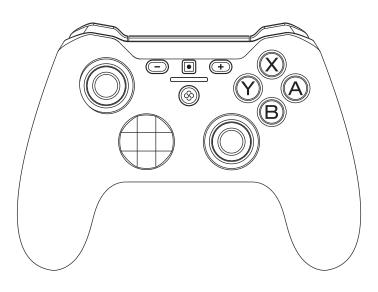
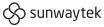
# WIRELESS CONTROLLER H510 USER MANUAL







## **Quick Start**

## ▼ Platform Compatibility

	1	-		<b>É</b> 1	<b>S</b> 2	firety
Wireless 🔻	0	0	0	0	0	0
Wired Suspec	0		0		0	
Motion Control	0		0			

- 1 Starting with iOS 13, iPadOS 13, tvOS 13, and macOS Catalina. 2 Not for TV.
- 3 Untested.
- 4 Switch Pro Controller mode only.

#### ▼ Pair & Connect

Pair refers to the first time sync with the device. If wirelessly paired with a 2nd device thereafter. the stored info of the 1st device will be erased, new pairing has to be done when back to the 1st device

Connect refers to the operation linking to an ever paired device, whose device info has been stored in the controller automatically.

- \* Pair methods listed here are the typical to each platform. Read the following guides for more options.
- \* Fire devices may support all the 4 pairing methods.

## Keymapping Profiles

	1	<b>*</b>	4	<b>É</b> 5
A	Α	В	В	В
B	В	A	А	A
8	Х	Y	Y	Y
8	Y	Х	Х	Х
-	-	select	back	view
<b></b>	+	start	start	menu
•	capture			
8	home	home	Xbox button	Xbox button

- \* For Android, Steam, Stadia, if connect as Switch Pro Controller, please refer to Switch profile,
- \* Fire devices may support all the 4 types of profiles depending on the pair method.
- \* ABXY caps are removable for reposition as Switch or Xbox layout.

		WIRED				
	Operation	Œ	<b>*</b>	4	<b>É</b> 5	
Pair*	Press and hold for 2 sec	⊗ + B	⊗ + A	⊗ + ⊗	⊗+♥	Plug in via USB
Connect	Press and hold for 1 sec		Flug III via USB			
Disconnect	Option 1 - Force Sleep: pres Option 2 - Auto Sleep: leave Option 3 - Passive Sleep: Di	Unplug				

## Charge the battery

Charge via type C USB cable on DC power supplies (output Voltage 5V, current ≥ 250mA), including but not limited to:

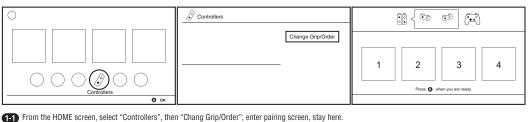
- · mobile phone charger
- · Switch dock
- . USB port of computer
- . others with USB electricity output, like power bank, etc.

The controller supports playing during charging. The 4 LED lights stay lit once full charged.

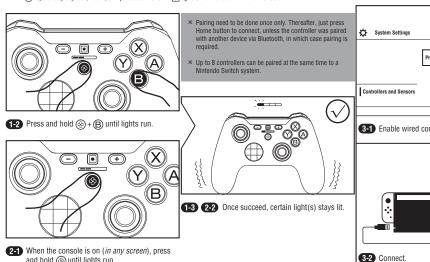
## **△ WARNING: Battery Safety**

Do not connect to high voltage outlets. Use only approved charger and cord. Remove the battery if they are worn out and dispose of properly.

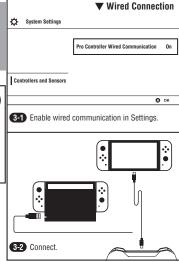
# **Connect to Switch**



(i) Operate by Joy-con, touch, or a paired controller. A Ignore the instruction on the last screen.



and hold ( until lights run.



## **Connect to PC**

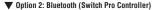
#### ▼ Option 1: Bluetooth (Xinput)

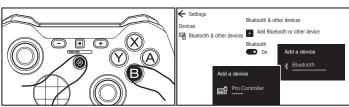


Press and hold (8)+(X) until lights run.

Turn on Bluetooth, add the device "GamepadX".

Work as Bluetooth XINPUT device in Windows, and Xbox One Controller in Steam.







Press and hold ( + B) until lights run.

Turn on Bluetooth, add the device "Pro Controller".

Work as Nintendo Switch Pro Controller in Steam. Support motion control.

## ▼ Option 3: USB (Xbox 360 Controller)



⚠ NOTE: To shift connection between option 1 and 2 on a same device, *Remove device* operation should be done to the paired device to avoid conflict.

# **Connect to Android**

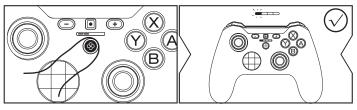
### Option 1: Android Gamepad



Turn on Bluetooth, click "Pair new device".

1-2 Press and hold (8) + (A) until lights run.

1-3 Find the device "Gamepad" to pair.



2-1 Press ( only, to connect with the device ever 1-4 2-2 Once succeed, light stays on. been paired (ensure Bluetooth is on).

## ▼ Option 2: Switch Pro Controller

Pairing method for Switch (see Connect to Switch) also applies to Android. The controller will be paired as Switch Pro Controller, work in supported games.



# Connect to iOS



< Settings Bluetooth

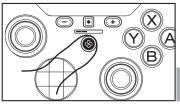
Bluetooth

OTHER DEVICES

Xbox Wireless Controller

Press and hold 8 + 1 until lights run.

Turn on Bluetooth, connect the device "Xbox Wireless Controller". Same on Apple TV and Mac.



(i) INFO: This pairing mode will pair the controller as Xbox One Controller. Same applies to Google Stadia.

Press ( only, to connect with the device ever been paired (ensure Bluetooth is on).

## Connect to Fire TV

Amazon Fire OS devices support NIntendo Switch Pro controller, Xbox 360 Controller, Xbox One Controller and Android Gamepad, so all the previously introduced 4 pairing methods may be applicable but not tested on the full product lines.

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