Targetever AL-K10 Wireless Game Controller User Manual

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Contents

Product Diagram
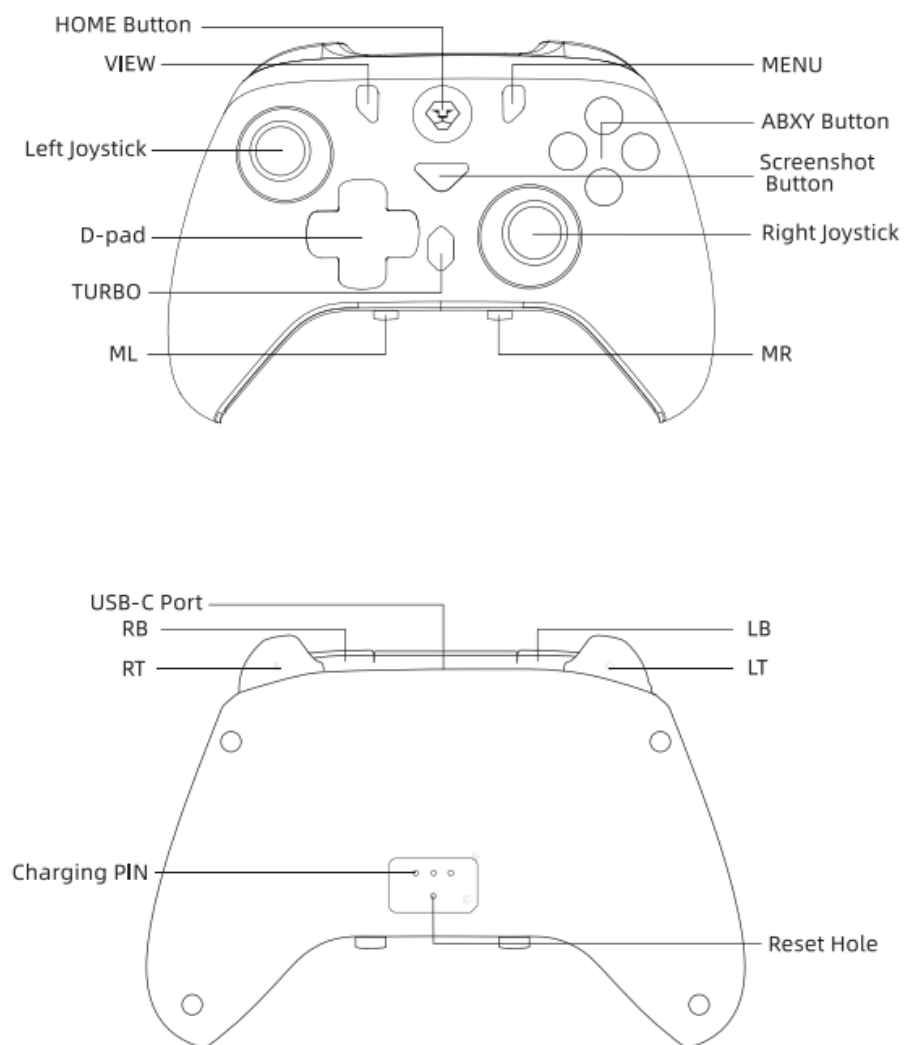
HOME Button

VIEW

Left Joystick

D-pad

TURBO

ML

MENU

ABXY Button

Screenshot Button

Right Joystick

MR

USB-C Port

RB

RT

LB

LT

Charging PIN

Reset Hole

Supported Devices

Platform	System	Connection Method	Mode
PC	Windows 7/8/10/11	Receiver/USB	X INPUT Mode PC-SWITCH Mode D INPUT Mode
SWITCH		BT	
Android	Android 4.2	BT	Android HID
IOS	10513.3+	BT	MFI Games

Controller on/off

Power on/re connection: Press the HOME button to turn on the controller and enter re connection search mode.
Shutdown: Press and hold the HOME button for 5 seconds to shut down
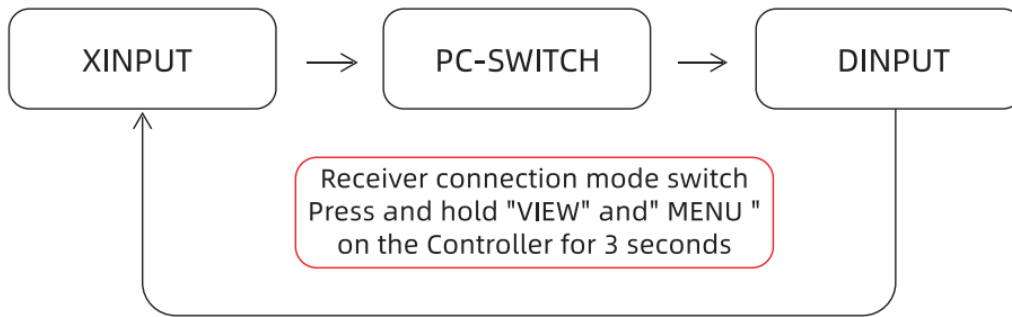
PC Platform Usage

Receiver connection

1. Plug the receiver into the USB port of the PC;
2. When the Controller is turned off, press and hold the HOME button, and the Controller channel indicator will

flash quickly to enter the pairing state;

3. The connection is successful, and the Controller channel indicator LED2+LED3+LED4 is always on;

PC mode switching
Long press **[VIEW]** and **[MENU]** on the handle for 3 seconds to switch between PC platform mode

```
┌──────────┐      ┌──────────┐      ┌──────────┐
│  XINPUT  │ ───> │ PC-SWITCH│ ───> │  DINPUT  │
└──────────┘      └──────────┘      └──────────┘
     ↑
     │    ┌────────────────────────────────────┐
     │    │   Receiver connection mode switch  │
     └────│  Press and hold "VIEW" and" MENU " │
          │     on the Controller for 3 seconds│
          └────────────────────────────────────┘
```

X INPUT mode: Suitable for Games for Windows games and steam platform controller games
PC SWITCH mode: Suitable for **STEAM** platform controller games, and **SWITCH** simulator games

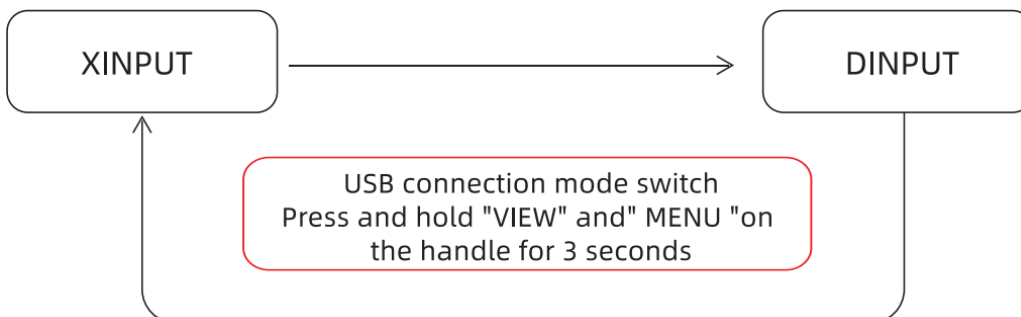| Mode	Pilot lamp	Device identifier
XINPUT	LED2+LED3+LED4	Xbox 360 Controller for Windows
PC SWITCH	LEDT	Pro Controller
DINPUT	LED1+LED3+LED4	Game pad

USB wired connection

XINPUT/DINPUT mode
Use the USB-C data cable to connect the controller to the USB port of the PC

Mode	Pilot lamp	Device identifier
XINPUT	LED1+LED4 Slow Flash	Xbox 360 Controller for Windows
DINPUT	LED2+LED3 Slow Flash	Game pad

XINPUT/DINPUT mode
switchover In XINPUT mode, hold down [VIEW] and IMENU] on the handle for 3 seconds to switch to DINPUT mode.

```
┌──────────┐                              ┌──────────┐
│  XINPUT  │ ───────────────────────────> │  DINPUT  │
└──────────┘                              └──────────┘
     ↑
     │    ┌────────────────────────────────────┐
     │    │    USB connection mode switch       │
     └────│  Press and hold "VIEW" and" MENU "on│
          │     the handle for 3 seconds        │
          └────────────────────────────────────┘
```

PC SWITCH mode

1. When the Controller is off, press and hold the Controller [R3] button (press down the right rocker), and connect

the USB port of the PC through the USB- C data cable Controller;

2. If the Controller channel indicator LED 1 blinks slowly, the Controller is connected successfully.
3. Controller device identifier: Pro Controller

Bluetooth connection

XINPUT mode

1. open the computer Bluetooth – Add device page;
2. When the Controller is off, long press the Controller [X] and [HOME] for 3 seconds, release the hand when the LED1+LED4 channel indicator flashes quickly, and the Controller is paired;
3. in the computer Bluetooth Settings interface search: Xbox Wireless Controller for pairing connection;
4. the connection is successful, the LED1+LED4 channel indicator is steady on;
5. **Device identifier:** Xbox Wireless Controller.

SWITCH platform use

Bluetooth connection

1. On the main interface of **SWITCH,** click: Controller → Change grip/sequence;
2. When the Controller is turned off, long press [HOME] button on the controller for 3 seconds, and the Controller channel indicator will flash quickly to enter the pairing state;
3. After 3 to 5 seconds, the corresponding channel indicator of the Controller is steady on, indicating that the connection is successful.

Wake up the SWITCH host function

1. In Bluetooth connection mode of the game pad, when the **SWITCH** enters sleep mode, press **[HOME]** button of the game pad to connect back and wake up the **SWITCH** host.
2. If the controller fails to wake up the **SWITCH** host, wake up the host manually.

Wired connection

1. On the **SWITCH** main interface, click: Settings → Controller and sensor Wired connection of professional Controller → Open;
2. Connect the Controller to the host with TOG converter head and data cable when the Controller is off;
3. The corresponding channel indicator of the Controller blinks (the Controller is always on when it is fully charged), and the Controller is connected successfully.
   Note: If the **SWITCH** base is used, use the **TYPE-C** data cable to connect the controller to the USB port on the base.

Android platform use

Bluetooth connection

1. When the Controller is off, long press the Controller **[A]** and **[HOME]** for 5 seconds, release the hand when the **LED2+LED3** channel indicator flashes quickly, and the Controller is paired;
2. Open the Android device Bluetooth search "Game pad" for pairing, after the connection is successful, **LED2+LED3** channel indicator light is on;
3. If the Bluetooth pairing connection is not successful, the Bluetooth pairing mode will be automatically turned off after about 2 minutes and 30 seconds.

Use on ios platform

Bluetooth connection

1. When the Controller is off, long press the Controller **[X]** and **[HOME]** for 3 seconds, release the hand when the **LED1+LED4** channel indicator flashes quickly, and the Controller is paired;
2. Turn on the Bluetooth of IOS device and search "Xbox Wireless Controller" for pairing. After the connection is successful, the **LED1+LED4** channel indi- cator will be on;
3. If the Bluetooth connection is not successful, the Bluetooth pairing mode will be automatically turned off after about 2 minutes and 30 seconds.
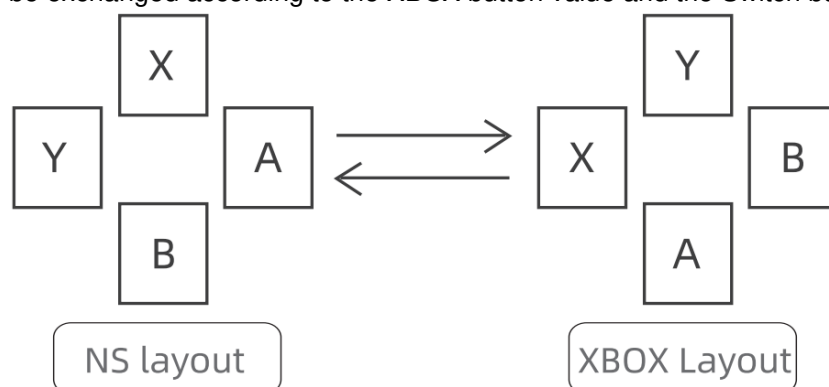
Controller calibration function

When the Controller rocker or the body sense is abnormal, the Controller can be calibrated

1. In the startup state, press **[X],** [-] and [**+**] on the Controller for 1 second, and the **LED1+LED2** indicator light on the Controller channel flashes alternately to enter the rocker calibration state;
2. When the rocker is calibrated, the left rocker and right rocker of the Con- troller rotate 2 to 3 turns maximum;
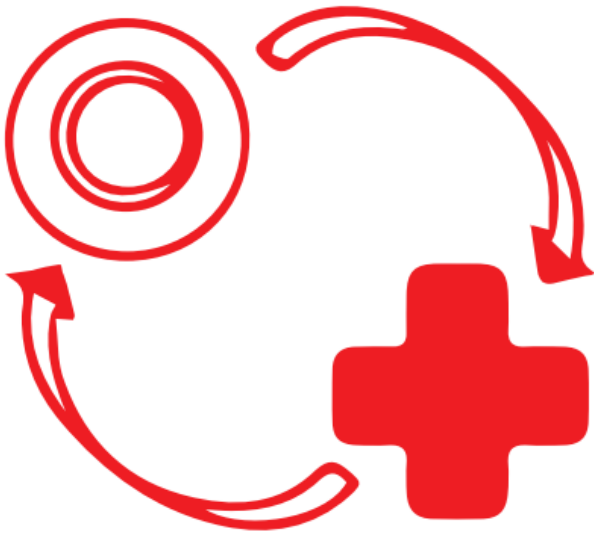3. After the Controller is placed on the horizontal table, press [+] to complete the calibration.

ABXY button exchange function

When turned on, By combining the buttons [B], [VIEW], and [MENU] for 1 second, the ABXY printing symbol can be exchanged according to the XBOX button value and the Switch button value
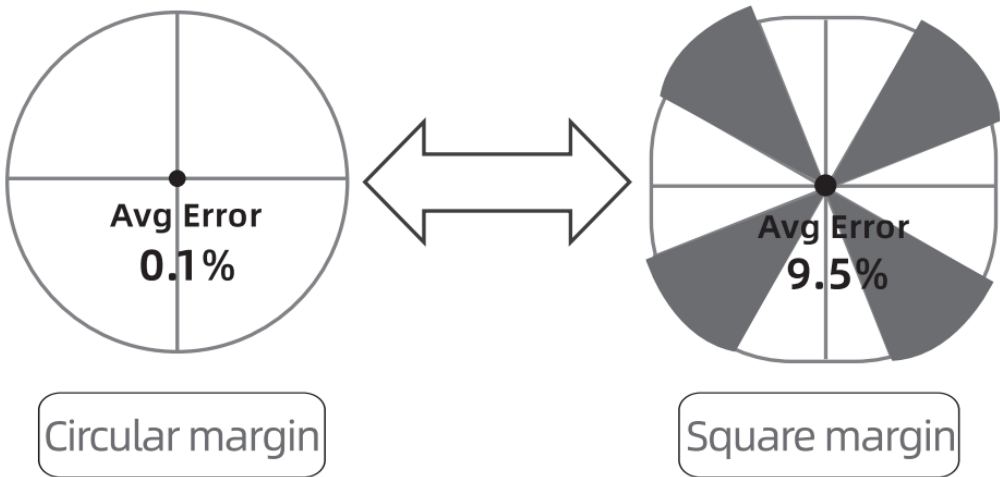

Swap direction button with left joystick

When turned on, By combining the buttons [L3], [VIEW], and [MENU] for 1 second, the left joystick can be swapped with the cross button values.

Joystick edge switch

In the startup state, long press [TURBO] and [Screenshot Button] for 2 seconds, and the edge of the Controller rocker can be switched round/square by default

Avg Error 0.1%

Circular margin

Avg Error 9.5%

Square margin

Somatosensory mapping associated rocker

Associate joystick on/off	Somatosensory mapping to the left rocker	Long press [MENU] and [L3] for 3 second
	Somatosensory mapping to the right joystick	Long press [MENU] and [R3] for 3 second
Axis reversal switching	X-axis inversion	Long press [MENU] and [X] for 1 second
	Y-axis inversion	Long press [MENU] and Moor 1 second
Sensory sensitivity adjustment	Y-axis sensitivity increases	[MENU] and [Arrow buttons – Up]
	Y-axis sensitivity decreased	[MENU] and [Arrow buttons – Down]
	X-axis sensitivity increased	[MENU] and [Arrow buttons – Right]
	X-axis sensitivity decreased	[MENU] and [Arrow buttons – Left]
	Sensitivity has 5 levels : 20-40-60-80-100(default is 80)	

RGB light effect Settings

RGB light effect on/off	[A] and [VIEW] and [MENU]	
RGB light effect switch	[VIEW] and [Arrow buttons – up]/ [VIEW] and [arrow buttons – down]	
Steady on mode color adjustment	Forward regulation	[VIEW] and [Arrow buttons Right]
	Reverse regulation	[VIEW] and [Arrow buttons – left]
Brightness adjustment	Increase brightness [	VIEW] and [left rocker – up]
	Reduce brightness	[VIEW] and [left rocker downl

Macro programming Settings

Programming key default
[ML = Arrow key-left [MR] = Arrow key – right

Macro action keys can be set
Left stick (up and down left and right), right stick (up and down left and right), A, B, X, Y, LB, LT, RB.RT, L3, R3, arrow keys, VIEW, MENU
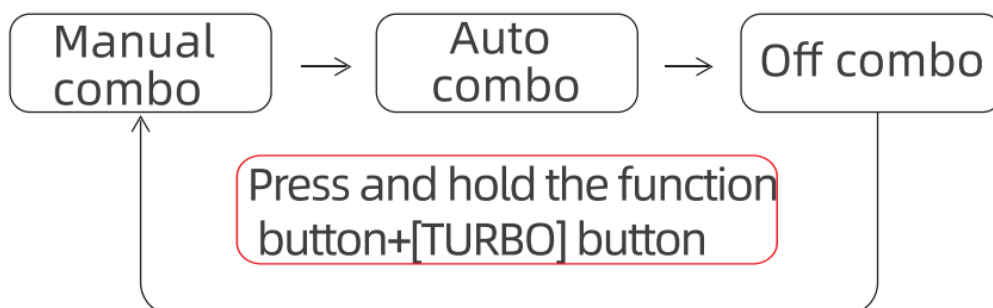
Macro programming setup steps

1. Press and hold the [TURBO] and [ML]/[MR] keys for 2 seconds, the channel indicator LED2+LED3 will light up, and enter the macro definition program- ming function;

2. press the need to map the function key, such as B, X, Y, LB, LT, RB, input completed press [ML] / [MR] to exit the programming setting mode, macro programming ends;

3. When pressing [ML] / [MR], the programmed action can be triggered;

4. macro programming function keys, a programming can map 32 function keys

Macro programming clear
Press and hold the [TURBO] and [ML] / [MR] keys for 2 seconds, and the channel indicator LED2+LED3 will turn on Press the programming key [ML]/ [MR] to clear successfully

TURBO continuous sending Settings

1. TURBO function buttons can be set : A, B, X, Y, RB, LB, RT, LT, R3 L3, and directional button

2. Press and hold down the function key and [TURBO] key to set the function key for continuous sending.

3. **TURBO clear**

   Hold down the [TURBO] button for 5 seconds to disable all function button combo functions

4. **TURBO combo speed adjustment**
    1. The speed of **[TURBO]** and **[MENU]** combo increases
    2. The speed of **[TURBO]** and **[VIEW]** combo slows down

Handle vibration setting

1. **Vibration four gear settings**: strong (100%), medium (70%), weak (30%), and off (0%)
2. **Default setting**: Medium
3. **Vibration gear setting**: Hold down the TURBO button and do not release it, then move the left 3D joystick up/down Adjustable vibration intensity.

    During weak vibration: the channel indicator light LED1 flashes once

    During medium vibration: the channel indicator light LED1+LED2 flashes once

    When subjected to strong vibration: the channel indicator lights LED1+ LED2+LED3 flash once

    Turn off vibration: Channel indicator lights LED1+LED2+LED3+LED4 flash once

Charging function

Charge using a USB-C cable
Charging power: standard USB5V voltage, you can use mobile phone charger, computer and other USB interface to charge the handle, the handle full charge time is about 3 hours, you can use the fast charging head to charge.

Charging instructions:

1. Charging when the Controller is off: the channel indicator flashes slowly at the same time, and the channel indicator is extinguished after full charging;
2. Charging in the working state of the Controller: the channel indicator in the current mode blinks slowly, and the channel indicator is steady on after being fully charged.

Low power alarm:
When the battery power of the Controller is less than 20%, the ambient RGB light is off, and the current connection mode channel indicator blinks quickly.

Sleep function

1. Manual sleep: After long press the [HOME] button for 5 seconds, the Bluetooth connection is disconnected and enters the sleep shutdown state;
2. When the Controller is paired for the first time, if there is no connection within 2 minutes and 30 seconds, it will enter the sleep state;
3. the Controller in the working state, after 5 minutes without any button, shaft action into sleep;
4. In the sleep state, press the [HOME] button on the controller to connect back to/wake up the SWITCH host.

Reset function

Reset:
When the Controller malfunctions, crashes, or other abnormalities occur, press the reset hole switch on the back of the Controller for 1 second to perform the reset operation.
Set reset:

Hold down the [TURBO] key for 10 seconds to reset. After the reset, the TURBO vibrates and the macro programming restores to default Settings.
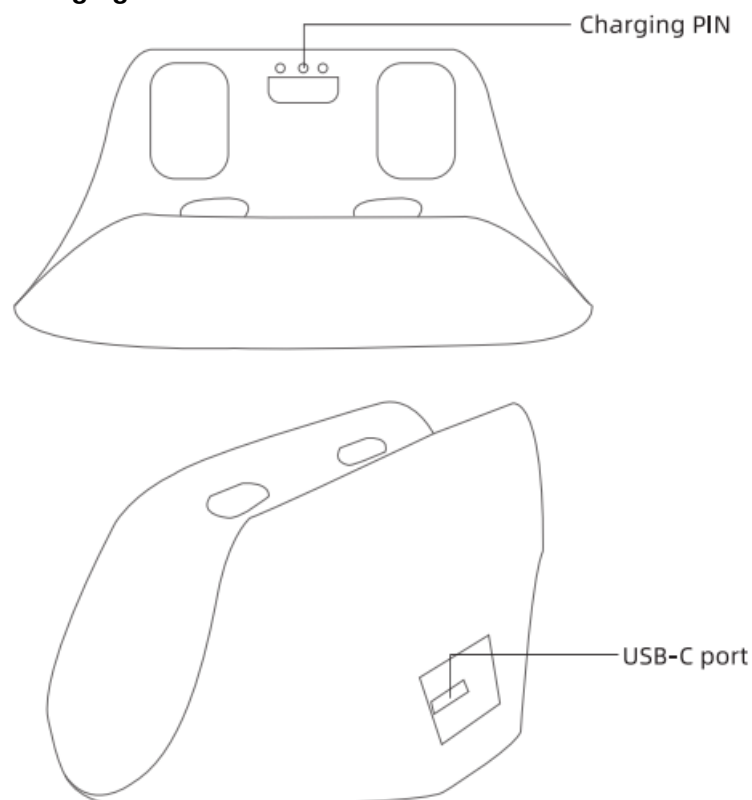
APP software download description

Supports 10S and Android phones to download the "KeyLinker"APP for connection, and can be programmed and upgraded through the APP
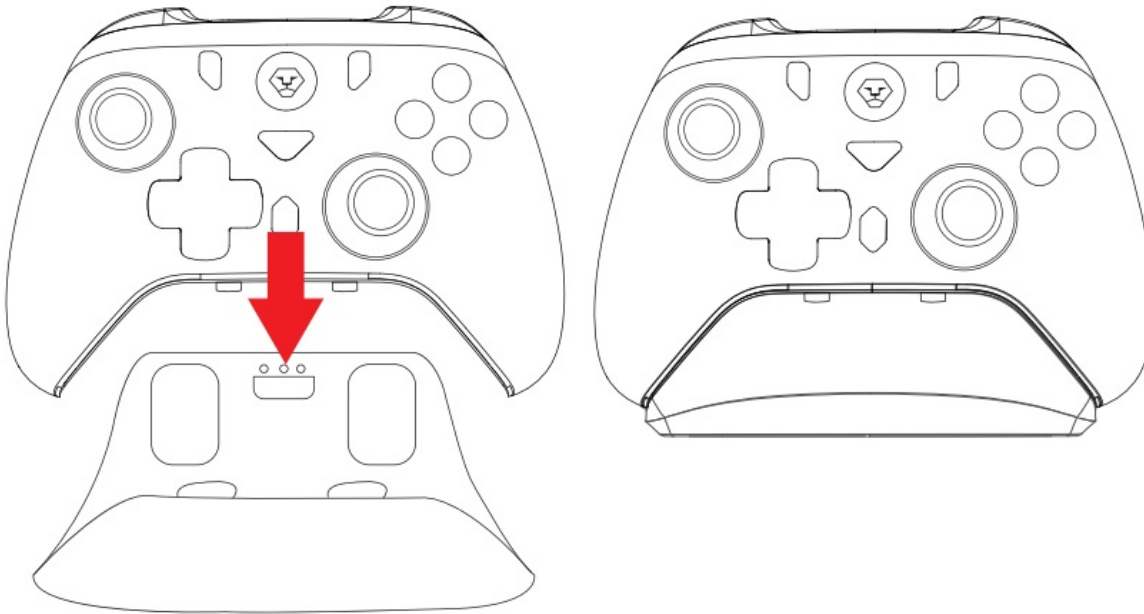**Key Linker APP download QR code**

Charging base and use method

Charging base icon

Charging function

1. Use a USB-C data cable, connect the charging dock to a PC interface, or power it through a DC 5V power supply.
2. the handle is placed in the charging base to charge the handle.
3. The handle is placed on the charging base. When the handle is operated without shaft for 5 minutes and pressed, the handle will automatically enter the sleep state.
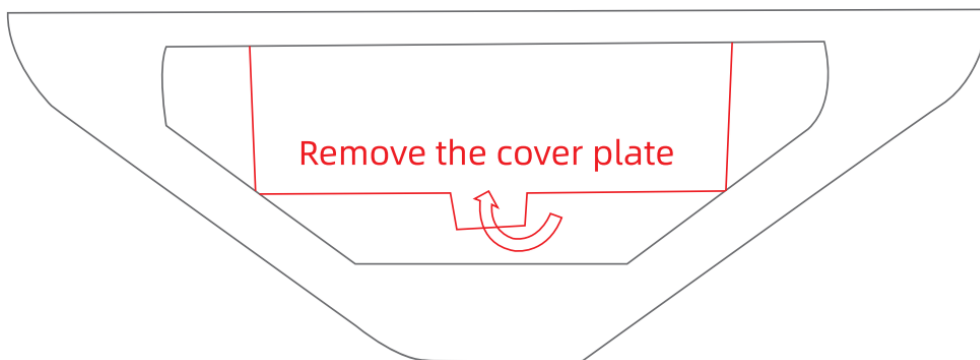
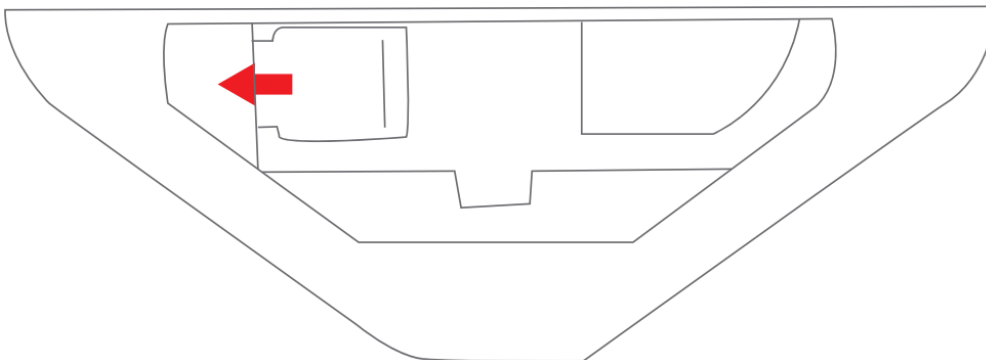4. After the handle is removed from the charging base, the handle automatically enters the connect-back state.

Receiver connected to charging dock
The base can be used as a USBHUB

1. Open the cover of the charging base

Remove the cover plate

2. Insert the receiver into the USB-A port on the base, and fasten the cover.

Matters needing attention

- This product should be stored well when not in use;
- This product can not be used in a humid environment, storage;
- When the product is used or stored, it should avoid dust and heavy pressure as far as possible, so as not to affect the service life;
- This product due to improper use caused by flooding, crashing or broken, electrical performance problems,

please stop using;

- Do not dry it with external heating equipment such as microwave oven;
- If there is damage, please send it to the maintenance department in time, do not disassemble it by yourself;
- Do not allow children to play with this product.

Product Specifications

Product Model	AL-K10
Product Name	Wireless gamepad
Working Power Supply	DC 5V
Charging Current	400mA
Working Current	Less than 80mA (without vibration and RGB)
Product size	162.5* 106.5 * 56mm
Product weight	242g
working Temperature	5-45°C
Storage Humidity	20~80%

Controller Button Value Table

Button value Button screen printing	pc XINPUT	NS	Android HID	iOS
Left Joystick	Left joystick	Left joystick	Left joystick	Left Joystick
Right Joystick	Right joystick	Right Joystick	Right Joystick	Right Joystick
Cross button	Cross button	Cross button	Cross button	Cross button
A	A	A	A	A
B	B	B	B	B
X	X	X	X	X
Y	Y	Y	Y	Y
LB	LB	L	LI	LI
LT	LT	ZL	L2	L2
L3	LSB	L3	L3	**L3**
RB	RB	R	RI	R1
RT	RT	ZR	R2	**R2**
R3	RSB	R3	R3	R3
VIEW	BACK	–	**SELECT**	**?coruebelnegok**
MENU	START	+	START	Pause
0		**0**		
HOME	**HOME**	**HOME**	**HOME**	

FCC Caution

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.

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

Documents / Resources

	Targetever AL-K10 Wireless Game Controller [pdf] User Manual HG06AZX01, 2BDJ8-HG06AZX01, 2BDJ8HG06AZX01, AL-K10 Wireless Game Controller, AL-K10, Wireless Game Controller, Game Controller, Controller

References

- **User Manual**