



DualSense Checker Operation Manual

IN-PS5-0073E-xx

SIE Inc. CS Dept.

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Revision list

No.	Rev.	Date	Discription	Drown by	Checked by	Approved by
-	01	2020/11/18	Release			

DualSense Checker

■ Overview

- ① You can check the operation of input / output functions by connecting the PC and Dual Sense with a USB cable.

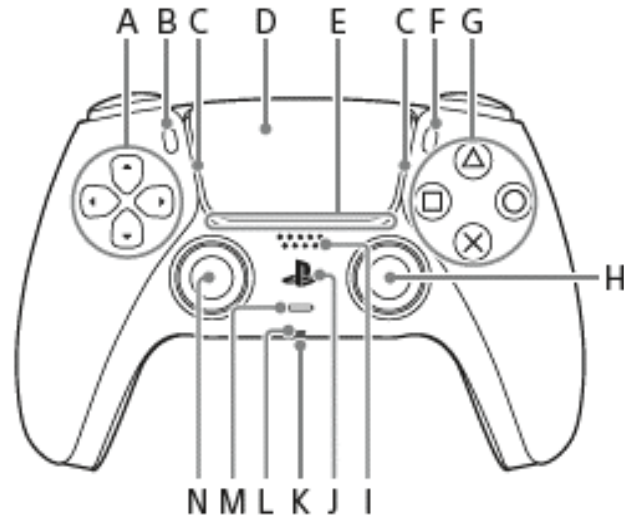
Input / output and various information can be displayed / operated on one screen.









- ② It is not possible to inspect the function using wireless.

To check the operation wirelessly (Bluetooth), use the PS5 main unit and the QA app.

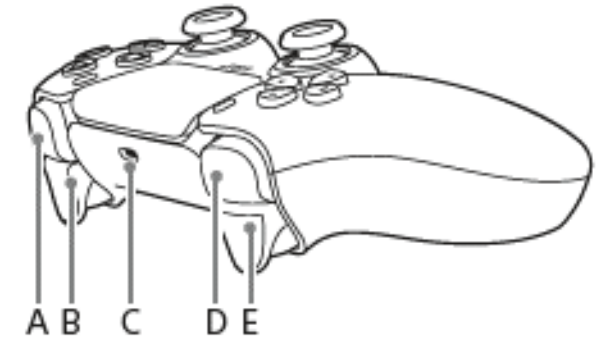
Part name of DualSense

Front



- A) Directional buttons
- B)  (create) button
- C) Light bar
- D) Touch pad/touch pad button
- E) Player indicator
- F)  (options) button
- G) Action buttons
 button/  button/  button/  button
- H) Right stick/R3 button
- I) Speaker
- J)  (PS) button
- K) Headset jack
- L) Microphone
- M)  (MUTE) button
- N) Left stick/L3 button

Top



- A) R1 button
- B) R2 button
- C) USB port
- D) L1 button
- E) L2 button

How to operate DualSense Checker

Operation

■ Procedure

② Button

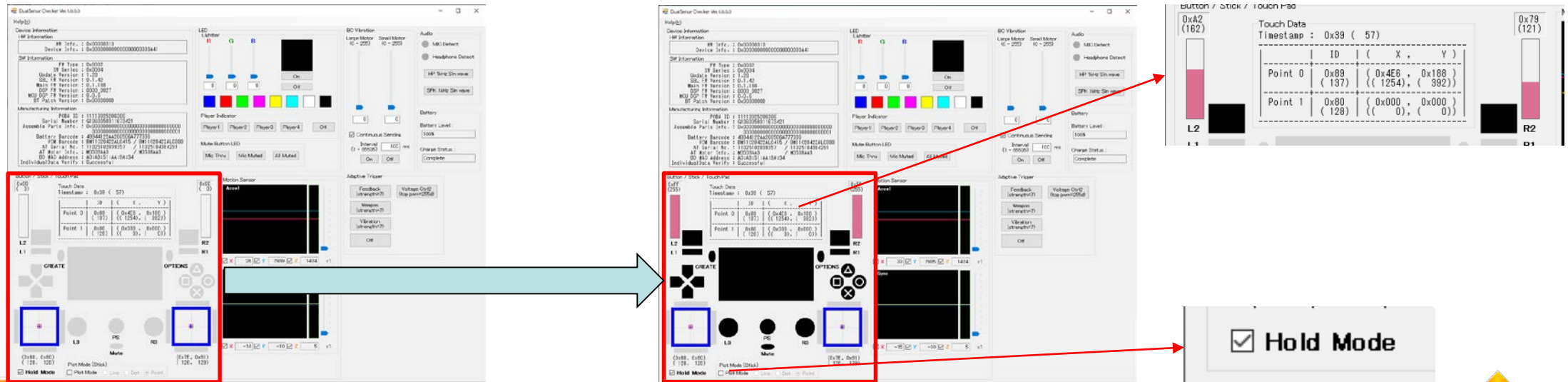
1) Press each button of the DualSense.

↑, ↓, ←, →, ○, ×, △, □, L1, R1, L2, R2, L3, R3, Options, Create, PS, Touch pad, Mute

2) The drawing corresponding to the pressed button turns black.

The default is Hold Mode. If you uncheck Hold Mode, it will turn black only when you press the button.

3) If you uncheck Hold Mode and press the L2 and R2 buttons, the bar in the figure below will change according to the amount you press .



Operation

■ Procedure

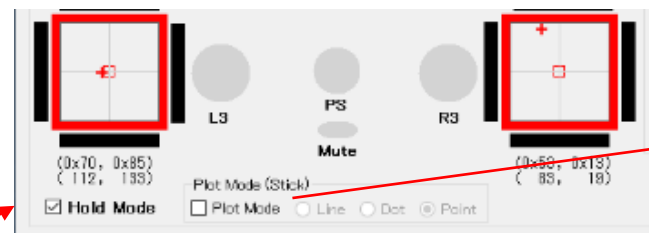
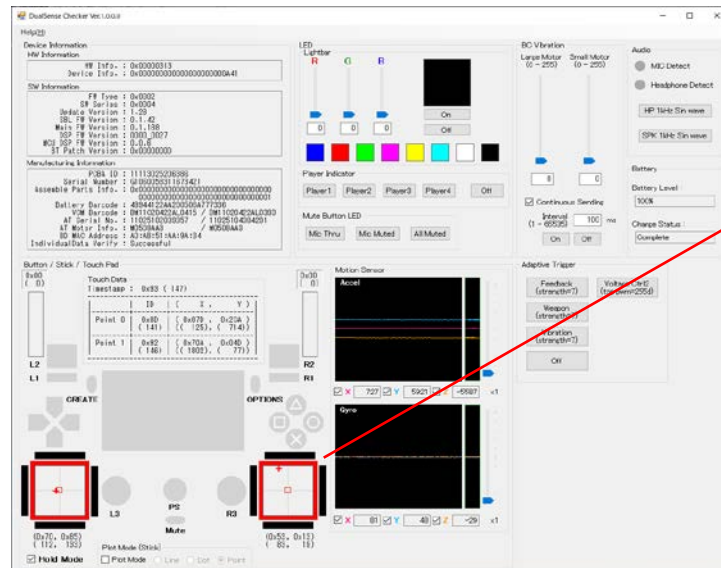
③ Left stick/Right stick

1) When you move the Left stick/Right stick, the frame corresponding to the stick turns red, and when you return it to the center, it returns to blue.

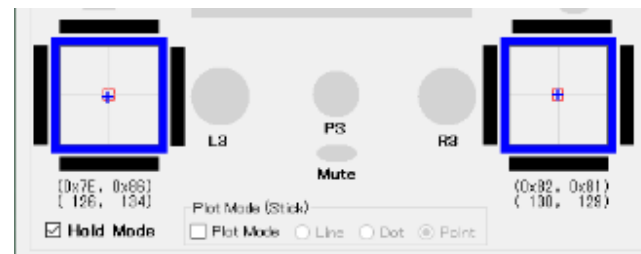
When you move the stick up, down, left, or right to the limit, the bar outside the red frame turns black.

If you check Plot Mode (Stick), you can leave the trace.

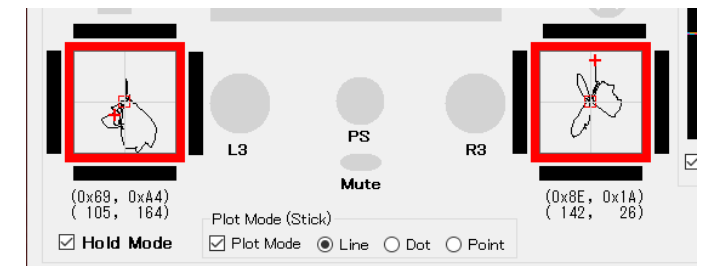
You can change the trace type with Line, Dot, and Point.



With the stick moved



Stick is in the center
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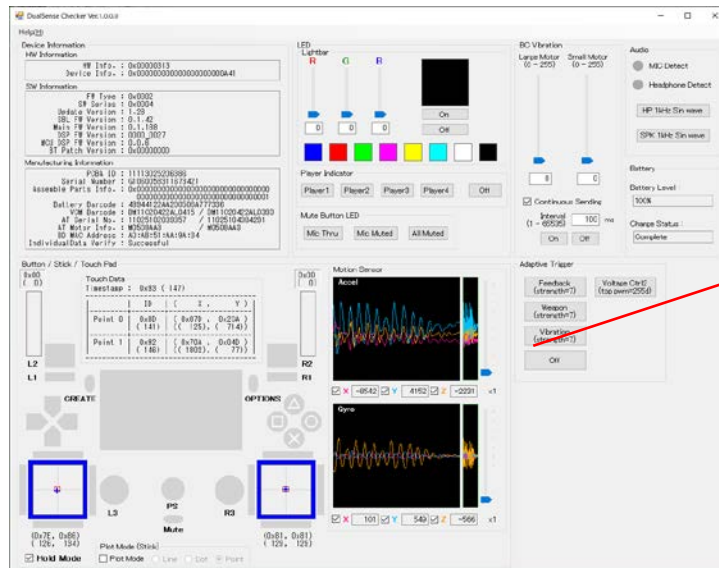
Plot Mode set to Line

Operation

■ Procedure

④ Motion Sensor

- 1) When you move the DualSense, the X, Y, Z waveforms of the acceleration and the gyro change.
You can erase the waveform by unchecking X, Y, Z below the waveform.



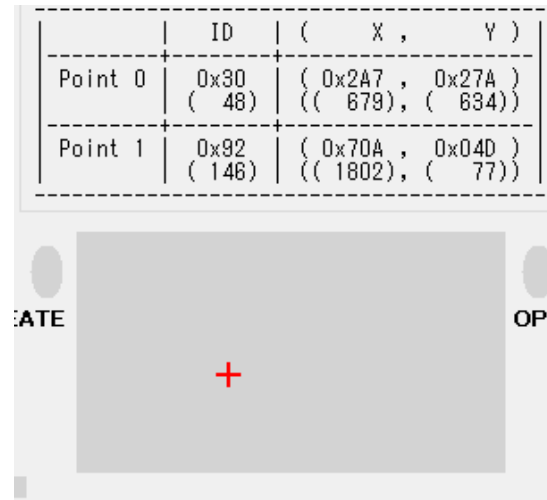
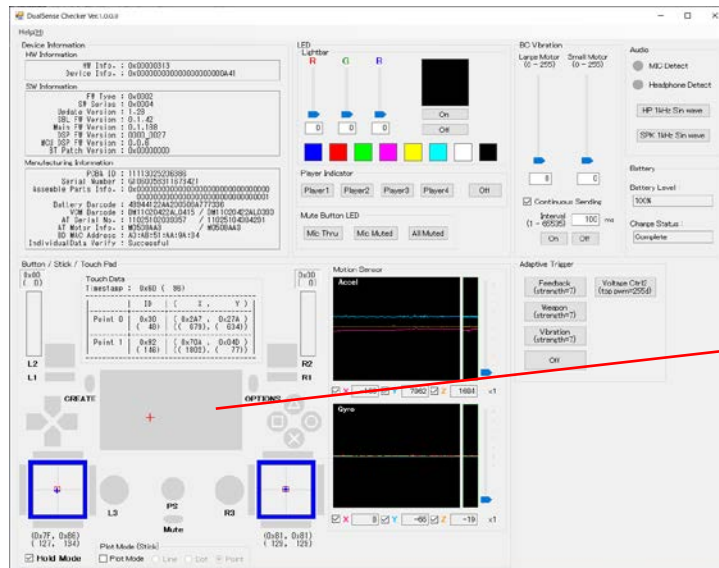
Operation

■ Procedure

⑤ Touch pad

1) When you move your finger on the touchpad, the cross pointer move and the numbers in the table above change.

The color of the cross pointer changes each time you touch it.



Operation

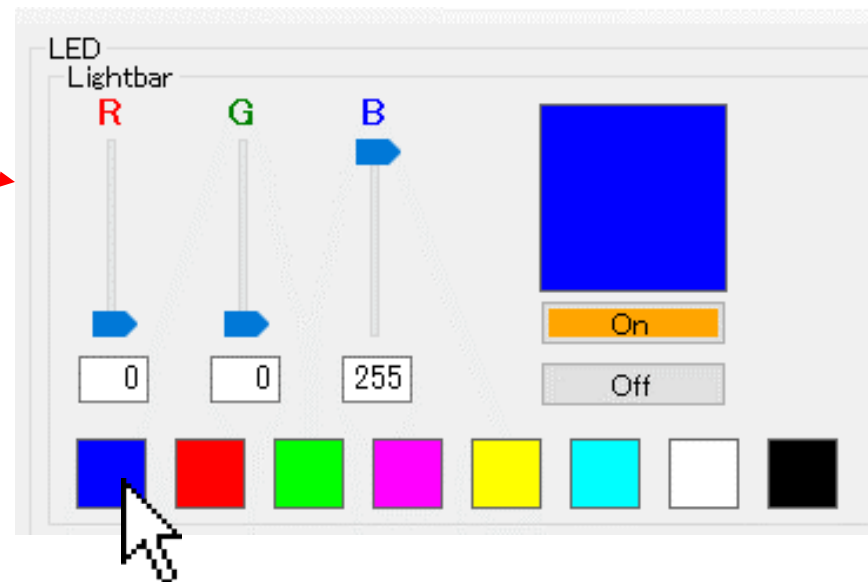
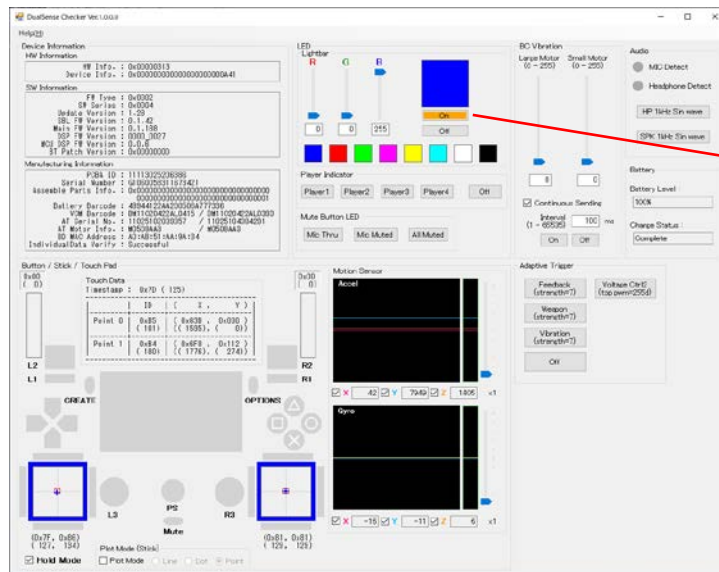
■ Procedure

⑥ Light bar

1) To turn on the Light bar, click the color of the light bar frame (blue, red, green, amber, yellow, light blue, white, or black (off)).

If you select “On”, the light bar will light up in the color you click. Select “Off” to turn it off.

By moving the RGB bar, it is possible to change the color in the range of 0 to 255.



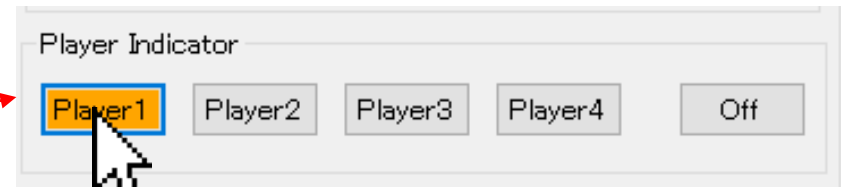
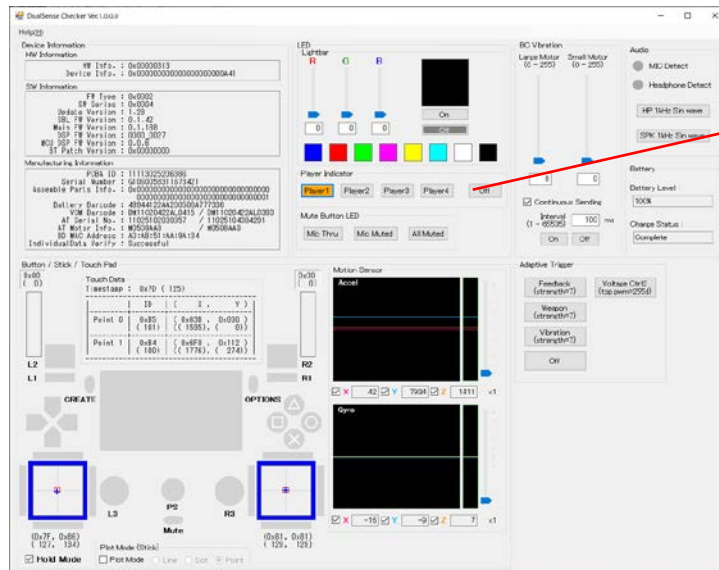
Light bar

Operation

■ Procedure

⑦ Player indicator

1) If you select Player1, Player2, Player 3, Player 4, the Player indicator lights up as shown in the figures below.



Player1



Player2



Player3



Player4

Operation

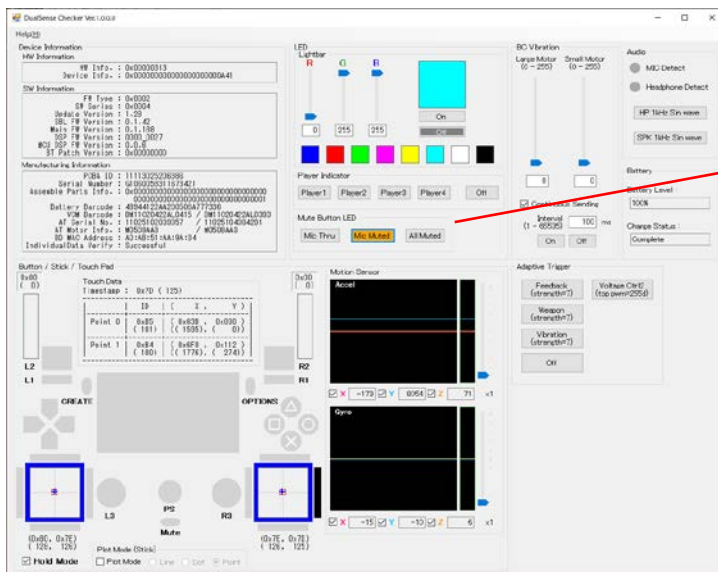
■ Procedure

⑧ MUTE button LED

1) Here, check the display of the MUTE Button LED.

Check that the MUTE Button LED changes according to the operation on the PC side.

MUTE button Lights up as shown below.



Mic Thru : turn off
Mic Muted : turn on
All Muted : blink



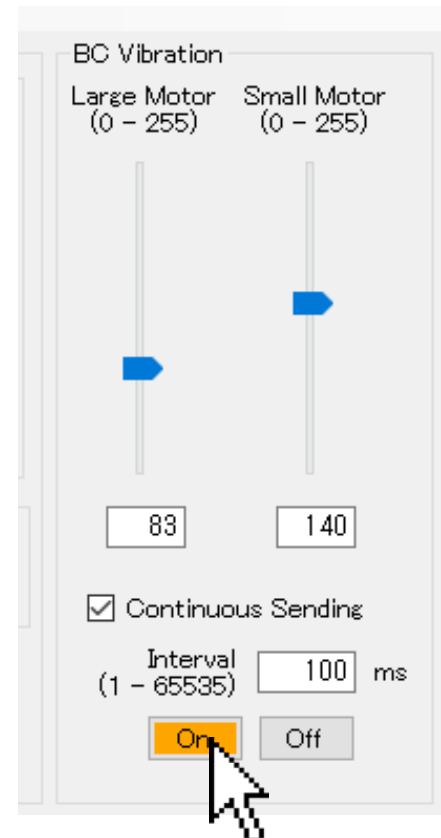
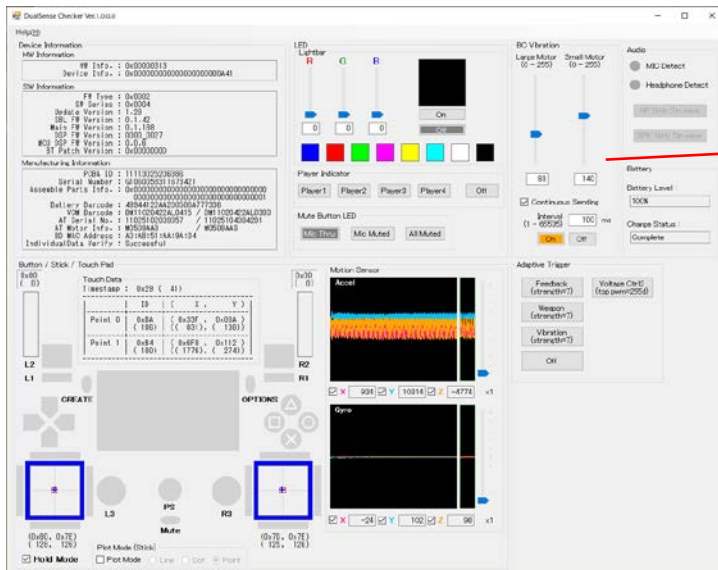
Operation

■ Procedure

⑨ Vibration

1) You can vibrate DualSense by selecting “On” in the BC Vibration part.

The vibration level changes when you slide the bar of Large Motor or Small Motor.

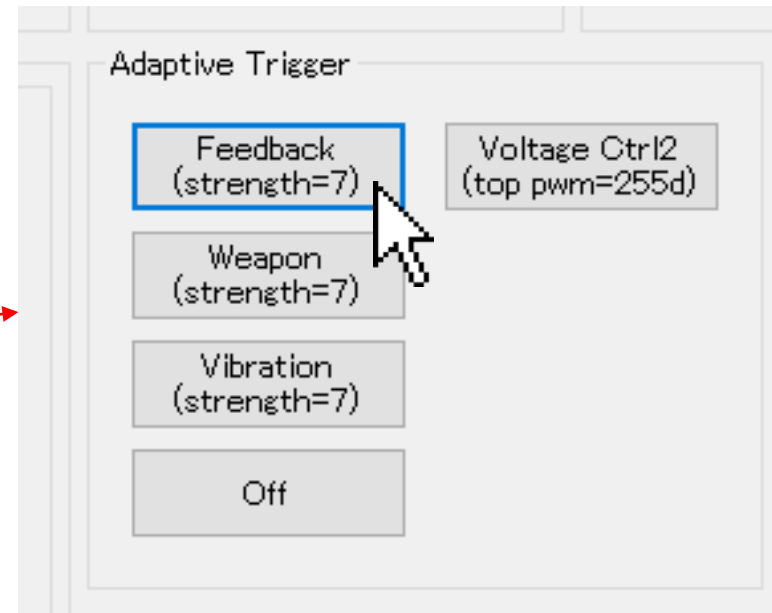
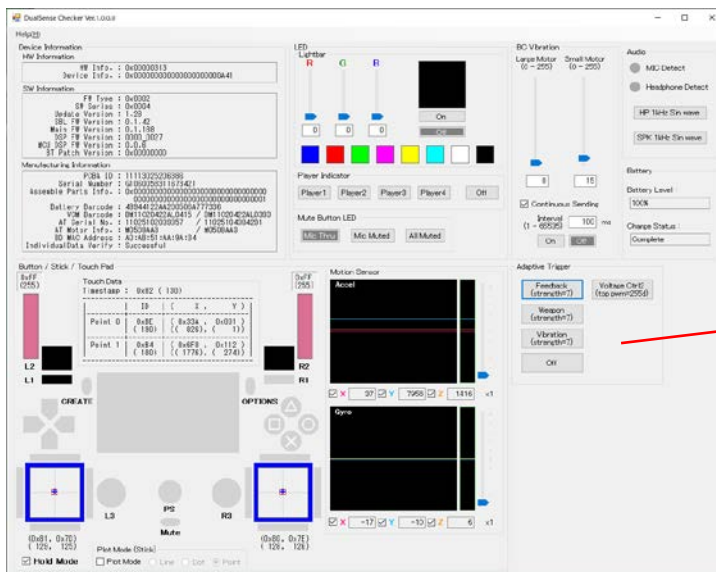


Operation

■ Procedure

⑩ Adaptive Trigger

1) By selecting Feedback, Weapon, Vibration, Voltage Ctrl2 in the Adaptive Trigger part, the feel when pressing L2, R2 changes.

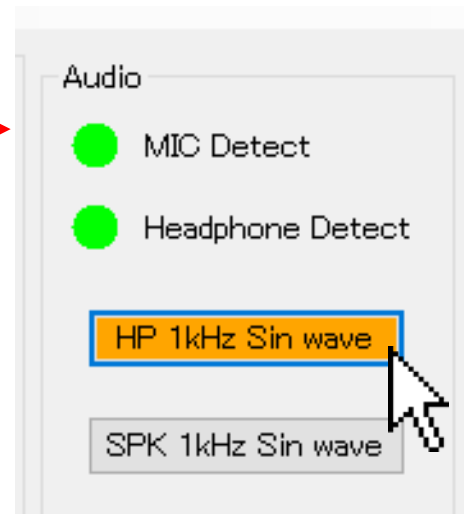
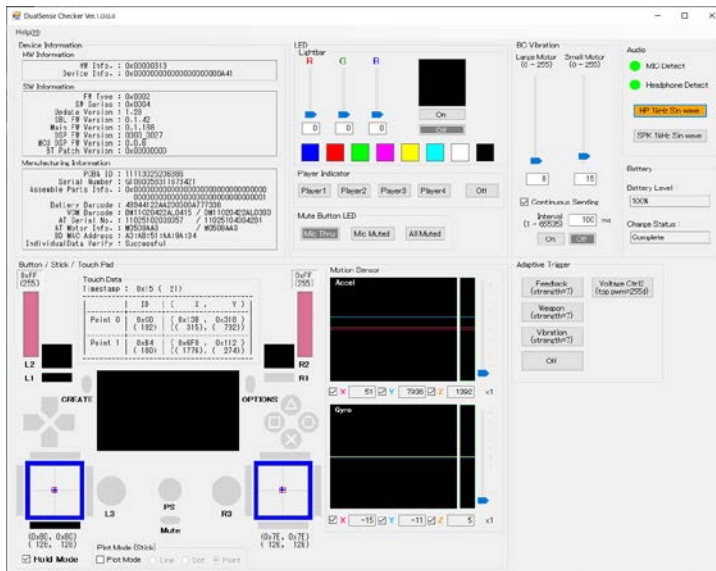


Operation

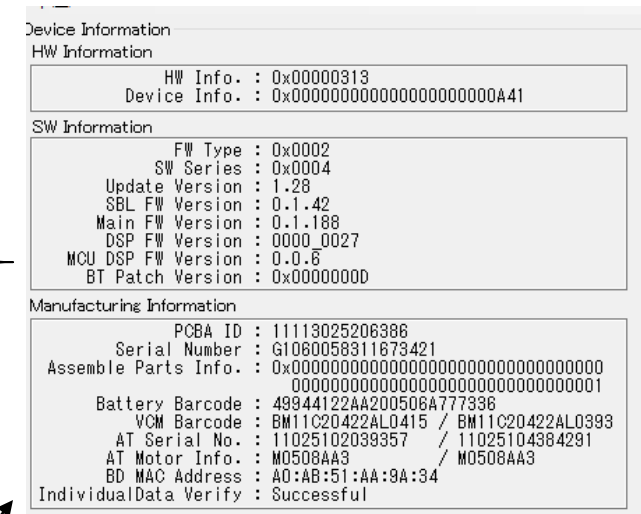
■ Procedure

⑪ Audio

- 1) Insert the headset plug into the Headset jack of the DualSense.
- 2) In the Audio part, “MIC Detect” and “Headphone Detect” light up in green.
- 3) You can hear 1kHz sine wave from the headset, by select "HP 1kHz Sin wave".
- 4) You can hear 1kHz sine wave from the monitor speaker, by select “SPK 1kHz Sin wave”.



- Battery information
 - Battery Level, Charge Status



END