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8BitDo Arcade Stick for Switch & Windows User Manual

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Contents

POWER ON/OFF

- power off: turn the mode switch to OFF
- connection priority: wired connection > 2.4g wireless / Bluetooth connection

Switch

- motion controls, NFC scanning, IR camera, HD rumble, notification LED are not supported, nor can the system be waken up wirelessly

2.4g connection

1. put the connection switch to 2.4G
2. turn the mode switch to S mode, LEDs start to blink
3. plug the receiver into the USB port on Switch. Arcade stick will auto connect to the receiver
4. LEDs on both the arcade stick and receiver will become solid when connection is successful

- press home button to continue to use the arcade stick when it is already on S mode
- Switch system needs to be 3.0.0 or above for 2.4g connection. Go to System Setting > Controller and Sensors > turn on Pro Controller Wired Communication

Bluetooth connection

1. put the connection switch to BT
2. turn the mode switch to S mode, LEDs start to blink
3. press and hold pair button for 3 seconds to enter its pairing mode, LEDs start to rotate clockwise (this is required for the very first time only)
4. go to your Switch Home Page to click on Controllers, then click on Change Grip/Order
5. LED becomes solid when connection is successful

- press home button to continue to use the arcade stick when it is already on S mode.
- arcade stick will auto reconnect to your Switch on S mode once it has been paired

wired connection

1. turn the mode switch to S mode, LEDs start to blink
2. connect the arcade stick to your Switch dock via its USB-C cable
3. wait till the arcade stick is successfully recognized by your Switch to play

- Switch system needs to be 3.0.0 or above for wired connection. Go to System Setting > Controller and Sensors > turn on Pro Controller Wired Communication
- LED lights indicate the player number, 1 LED indicates player 1, 2 LEDs indicate player 2, 4 is the maximum number of players the arcade stick supports

Windows (X-input)

2.4g connection

1. put the connection switch to 2.4G

2. turn the mode switch to X mode, LEDs start to blink

3. plug the receiver into the USB port on your Windows device. Arcade stick will auto connect to the receiver

4. LEDs on both the arcade stick and receiver will become solid when connection is successful

- press home button to continue to use the arcade stick when it is already on X mode.

Bluetooth connection

- required system: Windows 10 (1703) or above. Bluetooth 4.0 is supported

1. put the connection switch to BT

2. turn the mode switch to X mode, LEDs start to blink

3. press and hold pair button for 3 seconds to enter its pairing mode, LEDs start to rotate clockwise (this is required for the very first time only)

4. go to your Windows device's Bluetooth setting, pair with 8BitDo Arcade Stick

5. LED becomes solid when connection is successful

- press home button to continue to use the arcade stick when it is already on X mode

- arcade stick will auto reconnect to Windows on X mode once it has been paired

wired connection

1. turn the mode switch to X mode, LEDs start to blink

2. connect the arcade stick to your Windows device via its USB-C cable

3. wait till the arcade stick is successfully recognized by your Windows device to play

- LED lights indicate the player number, 1 LED indicates player 1, 2 LEDs indicate player 2, 4 is the maximum number of players the arcade stick supports

Turbo function

1. hold the button you would like to set turbo functionality to and then press star button to activate its turbo functionality

2. LED will blink when the button with turbo functionality is pressed

3. hold the button with turbo functionality first then press star button to deactivate its turbo functionality, LED will cease to blink

- joystick, home, select and start buttons are not included

control stick switch

use the control stick switch to shift the joystick function to either left joystick(LS), directional pad (DP), or right joystick (RS)

LS: Left joystick
DP: D-pad
RS: Right joystick

customize profile

It gives you elite control over every piece of your arcade stick: customize button mapping and create macros with any button combination.

e.g. create macros and more with P1, P2

please visit **support.8bitdo.com/ultimate-software.html** for the application

battery

status LED Indicator
low battery mode red LED blinks
battery charging red LED stays solid
battery fully charged red LED turns off

built-in 1000mAh Li-on battery with 40 hours of play time on 2.4g connection and 30 hours on Bluetooth connection rechargeable with 4 hour charging time arcade stick will turn off in 1 minute with no connection and 15 minutes with 2.4g wireless / Bluetooth connection but no use arcade stick stays on with wired connection

retrieve a lost connection or connect to a new receiver

1. put the connection switch to 2.4G

2. turn the mode switch to S or X mode, LEDs start to blink

3. plug the receiver into your Switch or Windows device

4. press and hold pair button for 3 seconds to enter its pairing mode, LEDs start to rotate clockwise

5. LED becomes solid when connection is successful

- 2.4g receiver can only connect to one arcade stick at a time

support

please visit **support.8bitdo.com** for further information and additional support

FCC regulatory conformance

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.

2. This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.
This equipment generates uses and can radiate radio frequency energy and, if not installed and used in

accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

RF Exposure

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Documents / Resources

8BITDO 8BitDo Arcade Stick for Switch & Windows [pdf] User Manual
ARCADE, 2AOWF-ARCADE, 2AOWFARCADE, 8BitDo Arcade Stick for Switch Windows, Arcade Stick for Switch Windows, Stick for Switch Windows

References

- ✿ **Support 8BitDo**
- ✿ **Ultimate Software - Support - 8BitDo**