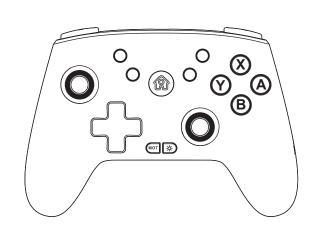
# **WIRELESS** CONTROLLER



# **User Manual** 使用说明

#### 0 ① L键 1 L button 2 - button ② -键 ③ TURBO键 3 TURBObutton ④ HOME键 4 HOME button ⑥ +键 6 + button ⑦ R键 7 R button (8) 左揺杆L3键 (8) Left joystick L3 key (9) 十字键 (9) Cross button A,B,X,Y button ① A,B,X,Y键 ① 右摇杆R3键 1 Right joystick R3 key ⑫ 振动调节键 Vibration adjustment ke

# 产品特性:

- 1. 支持switch/switch lite/PC/IOS/安卓平台
- 2. 内置六轴陀螺仪,丰富方向等体感玩法
- 3. 内置非对称马达震动,三挡可调,完美反馈,让您身临其境
- 4. 支持手动连发和自动连发,连发快慢三挡可调节 ,解放双手,舒适游戏 5. 手柄自带七色RGB背景灯,科幻,炫酷,霸气
- 6. 专业手柄设计团队精心打造,符合人体工程学,颜值高,手感极佳

#### 模式与连接说明:

Switch模式连接:长按Home键 3秒LED快速闪烁进入蓝牙搜索模式, 连接成功HOME键下绿色指示灯常亮。注意: 手柄进入同步模式后, 2.5分钟之内没有同步成功则自动休眠。

安卓Gamepad模式连接:长按HOME+X3秒,LED快速闪烁, 进入蓝牙搜索模式显示名称: Gamepad, 连接成功后HOME键下红色灯常亮。

IOS 13模式连接: 长按HOME+A 3秒,LED快速闪烁,进入蓝牙搜索模式 显示名称: Xbox Wireless Controller,连接成功后HOME键下白色灯常亮, 支持MFI的游戏使用。

PC蓝牙模式连接:长按HOME+X 3秒,LED快速闪烁, 进入蓝牙搜索模式显示名称:Gamepad,连接成功后HOME键下红色灯常亮 (注意:蓝牙方式连接电脑使用的是安卓模式,仅推荐会按键值设定的资深 玩家使用。)

# 回连与唤醒:

- 回连: 手柄休眠状态, 短按 (A.B.X.Y.+.-.O.↑/↓/←/→)
- 任意一个按键LED闪烁,自动回连主机。 唤醒:主机休眠状态,短按手柄HOME键LED闪烁,即可唤醒主机, 手柄自动与主机连接。

## 休眠与断开:

主机屏幕关闭,手柄自动休眠。 5分钟之内没有任何按键按下则自动休眠(包括感传器不动)。 无线连接状态下,按下HOME键5秒,断开与主机连接。

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#### 充电指示:

手柄关机下,充电时HOME键下LED慢闪,充满LED灭; 连接状态下充电, 当前指示灯闪烁(慢闪), 充满电当前指示灯常亮; 配对,回连充电或低电时,以配对,回连LED指示优先。

#### 低电压报警:

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电池电压低于3.55V±0.1V则当前指示灯快闪提示电压低; 电池电压低于3.45V±0.1V则自动休眠; 低电压报警: 当前指示灯闪烁(快闪)

### Turbo功能:

- a 手动连发设置:(第一次)任意按(A/B/X/Y/L/ZL/R/ZR)
- 一个或几个动作键,再按TURBO键,开启手动连发功能; b 自动连发设置: (第二次) 再次按下已开启手动连发功能的动作键, 并再按TURBO键, 开启自动连发功能;
- c 清除连发设置:(第三次)再次按下已开启自动连发功能的动作键, 并再按TURBO键,清除连发功能; TURBO速度调节: T键与十字键上 (UP) 是加快速度;
- T键与十字键下(DOWN)是减慢速度;速度分8HZ,12HZ,15HZ; 默认为12HZ.设置TURBO,关机后不带记忆功能,恢复默认的12HZ.

#### 有线连接:

PC端连接: 请使用USB线连接手柄和电脑, 连接后手柄HOME键下黄色灯常亮。(注意:手柄在PC端默认X-INPUT模式)

Switch连接: 请使用USB线连接手柄和SWITCH主机, 连接后手柄上对应的绿色灯常亮。

PS3连接: 请使用USB线连接手柄和PS3主机,连接后手柄上对应的橙色灯常亮。

#### RGB炫彩灯:

- a. 单色渐变变换模式:(红-橙-黄-绿-青-蓝-紫重复循环变化) (开机默认此模式)
- b. 异色渐变变换灯模式: 左右两边灯异色随机渐变变换, 左右两面显示不一致。
- c. 单色灯长亮模式:(红-橙-黄-绿-青-蓝-紫)单色循环,
- 单按下灯光键切换下一个颜色。 d. 开机后首次双击切换到异色渐变变换模式,再双击关闭灯光,
- 再次双击回到单色渐变变换模式,以此循环。 在任意大模式下(灯光关闭模式也支持)单击灯光键回到单色长亮灯模式,
- 再次按下切换到下一个颜色,双击切换到单颜色渐变模式。
- e. 关机后,灯光不带记忆功能,

# 马达振动的调整节:

在连接状态下,按下振动调节键,进行马达强度调节(调节一次手柄会振动一次) 马达振动分为强中弱停,每次上电都默认为100%。 按一下为75%,再按一下为50%,再按一次停止,如此循环。

#### M键功能编程:

M键=M1.M2;可设定编程的按键↑/↓/←/→/A/B/X/Y/L/R/ZL/ZR/L3/R3 编程模式:

- (1).默认M1映射ZR,M2映射ZL;
- (2).设置方法:按住M键不放,再按"+"键指示灯闪再放开后进入编程,
- 再任意按一个或几个想要设置的按键 (↑/↓/←/→/A/B/X/Y/L/R/ZL/ZR/L3/R3), 再按M键保存设置完成。
- 例如:按住M1键不放,再按"+"键进入编程设置(指示灯闪),再按下A键, 再按M1键保存设置完成、此时M1键对应的就是A键功能。
- (3).同时按住M1键、M2键、-键,三个按键3s指示灯闪一下清除编程。 M1.M2恢复初始的M1映射ZR.M2映射ZL
- 注意:在进入编程中,如果不按可设定编程的按键,原设置的功能将会被清除。

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#### 手柄硬件复位:

当手柄出现异常时,捅复位键,手柄硬件复位。

# 本体描述:

当本体尺寸: 151.2\*108\*59.5mm±1mm

本体重量: 204g ±5g

本体颜色: 上盖(透明)+下盖(透明)《颜色可选》 小件丝印: 彩色ABXY

# 电气参数:

工作电压:	DC 3.7V
工作电流:	25mA-150mA
休眠电流:	≦27uA
内置锂电池:	600mAh
输入充电电压:	Type-C输入 5V
充电电流:	≈350mA
蓝牙版本:	2.1+EDR
传输距离:	10M
端口	TYPE C接口
续航时长	畅玩10H

# Product Feature

.support Switch/Switch LITE/PC/IOS/Android system:

① 灯光控制键

⑤ Type-C接口

① M1键

(18) M2键

19 复位键

個 ZR键(霍尔扳机)

(6) ZL键(霍尔扳机)

- Built-in six-axis gyroscope to enrich direction and other motion-sensitive gameplay: 3.Built-in asymmetric motor vibration, three adjustable gears, perfect feedback, that make it seem as though you are there in the action: 4.Support manual burst and automatic burst with three adjustable burst speed to free your

13 Light control button

(6) ZL button (Hall trigger)

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(5) Type-C port

(17) M1 button

(8) M2 button

- 5.Developed by a professional controller design team, ergonomic, good appearance and

#### Mode and Connection

\* Switch mode connection: Long press the Home button for 3 seconds to enter the Bluetooth search mode. After successful connection, the green indicator light under the Home button keeps on. Note: After the controller enters the synchronization mode, if it is no ed successfully within 2.5 minutes, it will automatically sleep

\*Android Gamepad mode connection: Long press HOME+X for 3 seconds, the LED will fla quickly to enter the Bluetooth search mode and display the name: Gamepad.After essful connection, the red light under the HOME button keeps on  $\textbf{* IOS 13 mode connection:} \ \mathsf{Long} \ \mathsf{press} \ \mathsf{HOME+A} \ \mathsf{for} \ \mathsf{3} \ \mathsf{seconds}, \mathsf{the} \ \mathsf{LED} \ \mathsf{will} \ \mathsf{flash} \ \mathsf{quickly} \ \mathsf{to}$ 

enter the Bluetooth search mode and display the name: Xbox Wireless Controller. After successful connection, the white light under the HOME button keeps on.It supports MFI  $\textbf{*PC Bluetooth mode connection:} \ \mathsf{Long} \ \mathsf{press} \ \mathsf{HOME+X} \ \mathsf{for} \ \mathsf{3} \, \mathsf{seconds}, \mathsf{the} \ \mathsf{LED} \, \mathsf{will} \, \mathsf{flash}$ quickly to enter the Bluetooth search mode and display the name: Gamepad.After

successful connection, the red light under the HOME button keeps on. (Note: Bluetooth connection to the computer uses Android mode. Only recommend for experienced playe who know how to set the key value).

# Reconnect and Wake-up

**Reconnect:** When the controller is in sleep state, short press (A.B.X.Y.+.-O.  $\uparrow$  /  $\downarrow$  /  $\leftarrow$  /  $\rightarrow$ ) any one of the buttons. The LED flashes to automatically back connect to the p

Wake-up: When the console is in sleep state, short press the HOME button and the LED flashes. Then you can wake up the console, the handle will automatically connect to the

# Dormant State and Disconnection

- If the console screen is off the controller will automatically enter the dormant state t no button is pressed within a minutes, the controller will enter the aormant state automatically (the sensor does not work), n the wireless connection state, you can press the HOME button for 5 seconds to disconnec
- it from the console.

#### Charging Indication

During the shutdown state, if the controller is charged, the LED light under the HOME button will flash slowly.If it is fully charged, the LED light will be off.

During the connection state, if the controller is charged, the current channel indicator will flash(slow flashing). The current channel indicator will keep on when the controller is fully

### Low Voltage Alarm

If the battery is lower than 3.55V  $\pm$  0.1V, the current channel light will flash quickly to show

When the battery voltage is lower than 3.45V  $\pm 0.1$  V, the controller will enter the dormant state automatically.

Low voltage alarm: The current channel indicator flashes (fast flash).

### TURBO Function

A: Manual Turbo Setting: (First Time) Press one or several buttons (A/B/XY/L/R/ZL/ZR) and then press TURBO button to start the manual TURBO function

B: Automatic Turbo Setting: (Second Time) Press the button with manual Turbo function again and then press "TURBO" button to start the automatic TURBO function.

C: Clear TURBO Setting: (Third Time) Press the button with automatic TURBO function again anothen press "TURBO" button to clear the TURBO function. TURBO speed adjustment. T key and the upper key of the cross key (UP) is to accelerate the speed: T key and the lower key of the cross key (DOWN) is to slow down the speed. The speed is divided into 18HZ, 15HZ, 12HZ. The default is 12HZ. There is no memory function when the controller is turned off, and the default 12 HZ is restored each time the controller

# Wired Connection

Please use a USB cable to connect the controller and the computer, the yellow light under the HOME button will keeps on after connection. (Note: The default mode of the controller

Please use a USB cable to connect the controller and the Switch console. After connection, the corresponding green light on the controller will keeps on.

Please use a USB cable to connect the controller and the PS3 console. After connection the corresponding orange light on the controller will keeps on.

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# RGB Colorful Light

a. Single-color gradient light change mode: red-orange-yellow-green-cyan-blue-purple cyclic changes (the default mode).

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- b. Different-color gradient light change mode: two sides of the light random gradient change in different colors. The colors on left and right are not consistent.
- c. Single-color light long bright mode: (red-orange-yellow-green-cyan-blue-purple) single-color cycle, single press the light key to switch to the next color. d. The first double-click after power on is to switch to Different-color gradient light change
- mode. Then the second double-click is to turn off the lights. The third double-click is to return to the Single-color gradient light change mode and so it loops. In any large mode (No light is also supported) click the light key to return to the different-color light long bright mode. Press again to switch to the next color, double-click to switch to Single-color gradient light change mode.
- e. After turned off, the light does not have a memory function.

Motor Vibration Speed Adjustment

mator intensity (the controller will vibrate once each time you adjust it); The mol can be divided into four levels of "strong" "medium" "weak" "stop". Each time it is used, the "100%" (strong) levels the default level, followed by "75%" "50%" and "0%" . There can be done in the same manner.

### M-key Function Programming

Programming mode: (1)Default M1 for ZR, M2 for ZL;

(2) Setting Method: Press the M-key; then press the "+" button. The indicating light will flash. A1 corresponds to A button function.

(3) Press the M1, M2, - button at the same time for three seconds, and the indiestore the default value. M1, M2 restore the initial:M1 for ZR, M2 for ZL. Note: In programming, if you do not press the programmable button, the original function

# Reset Controller Hardware

When the controller is abnormal, poke the reset button, and the controller hardware resets

#### Upgrade

Size: 151.2\*108\*59.5mm±1mm

Color: Top cover(transparent)+Lower cover(transparent) [Optional color] Button silk print: white ABXY

#### Electrical Parameter

DC 3.7V
25mA-150mA
≦27uA
600mAh
Type-C input 5V
≈350mA
2.1+EDR
10M
TYPE C interface
Endurance

### FCC Information and Copyright

uipment has been tested and found to comply with the limits for a Class B digital device, pursuar

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

o radio communications. However, there is no guarantee that interference will not occur in a particular nstallation. 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

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

5.19 Labelling requirements.
his device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1)This device may not cause hamful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. changes or modifications not expressly approved by the party responsible for compliance