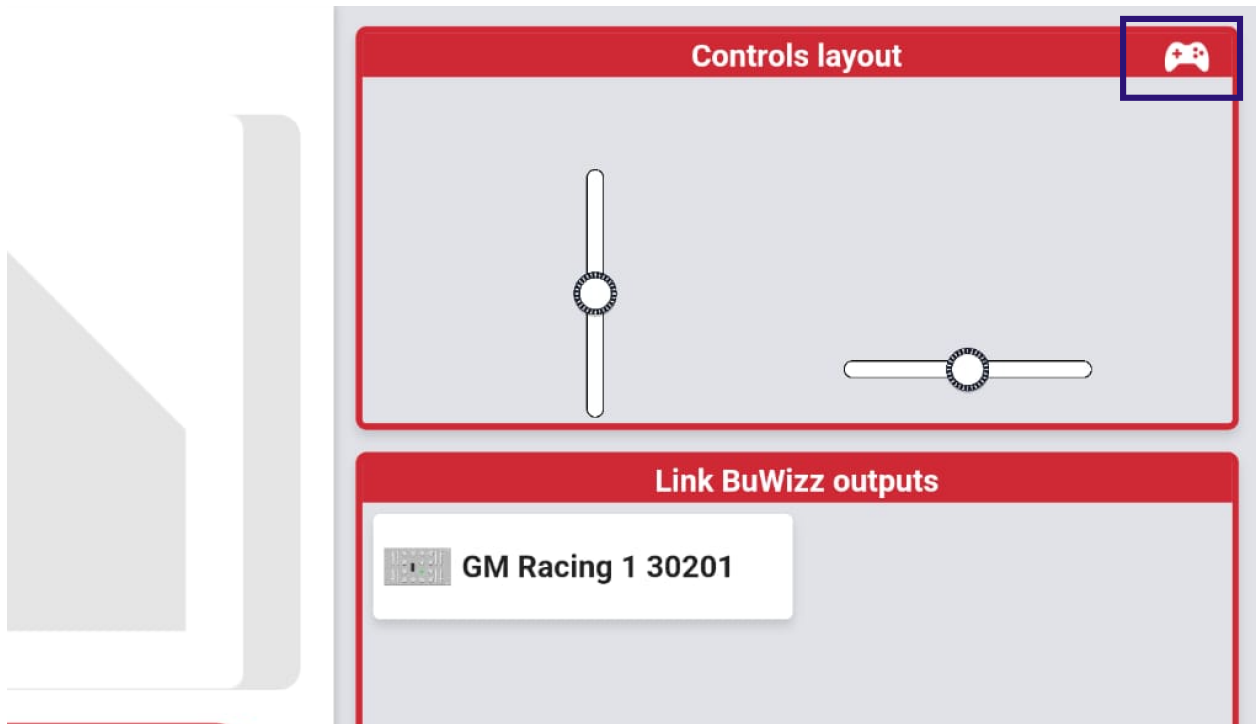
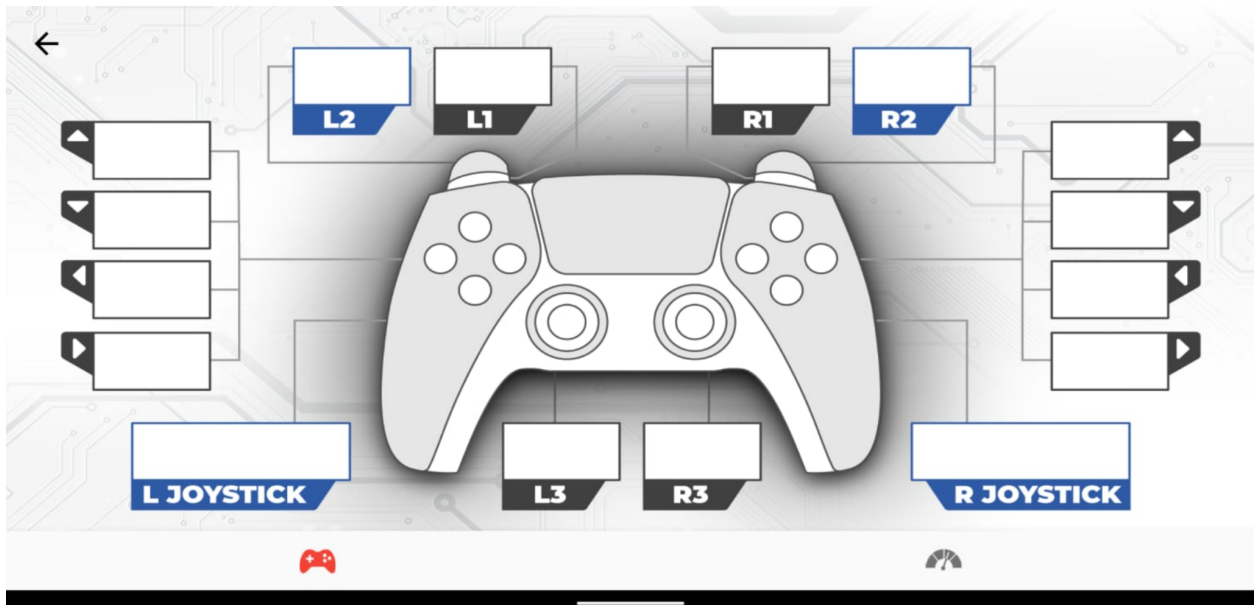


1. If connecting the gamepad using Bluetooth, pair the device as you would any other Bluetooth device. If connecting with the USB-C cable, no pairing is needed (works only for PlayStation DualSense wireless controller and Xbox wireless controller)
2. Open the app and go to the desired profile (or create a new one)
3. Create any controls you wish to use in the standard Controls layout. Currently only the sliders are supported.
4. In the Controls layout section you will find a new icon on the top right border

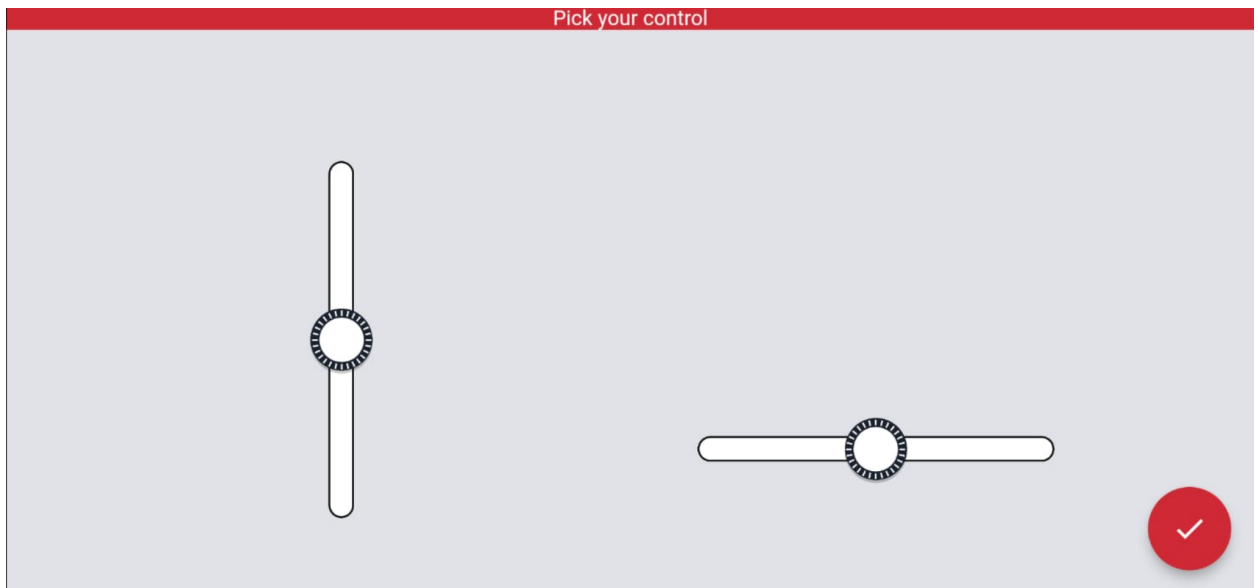


5. Touching the icon will toggle between the gamepad and the standard controls view

- Once in the gamepad view, you will see the individual windows for each of the gamepad buttons/joysticks



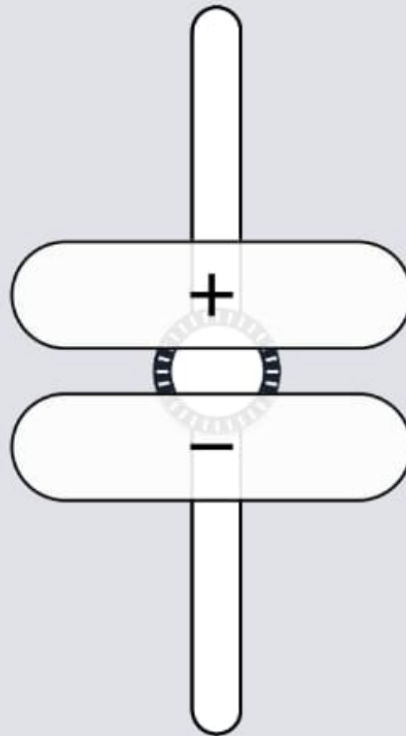
- Touch the window of the desired button/joystick and you will see a screen of the available controls you can assign (note: currently only the slider controls are supported)



- Select the desired control and select either the gamepad button will increase the value (+) or decrease the value (-). Assigning a control to a joystick will give an up-down or

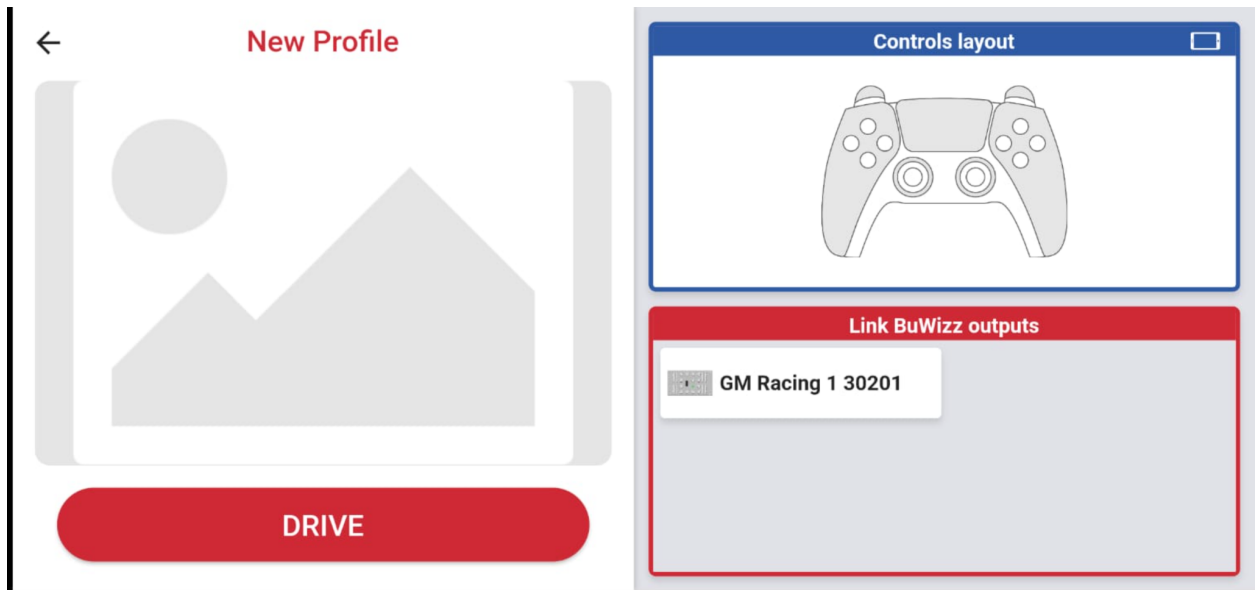
left-right option

Pick yo



9. When driving, having selected the gamepad view (see the picture below), you will not see any of the assigned controls that you would usually see if driving in the standard mode. You also won't see any of the gauges that you added to the Controls layout in the standard (touchscreen) mode. Instead, this space is reserved for any new gauges that you may decide to assign in the (new) gamepad view. Currently this is designed this way for the user to have more space for the gauges and have a separate experience when

driving in a normal touchscreen mode or using a gamepad.



10. To add a gamepad gauge, go to the gamepad view (of the Controls layout) and touch the bottom right icon. Here you will have a canvas to position your gauges that will be shown when driving using a controller. Once you are done positioning all the gauges, head over to the Link BuWizz outputs and assign them to the appropriate BuWizz device.