HAT-002 (EDEV)

Usage Manual

Version 2.0

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EDEV

The EDEV is a piece of SWITCH development hardware that closely resembles the SWITCH retail product in shape.

Because the EDEV looks like the SWITCH retail device and has a built-in battery, you can use it to test applications in a cable-free environment.

Figure EDEV

Components

EDEV Console

Figure Appearance of the Switch system

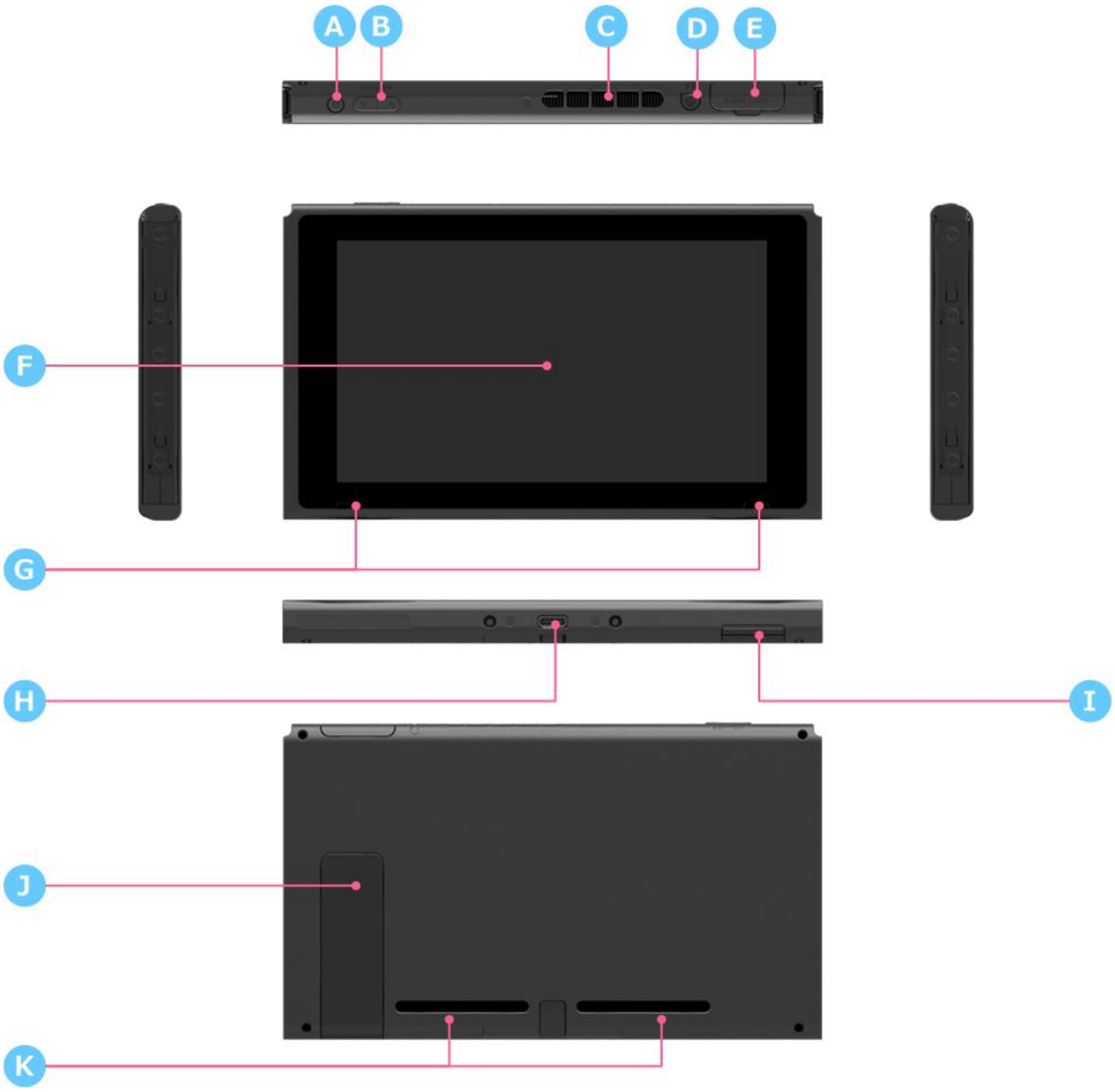

Table Descriptions of Each Component

Numbers Within the Figure	Name	Description
A	POWER Button	Operates the console sleep mode and turns the console on and off.
B	Volume buttons	Two buttons for adjusting the volume.
C	Air vent	The air vent for the console cooling fan.
D	Headset jack	The device does not have a built-in mic. A headset must be connected to this port to use in-game chat or similar features.
E	Game card slot	A new game card slot. The game cards for previous hardware platforms, such as Nintendo 3DS, are not compatible, and cannot be inserted.
F	LCD/Touch Screen	6.2-inch IPS LCD screen (1280 × 720 resolution). A capacitive multi-touch panel that detects multiple points of contact will be provided. Up to 10 touch points can be detected at the same time.
G	Speakers	We plan to use two speakers of the same quality as those used in the New Nintendo 3DS.
H	USB connector (Type-C shape)	Used to charge the Switch console and to connect to the Switch dock.
I	microSD card slot	One microSD card slot is provided. Supported card types include SD, SDHC, and SDXC.
J	Stand	Built-in stand that supports the Switch so that it can stand on its own. Using this stand, the Joy-Con controllers can be detached and the Switch console stood up and used as a

Numbers Within the Figure	Name	Description
		display for gameplay.
K	Air intake	The air intake holes for the console cooling fan.
–	NX-SoC	SoC equivalent to Tegra X1 from NVIDIA.
–	Main memory	4 GB of LPDDR4. This memory (VRAM) is also used for displaying graphics on the screen. We are currently considering how much memory will be available for application use.
–	System memory	32 GB.
–	Wireless	IEEE 802.11 a/b/g/n/ac and Bluetooth 4.0 +LE are included. We are currently considering a proprietary protocol for local communication based on IEEE 802.11 n.
–	Accelerometer	This sensor detects changes in inclination and motion.
–	Gyro sensor	This sensor detects changes in angle and rotation speed.
–	Brightness Sensor	A sensor to adjust the LCD brightness based on the ambient brightness.
–	Cooling fan	Fan to cool the device surface and internal components.
–	Battery pack	A 4310-mAh rechargeable battery is included. Battery charges last for approximately three hours (the same as for the Nintendo 3DS). This estimated duration is under normal conditions and use, and the actual duration may differ depending on actual usage conditions.

Turning the EDEV ON and Off

Turn on the EDEV by pressing the POWER Button on the top of the EDEV console.

When the EDEV system is on, you can turn the power off by pressing the POWER Button on the top of the hardware device and keeping it held down for at least 12 seconds until the screen turns off.

Regulations for Equipment Use

- 5150-5350 MHz band is restricted to indoor operation only.
- High-power radars are allocated as primary users (i.e. priority users) of the bands 5250-5350 MHz and 5650-5850 MHz and that these radars could cause interference and/or damage to LE-LAN devices.
- The available scientific evidence does not show that any health problems are associated with using low power wireless devices. There is no proof, however, that these low power wireless devices are absolutely safe. Low power Wireless devices emit low levels of radio frequency energy (RF) in the microwave range while being used. Whereas high levels of RF can produce health effects (by heating tissue), exposure of low-level RF that does not produce heating effects causes no known adverse health effects. Many studies of low-level RF exposures have not found any biological effects. Some studies have suggested that some biological effects might occur, but such findings have not been confirmed by additional research. [EDEV console (HAT-002)] has been tested and found to comply with FCC/IC radiation exposure limits set forth for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines and RSS-102 of the IC radio frequency (RF) Exposure rules.