

Pixel Art Bluetooth Controller Instruction Manual

CONTENTS

- PIXEL ART CONTROLLER
- CHARGE CABLE

[DIAGRAM]

- MODE SWITCH (BT for Bluetooth)/ SW (for Nintendo Switch®)
- TYPE-C CHARGING PORT
- SYNC
- RESET PIN
- LED BATTERY INDICATOR LIGHT
- LED SYNC INDICATOR LIGHTS
- HYPERKIN BUTTON (HOME)
- A
- B
- X
- Y
- L
- L2
- R
- R2
- TURBO (LIGHTNING BOLT)
- START
- SELECT
- D-PAD

- LEFT ANALOG STICK / L3 (WHEN PUSHED)
- RIGHT ANALOG STICK / R3 (WHEN PUSHED)

Quick Reference

After you've carefully read the guide below, please refer to this quick reference list when you need it.

- Select your mode with the MODE SWITCH (BT for Bluetooth)/ SW (for Nintendo Switch®)
- Hold the SYNC button for 3 seconds to start pairing
- Reconnecting to previously paired device, press SYNC button
- Hold SYNC button for 5 seconds to turn off controller

Getting to Know the Pixel Art Bluetooth Controller

XInput and DInput Mode

- The Pixel Art controller can be used in either XInput or DirectInput (DInput Mode) where applicable.
By default, the controller will be in XInput mode.

Switching to DInput: While holding the B button and SYNC button simultaneously. The LED SYNC INDICATOR LIGHTS will start flashing two at a time.

In DInput mode, the button mapping is as follows:

B = A

A = B

Y = Y

X = X

Switch Back to XInput: You can either turn OFF your controller, turn it back ON, then re-pair to your device. It will, by default, be in XInput mode. Alternatively, you can also reset your controller.

In XInput mode, the button mapping is as follows:

B = A

A = B

Y = X

X = Y

- Using a paper clip or similar-sized object, you can (soft) reset the controller by pressing the RESET PIN.

Power and Charging

- The controller will turn off after 15 mins of inactivity to save power. To wake up the controller, press the SYNC button.
- The controller will sleep after 20 seconds of no Bluetooth connection to a device/console.
- To charge the Pixel Art Bluetooth Controller, plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into an available USB port on your device or any 5V 1A USB power source.
- When the battery is low, the LED BATTERY INDICATOR LIGHT will blink.
- When the controller is charging, the LED BATTERY INDICATOR LIGHT will light up solid.
- When the controller is fully charged, the LED BATTERY INDICATOR LIGHT will turn off.

Vibration Settings

To turn OFF VIBRATION, press and hold START + SELECT + HYPERKIN BUTTON (HOME) for 5 seconds. Repeat the sequence to turn it back ON.

Hyperkin Button (Home)

- The HYPERKIN BUTTON will light up whenever connected/paired to a device.
- The HYPERKIN BUTTON's light is set to WHITE by default. To change the color, while holding the TURBO BUTTON, press R3 to cycle through the different colors: RED, ORANGE, YELLOW, GREEN, BLUE, PURPLE, PINK, and WHITE.
- The HYPERKIN BUTTON will briefly flash each time it is pressed.
- After a button that has been set to TURBO MODE, the HYPERKIN BUTTON will flash rapidly.
- To turn OFF the HYPERKIN BUTTON's light, hold START and the HYPERKIN BUTTON for 5 seconds. The HYPERKIN BUTTON will flash three times to indicate it is OFF. To turn the light back on, hold the HYPERKIN BUTTON for 5 Seconds.

Using the Turbo Function (Lightning Bolt)

1. While holding the TURBO button, press the button you would like to be set to TURBO MODE.
2. The HYPERKIN BUTTON will flash, indicating the button has been set to TURBO MODE.
3. To turn off TURBO MODE, while holding the button that has been set to TURBO MODE, press the TURBO BUTTON. If successful, the HYPERKIN BUTTON will no longer flash when a button has been pressed.

Helpful Tips

- TURBO MODE does not work for the Nintendo Switch®
- Only the following can be set to TURBO Mode:

A, B, X, Y, L, L2, R, R2, D-PAD

Factory Reset

If you want to reset the controller to its default factory settings, hold SELECT and Y for 5 seconds. The HYPERKIN BUTTON will flash 3 times to indicate the controller has been reset. It will also light up WHITE. This will also unpair your controller from ALL previously paired devices.

Connecting Your Pixel Art Bluetooth Controller

Note: When the term “pair/paired” is mentioned, it is referring to a Bluetooth/wireless connection, not a wired connection.

For the Nintendo Switch®

Wired Connection

1. Plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into a USB port on your dock. Make sure the MODE SWITCH is set to SW (to the RIGHT).
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

Bluetooth Connection

1. Make sure the MODE SWITCH is set to SW (to the RIGHT). Hold the SYNC button for 3 seconds. The LED SYNC INDICATOR LIGHTS will begin to move from left to right.
2. Using either the touch screen or a previously paired controller, go to your console's Home menu. Go to Controllers, then Change Grip/Order. Your controller will begin to pair. Once paired, the LED SYNC INDICATOR LIGHTS will light up solid.

Helpful Tips

- The TURBO button functions as the Share button. Because of this the TURBO function does not work for the Nintendo Switch®.

- Once your controller is paired, if your console enters Sleep Mode, you can re-pair by waking up your console (using the Power button on your console), then pressing the SYNC BUTTON once.
- The Pixel Art controller supports gyro functions, which are automatically available once paired.

For Windows 10®/11®

Wired Connection

1. Make sure the MODE SWITCH is set to BT (to the LEFT). Plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into a USB port on your Windows 10®/11® computer.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

Bluetooth Connection

1. Make sure the MODE SWITCH is set to BT (to the LEFT). Hold the SYNC button for 3 seconds. The LED SYNC INDICATOR LIGHTS will begin to flash.
2. In Windows 10®/11® go to Bluetooth & Devices, then click Add Device. Select Hyperkin Xpad (for XInput) or Hyperkin Pad (for DInput).
3. Once paired, The LED SYNC INDICATOR LIGHTS will light up solid.

PC Game Pass

Make sure controller is set to XInput mode before playing games in PC Game Pass.

Helpful Tips

- If previously paired, your controller will automatically connect to your computer when SYNC button is pressed.

For Mac® (macOS® Sierra and Newer)

Wired Connection

1. Plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into a USB port on your Mac®.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

Bluetooth Connection

1. Make sure the MODE SWITCH is set to BT (to the LEFT). Hold the SYNC button for 3 seconds. The LED SYNC INDICATOR LIGHTS will begin to flash.
2. In macOS®, go to System Settings, then click Bluetooth in the sidebar (you may need to scroll down). Select Hyperkin Xpad (for XInput) or Hyperkin Pad (for DInput).
3. Once paired, The LED SYNC INDICATOR LIGHTS will light up solid.

PC Game Pass (via browser)

Make sure controller is set to XInput mode before playing games in PC Game Pass.

Helpful Tips

- If previously paired, your controller will automatically pair to your computer when the SYNC button is pressed.

For Android®

Wired Connection

1. To connect to your smartphone, a Type-C to Type-C cable is required (not included). Connect one end of the cable into your controller's TYPE-C CHARGING PORT. Plug the other end into a Type-C port on your device.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

Bluetooth Connection

1. Make sure the MODE SWITCH is set to BT (to the LEFT). Hold the SYNC button for 3 seconds. The LED SYNC INDICATOR LIGHTS will begin to flash.
2. Under your Bluetooth settings, look for available devices. Select Hyperkin Xpad (for XInput) or Hyperkin Pad (for DInput).
3. Once paired, The LED SYNC INDICATOR LIGHTS will light up solid.

Helpful Tips

- If previously connected wirelessly, your controller will automatically connect to your computer when the SYNC button is pressed.

Other Devices

For Steam Deck™

Wired Connection

1. To connect to your console, a Type-C to Type-C cable is required (not included). Connect one end of the cable into your controller's TYPE-C CHARGING PORT. Plug the other end into a USB port on your Steam Deck™ dock.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

Bluetooth Connection

1. Make sure the MODE SWITCH is set to BT (to the LEFT). Hold the SYNC button for 3 seconds. The LED SYNC INDICATOR LIGHTS will begin to flash.
2. Press the STEAM button on your console. Under your Bluetooth settings, look for SHOW ALL DEVICES. Toggle this option ON. Select Hyperkin Xpad (for XInput) or Hyperkin Pad (for DInput).
3. Once paired, The LED SYNC INDICATOR LIGHTS will light up solid.

For Raspberry Pi®

*Wired Connection**

1. Plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into a USB port on the Raspberry Pi®.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid.

*Your setup and features may vary depending on your device, including wireless pairing.

For Tesla®

Wired Connection

1. Plug the included Type-C cable into the controller's TYPE-C CHARGING PORT. Plug the other end into the USB port on your Tesla® vehicle.
2. Once connected, ONE of the LED SYNC INDICATOR LIGHTS will light up solid

To contact us for help and support, send an email to support@Hyperkin.com.

©2023 Hyperkin®. Hyperkin® and Pixel Art® are registered trademarks of Hyperkin Inc. Nintendo Switch® is a registered trademark of Nintendo® of America Inc. This Hyperkin™ product is not designed, manufactured, sponsored, endorsed, or licensed by Nintendo® of America Inc in the United States and/or other countries. All other trademarks or registered trademarks are the property of their respective owners. All rights reserved. Made in China.

FCC Requirement

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

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.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20cm between the radiator & your body.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.