

140mm

正面

## SWITCH gamepad operating instruction



Please read the manual carefully before use, and use it strictly according to the requirements of the manual. After reading, please keep it properly for future reference

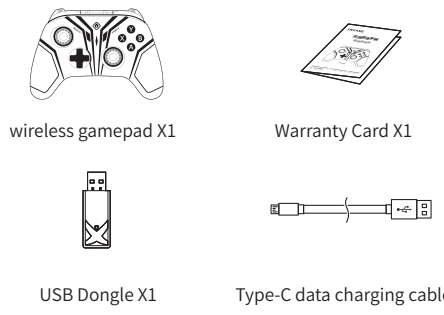
### Product introduction

This product supports Bluetooth connection and USB Dongle wireless connection, suitable for Switch, Android, IOS, Windows (PC) PS3 devices. It has the characteristics of free Android driver and fast wireless connection. Built-in high-capacity battery for long-lasting battery life.

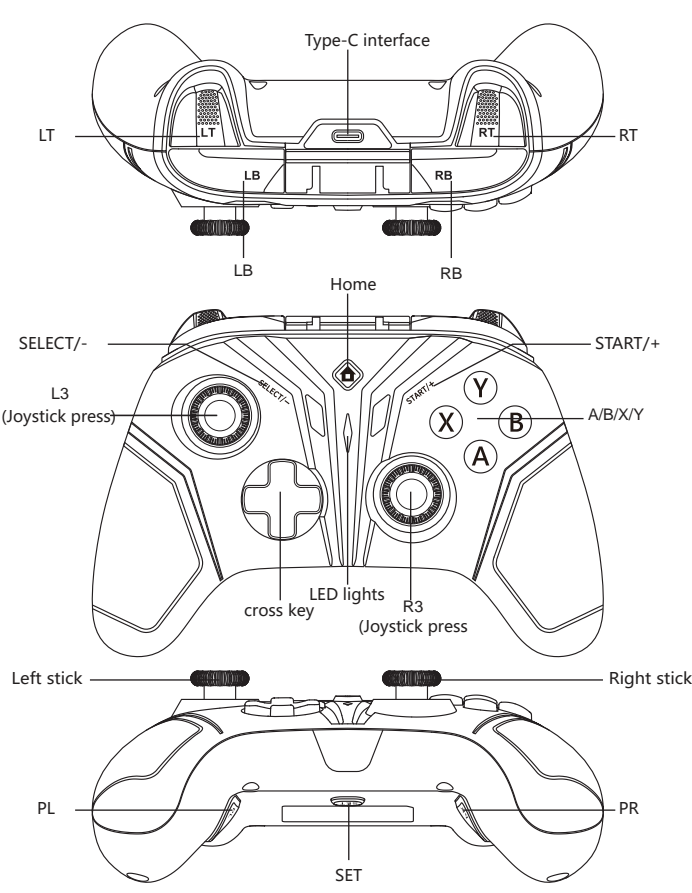
### Product parameters

Product name: SWITCH gamepad  
Product number: RH-068  
Charging voltage: DC 3.7V  
Recharging current: <400mA  
Working current: <40mA  
Operating temperature: -20°C~60°C  
Working humidity: 20~80%  
Over-distance: 10m  
Battery capacity: 750mAh  
Connection method: Bluetooth  
Applicable platform: Android/IOS/ Switch/PC/PS3  
Product size: 156x126x45mm  
Product weight: 135g

### Packing list



### Product concept



### Features

#### Low battery prompt

When the Gamepad is connected to the Bluetooth/USB Dongle, the corresponding channel light of the corresponding platform flashes slowly, indicating that the Gamepad is currently in a low power state and needs to be charged.

#### Charging Tips

1. When the Gamepad is turned off, when the Gamepad is inserted into the adapter, the white indicator flashes, and the indicator turns off when fully charged.
2. In the online state of the Gamepad, when the Gamepad is plugged into the USB (the corresponding channel light flashes slowly according to different platforms, and lights up when fully charged).

#### Automatic shut-down

1. When the Gamepad is on, press and hold the " " button for 5 seconds to shut down.
2. When the Gamepad is in the reconnecting state, if the connection is unsuccessful within 30 seconds, the Gamepad will automatically shut down.
3. When the Gamepad is in the pairing state, if the pairing is not successful for 60 seconds, it will automatically enter the reconnect state. If the connection is unsuccessful after 30 seconds, the Gamepad will automatically shut down.
4. When the Gamepad is connected, if there is no battery/joystick action for 3 minutes, the Gamepad will automatically shut down.
5. When the Gamepad is in the charging state, unplug the charging cable, and the Gamepad will automatically shut down.
6. When the Gamepad is connected, and the battery voltage is lower than 3.45V, the Gamepad will automatically shut down.

### Link back

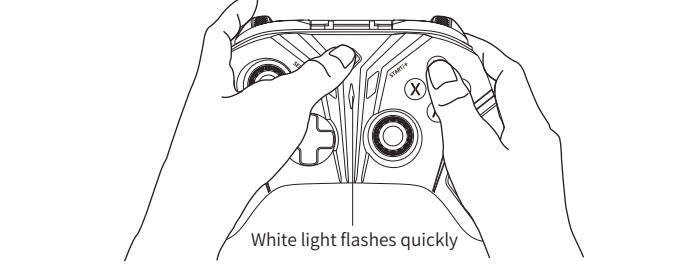
#### Gamepad vibration

The Gamepad has corresponding vibration-function prompts according to the needs of different game scenarios.  
The Gamepad will automatically reconnect to the last connected device after pressing the " " button for 3 seconds.  
(The indicator light of the corresponding platform of the reconnection flashes)

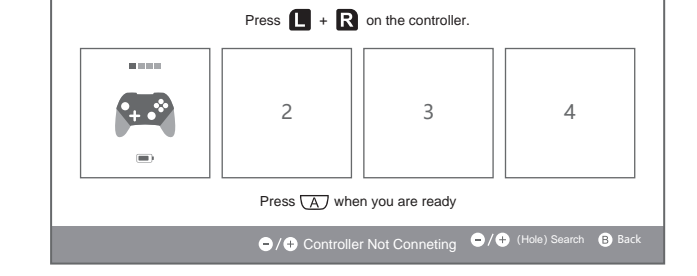
### Gamepad connection

#### SWITCH mode

Press and hold the " " button on the Gamepad to power on and enter the SWITCH pairing mode, and the white indicator flashes quickly.



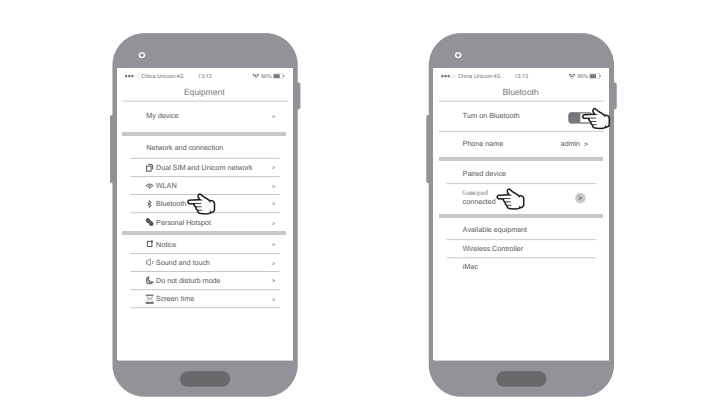
**Bluetooth connection:** Enter the pairing interface on the SWITCH host, and the host will automatically pair. After successful pairing, the host will automatically assign a channel, and the corresponding channel indicator will be on.



**Wired connection:** Put the SWITCH into the SWITCH base, and then connect the Gamepad through the data cable, the Gamepad will automatically connect to the SWITCH, and after pulling out the data cable, the Gamepad will automatically connect back to the SWITCH host via Bluetooth.

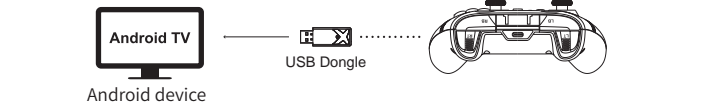
### Android mode

**Bluetooth connection:** Press and hold the " " button on the Gamepad to turn on the Android pairing mode, the red indicator flashes quickly, turn on the Bluetooth on the Android device, find "Gamepad" and click to pair.



The pairing is successful, the red light is always on, and the mouse function is supported.  
Press LB+R3 to turn on the mouse function.

**USB Dongle connection:** Plug the USB Dongle directly into the USB port of the Android device.

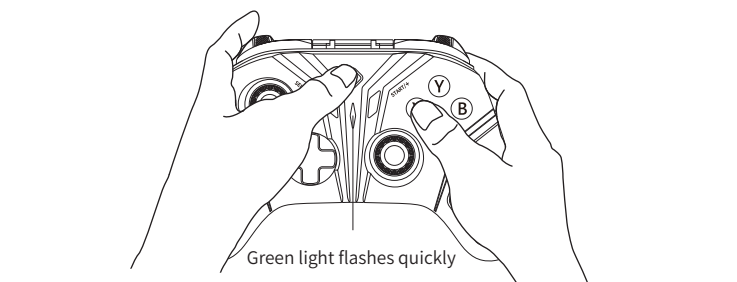


Connect the USB Dongle to the Android device, short press the pairing button of the USB Dongle, and the blue indicator flashes quickly to enter the pairing state.

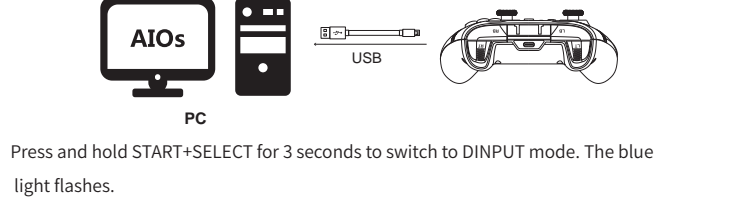
### Windows(PC) mode

#### Wired connection

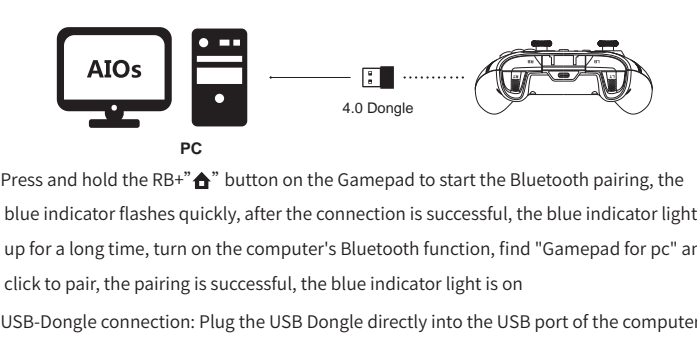
The Gamepad can be connected to the device Windows (PC) through the USB data cable when the Gamepad is turned off. After the connection is successful, the default XINPUT mode green light flashes.



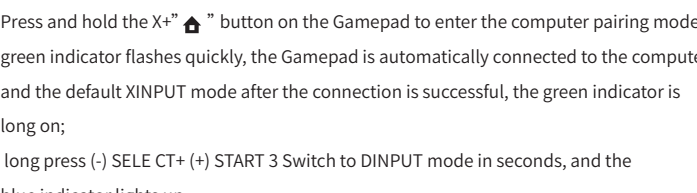
**Wireless connection:** Press and hold the " " button on the Gamepad to turn on the device and enter the Android pairing mode, the green indicator flashes quickly, and the Gamepad automatically connects to the Android device, after the connection is successful, the green indicator stays on.



**Bluetooth connection:**  
When a Windows computer has a Bluetooth function or a Bluetooth 4.0 Dongle adapter. Please install and insert the USB wireless Bluetooth receiver on the PC side first. After inserting into the host, the receiver will automatically install the driver.



Press and hold the " " button on the Gamepad to start the Bluetooth pairing, the blue indicator flashes quickly, after the connection is successful, the blue indicator lights up for a long time, turn on the computer's Bluetooth function, find "Gamepad for pc" and click to pair, the pairing is successful, the blue indicator light is on.



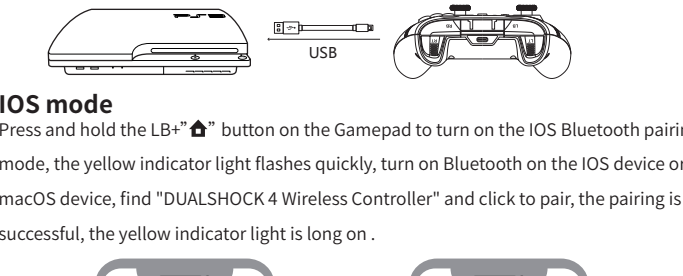
**USB Dongle connection:** Plug the USB Dongle directly into the USB port of the computer.

Press and hold the " " button on the Gamepad to enter the computer pairing mode, the green indicator flashes quickly, after the connection is successful, the green indicator lights up for a long time, turn on the computer's Bluetooth function, find "Gamepad for pc" and click to pair, the pairing is successful, the blue indicator light is on.

long press ( ) SELECT ( ) START 3 Switch to XINPUT mode in seconds, and the blue indicator lights up.

### PS3 mode

When the Gamepad has not been connected to the current PS3 host or has been connected to other hosts, and needs to be connected to the current host, firstly, a USB data cable needs to be used for wired communication with the PS3 host. During the communication process, the program automatically performs code matching, and then you can use Bluetooth for wireless communication. The Gamepad is connected to the PS3 host through a USB data cable, and the Gamepad is connected to the PS3 host by wire. After pulling out the data cable, the Gamepad will automatically connect back to the PS3 host through Bluetooth, after the pairing is successful, the host will automatically assign a channel, and the corresponding channel indicator will be on.



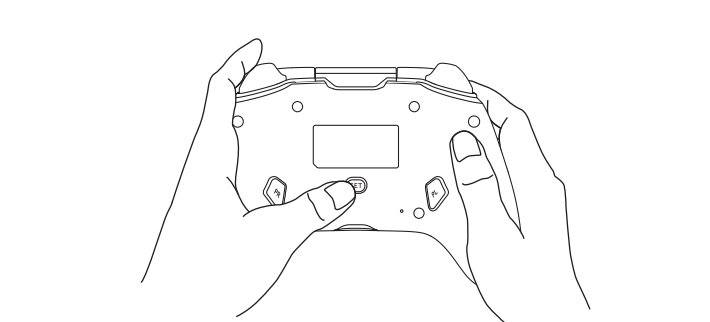
### IOS mode

Press and hold the " " button on the Gamepad to turn on the IOS Bluetooth pairing mode, the yellow indicator light flashes quickly, turn on Bluetooth on the IOS device or macOS device, find "DUALSHOCK 4 Wireless Controller" and click to pair, the pairing is successful, the yellow indicator light is long on.



### Programming function

The PR and PL keys can be programmed, and the default keys correspond to the A and B keys of the Gamepad respectively.  
Press and hold the SET button for 3 seconds, at this time the back button enters the programming mode, the mode light flashes quickly, and then program the button as needed (such as L). Multiple buttons can be entered, the upper limit is 30, and the same button can be pressed repeatedly and then Press the Ma key again (Ma=PR, PL), the indicator light returns to the channel indicator light, and the indicator light returns to the channel indicator light, and the indicator light returns to the channel indicator light.



### Operation example

For example, if you want to set the ABABY key to make moves in sequence, and program this set of moves on the PL back key, press and hold the SET key for 3 seconds, the indicator light flashes quickly to enter the programming mode, then press the ABABY key in turn, and then This key entry process will memorize the pressing interval time, and finally press the PL key again. At this time, the PL setting is completed, and the indicator light will return to the channel indication.

After entering the programming mode, do not operate, and the programming mode after 10 seconds, and restore the previous function. When you need to clear the function of the programmed key, press and hold the SET key for 5 seconds, the indicator light will return to the original display from the flashing state, that is, the PR and PL keys will clear the programmed key function.

At this time, the PL key will clear the programmed key function.

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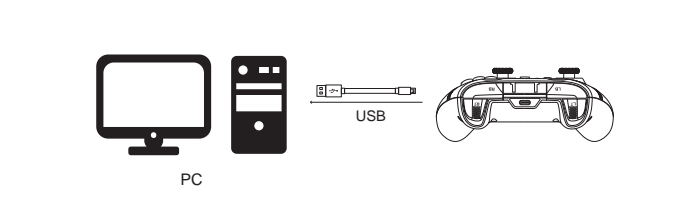
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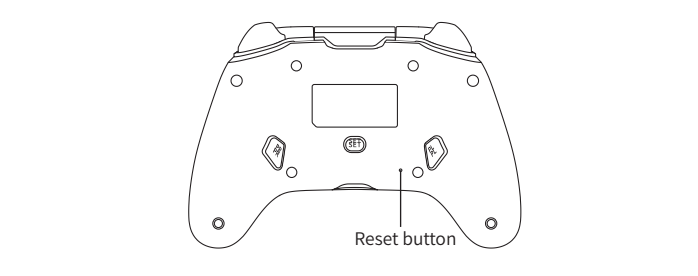
### Upgrade function

The Gamepad can be upgraded without driver through the Type-C to USB data charging cable, and the upgrade platform supports Win9/Win7/Win8/Win10.



**SENSOR calibration**  
In the power-off state, press and hold ( ) SELECT ( ) to enter the calibration mode, the white indicator light will flash quickly for calibration, the calibration completed indicator will go out, and the Gamepad will automatically shut down. " " key to make the Gamepad back to normal, then turn off the power and re-calibrate according to the first steps.

**Reset button**  
When the Gamepad is abnormal, it can be reset by pressing the reset button behind the Gamepad with a paper clip.



### Upgrade function

When using the motor warning function, be sure to pay attention to the following points. Accident, injury or injury may result if this product strikes a person or object. Before use, please check if there is enough space around you.

When using this product, be sure to hold it and make sure it does not slip out of your hand. When using a wireless controller connected to the main unit via a USB cable, make sure that the cable will not hit people or objects. At the same time, avoid forcibly unplugging the cable from the host suddenly.

#### Precautions

- Please do not store this product in a humid or high temperature place;
- Do not touch, twist, kick, press, or attempt to disassemble the product, to avoid unnecessary damage to the product;
- This product has a built-in battery, do not drop the Gamepad into the fire, and do not throw it away with garbage;
- Avoid water or other liquids entering the Gamepad, which may affect the function of the Gamepad;
- Do not charge the Gamepad near fire or other heat sources;
- Do not place heavy objects on the product;
- Do not touch the part with your hands, and do not put foreign objects into the port;
- Non-professionals should not disassemble the product, otherwise it will not be covered by the after-sale warranty;
- Children should use this product under the supervision of an adult.

### Troubleshooting

#### Why is the controller not recognized on smart Android TV?

1. Confirm whether the smart Android TV USB interface is working properly.
2. The power supply of the smart Android TV is insufficient, resulting in an unstable USB voltage.
3. Try to unplug the smart Android TV USB port and try another USB port.

#### Why can't the controller be used in the game?

1. The game itself does not support controller peripherals.
2. The vibration function is not turned on in the game settings.

#### Why can't the Gamepad vibrate?

1. The game itself does not support vibration.
2. The vibration function is not turned on in the game settings.

#### Other

1. When it cannot be turned on, the built-in battery may be dead. Please use the USB cable to charge the Gamepad before turning it on.
2. When the Gamepad crashes or drops unexpectedly, please keep the distance from the device not too far, or reconnect.

### Warranty Car

Product number:	Purchase date:
Dealer:	Username:
Contact number:	E-mail:
User address:	

### Warranty record

Username	Fault description	Maintenance date	Signature

Certificate
Inspector

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.