ⓝnacon

GC-400ES

INSTRUCTION BOOKLET

BB5101

DESCRIPTION AND EXPLANATION OF THE SOFTWARE DEDICATED TO THE NACON GC-400ES ALPHA PAD FOR PC

These instructions explain how to use the dedicated software. This will allow you to improve your gaming performance thanks to the use of your GC-400ES controller.

Important note: The use of the dedicated software only applies to the PRO-GAMER mode of the GC-400ES controller.

INDEX

01. LAUNCHING THE SOFTWARE.
02. INTRODUCTION TO THE HOME PAGE OF THE INTERFACE.
03. INTRODUCTION TO GENERAL SETTINGS OF THE INTERFACE.
04. INTRODUCTION TO THE ADVANCED SETTINGS OF THE INTERFACE (RIGHT ANALOGUE STICK).
05. INTRODUCTION TO THE CONTROLLER REMAPPING INTERFACE.
06. MISCELLANEOUS.
07. CREATING A PROFILE.
08. FAQ.
09. TECHNICAL SUPPORT.

01. LAUNCHING THE SOFTWARE

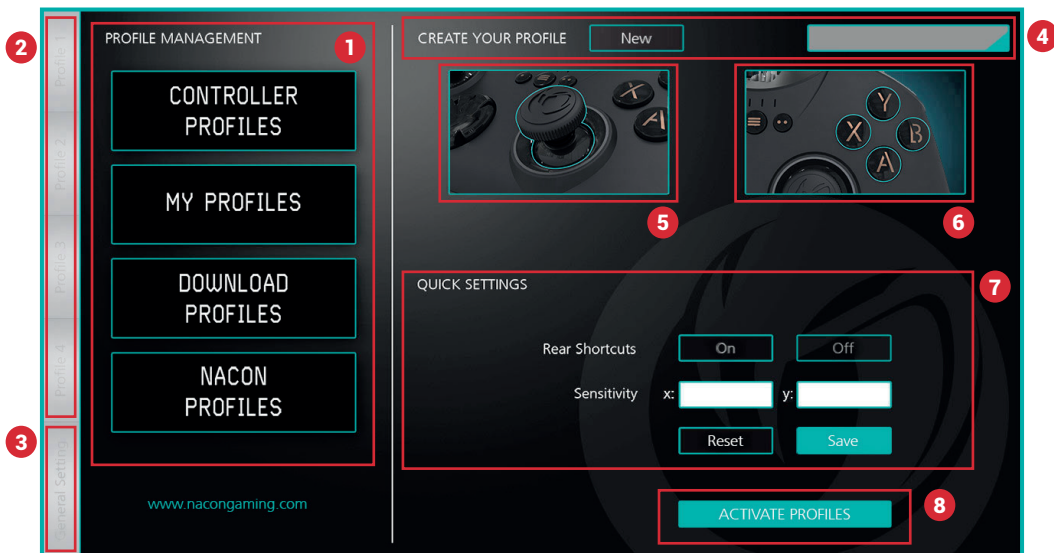01. Download it and install the software by following the instructions on the screen:
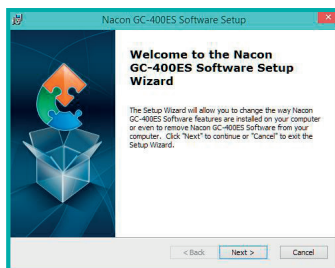
The software can be downloaded from the dedicated website:
http://nacongaming.com/fr/gc400es-project/

02. At the end of the installation, tick the box allowing you to launch the application.
03. Once the software has launched, select your language.

02. HOME page

01. Profile management:
a. CONTROLLER PROFILES: profiles that are stored in the controller.
b. MY PROFILES: profiles created and saved on your PC.
c. DOWNLOAD PROFILES: profiles created by the NACON team and available as a download.
d. NACON PROFILES: NACON profiles downloaded and saved on your PC.

NOTE: You cannot create Nacon profiles yourself and make them available to other players. Only the profiles created by the Nacon team will be available here. A special section will be accessible to you on the site dedicated to the GC-400ES in order to share the profiles that you have created.

02. Profile bar:
This bar will allow you to quickly navigate between the 4 different profiles stored on your GC-400ES controller.

03. General Settings:
This part will be detailed in the following section - «GENERAL settings».

04. Create your profile:
By clicking on the «New» button, a new profile will be created and placed in the selected position of the profile bar. A window will be displayed asking you to register a name.
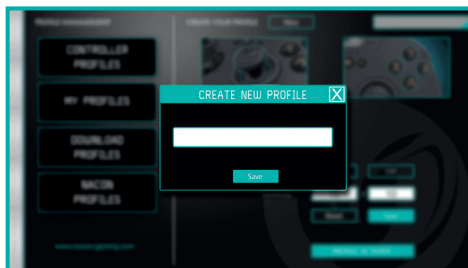
NOTE 1: When you name your profile, special characters are not accessible. Also spaces will be replaced by «_». We recommend you name your profiles with a short description (a maximum of 20 characters) so it can be fully displayed in the window.

NOTE 2: Once your profile is created, you will be able to rename it under another name by clicking on it.

05. Introduction to the ADVANCED settings of the interface (Right analogue stick):
This part will be detailed in the upcoming section - «ADVANCED settings of the Right analogue stick».

06. Controller remapping:
This part will be detailed in the upcoming section - «REMAPPING interface».

07. Quick settings:
This part allows you to quickly configure the controller by activating the shortcut buttons and by changing the sensitivity of the right analogue stick for aiming. The «Reinitialise» and «Save» buttons are there to return the configuration to default and to save your profile to your PC.

08. Activate Profile:
The «ACTIVATE PROFILE» button will send the 4 profiles, located in the profile bar, to your controller. A confirmation message will inform you when they have been downloaded to your controller.

03. GENERAL SETTINGS
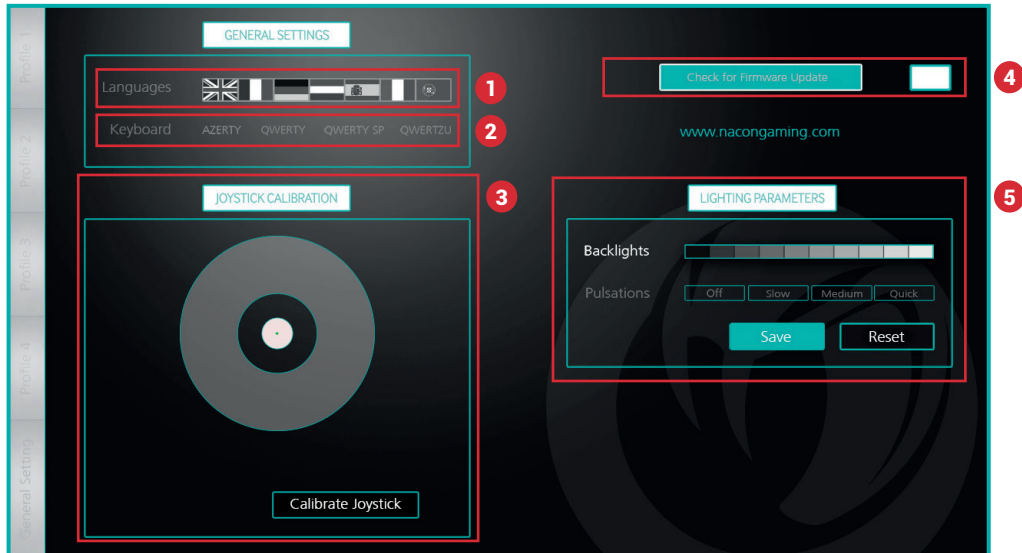
01. Languages:
Select the display language.

NOTE: If you change the display language, the keyboard type will change as well. Consider sending your profiles that have been modified in this way on your controller before any other manipulation.

02. Keyboards:
Select the keyboard type that you want to use in your profile.

NOTE 1: The key matching will occur automatically. However, we advise that you check each time that the configuration of your controller corresponds to the configuration of the keys used in your game.

NOTE 2: Changing the language and the keyboard type applies for all of the 4 profiles currently being configured.

03. Calibration:
This option lets you re-centre the right analogue stick in the event that you note a deviation in your aim even though the analogue stick is in the rest position.

04. Firmware update:
This shows you the version of the firmware in your controller. Click on the «Update firmware» button to confirm if a new version is available.

NOTE: Before updating the firmware, do not change the software display language.

05. Backlight Settings:
This part lets you modify the effect of the illuminated ring around the right analogue stick. This only relates to the PRO Gamer mode.

04. ADVANCE SETTINGS OF THE RIGHT ANALOGUE STICK

01. Profile name:
The name that you have given to your profile will be displayed in this location.

02. Help:
By moving the cursor of your mouse over a question mark, help will be displayed informing you about the option or values to enter.

03. Static Dead-Zone:
Zone in which no signal around the central position of the right analogue stick is sent.

04. Dynamic Dead-Zone:
Zone in which the mouse cursor can stop even if your right analogue stick is tilted.

a. Radius: defines the area in which the mouser cursor can stop.
b. Latency: defines the cursor movement stop time on the screen.
c. Threshold: defines the ease of activation in the dynamic dead-zone.

This option is here to simulate the stopping of a mouse in full motion. Thanks to this option, you will not need to release your right analogue stick to stop it. This will avoid any inadvertent movement and will mean you gain precious time.

05. Sensitivity:
This section will allow you to define the sensitivity in relation to the X and Y axis.

NOTE: it may be wise to differentiate these 2 sensitivities if you use several screens side by side.

06. Response curve of the analogue stick:
The response of the right analogue stick is split into 3 distinct areas: small, medium and big movements. These areas will be more or less large depending on the values that you enter. The padlock located under the big movements can be moved to small or medium movements by clicking on the padlock located under these two. It will allow you to automatically adjust this value depending on the two others.

05. REMAPPING INTERFACE

01. Keyboard:
Indicates to you the type of keyboard used.

NOTE 1: If you alter the keyboard type in the general settings, the keyboard type will also change in your profile by matching the characters.

NOTE 2: Changing the keyboard type does not change the keyboard type that you are currently using at your desktop. Only the information sent from your controller will be modified.

02. Key mapping:
To map a key or an action, select the input of the controller in the table then click on the desired key of your keyboard, or on the button of your mouse.

03. Shortcut buttons:
Activate, or not, the M1, M2, M3 and M4 buttons located on the back of the controller.

06. MISCELLANEOUS

Different warning messages may appear when using the controller with the software. Follow the instructions which will be given to you on the screen.

Some examples:

• When the controller is disconnected.
• When the controller is not placed in the right mode.
• When communication is not occurring properly with the controller.
• When an unauthorised profile name is entered.

07. CREATING A PROFILE

In this section we will explain how to create a profile for an FPS type game by following these steps:

• Select the position of the profile: firstly choose the profile number.

Click in the left-hand bar on the required position. In this example you want to have access to this profile when activating the PRO-GAMER mode, therefore choose «Profile 1».

• Create and name your profile: just click on the «New» button on the main «PROFILE MANAGEMENT» screen and enter the desired name.

We recommend that you choose short and clear names. In this example you want to create a generic FPS PRO profile.
Therefore name it FPS_PRO_JEU1.

NOTE 1: Adding an abbreviation of the name of the game for which it is designed is strongly advised. This is even more important when you are using a different keyboard mapping.

NOTE 2: You have the option of creating a new profile by loading an existing profile and renaming it. The loaded profile will serve as a basis and the new one will be saved under the new name. This will not change your base profile, but the new one that has been created.

• Modifying the sensitivity: as the FPS type profile has been chosen the significant responsiveness will be an advantage for aiming.

Therefore you modify the X and Y sensitivity on the same screen.
You apply a sensitivity
        X = 4
        Y = 3.

This difference will allow you to be quicker for horizontal movements than for vertical movements. You can adjust them at your convenience. This choice can also account for the resolution difference of your screen in relation to the X and Y axis or the format of your screen.

Click on the «Save» button now to go to the advanced configuration.

• Advanced configuration: click on the image with the right analogue stick to go into the advanced configuration of your right analogue stick.

As you have just entered a more or less heightened sensitivity, it may be difficult to properly target an adversary. It will therefore be very responsive but the aim will be approximate. To compensate for this, modify the «RESPONSE CURVE OF THE ANALOGUE STICK».

Increase the analogue stick stroke for small movements in order to have a more accurate aim.

Therefore set the following values:
        - SMALL MOVEMENTS: 70
        - MEDIUM MOVEMENTS: 15
        - BIG MOVEMENTS: 15

Now click on the «Save» button.

To avoid inadvertent movements around the neutral area of the right analogue stick (as you have set a greater sensitivity than usual), you are now going to adjust the static dead-zone.
        - STATIC DEAD-ZONE / RADIUS: 10

You are now going to tackle aiming with the «DYNAMIC DEAD-ZONE». This zone will allow you to stop the cursor after more or less quick movements. This will allow you to stop your crosshair as close as possible to your enemy.

We recommend setting the radius of this area to half the stroke used for aiming.
          - RADIUS: 35

NOTE: We recommend not assigning a radius value greater than 50. Wide movements of the right analogue stick are generally undertaken for rapid actions.

As regards the «LATENCY», this will allow you to stop more or less quickly. Due to the rapid action of our game type, we will set a short stop time.
          - LATENCY: 600ms

To make using this anticipated stop of the crosshair option easier, we are going to set the maximum «THRESHOLD» for our profile.
          - THRESHOLD: Level 5

Now click on the «Save» button.

Now that the performance of your right analogue stick has been set, we are going to go back to the main page of the software (by clicking on the home button located on the bottom right) and get started on the mapping of the controller.

• Remapping of the controller: This section will allow you to use your controller properly in your games.

Click on the image located on the top right (the one showing the top right-hand corner of the controller with the A, B, X and Y buttons).

Before remapping the controller, you need to know what the configuration of the keys used by the game is.

Therefore check if documentation is available with the list of game controls. If this is not the case, launch the game and go to the control options to find it out. In this last case I will be able to switch from one window to another, between my game and the dedicated software of my GC-400ES.

We are going to configure the controller for movements and for a traditional activation option.
To do this, you just need to click on the graphical item representing the controller control in the table, then select the character required on your keyboard.
          - Left analogue stick (Up): Z
          - Left analogue stick (Down): S
          - Left analogue stick (Left): Q
          - Left analogue stick (Right): D
          - A: SPACE

For movement, as this configuration is commonly used, this key configuration may already be saved.

NOTE: by default a mapping is defined when a profile is created.

Continue this button mapping according to your requirements in terms of your game.
Now you just need to save by clicking the «Save» button and go back to the main page of the software.

• Sending the profile to the controller: now that your profile has been created you just need to test it.

Click on the «ACTIVATE PROFILE» button.

The new «FPS_PRO_JEU1» profile has been sent to the GC-400ES, as well as the 3 other loaded profiles from the software.
Test it in game and adjust your configuration, if required.

8. FAQ

The GC-400ES is not recognised in game but the game works with gamepads:
• Switch from Direct-Input mode to X-input mode or the reverse.
• Check that the control options of your game are properly configured for using a gamepad as the main controller.

I get unusual behaviour from my controller in PRO-GAMER mode:
• With the help of the software check that the button mapping corresponds to the mapping of your game.
• Check that the right analogue stick configuration corresponds properly to your requirements.

The GC-400ES appears to be blocked or not recognised by Windows:
• Check your version of Windows, the software and the GC-400ES controller are only designed for Windows 7 / 8 / 10.
• Disconnect your controller and connect it again.
• Go to the Windows «control panel» then «Peripherals and Printers», delete the GC-400ES, disconnect and reconnect it.
• Use the GC-400ES software, go to «General Settings» and check the firmware is up-to-date.

My profiles have not been saved onto my GC-400ES:
• Open the GC-400ES software, go to «General Settings», check that the firmware number is not 0.00. If this is the case, follow the following instructions:
       - Close the GC-400ES software.
       - Go to the Windows «control panel» then «Peripherals and Printers», delete the GC-400ES.
       - Disconnect the GC-400ES.
       - Connect the GC-400ES, wait until the driver installation has finished.
       - Relaunch the GC-400ES software and check the firmware number again.
         If the firmware number has returned then communication with the GC-400ES works again. You can therefore update your controller profiles.

09. TECHNICAL SUPPORT

Email: support@nacongaming.com
Website: www.nacongaming.com

Legal lines
Windows® 7/8/10 are registered trademarks of Microsoft Corporation.

Recycling
This product should not be disposed of in normal household rubbish. Please take it to a nominated collection point. Recycling is important and will help to protect our environment from reduced landfill waste.

Important Safeguards & Precautions
01. This unit is for indoor use only. Never expose to direct sunlight or wet weather conditions.
02. Do not expose the unit, to splashing, dripping, rain or moisture. Do not immerse in liquid.
03. Do not expose the unit to dust, high humidity, high temperatures or mechanical shock.
04. Do not use if the unit is damaged.
05. Do not disassemble the unit; there are no serviceable parts inside.
06. For external cleaning of the unit, use a soft, clean, damp cloth only. Use of detergents may damage the finish and leak inside.

Ergonomics
Holding your hand in the same position for a longer period of time can lead to aching and pain. If this occurs repeatedly please consult your doctor.
As a precaution we recommend that you take a 15 minute break every hour.

http://nacongaming.com