



XIM NEXUS

USER GUIDE

Add a **new dimension** to your aim with **XIM NEXUS** high precision **motion aim game controller** for **Xbox Series X | S, Xbox One, PlayStation 4, and PC!**

Thank you for your purchase of **XIM NEXUS**! Through proprietary aim translation technology **Smart Translators**, XIM NEXUS is able to provide a level of **motion aim precision** unachievable by any other gaming controller available. Gamers can **increase** their overall **aiming accuracy** and **speed** by enhancing their aim with XIM motion control.

Featuring **full wireless configuration** through **smart phones, tablets, and PCs**, it is simple to configure and easy to use. It's the perfect companion to even the most demanding gamer.

Welcome to the XIM community!



To jump into gaming as quickly as possible please check out our **Getting Started Guide**. For the absolute minimum set of instructions, look at our [Minimum Start Steps](#).



This guide is designed to give you an **in depth understanding** of all the features of XIM NEXUS. If you need any assistance along the way, please visit [Support](#). We are here to help!



We encourage you to check out and join our very large and active community of gamers at our [Community Forum](#).



Jump into gaming with your **XIM NEXUS**

XIM NEXUS has a wide range of features ready for you to explore.

To get gaming as quickly as possible, follow these steps. For more detail, check out our **Getting Started Guide**.

CONNECT ADAPTER TO CONSOLE

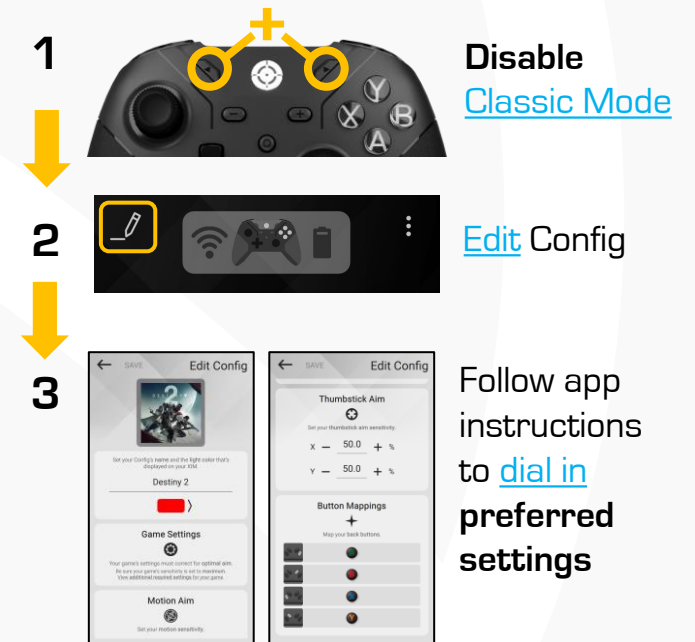


[Xbox](#) steps shown.
Additional steps for [PS4](#) and [PC](#).

ADD CONFIG TO CONTROLLER



DIAL IN SETTINGS



For more in-depth information about everything related to XIM NEXUS, please refer to this [User Guide](#) and also visit our [Community Support Forum](#).

Quick Links to Topics

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[Inputs and Ports](#)

[Charging your Controller](#)

[Turning On and Off](#)

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[Auto Calibration](#)

[Manual Calibration](#)

[Customizing Classic Mode](#)

[Controller Pairing to Adapter](#)

[Spectator Broadcast Overlay](#)

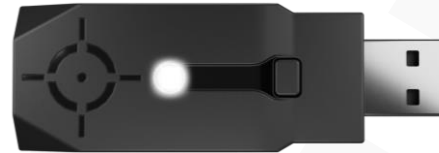
[Wireless Performance](#)

Your **XIM NEXUS** comes with several parts



XIM NEXUS Controller

Referred to as **Controller** throughout this manual.



XIM NEXUS Wireless Adapter

Referred to as **Adapter** throughout this manual. The Adapter is required to use the Controller on an Xbox or PlayStation console.
(Not needed for PCs that have Bluetooth connectivity.)



Cables

Four (4) cables are included:

- 1) **USB A to USB C:** To charge and firmware upgrade your Controller
- 2) **USB C to USB C:** To connect Adapter to an Xbox Series X | S controller.
- 3) **USB C to USB Micro A:** To connect Adapter to other console controllers.
- 4) **USB A extension:** For additional flexibility when connecting Adapter to upright consoles.

Your **XIM NEXUS** buttons, sticks, triggers, and ports

Get to know all the **inputs** and **ports** of your Controller.



Charging your Controller

Using the included cable, connect your XIM NEXUS to a 5V wall adapter or computer.



While **charging**, light will slowly pulse **YELLOW**.



When **charged**, light will slowly blink **GREEN**.



The battery will take around **3 hours** to **fully charge**.
Under normal use, the battery will **last about 12 hours**.

For optimal Battery Health, **recharge every 6 months** when not in use.

Turning your Controller **On** and **Off**



- ▶ **Press and hold GUIDE** until the Controller turns **ON** (around 2 seconds). It will pulse **WHITE** when on.
- ▶ **Press and hold GUIDE** until the Controller turns **OFF** (around 5 seconds). The light will turn off or display [charging status](#) if plugged in.

Upgrading your Controller's Firmware

Like all XIM products, XIM NEXUS will be upgraded frequently with new features and fixes based on community feedback. This means that the firmware that came preloaded on your Controller may be out of date (even if it's brand new).

You will need a **PC** or **Mac** computer in order to upgrade the firmware on your Controller.

Download the latest firmware upgrade tool from xim.tech and follow these steps:

ENTER FLASH MODE

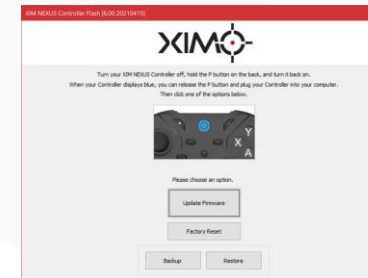
- STEP 1** Turn [Controller OFF](#)
- STEP 2** Press and hold [P](#) (back of Controller)
- STEP 3** Press [GUIDE](#)
- STEP 4** Release P

Controller will display BLUE when in FLASH MODE.



RUN FLASH TOOL

- STEP 5** Plug Controller into USB on computer
- STEP 6** Run Flash Tool
- STEP 7** Choose UPGRADE FIRMWARE
- STEP 8** Wait for tool to complete



Occasionally your XIM NEXUS **Adapter** may have also have a firmware upgrade available. The process to upgrade is very similar to Controller except to enter FLASH mode, PRESS and HOLD **Adapter's** button while plugging into your computer's USB port.

Connecting to your Xbox Series X | S or Xbox One

Use on an Xbox **REQUIRES** a genuine Microsoft Xbox Series X | S or One controller be connected to Adapter at all times.

STEP 1 Ensure **Controller** and **Console** are powered **ON**

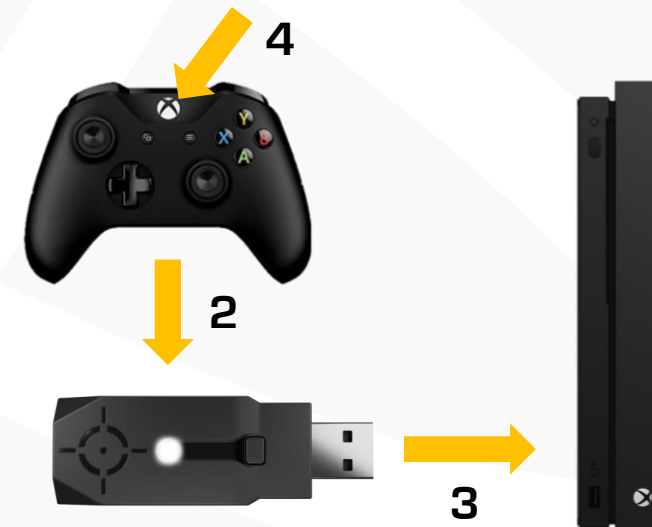
STEP 2 **Connect** your **Xbox controller** to **Adapter** using the supplied USB cable

STEP 3 **Connect** your **Adapter** to your **Xbox**

STEP 4 Press the **GUIDE** button on the **Xbox controller**

Adapter will:

- Notify you that it successfully connected to your Xbox by flashing **GREEN** quickly **4** times
- Flash **RED** while is **not connected** Controller and is waiting to connect
- Flash **WHITE** while it's wirelessly **connected** to Controller



Connecting to your PlayStation 4

Use on a PlayStation 4 **REQUIRES** a genuine Sony PlayStation 4 controller be connected to Adapter at all times.

- STEP 1** Ensure **Controller** and **Console** are powered **ON**
- STEP 2** **Connect** your **PlayStation 4 controller** to **Adapter** using the supplied USB cable
- STEP 3** **Connect** your **Adapter** to your **PlayStation 4**
- STEP 4** Press the **PS** button on the PlayStation controller

IMPORTANT: If you are using a **DualShock 4 Gen2** console controller, you must enable **Wired Communication** in your PS4's Device Settings.

Adapter will:

- Notify you that it successfully connected to your PS4 by flashing **GREEN** quickly **4 times**
- Flash **RED** while is **not connected** Controller and is waiting to connect
- Flash **WHITE** while it's wirelessly **connected** to Controller



Connecting to your PC

Controller can connect directly to a **PC** either **wireless** or **wired** without the use of Adapter. For wireless connections, your PC requires Bluetooth connectivity.

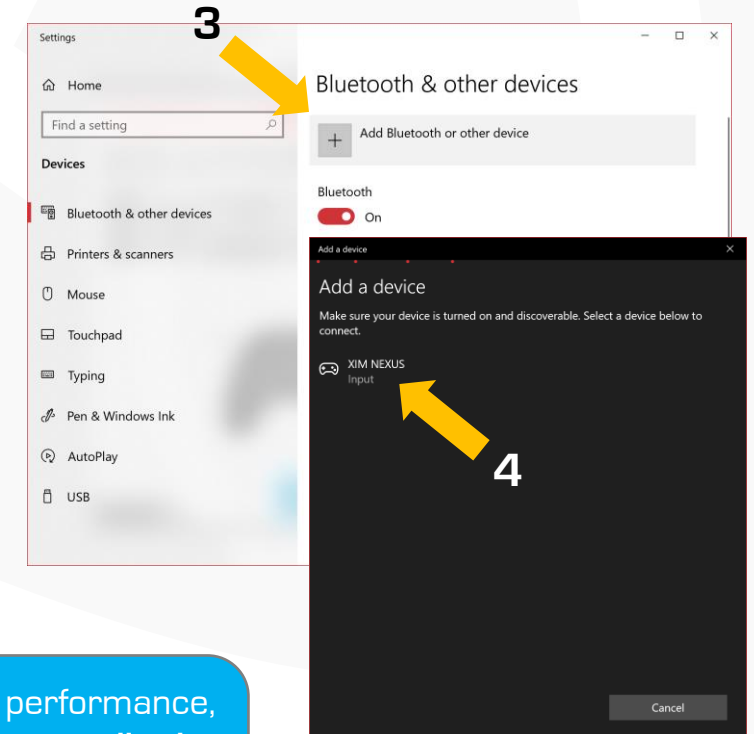
NOTE: Pairing to a device removes Controller's prior pairing (such as to Adapter). Learn how to later [re-pair to Adapter](#).

STEP 1 Ensure **Controller** and **PC** are powered **ON**

STEP 2 Press and Hold **P** on the back of Controller until it starts blinking **CYAN** (about 3s)

STEP 3 Scan for Bluetooth devices on your PC

STEP 4 Select **XIM NEXUS** when it shows on the list



If your PC doesn't have Bluetooth, or, if your PC's has poor Bluetooth performance, you can use Adapter on your PC. **Adapter doesn't require a console controller be connected to it.** It will flash **PURPLE** when ready.

Controller **Classic Mode**

When Controller is turned on (or if it has no Configs on it), it will automatically be in **Classic Mode**. You will know you are in this mode if your Controller is pulsing **WHITE**.



Classic Mode makes the Controller act like a **regular console controller**:

- No motion control
- No thumbstick curves
- Limited button/trigger bindings

Classic Mode is used to make it easier to **navigate menus** and your **console's dashboard** when **not in game**. This mode can also be used in games as well. For more information, please see [Customizing Classic Mode](#).

To **EXIT** Classic Mode, press **NEXT+PREVIOUS**. Press again to **RE-ENTER** any time.



Connecting to Manager

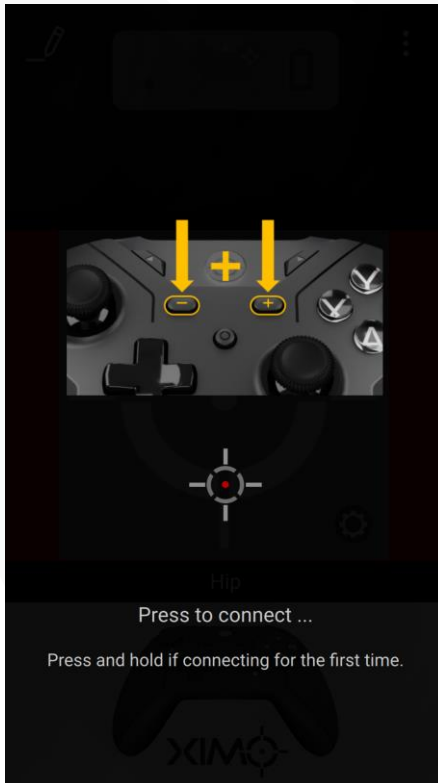
XIM NEXUS Manager is used to fully configure the Controller.

Download “XIM NEXUS Manager” for **Android** or **iOS** from their app stores. For the **PC** version, download from xim.tech.

Make sure your device's **Bluetooth** radio is **ON**. Do **NOT** pair using your device's system pairing interface.
Android users must have **LOCATION** services **ON** to pair (this is a requirement of Google, your location information is never used).



Run **MANAGER** App



ENTER **MANAGER SEARCH MODE** ON CONTROLLER

- Ensure [Controller is ON](#)
- **PRESS** and **HOLD** [PLUS+MINUS](#), you will see **CYAN** blinking
- Continue to **HOLD** until you see **rapid CYAN** blinking (about 5s)
- **RELEASE** PLUS+MINUS and wait until Manager connects

NOTE: After the first connection, when re-connecting it is no longer required to **hold** PLUS+MINUS.



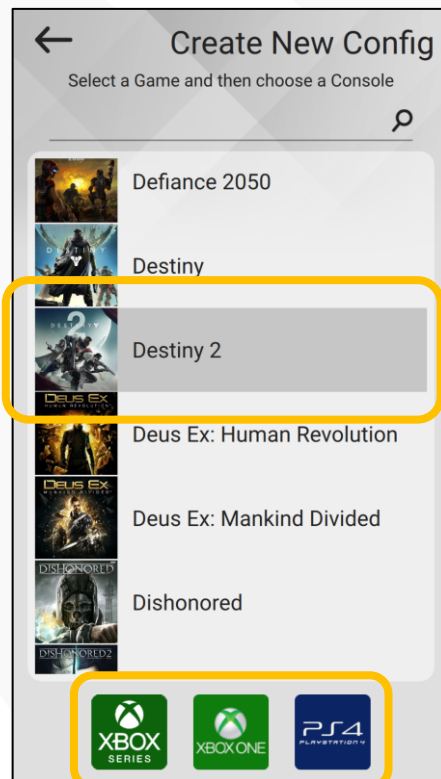
Add a Config

Every game you play must have a **Config** – which is added through **Manager**.

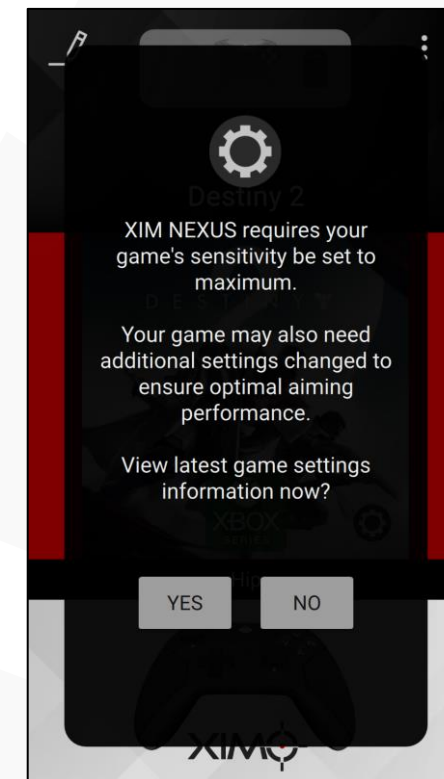
A **Config** holds all your settings for a game such as **motion behavior**, **thumbstick curves** and **input bindings**.

Choose the [supported game](#) you are playing and the console. Your Config will be added to your Controller (around 20s).

XIM NEXUS' input translation technology **requires** that your game's **sensitivity** is set to **MAXIMUM**, **HIGH**, **"INSANE"**, etc.
Your game may also need additional settings. If not set, you aim **will not be optimal**.

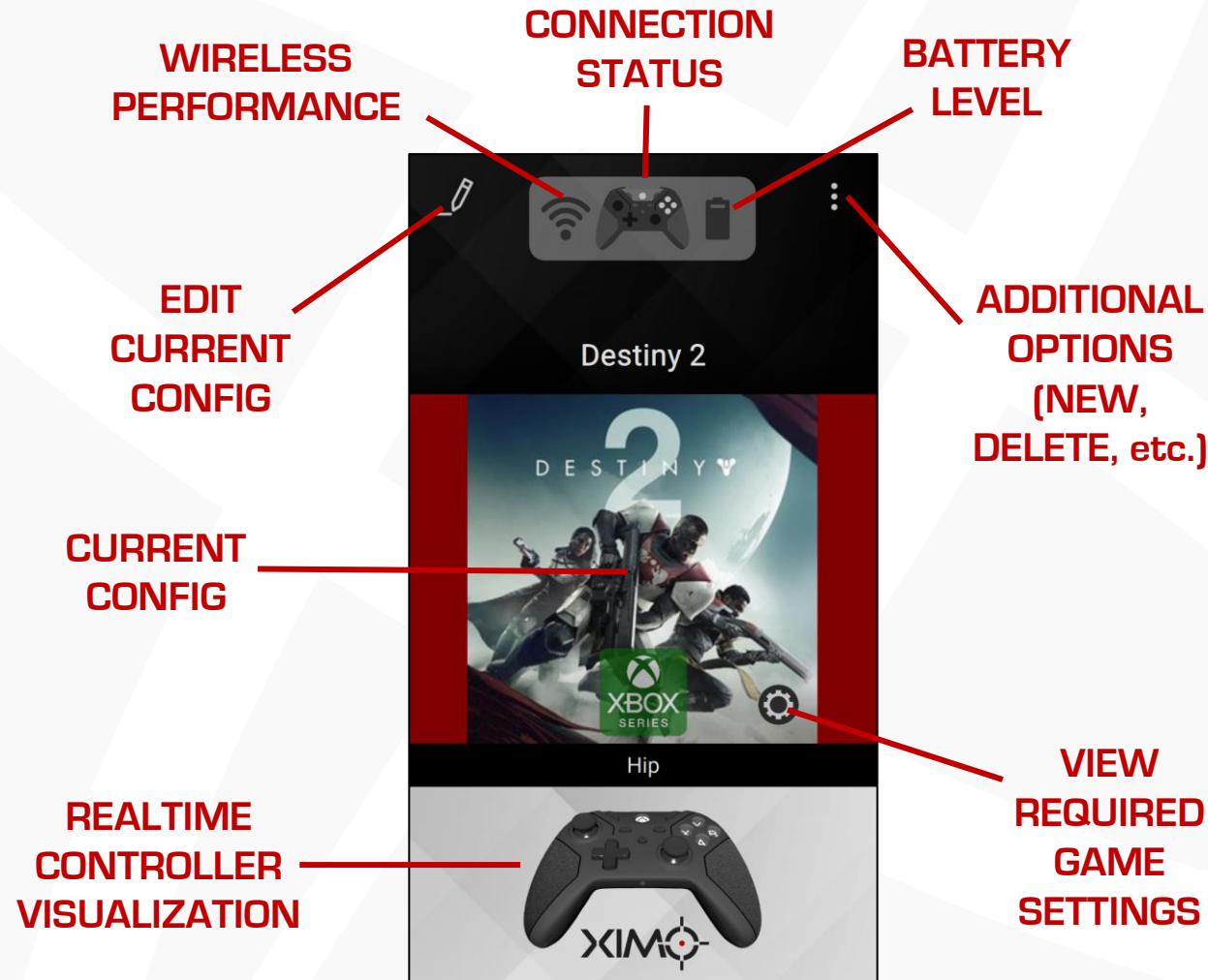


Blinks **WHITE** while
communicating with
Manager



Heads Up Display

The **Heads Up Display (HUD)** shows the current status of your Controller. Use it to **edit**, **add**, and **delete** your Configs.



Editing your Config

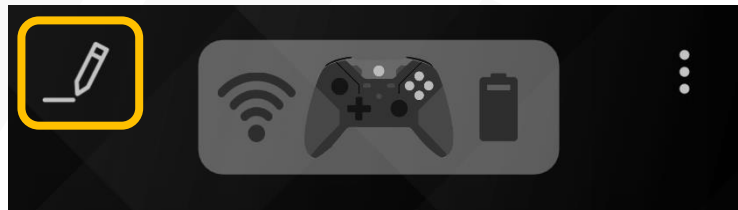
All Configs start with default values, but everyone's preferences are different. You will want to edit your Config.

- STEP 1** Load the game you want to play. Make sure game's: **aim sensitivity** is **MAXIMUM**, and [settings](#) are applied
- STEP 2** Find a spot that you can spend time in without disruption (such as a **private session** or **training area**)
- STEP 3** Use **Manager** to make sure the correct Config is loaded for your game
- STEP 4** Pick up your **Controller** and [disable Classic Mode](#) (if needed)

Get an initial feel for things:

- ▶ Try **moving around the map** and **aiming** with the **thumbstick** only – it may **feel too fast** (or **too slow**).
- ▶ Try [engaging motion](#) by **holding down the LEFT TRIGGER** (default mapping) – it may also **feel too slow**.

It's time to start **tuning** your **Config** to your **preferences**:

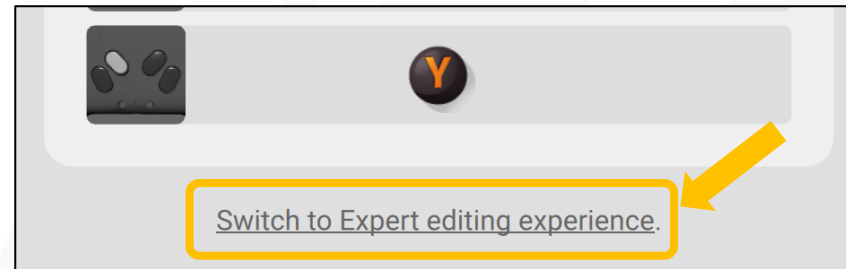


Standard vs. Expert Editing Experience

XIM NEXUS Manager offers two different types of Config editing modes: **Standard** and **Expert**

- ▶ **Standard Editing:** The default editing experience. Only the most common settings are available. This mode is intended to be used by beginners.
- ▶ **Expert Editing:** When activated, this mode presents all settings available to the user.

This **User Guide** covers the complete set of settings and features available to you. When you edit your Config for the first time, you will need to switch to the **Expert editing experience** to access all settings. To do so, **scroll down and select the link:**

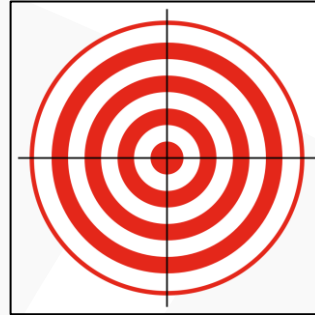


All your settings **changes are preserved** if you switch between **Standard** and **Expert** editing modes.

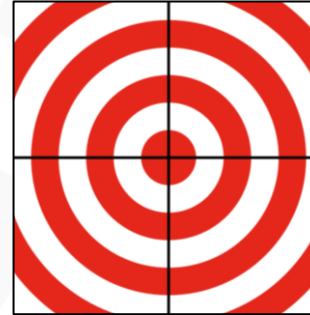
Hip vs. Aim Down Sight (ADS)

Most shooters have the ability to **Aim Down Sight (ADS)** (also called “Zoom” or “Scoped”). When not in ADS, it’s called **Hip Aim**. Typically, ADS is activated using the LEFT TRIGGER on most games.

Hip Aim



Aim Down Sight



For games that have an **ADS mode**, some **change aiming behavior** between **Hip** and **ADS** (aiming feels different between the modes). For these you will have the ability to **customize Hip Aim** and **Aim Down Sight independently** when you edit your Config:

Hip Aim

Sets primary motion and thumbstick aim behavior.

Aim Down Sight

Sets scoped/zoom motion and thumbstick aim behavior.

For games that **don’t have** an **ADS mode**, or they do but **share the same aiming behavior** between **Hip** and **ADS**, you only **customize Aim**. If you still prefer to customize ADS separately, you have the choice to enable it:

Aim

Sets motion and thumbstick aim behavior.

This game uses a single aiming system.
To still specify custom scoped/zoom behavior, enable ADS activation.

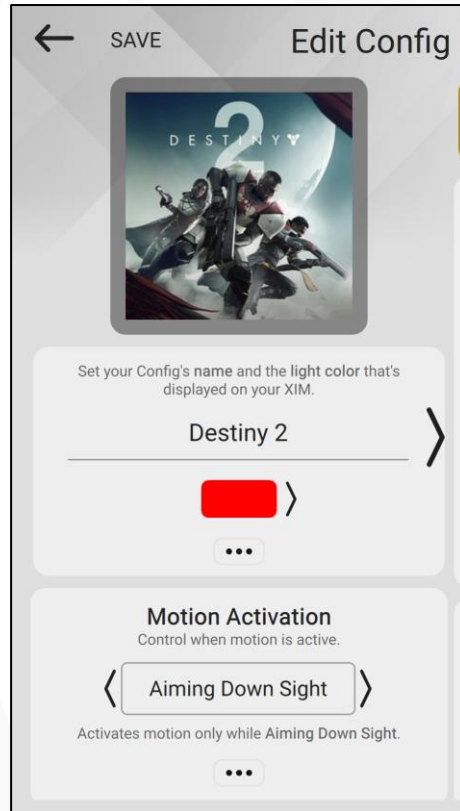
Game Role settings in **Mappings** are used to specify if the game you are playing supports ADS.

Edit Config Page Overview

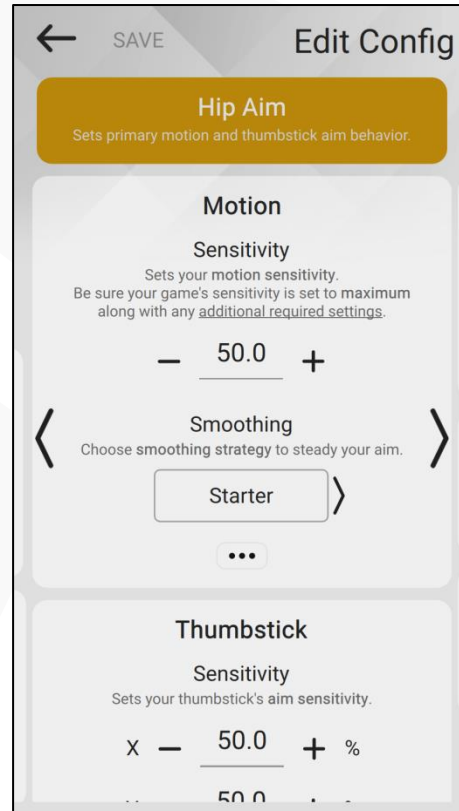
Config editing is divided into **sections**. Changes to settings occur on Controller in **real-time**.

These sections include **Hip** and **Aim Down Sight (ADS)** settings and **Mappings** (input bindings).

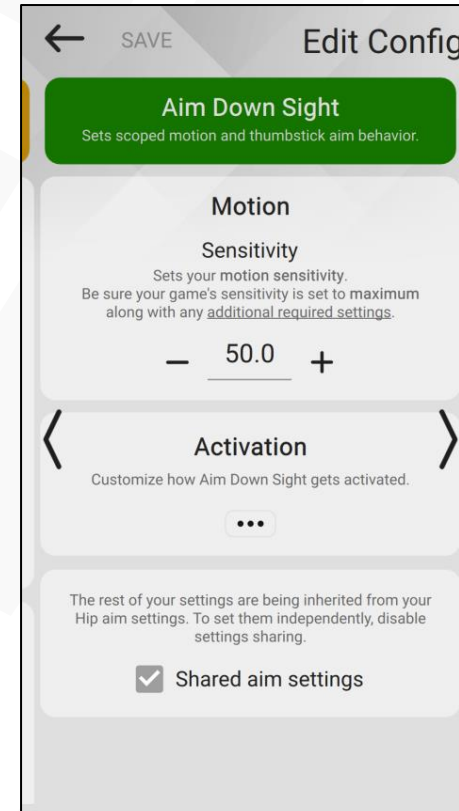
You will only see an **ADS section** if your game has an **ADS mode** that has [different aiming behavior than Hip](#).



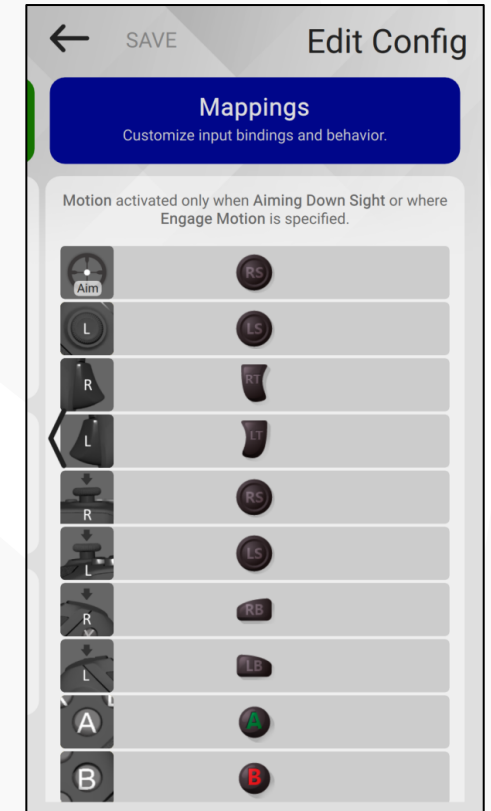
Config name and color.
Motion activation settings.



Motion and Stick settings
for Hip aim.



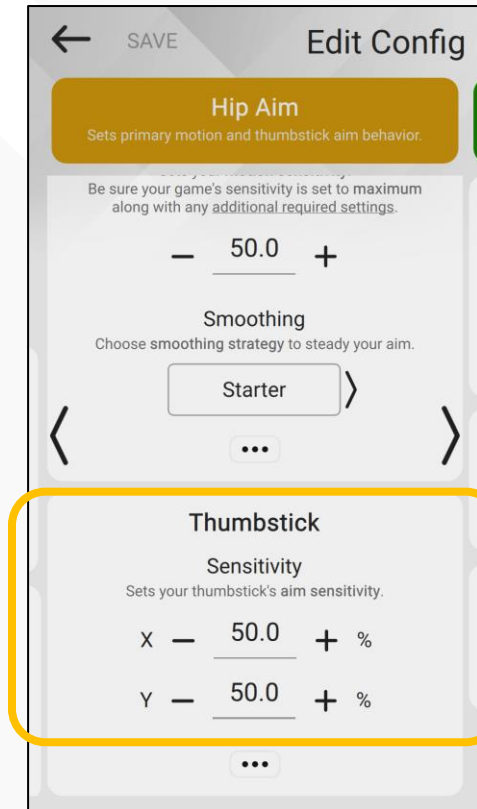
Motion and Stick aim
settings for ADS (if game
has unique ADS aim).



Button binding
customization.

Adjusting Stick Aim Sensitivity

The first thing to do when editing your Config is to get your **stick aim** sensitivity to feel correct. Your **in-game stick sensitivity** should already be set to **MAXIMUM**. You reduce that speed here.



ADJUST X and Y SENSITIVITY:

Adjust the speed values and test the results until it feels right to you.

These values will be used automatically for ADS aiming too. To use different values for ADS, disable **Shared aim settings** in the ADS section.

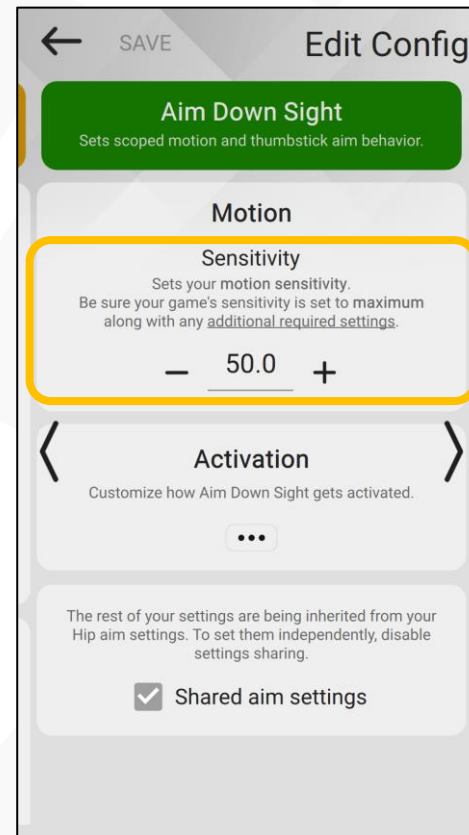
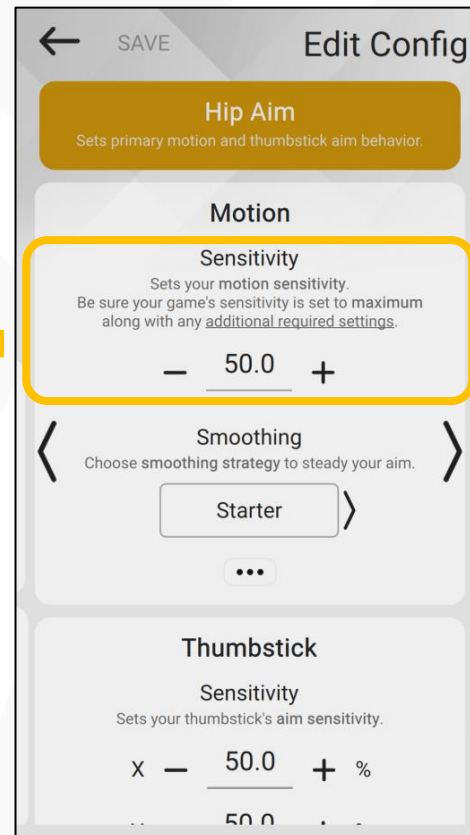
Adjusting Motion Aim Sensitivity

Motion aim provides the gamer with the ability to **constantly** and **rapidly correct** their stick aim with motion. It can be used for **micro adjustments** to your stick aim, or your **primary precision aim** where the stick is used for coarse aim. Motion aim is **combined** with stick aim (it is additive). **Smart Translator** technology ensures accurate aiming response.

By default, motion is only **engaged** with **LEFT TRIGGER** for **Aiming Down Sight** [i.e. "scope"/"zoom"]. To change this see [Motion Activation](#).

Hip aim motion sensitivity is used for motion while **Hip aiming**.

If the game you are playing doesn't have [unique aiming behavior for aiming down sight](#), then this is the only sensitivity you will set for all motion aiming (in which case, the header title will be just "**Aim**").



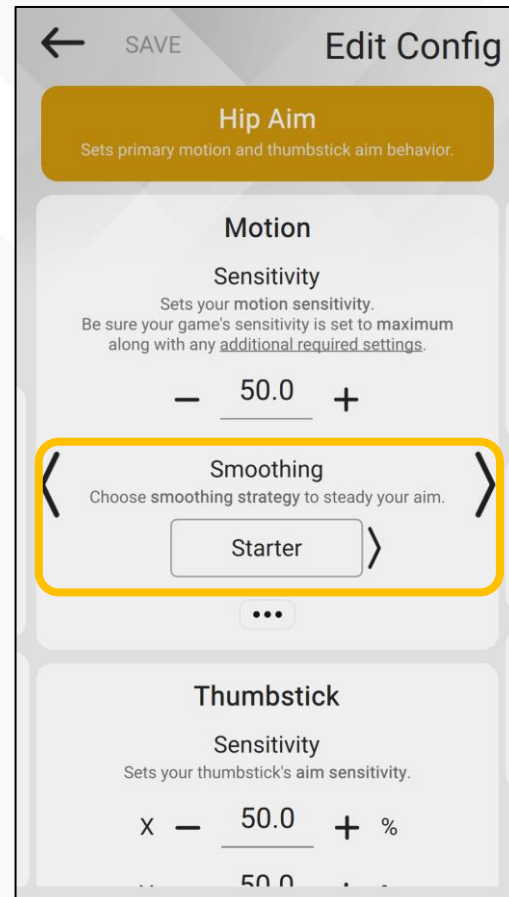
If your game has an **ADS aiming mode** and it has **different aim behavior than Hip**, then, you will have an **Aim Down Sight** section in your Config.

You will have the ability to set your Aim Down Sight motion sensitivity independently from Hip.

When using **Aim Down Sight motion activation**, then, this sensitivity is used.

Tuning Motion Aim Smoothing

XIM NEXUS includes a sophisticated **Motion Engine** to enable the gamer to tune motion aim response to their preference. Several presets are included as well as the ability to customize behavior.



ADJUST SMOOTHING:

Motion smoothing and stability is available through **proprietary filtering techniques**.

Smoothing filter presets are provided: **Starter**, **Balanced**, **Twitchy**, **Focused**, **Heavy** and **Custom**.

Starter is recommended for beginners.

Custom Motion Aim Smoothing

Custom smoothing enables you to further adjust motion aim beyond the supplied presets.

CHOOSE MOTION SMOOTHING SETTINGS:

There are four settings for customizing motion smoothing.

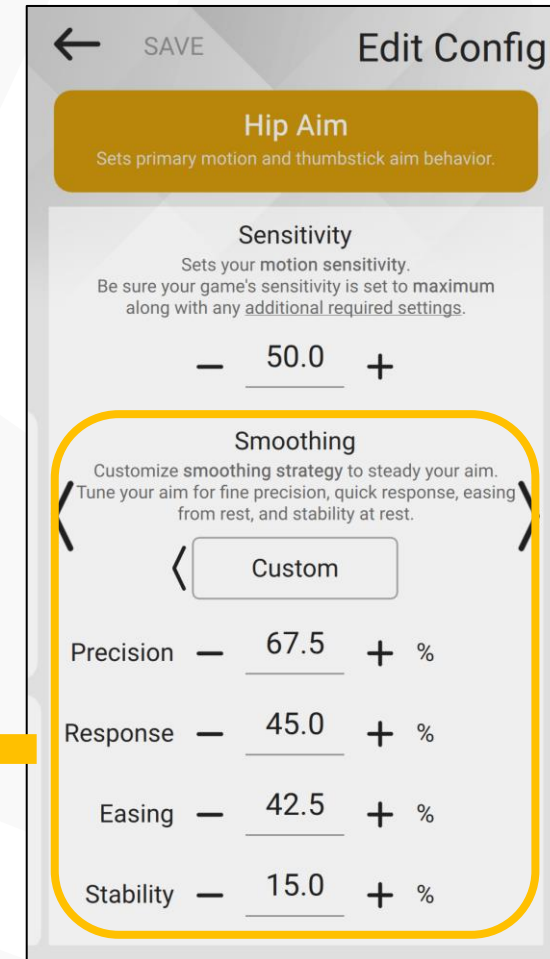
Start with all **settings at 0** and then **adjust one at a time in this order**:

Precision: **Fine aim behavior.** Higher values provide a smoother result at low aim speeds and increases the heaviness of the reticle.

Response: **Fast aim behavior.** Higher values produces a lighter feeling reticle at faster aim speeds.

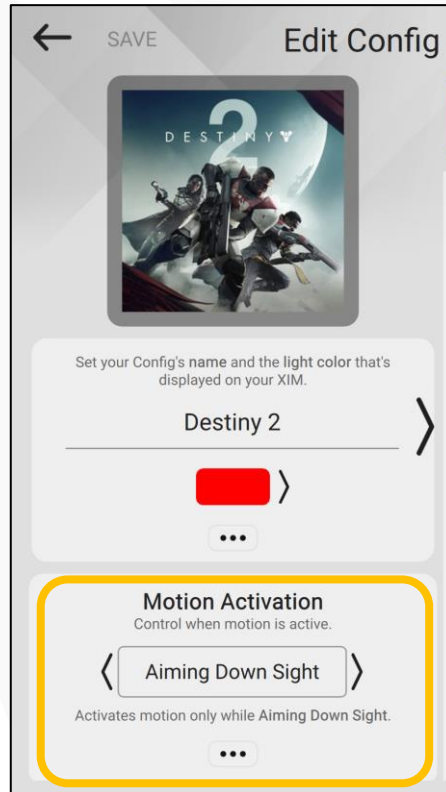
Easing: **Aim behavior from rest.** Higher values result in smoother transition from rest but lower response time.

Stability: **Aim behavior at rest.** Increase to provide extra stability at rest due to hand jitter and instability.



Motion Aim Activation

Motion aim can be activated in different selectable ways. As a gamer becomes more proficient with motion, they may choose to keep it activated at all times while in game.



CHOOSE MOTION ACTIVATION METHOD:

There are six options for activating motion based on your personal preference.

Disabled: Motion is permanently off.

Aiming Down Sight: Motion is enabled when **ADS** is **activated** (LEFT TRIGGER by default). ADS mapping can be [changed](#).

Aim and Fire: Motion is enabled when **ADS** is **activated** or whenever **Firing**. Includes a configurable **hold time** to keep motion enabled during firing.

Engage Toggle: Keep motion permanently on or off (for both ADS and Hip fire) when the [ENGAGE](#) button is pressed.

Always On: Motion is **on all the time** (use Classic Mode to temporarily disable).

Custom Engage: Motion is only enabled with **Motion Engage actions** specified in **Mappings**.

Custom Toggle: Motion is only toggled on or off with **Motion Toggle actions** specified in **Mappings**.

Buttons that invoke **Aim Down Sight** and **Fire** can be [changed](#).

Changing Input Bindings

Mappings allow you to bind almost every button to a different **action** (such as pressing a console button).

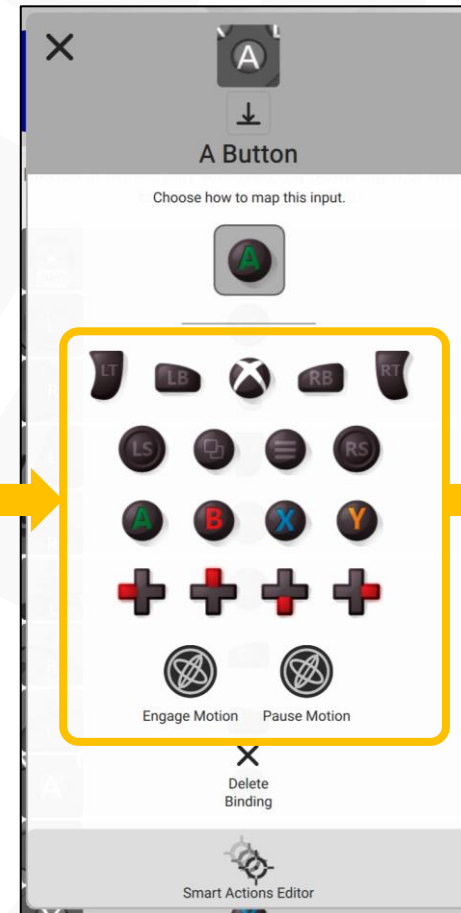
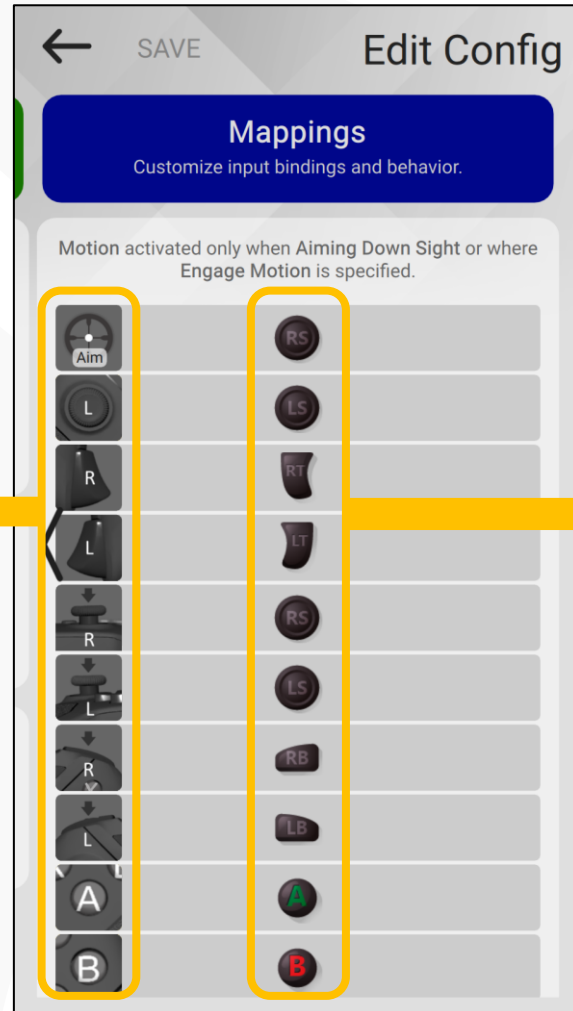
INPUTS:

The set of **buttons**, **triggers**, and **sticks** on your **XIM NEXUS Controller** that you bind actions to.

There is a special **Aim** input:



This is used to bind your **motion** and **stick aim** (typically bound to the console's right stick).



ACTIONS:

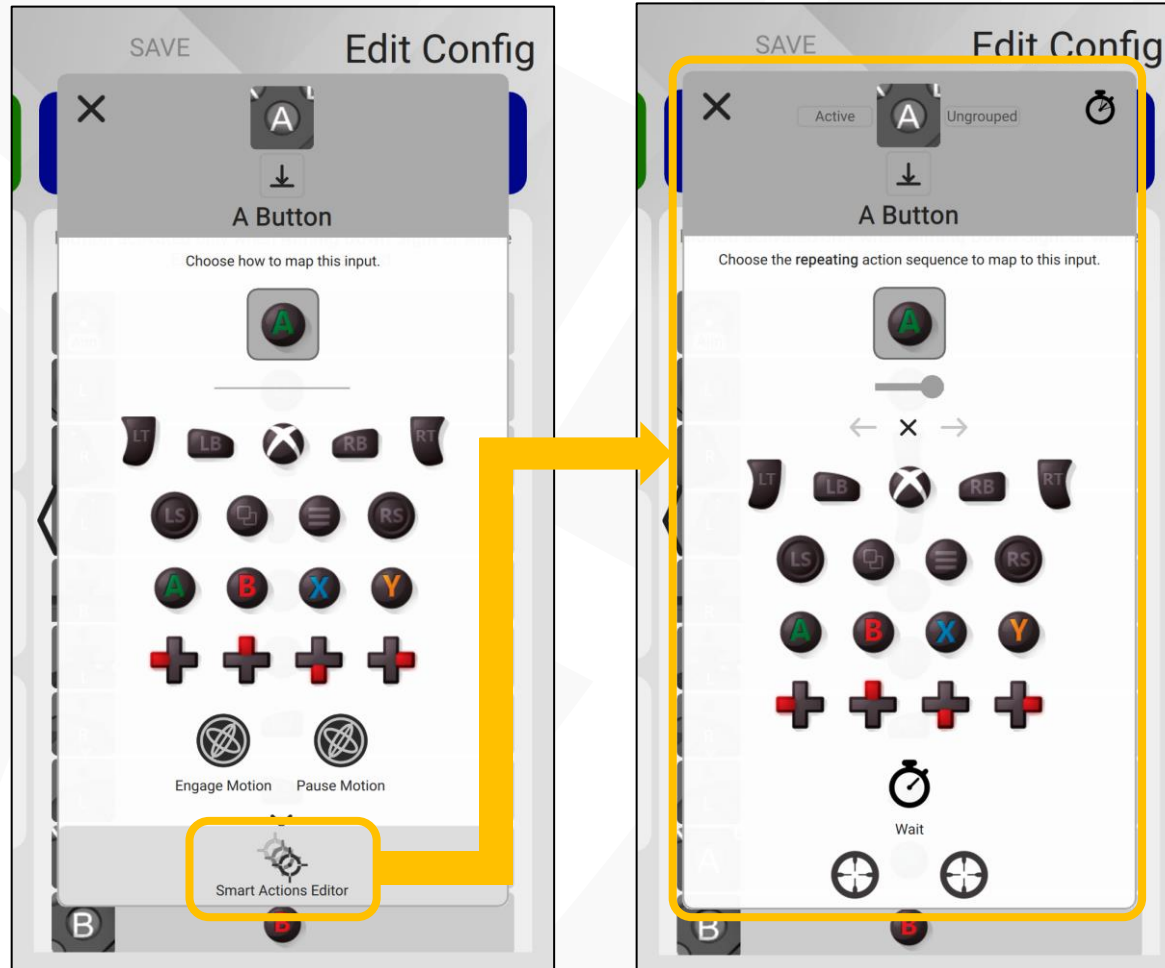
The action to map the Controller input.

This includes a **console controller button**, or **engaging motion**, etc.

Smart Actions

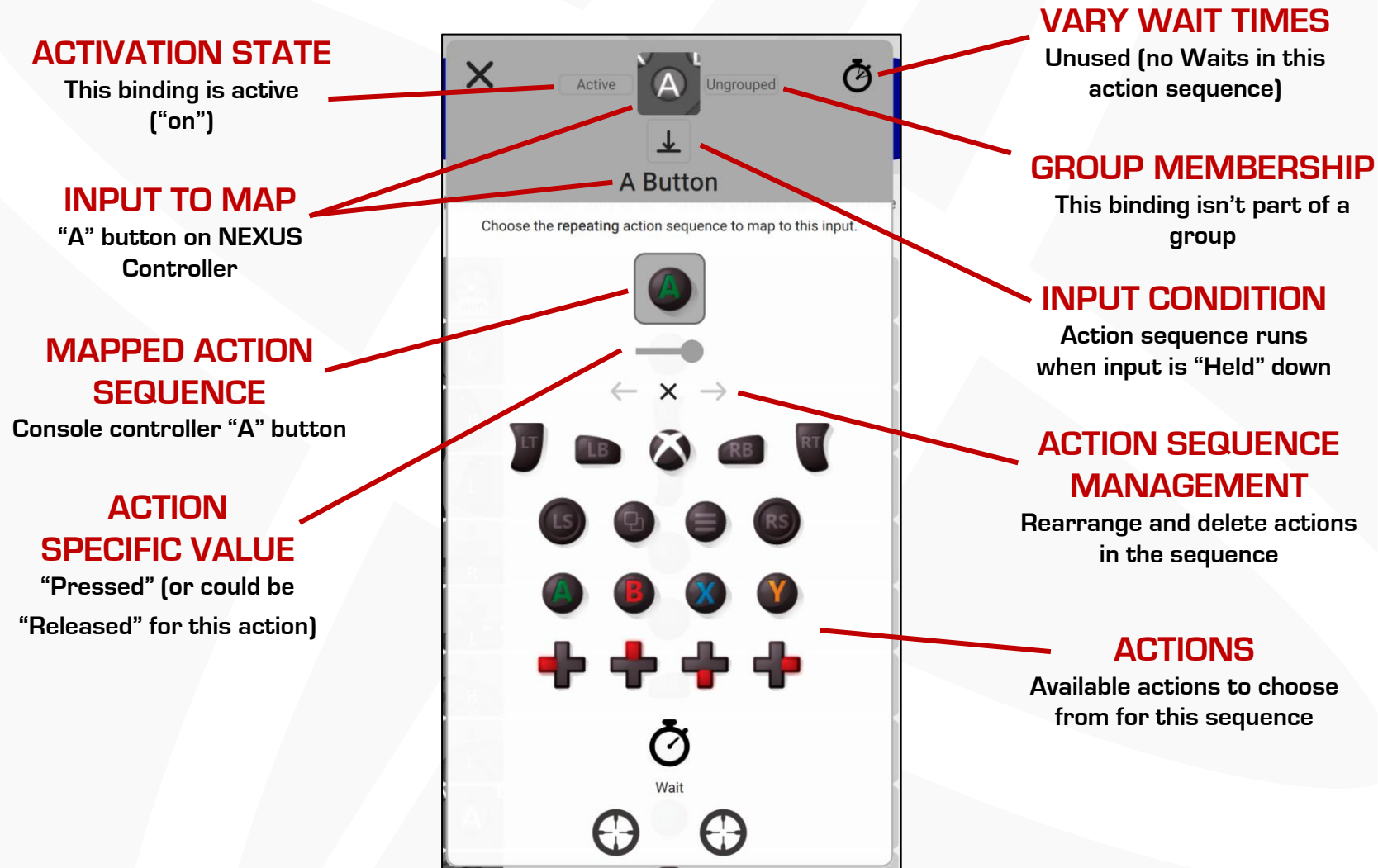
Smart Actions are a power feature that enables the composition of **action sequences** to accomplish many different input automation scenarios from simple to complex. They feature an easy-to-use editor as well as **special actions** that are designed to leverage **Smart Translators** for precise manipulation of the reticle.

While editing a binding, press the **Smart Action Editor** button to start composing sequences.



Smart Actions Editor

Smart Actions Editor consists of several parts (listed below along with their meaning in this simple binding example).



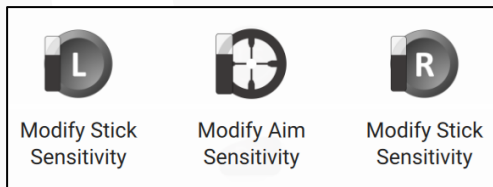
Types of Smart Actions

Smart Actions consists of several types and the **set of actions available** depends on the **input being mapped** and **condition used**.



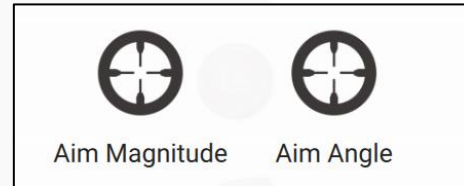
CONSOLE CONTROLLER ACTIONS

Actions that map to console controller button state, stick and trigger axes.



AIM AND CONSOLE CONTROLLER STICK MODIFY ACTIONS

Actions used to modify aim and console stick response sensitivity.



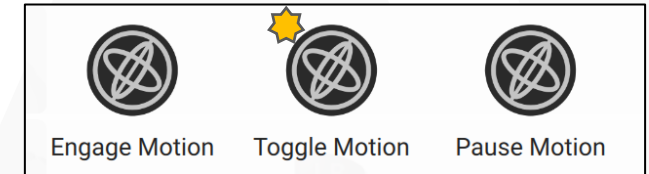
AIM ACTIONS

Actions used to augment reticle velocity that seamlessly combines with the gamer's aim.



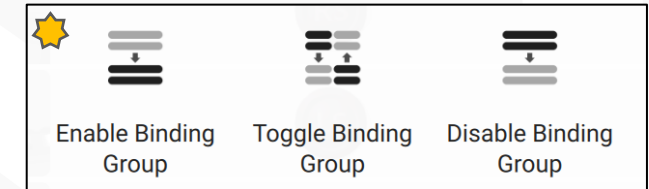
WAIT ACTION

Action used to add a delay (in milliseconds) between actions in a sequence.



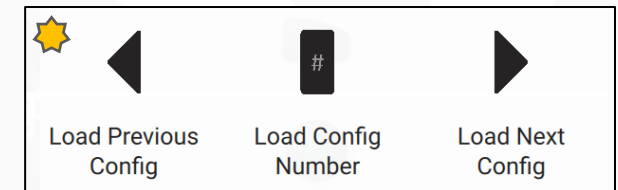
MOTION ENABLE ACTIONS

Actions used to set custom motion enabled state.



BINDING GROUP ACTIONS

Actions used to enable groups of bindings.



CONFIG SWITCH ACTIONS

Actions used to change the currently loaded Config.



SWAP CONSOLE CONTROLLER STICKS

Action used to left/right swap console response sticks.



CONSOLE CONTROLLER STICK POSITION ACTIONS

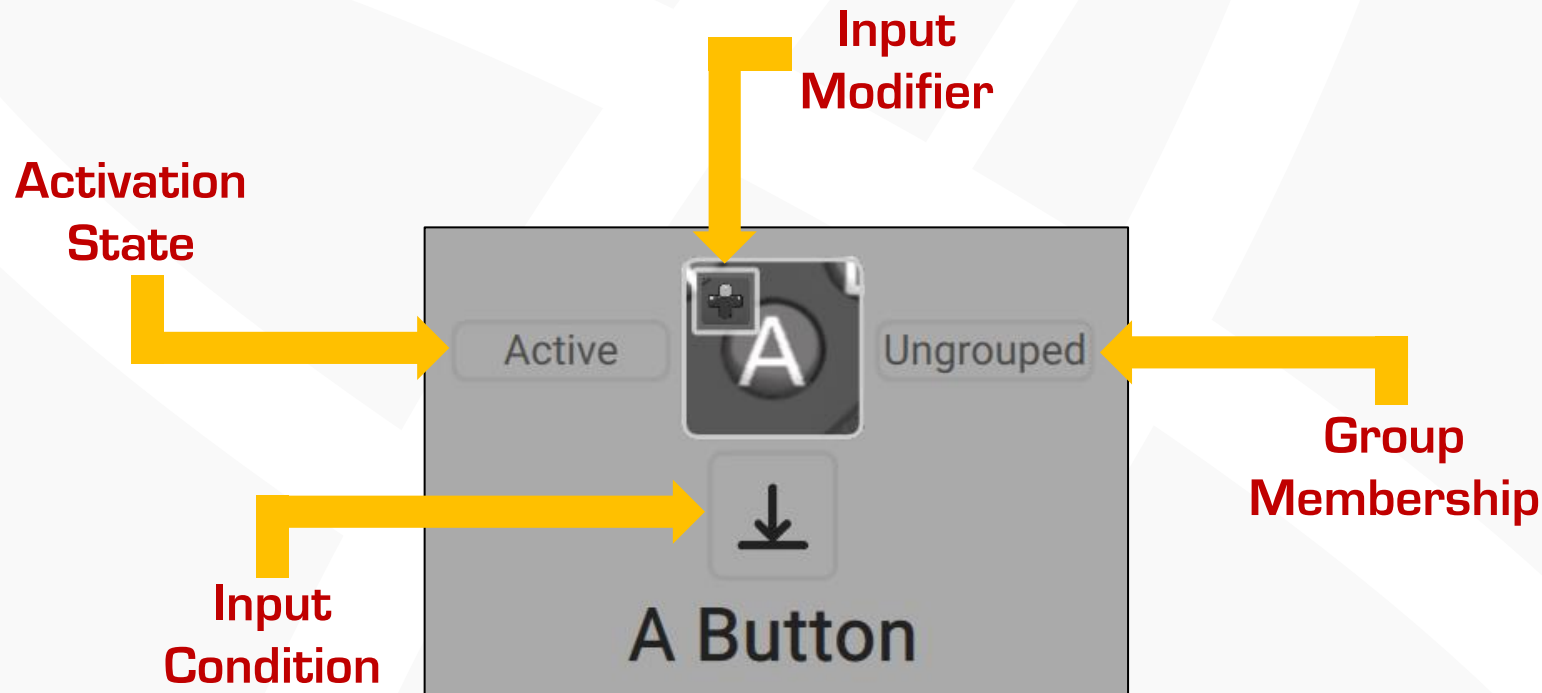
Actions used to set a specific console stick position.



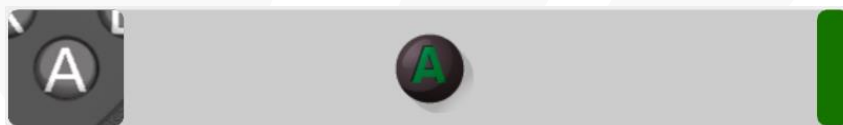
Some actions are **latching** (their effect continues even after the binding they are in is no longer running). In addition, "Toggle" actions are only available in **edge Conditions** (Pressed, Released, Double, Tap, Hold).

Binding Execution

A binding **runs** its **action sequence** based on its **Input Condition**, **Activation State**, **Input Modifier**, and **Group Membership**.



A binding's **Activation State**, **Input Modifier**, and **Group Membership** determines if it's **ENABLED** or **DISABLED**.



Binding is **ENABLED** and will run if the **Input Condition** is met.



Binding is **DISABLED** and will never run.








Binding Input Conditions

A binding's **Input Condition** determines the state of the chosen input must be in for the binding to run.



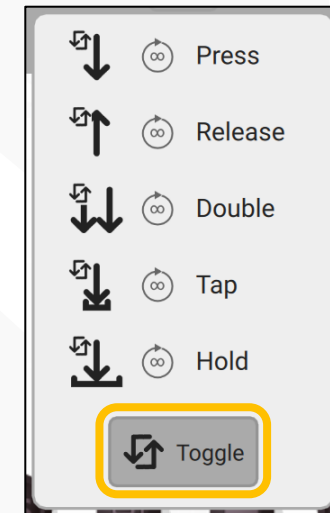
INPUT CONDITIONS:

A Condition can cause the sequence to run continually (**repeats**), just once (**runs-once**), or toggle on (**runs-forever**)/ off.

	Held	Repeats	Input is currently held down
	Unheld	Repeats	Input is currently not held down
	Press	Runs-Once	Input was pressed
	Release	Runs-Once	Input was released
	Double	Runs-Once	Input was double pressed
	Tap	Runs-Once	Input was pressed quickly
	Hold	Runs-Once	Input was held long

TOGGLE:

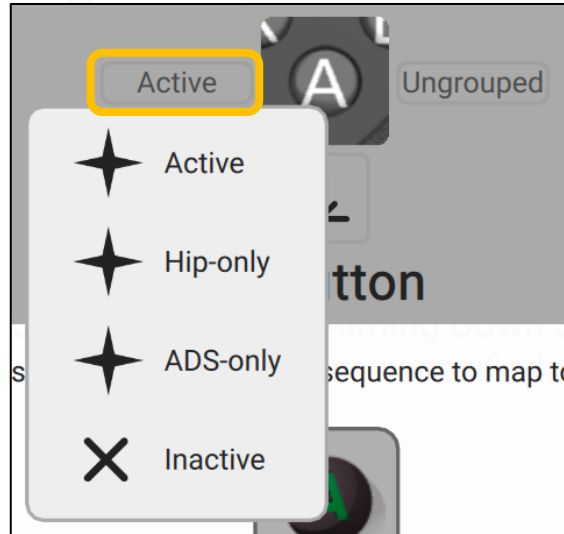
For toggle behavior, press **Toggle**. The runs-once Conditions will change to **repeats**. Your sequence will run until the Condition occurs again (on/off).



When using **Runs-Once Conditions**, a trailing **Wait** action will be added to the end of your sequence if it doesn't have one already for convenience.

Binding Activation State

A binding's **Activation State** can restrict the binding from running depending on your aiming mode (ADS or Hip). As in-game aim weapon behavior can change between aiming modes, use Activation State to match it.

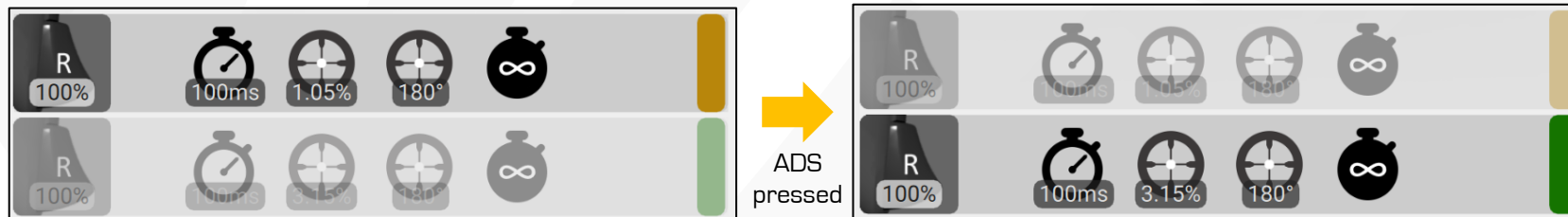


ACTIVATION STATES:

Use a binding's Activation State to limit it to particular in-game aiming state. Or, turn it off completely.

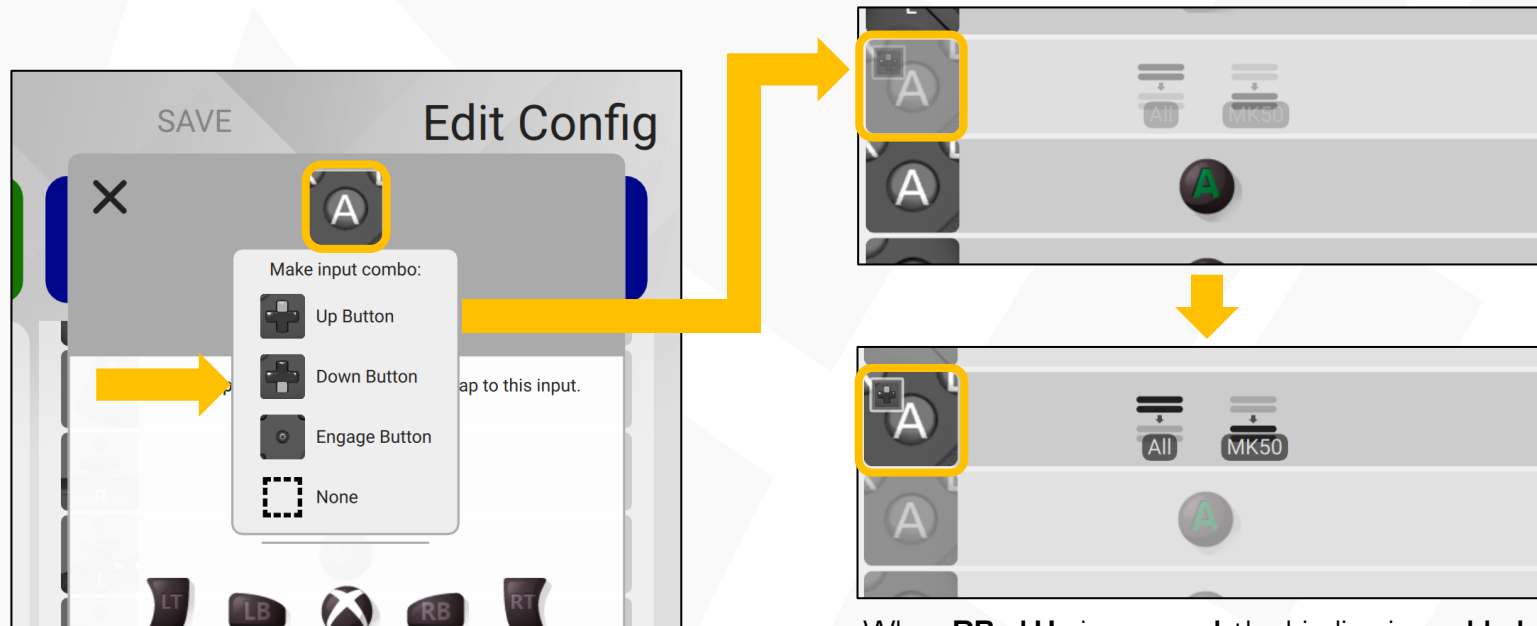
Active	Active	Binding can always run
Hip-only	Hip-Only	Binding can only run in Hip aim mode
ADS-only	ADS-Only	Binding can only run in ADS aim mode
Inactive	Inactive	Binding can never run

In the below example, Activation States are used to automatically enable/disable bindings that cancel weapon recoil that differ between Hip and ADS aim. In this game, weapons have stronger recoil when in ADS.



Binding Input Modifiers

Input Modifiers is a convenient way expand the set of usable buttons by allowing the creation of button combinations to run a binding. When a **modifier** is **pressed**, all **bindings without that modifier** are **disabled**.

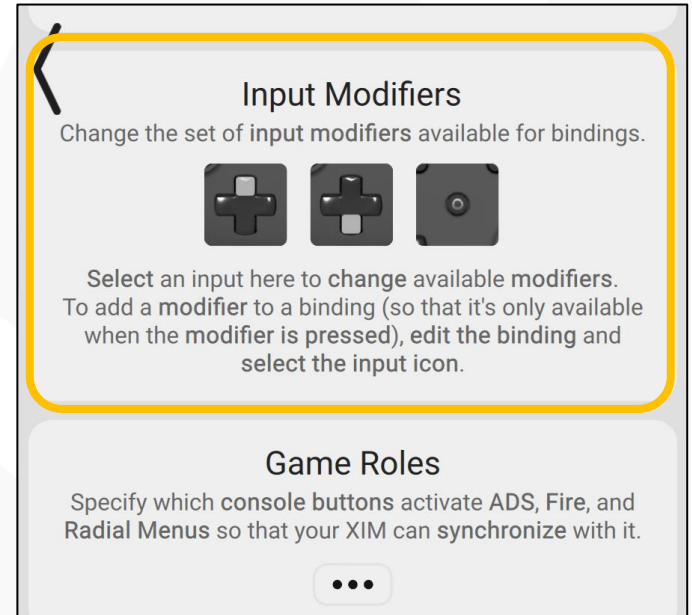


While in Expert mode, edit a binding and select the input icon. A list of **modifiers** will be presented. In this example, **DPad-Up** is selected.

When **DPad-Up** is **pressed**, the binding is **enabled** and all **other bindings** are **disabled**.



NOTE: To continue to use an input in a binding that is also a modifier. **Add itself as its modifier** and change its **condition** to **Hold**. The binding will run after holding the input after a delay.

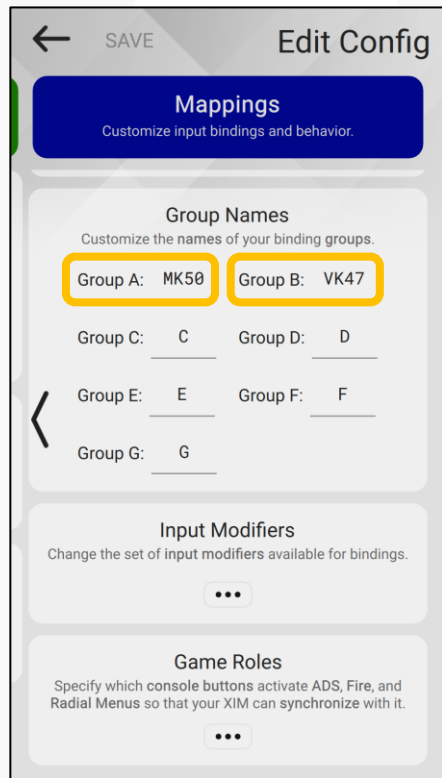


Beneath the binding list, use **Input Modifiers** to choose the **set of modifiers** you would like to be available for use in bindings. You can choose up to **3 combo inputs**. Select the input to change it.

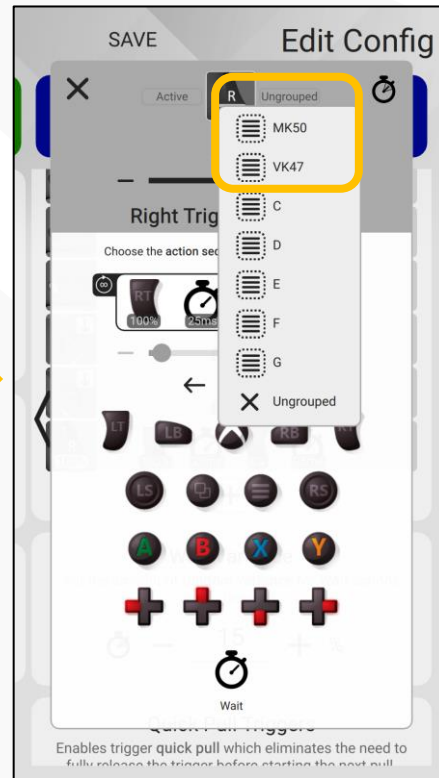
Changing an **Input Modifier** will change all bindings that are currently using it.

Binding Group Membership

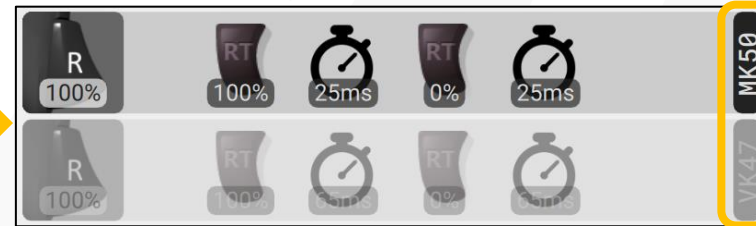
Group Membership is a powerful tool that allows you to **selectively enable and disable sets of bindings using actions**. This feature can open a variety of scenarios such as **weapon tracking** where subsets of bindings are enabled to match the behavior of the current weapon in use. In this example, different auto-fire bindings will be used depending on the current weapon selected.



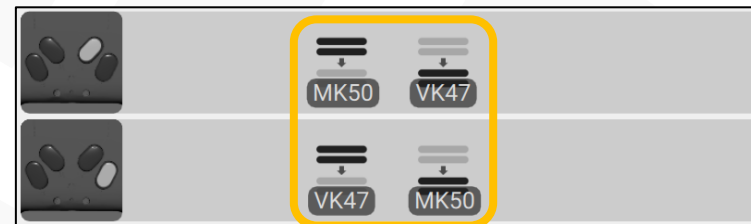
We want different auto-fire behavior between two weapons. Naming our groups (optional).



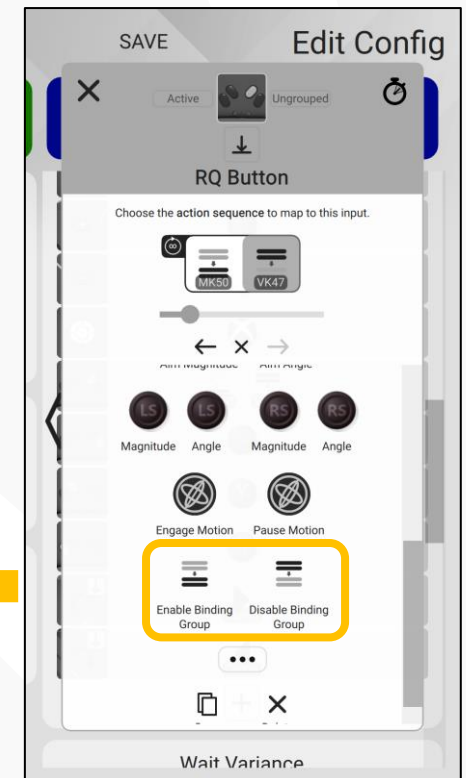
Create our auto-fire sequences and assign the bindings to their respective groups.



Our auto-fire sequences. One is designed to be enabled when that weapon is used. The other is disabled.



Back buttons are used to switch between weapon groups depending on which weapon is currently held. If you are tracking more weapons, you can disable 'All' groups and then enable the weapon group you want. Consider using [input combos](#) as well to provide more button options.



Use the binding sequence to enable/disable groups. Consider using [Input Modifiers](#).

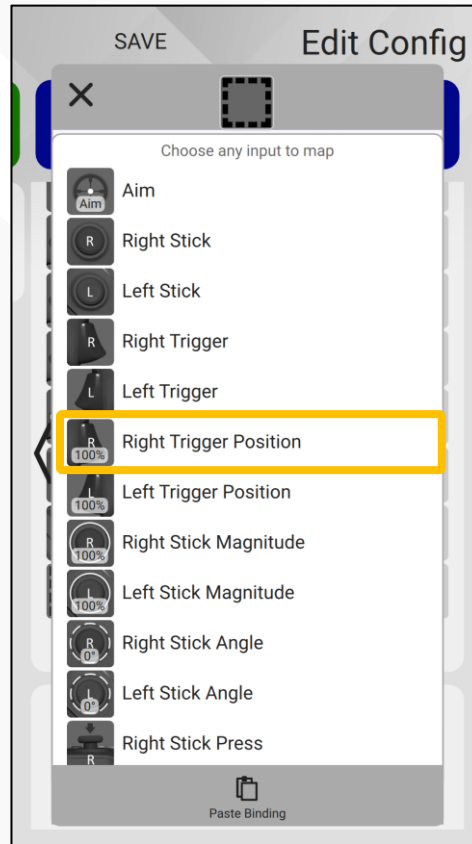
On Config load, **Group A** starts as **enabled**. All other groups start at disabled.

Example Action Sequence

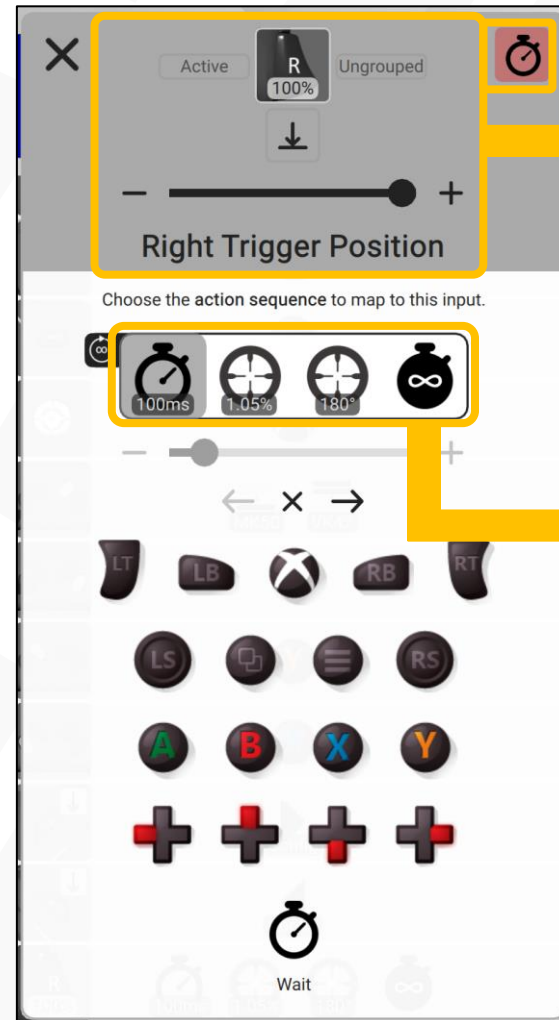
The following is an example of an **action sequence** that is designed to mitigate automatic weapon kickback when fired.



Add a new binding to your mappings by pressing +.



Binding should run when **Right Trigger** is pulled.



INPUT CONDITION:

This binding will run whenever the Controller **Right Trigger** is held at **100%**.

Wait action variance is also **disabled** for this binding since this sequence required perfect timing to function correctly.

ACTION SEQUENCE:

The sequence of actions defined here is:

- 1) **Wait**: Before the rest of the sequence will run, pause for **250ms** as to cancel if a single shot weapon is being used.
- 2) **Aim speed**: Moves the reticle at a speed of **1.05%** of **maximum reticle velocity** to compensate for kickback in specific game.
- 3) **Aim angle**: Moves reticle at a **180°** angle (down, as kickback pushes reticle up).
- 4) **Wait Forever**: This sequence will **continue to run** until the Right Trigger is released.

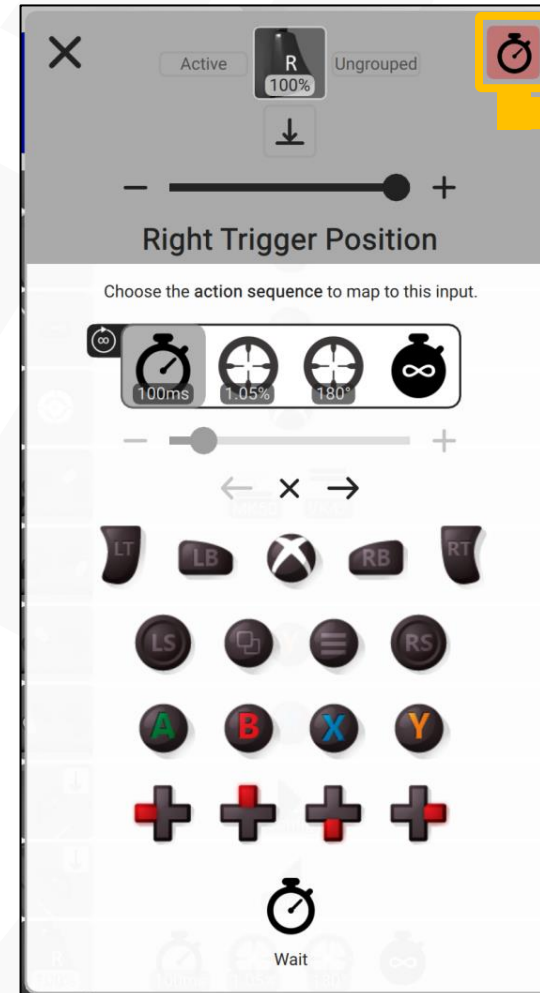
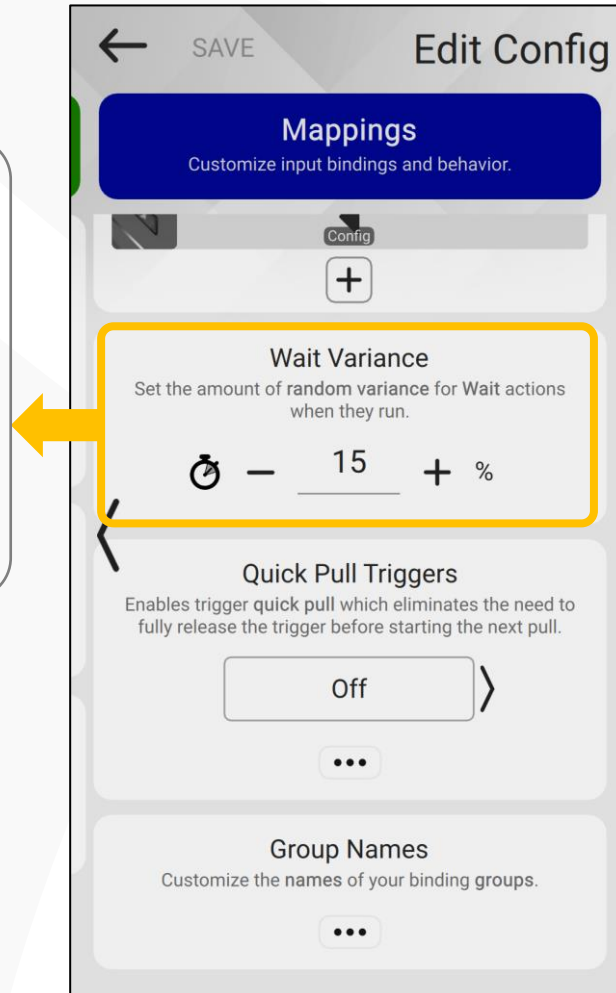
As this is using **Aim Actions**, the downward reticle force **blends seamlessly** with your existing aim as if the kickback doesn't exist.

Wait Action Variance

Wait actions in sequences are automatically **varied** (randomized) by the amount specified in the **Wait Variance** setting.

WAIT VARIANCE SETTING:

Applied to all Wait Actions in sequences in the Config unless the binding specifies that it requires exact timing.



EXACT TIMING OVERRIDE:

Specify that a binding action sequence requires exact wait times (Wait Variance setting is ignored for the sequence).

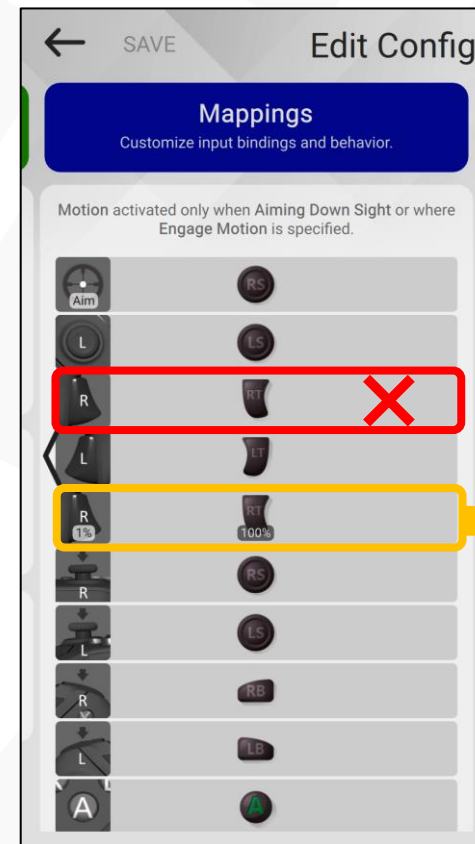
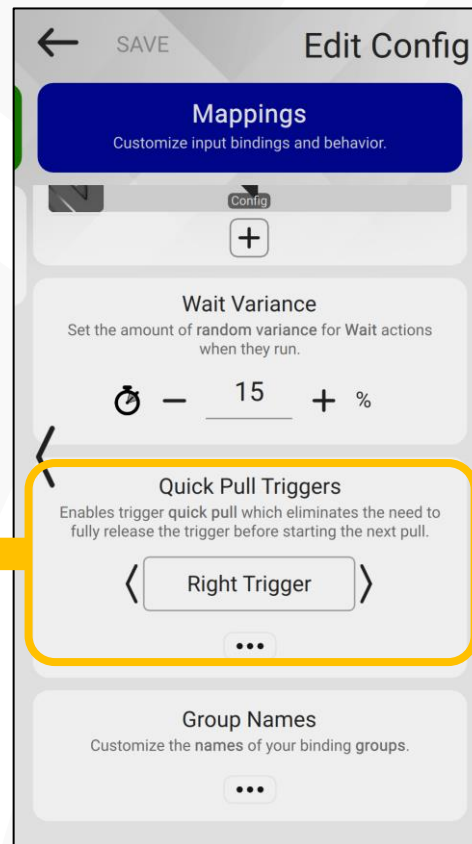
Quick Pull and Hair Triggers

The Mapping system provides additional settings that can **increase your trigger speed** through **Quick Pull**.

Quick Pull makes it so that you **don't have to fully release your trigger** in order to start and complete the next pull. Combine this with **hair triggers** to greatly increase your firing speed. Another added benefit of Quick Pull is that it provides additional **stability to your aim**. The physical force of fully pressing and releasing your trigger can at times cause your controller to move (thus affecting motion aim). Quick Pull enables you to fire rapidly just by lightly "wiggling" (oscillating) the trigger mid-pull without aim disruption.

Enable **Quick Pull** by choosing the triggers you would like to apply it to.

In this example, **Right Trigger** is chosen since it is used for firing.



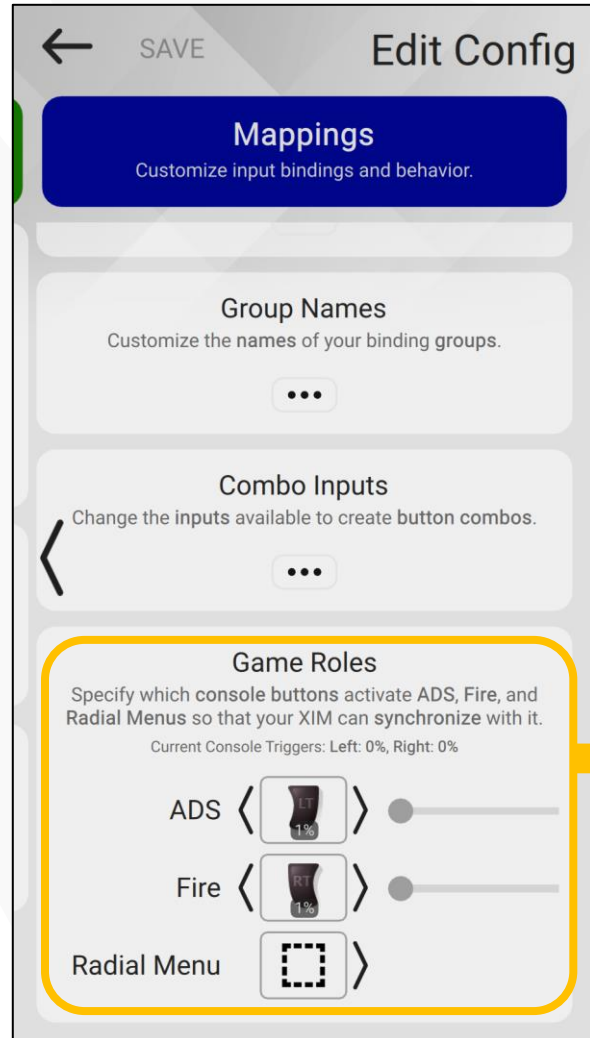
Add a **Right Trigger** binding with **threshold set to 1%** with a **console Right Trigger 100% action** to make a hair trigger and **remove** the **existing full Right Trigger** binding.

After these steps, along with Quick Pull enabled, you can now fire by barely pulling the trigger at any point along the trigger pull path.

Try firing quickly by **lightly oscillating the trigger around mid-pull**.

Game Roles

Game Roles are used by your XIM NEXUS to know when your game is in specific modes (such as ADS).



GAME ROLES

Your XIM needs to know when your game **switches between special states** so that it can synchronize with it by knowing which **console controller buttons** or **triggers** activate those modes.

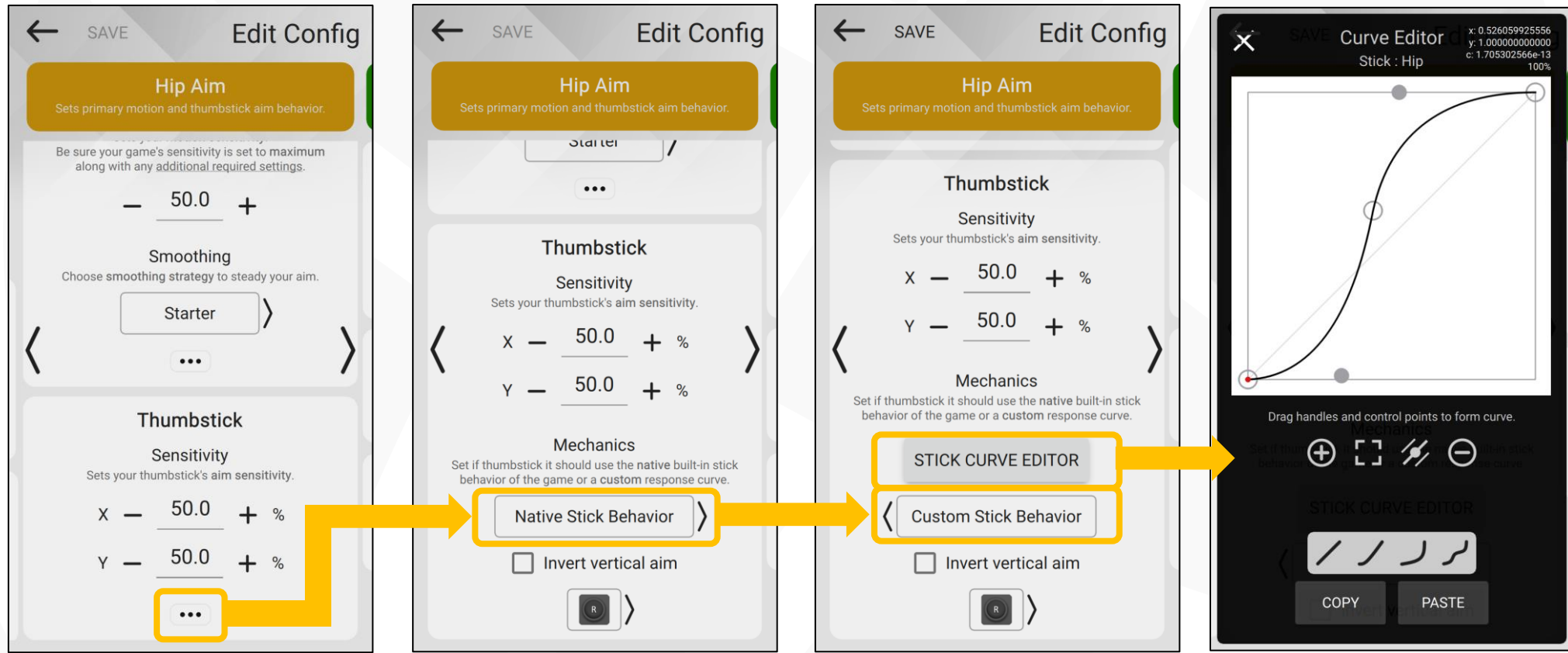
ADS: Set the console controller trigger (with % pull activation) or button used for **aiming down sight** in the game. **NOTE:** If this role isn't set, then, your Config will run **without any ADS settings or functionality**.

Fire: Set the console controller trigger (with % pull activation) or button used to **fire** in the game.

Radial Menu: Specify up to **4** console buttons/triggers used to activate **radial menus** or **weapon wheels** in the game.

True Stick Curves

XIM NEXUS has the ability to provide **true customizable stick aiming curves** through its proprietary aim translation technology. Meaning, it's not applying aim curves on top of the game's existing curves (producing incorrect and unintuitive aim behavior like other controllers). Rather, the **curves you author will be the aim response you experience in game**.



Expand by pressing "..."

Switch from Native Stick Behavior to Custom

Open Stick Curve Editor

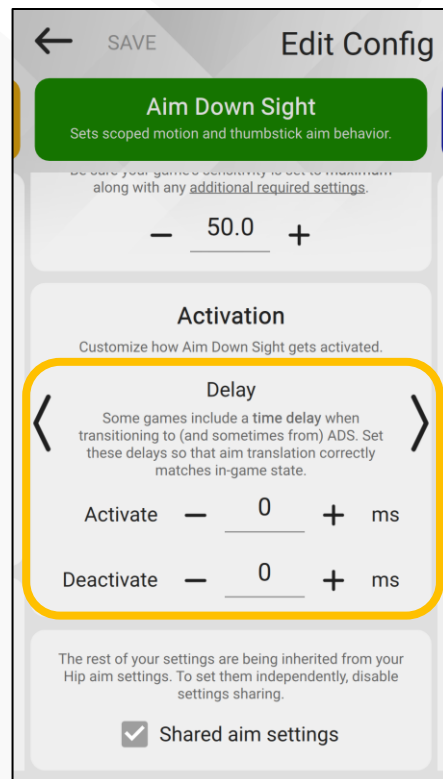
Use controls to customize aim curve

ADS Activation Delay

Some games that support aiming down sight will switch to that mode after **time delay** (such as until a zoom-in animation completes). These settings allow you **synchronize** your XIM's ADS transition exactly to that of game's current aiming state.

NOTE: In most cases, Manager will **automatically set** these values to match your game when the Config is created. In the event you want to customize these values, follow the steps below. **If you are unsure** what values to use, leave them at **default**.

Under **Activation**, press the “...” to expand and see these advanced options.



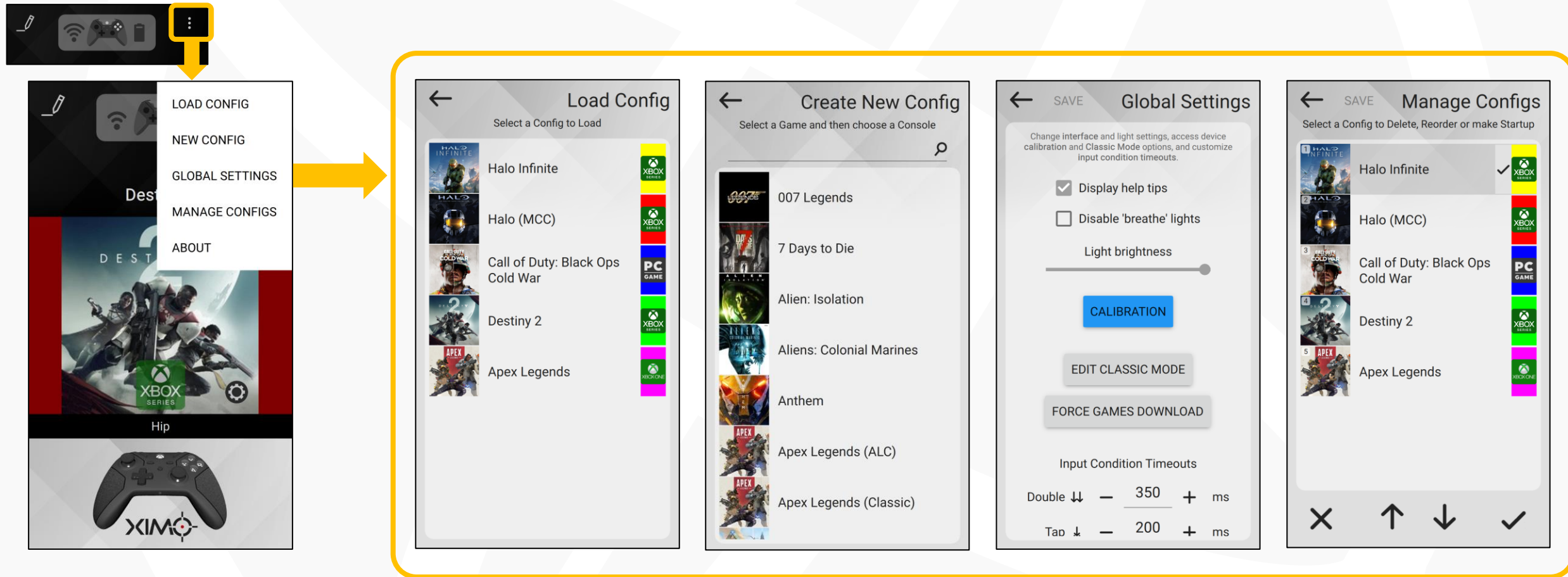
Aim Down Sight Delay:

Set the amount of time **delay activation** and **deactivation** your game uses when transitioning to and from ADS.

- Move the **reticle in circles** using motion
- At the same time, **enter** and **exit ADS repeatedly**
- If you are **feeling the reticle jump** before settling to its ADS velocity, try adjusting the delay

Additional Options Menu

Access the additional options menu for **Loading Configs**, **Deleting Configs** and **Global Settings** (includes **Calibration**).



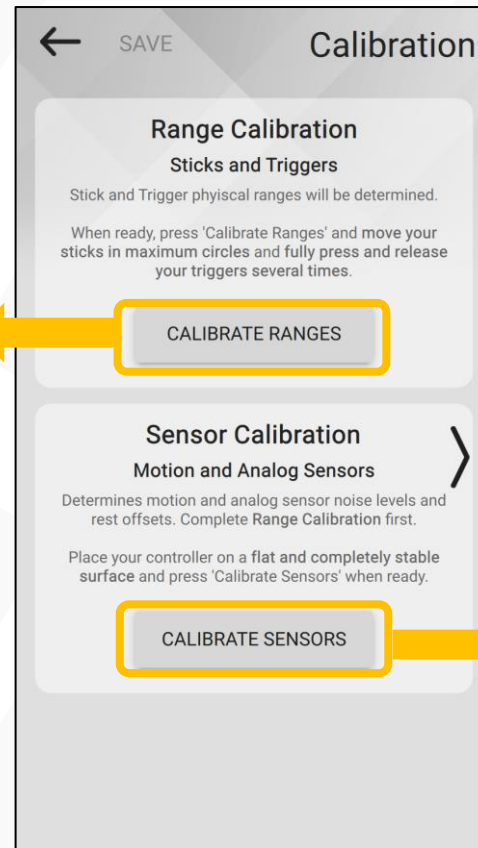
Auto Calibration

The XIM NEXUS Controller, like all game controllers, contains analog devices and sensors that require [calibration](#). Your controller comes pre-calibrated so you should **rarely to never** have to calibrate. But, you are given **access to all aspects** of calibration so that, if you choose, you can further customize and refine your experience. [Calibrating your Controller incorrectly will never hurt or damage it in any way.](#)

STEP 1 RANGE CALIBRATION determines the full range of motion of the triggers and sticks.

Press **Calibrate Ranges** and then:

- Move your **sticks in full circular motions**
- Then, **press and release** your **triggers** fully
- **Repeat** until Manager finishes (10 seconds)



STEP 2 SENSOR CALIBRATION determines base noise levels and offsets of sensors.

Place **Controller** on a **stable surface**.

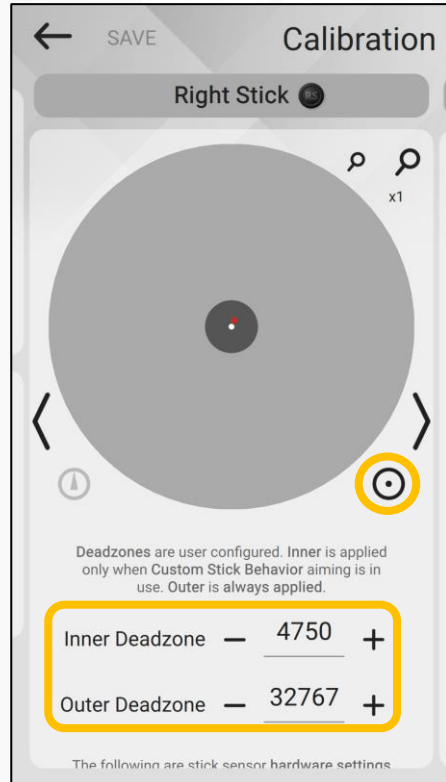
Press **Calibrate Sensors** and then:

- **DON'T TOUCH** the Controller
- Wait until Manager finishes (3 seconds)

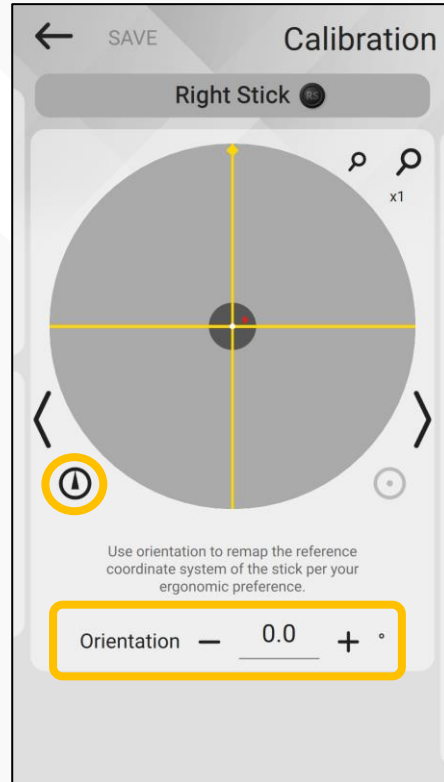


Manual Calibration

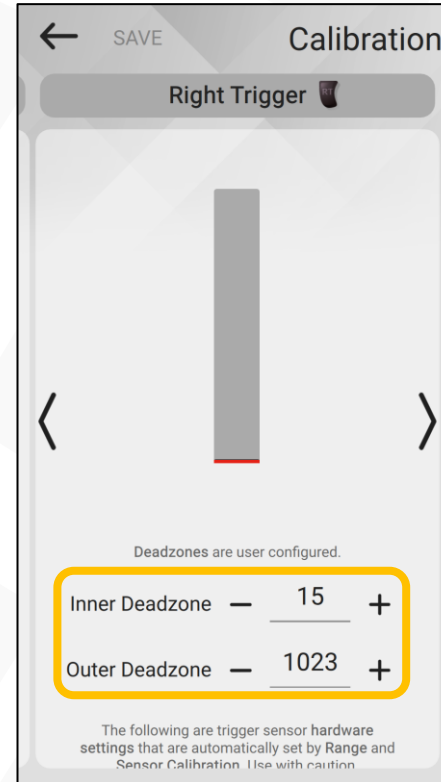
After [Auto Calibration](#), you can make additional changes such as modification of auto calibrated values and **adjustment of stick and trigger deadzones** to your preference. The **Manual Calibration** interface is to the right of Auto Calibration in Manager.



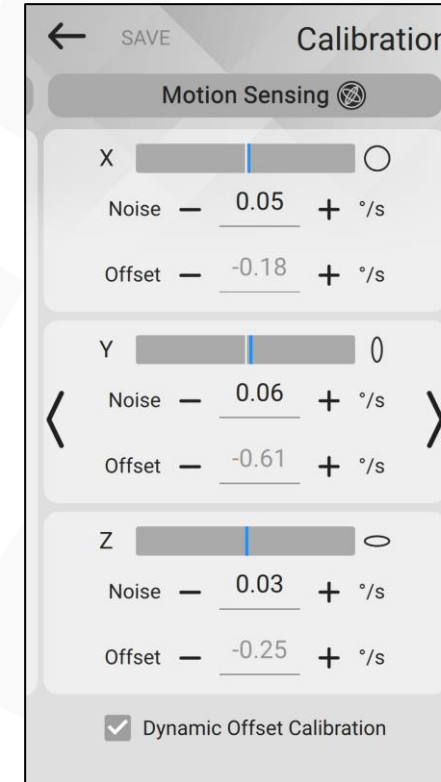
Stick produces 0 value in inner deadzone and maximum in outer.



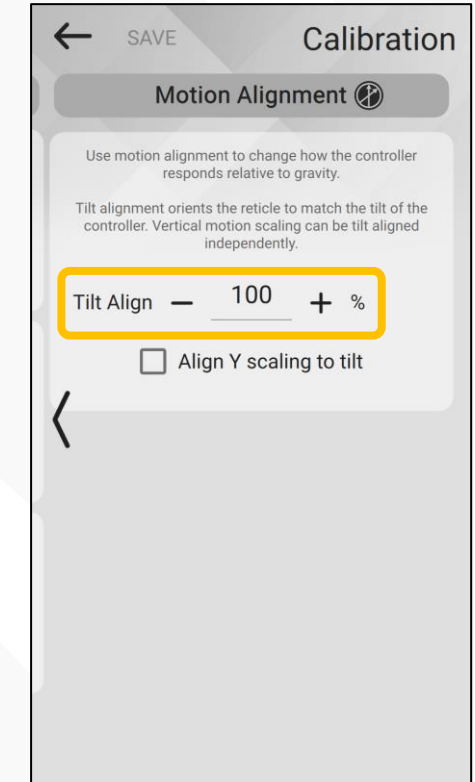
Modifies coordinate system of the stick. Changes which direction is forward.



Trigger produces 0 value in inner deadzone and maximum in outer. Reduce inner for hair trigger.



Motion sensor gyroscope noise and offsets. Generally never need to adjust.



Changes motion sensor gravity alignment.

Customizing Classic Mode

[Classic Mode](#) makes your XIM NEXUS act like a **regular console controller** to make it easier to do tasks outside of the game you are playing (such as navigating menus).

Classic Mode can also be **used in games** where you **prefer standard controller behavior** as well. Manager offers additional customization options for this scenario:

The image shows two screenshots of the XIM NEXUS settings interface. The first screenshot, titled 'Global Settings', has a yellow box around the 'EDIT CLASSIC MODE' button. A yellow arrow points from this button to the second screenshot, titled 'Classic Mode'. The second screenshot shows the 'Back Buttons' section with a yellow box around the four button slots, and the 'Quick Pull Triggers' section with a yellow box around the 'Off' toggle. Two yellow arrows point from these boxes to explanatory text on the right.

MAP Back Buttons:
Assign console buttons to the buttons on the back of your controller.

ENABLE Quick Pull Triggers:
[Quick Pull Triggers](#) increase your firing rate.

IMPORTANT: Remember that these customizations are **NOT** active if **Class Mode** isn't enabled.

Controller Pairing to Adapter

If Controller is ever paired directly to a PC, you can re-pair it to your Adapter with these steps.

NOTE: Initiating pairing removes Controller's existing pairing.

STEP 1 Start with both **Controller** and **Adapter OFF** and then turn both **ON**

STEP 2 Press and Hold **P** on the back of Controller until it starts blinking **CYAN** (about 3s)

STEP 3 Press and Hold **Adapter's button** until it starts blinking **CYAN** (about 3s)

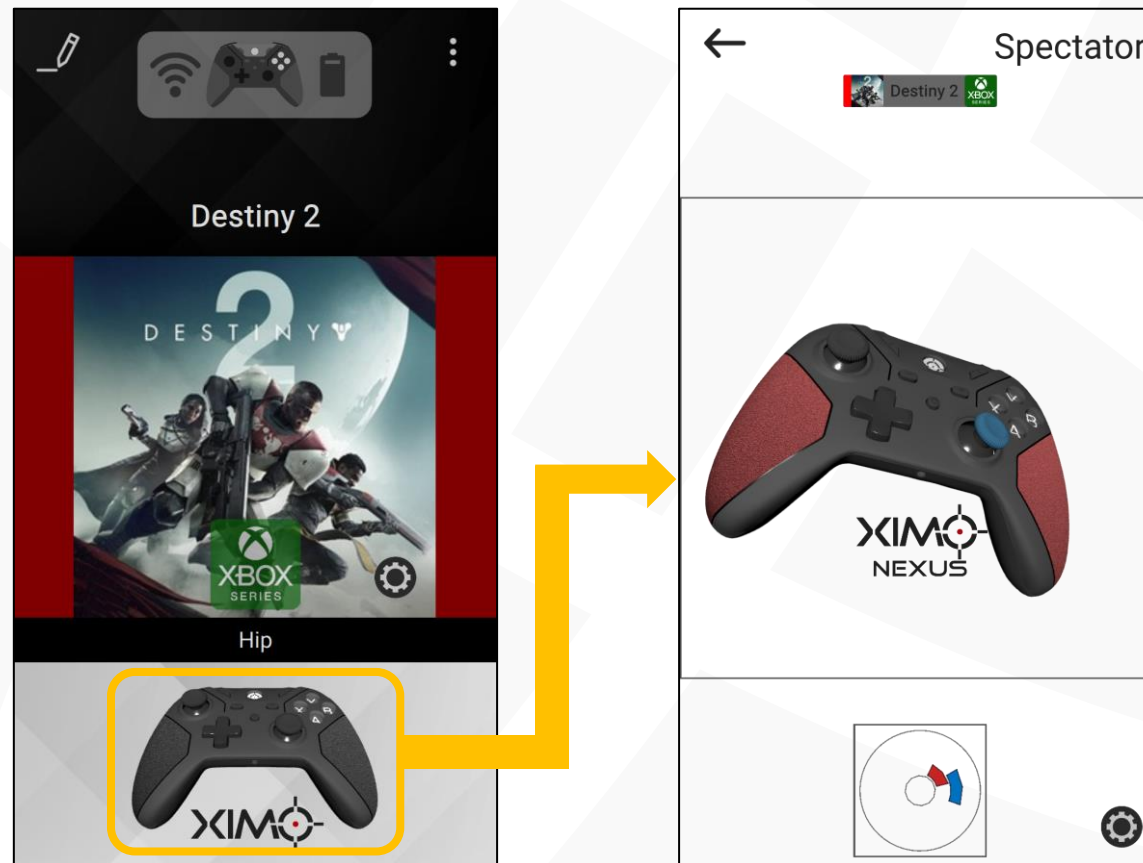
STEP 4 Wait for both devices to pair (Adapter will flash **WHITE**)



Spectator Broadcast Overlay

If you are running Manager on a **PC**, Manager features a **real-time controller broadcast visualization overlay** you can use in streaming tools like OBS and XSplit. The overlay is used to show your viewers how you are gaming with your XIM NEXUS Controller.

Press the Controller visualization in the HUD to load **Spectator** mode. Capture the window in your broadcast tool and crop.



Wireless Performance

Like all wireless devices, XIM NEXUS is susceptible to poor wireless conditions and environments. Use these tips to ensure you have optimal wireless performance.

- TIP 1** Plug Adapter in the **front** of your console directed towards Controller
- TIP 2** **Remove** any objects between Controller and Adapter
- TIP 3** Maintaining **Line of Sight** between Controller and Adapter is always best
- TIP 4** A **USB extension cable** can be used to better position Adapter for performance
- TIP 5** **Do not** run Controller in [Manager Search Mode](#) (it blinks **CYAN** in that mode)
- TIP 6** If Controller is paired directly to a PC, don't use other Bluetooth devices

