

## product manual

<b>Product name</b>	<b>Game Wireless</b>
<b>Applicable platform</b>	<b>Switch gaming console /PC computer</b>
<b>Date</b>	<b>2018/08/03</b>
<b>Version</b>	<b>V1.0</b>

**Note:**

- 1.
  - 2.
  - 3.
  - 4.
  - 5.
- ※ If the following information is updated, it will be notified separately and subject to the final product physical parameters.

## –. product manual

<b>1.1</b>	This product is a wireless game controller that is compatible with the Switch game console. The product adopts the mode of Bluetooth wireless communication and console connection. Further increase the fun of the game in progress
<b>1.2</b>	This Switch wireless controller supports gyroscope axis function and supports motor vibration function
<b>1.3</b>	Support PC/PC360/PS3/ANDROID mode on the computer side.
<b>1.4</b>	Product supports Type-c data cable connection

## 二. Specification

<b>2.1</b>	Provide a set of cross direction keys: up, down, left, right arrow keys
<b>2.2</b>	Control keys * 4: A, B, Y, X keys. Clear black and white function button design, finger touch operation is more sensitive and fast.
<b>2.3</b>	Menu button Home button, SELECT- button, START+ button, with VIB screen capture button function.
<b>2.4</b>	2 left and right joysticks: 3D rocker with novel design, 360-degree precision operation
<b>2.5</b>	Function keys * 4: LB, RB, LT, RT new trigger and button switch design for a better grip.
<b>2.7</b>	Provides a player controller number indicator: displays the indicator that the user is the current player.
<b>2.8</b>	The controller uses Bluetooth wireless connection, which has strong anti-interference ability. When connecting the game, it makes you feel more comfortable, and the connection signal between the handle and the host is more stable.
<b>2.9</b>	The wireless product enters the sleep state for 5 minutes without any action, and the controller light goes out.

## 三、 Connect Console Operation

<b>3.1</b>	<p>1. Turn on the Switch console, wait for the switch console enter into the main interface, the console display is lit, the connected display shows the main screen of the console</p> <p>2. The steps of first time connect the console: Click controllers→change Grip/order one the console Menu interface, enter the console pairing mode, when all the previously connected controllers are automatically closed</p> <p>3. In the matching interface, press the HOME button 4-5S, the LED starts to flash rapidly, the controller enters the pairing mode, after 5 seconds, the controller is paired with the console ,one LED of the controller is always on, then press the A button to operate</p> <p>Note: For the first connection, if you do not enter this interface, the controller will not be automatically paired with the console</p> <p>4. When reconnecting for the second time, press the HOME button directly to connect to the console automatically. After connecting, press the A button to operate.</p> <p>5. In the sleep state of the controller, first press the HOME button, then press and hold the A button to operate, the controller and the console enter the return state.</p>
<b>3.2</b>	Close the controller connection: Enter the setting interface of the Switch console. First connect the console with the small left and right controller of the SWH. Select the controller connection. When connecting for the first time, click controller→charge grip/order→ on the main menu of console, enter into the pairing mode. When the console enters the paired page, all connected controllers will be automatically closed.

<b>3.3</b>	<p>1. The basic button function test interface of the controller can be tested in the console setting menu. :</p> <p>Click on the console main menu system settings→controllers and sensors→test input devices→Test controller buttons to test buttons.</p> <p>2. Click on the console main menu system settings→controllers and sensors→calibrate control sticks→press L3 You can test the left stick. After the test, press B to return, press R3 again to test the right stick</p>
<b>3.4</b>	Automatically recognize the PC/PC360/PS3/ANDROID USB terminal by holding down the STAR button and plugging in the USB.
<b>3.5</b>	<p>1. LED light indicator:</p> <p>1. The four LEDs flash quickly, indicating that the controller is paired, and the slow LED flashes back to the connected state.</p> <p>2. When the connection state, the LED flashes rapidly, indicating that the controller is Low electricity</p> <p>3. A single LED is always on, indicating that the controller and the console are properly connected.</p>
<b>3.6</b>	<p>1. Low voltage indication: When the controller battery voltage is lower than 3.6V, the indicator light flashes quickly. When the voltage is lower than 3.3V, the controller cannot be turned on.</p> <p>2. Charging and indication: Connect the USB cable to charge the controller.,The indicator light flashes slowly. When the battery is fully charged, the indicator light goes out.</p>
<b>3.7</b>	<b>SWH wireless controller calibration method: when the controller is dormant, press L3 key, then press HOME key, LED12 is always on, flatten the controller, then press R3 to release, LED1234 is always on, and the controller light is off, the calibration is successful. Cannot move the controller when correcting</b>
<b>This SWH private wireless controller not support NFC function</b>	
<p><b>Note:</b> 1. The Bluetooth test light board is used in the production test, and the code method is the same as the Android controller. .</p> <p>2. You can test the SWH wireless controller's button function, vibration function, axis function, screen capture button function, and other functions. .</p> <p>Use the ZX Android Bluetooth light board test to test the function of each button. There will be corresponding indications on the light board. When testing the axis function, the controller is leveled. The two sets of numbers are fixed and will not change. When the controller is moved, the two groups The number will change and it will be OK. Test axis two sets of numbers 00-FD-7D 00-00-00 error change value is less than 5, acceptable</p>	
<b>Specification Function:</b>	
<b>ITEM</b>	<b>RATING</b>
Working Voltage	DC 3.6-4.2V
Working current	20mA
Sleep current	0uA
Vibration current	70—130mA
Input	DC5.0V/500mA
Battery capacity	3.7V/380mA
Using distance	≤8M

**1. Connection instructions with SWH console**

2. Put the SWH console into the console dock, and connect the console to the TV through

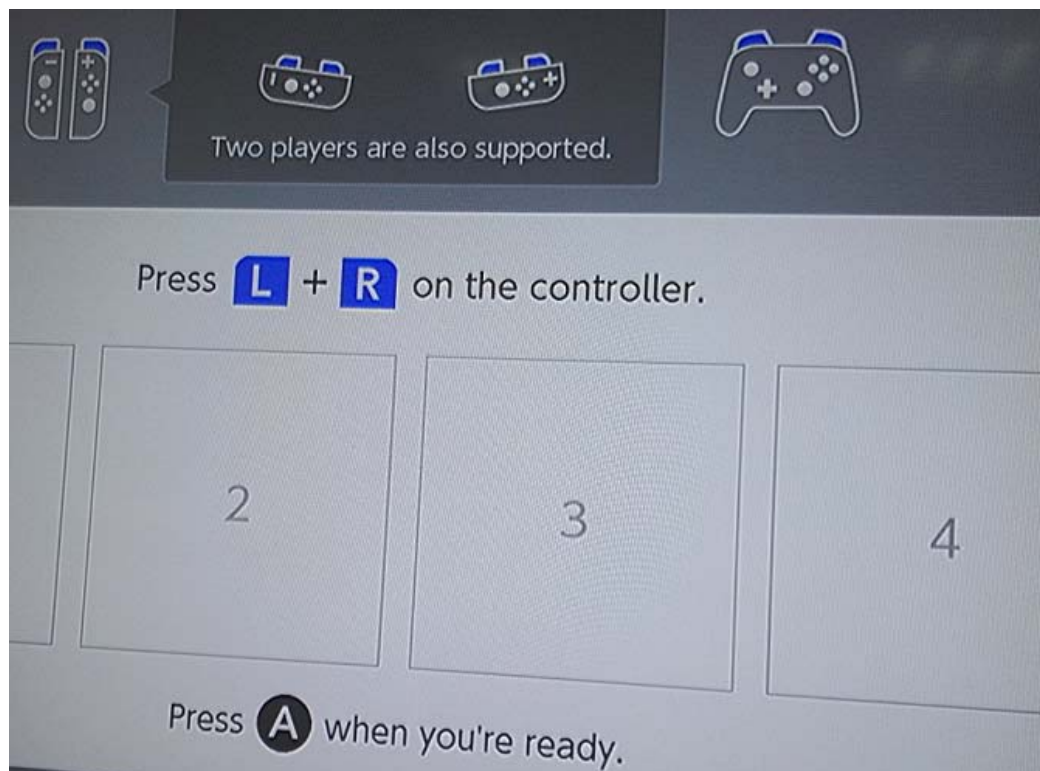
the HDMI cable. First connect the main unit with the left and right small Joy-cons



that come with SWH ,Select icon , Press A to enter , Select

### Change Grip/Order

,After entering the interface, press the prompt and press and console the HOME button of the wireless controller. After 5 seconds, when the single LED on the controller is always on, then press the A button to indicate that the controller is connected to the controller!



3.

### FCC Warning

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 1: 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.

NOTE 2: Any changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.