



For  
**PS4**

 **nacon**



# REVOLUTION

## Pro Controller

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## REVOLUTION HAS STARTED.

The **NACON** brand is associating with **Sony Interactive Entertainment Europe** and using its expertise to give PlayStation®4 players a brand new console gaming experience. The **REVOLUTION PRO CONTROLLER** is concentrated technology – a controller designed for competition.

To meet the gameplay and usability demands of eSports, the **NACON REVOLUTION CONTROLLER** incorporates a range of cutting-edge features that have been fully optimised for all types of games: FPS, COMBAT, RACING, SPORTS...

Accompanied by the most comprehensive customization software available for a console controller, the **REVOLUTION PRO CONTROLLER** represents the new essential for **PS4™** players seeking performance.

This manual is a simplified introduction to the use of the **REVOLUTION PRO CONTROLLER** and its companion PC application. Learn all the nuances step by step so you are ready to enter competition!

# I. DESIGN & ERGONOMICS



# I. DESIGN & ERGONOMICS



## II. MAIN MENU & SETTINGS

The **profile bar** on the left lets you quickly move between the 4 different profiles that can be stored in the **REVOLUTION PRO CONTROLLER**.

### Profile management:

- **CONTROLLER PROFILES:**

Profiles stored in the controller (x4)

- **MY PROFILES:**

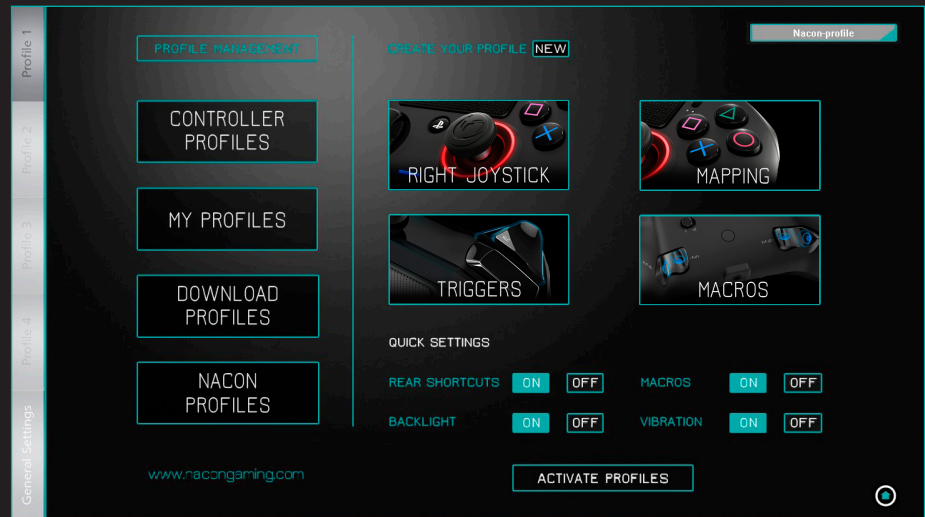
Profiles created and saved on the PC

- **DOWNLOAD PROFILES:**

NACON profiles (available for download)

- **NACON PROFILES:**

NACON profiles downloaded to and saved on the PC



There is a special section on the website [www.nacongaming.com](http://www.nacongaming.com) for sharing profiles

## II. MAIN MENU & SETTINGS

The main menu gives access to four aspects of the **REVOLUTION PRO CONTROLLER** configuration: advanced **RIGHT JOYSTICK**, button **MAPPING**, **TRIGGER** settings and **MACRO** definition.

The **QUICK SETTINGS** function enables fast configuration of the current profile (M1/M2/M3/M4 buttons and macros, lighting parameters, vibration).

The **ACTIVATE PROFILES** button sends the 4 profiles located in the profile bar to the **REVOLUTION PROCONTROLLER**'s internal memory.



Don't forget to save each time you modify the settings.

## II. MAIN MENU & SETTINGS

The **GENERAL SETTINGS** menu lets you customize the right joystick's backlight intensity, its rhythm (slow or fast pulses, or steady light), and controller vibration preferences. For example, you can activate the vibration function for just one or both of the two handles.

The **TEST** button lets you adjust the vibration in real time, while **RESET** returns the settings to their default values.



Depending on how your PC is configured, the software may not update automatically. You should regularly check for the availability of a new update by clicking FIRMWARE UPDATE.

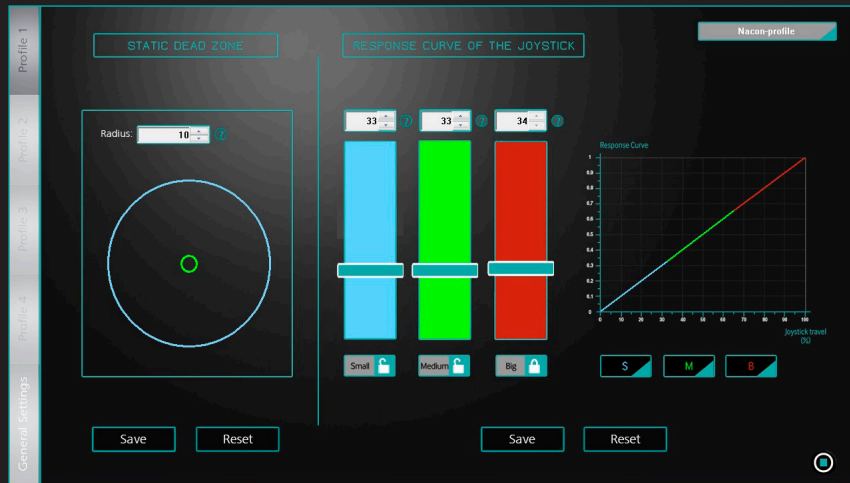


# III. RIGHT STICK SETTINGS

In **ADVANCED** mode, the **REVOLUTION PRO CONTROLLER** gives you a wide variety of ways to adjust the performance of the right stick. Depending on the type of game you are playing, these are the settings to take into account:

## STATIC DEADZONE

Zone corresponding to the central position of the stick and in which no signal is sent to the on-screen cursor. The expressed value corresponds to a percentage of the joystick radius.



By moving the mouse over a **[?]**, a help box is displayed over the function or values to be entered.

# III. RIGHT STICK SETTINGS

## RESPONSE CURVE OF THE STICK

The joystick response is divided into 3 zones (small, medium and big movements), the sizes of which can be modified. Each of these three values affects the joystick response. Multiple combinations are possible so it can be adapted to the player's requirements for speed and precision.

The illustration shows the real-time response curve of the right joystick according to the values entered.



The padlock  means that the value of one of the zones will be automatically adjusted to ensure the total is 100.

## IV. TRIGGERS SETTINGS

The **REVOLUTION PRO CONTROLLER**'s **ADVANCED** mode lets you adjust the **DEAD ZONE** for the analogue triggers (L2 and R2 buttons), and by extension their sensitivity. The trigger travel, displayed as a percentage, is divided into 3 fragments:

- Start of travel: between 0% and 33%
- Action zone: between 33% and 50% (fixed)
- End of travel: from 50% to 100%

By placing the dead zones at the start and end of travel, the player can regulate the trigger's response time. With no dead zone at the start of travel, the action is performed with the slightest pressure.



Depending on the functions assigned to L2 and R2 (shooting, acceleration, braking, punching...), it may prove useful to have different dead zones on each side. For example, an end of travel set at 50% is ideal for shooting in an FPS.

## V. BUTTON MAPPING

In **ADVANCED** mode, all of the **REVOLUTION PRO CONTROLLER** buttons can be configured in order to emulate the controls you need, including the touch pad button and the stick buttons (L3 and R3). The M1, M2, M3 and M4 shortcuts are located on the back of the controller and let you assign button combinations (cf. VI. MACROS).

The screenshot displays the button mapping configuration for a Nacon profile. The interface is split into two main panels. The left panel, labeled 'Profile 1', shows a list of controller buttons (X, O, square, triangle, right, up, left, down, L1, R1, L2, R2, L3, R3, Touch pad) and a 'MAPPING' table. The table has columns for 'Shortcuts' (ON/OFF) and 'Macro' (ON/OFF/Edit). Below the table is a 3D model of the controller. The right panel, labeled 'Nacon-profile', shows a 'MAPPING' window with 'Shortcuts' and 'Macro' options, and a list of M1-M4 shortcuts. Below this is another 3D model of the controller and 'Save' and 'Reset' buttons.



To bind a button or action, select the part of the controller in the table then activate the desired button.

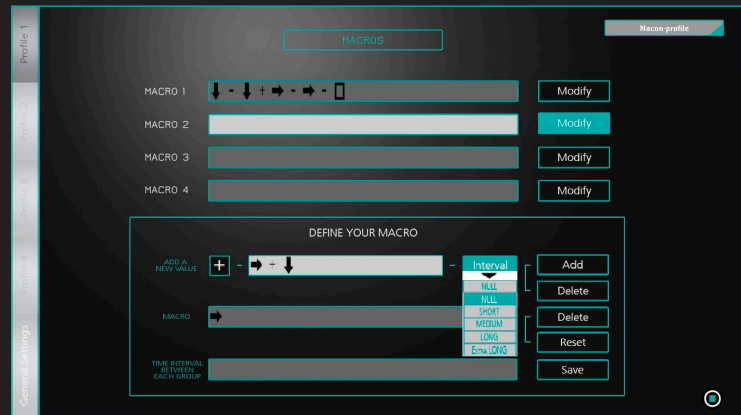
## VI. MACROS SETTINGS

In a game, some actions or series of actions force the player to quickly activate one or more sequences of buttons. For maximum reactivity and to multiply the capabilities on **PS4™**, the **REVOLUTION PRO CONTROLLER** is equipped with 4 macro buttons.

When the macro function is deactivated, these 4 buttons can be used as standard buttons. In macro mode, they become shortcuts for activating combinations of up to 25 buttons each.

To set a series of buttons, you first define the format of the series: simultaneous **[+]** or single **[-]**.

You can also define the speed of execution of the combination by modifying the **INTERVAL** between each of the buttons: **NULL**, **SHORT**, **MEDIUM**, **LONG** or **EXTRA LONG**.



An interval that is fairly long lets you match the speed of execution of a macro to that of the game. For an FPS, the sequence «take cover + reload» may take some time depending on the game or the character used.

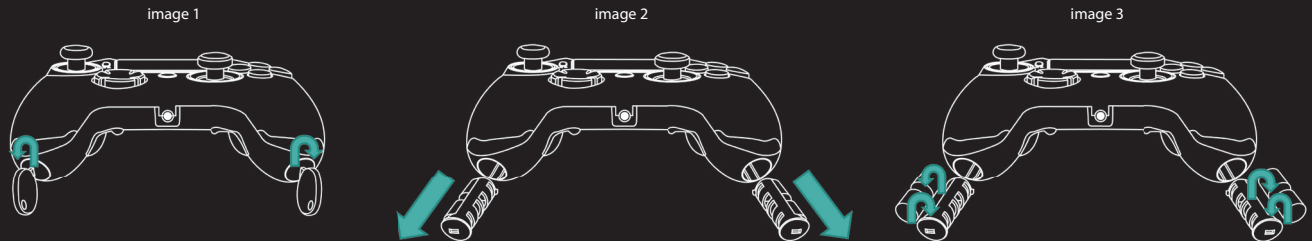
## VII. WEIGHT MANAGEMENT

So you can customize your gaming experience even more, the **REVOLUTION PRO CONTROLLER** has two compartments that let players add weight to the controller.

Three sets of weights are provided:

- 2 x 10g
- 2 x 14g
- 2 x 17g

To access the compartments, just insert the end piece provided with the controller into the slots and rotate them.



You don't need to use force to open the weight compartments. Make sure to align the white markers to unlock the compartments which you can then delicately remove.

### COMMENT 1

The software is not included with the **REVOLUTION PRO CONTROLLER**. You can download it on the site [www.nacongaming.com](http://www.nacongaming.com) as soon as it is released.

### COMMENT 2

To access the software, you must create a **NACON** player profile. This lets **REVOLUTION PRO CONTROLLER** users share the profiles they create and gives access to game profiles made available by the **NACON** team.