



Product Name: JoyPad

Model: XM001001

Version: Ver25

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The product description:

The device is Bluetooth wireless left and right joypad, compatible with Switch console, similar to the original Joy-Con. The left and right joypad can be operated independently. Press any key (except L3, R3) to wake up the joypad, support automatic pairing with the console, joypad has 6-axis and motor functions, support USB upgrade.

Operating instructions:**1, Handheld model**

At any interface, insert the left and right joypad into the slide rail slot of the console, then it can be wired to the console.

2, Bluetooth connection

- Open the Switch console, click the Settings menu button on the main page, click the System settings option to enter the next-level option menu, and then
- Click the Airplane Mode option and then tap joypad Connection (bluetooth) to turn its Bluetooth function ON.
- Press the PAIR button for 3 seconds to start the pairing process. The light on LED1-4 will flash. Open the main page of the console and click the joypads menu, and then click Change Grip/Order. The console will search for the pairing automatically. After connection, the channel light assigned by the console is on. Then click the A key and then select Close to exit the main interface to play the game. If the connection is not successful within 60 seconds, the joypad will shut down. (The host has 4 channels)

3, Back connection

- When the joypad has been paired with the same console once and the Bluetooth of the console is turned on, press any key to wake up the joypad to enter the connection mode (except L3, R3, PAIR), and the flow light of LED1-4 will turn on. After a few seconds, the joypad and the console will be automatically paired successfully, and the corresponding channel light assigned by the console will be on, and the game operation can be started.
- When the joypad is in console mode, pull out the joypad, and the joypad will be connected back to the console automatically. The console will send corresponding channels to the joypad for players to operate the game.

4, Key components

- Left joypad: UP, DOWN, LEFT, RIGHT, L1, L2, L3, SL, SR, PAIR, Screen shot and a simulated 3D rocker.
- Right joypad: A, B, X, Y, R1, R2, R3, +, HOME, SL, SR, PAIR, And 1

simulated 3D rocker.

5, Charging

- The left and right joypads can be inserted into the slide rail slots on both sides of the Switch console to charge through the host. The power adapter charges both the console and joypads. (When there is no power adapter to charge, when the power of the joystick is above 50%, the console will charge the joypads if its power is low.)

6, Fitness ring related operation instructions

- Left joystick: When paired with the console, the operation is consistent with the original.
- Right joystick:

Background execution mode:

I): The operation method of entering "background execution mode" when playing fitness ring game with right joystick is modified as follows:

After inserting the fitness ring on the right joystick, long press the "HOME" button for 1 second to enter the "background execution mode". Press R3 to exit Background execution mode. Short press the "HOME" button to connect back.

II) : Fitness Ring mode: After being paired on the console, the game operation is the same as that of the original joystick.

7, Lock machine

After locking the machine, the function of waking up with any key is canceled.

The operation mode is as follows:

I) : (lock the machine) Press any key to wake up the joystick or when the joystick is connected to the console.

Left hand : press and hold L3 and - key for 3 seconds to enter the locking state (short press any key and the joystick will not respond)

Right hand: Press R3 and + key for 3 seconds to enter the lock state (short press any key on the joystick will not respond)

II) : (Unlock) Change the joystick from the lock state to any key wake up state

(1) Press the pairing button for 3 seconds, then the joystick will enter the pairing state. After connecting to the console, the joystick will automatically unlock and enter any key wake-up mode. If the console is connected successfully without pairing, the joystick will still be in the locked state. In the locked state, there is no charge display.

(2) When the joystick is locked, directly insert the joypads into the slide rail of the console, and when the console shows that it is successfully paired with the joystick, the joystick has been unlocked, and the joystick will enter the wake-up mode with any key.

8, Low power alarm

When the battery voltage of the joypad is lower than $3.6V \pm 0.05$ and the indicator of the corresponding channel blinks slowly, the joypad is low powered and needs to be charged.

9, Turn it off

When the joypad is turned on, press the PAIR key to enter sleep state.

If the joypad cannot be connected after 15 seconds, the joypad enters the sleep state

When the joypad is in the code matching state and cannot be code matching after 60 seconds, it will automatically sleep

When the joypad is in the online state, the joypad automatically shuts down when the console out of screen.

10, The calibration

➤ Sensor calibration:

1. In the online state, the console enters the sensor calibration interface, put the joypad horizontally without moving. Press the + or - key.

2. In the online state, the console is in any interface:

Left joypad : Place horizontally and press "-" and "CAP(screen capture key)" for 3 seconds, LED1 and LED4 lights will blink for 3 seconds and then return to the original online state, The calibration is completed.

Right joypad : Place horizontally and press "+" and "HOME button" for 3 seconds, LED1 and LED4 lights will blink for 3 seconds and then return to the original online state, The calibration is completed.

3. Press any key to power on without pairing with the console:

Left joypad : Place horizontally and press "-" and "CAP(screen capture key)" for 3 seconds, LED1 and LED4 lights will blink for 3 seconds and then return to the original online state, The calibration is completed.

Right joypad : Place horizontally and press "+" and "HOME button" for 3 seconds, LED1 and LED4 lights will blink for 3 seconds and then return to the original online state, The calibration is completed.

(2) 3D calibration:

When the console enters the 3D calibration interface, press L3/R3 to enter the calibration operation interface, complete corresponding actions according to the instructions of the console, and the calibration is completed when the console pops up.

11, Upgrade the joypad software

The joypad can be upgraded without driving the USB. Operation method: Press L3/R3 key, then connect to PC through USB cable, and display update device. If the LED1 of the joypad blinks slowly, the joypad enters upgrade mode.

12, joypad PC test Procedure

(1) Bluetooth of the joypad is not connected to the Switch console:

1. The left and right joypad is off, connect the PC with USB cable, and 4 LEDs flash. At this point, all the keys except the left and right rockers can be pressed to wake up the joypad and connect to the PC (the synchronization

key needs to be held for 3 seconds to wake up the joypad). LED running light state. Remove the USB cable and the joypad automatically shuts down

2. When the left and right joypads are on, connect the PC directly with the USB cable. LED running light state. Remove the USB cable and the joypad automatically shuts down

(2) Bluetooth connection of the joypad to the Switch console:

1. Connect the Bluetooth of the joypad to the Switch console, and then plug in the USB cable to connect the computer. Without pressing any key, the joypad is directly connected to the PC, and the LED is running light (there is a chance that the corresponding channel light is always on), and the joypad has functions on both the PC and Switch console. Remove the USB cable and the joypad automatically shuts down

2. Power off state of the joypad Plug in the USB cable, press the button to wake up the joypad, connect the joypad to the PC and connect to the Switch console (Switch console is powered on), the corresponding channel light is on, and both PC and Switch console have functions. Remove the USB cable and the joypad automatically shuts down

Display joypad name on PC: Left Joy-Con (L) , Right Joy-Con (R)

13, Receiving Range

The receiver distance of the controller must be within 8 meters.

14, Electrical Current

Electrical current	Value
The dormant current	<6UA
Paired current	<50MA
Working current	<40MA
The vibration current	<100MA

15 Battery Specifications

The power supply mode: Built-in lithium battery

Time for playing: about 15 hours.

Battery capacity: 500MAH

Charging time : about 2 hours

Charging method: USB, DC5V

Charging current: <350MA

FCC Warning:

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 0cm between the radiator and your body.