

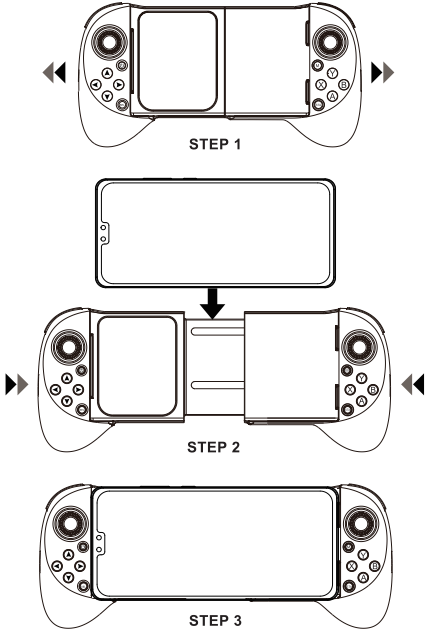
# ShanWan

Model:Q13

## Mobile Game Controller

User Guide

### How to put the mobile phone?



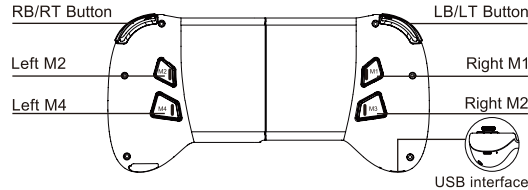
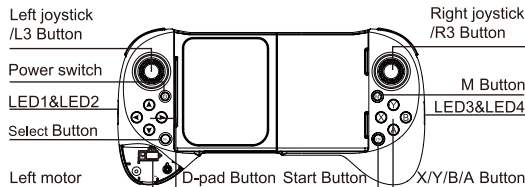
\* Note: Please keep the controller is placed horizontally and make sure the phone's camera is on the left.

### Features

1. Ergonomic, Flexible design for a comfortable handheld grip.
2. Adjustable design can be adjusted from 5.2 to 6.69 inches to accommodate a wide range of phones.
3. Bluetooth 5.0 can provide an latency-free gameplay wireless connection.
4. Compatible with leading cloud gaming services including Xbox Game Pass Ultimate, Google Stadia, Amazon Luna, GeForce NOW.
5. Compatible with Android steam link cloud platform.
6. Compatible with MFi / Apple arcade games for iOS 13.0 and later. (MFi games can from Shanwan MFi app.)
7. Compatible with Android 6.0 and later. (Shootingplus V3 Android app can be customize the button settings according to your game.)
8. Compatible with PS3 / PS4 / Switch can be connect via Bluetooth or USB cable and the built-in gyroscope allows for additional motion-sensing capabilities.
9. Compatible with laptop have Windows 10 system and use X-input / XBOX wireless controller games by Bluetooth connection.
10. The buttons with switchable LED light (Press R3 + Ⓢ can turn on or off.)
11. Left vibration motors (Press L3 + Ⓢ can turn on or off.)
12. Add M button and 4 buttons on the back.

\* Please kindly contact ShanWan customer service email if you have any problems.  
Customer service email: [service@bmchip.com](mailto:service@bmchip.com)

### Function buttons guide



### Electrical parameters

1. Working voltage: DC3 7V
2. Working current: < 25mA
3. Working time: > 10H
4. Sleep current: < 5uA
5. Charging voltage/current: DC5V/500mA
6. Bluetooth transmission distance: < = 8M
7. Battery capacity: 350mAh
8. Standby time: 60 days( fully charged)

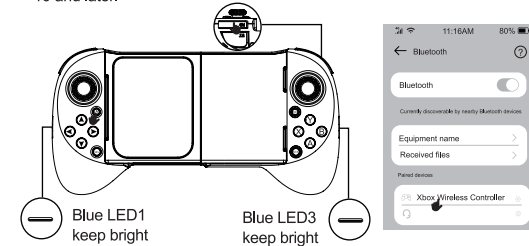
### Connection description

\*Please read carefully and choose the one that matches your device.

### Cloud gaming mode:

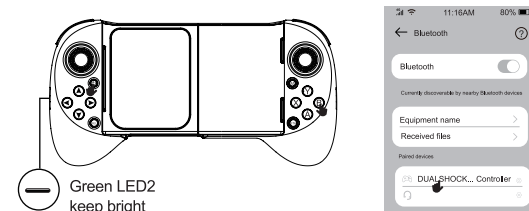
1. Press the RB + Ⓢ for 2 seconds at the same time. And then, the LED1 and LED3 of the gamepad are blue and quick flash.
  2. Select connection when you search the Bluetooth device "Xbox Wireless Controller". After the connection is successful, the LED1 and LED3 are blue and keep bright .
- \* Once the gamepad has been successfully connected, you can reconnect it by pressing the Ⓢ . Meanwhile, LED1 and LED3 are blue and slow flash, and then the gamepad will automatically connects the previous device. (If there is not connection, please repeat step 1,2 above.)
- \* Compatible with cloud platforms include:  
**Amazon Luna, Google Statia, Xbox Game Pass Ultimate, Geforce Now.**

\* System requirements: Android 9.0 and later , iOS 13.0 and later, Windows 10 and later.



### iOS MFi/Apple Arcade mode:

1. Press the B + Ⓢ for 2 seconds at the same time. And then, the LED2 of the gamepad is green and quick flash.
  2. Select connection when you search the Bluetooth device "DUALSHOCK 4 Wireless Controller". After the connection is successful, the LED2 is green and keep bright.
- \* Once the gamepad has been successfully connected, press the Ⓢ . Meanwhile, LED2 is green and slow flash, and then connect back.
- \* MFi games can be downloaded from ShanWan MFi app.
- \* System requirements: iOS 13.0 and later.

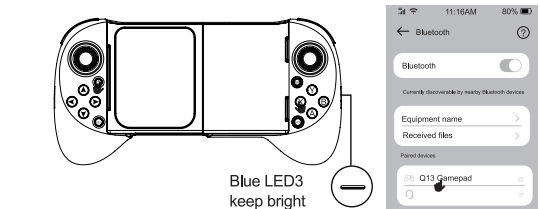


### Android steam link mode:

1. Press the X + Ⓢ for 2 seconds at the same time, And then, the LED3 of the gamepad is blue and quick flash.
2. Select connection when you search the Bluetooth device "Q13 Gamepad". After the connection is successful, the LED3 is blue and keep bright.

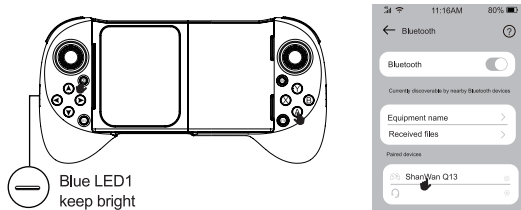
\* Once the gamepad has been successfully connected, press the Ⓢ . Meanwhile, LED3 is blue and slow flash, and then connect back.

\* In this mode of Android, you can download various game halls and the games you want to paly.



### Android shootingplus V3 mode:

1. Press the A+ Ⓢ for 2 seconds at the same time. And then, the LED1 is blue and quick flash.
  2. Select connection when you search the Bluetooth device "ShanWan Q13" . After the connection is successful, the LED1 is blue and keep bright.
- \* Once the gamepad has been successfully connected, you can reconnect it by pressing the Ⓢ .The LED1 is blue and slow flash, and then connect back.
- \* If you need to customize the mapping buttons, please download the "shootingplus V3" app at Android market, you can map the buttons and adjust the position of buttons in the shootingplus V3 app.

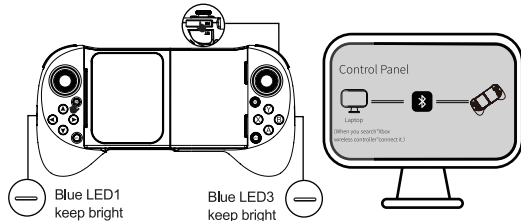


#### PC X-input Bluetooth mode:

1. Press the **RB + ⑤** for 2 seconds at the same time. And then, the LED1 and LED3 are blue and quick flash.
2. Select connection when you search the Bluetooth device "**Xbox wireless controller**". After the connection is successful, the LED1 and blue LED3 are blue and keep bright.

★ Once the gamepad has been successfully connected, you can reconnect it by pressing the ⑤. The LED1 and LED3 are blue and slow flash, and then connect back.

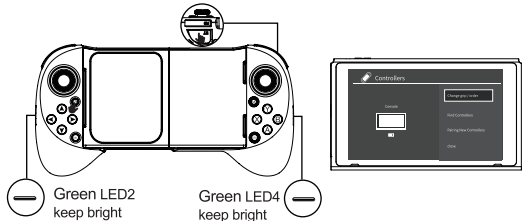
★ System requirements: Android 9.0 and above, iOS 13.0 and above, Windows 10 and above.



#### SWITCH mode:

1. On the switch console, select Gamepad **Controllers -> Change grip / order** to enter the switch console matched page. (If you need to change controller you can Press **L + R button** in connection controller.)
2. Press the **RT + ⑤** for 2 seconds at the same time. And then, the LED2 and LED4 are green and quick flash. After the connection is successful, LED2 and LED4 are green and keep bright.

★ Once the gamepad has been successfully connected, you can reconnect it by pressing the ⑤. The LED2 and LED4 are green and slow flash, and then connect back.

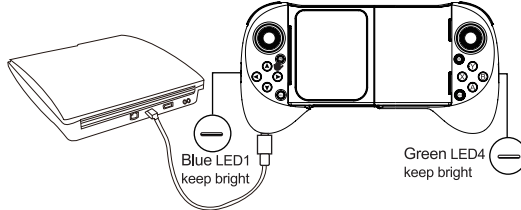


#### PS3/PS4/PS5 mode:

1. Connect the Gamepad to the PS3 / PS4 / PS5 console via type-C USB cable.
2. Press the ⑤ to matching the code, It connect successfully if the LED1 is blue and the LED4 is green as well as both keep bright.

★ Once the gamepad has been successfully connected, you can reconnect it by pressing the ⑤. The LED1 is blue and the LED4 is green flash slowly, and then connect back.

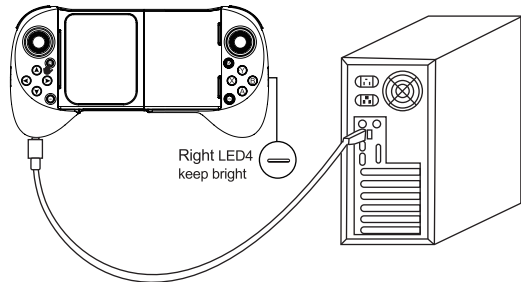
★ Note: 1. There is not touch screen function at PS4 and PS5 console;  
2. Only compatible with PS4 games when your connect the PS5 console.



#### USB connect mode:

Automatically identify each system via USB connect mode. Compatible with Android, PC (D-input and X-input), PS3 and switch.

1. In the PC, press the power button for 2 seconds to switch between D-input and X-input.
2. After the USB connect mode is successfully, the right LED is cyan and keep bright.



#### M button function:

M button is the map function, M1 / M2 / M3 / M4 are buttons that can be mapped.  
Combination buttons are (A, B, X, Y, LB, RB, L3, LT, RT, R3);  
D-pad are (up, down, left, and right);  
L1 / L2 / R1 / R2 / L3 / R3;  
All the above can be mapped to M1 /M2 /M3 /M4 buttons.

#### How to map A button to M2 button ?

1. Press the **M + A buttons** at the same time, and the LED will flashes with corresponding mode;
2. And then press the **M2 button**, meanwhile the corresponding mode LED stops flashing and returns to the original state.

#### How to unmap on M2 button ?

Press the **M + M2 buttons** at the same time.

#### How to clear all mappings on the back?

Press and hold the **button M** for 5 seconds.

By default, buttons M1 is L1, M2 is R1, M3 is L2 and M4 is R2.  
In shootingplus V3 mode: Buttons M1 / M2 / M3 / M4 are the shootingplus V3 protocol default. In this case, the shootingplus V3 app needs to map.  
The button M will have no function if there is not map.

#### Gamepad charging / sleep / wake-up function

1. Gamepad charging function:  
A. When the battery is low, the cyan LED on the right will quick flash;  
B. When charging, the cyan LED on the right slow flash;  
C. When full, the cyan LED on the right keep bright.
2. Gamepad sleep / wake-up / shutdown function:  
A. The Gamepad will automatically power off and sleep when there is not operation within 15 minutes;

- B. When it needs to be wake up, press the ⑤ will connect back;
- C. When run, press and hold the ⑤ for 3 seconds, the Gamepad will power off and all LED indicators will be off.

#### Notice

1. Don't store in a wet or high temperature place.
2. Don't throw it hard to avoid unnecessary damage.
3. Pay attention to garbage sorting. This product built-in battery.
4. Stay away from a fire and high temperature when it charging.

#### What's in the box?



#### Product warning

This device complies with part 15 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference (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.

FCC ID: 2A3VP-Q13PRO