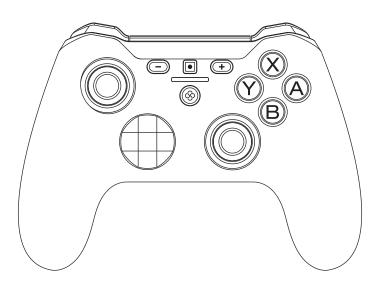
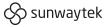
WIRELESS CONTROLLER H510 USER MANUAL







Quick Start

▼ Platform Compatibility

	1	₩ 1		É ²	S 3	firety
Wireless 🔻	0	0	0	0	0	0
Wired Susa Type C	0		0		0	
Motion Control	0		0			

- ¹ Including Linux and Raspberry Pi.
- ² Starting with iOS 13, iPadOS 13, tvOS 13, and macOS Catalina.
- 3 Currently unavailable for TV.
- 4 Switch Pro Controller mode only.

▼ Pair & Link

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

Link refers to the reconnection 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

	I	•	1	É 5	
A	A	В	В	В	
B	В	A	Α	A	
\otimes	Х	Y	Y	Y	
8	Y	Х	Х	х	
<u> </u>	-	select	back	view	
	+	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	*	4	É 5	
Pair*	Press and hold for 2 sec	⊗ + B	⊗ + A	⊗ + ⊗	⊗+∀	Plug in via USB
Link	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 \geq 250mA), including but not limited to:

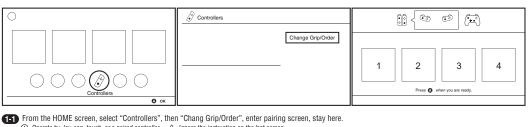
- · AC adapter
- Switch dock
- . USB port of computer
- . others with USB electricity output, like power bank, etc.

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

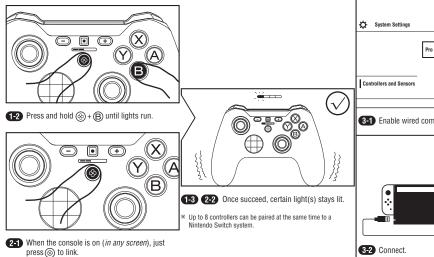
△ WARNING: Battery Safety

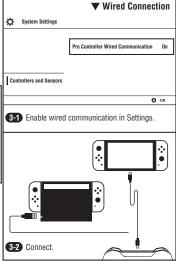
Do not connect to high voltage outlets.
Use only approved charger and cord.
Periodical charging is necessary when unused for long.
Remove the battery if they are worn out and dispose of properly.

Connect to Switch



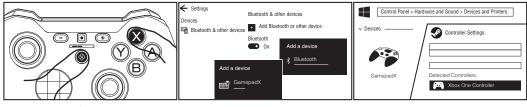
(i) Operate by Joy-con, touch, or a paired controller. A Ignore the instruction on the last screen.





Connect to PC

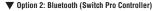
▼ Option 1: Bluetooth (Xinput)

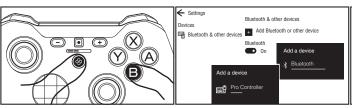


Press and hold 8+3 until lights run.

Turn on Bluetooth, add the device "GamepadX".

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





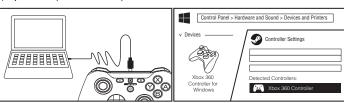


Press and hold (+ B) until lights run.

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)

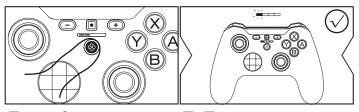


Connect to Android

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 Just press (to link to the device ever paired 1-4 2-2 Once succeed, light stays on. (ensure Bluetooth is on).

▼ Option 2: Switch Pro Controller

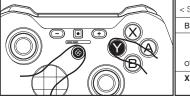
Pairing method for Switch (see Connect to Switch) also applies to Android. The controller will be paired as Switch Pro Controller, work in supported games.



Connect to Linux

Option 1 also applies to Linux or Raspberry Pi, as long as the device has Bluetooth enabled.

Connect to iOS



< Settings Bluetooth

Bluetooth

OTHER DEVICES

Xbox Wireless Controller

Press and hold 8 + 7 until lights run.

Turn on Bluetooth, connect the device "Xbox Wireless Controller".



(i) INFO:

This pairing mode will pair the controller as Xbox One Controller. Same applies to other Apple devices like iPad, Mac and Apple TV, and Google Stadia.

Just press (to link to with the device ever 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.

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