

Besavior Instruction

Besavior's 4 back buttons are factory defaulted as P1 P2 P3 P4→R1 R2 L1 L2, and their functions can be set through the OLED screen.

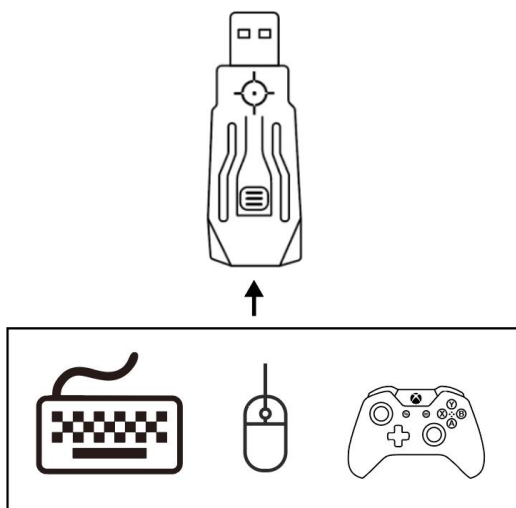


One: Use third-party USB devices to run PS5 games

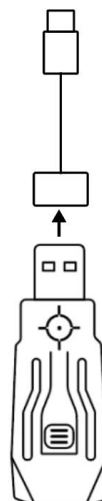
Connect third-party USB devices to Besavior's expansion port (via the provided OTG cable) to control all PS5 games. **Please Turn off PS5 controller(hold home button 15s)**, and do following way:

1: The third-party USB devices are connected to the provided OTG cable. If it is a keyboard and mouse adapter such as XIM, first connect the keyboard/mouse/controller to the XIM, and then connect the XIM to the OTG cable.

1 Connect the keyboard/ Mouse/Joypad to the XIM

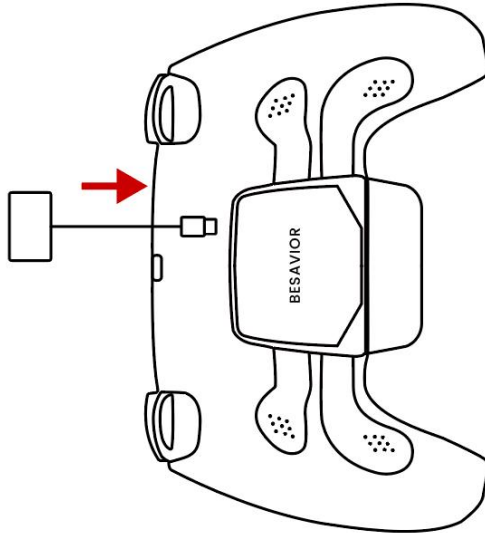


The XIM connects to the OTG cable



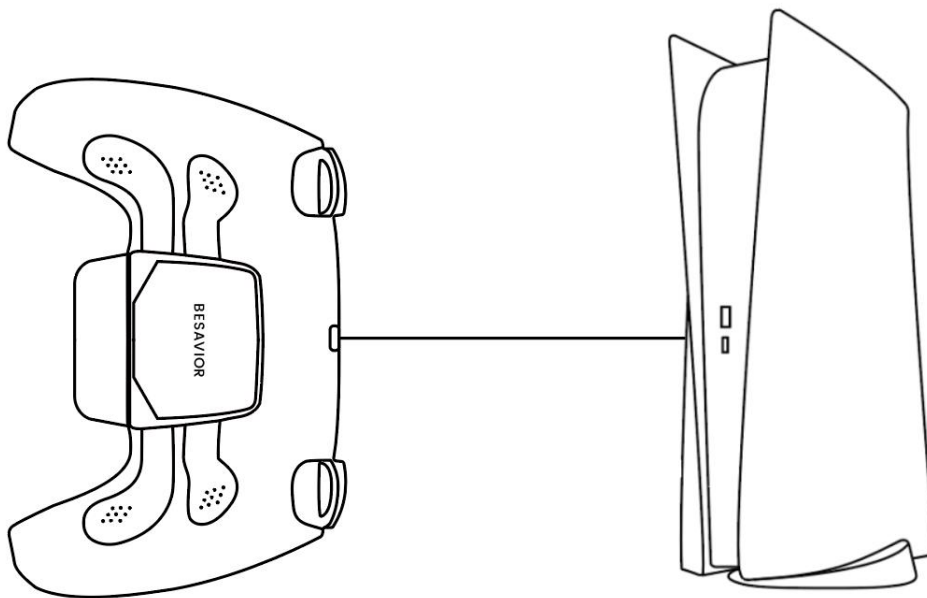
2: Connect the OTG cable to the special extension port of the Besavior controller

2 The OTG cable is connected to the Besavior controller special expansion port



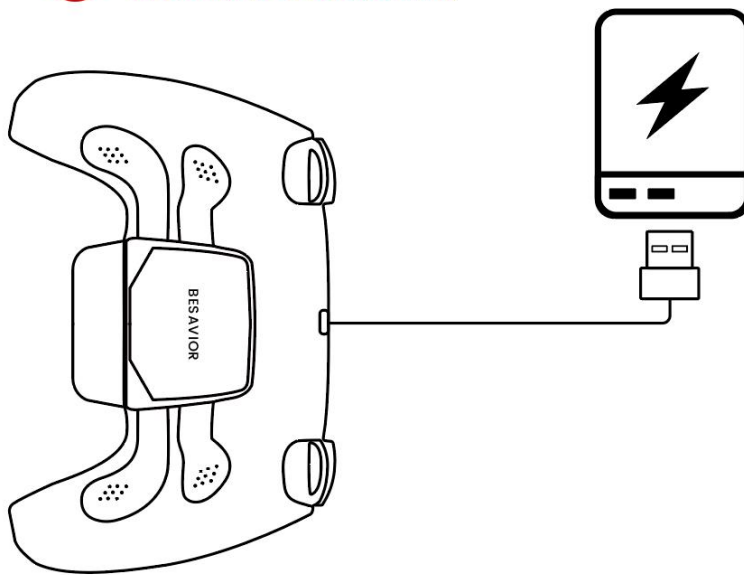
3A: PS5 controller enters wired mode: The controller is connected to the USB port on the PS5 console through USB cable (USB port in front is recommended).

3A USB cable connects to the USB port on the PS5 host
Start the PS5 controller



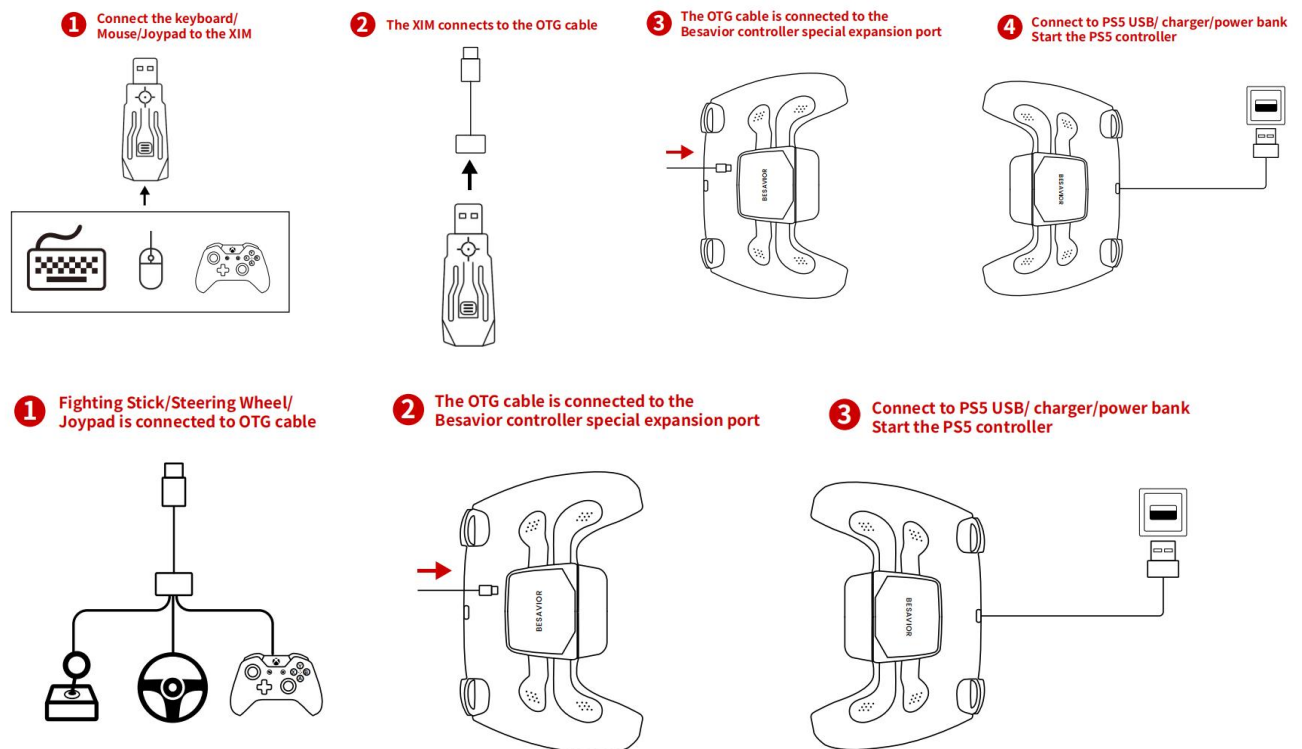
3B: PS5 controller enters Bluetooth mode: The controller is connected to the 5V3A charger/power bank via USB cable, and then press the HOME button of the controller to connect to the PS5 console wirelessly via Bluetooth.

**3B Connect to charger/power bank
Start the PS5 controller**



4: After the Besavior controller is successfully connected to the PS5 console through USB or Bluetooth, the third-party USB device can be operated normally.

PS: The attached OTG cable has an external additional power supply function, and the user can provide external additional power supply according to the situation.



Two: Use third-party Bluetooth devices to run PS5 games

This function is enabled through the built-in Bluetooth function of the screen. For details, please refer to item 7 in the function description: Bluetooth

Three: Enter and exit screen settings

1: Start the controller (press the HOME button or connect an external USB cable), the BESAVIOR icon **Besavior** will appear on the OLED screen, and the icon will disappear automatically after 2 seconds.

2: Press ✓ once to enter the function setting mode (the Mapping is displayed by default), at this time the controller button is in the setting mode and cannot control the game.

3: By pressing ↶ until the screen is off, the function setting mode is exited, and the controller can control the game at this time.















4: By default, the first function is the mapping function, and the user can select other functions through the ⬆ ⬇. Currently available features are:

Mapping	Turbo	Auto Turbo	Combination	Learning
Multi Sets	Bluetooth	Language	Restore Factory	

More functions will be added through upgrades in the future.

5: The corresponding functions of each icon on the screen are:

(Each button on the controller corresponds to the corresponding icon) This icon is missing

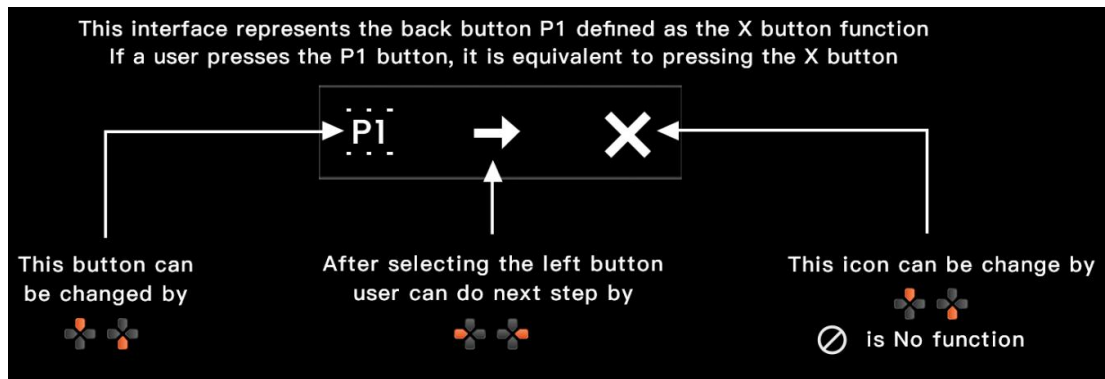
				
OPTION	SHARE	Touch pad	No function	Specify button
				
Right arrow button	X button	O button	□ button	△ button
				
Cross button left	cross button up	cross button down	Cross button right	

Four: Function instructions

1: Mapping

This function allows users to customize each button position. It supports the mapping of the commonly used buttons on the controller to the 4 back buttons, and also supports the mutual mapping between the controller buttons. The method of use is as follows:

A: After the Mapping text appears on the screen, press the ✓, the content displayed on the screen and the operation method are as follows:




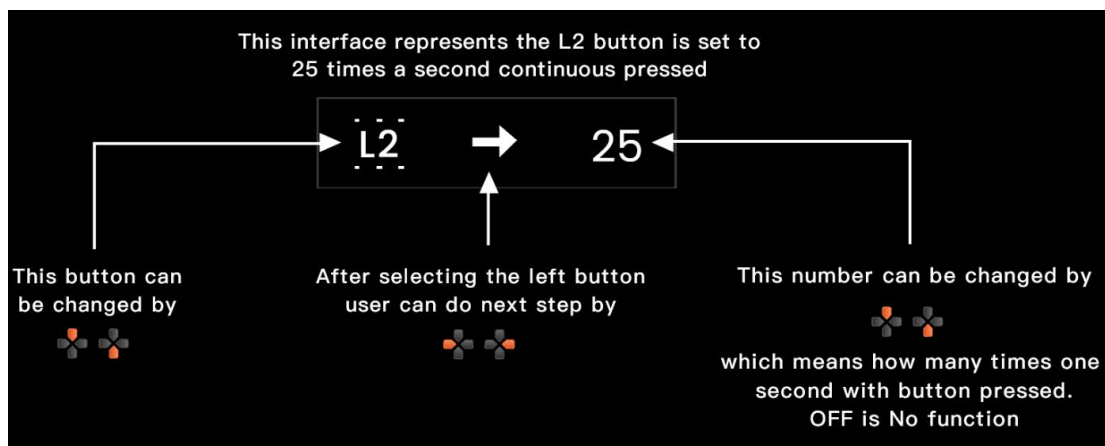
B: Users can map multiple buttons in the same way.

C: After setting, press ↶ to return to the previous menu, press ↶ again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

2: Turbo

This function allows users to customize the turbo function of each button. The method of use is as follows:

A: Press the ✓ to enter the setting mode, enter the turbo interface through the , and press the ✓ again, the content displayed on the screen and the operation method are as follows:

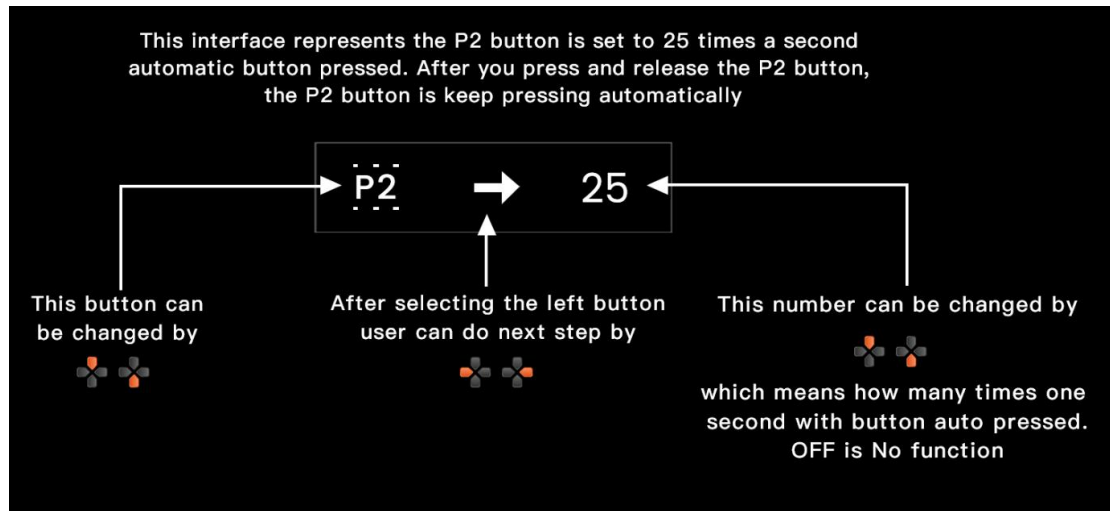



B: The user can use the same method to perform multiple button turbos.

C: After setting, press ↶ to return to the previous menu, press ↶ again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

3: Auto turbo

This function allows the user to press the button once and then release it, and the button will be automatically pressed continuously. The method of use is as follows:




A: Press the ✓ to enter the setting mode, enter the auto turbo interface through the , and press the ✓ again, the content displayed on the screen and the operation method are as follows:

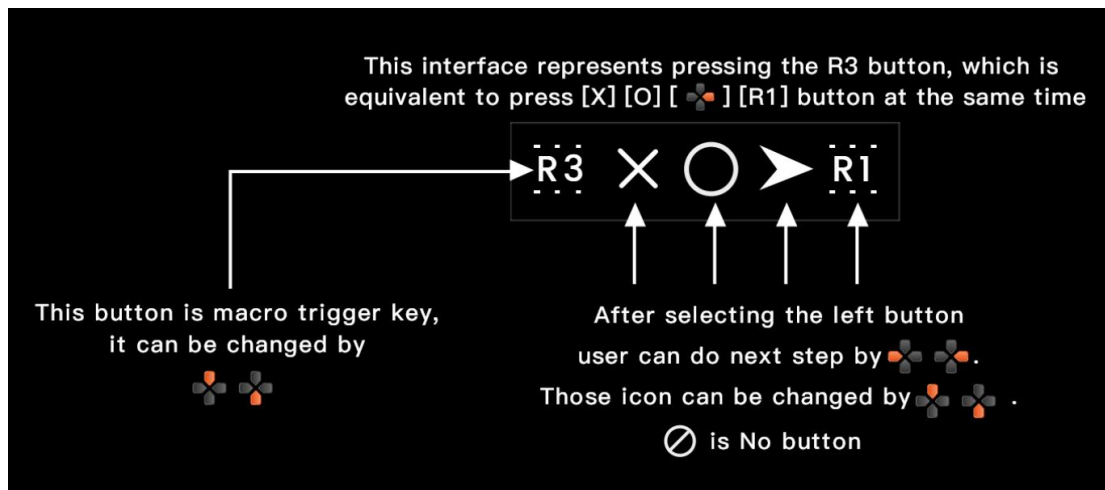
B: The user can use the same method to perform multiple button auto turbos.

C: After setting, press ↶ to return to the previous menu, press ↶ again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.



4: Combination

The user can define a trigger button. After the trigger button is pressed, it is equivalent to pressing multiple buttons at the same time.. The method of use is as follows:

A: Press the ✓ to enter the setting mode, enter the combination interface through the  , and press the ✓ again, the content displayed on the screen and the operation method are as follows:







B: The user can use the same method to perform multiple group combination.

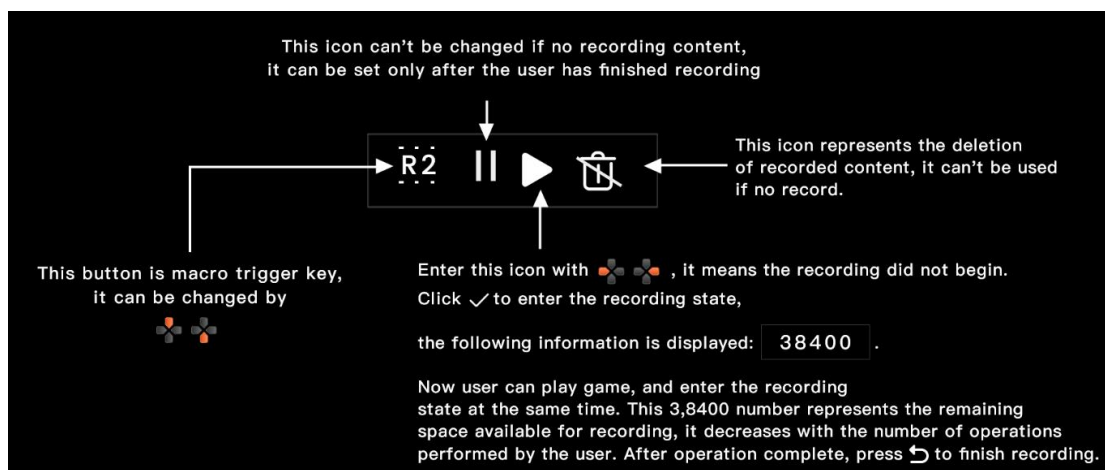
C: After setting, press  to return to the previous menu, press  again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

5: Learning

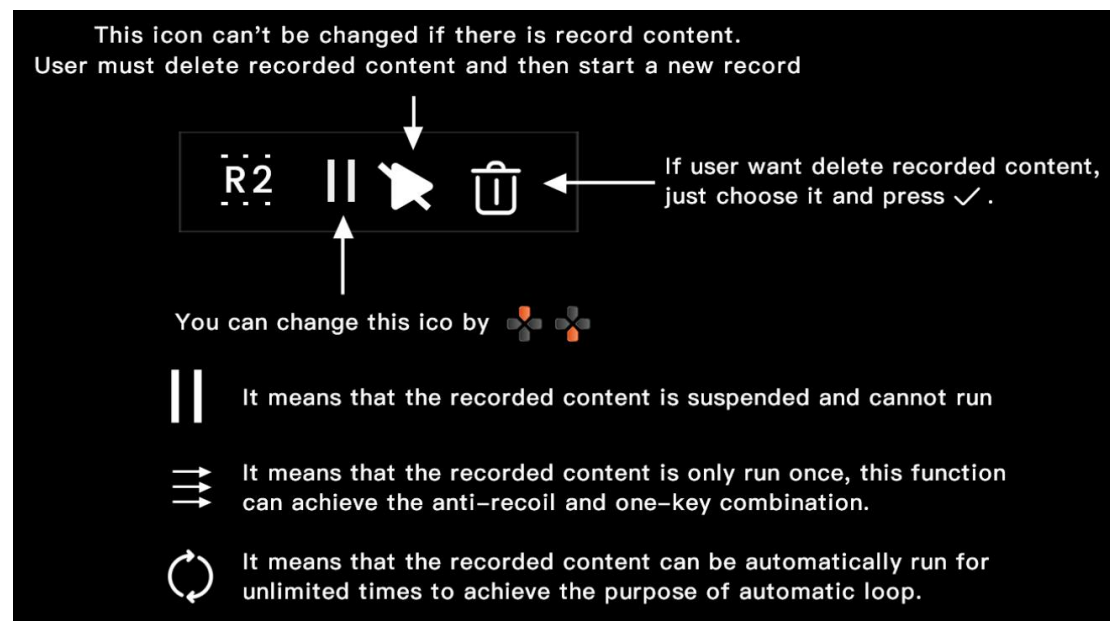
This function allows users to record an operation and set a trigger button for this operation. When the trigger button is pressed and then released, the recorded operation will run automatically. This operation can be set to run once or infinitely, as follows:

A: Press to  enter the setting mode, enter the learning function interface through the   , press  again, the screen display content and operation method are as follows:

1: Entering the learning function for the first time, there is no recorded content, and its interface is as follows:



2: After recording complete, there is recording content, the interface is as follows:



3: Run the recorded content

After the user finishes recording and sets or functions, press until the screen turn off. Press the trigger button to start loop. Press the trigger button again to stop loop.

4: Record again

Users need to delete old content before re-recording new content.

B: Under the same setting group, the user can only record one operation (Behavior has 4 groups of settings, so it has 4 recording operations in total, and the first group of settings can record the longest time).





C: After setting, press to return to the previous menu, press again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

6: Multi-Sets

Users can set functions in multiple setting groups, and use the functions that have been set by simply switching the setting groups. The method of use is as follows:






A: Press to enter the setting mode, enter the multi-group setting interface through the







, press again, the screen will appear:

B: The user can select 4 groups of settings by   , then press  to exit to the previous menu, and press  again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

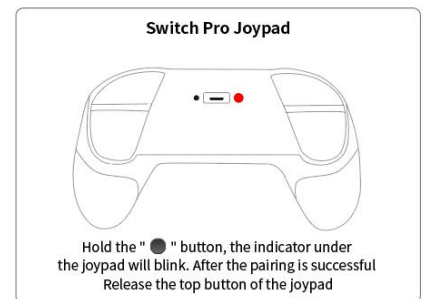
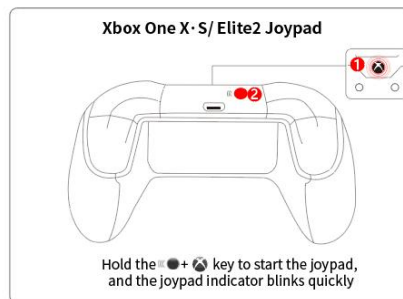
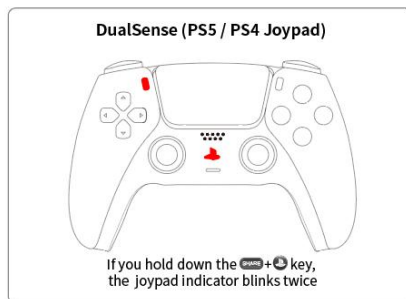
7: Bluetooth

This function allows third-party controllers to connect to Besavior controllers via Bluetooth , then the third-party controllers can run the PS5 games. The method of use is as follows:

A: Press  to enter the setting mode, enter the Bluetooth interface through the   , press  again, and the screen will display .






B: The user can choose   to   , then press  to exit to the previous menu, press  again to turn off the screen and exit the function setting. At this time, the third-party controller can be paired with Besavior via Bluetooth to run PS5 games.


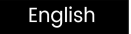




C: After the Besavior controller is powered off, the Bluetooth is turned off. If you need to pair the third-party controller with bluetooth again, you need to re-enable this function.



8: Language





This function can switch different languages, which is convenient for users to understand and use Besavior functions. The method of use is as follows:





A: Press to  enter the setting mode, enter the language interface through   , press  again, the Chinese interface will appear on the screen. 

B: The user can select   by   , then press  to exit to the previous menu, and press  again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

9: Restore Factory

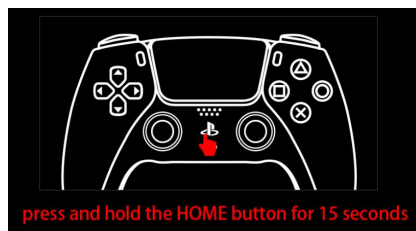
This function can restore the current group to factory mode. If you need to restore the factory mode of other groups, please go to the multi-group setting interface to select the group to be restored, and then restore the factory settings. The method is as follows:

A: Press  once to enter the setting mode, enter the factory reset interface through the , press  again, and the restore icon  will appear on the screen.

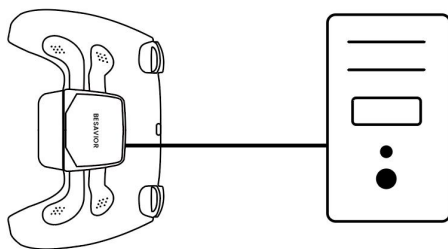
B: Press  once to restore, the  will appear after the factory is successfully restored. At this time, press  to exit to the upper menu. Press  again to turn off the screen and exit the function setting. At this time, the controller can control the game normally.

Besavior Upgrade Tutorial

1: Turn off the controller (hold the HOME button for 15 seconds)



2: Through Besavior's TYPEC expansion port, connect to WINDOWS PC USB port with the data cable.



3: Find the corresponding upgrade tutorial and firmware in the Besavior section under forum.beloaders.com. [\(click here\)](#)