



7-inch mmWave handheld series

V3 / V3 Pro / V3 SE



User manual

V 1.0

Table of contents

PRODUCT INTRODUCTION	4
TECHNICAL PARAMETERS	5
PRODUCT OVERVIEW	7
PACKAGING & ACCESSORIES	7
APPEARANCE, BUTTONS AND PORTS.....	7
<i>Handheld</i>	7
<i>MmWave transmitters</i>	9
INSTALL THE CONNECTION	10
POWER SUPPLY AND CHARGING	10
AUDIO AND VIDEO INPUT.....	10
<i>HDMI input</i>	10
<i>Type-C DP input</i>	10
<i>mmWave wireless transmission</i>	11
REMOTE TOUCH CONTROL SUPPORT	11
CONTROLLER SUPPORT	12
<i>Controller Working Mode switching</i>	12
<i>PS4 mode</i>	13
<i>Joy-Con mode</i>	14
MMWAVE TRANSMITTERS	14
QUICK REFERENCE OF USAGE SCENARIOS	16
CONNECT TO PHONE/TABLET (VIA DP).....	16
CONNECT TO PHONE/TABLET (VIA MMWAVE).....	16
CONNECT TO SWITCH CONSOLE (VIA HDMI).....	16
CONNECT TO SWITCH CONSOLE (VIA MMWAVE).....	17
CONNECT TO PC (VIA DP)	17
CONNECT TO PC (VIA HDMI)	17
CONNECT TO A PC (VIA MMWAVE)	18
CONNECT TO PS CONSOLE (VIA HDMI).....	18
CONNECT TO PS CONSOLE (VIA MMWAVE).....	19
CONNECT TO SET-TOP BOX, ETC. (VIA HDMI).....	19
DIRECTIONS FOR USE	20
POWER ON/OFF THE HANDHELD	20

PeakDo 7-inch mmWave Handheld series manual

INDICATOR.....	20
AUDIO AND VIDEO INPUT PRIORITY.....	20
USE THE MMWAVE FUNCTION.....	21
HANDHELD OSD MENU.....	21
<i>OSD menu structure.....</i>	<i>22</i>
<i>Some of the functions are explained.....</i>	<i>22</i>
<i>Basic operations.....</i>	<i>23</i>
<i>Quick actions.....</i>	<i>24</i>
<i>Pop-up prompts.....</i>	<i>24</i>
A SPECIAL NOTE ON MMWAVES.....	25
TROUBLESHOOTING.....	27
WARRANTY.....	30
CONTACT US.....	30

Product Introduction

This product provides a one-stop streaming solution.

The main functions of this product are:

- You can stream PC/XBOX/PS4/PS5/Switch content to the handheld, and enjoy uncompressed and lag-free games anytime, anywhere;
- Support DP/HDMI/mmWave three modes to transmit audio and video;
- mmWave supports uncompressed, non-delayed, and lossless transmission;
- (in some scenarios) support Remote Touch Control;
- The built-in rail supports Joy-Con with charging function;
- Rich ports to meet the needs of multi-dimensional expansion;
- Built-in speakers with headphone jack;
- Built-in large-capacity battery, long battery life;
- Light weight, not tired after playing for a long time;

This manual applies to the following products:

Product Name	Product model	Major technical differences
V3 Pro	PK-0703-RX	Native landscape screen, mmWave supports 1920*1080@120Hz
V3	PK-0704-RX	Native landscape screen, mmWave supports 1920*1080@60Hz
V3 SE	PK-0705-RX	mmWave supports 1920*1080@60Hz

Specifications

		V3 Pro PK-0703-RX	V3 PK-0704-RX	V3 SE PK-0705-RX
Outline	Dimensions	165.2mm x 106.2mm x 15.2mm		170mm x 100.7mm x 14mm
	Net Weight	299 g	299 g	285 g
	Case Material	CNC aluminum alloy		
Display	Screen size	7 inches, display area 155mm x 87mm		The display area is 154mm x 89mm
	Panel Material	IPS/TN		
	Color gamut	100% sRGB		
	Brightness	500cd/m ²		550cd/m ²
	Resolution/refresh rate	1920 x 1080@120Hz		1920 x 1080@60Hz
	Touch support	5+ multi-touch capacitive screen		10+ multi-touch capacitive screens
Ports and rails	Type-C	Full-featured Type-C port, support DP 1.2 audio and video input + PD external power supply		
	mini-HDMI	HDMI 1.4 audio and video input		
	PD	Type-C PD external power supply, maximum charging power 30W		
	Audio port	Ø3.5mm headphone jack		
	Controller support	Joy-Con Joystick Rail x 2. Supports charging (5V 300mA x 2)		
Audio and video	Video	1080P@120Hz	Wired 1080P@120Hz Wireless 1080P@60Hz	1080P@60Hz
	speaker	Multimedia speaker		
Power	Operating power	8W typical, 10W max		
	Battery capacity	7000mAh, 26.5Wh		

PeakDo 7-inch mmWave Handheld series manual

Cooling	Heat dissipation	Copper pipes + fins
	Fan	PWM control
other	Light	Red, green and blue indicators
	Operating temperature	0°C ~ 60°C
	Storage temperature	-20°C ~ 60°C

MmWave transmitter (PK-P5-TX).		
Outline	Dimensions	115mm x 25mm x 11mm
	Weight	45 g
	Case Material	CNC aluminum alloy
Wireless transmission	Operating frequency	60GHz mmWave
	Transmission rate	3.96G bps
	Transmission distance	30 meters
	Transmission angle	60 degrees
Ports	Audio and video input	HDMI 1.4
Video	Resolution/refresh rate	4K@30Hz, 1080P@120Hz
	Delay	≤2.5ms
Power	power consumption	3W, 5V 600mA
	power supply	Type-C PD external power supply
Other	Operating temperature	0°C ~ 60°C
	Storage temperature	-20°C ~ 60°C

Product Overview

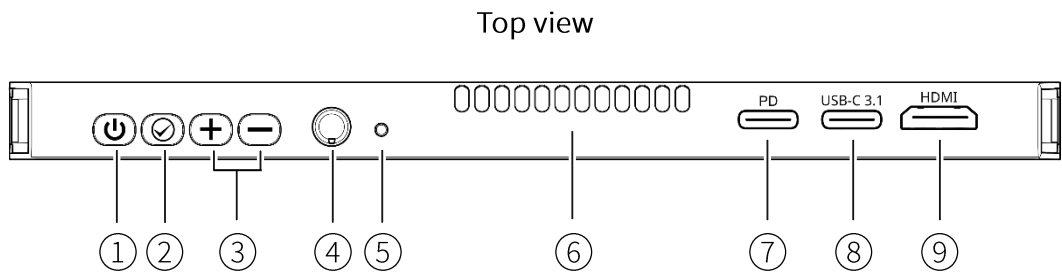
Packaging & Accessories

This product contains:

- 7-inch mmWave handheld (1 set), the specific model depends on the product
- mmWave transmitter, model PK-P5-TX (1pc).
- USB Type-C to Type-C cable (1 pc, 1 meter long)
- USB Type-A to Type-C cable (1 pc, 1 meter long)
- HDMI to mini-HDMI cable (1 pc, 1 meter long)

Appearance, buttons and ports

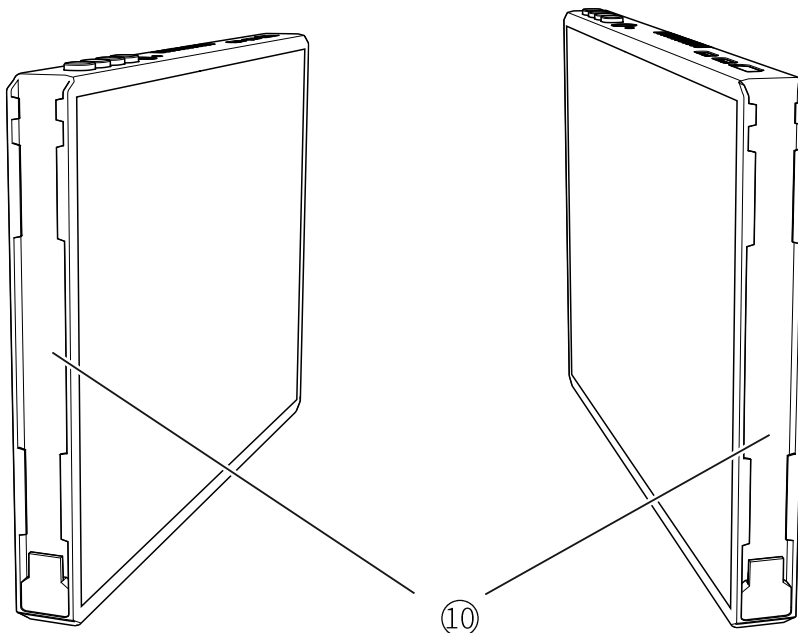
Handheld



- | | | |
|------------------------|------------------|--------------------------------|
| ① Power on/off button | ② Confirm button | ③ Volume up or down |
| ④ 3.5mm headphone jack | ⑤ Light | ⑥ Heat dissipation air outlets |
| ⑦ Type-C PD | ⑧ USB Type-C 3.1 | ⑨ mini-HDMI |

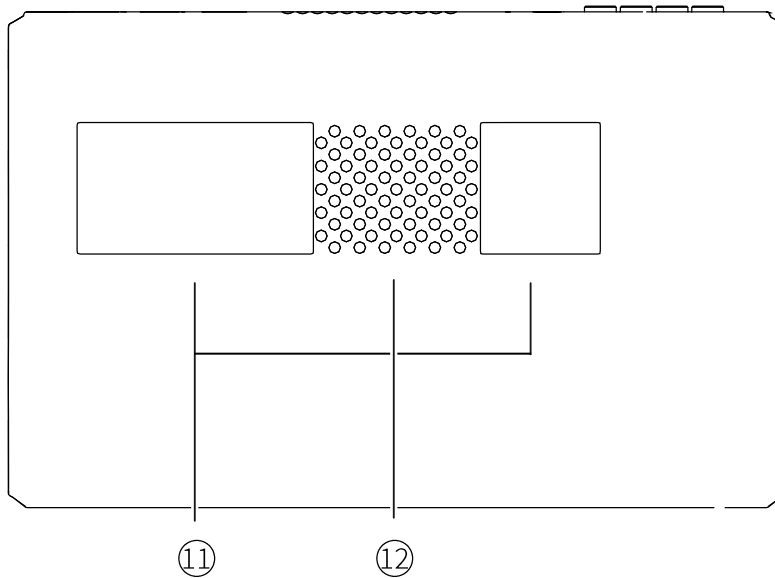
Left view

Right view



⑩ Controller rails

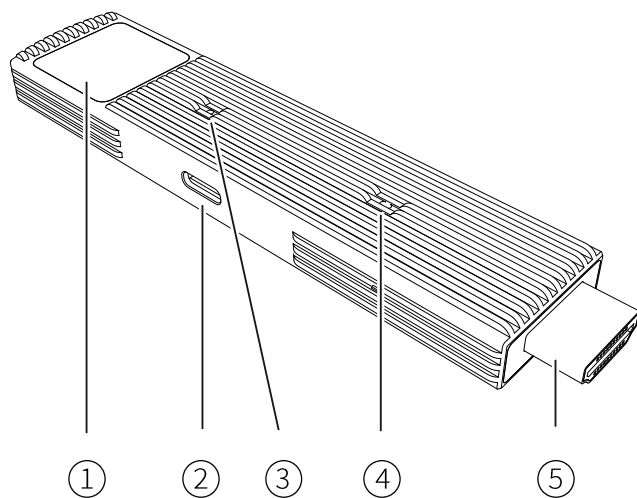
Rear side view



⑪ Antenna window

⑫ Heat dissipation air intake

MmWave transmitters



- ① mmWave antenna window ② USB power supply port ③ Reset button
④ Work indicator ⑤ HDMI port

Note: The mmWave is emitted outwards from the antenna window, which is the direction in which the mmWave is transmitted

Install and Connection

This section describes the installation and connection methods as the following sections:

- Handheld
 - [Power supply](#)
 - [Audio and video input](#)
 - [Remote Touch Control support](#)
 - [Controller support](#)
- [mmWave transmitters](#)

Power supply and charging

There are two ways to power the handheld:

- Built-in battery
- External PD power, as well as charging the battery

When powered by the built-in battery, no additional settings are required, and the device can be turned on and used directly.

When using an external PD for power supply, use a USB Type-C cable from an external power source that meets the requirements (See [Technical parameters](#) section) connect to the PD port(port ⑦). The external PD also charges the built-in battery.

Video/Audio input

The handheld supports HDMI, Type-C DP and mmWave wireless transmission to input audio and video, and the cable requirements and installation methods of different methods are slightly different.

HDMI

Use an HDMI cable to connect from the source to the handheld's mini-HDMI port (port⑨).

Type-C DP

Use a USB Type-C cable that supports the DP protocol to connect from the source to the handheld's

full-featured Type-C port (port ⑧).

mmWave wireless transmission

In conjunction with the PeakDo mmWave transmitter, you can wirelessly transmit audio and video signals to the handheld using mmWave technology.

1. Plug the mmWave transmitter into the HDMI port of the source, connect the USB power supply to the mmWave transmitter, and make sure that the transmitter's antenna window is not blocked;
*
2. The mmWave transmitter starts to power on, and the indicator light flashes;
3. Remove the HDMI and DP cables from the handheld; **
4. On the handheld, press the Confirm button (button ②) to open the OSD menu and confirm that the mmWave function is enabled. ***
5. The handheld and mmWave transmitter start pairing, and after the pairing is complete, the audio and video transmission from the signal source to the handheld will begin.

* mmWave wireless transmission has certain requirements for the use environment, please refer to the section "[Special instructions for mmWave](#)".

** mmWave cannot be used as wired connection; And once the wired connection is in use, the mmWave function of the handheld will be automatically turned off. This is intentionally designed to ensure that mmWave functionality is only turned on when necessary to reduce power consumption

For details about how to operate the OSD menu, see the section "[OSD Menu](#)".

Remote Touch Control support

The handheld screen supports multi-touch, and the touch signal can be sent back to the receiver via USB cable.

Please connect the full-featured Type-C port (port ⑧) to a supported system.

Currently, the following systems support Remote Touch Control:

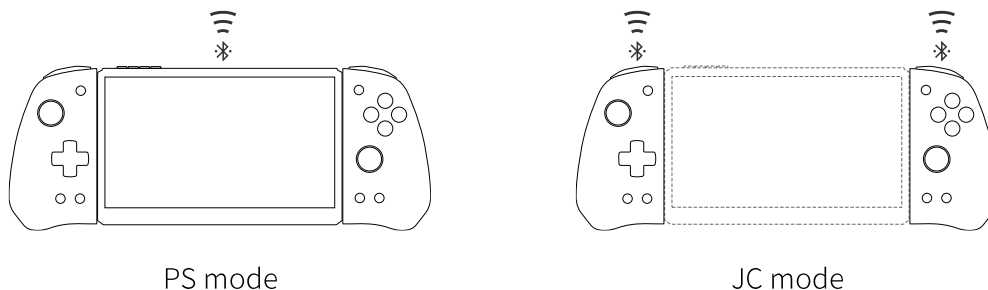
- Windows PC
- Android phone
- Android tablet

Controller support

The handheld has a built-in rail which is compatible with Joy-Con controllers.

The handheld supports two controller working modes: PS4 mode ("PS mode") and Joy-Con mode ("JC mode").

- PS4 mode: The handheld combines two Joy-Con controllers as a single PS4 controller, which connects to the console via the handheld's Bluetooth module
- Joy-Con Mode: The controllers are connected to the Switch via the controller's Bluetooth



When using the controller, slide controllers into the rail from top to bottom. When the controller is plugged in, the handheld will pop up the corresponding OSD prompt (PS mode only. JC mode has no prompt for controller attachment).

Controller Working Mode switching

When the handheld booted, controller working mode is reset to the PS4 mode by default.

To switch the controller working mode to Joy-Con mode, please do the following:

- 1) Open the handheld OSD menu

- 2) Press and hold "BLE Pair" for two seconds to trigger the mode switch
- 3) The handheld will pop up an OSD prompt for mode switching: "JC mode"
- 4) **Note:** There is a 5-second delay before mode switching completed, that is, it will take 5 seconds to actually switch to "JC mode" after pop-up the prompt.

Note: To switch back to PS4 mode, reboot the handheld.

PS4 mode

In PS4 mode, the controller supports: buttons (the Home button of the Joy-Con controller is mapped to the PS button of the PS4 controller), shoulder trigger, joystick, vibration, gyroscope, part of touchpad functions, PS console wake-up. Linear triggers and microphones are *not* supported.

Connect the controller to the PS console as follows:

- 1) Reboot the handheld to make sure the controller mode is PS mode;
- 2) Slide the Joy-Con controller into the handheld controller rail;
- 3) Tap "BLE Pair" in the OSD menu of the handheld to start controller pairing;
- 4) Using the original PS controller, open the "Settings" UI of the PS console,
 - (for PS5 consoles) go to "Accessories", → "General", → "Bluetooth accessories"
 - (for PS4 consoles) enter "Peripherals" in turn → "Bluetooth Devices"console will automatically start scanning;
- 5) The handheld will be discovered by the PS console as a "DUALSHOCK 4 Wireless Controller", select it and connect;
- 6) After the handheld connected, playing game normally;
- 7) If the controller is disconnected from the PS console, press the Home button of the Joy-Con controller will automatically reconnect to the PS console;
- 8) If you need to re-pair the controller, tap "BLE Pair" from the OSD menu of the handheld to start pairing.

Note: When the handheld in PS mode, even if the Joy-Con controller is not plugged in, the handheld will still broadcast as a PS4 controller, which can be connected, but does not have the actual controller function (because the buttons, joystick, and vibration (etc.) depend on the real Joy-Con controller).

Gyroscope calibration

PS mode supports gyroscope, if you need to calibrate gyroscope, please follow the steps below:

- 1) (Important) Calibration can only be done when Bluetooth is not connected, so please disconnect from Bluetooth;
- 2) (Important) restart the handheld;
- 3) Slide the Joy-Con controller into the handheld, then lay the handheld flat on the table;
- 4) Press the "-" button and the "B" button to enter the calibration mode (the controller will vibrate at this time);
- 5) Press the "+" button to start calibration (the controller will vibrate at this time), keep the handheld still, and the calibration is expected to be completed after 1 second;
- 6) Connect Bluetooth normally to get started.

Joy-Con mode

The way to use the JC mode is as follows:

- 1) Slide Joy-Con controllers into Switch to pair first;
- 2) Remove Joy-Con controllers from the Switch, make sure that the controllers should still remain paired with the Switch (via Bluetooth);
- 3) After the PeakDo handheld is powered on, open the OSD menu, press and hold the "BLE Pair" menu for 2 seconds, switch the controller working mode to JC mode.
- 4) Wait at least 5 seconds to make sure the mode switch complete, then slide the Joy-Con into the rail on your handheld and you're ready to go.

mmWave transmitters

1. Plug the mmWave transmitter into the HDMI port of the source; If the source does not have an HDMI port, you can use PeakDo's adapter or mmWave transmitter dock* to convert the compatible signal to HDMI.
2. To power the transmitter, use a USB cable connect from external power supply (or USB-A port of the dock itself) to the power supply port (Type-C) of the transmitter.
3. References [Special instructions for mmWaves](#) section, adjust the transmitter direction. Use PeakDo's adapter or mmWave transmitter dock as needed*;

4. The mmWave transmitter and handheld in the package are paired and ready to use right out of the box. For re-pairing, see the section "[Using the mmWave Function](#)".

* This product does not include adapter, and mmWave transmitter dock, please purchase separately

Quick reference of usage scenarios

This section lists common usage scenarios for quick reference.

Connect to phone/tablet (via DP)

1. Use a USB Type-C cable that supports the DP protocol to connect your phone/tablet to the full-featured Type-C port (port ⑧)
2. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

Connect to phone/tablet (via mmWave)

1. Use PeakDo's Type-C to HDMI adapter or mmWave transmitter dock if need; *
2. Plug the mmWave transmitter into the HDMI port of the adapter, or dock;
3. To supply power to the mmWave transmitter, connected an external power source (such as a charger) to the transmitter's Type-C port.
4. The handheld has mmWave function enabled;
5. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port of the handheld ⑦)

* This product does not include adapter and mmWave transmitter dock

Connect to Switch console (via HDMI)

1. Place the Switch console on the Switch dock which is powered by the original power supply.
2. Use an HDMI to mini-HDMI cable to connect from the HDMI port of the Switch dock to the mini-HDMI port (port ⑨) of the handheld;
3. **(Important)** Set the handheld's controller mode to JC mode (see "[Controller support](#)" section);
4. After the Joy-Con controller is paired with the Switch, slide it into the handheld rail;
5. a) The handheld is powered by the built-in battery, or

- b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

Connect to Switch console (via mmWave)

1. Place the Switch console on the Switch dock which is powered by the original power supply.
2. Plug the mmWave transmitter into the HDMI port of the Switch dock; Use PeakDo's adapter or mmWave transmitter dock if need; *
3. To supply power to the mmWave transmitter, connected an external power source (such as a charger) to the transmitter's Type-C port.
4. The handheld has mmWave function enabled;
5. (**Important**) Set the handheld's controller mode to JC mode (see "[Controller support](#)" section);
6. After the Joy-Con controller is paired with the Switch, slide it into the handheld rail;
7. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

Connect to PC (via DP)

1. Use a USB Type-C cable that supports the DP protocol to connect your computer to the full-feature Type-C port (port ⑧) of the handheld;
2. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

Connect to PC (via HDMI)

1. Use an HDMI to mini-HDMI cable to connect from your computer to the mini-HDMI port (port ⑨) of the handheld;
2. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see

[Technical parameters](#) section) to the PD port (port ⑦) of the handheld

3. (Optional) If you need remote touch control, use a USB Type-C cable to connect your computer to the full-feature Type-C port (port ⑧) of the handheld;

Note: Remote Touch Control are currently only available on Windows.

Connect to a PC (via mmWave)

1. Plug the mmWave transmitter into the HDMI port of your computer; Use PeakDo's adapter or mmWave transmitter dock if need; *
2. To supply power to the mmWave transmitter, connected an external power source (such as a charger) to the transmitter's Type-C port.
3. The handheld has mmWave function enabled;
4. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

* This product does not include adapter and mmWave transmitter dock

Connect to PS console (via HDMI)

1. Use an HDMI to mini-HDMI cable to connect from PS console to the mini-HDMI (port ⑨) of the handheld;
2. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld
3. If you want to use the original PS controller, place the handheld on the stand (use it as a portable screen) and start playing;
4. If you want to use a Joy-Con controller, connect the controller by referring to the "[PS4 Mode](#)" section in "[Controller Support](#)";

Connect to PS console (via mmWave)

1. Plug the mmWave transmitter into the HDMI port of console; Use PeakDo's adapter or mmWave transmitter dock if need; *
2. To supply power to the mmWave transmitter, connected an external power source (such as a charger) to the transmitter's Type-C port.
3. The handheld has mmWave function enabled;
4. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld
5. If you want to use the original PS controller, place the handheld on the stand (use it as a portable screen) and start playing;
6. If you want to use a Joy-Con controller, connect the controller by referring to the "[PS4 Mode](#)" section in "[Controller Support](#)";

* This product does not include adapter and mmWave transmitter dock

Connect to set-top box, etc. (via HDMI)

1. Use an HDMI to mini-HDMI cable to connect from a set-top box or other device to the mini-HDMI port (port ⑨) of the handheld;
2. a) The handheld is powered by the built-in battery, or
b) Use a USB Type-C cable to connect an external power source (must meets the requirements, see [Technical parameters](#) section) to the PD port (port ⑦) of the handheld

Directions for use

Power on/off the handheld

1. Press and hold the power button (button ①) for 2 seconds to turn on, the indicator light will on, and the handheld can be used in 5~10 seconds;

When the device is turned on, press and hold the power button (button ①) for 2 seconds to shut down;

2. The handheld will automatically shut down after a period of idle* (1 minute by default, 5 minutes with the "Delayed Sleep" function enabled);

* Idle means: the handheld does not show the OSD menu, no signal input, no button operation, no touch screen operation

Indicator

Handheld Indicator (part ⑤) is a red, green and blue LED light, and its status is follows:

Boot/Standby	Green
Charging/reminder indication	Red: Charging Green: Battery is full
mmWave status indication	Blue slow flash: The mmWave receiver is powered on Blue fast flash: mmWave is connecting Solid Blue: mmWave connected

Audio and video input priority

The handheld supports a variety of audio and video inputs. When multiple inputs are available at the same time, the handheld prefers the input that takes effect first.

Example:

- ◆ Connect the HDMI first, then plug in the DP cable. At this time, the handheld selects HDMI;

- ◆ Connect the DP first, then turn on the "mmWave" function through the OSD menu, the handheld will go black for 2 seconds, and then switch back to the DP signal to continue displaying, and automatically turn off the "mmWave" function;
- ◆ Receive audio and video normally through mmWave, then plug in the DP/HDMI cable, and the handheld continues to use the signal transmitted by mmWave.

Use the mmWave function

The mmWave transmitter and handheld need to be paired before use, and the pairing information will be recorded, so there is no need to pair repeatedly during daily use.

The mmWave transmitter and handheld in the package are paired and ready to use right out of the box.

If you need to re-pair, follow these steps:

1. Turn on the handheld and make sure the "mmWave" function is enabled.
2. Press and hold the reset button on the mmWave transmitter for 1 second, and the subsequent pairing and connection process will be completed automatically.








According to the "[Audio and Video Priority](#)" section, in order to use mmWave, you need to remove the DP and HDMI cables from the handheld and then enable the "mmWave" function.

Handheld OSD menu

The handheld provides a convenient OSD menu for users to view relevant information and change the configuration of the handheld.

At the bottom of the main page of the OSD menu, you will be prompted to enter the video specifications (resolution and refresh rate) and the battery level and charging status.

OSD menu structure

- Menu homepage
 - **PeakDo** (Info page, displayed as the PeakDo logo)
 - System
 - ◆ Eye Protection
 - ◆ Battery Status
 - ◆ Delayed Sleep
 - ◆ Auto Fan
 - ◆ mmWave
 - ◆  Brightness
 - ◆  Contrast
 - ◆  Volume
 - ◆  Fan speed
 - Image
 - ◆  Saturation
 - ◆  (Red, green, blue)
 - ◆ Color temperature (user-defined color temperature)
 - Language
 - ◆ English
 - ◆ Chinese
 -  (Exit the OSD menu and display as an icon)
 - BLE Pair

In general, in the menu structure, those with sub-items are called menus, and those without sub-items are called menu items (or configuration items). For example, "Image" is called a menu, and "Saturation" is called a menu item (or configuration item).

Explanation for some functions

- Eye Protection: When this function is enabled, adjust the color temperature of the image to a warm tone to reduce the proportion of blue light to achieve the purpose of eye protection.
- Battery Status: When this function is enabled, the battery level and charging indicator will be displayed in the upper right corner of the screen;

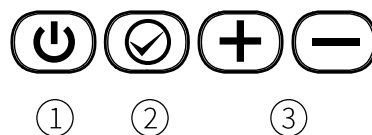
- Delayed Sleep: By default, the handheld will be idle (*) and will enter the sleep state after 1 minute. If the "Delayed Sleep" function is enabled, it will be idle for 5 minutes before entering sleep;
- Auto Fan and Fan speed: If the "Auto Fan" function is enabled, the handheld will adjust the fan speed by itself according to the working conditions, and the "Fan speed" cannot be adjusted manually; After turning off the "Auto Fan" function, you can manually adjust the "Fan Speed";
- mmWave: Enable or disable the mmWave function. In some cases, the mmWave feature may turn off on its own. See "[Audio and Video Input Priority](#)" and "[Using the MmWave Function](#)".
- BLE Pair: See the section "[Controller Support](#)". This menu item has two functions:
 - Click/Tap: When the handheld is in PS4 mode, tap this menu item to start pairing;
 - Press and hold for 2 seconds: switch the working mode of the handheld controller;

* Idle means: The handheld does not show the OSD menu, no signal input, no button operation, no touch screen operation

Basic operations

Because the handheld supports touch control, users can directly tap and swipe with their fingers to operate the OSD menu.

The button on the top of the handheld can be used for OSD menu operations, and its number and name (when operating the OSD) are as follows:



① Exit button ② Confirm button ③ Volume up/down

In different operation contexts, the function of each button may be different, as shown in the following table:

Context	Button	Function`
The OSD menu does not open	Confirm	Open the OSD menu
	Volume up/down	Turn on brightness and volume adjustment, see Quick Actions
OSD Menu Home Page	Exit	Close the OSD menu
	Confirm	Go to the menu

	Volume up/down	Select a menu category
Entered the OSD menu	Exit	Exit to the top-level menu
	Confirm	Go to the menu item
	Volume up/down	Navigate through the menu items
Entered the menu item	Exit	Exit this menu item
	Confirm	Confirm the menu item settings and exit
	Volume up/down	Change the menu item settings

Quick actions

When the handheld has a video signal and the OSD menu is not open, press the Volume Up/Down button to quickly open the brightness and volume adjustment menu.

- Press the "Volume Plus" button: Open the "Brightness" adjustment menu; Then adjust it with Volume Up/Down;
- Press the "Volume Down" button: Open the "Volume" adjustment menu; Then adjust it with Volume Up/Down

After 15 seconds of no operation, the adjustment menu will automatically close; Press the "Confirm button" to immediately apply the current settings and close the adjustment menu; Press the "Exit Button" to cancel the current setting and close the adjustment menu;

Pop-up prompts

When some events occur, the handheld will pop up a corresponding message in the upper left corner. These events include:

- ◆ Controller attached: Attached
- ◆ Controller work mode switching: JC mode
- ◆ Handheld Bluetooth is connected: Bluetooth Connected
- ◆ Start PS controller pairing: PS pair

Special note for mmWave

PeakDo's mmWave products (handhelds, screen projectors, transmitters) use electromagnetic wave signals working at 60GHz, which are suitable for application scenarios that require uncompressed, non-delay, and high-bitrate transmission of audio and video signals due to their high bandwidth and very low latency.

Due to the high frequency of mmWaves, there are also disadvantages of high directivity, easy obstruction, and obvious attenuation of atmospheric propagation. High directivity means that the antenna angle of the sender (mmWave transmitter) cannot be offset by too many of the receiving antenna of the receiver (e.g., handheld). Obstructive means that there cannot be large obstructions (e.g., walls, large furniture, etc.) between the sender and receiver. Propagation attenuation obviously means that the transmission distance is not too long.

These constraints can be thought of as shining a normal flashlight from the sender to the receiver, and the beam of light of the flashlight has a divergent angle at which the receiver must be in order to be illuminated. If you put a large box in the beam of light, the receiver will not be able to be irradiated. Of course, if the obstacle is small enough, although it will have an impact, the irradiation effect will be much better. And the irradiation distance of an ordinary flashlight is naturally not too far.

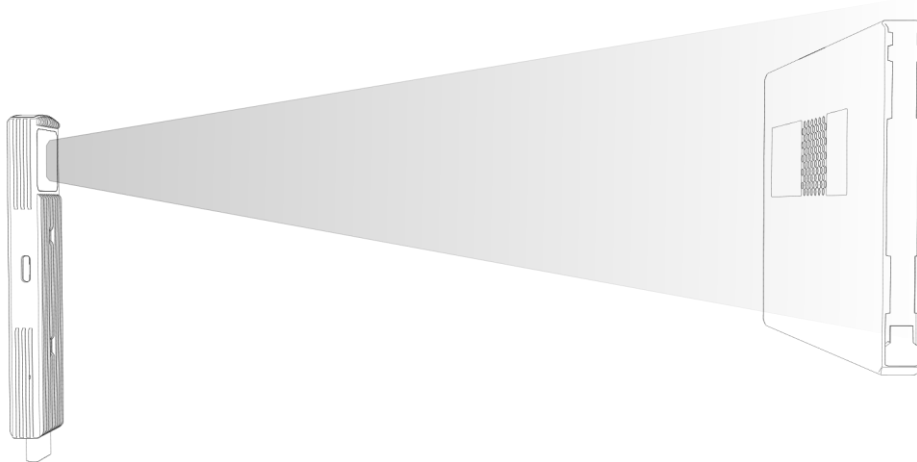


Figure: the directivity of mmWaves

Note: mmWave is emitted outwards from the transmitter's antenna window, which is the direction in which mmWave is transmitted

MmWave is a type of electromagnetic wave, which also has the characteristics of reflection and diffuse reflection. This feature can be used to subtly adjust the direction of the transmitter antenna to reflect the signal to the receiver through relatively flat surfaces such as floors, walls, and ceilings.

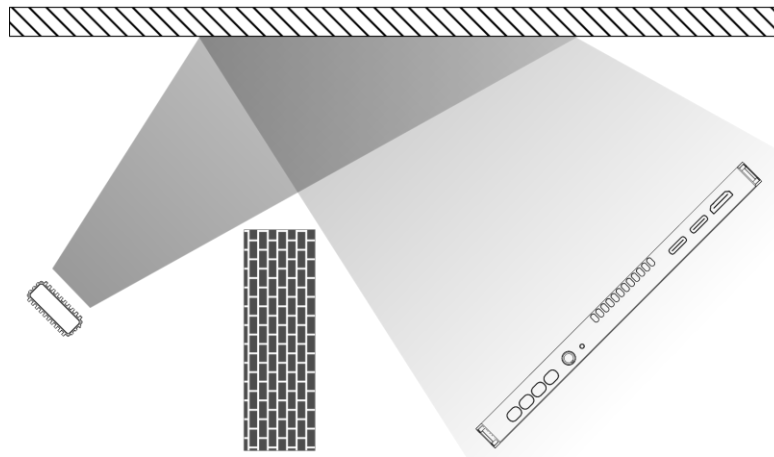


Figure: mmWave reflection

Therefore, in practical use, the following matters should be noted:

- ◆ Adjust the transmitter antenna to point towards the receiver;
- ◆ Do not block the antenna windows of the transmitter and receiver;
- ◆ There should be no large obstruction between the transmitter and the receiver;
- ◆ The distance between the transmitter and the receiver should not be too large, and the straight-line distance should be less than 20 meters;
- ◆ If the transmitter is mounted in a limited way, such as the HDMI port on the back of the PC, consider using PeakDo's adapter or mmWave transmitter dock, which can flexibly adjust the position and orientation of the transmitter. See "[Installation Instructions for mmWave Transmitters](#)";
- ◆ In scenarios where there is no way to point the transmitter directly at the receiver, consider adjusting the direction of the transmitter to reflect the signal to the receiver.

Troubleshooting

Q-1: The touch function cannot be used

A: Please make sure that the Type-C cable is connected to the Type-C port (port ⑧), the other end of the Type-C cable is connected to the corresponding device, see "[Remote Touch Control support](#)" section.

Q-2: Use a wired connection but can't be displayed

A: Please make sure that the Type-C cable is connected to the Type-C port (port ⑧), instead of the charging port (port ⑦) for PD.

Q-3: Why can't I enable mmWave functionality?

A: When the handheld is plugged in DP or HDMI, the mmWave function will be automatically turned off and cannot be turned on. To enable the mmWave feature, remove the DP or HDMI cable first.

Q-4: Why can't I adjust the fan speed manually?

A: It is not possible to manually adjust the fan speed in the following scenarios:

- 1) When the fan is set to automatic mode, the fan speed cannot be adjusted manually;
- 2) When the mmWave function is turned on on the handheld (even if mmWave is not connected), the fan is automatically set to the maximum speed and cannot be adjusted.

Q-5: My controller is having trouble sliding into the rail

A: There are many third-party controllers compatible with Joy-Con on the market, and the engineering size of each controller is slightly different, which makes it difficult for the rail to fit them all. We will continue to improve our follow-up products as much as possible.

Note: Some users may use lubricating oil or grease to apply to the rail, here we remind do not use too much, otherwise the lubricating oil or grease may flow into the bottom of the rail, causing the connection fail.

Q-6: Every time the handheld controller is connected to the computer, I need to delete the device and add it again

A: After the controller is paired with the computer, when you connect to the computer again, just press the Home button of the Joy-Con and it will automatically reconnect.

Q-7: How to play PS5 games with a handheld

A: The handheld is a PS4 controller, and when playing games on the PS5 console, the compatibility of the game itself is limited.

PS5 consoles are backward compatible, and the supported games can be divided into PS4 version and PS5 version. Generally speaking, PS4 games running on PS5 consoles can support PS4 controllers; The PS5 version of the game supports the PS4 controller depending on the support of the game itself.

In order to play games that are not compatible with PS4 controllers, the current solution is to use PS Remote Play.

Q-8: After the PS5 system is started, the handheld controller cannot enter the system (in the screen which prompted to press the PS button, pressing the PS button is invalid).

A: Please stay on this screen for 30 seconds before pressing the PS button.

Q-9: How to use the touchpad function of the PS4 controller

A: Press the Joy-Con controller's capture button (located below the D-pad button on the left controller) (equivalent to the touchpad button on the PS4 controller) to enable the touchpad function. Then move the left stick to simulate a touch slide.

Q-10: When using the PS4 controller, the gyroscope keeps drifting

A: Please calibrate the gyroscope according to the section "[Gyro Calibration](#)".

Q-11: Why is the controller not connected to the Switch after switching to JC mode?

A: There is a 5-second delay before switching actual completion, that is, it will not be switched to "JC mode" until 5 seconds after the pop-up prompt pops up.

If the controller is not connected to the Switch in JC mode, press any button of the controller to trigger the controller to automatically reconnect.

Q-12: Why won't I charge with my charger?

A: Please confirm that the charger supports PD charging protocol. The charger with the USB-A port may not support the PD charging protocol.

Warranty

PeakDo guarantees that all hardware products and accessories are covered by a one-year warranty from the date of purchase, and can only be enjoyed by purchased from the official PeakDo store, official website or authorized reseller.

Equipment failure caused by unauthorized private disassembly of the device is not covered by the warranty.

There is no guarantee for normal wear and tear, and equipment failures caused by improper use are not covered by the warranty (drops, water immersion, etc.).

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