



Nintendo Joycon-X Game Controller User Manual

[Home](#) » [Nintendo](#) » Nintendo Joycon-X Game Controller User Manual 



Switch Joycon-X Game Controller
User Manual

Contents

- [1 INTRODUCTION](#)
- [2 OPERATION GUIDE](#)
- [3 ELECTRIC PARAMETER](#)
- [4 Documents / Resources](#)
- [5 Related Posts](#)

INTRODUCTION

Product model: Switch joy-con-x Bluetooth left and right joystick. Compatible console: Switch console

Compatible platform: Switch

Product brief: Joy-con is the standard controller of Switch. can be connected to the screen of the console through a sliding rail, and can also be connected wirelessly away from the sliding rail, just as a normal controller. In some specific games. joy-con can be wed as two single controllers. In some games. joy-con can be held by hands as somatosensory controllers. Joy-con is equipped with motor vibration and a six-axis function. can't support air upgrade, but support local upgrade package.

Product indication chart:

1. Select button: -
2. Left joystick: L3 Press button
3. Direction button: Up Down Left Right
4. Screenshot button: Capture••1
5. Start button: +
6. Action button: ABXY L R LZ RZ
7. Right joystick: L3 Press the button
8. Home button: HOME



OPERATION GUIDE

1. Direct to left and right joystick

Place the joystick right side up. the upper right of the left Joy-con has the “-” button, and the upper right of the right joy-con has a “+” button.

2. Connect joy-con to NS console

Place the side with “+” “-” buttons up. slide the joy-con from the top to the bottom along the sliding rail of the console screen until hearing the click sound

3. Connect joy-con to grip

It's the same way as connecting to the NS console, slide the joy-con from the top to the bottom along the

sliding rail of the grip until hearing the click sound. The grips connected with joy-con will light up on either side of the NS icon.

4. Take joy-con down from the device

Find the "uninstall- button on the back side of the joy-con, Slide the joy-con from the bottom to the top while holding the -uninstall- button until the joy-con is completely detached from the device.

5. Connect and use

Connect the left and right joystick to either side of the sliding rail of the console. Re console icon will remind the connection. One console can log in to a maximum of 10 control devices, one joy-con is the equivalent of one control device. The joy-con can be taken down to use after the connection is successful.

6. Back to correction mode

When joy is separated from the console. press any button of the joy-con to wake up the controller, but the LED galloping flashes. If they are not connected to the console for five seconds. they will go into sleep mode (when joy-con is separately from the console, they can be back to the connection to the console by pressing the "home button when the console is in sleep mode). When the major icy-con which is installed on the sliding rail of either side of the console is in sleep mode. press "horm." button to wake up the console.

7. About Upgrade

The gamepad can be upgraded via a USB cable without installing a drive (PC upgrade). Support Win XP/Artfin 7N/in 8.1/Win 10 upgrade (Use the offline upgrade package on the PC, open the upgrade package, Fuld the 3D middle button of the gamepad, and connect the gamepad to the PC via sliding rail USB cable, then click "DOWNLOAD")

The function of the button

1. The left joystick is consisted of UP DOWN LEFT RIGHT Capture – L LZ SL SYNC SR Button left stick
2. Right joystick consists of A B X Y R RZ HOME + SR SL Reset, Right Stick.

Built-in function

1. Equipped with motor vibration and six-axis function

ELECTRIC PARAMETER

1. Charging indicator

Hang charging. When the power of joy-con is too low, the console screen will indicate low power. In this care. the joy-con should be installed on the console to be charged. The battery icon of the console screen will indicate power while charging. when it is fully charged. the screen will go back to back.

2. Auto sleep

When the console screen is off, joy-con will go into sleep mode. When the console is in sleep mode. press the "HOME" button on the gamepad o wake up the courses.

- Sleep electricity: <15uA
- Working electricity: <20mA
- Working voltage: 3.0V
- Input voltage: DC 4.5-5.5V
- Charging electricity: 147mA

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.

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.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Reference: [Nintendo Joycon-X Game Controller](#)

Documents / Resources

	Nintendo Joycon-X Game Controller [pdf] User Manual 220226, 2A4QX-220226, 2A4QX220226, Joycon-X Game Controller, Joycon-X, Game Controller, Controller
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