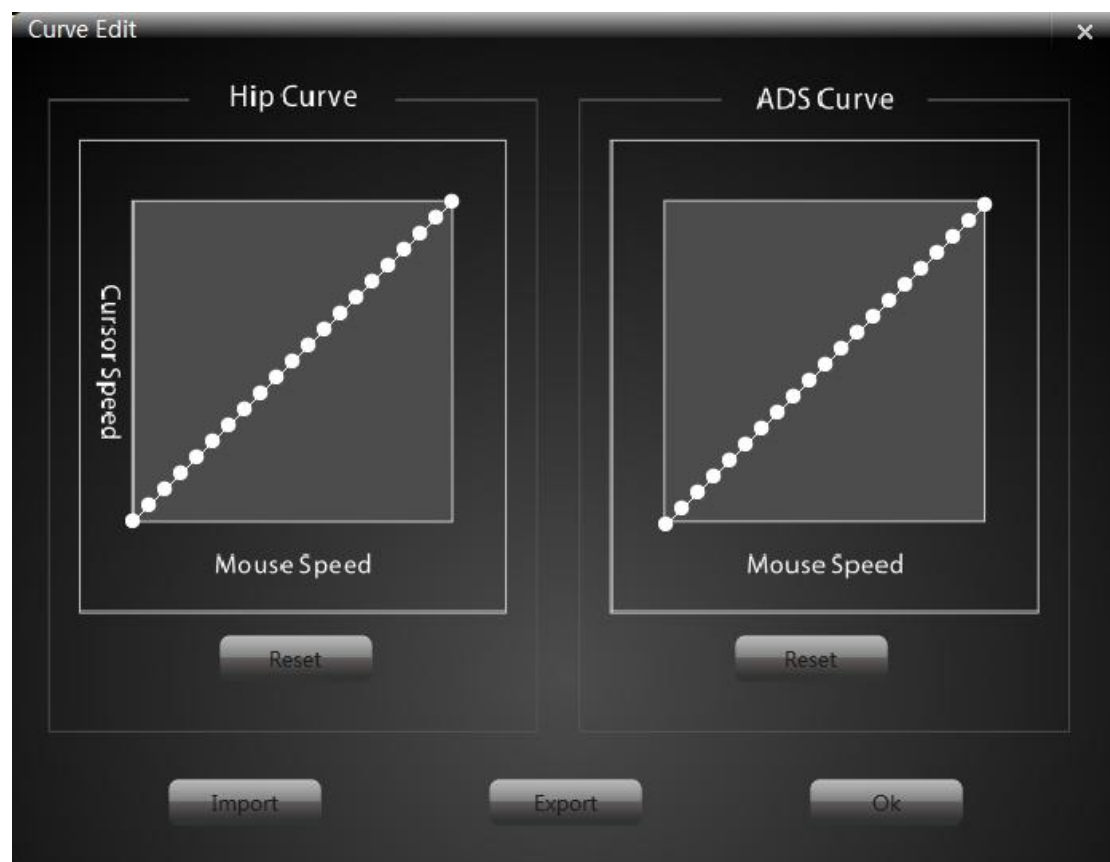
enabled, Roll and Yaw will be mapped to mouse left and right movement at the same time. It's very useful for helicopter aiming and control.

And the original mapping of left stick to buttons is effective at the same time.

Turning Assistant: When this function is enabled, Cross Hair will hold the direction of the last mouse movement, reticle on screen will keep moving in this direction even if your mouse is stopped.

And we need to choose a hotkey to activate this function, and choose a suitable mode for how it will be activated.

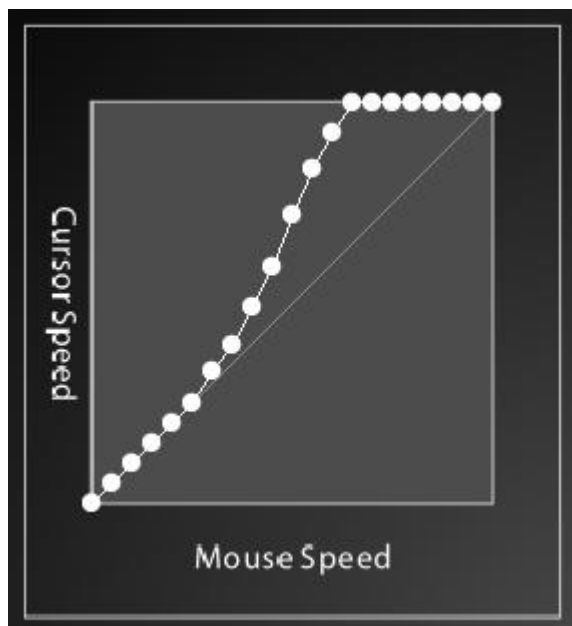
2.2.20 Curve Editor



Relationship between Mouse Speed and Cursor Speed on screen in HIP and ADS modes can be changed separately by these two curves.

Generally speaking, we will provide straight line in most default configs, they can provide 1:1 mouse movement and cursor movement on screen while using a mouse for aiming, but you might need a different curve in some games or in some conditions.

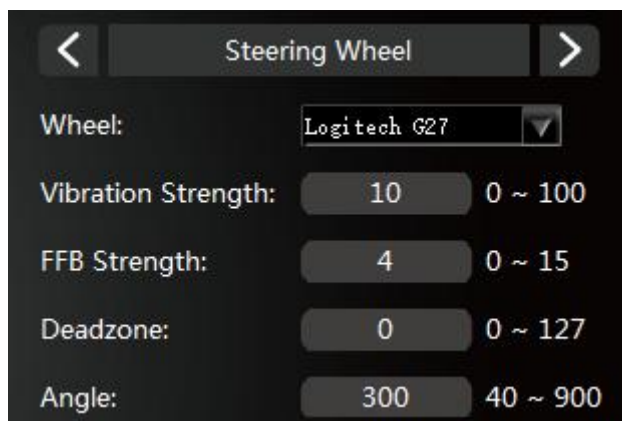
For example, if you need faster turning speed, you can change the curve like this:



This curve means it will keep 1:1 nature while mouse speed is low and that makes aiming easy. And at the same time, when mouse speed is fast, the cursor speed will be boosted. That will help you to get a faster turning speed, but you will lost 1:1 control for cursor.

- **Reset:** curve will be reset to its default.
- **Import:** Import a curve which is exported by you or others.
- **Export:** Export a curve and save it in your PC.

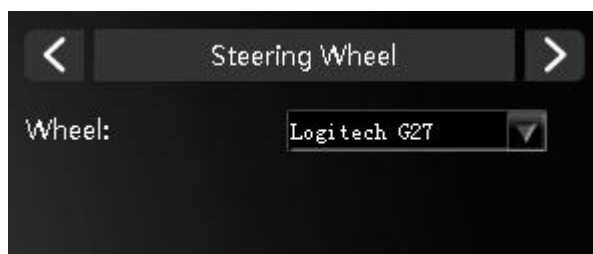
2.2.21 Steering wheel settings



These parameters are only for racing games in legacy mode!

- **Wheel:** Choose your wheel from this drop-down menu
- **Vibration Strength:** A bigger value means stronger vibration on the steering wheel, a smaller value means weaker vibration on the steering wheel.
- **FFB Strength: Force Feedback strength,** A bigger value means stronger feedback strength on the steering wheel, a smaller value means weaker feedback strength on the steering wheel.

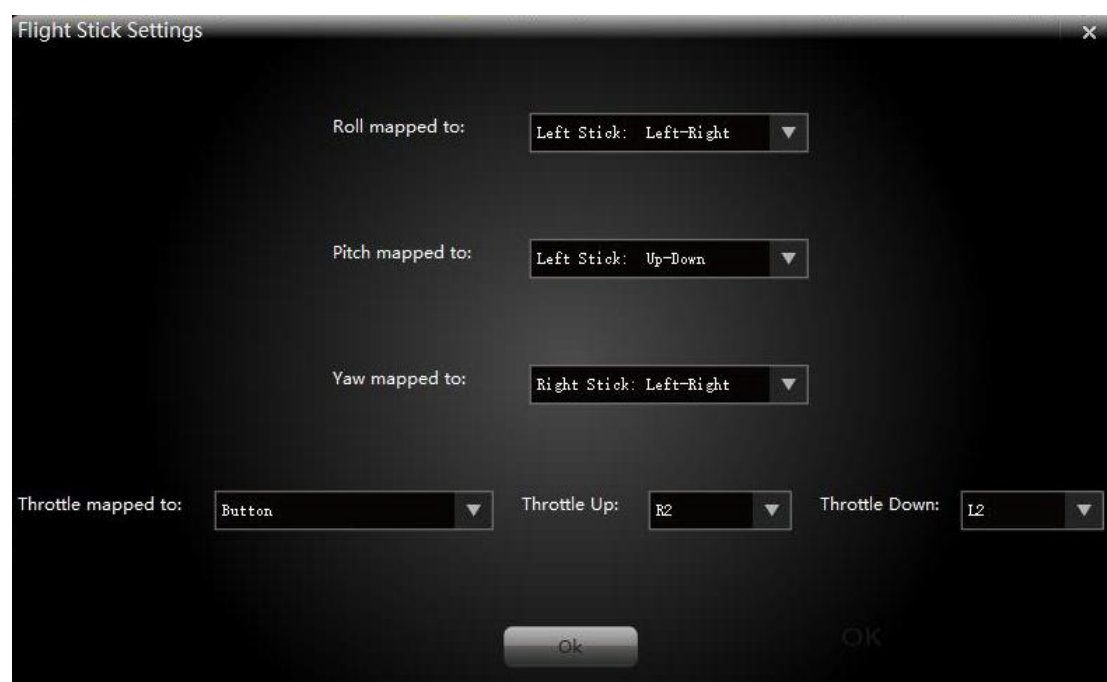
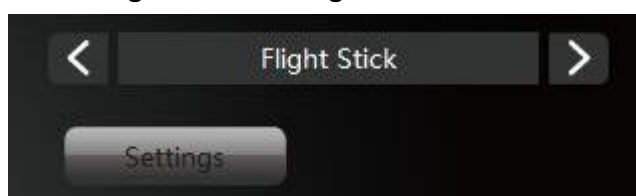
- **Deadzone:** A suitable value will eliminate the deadzone of wheel, where you will find no response in game and provide a good controlling during the racing.
- **Angle:** Choose a correct working angle according to your wheel's specification. A bigger value means the steering wheel is less sensitive in game , a smaller value means the steering wheel is more sensitive in game.



For racing games in expert mode

You just need to choose the wheel you are going to use.

2.2.22 Flight Stick settings



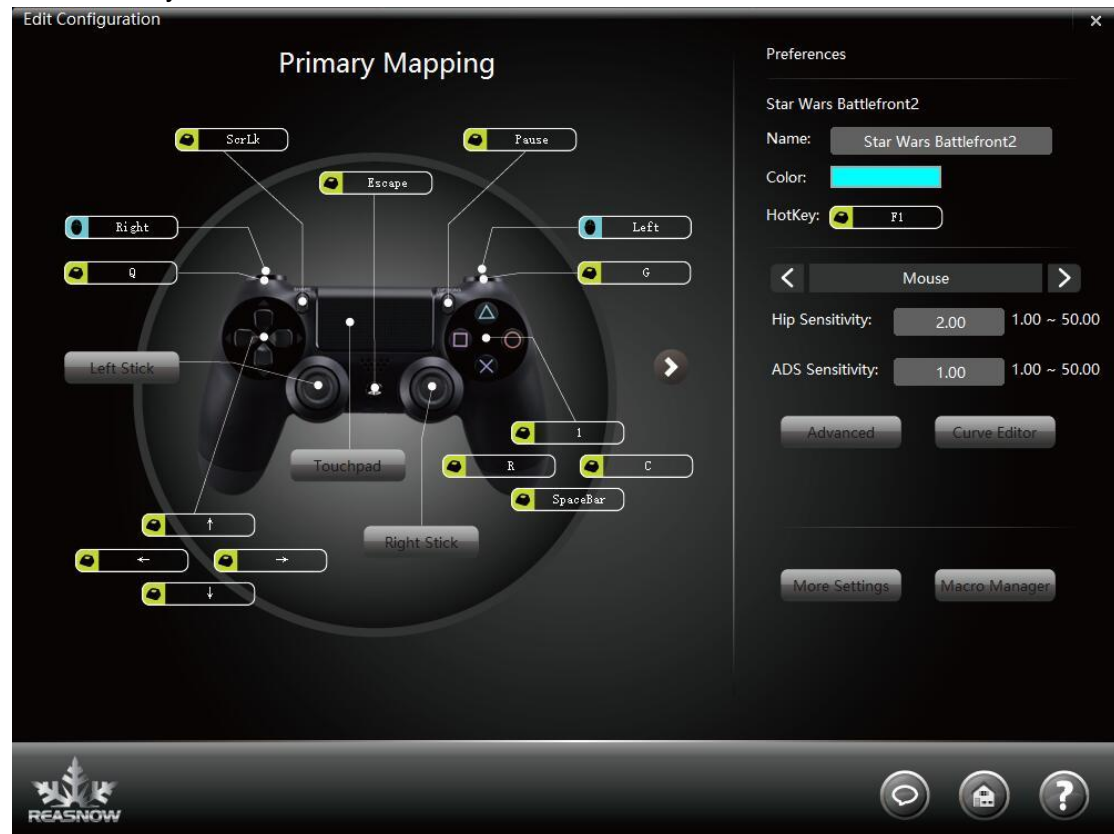
Here you can customize flight stick mappings according to game's settings.

On the left side, they are 4 major axes on flight stick, on the right side, please select correct mapping for them according to game's layout.

2.2.23 Primary and secondary mapping



This right-arrow button is used to switch between primary and secondary mapping. In this way, you can have two options for one key on the original controller. As default, the secondary mapping is used for a third-party controller. You can change that to whatever you like.



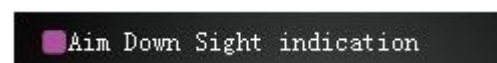
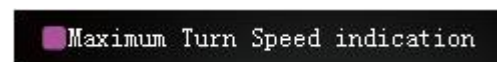


2.2.24 More settings



This button will bring you to options that are not frequently used.

2.2.25 Notification settings



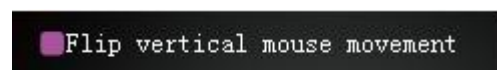
Maximum Turn Speed indication:

If selected, when turn speed exceeds maximum, the LOGO will flash red twice.

Aim Down Sight indication:

If selected, when ADS is activated, the LOGO will flash green twice.

2.2.26 Flip vertical movement



Once enabled, your mouse's vertical movement will be flipped.

2.2.27 Aim Down Sight toggle

Aim Down Sight toggle

Once enabled, you can activate ADS sensitivity by clicking the corresponding key, such as the right key of mouse. And clicking again on the same key will deactivate ADS sensitivity. You do not need to hold the key all the while.

2.2.28 Key mapping mode

N:1 key mapping in config mode

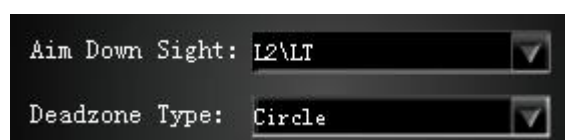
We provide 2 kinds of key mapping mode in **CONFIG MODE**: 1:1 mode and N:1 mode. By default, the key mapping mode in **CONFIG MODE** is 1:1 mode. If you enable this option, it will be N:1 mode.

1:1 mode: It means that one button on the original controller can be mapped into one key from keyboard or mouse or the third-party controller.

N:1 mode: It means that multiple buttons on the original controller can be mapped into one key from keyboard or mouse or the third-party controller. It can provide flexibility, but it will also cause some confusion. For if you are mapping a button on controller to a key on keyboard in **CONFIG MODE** in N:1 mode, it will not clear the original mapping of this key, the original mapping will be kept, and the new mapping will be add to the key. Once this key is pressed, it will release all the buttons' functions that are mapped to it at the same time.

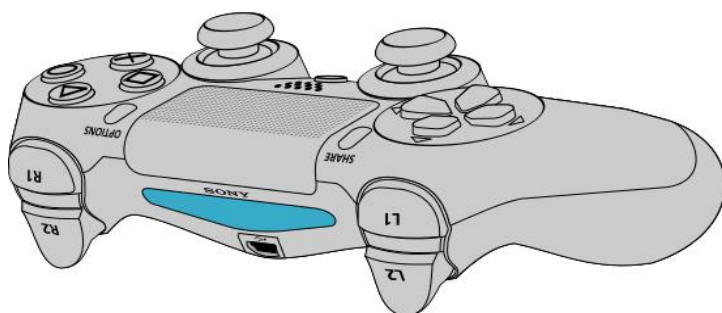
This option will not take effect when you are using Cross Hair Manager to change the keymappings.

2.2.29 Custom Game options



These 2 options are used only for Custom Game, do not change them in preset games.

Aim Down Sight: ADS function may be invoked by different key on controller, due to different game and console. If you are using a Custom Game configuration, please select correct key of ADS.



Deadzone Type: If you are using a Custom Game configuration, please select correct type of Deadzone according to the game.

2.2.30 Load Behavior



This option will change the behavior of your configuration, after it was activated by hotkey. There are three choices: Standard, Temporary Hold, and Temporary Toggle.

Standard: The configuration is activated by its hotkey and stays active.

Temporary Hold: The configuration is activated only when its hotkey is pressed and the previous configuration will be reloaded back when the hotkey is released.

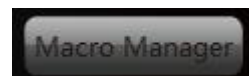
Temporary Toggle: The configuration is activated after its hotkey is invoked and the previous configuration will be reloaded back when the hotkey is invoked again.

2.2.31 Swap L/R sticks



Once the key is clicked, it will swap the functions of L/R stick. Clicking it again will restore the original state.

2.2.32 Macro Manager



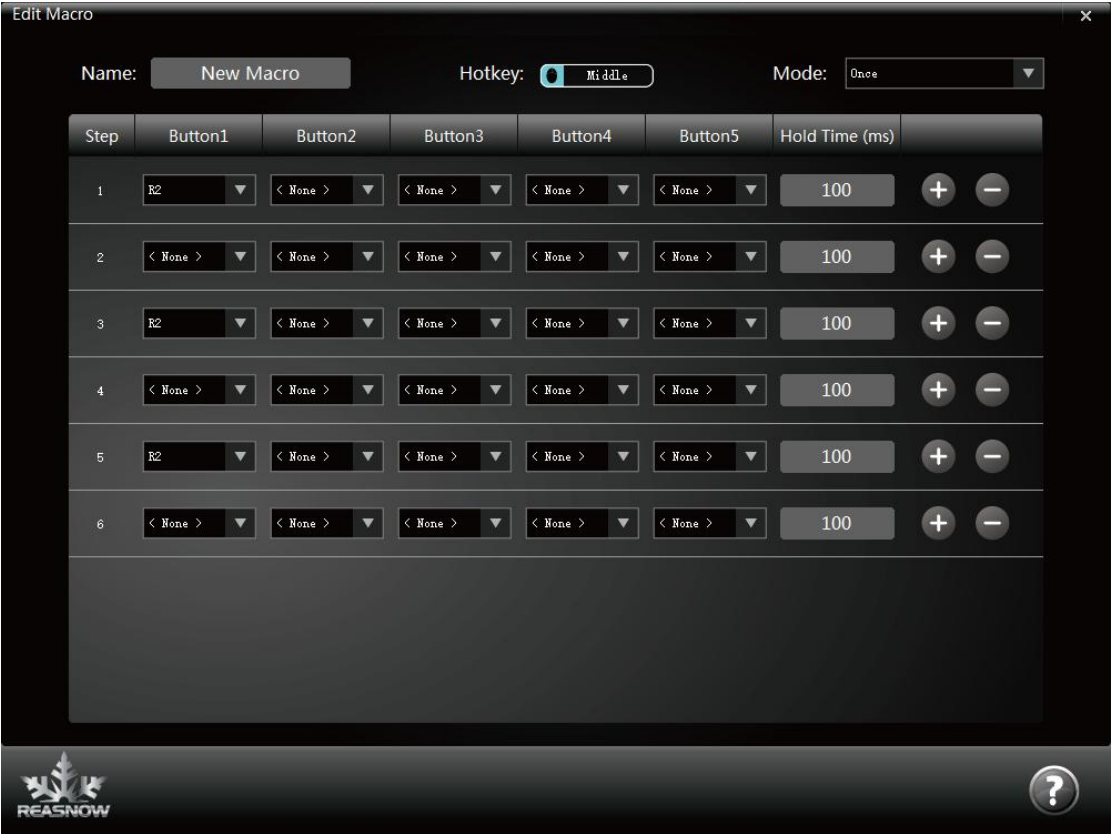
This button will bring you to the Macro Manager.



Macros can be managed well here, by the buttons on the top of the window, such as: New, Copy, Delete, Edit, Import and Export.

Choose one Macro and click on the "Edit" button or just double click on the Macro, you will have the "Edit Macro" window.

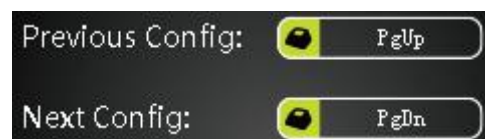
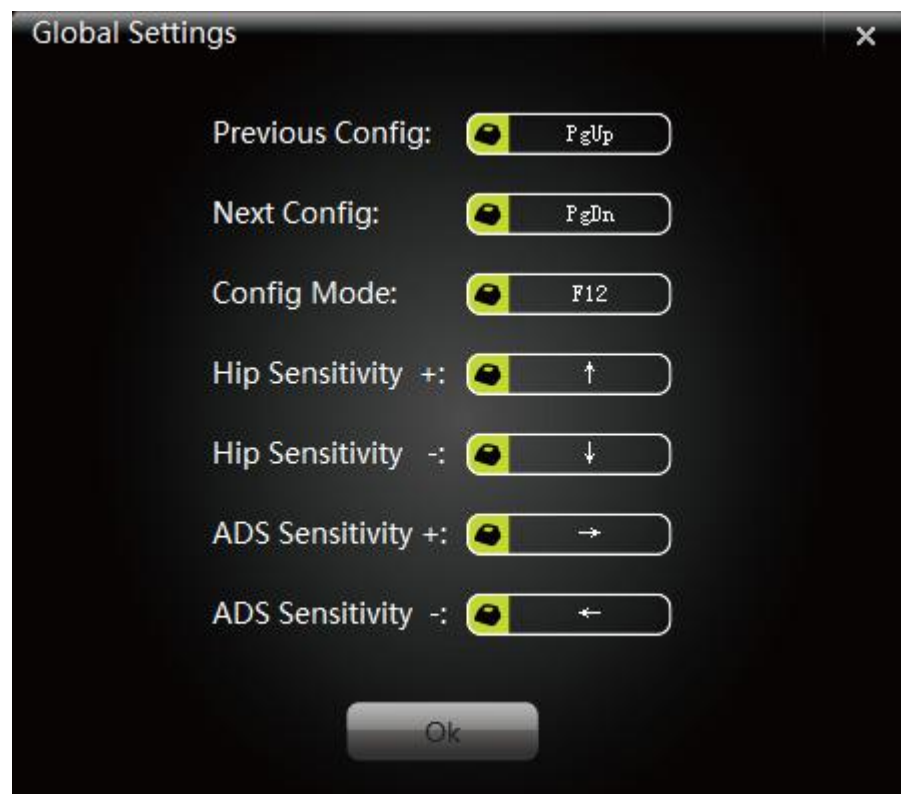
Here you can edit your Macro as you see fit. Please remember to choose a Hotkey and a Mode for this Macro.



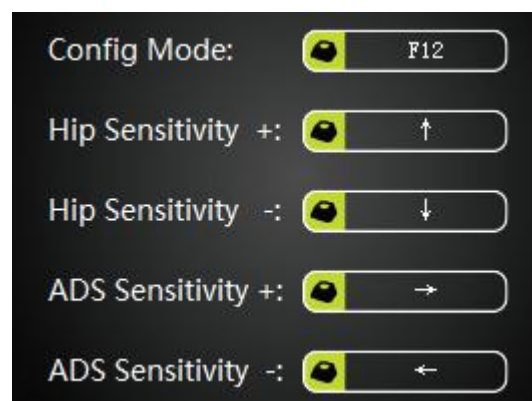
2.3 Global Settings



2.3.1 Previous and next configuration



These keys can be an alternative way to activate a configuration instead of the hotkey.



Beside using the original controller, here is the second way to enter and exit Config Mode, and change HIP/ADS.

2.4 Setting up in game (CONFIG MODE)

We provide our users with this function for the most flexible and comfortable setting experience. Although everything of Cross Hair can be configured on PC using its Manager, you will like setting it up in-game, for this procedure will give you instant feed back when

changing the settings.

Any time in **PLAY MODE**, just press SHARE+OPTIONS (PS4 platform) keys on your controller to enter **CONFIG MODE** and the LOGO's light will be turned off in this mode.

Different platform has different keys to use.

Game Console	Controller	Keys to enter/exit CONFIG MODE
PS4	Dual Shock 4	SHARE+OPTIONS
PS3	Dual Shock 3	SELECT+START
XBOX ONE		VIEW+MENU
XBOX 360		BACK+START

In **CONFIG MODE**, you can use the controller to change HIP and ADS sensitivity as well as key mapping.

Color and Sound in CONFIG MODE:

KEY	COLOR	BEEP	Functions
D-Pad Up	flash red	Higher pitch beep	HIP ADD
D-Pad Down	flash red	Lower pitch beep	HIP SUB
D-Pad Right	flash green	Higher pitch beep	ADS ADD
D-Pad Left	flash green	Lower pitch beep	ADS SUB
Triangle/Y	flash yellow	Higher pitch beep	Vibration ADD
Cross/A	flash yellow	Lower pitch beep	Vibration SUB
Circle/B	flash blue	Higher pitch beep	Angle ADD
Square/X	flash blue	Lower pitch beep	Angle SUB
	flash blue	Normal beep	Key mapping

After changing settings to you liking, just press the combination keys again, and you will exit the **CONFIG MODE**, and return to **PLAY MODE**. All the changes will be saved in the activated configuration during the exiting. If you do not exit the **CONFIG MODE**, all changes will be lost.



2.4.1 Adjusting HIP sensitivity (CONFIG MODE)

D-Pad Up key is for increasing HIP sensitivity. You will see a flashing red light and hear a higher pitch sound once the key is pressed.

D-Pad Down key is for decreasing HIP sensitivity. You will see a flashing red light and hear a lower pitch sound once the key is pressed.

2.4.2 Adjusting ADS sensitivity (CONFIG MODE)

D-Pad Right key is for increasing ADS sensitivity. You will see a flashing green light and hear a higher pitch sound once the key is pressed.

D-Pad Left key is for decreasing ADS sensitivity. You will see a flashing green light and hear a lower pitch sound once the key is pressed.

2.4.3 Adjusting Steering Wheel Vibration Strength (CONFIG MODE)

Triangle/Y key is for increasing vibration strength. You will see a flashing yellow light and hear a higher pitch sound once the key is pressed.

Cross/A key is for decreasing vibration strength. You will see a flashing yellow light and hear a lower pitch sound once the key is pressed.

2.4.4 Adjusting Steering Wheel Angle (CONFIG MODE)

Circle/B key is for increasing wheel angle. You will see a flashing blue light and hear a higher pitch sound once the key is pressed.

Square/X key is for decreasing wheel angle. You will see a flashing blue light and hear a lower pitch sound once the key is pressed.

2.4.5 Mapping keys (CONFIG MODE)

In **CONFIG MODE**, to begin a key mapping, you should press the **PS** key (PS4/PS3) or **GUIDE** key (XBOX ONE/360). Then the LOGO will show flashing blue. This means you can choose one key on the controller to be mapped.

Once the key on the controller is pressed, LOGO will show a stable blue light, and a corresponding key on the keyboard, mouse, joystick, etc should be pressed. After selecting your key, Cross Hair will keep flashing blue again. Then a new key mapping can be continued.

Just like the general key's mapping, if you are planning to use keys on keyboard or mouse to replace stick on controller, push the stick to its maximum on one direction (such as Up direction), LOGO will show a stable blue light, and then wait for the corresponding key on the keyboard, mouse, etc. After selecting your key, Cross Hair will keep flashing blue again. Then you can continue to map a new direction of this stick.

After mapping all the keys, you can press SHARE+OPTIONS (PS4 platform) keys on your controller to exit the **CONFIG MODE**, and end the mapping procedure.

All the changes will be saved in the activated configuration during the exiting. If you do not exit the **CONFIG MODE**, all changes will be lost.

Mapping keys in **CONFIG MODE** is recommended, as you can get instant response in-game, and all the keys can be mapped. On the contrary, in **PC MODE**, some special keys of your mouse, keyboard or joystick may not be detected due to OS's limitations.

It is especially recommended to use CONFIG MODE for mapping keys of joystick or controller.

Chapter 3: Playing Games

3.1 Things to do before playing

There are still 3 steps before playing

Step 1: Set mouse DPI to Maximum

Step 2: Set sensitivity in game to Maximum

Step 3: Change Cross Hair HIP/ADS

Step 1: Set mouse DPI to Maximum

If you have a configurable mouse, please follow 3.1.1 – 3.1.4.

If you have a mouse which can not be configured, just skip 3.1.1 – 3.1.4.

If your mouse is configurable but have no on-board memory in it that means your settings will be lost when the mouse is unplugged from PC, remember to set its DPI to maximum by using the DPI button on it every time you use the mouse with Cross Hair.

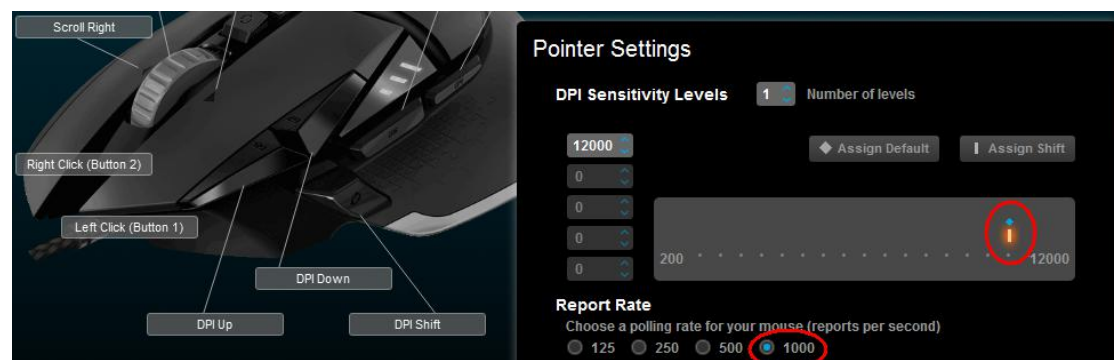
1 Mouse DPI(CPI)

Make sure the mouse you are using is configured at its highest DPI, or you should connect it to a PC, and use some software from the producer to change the DPI to maximum.

Remember a higher DPI can give you better experience in game.

2 Mouse Report Rate

Set your mouse USB polling rate to 500 or 1000.

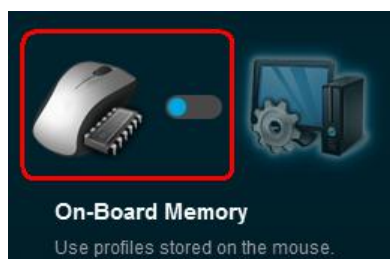


3 Mouse Button Function

Buttons of some mouse can be configured. If you want to use them to replace buttons from controller, you should set them as standard keys of keyboard or mouse, do not set them as combination keys or special function keys. For example, Ctrl + C, Volume Up/Down, DPI up/down are all unacceptable.

4 Save to On-Board Memory

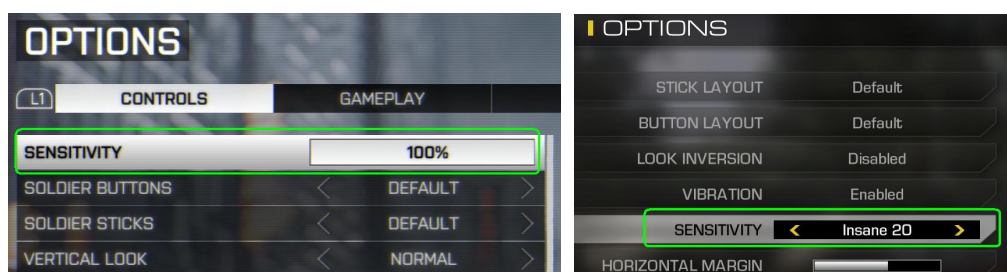
Some mice have on-board memory to store DPI and other settings, please remember to save all these in On-Board Memory.



Other mice have no on-board memory, but their DPI can be adjusted, so you need to set their DPI to maximum every time powered on.

Step 2: Set sensitivity in game to Maximum

Please set the game's "SENSITIVITY" or "LOOK SENSITIVITY" to maximum in the game on game console. It may be called insane, maximum, 10, 20 or 100%.

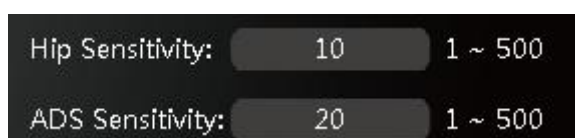


Step 3: Change Cross Hair HIP/ADS

And if you can accept the turning speed, please choose a value for HIP/ADS as small as possible to have a fine aiming.

There are **2 ways** to change Cross Hair sensitivity.

WAY 1 – using PC software (Manager):



Cross Hair has 2 sensitivities : HIP Sensitivity and ADS Sensitivity

The bigger the value, the faster the mouse movement. You can change them to a suitable value, according to your mouse and game.

HIP: Shooting without aiming optics

ADS: Shooting with aiming optics

ADS sensitivity is normally bigger than HIP.



YX Ratio:

It's the ratio of mouse's speed in Y and X directions. Do not change it, unless you understand its meaning.

WAY 2 – using controller in Config Mode:



1. Any time in game, just press SHARE+OPTIONS (PS4 platform) keys on your controller to enter **CONFIG MODE** and the LOGO's light will be turned off in this mode.
2. Use the D-pad keys on controller to change HIP and ADS sensitivity of Cross Hair.
3. After changing settings to you liking, just press the combination keys again, and you will exit the **CONFIG MODE**, and return to **PLAY MODE**.

Other important things:

● Battery of controller or mouse

Make sure your controller is fully charged and the mouse is also fully charged, if there is battery in it.

● Controller's layout in game

Your controller's layout should be set as default, and change of these will confuse Cross Hair.

3.2 Ways to Use Cross Hair

Connect all devices (controller/keyboard/mouse etc) to Cross Hair first, and then connect Cross Hair to game console.

1. Use keyboard and mouse



2. Use joystick and mouse



3. Use another controller (Cross platform controller usage)



4. Use steering wheel



The controller connected to USB 1 should always be the original one shipped with the console.

Only official controllers are tested and recommended!

Supported Controller:

Game Console	DS4	DS3/ Sixaxis	XBOX ONE CONTROLLER	XBOX 360 CONTROLLER
PS4		•	•	•
PS3	•		•	•
XBOX ONE	•	•		•
XBOX 360	•	•	•	

● **Connect all devices to Cross Hair first, and then connect Cross Hair to game console. That is the procedure we recommend. Change your connection only when Cross Hair is powered off.**

● **Wireless controller of XBOX 360 can not be used as wired controller with a USB cable connected on it. For the USB port on this controller can only be used for charging, no data lines in this port. While all other wireless controllers can be used as wired ones with a USB cable connected, such as controllers of PS4, PS3, XBOX ONE.**

For PS4 console:

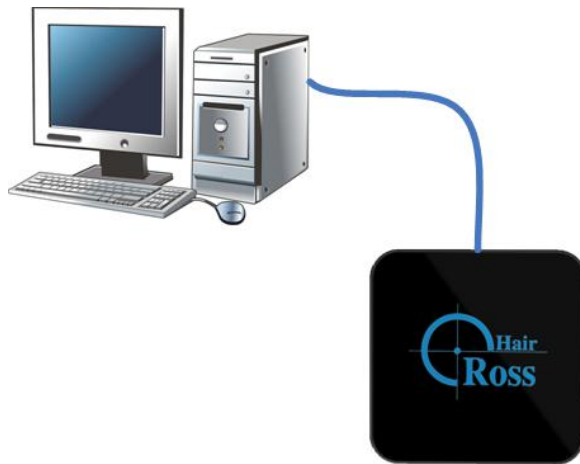
● **For PS4 users, please do remember to log out all the users and turn off the controller before connecting.**

● **After Cross Hair is powered on, it will turn the controller on automatically. Do not turn the controller off when LOGO of Cross Hair is breathing.**

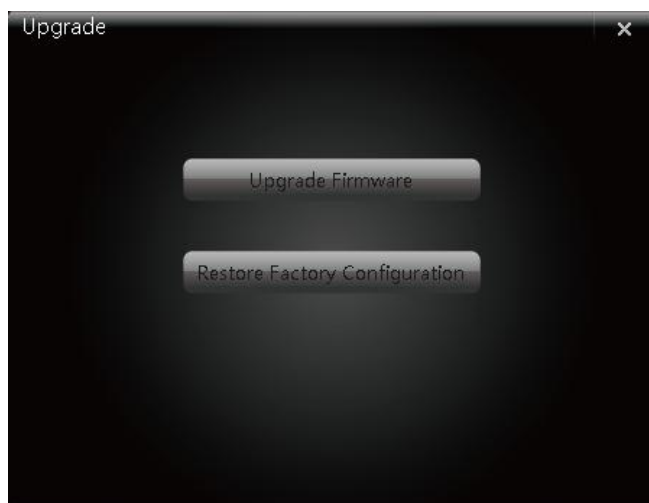
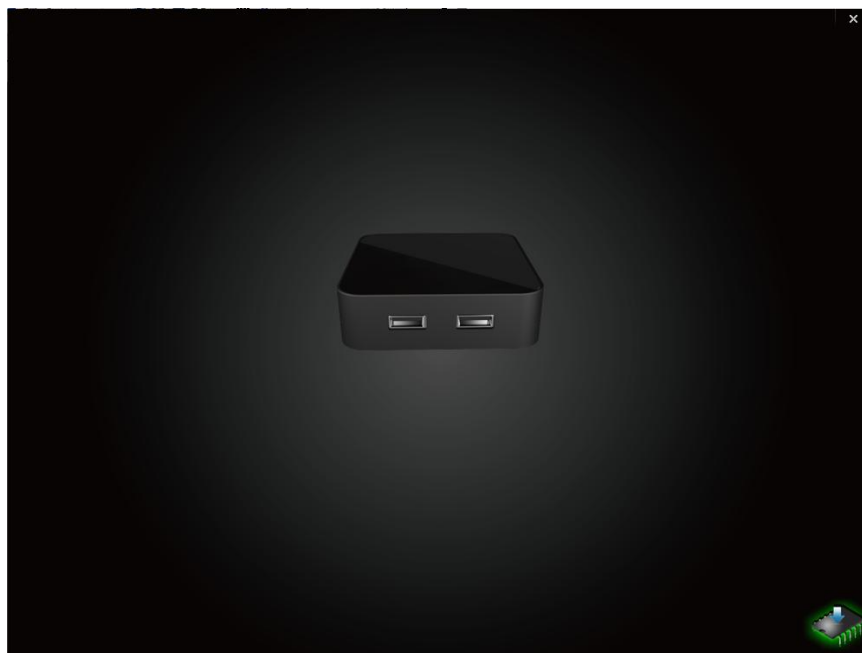
Chapter 4: Upgrade and Restoration

4.1 Upgrade firmware and restore configuration

Please connect your Cross Hair according to the figure below, using the USB cable included in the package. **Make sure there is no peripheral plugged into it.** When the Cross Hair LOGO is white, it enters into **PC MODE**, and can then be upgraded and restored on PC.



Click the icon at the bottom right corner of the screen.



Upgrade Firmware: Upgrade firmware to a newer version or repair firmware errors. Your configurations will not be changed after the operation.

Restore Factory Configuration: Restore configuration back to factory default. All your own changes will be lost.

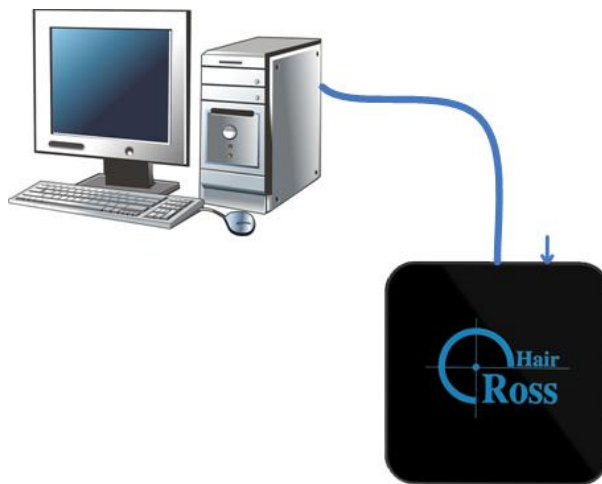
4.2 Repair firmware in REPAIR MODE

If Cross Hair works improperly, you may try repairing its firmware as stated below.

Hold down the hidden button with a toothpick or the tip of a pen, and then plug Cross Hair into your PC. When the LOGO is green, you can release the button. A stable green LOGO means your Cross Hair is in **REPAIR MODE**. In this mode, it can be repaired. The procedure is the same as firmware upgrade and restore factory configuration.

Please try both upgrading firmware and restoring factory configuration, so you will get a completely clean system.

After these two procedures, most of the problems can be solved.



During upgrading or restoring, do not shake the USB cable, unplug it, or turn off your PC. These behaviors will damage your Cross Hair.