



GUANGLI JOY-02 Switch Joycon-x Game Controller User Manual

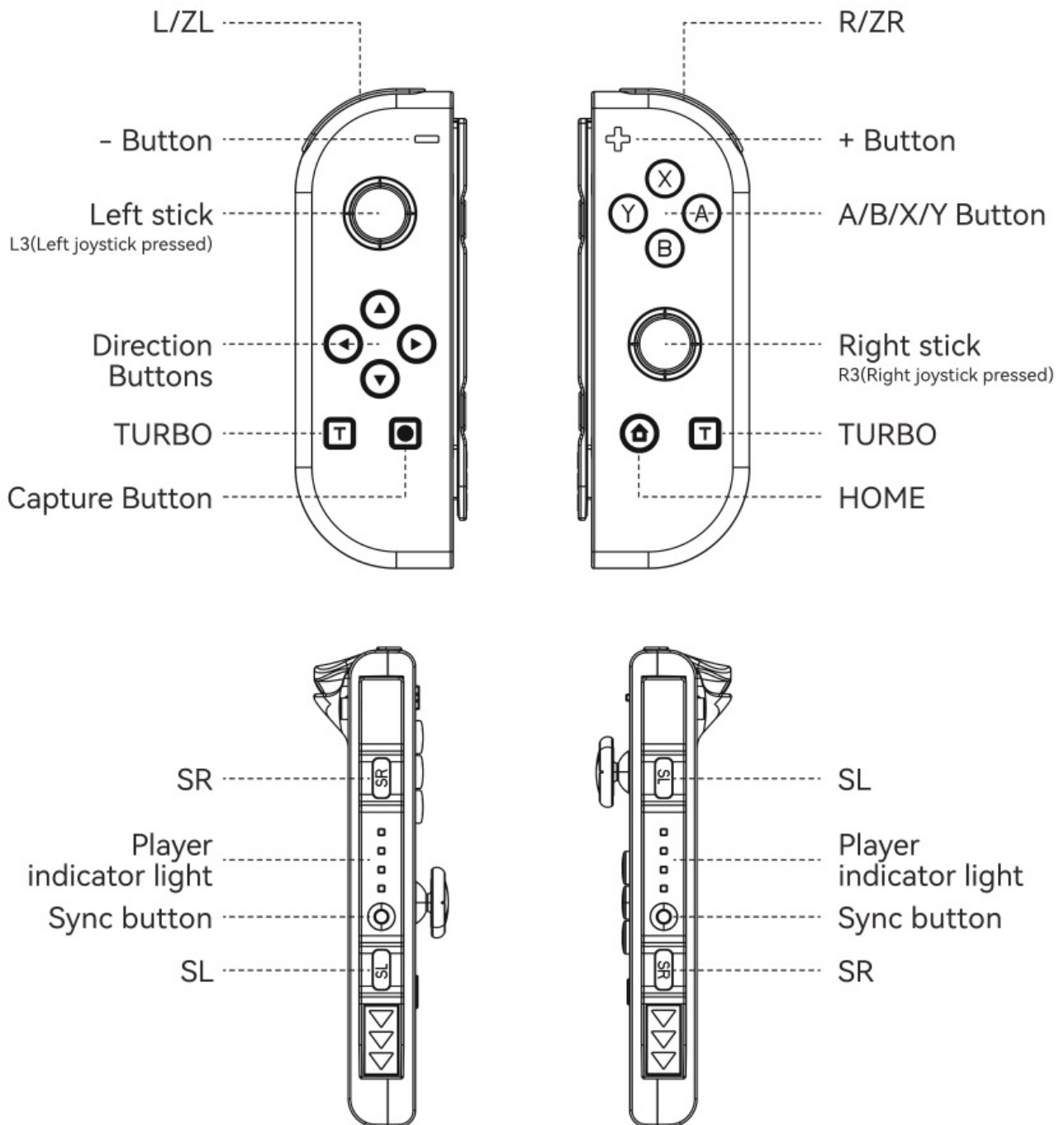
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Controller User Manual

JOY-02 USER MANUAL

Switch Joycon-x Game Controller

Functional diagram



Preface

Product model:

Compatible Console: Switch Console

Compatible platform: Switch products

Introduction: Joycon is a standard controller for the Switch, which can be connected to the console screen through a slide or wirelessly connected away from the slide, just like a regular controller. In some specific games, joy con

can be used as two separate controllers. In some games, Joy Con can use the hand as a tactile controller. Joy-con is equipped with motor vibration and six axis function!

Electrical parameters

1. Charging indicator light

Hanging charging: When the Joy Con's battery level is low, the console screen will display low battery level. In this case, the joy con should be installed on the console to be charged. When charging, the battery icon on the console screen will indicate the battery level, and when the battery is fully charged, the screen will turn black.

2. Automatic sleep

When the console screen closes, joy-con will enter sleep mode.

When the console is in sleep mode, press the "Home" button on the game board to wake up the console.

- Sleep battery level: <15uA
- Working power consumption: < 20mA
- Working voltage: 3.0V
- Input voltage: DC 4.5-5.5V
- Charging current: 147mA

Instruction

1. Directly connect the left and right joysticks

Place the joystick to the right and up, with a "-" button in the upper right corner of the left joystick and a "+" button in the upper right corner of the right joystick.

2. Connect joy-con to the NS console

Move the side with the "+" button upwards and slide the joystick down the sliding guide of the console screen from the top until you hear a click.

3. Connect the joystick to the handle

This is the same method as connecting the NS console, sliding the joystick down from the top along the slide of the handle until a click is heard. The handle connected to Joy Con will illuminate both sides of the NS icon.

4. Remove the joy con from the device

Find the "Uninstall" button on the back of the joy-con, slide it from the bottom to the top, and hold down the "Uninstall" button until the joy-con is completely detached from the device.

5. Connection and Use

Connect the left and right joysticks to either side of the console rail, and the console icon will indicate the connection. A console can log in to up to 10 control devices, and a joy con is equivalent to one control device. After successful connection, Joy-con can be removed and used.

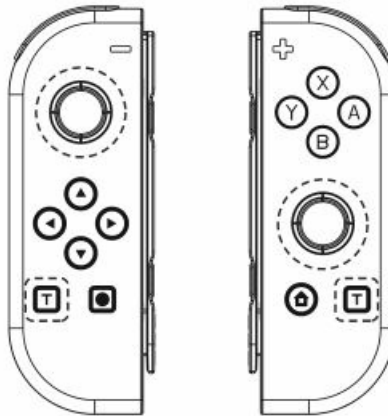
6. Return to Connection Mode

When joy-con is detached from the console. Pressing any of the joy-con buttons will wake up the controller, and the four LEDs will flash. If they do not connect to the console for five seconds, they will enter sleep mode (when Joy Con is disconnected from the console, when the console is in sleep mode, they can reconnect to the console by pressing the "Home" button). When the main control levers installed on the slidinrails on both sides of the console are in sleep mode, press the "Home" button to wake up the console

Button function

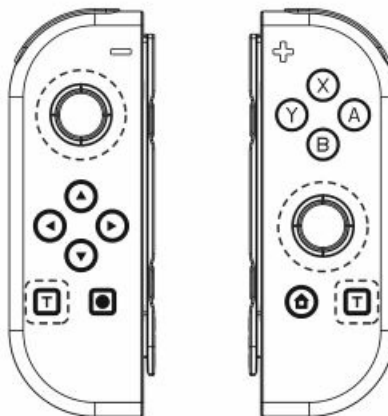
1. The left joystick consists of the upper, lower, left, and right capture – LLZ SL SYNC SRButton left joystick
2. The right joystick consists of ABX YR Z HOME+SR SL Reset, and the right stick.

Motor force adjustment



Press and hold “T”+’joystick up and down” to adjust the vibration force

Continuous speed adjustment



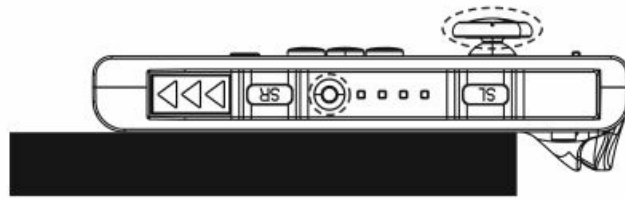
Press and hold “T”+’joystick left and right” to adjust the burst speed

Light adjustment



Press and hold “T”+”L3’t”+”R3” to adjust the light

Axis calibration function



Place the handle flat on the desktop, press the “L3+Sync button”, the indicator light flashes, then release, the indicator light jumps, and the calibration is completed.

FCC Caution:

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, 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.

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

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[1 Documents / Resources](#)

[1.1 References](#)



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JOY-02, JOY-02 Switch Joycon-x Game Controller, Switch Joycon-x Game Controller, Joycon-x Game Controller, Game Controller, Controller

References

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