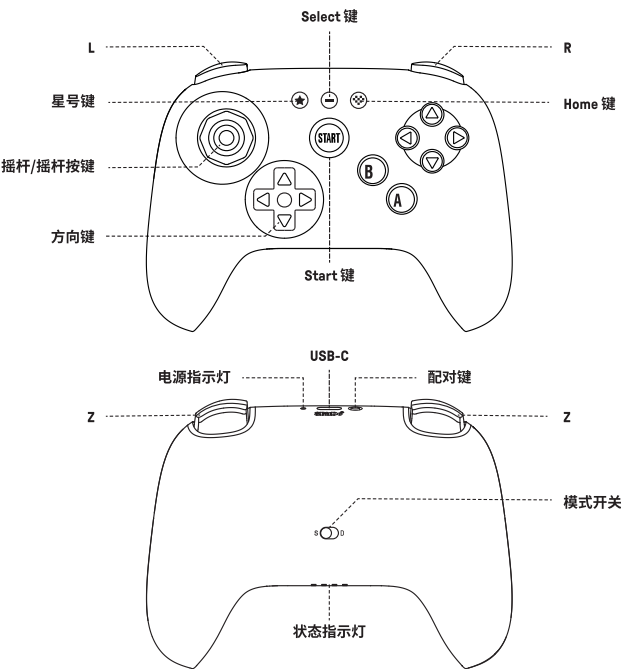


- Press the **Start button** to turn on the controller.
- Hold the **Start button** for 3 seconds to turn off the controller.
- Hold the **Start button** for 8 seconds to force controller to shut down.



- * 开机:按下 **Start 键**。
- * 关机:按住 **Start 键** 3 秒。
- * 强制关机:按住 **Start 键** 8 秒。

Analogue^{3D}



Bluetooth Connection

1. Turn the **Mode switch** to **D** position.
2. Press the **Start button** to turn on the controller.
3. Press and hold the **Pair button** on the controller for 3 seconds to enter the pairing mode, the **Status LEDs** will blink rapidly. (This is required for the very first time only)
4. Press the **Pair button** on the front of Analogue^{3D} and the **Player LED on the system** will begin to blink.
5. The controller will automatically pair and connect. The **Status LED** on the controller and **Player LED** on Analogue^{3D} will remain solid to indicate a successful connection. The controller will now always connect automatically when powered on.

Wired Connection

1. Turn the **Mode switch** to **D** position.
2. Connect the controller to Analogue 3D via a USB-A to USB-C cable and the **Player LED on the system** will remain solid. The controller is connected for the indicated player.

Switch



- The Switch system needs to be updated to the latest version.
- The controller will be detected as a Switch Online N64 controller.

Bluetooth Connection

1. Turn the **Mode switch** to **S** position.
2. Press the **Start button** to turn on the controller.
3. Press and hold the **Pair button** for 3 seconds to enter the pairing mode, the **Status LEDs** will blink rapidly. (This is required for the very first time only)
4. On the Switch Home Menu, click on **“Controllers”**, then click on **“Change Grip/Order”**, it will await a controller connection.
5. The **Status LED** will remain solid to indicate a successful connection.

Wired Connection

- Please ensure the **“Pro Controller Wired Communication”** is enabled in the Switch system settings.
1. Turn the **Mode switch** to **S** position.
 2. Connect the controller to your Switch system via a USB cable and wait until the controller is successfully recognized by the system.

Android / Windows



Bluetooth Connection

1. Turn the **Mode switch** to **D** position.
2. Press the **Start button** to turn on the controller.
3. Press and hold the **Pair button** for 3 seconds to enter the pairing mode, the **Status LEDs** will blink rapidly. (This is required for the very first time only)
4. Make sure Bluetooth is turned on in your Android / Windows device's **Bluetooth settings**, and pair with **“8BitDo 64 BT”**.
5. The **Status LED** will remain solid to indicate a successful connection.

Wired Connection

1. Turn the **Mode switch** to **D** position.
2. Connect the controller to your Android / Windows device via a USB cable and wait until the controller is successfully recognized by the device.

Turbo Function

- The **D-pad, Joystick/L3, Home button, Select button, and Start button** are not supported for turbo function.
- The **Status LEDs** will blink continuously when the configured button is pressed.
- The turbo settings will not be saved permanently and will revert to default settings after the controller is powered off or disconnected.

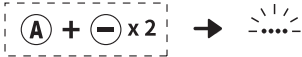
Turbo Mode

- Turn on: Hold the button you would like to assign the turbo functionality to, then press the **Select button** to enable the Turbo Mode, the **Status LEDs** will blink continuously.
- Turn off: Hold the button you would like to deactivate the turbo functionality on, then press the **Select button** to disable the Turbo Mode, the **Status LEDs** will stop blinking.



Auto Turbo Mode

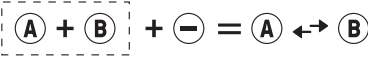
- Turn on: Hold the button you would like to assign the turbo functionality to, then press the **Select button** twice to enable the Turbo Mode, the **Status LEDs** will blink continuously.
- Turn off: Hold the button you would like to deactivate the turbo functionality on, then press the **Select button** to disable the Turbo Mode, the **Status LEDs** will stop blinking.



Fast Button Swap

- The **D-pad, Joystick/L3, Home button, Select button, and Start button** are not supported for the button swap.
- The **Status LEDs** will blink continuously when the swapped function button is pressed.
- The button swap settings will not be saved permanently and will revert to default settings after the gamepad is powered off or disconnected.

- Turn on: Hold both buttons that you would like to swap, then press the Select button to enable button swap, the **Status LEDs** will blink continuously.
- Turn off: Hold both buttons that you would like to revert to normal, then press the Select button to disable button swap, the **Status LEDs** will stop blinking.



Battery



Build-in 1000mAh battery pack, 36 hours of usage time and rechargeable with 4 hours charging time.

Status	Power LED
Low battery	Red LED blinks
Battery charging	Red LED remains solid
Fully charged	Red LED turns off

- The controller will automatically shut down if it fails to connect within 1 minute of startup, or if there are no operations within 15 minutes after establishing a connection.
- The controller will not shut down during wired connection.

Safety Warnings



- Please always use batteries, chargers, and accessories provided by the manufacturer.
- The manufacturer is not liable for any safety issues arising from the use of non-manufacturer-approved accessories.
- Do not attempt to disassemble, modify, or repair the device yourself. Unauthorized actions may result in serious injury.
- Avoid crushing, disassembling, puncturing, or attempting to modify the device or its battery, as these actions can be dangerous.
- Any unauthorized changes or modifications to the device will void the manufacturer's warranty.

Analogue^{3D}



蓝牙连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 按下 **Start 键** 开启手柄。
3. 按住手柄上的 **配对键** 约3秒至 **状态指示灯** 快速闪烁, 手柄进入配对模式。(仅首次连接时需要配对)
4. 按住 Analogue^{3D} 主机正面的 **配对键**, 玩家指示灯 开始闪烁。
5. 手柄会自动进行配对和连接。连接完成后, **状态指示灯** 和 **玩家指示灯** 常亮。并且在开机时会自动连接。

有线连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 使用 USB-A 转 USB-C 的数据线将手柄连接到 Analogue^{3D} 主机上, 当手柄成功连接到指定玩家时, **玩家指示灯** 常亮。

Switch



- * 要求 Switch 主机系统已更新到最新版本。
- * 仅适用于 Switch Online N64 游戏。

蓝牙连接

1. 将 **模式开关** 移动到 **S** 位置。
2. 按下 **Start 键** 开启手柄。
3. 按住 **配对键** 约 3 秒至 **状态指示灯** 快速闪烁, 进入配对状态。(仅首次连接时需要配对)
4. 打开 Switch 主机 **手柄 – 更改握法 / 顺序**, 等待手柄连接。
5. 连接完成后, 手柄 **状态指示灯** 常亮。

有线连接

- * 使用前请确保 **设置 – 手柄与感应器 – Pro 手柄的有线连接** 已开启。
1. 将 **模式开关** 移动到 **S** 位置。
 2. 使用 USB 线将手柄连接到 Switch 主机的 USB 端口, 等待系统识别完成后即可使用。

Android / Windows



蓝牙连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 按下 **Start 键** 开启手柄。
3. 按住 **配对键** 约 3 秒至 **状态指示灯** 快速闪烁, 进入配对状态。(仅首次连接时需要配对)
4. 打开 Android / Windows 设备蓝牙, 搜索 **8BitDo 64 BT** 连接。
5. 连接完成后, 手柄 **状态指示灯** 常亮。

有线连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 使用 USB 线将手柄连接到 Android / Windows 设备的 USB 端口, 等待系统识别完成后即可使用。

连发

- * **方向键、摇杆、摇杆按键、Home、Select、Start 键** 不支持连发。
- * 启用连发功能的按键, 按下时 **状态指示灯** 会持续闪烁。
- * 连发功能不会保存, 断开连接或关机后恢复默认。

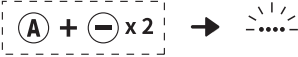
连发

- * 按住需要启用连发的按键, 再按下 **Select 键** 可启用连发。
- * 按住需要关闭连发的按键, 再按下 **Select 键** 可关闭连发。



自动连发

- * 按住需要启用自动连发的按键, 再按 2 下 **Select 键** 可启用自动连发。
- * 按住需要关闭自动连发的按键, 再按下 **Select 键** 可关闭自动连发。



快速交换按键

- * **方向键、摇杆、摇杆按键、Home、Select、Start 键** 不支持交换。
- * 已交换过功能的按键, 按下时 **状态指示灯** 会持续闪烁。
- * 交换功能不会保存, 断开连接或关机后恢复默认。

- * 按住需要交换的两个按键, 再按下 **Select 键** 可启用交换。
- * 按住已经交换的任意按键, 再按下 **Select 键** 可关闭交换。



电源



配备 1000mAh 可充电式锂电池, 可持续使用约 36 小时, 充电时间约 4 小时。

电源状态	电源指示灯状态
电量不足	红灯闪烁
正在充电	红灯常亮
充电完成	红灯熄灭

- * 开机后 1 分钟内未连接, 或连接后 15 分钟内无操作会自动关机。
- * 使用有线连接时不会自动关机。

安全警示



- * 请使用制造商的电池、充电器、配件。
- * 在用户使用第三方的配件时, 制造商不能对用户的安全负责。
- * 请勿自行拆卸、改装或修理设备。
- * 请勿挤压、拆解、刺穿或尝试改装设备及电池。
- * 对设备的任意变动或改装, 将导致制造商对设备不予保修。

Support



- Please visit support.8bitdo.com for further information & additional support.



技术支持



- * 请访问 support.8bitdo.cn 了解详细信息。



FCC regulatory conformance:

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.
- (2) This device must accept any interference received, including interference that may cause undesired operation.

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

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

RF Exposure

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

IC regulatory conformance

This device complies with CAN ICES-003 (B)/NMB-003(B) .

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.

(2) This device must accept any interference, including interference that may cause undesired operation of the device.

Cet appareil est conforme à la norme CAN ICES-003 (B)/NMB-003 (B) .

Cet appareil contient des émetteurs / récepteurs exempt (s) de licence qui sont conformes aux RSS exemptes de licence d'Innovation, Sciences et Développement économique Canada. Son fonctionnement est soumis aux deux conditions suivantes:

(1) Cet appareil ne doit pas provoquer d'interférences.

(2) Cet appareil doit accepter toute interférence, y compris les interférences susceptibles de provoquer un fonctionnement indésirable de l'appareil.

The device is restricted to indoor use when operated in the Canada using frequency 5150MHz-5250MHz to reduce the potential for interference.

Lors de l'utilisation au Canada d'un appareil dont la fréquence est de 5150 MHz à 5250 MHz, l'appareil est limité à un usage intérieur afin de réduire les risques de brouillage.

RF Exposure

This equipment complies with IC radiation exposure limits set forth for an uncontrolled environment.

Cet équipement est conforme aux limites d'exposition aux radiations de la IC définies pour un environnement non contrôlé.