

BINBOK
GEMINI
Feature Pro
Controller



BINBOK GEMINI Feature Pro Controller User Guide

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BINBOK GEMINI Feature Pro Controller



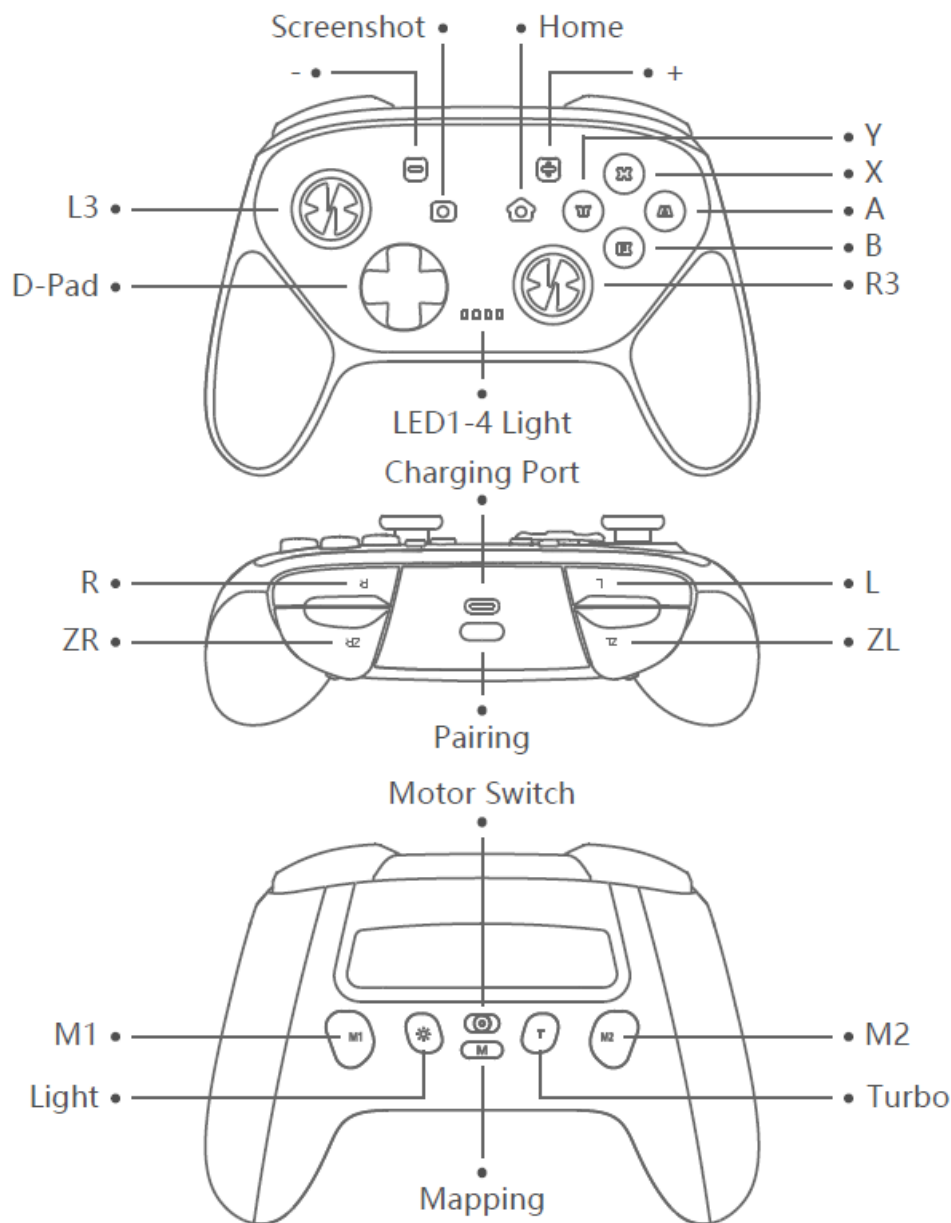
Product Usage Instructions

- Connect the charging cable to the LED1-4 light charging port.
- Ensure proper connection and let the device charge until all LEDs indicate a full charge.
- Turn on the pairing motor switch.
- Activate the pairing mode on your device.
- Wait for the connection to establish and LED indicators to confirm successful pairing.
- Use the D-Pad for directional controls.
- Assign functions to buttons A, B, X, Y, L, R, ZL, and ZR for personalized mapping.
- Press M1 for light function and M2 for turbo mode.
- Utilize different functions based on your preferences.

FAQ

- **Q:** How do I charge the device?
- **A:** Connect the charging cable to the LED1-4 light charging port and ensure a full charge.
- **Q:** How do I pair the device with my system?
- **A:** Turn on the pairing motor switch and activate pairing mode on your device for a successful connection.
- **Q:** Can I customize button mappings?
- **A:** Yes, you can assign functions to various buttons for personalized control mapping.

Layout

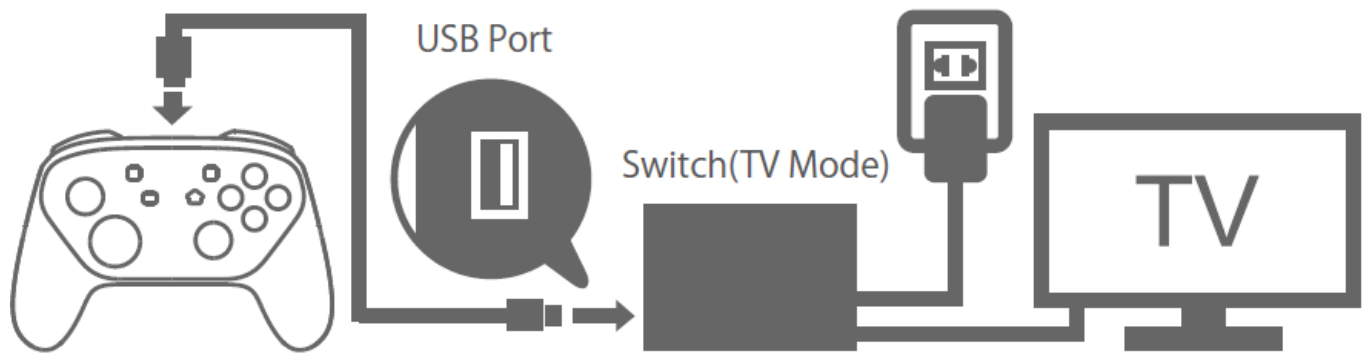


Specifications

- **Working voltage:** DC3.7-4.2V
- **Input voltage/current:** DC5V/1A
- **Charging time:** about 3 hours
- **Continuous running time:** >10 hours
- **Battery capacity:** 1000mAh

Wired Pairing

1. Please make sure that the Switch has turned on the wired connection mode. (Setting – Controllers and Sensors – Pro Controller Wired Communication)
2. Connect the controller to the dock of the switch with a USB cable.
3. After the wired connection is successful, unplug the USB cable, and the controller will automatically connect wirelessly.



Wireless Pairing

1. Press the power button of the Switch to start the Switch console and enter the “Controller Settings – Change Grip / Order” page.
2. While the controller is in the powered-off state, press and hold the Pairing button for 1.5s til the LED1-4 Light flashes quickly.
3. After successfully connecting, the LED1-4 Light indicates the corresponding game player. (Controller will vibrate)

Reconnection

1. Short press the Home button, and the controller will turn on and automatically reconnect to the Switch.
2. After successfully connecting, the LED1-4 Light indicates the corresponding game player. (Controller will vibrate)

Status

Wake Up

- After the first successful connection, press the Home button to wake up the switch and reconnect (other buttons can not wake up).

Power Off

- To power off the controller, press and hold the Pairing button for 0.5s or hold the Home button for 5 seconds.

Low Battery

- When the battery power is low, the LED1-4 Light lights flash quickly at the same time.

Charge

- Disconnected State
- The LED1-4 Light will display the charging progress and flash slowly.
- When the battery is fully charged, the LED1-4 Light will turn off.

- Connected State:
- The corresponding LED Light will flash slowly. When the battery is fully charged, The LED Light light will stay solid.

Light

Change Colors

- Press the Light button once to change the color successively in Single Color Breathing Mode Single Color Solid
- Colors: symmetric rainbow – rainbow – pink – red – orange – yellow – green – blue – cyan – purple

Vibrating Lights

- The lights will quickly transition from the current brightness to the brightest level when the vibration occurs in:
- Single Color Breathing Mode Automatic Single Color Breathing Mode

Change Modes

Double-press the light button to switch light modes.
(Controller will vibrate)

- **Mode 1:** Single Color Breathing
- **Mode 2:** Automatic Single Color Breathing
- **Mode 3:** Single Color Solid
- **Mode 4:** Lights Off

Brightness Adjustment

- Press and hold the light button for 1s to start adjusting the brightness: 40%-70%-100% (Controller will vibrate)

Mapping

Seting

1. Hold the M button and press any of the M1/M2 buttons to enter the programming mode.
2. Then input the button or button combination you want to set.
Each programmed button(M1/M2) can record up to 21 inputs(Each press of function buttons is regarded as an input) When the input exceeds 21 times the programming will automatically end.
3. When you're done, press the M1/M2 button that was pressed earlier to end the programming.

Note: The controller will vibrate when you start or end the programming.

Cancel

- **Method a:** After entering the programming mode, directly press the M1/M2 button that was pressed earlier to

exit without setting any buttons. (at this time M1/M2 button is empty and there is no function)

- **Method b:** Press the M button for 5s to reset the assign function.
- **Note:** The controller will vibrate when you cancel the programming.

Turbo

Buttons can be set

- A / B / X / Y / R / ZR / L / ZL / M1/ M2 / D-Pad.

Setting

- **A:** Hold the Turbo button and press the button that you want to set to turn on the turbo function. (Controller will vibrate)

Cancel

- **A:** Hold the Turbo button and press the button that you have set to turn off its turbo function. (Controller will vibrate)
- **B:** Hold the Turbo button for 4s to cancel the Turbo function of all buttons. (Controller will vibrate)

Vibration Adjustment

1. The controller is set to linear motor mode by default (motor switch on the left).
2. Move the Motor Switch to the left for linear motor mode, move it to the right for rotor motor mode, or keep it in the middle to turn off all motors.
3. The controller will vibrate for 0.5 when you successfully switch on vibration.

FCC STATEMENT

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.

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

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, according 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 under 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 the receiver.
- Connect the equipment to 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.



The device has been evaluated to meet general RF exposure requirements. The device can be used in portable exposure conditions without restriction

CONTACT


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- Business Contact: contact@binbok.com



Documents / Resources

 <p>Welcome Guide</p>  <p>GEMINI Feature Pro Controller</p>	<p>BINBOK GEMINI Feature Pro Controller [pdf] User Guide GEMINI Feature Pro Controller, GEMINI, Feature Pro Controller, Pro Controller, Controller</p>
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References

-  [BINBOK - Born to Game!](#)
- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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