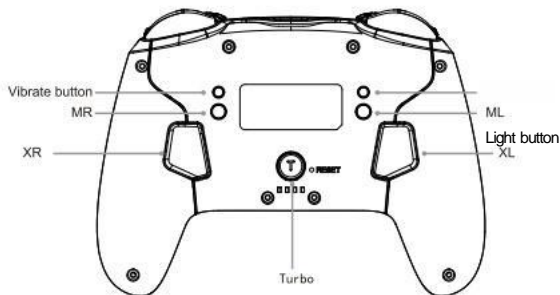
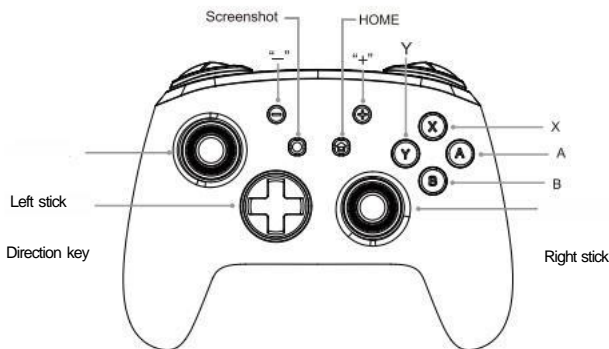


Wireless Pro Game Controller

For Switch/PC

Model:YS11B

USER GUIDE





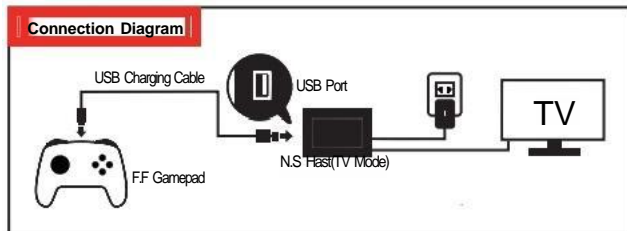
Product

Specification

Category	Specification
Transmission Medium	Bluetooth 5.0
Carrier Frequency	2.402-2.480GHz
Protocol	Bluetooth BT5.0+EDR
LED	4 LEDs and Multiple Colored Lights
Battery	A Polymer Lithium Battery 3.7V/950mAh
Time of Endurance	12.5 Hours (Lights Turned off)
Charging Time	6.3 Hours
Working Voltage	3.7V-4.2V
Charging Voltage	5V
Working Temperature	-10° C~50°C
Storage Temperature	-20°C~70°C

On/Off Operation of The Controller (Under Switch Mode)

1.Wired Connection



2.Wireless Connection

- (1) Press and hold Y + HOME for 3 seconds and 4 LED lights flash quickly. The LED(s) becoming stable, pairing finishes.
- (2) If no pairing for over 2.5 mins, shuts down by itself.
- (3) If paired and no any operation for **over 5 mins, shuts down** by itself.(no movement on the sensor).

3. Wake Up Function: Press Home Button and then the console in the sleep state can be waken up and connected again.

Operation Method and LED Indication (Connection Instruction)

Pairing Mode

1. Combination Pairing:

In the off state, press and hold the following key combination to enter the **Pairing Mode**.

- **Android Mode: A+ HOME**
LED2 -LED3 flash quickly while pairing, and LED2 - LED3 keep on while pairing successfully;
- **Switch Mode: Y+ HOME**
LED1-LED4 lash quickly while pairing, and the console automatically assigns while pairing successfully;
- **Xinput Mode: B+ HOME**
LED1& LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully;
- **iOS Mode: B+ HOME**
LED1& LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully
(Support system: iOS 13.6 or above/iPadOS 13.6 or above);
- **Steam Deck Mode:** Press "STEAM" Button on the let side of the console -"Settings"-
Bluetooth" to connect

B + HOME

LED1& LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully.

2. PC Pairing

- While pairing to the wireless PC receiver, press and hold "-" Button and "+" Button to switch between Xinput Mode and Switch Pro Mode;
- **While pairing to the wired PC platform**, Xinput Mode is automatically identified by default and LED1 & LED4 indicate. Press and hold "-" Button and "+" Button for 3 seconds at the same time to switch to Dinput Mode, **LED2 & LED3** indicate;
- If the PC is equipped with the STEAM platform (select Switch Mode on STEAM), LED indicates according to how STEAM platform assigns. If the pairing fails after **2.5 minutes**, the controller automatically **shuts down**.

Turbo and AUTO TURBO Function

1. In Any Mode

Buttons can be set to the TURBO Function: **A/B/X/Y/L/R/ZL/ZR/D-pad** **Button**

(For the 1st time) Press **TURBO Button + one of the function Button** to achieve Manual TURBO Function (Press and hold to launch continuously)

(For the 2nd time) Press the **TURBO Button + one of the function Button** to achieve Automatic TURBO Function (Automatically continuous launch)

(For the 3rd time) Press the **TURBO Button + one of the function Button** to clear TURBO Function (Clear)

Note: Press and hold TURBO Button for 5 seconds (if the Vibration Intensity is not 0%, there will be a **vibration cue**) to clear all TURBO Functions,

2. TURBO Speed Adjustment (3 Levels)

Adjusting Methods:

Press **TURBO Button + "L/R Joystick"** push **Up**, increase speed by 1 level;

Press **TURBO Button + "L/R Joystick"** push **Down**, reduce speed by 1 level;

Speed Levels:

- ① Continuously launch 5 times per second (Level 1);
- ② Continuously launch 12 times per second (Level 2);
- ③ Continuously launch 20 times per second (Level 3);

Vibration Adjustment Function

Press Motor Vibration Button on the back of the controller and you could adjust **Motor Vibration Intensity**. **Vibration Intensity** can be cycled in turn. There are 5 intensities, 100%,75%,50%,25% and 0%.

Reset of The Controller Hardware

There is a small hole on the back of the controller and it is the Reset Button. After pressing it, the controller hardware will reset.

Reconnection of The Controller

When the controller is pairing to the previous device, you only need to press the HOME Button after the controller is standby and it will pair to the previous device.

Charging Indicators

Charging in The OFF State: 4 LED lights flash slowly, and lights turn off while being full charged; Charging While Connected to Switch: The corresponding channel lights blink slowly and they will keep on after being fully charged.

Lighting Control Instruction (Light Button*)

1.Press Light Button on the back of the controller: Always-on Mode.

Colors will change each time you press the button with the order: red, yellow, blue, green, purple, orange, and pink.

2. Light Button+ "⊕" button

The 1st time: Breathing lighting mode;

The 2nd time: Always on lighting mode

The 3rd time: Quick flash lighting mode;

The 4th time: Vibration lighting mode.

Press the Light Button to change Led light color under the above modes.

How to turn back to the Always-on Mode: Turn off the lights first and press the Light Button.

3.How to turn off the lights: Press and hold Light Button for 3 seconds.

Macro and Mapping Function on Buttons of The Back

1.Macro Function-Macro Buttons

- > **Press and hold MR Button** and don't loosen (4 LED lights turn on, entering programming), inputting the buttons you want to edit (up to 24 steps). The controller will have the vibration cue after loosening MR Button, and then press XR Button to trigger Macro Buttons;

- > **Press and hold ML Button** and don't loosen (4 LED lights turn on, entering programming), inputting the buttons you want to edit (up to 24 steps). The controller will have the vibration cue after loosening ML Button, and then press XL Button to trigger Macro

Buttons.

Buttons that Macro Function could edit are A/B/X/Y/L/R/ZL/ZR/+/-/D-pad Buttons and **L/R joysticks** (can be used as a combo in the game).

2.Mapping Function-Programmable Buttons

Press and hold **MR Button** and don't loosen (4 LED lights turn on, entering programming),inputting the single button you want to map. The controller will have the vibration cue after loosening MR Button, and then press XR Button to trigger Programmable

Buttons;

- > **Press and hold ML Button** and don'tloosen (4 LED lights turn on, entering programming), inputting the single button you want to map. The controller will have the vibration cue after loosening ML Button, and then press XL Button to trigger

Programmable Buttons;

Buttons that Mapping Function could edit are A/B/X/Y/L/R/ZL/ZR/+/-/D-pad Buttons and **L/R joysticks**.

Note:

1. With Memory Function;
- 2.Press **MR/ML Buttons** that set programming and there is a vibration cue, and then you can clear the Macro and Mapping Function of **XR/XL Buttons**.

Upgrade

Open the upgrade file on your computer while the controller is **in the off state**. Press and hold left 3D joystick (press it down) on the controller, and then insert the USB data cable that has been connected to the computer, entering the upgrade mode. Click the "Update Firmware" button on your computer to update the controller

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.