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BEBONCOOL JC200 Series Wireless Controller

BEBONCOOL JC200 Series Wireless Controller User Guide

BEBONCOOL

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Product Information

Specifications

- Model: [Insert Model Number]
- Compliance: FCC Part 15
- Operating Conditions: Indoor use only
- Power Source: [Insert Power Source Information]
- Frequency Range: [Insert Frequency Range]

Product Usage Instructions

1. **FCC Compliance**
   It is important to note that this device complies with Part 15 of the FCC Rules. Any changes or modifications not expressly approved by the responsible party could void the user's authority to operate the equipment.
2. **Operating Conditions**
   This device is designed for indoor use only. Please do not expose it to outdoor conditions to ensure proper functioning.
3. **Power Source**
   Ensure the device is connected to the correct power source as indicated in the user manual. Incorrect power input may cause undesired operation.
4. **Interference**
   This device must not cause harmful interference and must accept any interference received, including interference that may cause undesired operation. Place the device away from other electronic devices to

minimize interference.
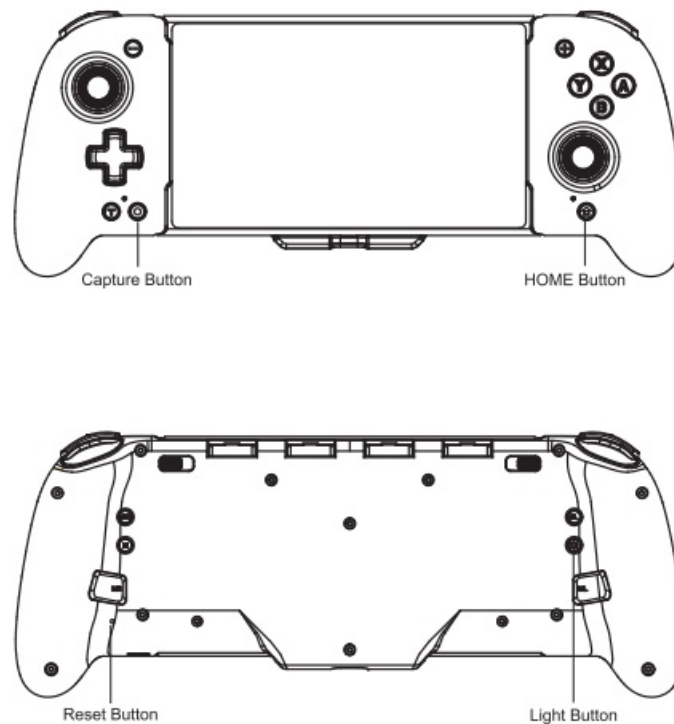
Frequently Asked Questions (FAQ)

- **Q: What should I do if the device is not functioning correctly?**
  A: Check the power source and connections to ensure proper setup. Refer to the user manual for troubleshooting steps.
- **Q: Can I use this device outdoors?**
  A: No, this device is designed for indoor use only to maintain compliance with FCC regulations.

Wireless Controller Quick Start Guide

Capture Button   HOME Button

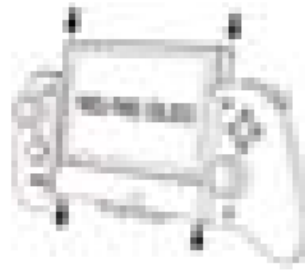Reset Button   Light Button

Installation steps

For NS/NS OLED Console

1. Remove the joy-con on both sides of the console.

2. Align the controller track and insert the main unit into the controller from the middle until it is fully inserted.

3. Toggle the back lock switch to secure the main unit.

Disassembly steps

For NS/NS OLED Console

1. Open the back lock switch on the controller.

2. Slide out the console from the bottom.

Connection Method

Notice: Please turn off airplane mode. Please do not touch the joystick while connecting.

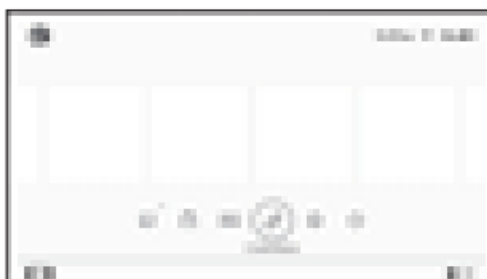- **Step 1**. Enter the connection interface. (refer to Figure 1-3)

Image 1

Image 2

Image 3

- **Step 2**. Press and hold the (HOME) button for about 3 seconds until the red signal light flashes rapidly, then release your hand and wait for the successful connection. (Release your hand immediately after the signal light turns on, please do not continuously hold dowr the HOME button, as it will turn off the controller.)

* The above method has successfully established the connection. In the future, when the host is in standby mode or any program interface, simply press the "HOME" button for about 1 second, then release your hand. The blue signal light will illuminate, and the controller will wake up the host and establish a connection to it. (Please do not continuously hold down the HOME button, as it may enter the initial connection mode.)

Unable to connect, please follow under three steps to solve

1. Turn off airplane mode.
2. Delete the information of this controller in the NS console: Path: system setting-controllers and sensors-disconnect controlle
3. Follow the first time connection method and re-pair again.

Turbo Function

You can enable the Turbo function for the following buttons: A/B/X/Y/L/ZL/R/ZR/ML/MR. (The ML/MR key can only be set for continuous firing when programmed as a single key, it cannot be s for continuous firing when programming multiple keys for macros.

Set manual Turbo function: press and hold the [T) button first and then press one of the function buttons such as "A", the button "A" starts the manual turbo function.
Set auto Turbo function: press and hold the [T) button then press the function button such as "A" which has set

the manual turbo function before, the button "A" starts the auto turbo function.

Turn off the Turbo function: press and hold the [T] button ther press the function key such as "A" which has set the auto Turbo function before, the Turbo function of the button "A" has been turned off.

Close the Turbo function of all keys one time: Press and hold the [T] key for approximately 5 seconds. When the controller vibrates once, it indicates that the continuous firing function for all the function keys has been disabled.

There are three levels of Turbo speed:

- **Slow**: 5 bursts per second corresponding to a slow flashing of the signal light.
- **Medium**: 12 bursts per second corresponding to a medium flashing of the signal light.
- **Fast**: 20 bursts per second corresponding to a fast flashing of the signal light.

Increase the Turbo speed
Press the [T] button and [D-pad UP] at the same time to increase the turbo speed.

Reduce the Turbo speed
Press the [T] button and ID-pad DOWN] at the same time to reduce the turbo speed.

Vibration Function

There are three levels of vibration strength: none, weak, and strong.

Adjust the vibration strength

1. Ensure that the controller is successfully connected to the console.
2. Press IL, R, ZL, and ZR 1 simultaneously, and then the controller will shock once which indicates that the adjustment is successful. Three-level (none-weak-strong) cycle regulation is provided.

Programming Setting

Prompt: There are 2 programmable back button [MR/ML] on the back of controller, each of which can be programmed as a combination of 1-21 function buttons.

Available for programming Buttons: A/B/X/Y/L/ZL/R/ZR/L3/R3/ -/ + and D-pad buttons.

Programming operation steps

1. In the connected state of the controller, simultaneously press the [M) button and either the [MR/ML) button for about 2 seconds. The controller will vibrate once, the joystick light ring will turn white and blink, indicating that it has entered the programming mode.
2. Then press the required function keys in order, you can freely combine up to 21 key values. At this time, the macro definition will record the time and interval of each key pressed.
3. Finally, press the [MR/ML1 button once, and the joystick light ring will return to the normal connected state, indicating that the programming is complete.

(For example: In the connected state of the controller, simultaneously press the [Ml button and the [MR] button for about 2 seconds. The joystick light ring will turn white and blink. Then press the [Bl button, press the [Al button

after a 1-second interval, and press the [X] button after a 3-second interval. After setting up, press the MR button to save and exit. The joystick light ring will return to the normal connected state. At this time, the function of pressing the MR button is [B] followed by [A] after a 1-second interval and [X] after a 3-second interval.) You can test whether the setting is successful on the console via "System Settings → Controllers and Sensors → Test Input Devices → Test Controller Buttons"

- **Clear single Back Button programming**: Enter programming mode, double-click the corresponding Back Button to clear.
- **Clear all Back Button programming:** press and hold the [M] button for about 5 seconds. The joystick light ring will turn red and flash quickly three times, indicating that the clearing is complete.
- **To temporarily enable/disable the Back Button function**: double-tap the [SR] button. The controller will vibrate once, allowing you to temporarily enable or disable the function of the [MR] button. Similarly, double-tap the [SL1 button to temporarily enable or disable the function of the [ML] button.
- **Automatic looping function**: Press the "SR" button for about 3 seconds, the controller vibrates once, which means the "MR" button is in automatic looping mode with an interval of 5 seconds. If you press the "SR" button again for 3 seconds, the automatic looping mode of the "MR" button will be closed. Press the "SL" button for about 3 seconds, the controller vibrates once, which means the "ML." button is in automatic looping mode with an interval of 5 seconds. If you press the "SL" button again for 3 seconds, the automatic looping mode of the "ML." button will be closed.

Lighting effect control

- Single-tap the Light] button: You can cycle through different light modes.
- [Light] + [T] button: Restore to the initial rainbow light mode.
- Long press the Lightl button for 5 seconds: Turn off all lighting effects, leaving only the indicator light illuminated. Press the [Light) key again to re-enable the lighting effects.
- [Light] + [Left Joystick Up/Down] : You can adjust the brightness of the joystick light ring.

APP collaboration

The controller can work with the "KeyLinker" APP to complete some settings, the app can change buttons function, adjust joystick control, vibration, calibrate and upgrade the controller.

Introduction

1. Connect the controller to the device.
2. Search for "KeyLinker" in the mobile APP store, download and install it.

3. Turn on the Bluetooth of the mobile phone and open the "KeyLinker" APP.
4. Search the Bluetooth named "JC200" on the APP and click to connect.
5. After making changes as you need, click the "Save" button on APP and the changes will sync to the controller.

Open the menu in the upper right corner of the APP interface and click "Restore factory" or use a needle to press

the "Reset" button on the back of the controller to clear all changes on the APP and restore to the default setting.

About charging

- **Under connection status**: The signal light flashes slowly while charging. After being fully charged, the signal light remains constantly on.
- **Under shutdown status**: The signal light flashes slowly while charging. After being fully charged, the signal light turns off.

Service Support

If you encounter difficulties or product defects in the process of using the product, please contact our after-sales service through the purchase platform. We will take analyzing once received your feedback, and assist you to solve the problem or provide replacement of the product. We also welcome your valuable suggestions to help us continuously optimize this product. We wish you a pleasant life.

Frequently QA

- **Q: What should I do if the joystick of the controller is stuck at the edge and does not automatically return to the center?**
  A: Try pushing down with your thumb and rotating the joystick after resetting it to the center.
- **Q: What's going on if pressing the HOME button doesn't wake up or reconnect to the host?**
  A: First, ensure that the controller and the console have been initially connected. Press the HOME button for approximately 1 second, then release your finger. The indicator light will flash slowly Afterward, just wait. (Do not hold down the HOME button continuously, as it will cause the indicator light to flash rapidly and enter the initial pairing mode.)
- **Q: Why can't the controller be used directly when the console is installed on the controller and the console is turned on using the console's power switch?**
  A: Please note that this controller is connected to the console via Bluetooth. Unlike official Joy-Con controllers, it is not physically connected to the console through a rail. Therefore, the controller cannot be used directly without being turned on. We recommend using the method of pressing the HOME button briefly, which will simultaneously power on the controller and wake up/connect it to the console.
- **Q: What should I do if joystick drift occurs during use?**
  A: Turn off the controller and place it on a flat surface, then simultaneously press the [Bl, [HOME) , and [-1 keys. The indicator light will flash rapidly. Then, press the [+ 1 key once, release your finger, and wait for the indicator light to go out to complete the calibration.
- **Q: What should I do if the controller cannot operate, the vibration won't stop, the controller does not charge, or the button functions are chaotic?**
  A: For all functional issues that appear on the controller, try resetting to factory settings by using a needle to press the reset button on the back of the controller to see if it resolves the problem.

FCC Requirement

changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
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, and
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 isno 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.

Documents / Resources

	BEBONCOOL JC200 Series Wireless Controller [pdf] User Guide JC200 Series Wireless Controller, JC200 Series, Wireless Controller, Controller

References

- **User Manual**