

PHILIPS
DLK5010
Wireless Game
Controller



PHILIPS DLK5010 Wireless Game Controller User Manual

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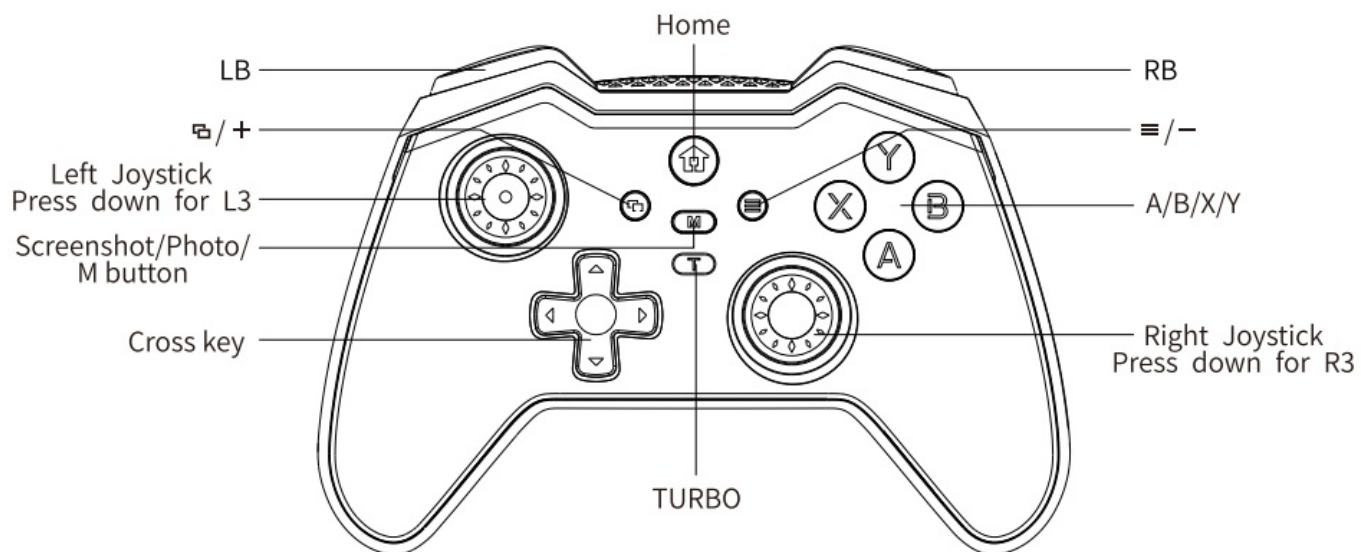
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PHILIPS

PHILIPS DLK5010 Wireless Game Controller



Button Icons



Product Features

1. According to different platforms, the controller supports wired connection mode and Bluetooth connection mode.
2. The controller Bluetooth supports Android systems, Windows systems, IOS systems, and SWITCH consoles.
3. The controller wired supports SWITCH, Android, Windows, XINPUT (PC360), and DINPUT functions, and each platform wired automatic recognition.
4. The handle is wired to support SWITCH, Android, Windows, XINPUT (PC360), DINPUT

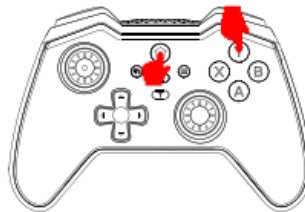
Connection method with Switch

① SWITCH console



② Controller

Press and hold Y + HOME for 2 seconds to reconnect.
Press and hold for 4 seconds to enter pairing.



Red light blinks slowly when connecting back.
Red light blinks fast when pairing.

③ Connection successful



After successful pairing, the red light is always on.

1. SWITCH console
2. Controller
3. Connection successful

Standard Android mode (D-input mode)

① Controller

Press and hold B + HOME for 2 seconds to reconnect.
Press and hold for 4 seconds to enter pairing.



Yellow light blinks slowly when connecting back.
Yellow light flashes fast when pairing.

② Mobile platform



Select the Bluetooth pairing name for pairing with your phone.



After successful pairing, the yellow light is always on.

IOS/Android devices (X-input mode)



Press and hold X + HOME
for 2 seconds to reconnect.

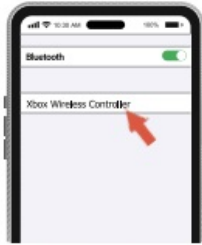
Press and hold for 4 seconds to enter pairing.

① Controller



Green light blinks slowly
when connecting back.
Green light flashes fast
when pairing.

② Mobile platform



Select the Bluetooth pairing name
for pairing with your phone.



Successful pairing, green
light always on.

2.4G mode



Press and hold A + HOME
for 2 seconds to reconnect.
Press and hold for 4 seconds
to enter pairing

① Controller



Blue light blinks slowly
when connecting back.
Blue light flashes fast
when pairing.

② Mobile platform

Software upgrade

① Game Controller



MooWii Gaming

Please search for "MooWii Gaming" in Google Chrome
or Apple App Store to download



Long press the M
key+Home key for 3 seconds
to enter pairing. You can
only connect in switch
mode or Android mode



② Mobile

After successful connection, enter the app for software upgrade

PC wired connection Xinput mode and Dinput mode switching

Press  +  3~5 S



X-input mode



Green light is always on

D-input mode



Yellow light is always on

switch mode



Red light is always on

- PC, Android wired connection default X-input mode device name: Xbox 360 Controller
- PC, Android wired connection D-input mode device name: PHILIPS DLK5010 Gamepad;
- Switch connection mode device name: Pro Controller

Body mapping function

Somatosensory mapping function: press the T key and L3 axis function at the same time can replace the left joystick, press the T key and R3 axis function at the same time can replace the right joystick, press once repeatedly to cancel, and the setup is successful (the motor vibrates a bit).

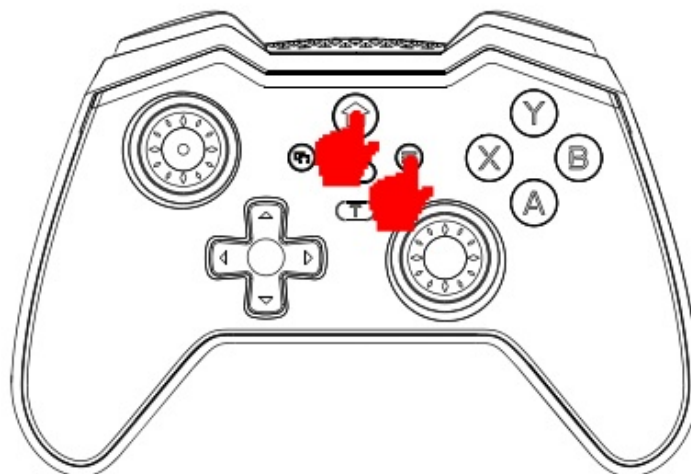


L3-axis body mapping



R3-axis somatosensory mapping

Somatic Calibration



Press the menu key + home button to enter the calibration Somatosensory calibration: the controller is placed flat

on the desktop, press (press once to enter) menu key + home key to enter the calibration The indicator light purple light flashes slowly, and after 5 seconds the indicator light flashes 3 times to complete the somatosensory calibration, if you move the controller during the calibration process then it will automatically exit the calibration mode. Repeat the above operation to recalibrate.

Joystick/Trigger Calibration

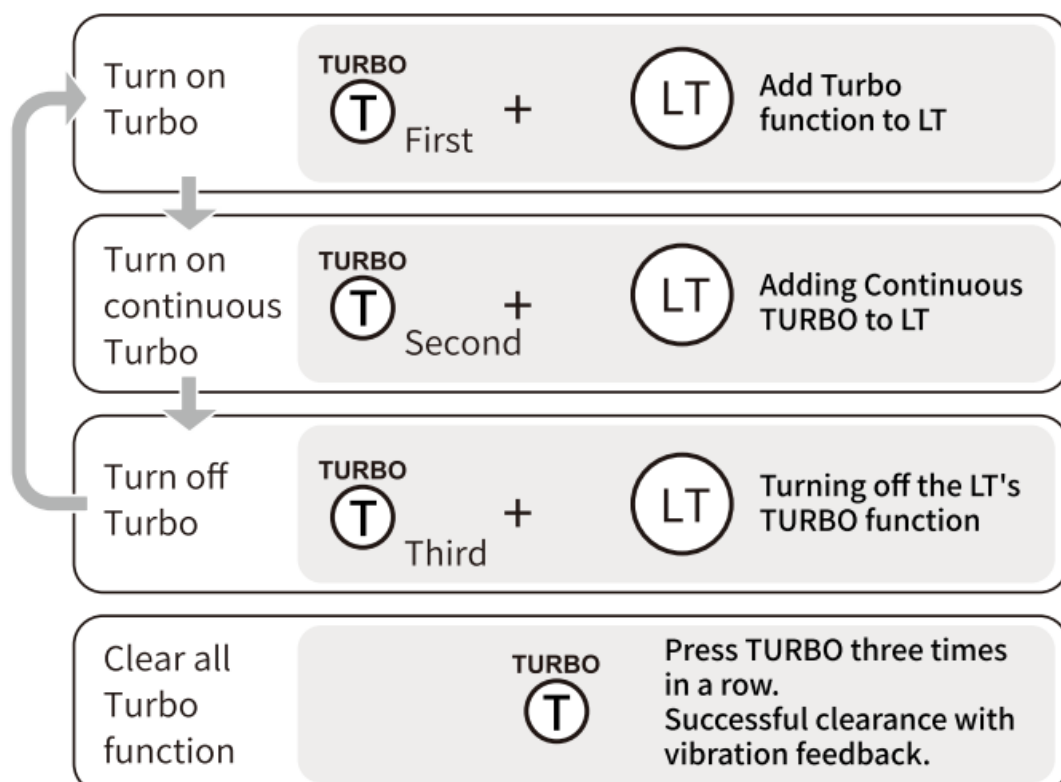


Long press the window key + home key for 3 seconds to enter the calibration Joystick calibration: Long press the window key + home key for 3 seconds to enter the calibration indicator white slow flash, joystick full play more than 3 times, the trigger is pressed to the end 3 times, and finally press the window key + home key (press once can), the indicator light fast flash 3 times to complete the calibration controller. Failure to calibrate will directly exit the calibration mode. Repeat the above operation to recalibrate.

Special turbo device

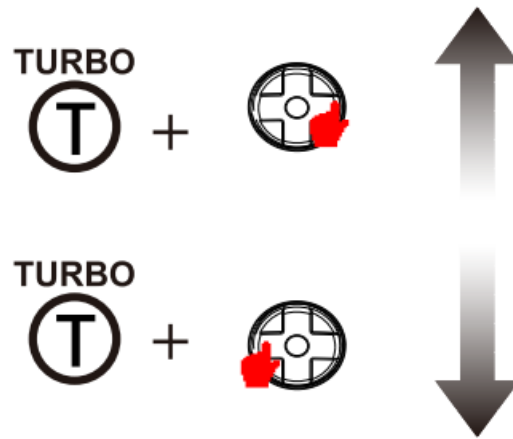
Pressing TURBO multiple times on the same button will produce different effects. (See the figure below for details, denoted by LT) Direction Button (Up, Down, Left, Right) /A/B/X/Y/LT/ LB/ RT / RB/RT

Setting method



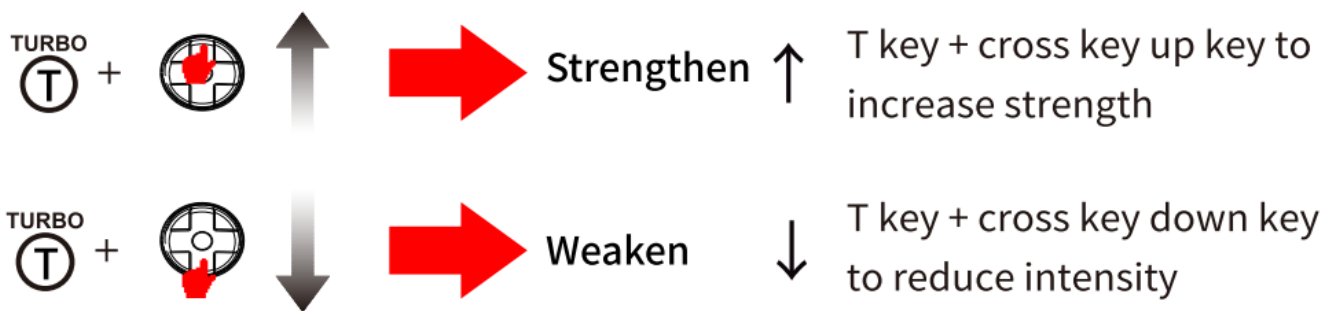
TURBO Speed Adjustment

Please note that: This controller has 3 speeds, s times/second, 10 times/second, and 20 times/second; Default to 10 times/second; No indicator light is required, but there is vibration feedback.



1. Press the T + cross key left to reduce the frequency of the turbo.
2. Press T + Crosshair right to increase the turbo frequency.

Motor vibration intensity adjustment (Switch only)



Hold down the T key, and then press the cross key up and down, you can raise /lower the intensity of the controller vibration, intensity 0, 25%, 50%, 75%, 100% four adjustable. (Adjustment success, the current vibration intensity prompted vibration 0.5 seconds, the controller needs to be adjusted in the connection state, the default intensity is 50%)

Battery status display

When the controller is low on power: 5 blinks per second at 30-second intervals. When the controller is fully charged: all lights go out when the controller is fully charged. When the controller is charging: the charging channel light blinks slowly when the the controller is turned off, and the charging light is prioritized when charging in the connected state.

Product Specification warnings

- Size: L153*W104*H63mm
- Weight: 207g(\$5g)
- Input specification: DC 5V 500mA
- Battery capacity: 600mAh@3.7V
- Execution standard: GB

1. Do not place the controller in direct sunlight.
2. Do not place the controller in the theater

3. Do not place heavy objects on the controller.
4. Avoid liquids or small particles
5. do not twist or pull the joystick.

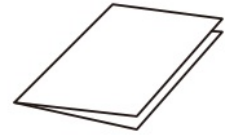
Package content



Game controller x 1



Type-C cable x 1



Instruction manual x 1

FCC Statement

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. This equipment has been tested and found to comply with the limits for a Class B digital device, under 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 by 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 the receiver.
- Connect the equipment to 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.


Caution

Any changes or modifications to this device not explicitly approved by the manufacturer could void your authority to operate this equipment.

RF Exposure Information

The device has been evaluated to meet general RF exposure requirements. The device can be used in portable exposure conditions without restriction.

Documents / Resources

	PHILIPS DLK5010 Wireless Game Controller [pdf] User Manual 2BHSJ-DLK5010, 2BHSJDLK5010, dlk5010, DLK5010 Wireless Game Controller, DLK5010, Wireless Game Controller, Game Controller, Controller
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References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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