BIGBIG WON Rainbow 2 SE

BIGBIG WON Rainbow 2 SE Wireless Controller Instruction Manual

Model: Rainbow 2 SE

1. INTRODUCTION

This manual provides detailed instructions for the setup, operation, and customization of your BIGBIG WON Rainbow 2 SE Wireless Controller. This multi-platform controller is compatible with Nintendo Switch, Windows 10 & 11 PCs, Android 7.0+ devices, and iOS 14.0+ devices. Please read this manual thoroughly to ensure proper use and to maximize your gaming experience.

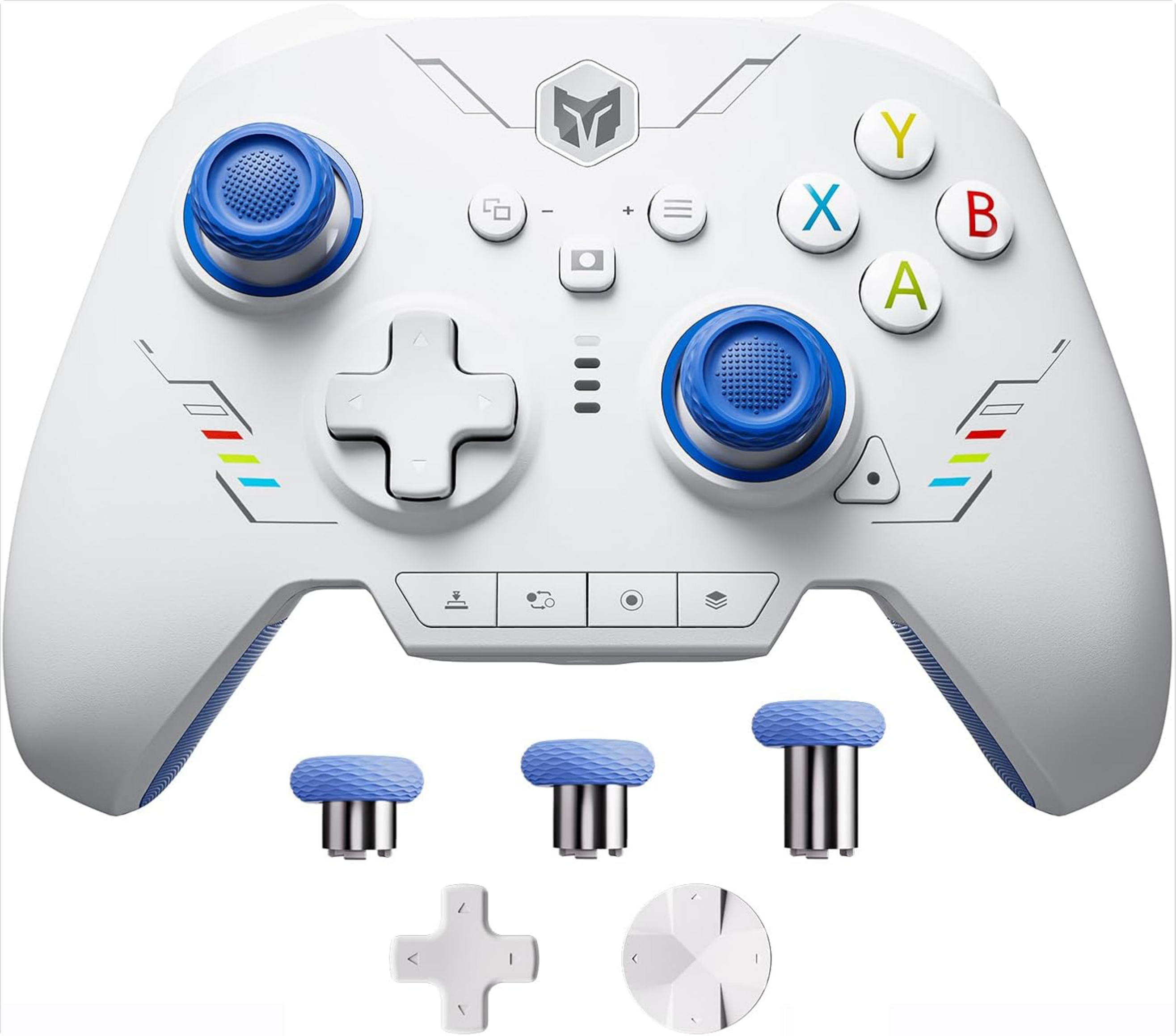

Image 1.1: Front view of the BIGBIG WON Rainbow 2 SE Wireless Controller.

2. PACKAGE CONTENTS

Verify that all items listed below are included in your package:

- 1 x BIGBIG WON Rainbow 2 SE Gamepad
- 3 pairs of interchangeable joysticks (short, middle, high)
- 1 x 4-way D-pad
- 1 x 8-way D-pad
- 1 x 2.4G USB Dongle
- 1 x Type-C Cable
- 1 x User Manual

Super Assistance App on PC
App on PC supports setting a variety of functions including Mapping, joystick/trigger dead zone and sensitivity, motion control sensitivity, Macro, etc.Note: App is NOT supported on mobile phone.
Motion Control Sensitivity
Joystick / Trigger Dead Zone and Sensitivity
Macro Programing
Button Mapping
OBJECTIVE COMPLETE

Image 2.1: All components included in the BIGBIG WON Rainbow 2 SE package.

3. PRODUCT OVERVIEW

The Rainbow 2 SE controller features a robust design with various customizable elements to enhance your gaming experience. It includes Hall-effect triggers, 12-bit ADC joysticks, and multiple connectivity options.

3.1 Key Features

- **Multi-platform Compatibility:** Supports Switch, Windows 10/11, Android 7.0+, iOS 14.0+.
- **Versatile Connectivity:** 2.4G wireless, Bluetooth, and wired USB connections.
- **Advanced Motion Control:** BIGBIG WON's GYROCON+ Tech for PC motion control.
- **Precision Triggers:** 256-level Hall-effect triggers with trigger-stop switches.
- **Customizable Buttons:** 2 back buttons and 2 top additional buttons for Macro, Turbo, and Remapping.
- **High-Resolution Joysticks:** 12-bit ADC joysticks with 2000 levels axis resolution and 0 deadzone.
- **Interchangeable Components:** 3 sets of joysticks and 4-way & 8-way D-pads.
- **PC Application:** Dedicated PC App for advanced customization (not supported on mobile).
- **Dual Motor Vibration:** 255-level adjustable vibration feedback.
- **Keyboard Mapping:** Supports keyboard mapping for advanced in-game skills.

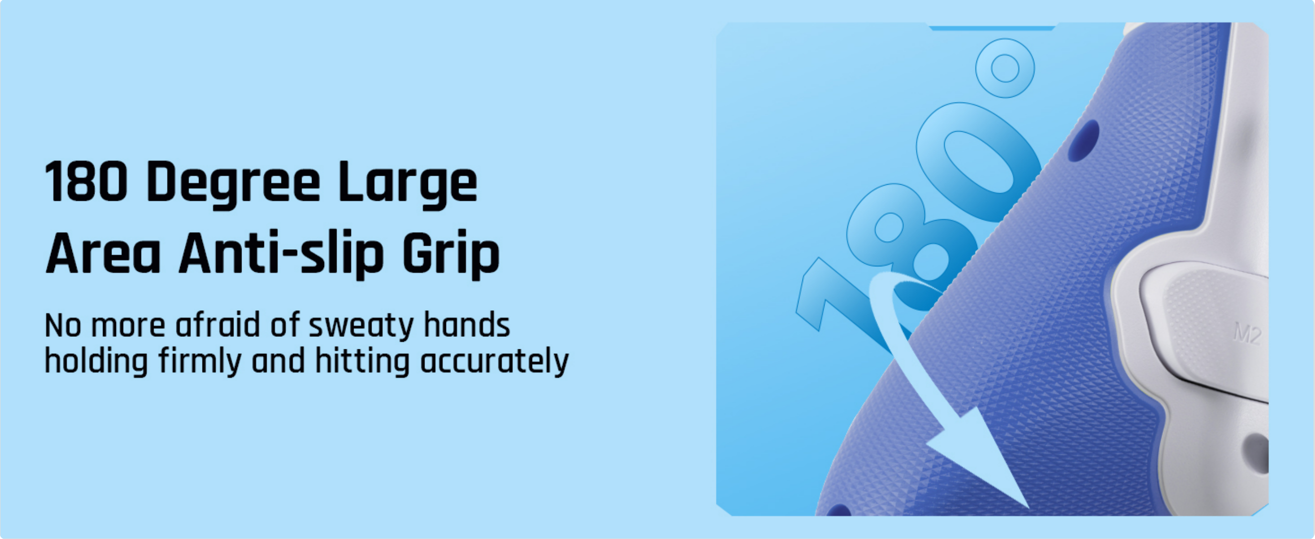
180 Degree Large Area Anti-slip Grip
No more afraid of sweaty hands holding firmly and hitting accurately
180°
M2

Image 3.1: Overview of the controller's multi-platform compatibility and key features.

3.2 Controller Layout

The controller's layout is familiar to standard gamepads, with additional customizable buttons and features.

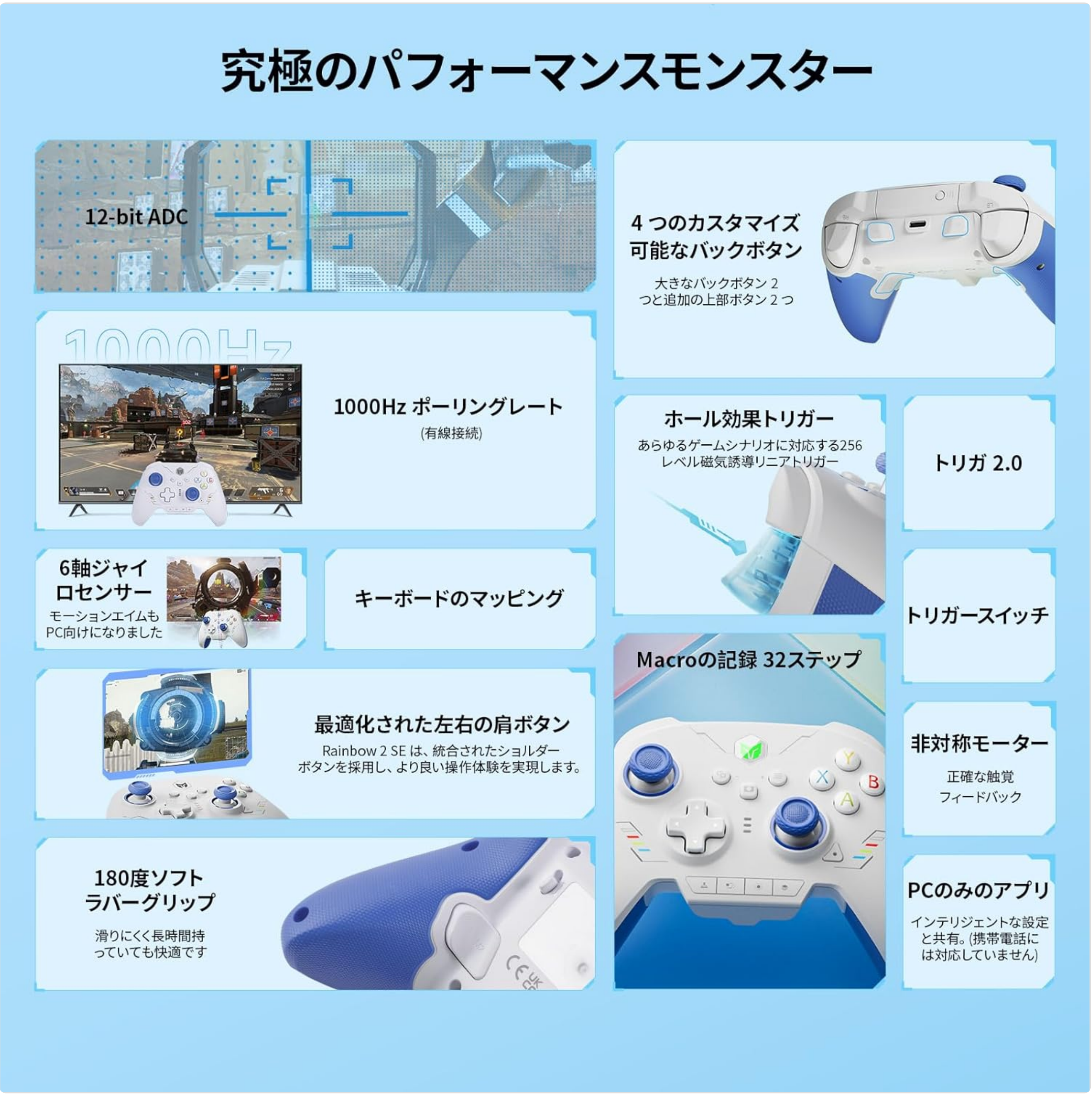
究極のパフォーマンスモンスター
12-bit ADC
4 つのカスタマイズ可能なバックボタン
大きなバックボタン 2 つと追加の上部ボタン 2 つ
1000Hz
1000Hz ポーリングレート
(有線接続)
ホール効果トリガー
あらゆるゲームシナリオに対応する256レベル磁気誘導リニアトリガー
トリガ 2.0
6軸ジャイロセンサー
モーションエイムもPC向けになりました
キーボードのマッピング
トリガースイッチ
Macroの記録 32ステップ
最適化された左右の肩ボタン
Rainbow 2 SE は、統合されたショルダーボタンを採用し、より良い操作体験を実現します。
非対称モーター
正確な触覚フィードバック
180度ソフトラバーグリップ
滑りにくく長時間持っていても快適です
PCのみのアプリ
インテリジェントな設定と共有。(携帯電話には対応していません)

Image 3.2: Front view of the controller highlighting its buttons and analog sticks.

3.3 Official Product Video

Your browser does not support the video tag.

Video 3.1: An official overview of the BIGBIG WON Rainbow 2 SE Wireless Gaming Controller, showcasing its design and features.

4. SETUP & CONNECTION

4.1 Wired Connection

1. Connect the Type-C cable to the controller's USB-C port.
2. Plug the other end of the Type-C cable into your PC or compatible device.
3. The controller will automatically be recognized. The wired polling rate is 1000Hz.

4.2 2.4G Wireless Connection

1. Insert the 2.4G USB dongle into an available USB port on your PC or compatible device.

2. Press the HOME button on the controller to power it on. The controller will automatically connect to the dongle.
3. The 2.4G wireless polling rate is 125Hz. The wireless range is approximately 30 feet.

4.3 Bluetooth Connection

1. Press the HOME button on the controller to power it on.
2. On your device (Switch, Android, iOS), navigate to Bluetooth settings and search for available devices.
3. Select "BIGBIG WON Rainbow 2 SE" from the list to pair.
4. The Bluetooth wireless polling rate is 125Hz.

4.4 Platform Switching

The controller supports both X-input (for PC/Android) and Switch modes. The default mode is X-input.

- After connecting to a device, you may need to switch to the corresponding mode for normal operation. Refer to your device's settings for specific instructions.
- **For Switch:** After connecting, enable "Settings - Controllers and Sensors - Pro Controller Wired Connection" on your Nintendo Switch.
- **For Steam:** It is recommended to block Steam output to protect the controller's original input.

5. Customization & Advanced Features

5.1 PC Application

The BIGBIG WON PC App allows for extensive customization of your controller. This application is supported on PC only and is not available for mobile devices.

- Adjust motion control sensitivity.
- Configure joystick and trigger dead zones and sensitivity.
- Program Macros.
- Remap buttons.

1000Hz Polling Rate
Smoother operation and more precise movement
1000Hz
12-bit ADC
Smoother playing
Adaptive Calibration
Reduce the impact of drift
0 Deadzone Joystick
A must-have controller for FPS gaming, precise control and accurate shooting

Image 5.1: The PC application interface for customizing controller settings.

5.2 Customizable Buttons

The controller features 2 back buttons and 2 top additional buttons that can be programmed for Macro, Turbo, or Remapping functions.

- **Macro:** Record up to 32 steps for complex command sequences.
- **Turbo:** Enable rapid-fire functionality for specific buttons.
- **Remapping:** Assign any button's function to another customizable button.

Optimized
Left&Right Bumper
Rainbow 2 SE adapts integrated
bumper for better operating experiences

Image 5.2: Diagram illustrating the location and functionality of the customizable back and top buttons.

5.3 Motion Control

Leverage BIGBIG WON's 3rd generation GYROCON+ Tech for motion control on PC. Native motion control is supported on Switch.

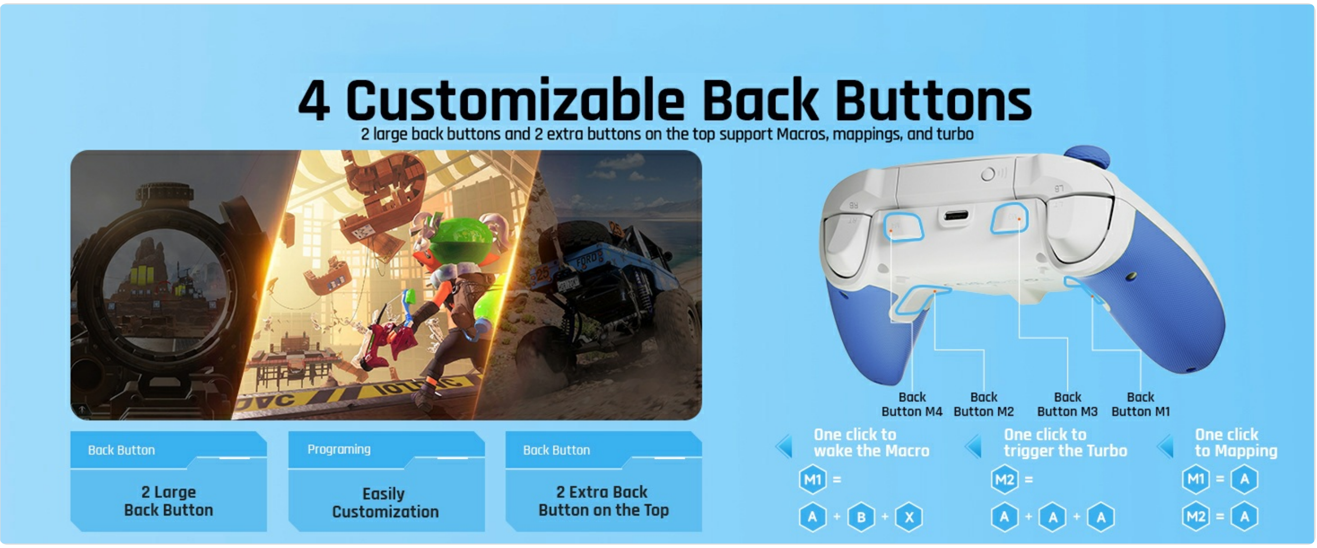
4 Customizable Back Buttons
2 large back buttons and 2 extra buttons on the top support Macros, mappings, and turbo
Back Button
2 Large
Back Button
Programing
Easily
Customization
Back Button
2 Extra Back
Button on the Top
Back
Button M4
Back
Button M2
Back
Button M3
Back
Button M1
One click to
wake the Macro
M1 =
A + B + X
One click to
trigger the Turbo
M2 =
A + A + A
One click
to Mapping
M1 = A
M2 = A

Image 5.3: Visual representation of motion control functionality with the controller.

5.4 Hall-Effect Triggers & Trigger Stops

The 256-level Hall-effect triggers provide precise control. Utilize the trigger-stop switches for different gaming scenarios:

- **Short Pull:** Ideal for shooting games (e.g., APEX) for quick response.
- **Long Pull:** Suitable for racing games (e.g., Forza Horizon 5) for analog control.

Hall-effect Trigger
Potentiometer linear trigger for racing games
and quick trigger for shooting games
Ready to cope with all game scenarios
256-level
Adjuastable
0.1mm
Operation

Image 5.4: Rear view of the controller showing the trigger-stop switches and their application.

5.5 Joystick & D-pad Customization

The controller comes with 3 pairs of interchangeable joysticks (short, middle, high) and both 4-way and 8-way D-pads to suit various game genres and personal preferences.

- **Short Joystick:** For faster input, suitable for fighting games.
- **Middle Joystick:** Standard for general gaming.
- **High Joystick:** For increased precision, ideal for FPS games.
- **4-way D-pad:** Standard for most games.
- **8-way D-pad:** Specifically designed for fighting games (FTG).

Keyboard Mapping
RAINBOW 2 SE supports keyboard
mapping. You can use various advanced
skills in the game through simple
settings in the APP

Image 5.5: Illustration of the different joystick heights and D-pad types.

5.6 Vibration Settings

Adjust the dual motor vibration intensity to your preference. The controller offers 255 levels of vibration feedback.

5.7 Keyboard Mapping

The Rainbow 2 SE supports keyboard mapping, allowing you to assign keyboard functions to controller buttons for executing advanced in-game skills through simple settings in the PC App.

キーボードのマッピング
RAINBOW 2 SE はキーボード マッピングをサポートしています
アプリの簡単な設定で、ゲーム内のさまざまな高度なスキルを使用することができます

Image 5.6: Controller shown alongside a keyboard, illustrating keyboard mapping capabilities.

6. MAINTENANCE & CARE

- Keep the controller clean by wiping it with a soft, dry cloth. Avoid abrasive cleaners or solvents.
- Store the controller in a cool, dry place away from direct sunlight and extreme temperatures.
- Avoid dropping the controller or subjecting it to strong impacts.
- If the glossy plastic surfaces accumulate fingerprints, gently wipe them with a microfiber cloth.

7. TROUBLESHOOTING

- **Controller not connecting:** Ensure the controller is powered on and fully charged. Verify the 2.4G dongle is properly inserted or Bluetooth is enabled and paired. Check platform mode settings.
- **Input lag/delays:** Ensure the 2.4G dongle is not obstructed and is plugged into an easily accessible port (preferably at the back of a PC to avoid accidental bumps). For wired connection, ensure the cable is securely connected.
- **Joystick drift:** The controller features BIGBIG WON adaptive calibration to reduce drift. If drift persists, use

the PC App for recalibration.

- **Controller unresponsive:** Press and hold the HOME button for 10 seconds until the controller vibrates to perform a reset.
- **PC App not working:** Ensure you are using the PC App on a Windows PC, as it is not supported on mobile devices.

8. SPECIFICATIONS

Feature	Specification
Brand	BIGBIG WON (Black Shark)
Model Name	BIGBIG WON-Rainbow 2 SE
Compatibility	PC (Windows 10&11), Switch, Android 7.0+, iOS 14.0+
Connectivity	2.4G Wireless, Bluetooth, Wired (USB Type-C)
Wired Polling Rate	1000Hz
Wireless Polling Rate	125Hz (2.4G & Bluetooth)
Wireless Range	Up to 30 feet
Battery Life	Up to 8 hours
Recharge Time	Approx. 2.5 hours
Joysticks	12-bit ADC, 0 Deadzone, 3 interchangeable sets
Triggers	256-level Hall-effect, Trigger-stop switches
D-pads	Interchangeable 4-way & 8-way
Vibration	Dual Motor, 255-level adjustable
Motion Control	GYROCON+ Tech (PC), Native (Switch)
PC App Support	Yes (PC only, not mobile)
Item Weight	2.12 ounces
Product Dimensions	5.91 x 3.94 x 1.57 inches

9. WARRANTY & SUPPORT

BIGBIG WON offers a 30-day free replacement or full refund, along with lifetime before-sale and after-sale service for all your queries.

For further assistance, support, or community engagement, please visit the official BIGBIG WON Discord server:

Join the BIGBIG WON Discord Community

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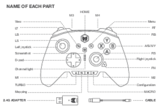
Related Documents - Rainbow 2 SE

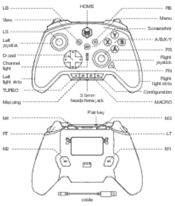
	BIGBIG WON Rainbow 2 SE Wireless Controller User Guide A comprehensive guide to the BIGBIG WON Rainbow 2 SE Wireless Controller, detailing its features, connection methods (2.4G, Bluetooth, wired), mode switching, button mapping, turbo functionality, macro recording, simulated motion control, calibration procedures, and troubleshooting.
	BIGBIG WON Rainbow 2 Pro Controller User Manual and Features Comprehensive guide to the BIGBIG WON Rainbow 2 Pro controller, covering setup, mode switching, connection methods (2.4G, Bluetooth, wired), lighting effects, button remapping, turbo functionality, macro recording, motion control, joystick calibration, audio features, vibration settings, and battery instructions.

BIGBIG WON

RAINBOW 2 Pro

ENGLISH

01. NAME OF EACH PART



PACKAGE CONTENTS	BIGBIG WON RAINBOW 2 Pro*1 / USB wireless adapter User Manual *1 / Quality Certificate *1 / USB cable *1
SUPPORTED PLATFORM	Switch / win10/11 / Android/iOS

02. BIGBIG WON ELITE APP

This controller supports APP real-time customize and quick setting on the controller without APP. You can freely adjust the RGB, motion control, joystick, trigger, buttons, and MACRO of the controller with our ELITE APP. Compared with quick settings, it has richer functions and clearer visual operations. At the same time, it can store multiple sets of controller configurations and generate a configuration list, which is convenient for instant applications.

Notice: After using the APP customize and then using the quick setting, the configuration will be changed, which cannot correspond to the configuration of the APP. Therefore, after opening the APP next time, the APP will read the controller configuration and generate a current "unnamed" configuration.

03. TURN ON/OFF

Press HOME button for 3 seconds to turn on/off the controller.

04. CONNECTION

There are three connection methods for this handle, 2.4G connection/Bluetooth connection/wired connection. The connection methods are described as follows:

2.4G connection:

The 2.4G receiver and the handle have paired before leaving the factory. After the handle is turned on, insert the 2.4G receiver into the host to complete the connection; if the connection fails, you need to pair again, and the operating method is as follows:

1. After the receiver is inserted into the host, press and hold the button on the receiver until the receiver indicator light flashes quickly, which indicates the receiver enters the pairing state.
2. After the handle is turned on, press and hold the pair key on the top for 3 seconds, and the HOME light will flash quickly, which indicates the receiver enters the pairing state.
3. Wait for a moment. When the receiver and the handle HOME lights are on, it indicates pairing is successful.

Bluetooth connection:

After the controller is switched on, press the top pairing button for 3 seconds, the HOME indicator flashes quickly, meaning it is in pairing status; the HOME indicator will become solid after the connection is successful. (In Switch mode, the bright channel indicator depends on the sequence of the controller on the console)

Wired connection:

After the controller is switched on, use a type-C cable to connect the controller and the console.

Note: Please note that the controller is compatible with Switch and Xinput modes. After the connection with the console, you need to switch to the mode corresponding to the machine. Xinput is the default mode.

Steam:

To connect with Steam, you need to tick "Xbox Configuation Support" in the "Settings-Controller-GENERAL CONTROLLER SETTINGS" of Steam otherwise the controller may not be recognized in games.

Switch:

After connecting Switch via wired connection, you need to enable the "System Settings – Controller and Sensors – Pro Controller Wired Communication".

05. MODE SWITCH

The controller is compatible with Switch and Xinput. You need to switch to the corresponding mode for proper uses. The settings are as follows:

Press A + HOME for 3 seconds until the HOME turns red, meaning it has switched to the Switch mode;

Press B + HOME for 3 seconds until the HOME turns green, meaning it has switched to the Xinput mode.

Notice: If you need to connect iOS and Android mobile with Bluetooth please turn the controller to Xinput mode.

06. DESCRIPTION OF LIGHT STRIP

There is a stroke optical fiber hidden under the transparent black shell of this handle, and the color of the left and right lights of this optical fiber can be set through APP. The gradual change, breathing and flashing light effects can be set.

1. Double-click the FN key to switch among "Mode light effect", "Customize light effect" and "Off".
2. The default is "Mode light effect". In this mode, the light strip has the same color as the HOME light: When switching to the Switch mode, the Home light and the light strips are red; When switching to the Xinput mode, the HOME light and the light strips are green.
3. The light strip also supports customizing the light effect in the APP. When modifying the light effect in the APP, it will automatically switch to the "Customize light effect" mode.

07. REMAP

The controller is equipped with four remappable additional buttons and compatible with key mapping settings. The settings are as follows:

Set key mapping: Press the ⟲ + (M1/M2/M3/M4); the FN indicator shows a breathing status, meaning it is in key mapping status;

Then press the target button mapped to M1/M2/M3/M4; the FN indicator flickers twice, meaning the key mapping is successful.

Clear single key mapping: Hold the button for clearing key mapping (M1/M2/M3/M4) and double click the ⟲; the FN indicator flashes twice, meaning the key mapping of the selected button is cleared successfully.

Clear all key mapping: Double click the ⟲, the FN indicator flashes twice, meaning the key mapping of all the buttons is cleared successfully.

APP: The quick setting only supports mapping the keys of the controller to the additional back buttons (M1/M2/M3/M4). After downloading the APP, you can modify the key values of all the buttons of the controller through the APP.

08. TURBO

The controller supports turbo settings. The supported button include A/B/X/Y, ↑/↓, ←/→, LB/RB/LT/RT, M1/M2/M3/M4.

The settings are as follows:

Set TURBO: Hold the ▲ + the "target key"; the FN indicator flickers twice, meaning the function is enabled successfully. (When TURBO is operated, the FN indicator flickers with current turbo frequency)

Clear single TURBO: Hold the "target button" and double click the ▲; the FN indicator flickers twice, meaning the function of this buttons is disabled successfully.

Clear all TURBO: Double click the ▲, the FN indicator flickers twice, meaning the function of all the buttons is disabled successfully.

TURBO frequency: You can switch to any of the three frequencies, 5x, 10x, and 20x, by pressing FN + ←. The default is 5x.

APP: After downloading the APP, you can set the TURBO of all the buttons of the controller through the APP.

09. MACRO RECORDING

The controller support MACRO recording. Each set of MACRO must be bound with a back key (M1/M2/M3/M4) as a trigger switch. The keys that use the function include A/B/X/Y, ↑/↓, ←/→, LB/RB/LT/RT, joystick L/joystick R, and joystick. The settings are as follows:

Record MACRO: Hold the ◉ + (M1/M2/M3/M4) for 3 seconds; the FN indicator is in a breathing status, meaning it is in MACRO recording. Press any key for MACRO recording, and click the ◉ key after the recording is finished; the FN indicator flickers twice, meaning the recording is finished. (When MACRO is operated, the FN indicator is flashing slowly status until the MACRO operation is finished)

Clear single MACRO: Press the "target key" (M1/M2/M3/M4)" and double click the ◉; the FN indicator flickers twice, meaning the MACRO of the selected key is cleared successfully.

Clear all MACRO: Double click the ◉, the FN indicator flickers twice, meaning the function of all the buttons is disabled successfully.

APP: The shortcut setting only supports the approximate macro recording function., The quick setting only supports the approximate MACRO recording. After downloading the APP, you can edit the MACRO through the APP, such as the duration of each step and the interval time; at the same time, the APP can store multiple sets of MACROs and generate a MACRO library, and instantly select the your configuration.

10. SIMULATED MOTION CONTROL

This controller supports simulated motion control. It can use the built-in gyroscope to simulate the operation of the joystick. There are 3 modes of motion control: Global left joystick motion control, Global right joystick motion control, and Response right joystick motion control. Here are the open methods:

Hold the FN + Press left stick(LS) to open the Global left joystick motion control.

Hold the FN + Press right stick(RS) to open the Global right joystick motion control.

Hold the FN + Trigger button + Press right stick(RS) to open the Response right joystick motion control.

APP: The quick setting only supports on/off the motion control. If you need better performance in different games please use APP customize. The simulated motion control must be used with the APP.

- ● SWITCH supports native motion control please do not open the motion control to get a better experience.

11. ONBOARD CONFIGURATION

Switch mode: Click the ● and the channel indicator will change from red to white, which means entering the configuration switch mode. The four indicators in this mode show four different onboard configurations;

Click the ● again to start the configuration switching, and the indicator lights will switch in order from top to bottom. The first indicator is the first configuration and so on.

If there is no action within the 5s configuration switch mode, it will automatically exit the mode, the indicator will change from white to red, and the indicator will back to the channel indicator.

Xinput mode: There is no channel indication function in this mode, so the indicator light is white by default, indicating the current onboard configuation. In this mode, clicking the ● will switch the configuation directly.

Reset the configuration: Press the Configuration switch button for 3 seconds to clear all settings of the current configuration.

12. ROCKER DEAD ZONE

A certain joystick dead zone has been set in the factory default configuation of this handle. If users have other requirements, they can set the central dead zone of the left and right joystick in the APP separately.

Note: Joystick 0 deadzone will have higher control accuracy, but also will lead to drift in the game.

13. JOYSTICKS & TRIGGERS CALIBRATION

When the joysticks drift seriously or they cannot be pushed to the maximum; when the triggers automatically send a key value, or they cannot reach the maximum linear value, please try calibrating the joysticks & triggers as follows:

1. Press and hold the view key and menu key at the same time for 3 seconds, and the stroke light strip will turn orange and breathe slowly.
2. Push the joystick to the maximum, rotate it at a constant speed. Repeat 3-5 times.
3. Press the LT/RT button to the maximum and release. Repeat 3-5 times.
4. At last, press the view key and menu key at the same time, and the stroke light strip will double flash in orange, which indicates the calibration is completed.

14. GYROSCOPE CALIBRATION

Place the handle on a horizontal table, press the menu key and screenshot key of the handle at the same time, and the light strip will turn purple and breathe slowly until the light strip double flashes in purple, which indicates the calibration is completed.

15. AUDIO

This controller supports audio input/output. After connecting the host in wired mode or 2.4G mode, insert an earphone with microphone into the 3.5mm audio port at the bottom of the handle;

Press FN+ ↑ / ↓ to adjust the volume of PC platform;

16. VIBRATION ADJUSTMENT

The controller is equipped with four levels of vibration adjustment. The settings are as follows:

Press the FN + → to circularly switch to any of the four vibration levels of the trigger motor, namely Strong, Medium, Weak, and Off.

17. BATTERY INSTRUCTIONS

When the battery is too low, the light strip on both sides of the controller will flash red light 2 times per second for 10 times, every five minutes to remind.

After connecting to the power supply, the light strip will red breathing indicated in the charging state. The light strip will returns to its original state when the charging is finished.

Charging stand:

stand without any light indication in the standby status. When the controller is connected to the stand the stand's lights will turn on, it means the controller is charging. If the light is always on in green, it means the controller battery is full.

18. DETAILED FUNCTIONAL OPERATION INSTRUCTIONS

Please access "BIGBIG WON Official Website-Support" to check the instruction
https://www.bigbigwon.com/support/

19. YOUR RIGHTS

12-month limited warranty from the date of purchase.

WELCOME TO THE BIGBIGWON COMMUNITY

The BIGBIG WON community is built to connect those who seek the winning edge. Join us Discord and Follow our social channels for the latest offerings, exclusive event coverage, and opportunities to score BIGBIGWON hardware.

@BIGBIG WON

BIGBIG WON DISCORD

Scan the QR code to
watch video tutorial

Visit the official support page for a detailed video tutorial / FAQ / User manual / APP Download
www.bigbigwon.com/support

BIGBIG WON SUPPORT

BIGBIG WON ELITE (Rainbow-2-Pro) Gaming Controller User Manual

Comprehensive guide to the BIGBIG WON ELITE (Rainbow-2-Pro) gaming controller, detailing its 2.4G wireless and Type-C wired connectivity, multi-platform support for PC, Switch, Android, and iOS, button functions, programmable M1-M4 macro buttons, FN button features, and RGB lighting customization.

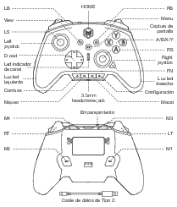
BIGBIG WON GALE Wireless Game Controller	BIGBIG WON GALE Wireless Game Controller User Manual & Guide Comprehensive user manual for the BIGBIG WON GALE Wireless Game Controller. Learn how to connect, map buttons, use turbo features, calibrate, and more for PC, Switch, iOS, and Android.
	BIGBIG WON Rainbow 2 Pro Controlador: Manual de Instrucciones y Guía de Usuario Manual completo para el controlador BIGBIG WON Rainbow 2 Pro, cubriendo configuración, conexión, funciones avanzadas como macros, combos, somatosensorial, calibración y más. Compatible con múltiples plataformas como PC, Switch, Android e iOS.

BIGBIG WON

RAINBOW 2 Pro

ESPAÑOL

01. DIAGRAMA DE COMPONENTES



Lista de empaque	Controlador de juegos RAINBOW 2 Pro *1 / Receptor 2.4G / Cable de datos *1 Manual de instrucciones *1 / Certificado de Conformidad *1
Plataformas compatibles	Switch / win10/11 / Android/iOS

02. APLICACIÓN ASISTENTE BIGBIG WON ELITE

El presente controlador admite el ajuste de parámetros en tiempo real a través de la aplicación Asistente BIGBIG WON ELITE y también puede llevarse a cabo la configuración rápida de parámetros sin usar la aplicación. Con la aplicación Asistente BIGBIG WON ELITE, pueden ajustarse con precisión el efecto de iluminación, somatosensorial simulado, joystick, trigger, teclas y macro. En comparación con la configuración rápida, este mango tiene mayores funciones y operaciones visuales más claras, y se pueden almacenar al mismo tiempo varios conjuntos de parámetros del controlador de lo que se genera lista de configuración, es muy apropiado para la aplicación instantánea.

Nota: La configuración escrita por la Aplicación cambiará si se realiza la configuración rápida después de la escritura, por lo que no puede corresponder a la configuración en la lista de la Aplicación. Por eso, si abre la Aplicación la próxima vez, leerá la configuración del controlador y generará una configuración actual "No nombrar".

03. ON/OFF

Mantenga pulsada la tecla HOME durante 3 segundos para encender/apagar el controlador.

04. CONEXIÓN

El controlador tiene tres formas de conexión: Conexión de 2.4G /conexión Bluetooth/Conexión con cable, las cuales se muestran a continuación:

Conexión de 2.4 G: El receptor 2.4G y el controlador se han emparejado antes de salir de la fábrica, por lo que una vez encendido el mando, se inserta el receptor 2.4G en el host para completar la conexión; Si falla la conexión, es necesario volver a emparejarse de la siguiente manera:

1. Cuando el receptor conecte al host, presione el botón en el receptor hasta que el led indicador parpadee rápido, lo que significa que el receptor entra en el estado de emparejamiento.
2. Al encender el mando, mantenga presionado el botón de emparejamiento durante 3 segundos hasta que el led HOME parpadee rápido, lo que significa que el receptor entra en el estado de emparejamiento.
3. Espere un momento, tanto el led del receptor como el led HOME del mando se encienden, esto significa el emparejamiento exitoso.

Conexión Bluetooth: después de encender el controlador, mantenga pulsada la tecla de emparejamiento en la parte superior durante 3 segundos, la luz HOME parpadea de forma rápida, esto indica que ha ingresado al estado de emparejamiento; una vez conectada con éxito, la luz HOME mantendrá encendida. (en el modo Switch la iluminación de cualquier luz indicadora canal está sujeta al orden del controlador que esté conectado con el host)

Conexión por cable: después de encender el controlador, use el cable de datos tipo C para conectar el controlador al host.

Nota: el controlador es compatible con los modos Switch y Xinput. Una vez conectado al host, debe cambiar al modo correspondiente al host para poder usarse correctamente. El modo predeterminado es Xinput.

Plataforma Steam: debe marcarse "Soporte de configuración de XBOX" en "Configuración - Controlador - Configuración general del controlador" del software Steam; de lo contrario, puede no reconocerse el controlador en el juego.

Plataforma Switch: después de conectarse al switch por cable, debe habilitar "Configuración - Controlador e inductor - Conexión por cable del controlador Pro".

05. CAMBIO DE MODOS

Este mando es compatible con los modos Switch y Xinput. Después de conectarse, debe cambiar al modo correspondiente para un uso correcto. Los métodos de configuración son a continuación:

Mantenga pulsadas las teclas A+HOME durante 3 segundos hasta que la luz HOME se convierta roja, esto indica que está en el modo Switch;

Mantenga pulsadas las teclas B+HOME durante 3 segundos hasta que la luz HOME se convierta verde, esto indica que está en el modo Xinput;

Nota: Para conectar el mando con las plataformas iOS y Android a través de Bluetooth, es necesario cambiar al modo Xinput.

06. INSTRUCCIONES DE LA TIRA DE LED

Debajo de la carcasa negra transparente de este mango se encuentra una fibra óptica de borde. Se pueden personalizar los colores de los leds izquierdo y derecho de la fibra óptica a través de la APP. Asimismo, también se puede hacer configuración de efectos de luz como gradiente, iluminación de fuerte a débil, parpadeo, etc.

1. Haga doble clic en FN para cambiar entre las tres marchas de "Efecto de luz de modo", "Efecto de luz personalizado" y "Apagado".
2. Se predetermina el "Efecto de luz de modo", en este caso la tira de led tiene el mismo color que el led HOME, es decir: Al cambiar al modo de Switch, el led Home y la tira de led son rojos; Al cambiar al modo de Switch, el led Home y la tira de led son verdes.
3. La tira de led también admite el efecto de luz personalizado de la APP. Una vez que se cambie el efecto usando la APP, se cambiará automáticamente por el "Efecto de luz personalizado".

07. MAPEO

El controlador viene con cuatro teclas extensibles y admite la configuración de mapeo de teclas, la cual se realiza de la siguiente forma:

Establecer combos: mantenga pulsadas ⟲ + (M1/M2/M3/M4), la luz indicadora FN parpadea de fuerte a débil, lo que indica que se ha ingresado al estado de mapeo. Vuelva a pulsar la tecla frontal que va a mapear a la tecla M1/M2/M3/M4, la luz indicadora parpadea, lo que significa el mapeo exitoso.

Borrar mapeo individual: mantenga pulsada la "Tecla para cancelar mapeo (M1/M2/M3/M4)", haga doble clic en ⟲, la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de mapeo de la tecla actual.

Borrar todos mapeos: haga doble clic en ⟲ directamente, la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de mapeo de todas las teclas.

APP: La configuración de acceso rápido solo admite el mapeo de los valores del mango a las teclas extensibles de respaldo (M1/M2/M3/M4). Una vez descargada la Aplicación, todos los valores del mango se pueden modificar a través de la Aplicación.

08. COMBOS

La consola admite la configuración de combos por teclas. Hay un total de 16 teclas compatibles como A/B/X/Y(↑ / ↓ /←/→, LB/RB/LT/RT, M1/M2/M3/M4. La configuración se muestra siguiente:

Establecer combos: mantenga pulsadas ▲ + "Tecla para configurar", la luz indicadora FN parpadea dos veces, lo que indica que se ha habilitado correctamente. (Durante la operación de combos, la luz indicadora FN parpadeará en la frecuencia de combos actual)

Borrar combos individual: mantenga pulsada la "Tecla para cancelar macro", haga doble clic en ▲, la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de combos de la tecla actual.

Borrar todos combos: haga doble clic en ▲ directamente, la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de combos de todas las teclas.

Frecuencia de combos: mantenga pulsada FN + ← para cambiar entre las tres frecuencias de 5/s, 10/s y 20/s. Se predetermina la frecuencia 5/s.

APP: Después de descargar la APP, se pueden configurar todas las teclas del mango a combos visuales a través de la APP.

09. GRABACIÓN MACRO

El controlador admite la función de grabación macro, cada macro debe vincularse con una tecla de respaldo (M1/M2/M3/M4) como interruptor de disparo; las teclas que admiten la grabación son A/B/X/Y(↑ / ↓ /←/→ , LB/RB/LT/RT, LS/RS, las ocho direcciones de joystick, la configuración de esta función se muestra a continuación:

Grabación macro: mantenga pulsadas ◉ + (M1/M2/M3/M4) durante 3 segundos, la luz indicadora FN cambia de fuerte a débil, lo que indica que se ha ingresado al estado de grabación macro.

Presione la tecla de la consola para grabar macro y haga clic en ◉ una vez completada la grabación. La luz indicadora FN parpadea dos veces, lo que significa que la grabación ha terminado. (Durante la ejecución de macro, la luz indicadora FN parpadeará lentamente hasta que termine la ejecución de macro)

Borrar macro individual: mantenga pulsada la "Tecla para cancelar macro (M1/M2/M3/M4)", haga doble clic en ◉ , la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de macro de la tecla actual.

Borrar todas macros: haga doble clic en ◉ directamente, la luz indicadora FN parpadea dos veces, esto significa que se ha borrado la configuración de macro de todas las teclas.

APP: Una vez descargada la Aplicación, puede editar macros a través de la Aplicación, refinando la duración de cada paso y el intervalo de tiempo; asimismo, la Aplicación puede almacenar múltiples conjuntos de macros y generar biblioteca de macros para seleccionar la aplicación en tiempo real.

10. SOMATOSENSORIAL SIMULADO

El controlador admite Somatosensorial simulado, y el giroscopio incorporado puede usarse para simular los datos de los joysticks izquierdo y derecho, de tal modo que se realiza el control somatosensorial del juego; la Somatosensorial simulado está dividido en tres modos, "somatosensorial global de joystick izquierdo", "somatosensorial global del joystick derecho" y "somatosensorial de respuesta del joystick derecho", los cuales se habilitan de la siguiente manera:

Mantenga pulsadas FN + joystick izquierdo hacia abajo (LS) para habilitar la "simulación somatosensorial global del joystick izquierdo"

Mantenga pulsadas FN + joystick derecho hacia abajo (RS) para habilitar la "Simulación somatosensorial global del joystick derecho"

Mantenga pulsadas FN+"tecla para configurar"+ joystick derecho hacia abajo (RS) para habilitar la "Simulación somatosensorial de respuesta del joystick derecho"

APP: La configuración rápida solo admite la habilitación y la deshabilitación del somatosensorial simulado. Sin embargo, es necesario establecer diferentes configuraciones somatosensoriales en la Aplicación dependiendo de diferente juego para lograr una mejor experiencia somatosensorial. Por eso, la función de somatosensorial simulado debe usarse junto con la Aplicación.

- ● El juego somatosensorial nativo en la plataforma Switch no requiere habilitar la función somatosensorial simulada, de lo contrario causará conflictos, lo que resultará una experiencia peor.

11. CAMBIO DE CONFIGURACIÓN DE INTEGRADA

Modo Switch: Primero haga clic en ● para cambiar la luz indicadora de canal de roja a blanca, que indica que se ingresa al modo de cambio de configuración. En este modo, las cuatro luces indicadoras representan cuatro configuraciones de integrada diferentes;

Haga clic en ● de nuevo para comenzar a cambiar la configuración, y las luces indicadoras cambiarán de arriba abajo en secuencia. El número de la luz indicadora iluminada representa que el controlador está en la configuración de integrada correspondiente;

Si se cambia la configuración dentro de 5 segundos, saldrá automáticamente del modo de cambio de configuración, la luz indicador cambiará de blanca a roja y volverá a indicar el canal.

Modo Xinput: En este modo, no existe la función de indicación de canal por lo que la luz indicadora se predetermina como blanca para indicar la configuración de integrada actual. En este modo, haga clic en ● para cambiar directamente la configuración.

12. CAMBIO DE ZONA MUERTA CON JOYSTICK

Este controlador tiene una cierta zona muerta de joystick en la configuración predeterminada de fábrica. Si no necesita esta función, puede configurarlo por separado en la zona muerta de los joysticks izquierdo y derecho dentro de la APP.

Atención: la zona muerta del joystick 0 permite una mayor precisión de control mientras que también puede provocar una ligera desviación en los juegos sin zonas muertas.

13. CAMBIO DE TRIGGER DE JOYSTICK

Si el joystick se desvía seriamente, no se puede modificar el valor máximo hacia abajo, o el trigger envía automáticamente un valor y no puede alcanzar el valor lineal máximo, puede intentar calibrar el joystick y el trigger. El método de operación es a continuación:

1. Mantenga pulsadas las teclas View + Menu durante 3 segundos al mismo tiempo, la tira de led con borde ilumina en naranja de fuerte a débil lentamente.
2. Empuje el joystick hasta el límite y gírelo a una velocidad constante, repita la operación de 3 a 5 veces.
3. Luego presione la tecla LT/RT hasta el límite y suéltela, repita 3-5 veces.
4. Por último, presione simultáneamente las teclas View + Menu, y la tira de led parpadeará en naranja dos veces, esto indica que la calibración está completa.

14. CALIBRACIÓN DEL GIROSCOPIO

Coloque el controlador en una mesa horizontal, presione las teclas Menu+X en el mango, la tira de led ilumina de fuerte a débil lentamente hasta parpadear dos veces y luego apagarse, lo que indica que la calibración está completa.

15. AUDIO

El controlador soporta la entrada/salida de audio. Después de conectar el host en modo alámbrico o modo de 2,4 G, inserte el auricular con micrófono en el puerto de audio de 3,5 mm en la parte inferior del controlador;

Presione las teclas FN+ ↑ / ↓ para ajustar el volumen de PC;

16. AJUSTE DE VIBRACIÓN

El controlador admite un ajuste de vibración de cuatro velocidades, que se detallan a continuación:

Presione FN + →, para cambiar de forma circular la vibración del motor de entre los cuatro modos fuerte, medio, débil y apagado;

17. DESCRIPCIÓN DE LA BATERÍA

Si la carga de la batería es demasiado baja, la tira de led a ambos lados del mango parpadeará 10 veces en rojo a una frecuencia de 2 veces por segundo, recordándose cada 5 minutos.

Después de conectar la fuente de alimentación, la tira de led ilumina en rojo de fuerte a débil, lo que significa que se está cargando. Una vez completada la carga, el efecto de la luz de carga se apaga y la tira de led vuelve al estado original.

Base de carga: la base no muestra indicación de luz en espera. Cuando el mango se conecta a la base, si la tira de led ilumina en rojo de fuerte a débil, el led indicador RGB de la base es colorida, indica que el mango se está cargando, mientras el led indicador de la base RGB y el del mango apagados indican la carga completada de la batería.

18. INSTRUCCIONES DE OPERACIÓN DE LAS FUNCIONES

Visite el sitio web oficial para obtener guías en video: página de soporte del sitio web oficial de BIGBIG WON

https://www.bigbigwon.com/support

19. SUS DERECHOS

Tendrá el derecho a disfrutar de una garantía de 12 meses a partir de la fecha de compra.

Escanee el Código QR para obtener el tutorial de video y la APP

Le proporcionaremos soporte y servicios para productos de BIGBIG WON: tutorial de video, herramientas de actualización, manual de instrucciones electrónico
www.bigbigwon.com/support

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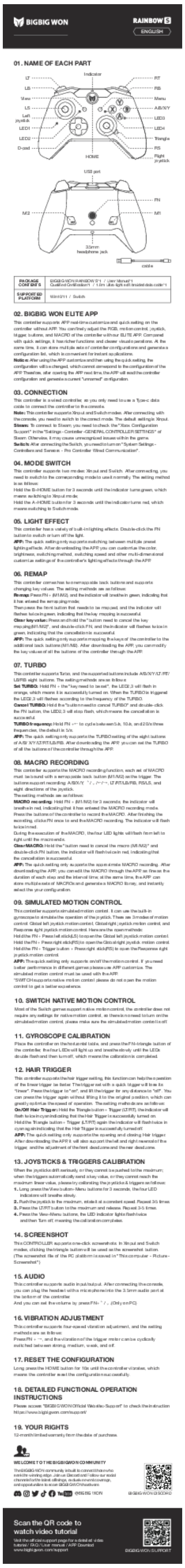

[BIGBIG WON Rainbow S Controller User Manual and Features]

Comprehensive guide to the BIGBIG WON Rainbow S controller, covering setup, features like Turbo, Macro, Motion Control, calibration, and app integration. Learn how to optimize your gaming experience with this advanced gamepad.