

X02

Colors: Press the "Light" button once to change the color of lights successively(red-orange-yellow-green-blue-cyan-purple-off). Note: In any mode, press the "Light" button once, all lights will return

In "normal mode" or lights off state, press the "Light" button twice, all lights enter the rainbow mode and always on.

## Single Color Gradient Mode

In "rainbow mode", press the "Light" button twice, all lights display in the same color and change automatically.

## Double Color Gradient Mode

In "single color gradient mode", press the "Light" button twice, all lights display in two colors and change automatically.

In "double color gradient mode", press the "Light" button twice, all lights go out.

## Brightness Adjustment

In any mode, press the "Light" button for 1 second to start adjusting the brightness (0%-25%-50%-75%-100% cycle).

## Note: The controller will vibrate when you change the lights.

# No Dead Zone Mode

## Description

Lights Off

In this mode, there is no dead zone in the center area of the

### **Button Layout**

1. Screenshot Button
3. Home Button
5. Light Button
7. Direction Button
9. X Button
11. B Button
13. LED1-LED4 Indicator
15. M2 Button
17. M Button
19. Reset Button
21. R Button
23. L Button
25. Type-C Charging Interface

the "Left Stick", press the "M+R3" button is valid only for the "Right Stick".

Hold the "M" button then press the "L3/R3" button to turn on the "no dead zone mode" of the corresponding joystick .

Note 1: The controller will vibrate once when you when you set the

After setting, Hold the "M" button then press the press "L3/R3" button to cancel the "no dead zone mode" of the corresponding joystick

Note 1: The controller will vibrate twice when you cancel the mode.

 $A/B/X/Y/R/ZR/L/ZL/L3/R3 \ and \ direction \ buttons \ and \ left \ or \ right joysticks (joystick counts as eight keys).$ 

 $\ensuremath{\mathfrak{J}}$  When you're done , press the "M1/M2" button that was pressed earlier to end the programming.

Note: The controller will vibrate when you when you start or end the

**Button Assaign Function** 

Buttons can be set

Note: The mode will reset every time the controller is restarted.

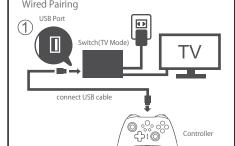
# Specifications

Working voltage: DC3.7-4.2V
 Input voltage/current: DC5V/1A
 Charging time: about 3 hours
 Continuous running time: >10 hours
 Battery capacity: 1000mAh

## Connection

Wired Pairing

-20



Method a: After entering the programming mode, directly press the "M1/M2" button that was pressed earlier to exit without setting any buttons (at this time, "M1/M2" button is empty and there is no function).

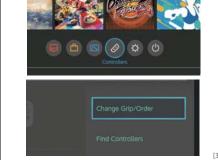


After the wired connection is successful, unplug the USB cable, and the controller will automatically connect wirelessly.

### Wireless Pairing

①Press the Switch power button to start the switch.

②After booting up, do the following: first step enter the "Controller Settings - Change Grip / Order" page, press the "Right" of "Direction and "Home" button til the light of "Home" button turns red and



1.In TV mode, connect the controller to the dock of switch with a USB



Reconnection

After the first successful connection, short press the "Home" button, the controller will turn on and automatically reconnect to the Switch. After successfully connected, the 4 LED lights indicate the corresponding game player.

Press L + R on the controller.

Press (A) when you're ready

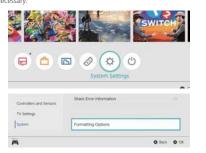
## Connection Problem

the controller can not connect with the Switch, please try the

1. Fully charged via USB cable if power low then attempt to connect 2.Try connecting to the Switch via a USB cable first, then connect wirelessly.

n this step, please make sure that the Switch has turned on the





4.If it still can not connect after tried the above methods, you can reset it by pressing the "Reset" button on the back of the controller.

## Light

Normal Mode

When the controller is turned on for the first time, all lights are

# FCC Warning

Method b: Press the "M" button for 5s to reset the assaign function.

Note: The controller will vibrate when you when you cancel the assaign function.

2. - Button
4. + Button
6. Left Stick / L3 Button
8. Y Button
10. A Button
12. Right Stick / R3 Button
14. Light Ring
16. Vibration Button

18. Turbo Button 20. M1 Button 22. ZR Button 24. ZL Button

## **Turbo Function**

## Seting and Cancel

1.Hold the "Turbo" button and press any of A/B/X/Y/L/R/ZL/ZR button (for the first time) to turn on the turbo function.

2.Hold the "Turbo" button and press any of A/B/X/Y/L/R/ZL/ZR button(for the second time) to turn off the automatic turbo function \*Hold the "Turbo" button for 5 seconds to cancel all turbo function

Note2: Turbo function will reset every time the controller is re

## Turbo Speed Adjustment

1 Hold the "M" button and press any of "M1/M2" button to enter the programming mode. \*there are 3 gears of turbo speed: 5/12/20 times per second.  ${\it \ 2} Then input the button or button combination you want to set.$ a. Hold down the "Turbo" button and move the "Right Stick" up to increase the TURBO speed. \*Eech programmed button(M1/M2) can record up to 21 inputs. (Each press of function buttons is regarded as an input). When the input exceeds 21 times, the programming will automatically end.

Note: The controller will vibrate when the adjustment is successful.

## **Vibration Adjustment**

## Status

## Low Battery

When the battery power is low, the LED1-LED4 indicator lights flash

## Charging

When the controller is charging, the LED1-LED4 indicator lights slowl When the power is full, the LED1-LED4 indicator lights will be off.

After the first successful connection, press the "Home" butt up and reconnect (other buttons can not wake up).



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user is encouraged to try to correct the interference by one of 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 u sed in portable exposure condition without restriction

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 the equipment.

NOTE: This equipment has been tested and found to comply with the 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: