
1. summarize:

According to the demand of PXN, we developed a Bluetooth handle for Switch+PC platform for the customer。

2. Functional characteristics:

2.1 FOR switch, PC COMPUTER。

2.2 Switch host platform has sensor six axis somatosensory function.

2.3 The controller supports one-button wake up function on the Switch host platform。

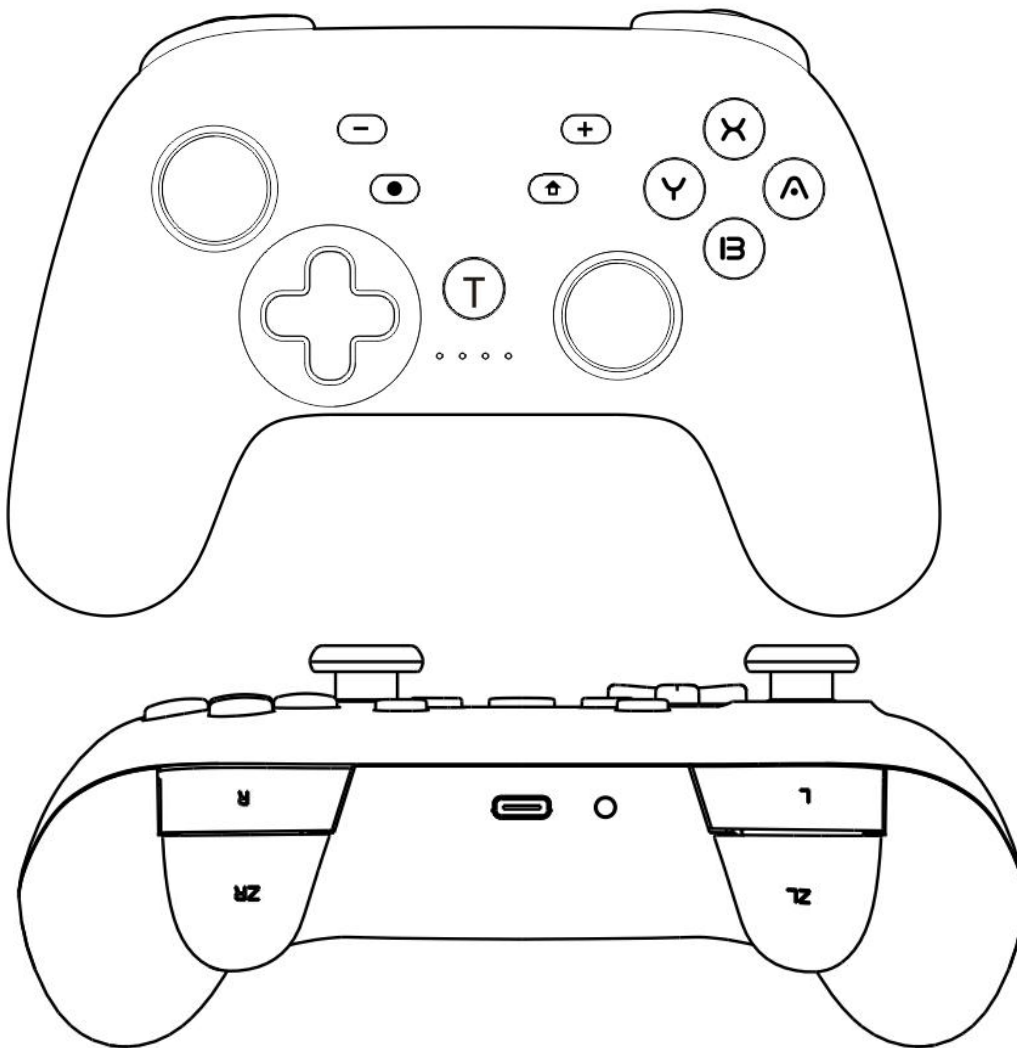
2.4 Built-in double vibration motor, support switch, PC game vibration function

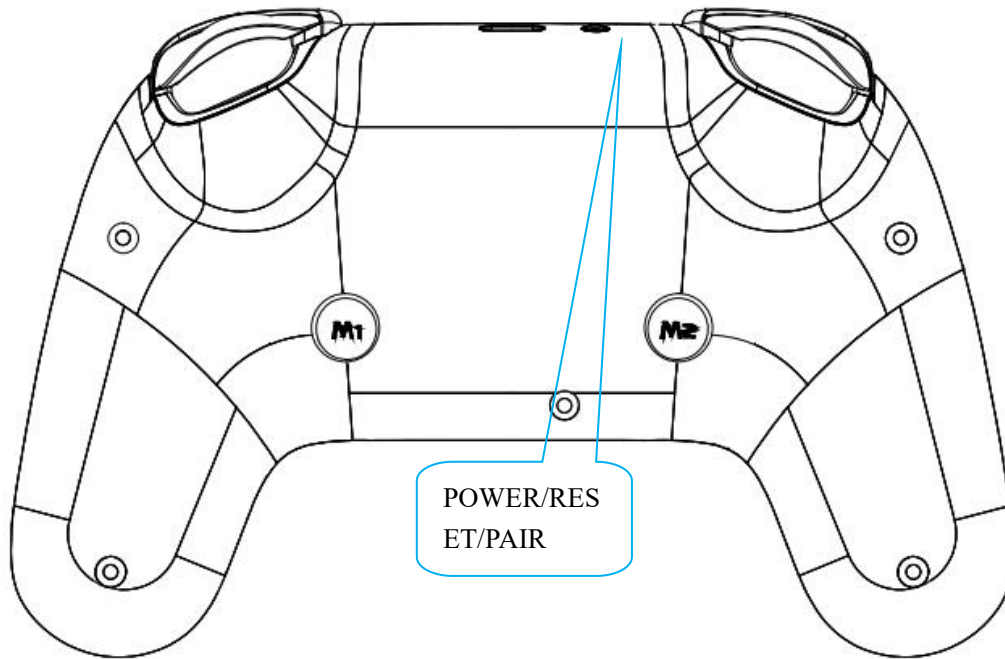
2.5 Built-in 550mAh lithium battery, intelligent power saving technology, provide longer game time。

2.6 The gamepad supports mobile APP for key setting and programming。

2.7 The controller supports sleep function.

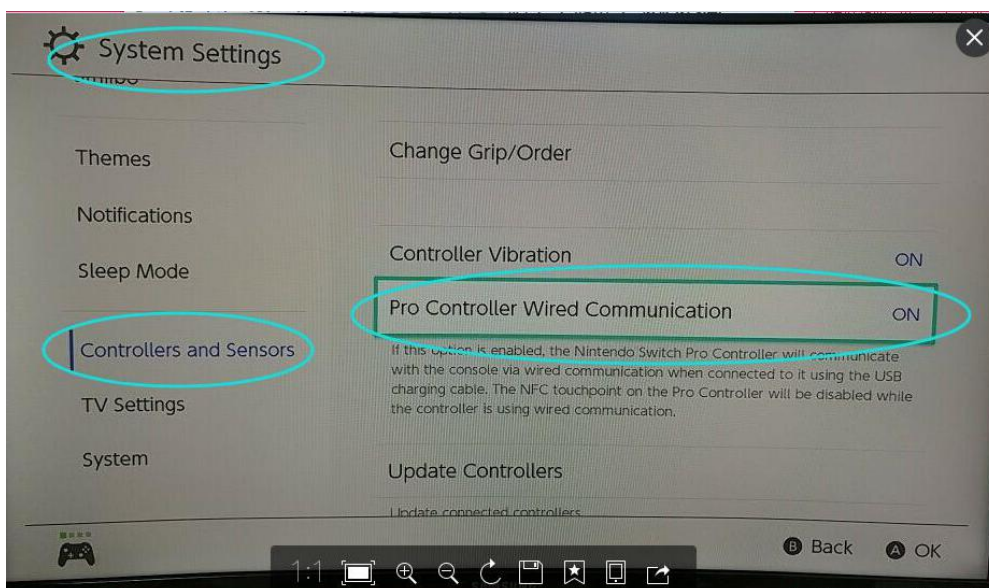
3. product quality:





4. Directions for use:

4. 1 The first step is to turn on the wired Settings in the host as shown below:



4. 2 ON/OFF:

4. 2. 1 ON: Long press the "Power" button for 2-3 seconds to start the handle, and four LED flashing cycles。

4. 2. 2 OFF: Short press "power" key reset shutdown。

4. 3 he attachment method:

4. 3. 1 Switch Host usage:

4. 3. 2 Bluetooth connection:

4. 3. 2. 1 Click the SWITCH host (Home) button to return to the main interface, enter the handle "Change grip/order"。

4. 3. 2. 2 Long press the power button of the handle (2-3s) to enter the pairing state, and the LED light of the

handle blinks periodically to enter the connection state;

4. 3. 2. 3 After 3 to 5 seconds, the LED1 indicator on the handle is steady on, indicating that the connection is successful。

4. 3. 3 The cable connection:

4. 3. 3. 1 Choose from the icon below the main interface of SWITCH: Settings → Gamepad and sensor → Select the wired connection option of Pro gamepad and make sure it is enabled。

4. 3. 3. 2 When the handle is off, connect the handle to the main machine with OTG converter head and data cable。

4. 3. 3. 3 The LED1 indicator blinks, and the handle is connected successfully。

For SWITCH base: Connect handle to base with data cable。

* If the currently connected handle is P2, LED1+LED2 will be on at the same time。

4. 3. 4 In Bluetooth connection mode, you can press the HOME button of the handset to connect to and wake up the Switch。

4. 3. 5 Connect to PC :(in PC mode, the key value is the same as the silkscreen key value)

4. 3. 5. 1 Wired connection: mode is X-input key value handle。

Connect the handle to the USB interface of PC directly with THE USB cable。

The computer will prompt you to find new hardware and complete installation. The LED2 indicator on the handle blinks (when the battery is full, the LED2 indicator is long on), indicating that the connection is successful。

4. 3. 6 PCBluetooth connection:

4. 3. 6. 1 Long press the "reset" button of the handle for 3s to enter the pairing state, and 4 LED lights flash cyclically to enter the connection state。

4. 3. 6. 2 Connect it on PC Bluetooth interface, and then use it on Steam platform。

4. 4 Low power warning:

4. 4. 1 The current connection mode indicator blinks slowly。

4. 4. 2 Shutdown voltage: 3.3V 。

4. 5 Charging tips:

4. 5. 1 Charging: Insert the charging cable. The current mode indicator blinks slowly and is steady on when fully charged。

4. 5. 2 Power off state charging: insert the charging cable, four LED lights flashing, full of four LED lights on。

4. 6 Controller sleep function :

4. 6. 1 In the case of shutdown: long press the left rocker lever on the handle and press +L shoulder key to adjust the sleep time up and down through the cross key:

Sleep 5 minutes when the LED1 light at the same time;

Sleep 10 minutes when LED1+LED2 light at the same time;

Sleep 20 minutes LED1+LED2+LED3 light at the same time;

Sleep off: LED1+LED2+LED3+LED4 light on at the same time。

When the handle is connected back, it will enter the sleep state without connection for 30 seconds。

4. 6. 2 When the handle is connected back, it will enter the sleep state without connection for 30 seconds。

4. 6. 3 In the first pairing state, the gamepad enters the sleep state without connection for 60 seconds。

4. 6. 4 When the handle is in working state, it will enter sleep after 5 minutes without any button or shaft action;

4. 6. 5 When sleeping, press the HOME button of the gamepad to connect and wake up the switch host。

4. 6. 6 By default, the controller will wake up when there is no action for 5 minutes

4. 6. 7 Sleep current: less than 50uA。

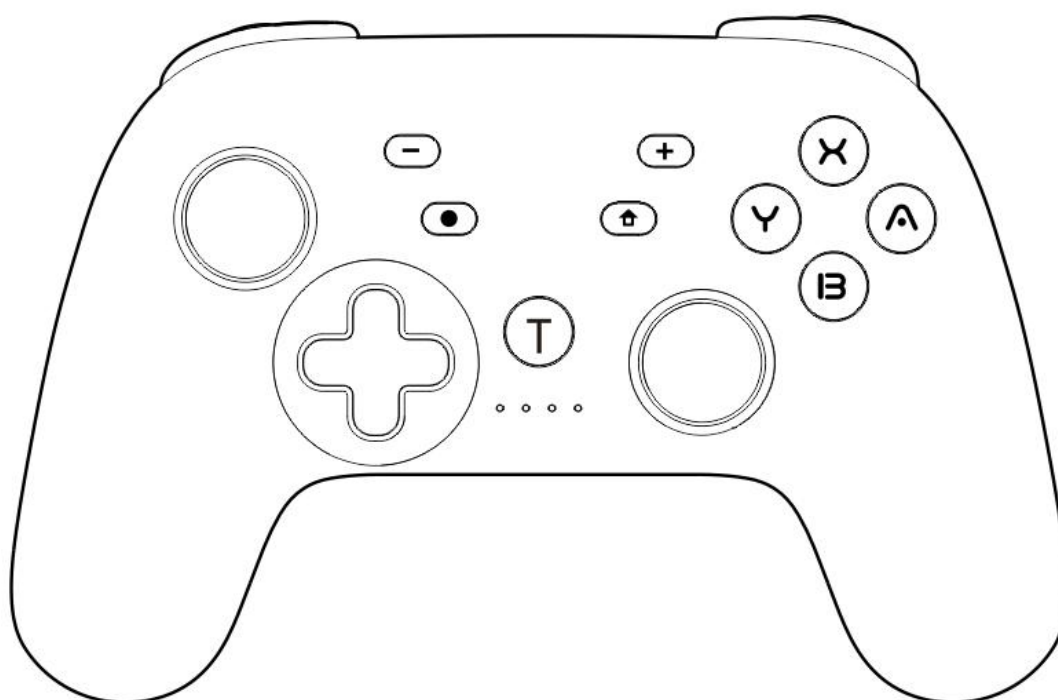
4. 7 Handle sensing /3D rocker calibration:

Under sleep state, press L3+R1 to enter calibration, and the four LED lights of the handle flash alternately in two groups. At this time, place the handle on the horizontal desktop, and press the + key of the handle. After releasing the key, sensor calibration and 3D rocker calibration will be automatically completed 3 seconds later.

(3D rocker calibration: it can solve the problem that the rocker does not return when the user mistakenly touches the rocker during startup/reconnection)

4. 8 swipe card use:

4. 8. 1 Swipe card location map:



4. 8. 2 In the game, use the card of the corresponding game as prompted。

4. 9 Handle vibration adjustment function:

After connecting the machine, TURBO key + left 3D up and down adjust motor vibration intensity, the fourth gear can be adjusted: 0(vibration off)-- 30% (weak)-- 70% (medium)-- 100% (strong), default power on 70% (medium).

weak: LED1 flash, motor low vibration。

Medium: LED1+LED2 flash, vibration in the motor。

- strong: LED1+LED2+LED3 flash, motor strong vibration。

Off: all LED off, motor does not vibrate。

Note: Handle vibration adjustment has memory function。

4. 10 TURBO (Supports continuous transmission in any mode or connection mode)

4. 10. 1 The buttons for setting the TURBO function are A, B, X, Y, L, R, ZL, and ZR。

4. 10. 2 TURBO (Supports the TURBO function in any connection mode and in any mode)

4. 10. 3 TURBO setting:

Normal connection Settings: When you press T and function keys at the same time, the Orange indicator of the Turbo key blinks (6 times per second).

Automatic serial setting: Press "T and function key" again under normal serial setting, and automatic serial setting is triggered when the turbo key is pressed. The orange indicator blinks (4 times per second)。

4. 10. 4 TURBO Clearing: If you press T and at the same time, the continuous transmission function of the key is disabled. The Turbo key orange indicator does not blink。

4. 10. 5 All TURBO keys are cleared:

Press T and - at the same time to cancel the sequential key function.

Press the "HOME" switch to return to the HOME screen and cancel the serial button function for all Settings.

T+ right rocker can set the continuous speed 5 10 15 continuous speed can be reflected in the orange flashing turbo lamp.

4. 11 MACRO function (support programming function in any connection mode and in any mode)。

4. 11. 1 At the same time, press any programming key M(M1-2) and then hold down T. The white indicator of the Turbo key is on to enter the programming state。

4. 11. 2 Press the action keys that need to be programmed, such as left joystick (up and down left and right), cross key (up and down left and right), ABXY, L\R\ZL\ZR\L3\R3 for input。

4. 11. 3 After editing, press the programming key M, and the white light will turn off, while the orange light will turn on. (Each group of macro programming, programmable 16 action keys, when the action keys more than 16, the end of programming, white light off)。

4. 11. 4 Macro programming function call: press the M key。

4. 11. 5 Macro programming function clear:

4. 11. 5. 1 Press the M(M1-2) programming key again and then hold down the T key. The white indicator of the Turbo key is on to clear the programming status。

4. 11. 5. 2 Then press the programming key M, you can clear the programming of the macro key, clear the white light off, orange light long bright。

4. 11. 5. 3 When the M1/M2 programming key is functional, call test is required (restore to the factory macro parameter, press M1/M2 and T key to enter the programming mode, then the WHITE light of T key is steady on, and hold down M1/M2 for four seconds to restore the orange light, then M1/M2 can be restored to the factory default macro parameter)。

4. 12 Reset function:

If the gamepad functions improperly, freezes, or is abnormal, you can press the power button of the gamepad to reset and connect the gamepad again.

4.13 APP Functions:

4.13.1 Handle can be connected to APP in wired PC, Bluetooth PC, Bluetooth Switch and wired Switch.

4.13.2 The gamepad can be connected to the mobile APP when it is connected to swTICH, PC and other devices.

4.13.3 Contents set through the APP can be synchronized to the gamepad instantly.

4.13.4 Report data to APP based on the content of handle Settings (serial, sleep, vibration, macro programming, etc.), so that the APP can display the current handle setting information

4.13.5.1 Programming Functions

A. Macro programming function

For M1\M2 key a set of 16 action keys, can be set: left rocker, right rocker, cross key, ABXY, L R ZL ZR, L3 R3 + -Macro programming function cycle switch.

B. Key programming function

Programmable copy of a single action key for cross keys, ABXY, ZR, L3 R3 + - keys.

4.13.5.2 Rocker adjustment function

A. Virtual position adjustment function of rocker

Adjustable starting virtual position and tail virtual position, default three joystick virtual position value competition, fighting, standard.

B, rocker and cross key exchange function

The click-button joystick function is interchangeable with the cross key function.

C, left rocker and right rocker interchangeable function

Click the button left rocker and right rocker function can be carried out wreath

4. 13. 5. 3 Vibration adjustment function

Vibration stepless adjustment, 0-100 value for adjustment。

4.13.4.4 Continuous transmission rate adjustment function

A, automatic continuous transmission function switch

B, continuous rate of 1-20 times/second adjustment

4.13.5.5 Handle sleep time adjustment function

By default, it takes 5 minutes to sleep without operating the handle

Sleep time is adjusted 5, 10, 20, close sleep

4.13.5.6 Handle power indicator function

Display the battery information of the handle on the APP interface

4.13.5.7 Handle somatosensory calibration function

There is a somatosensory calibration button in the APP. After clicking it, you can perform somatosensory calibration on the handle.

4.13.5.8 Handle Button Test Function

When the handle button programming, rocker adjustment, vibration, continuous transmission and other Settings can be reflected in the current interface.

4.13.5.9 Macro programming key save/read function

The setting of programming, rocker adjustment, vibration, continuous transmission can be saved in the APP. The APP can also read previously saved Settings.

4.13.5.10 Macro programming key share function

Set key programming content users can share, go community as far as possible not to go backstage.

4.13.5.11 OTA function supported

Upgrade the gamepad through OTA when the gamepad is buggy or optimized.

5. Difficult to rule out:

5.1 If the device cannot be started, the built-in battery may be off. Please charge the handle with a USB cable before starting the device.

5.2 When the handset crashes or disconnects unexpectedly, keep the distance between the handset and the device close or reconnect the handset.

5.3 If the SIWTC game does not return, it needs to be recalibrated.

6. Matters needing attention:

6.1 Avoid strong vibration and do not disassemble, modify or repair by yourself.

6.2 Avoid storage in damp, high temperature, lampblack and other places.

6.3 Avoid water or other liquids entering the handle, which may affect the function of the handle.

6.4 Do not drop the handle into the fire because there are batteries in it, which may cause explosion.

6.5 The charging voltage of the product is USB4.5-5.5V DC power supply, otherwise it may not be charged or the product may be damaged.

6.6 Children should use the product under adult supervision.

6.7 If you have any quality problems or suggestions, please contact the seller or after-sales personnel.

7. Other parameters:

Search current: 16-20mA.

Operating current: 20mA.

Low power alarm: 3.4V.

Shutdown voltage: 3.3V.

Sleep current: less than 50uA.

Federal Communications Commission Notice

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.