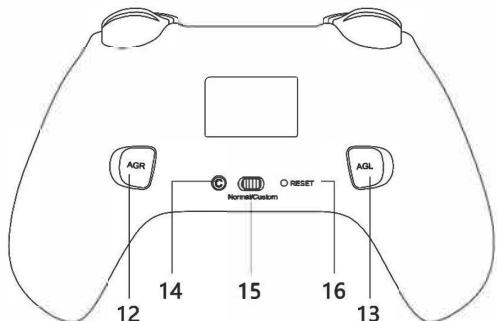
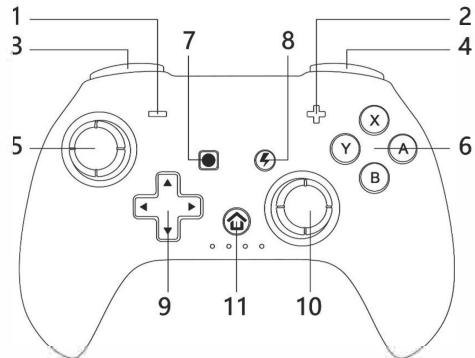


BUTTONS

1. - (SELECT)	6. ABXY
2. + (START)	7. CAP
3. L1/L2	8. TURBO
4. R1/R2	9. D-PAD
5. L3	10. R3



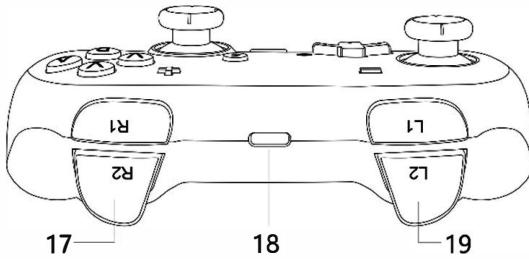
COMPATIBLE WITH
NINTENDO
SWITCH™

 SNAPP

WIRELESS CONTROLLER

Quick Start Guide
Model: MBCNSW

11. HOME	16. Reset button
12. AGR	17. RI/R2
13. AGL	18. USB charging port
14. Pairing button	19. L1/L2
15. Programming button	



LEDS – 4 LED that represent the players

CHARGING PORT – TYPE-C port

MOTORS – Left and right rumble motors

Press Turbo and the START (+) button to improve the intensity of the motor vibration. Press the Turbo and the SELECT (-) button to save the motor vibration intensity. There are 4 levels of vibration intensity.

OPERATING MODES

Press the HOME button to turn on the controller and wake up Switch console as long as the console is not in airplane mode. Controller will auto shut off if its not connected to any console within 10 seconds.

Automatic sleeping mode – When the console screen is off and there is no action on the controller, the controller will go into auto sleep mode within 5 minutes.

PAIRING UP

The Bluetooth function of the controller needs to be paired when connecting to the Switch Console or mobile phone for the first time.

To Pair with Switch console: While controller is off, press and hold the pairing button. When led starts to flash, it has entered the pairing mode. Follow on the screen directions to pair with Switch console. If the controller is not connected to any console within 2 minutes, it will automatically turn off.

Reconnecting – If the controller has been paired with the Switch console or with a mobile phone, you won't need to re-pair it. It will automatically reconnect.

TURBO

Support buttons – ABXY, L1R1, L2R2, cross keys. The turbo function will clear every time when controller is off.

Set up – Press and hold the button that wishes to be turbo. Then press the Turbo button 1 time to set as turbo. Press turbo button again to set it as full auto. Press the button 3 times to clear the button of turbo.

Speed adjustment – Press and hold the Turbo button. Push up the right stick for the maximum speed (+). Push down the right stick for the minimum speed (-). This will change the speed interval of the turbo button.

POWER

Charging – When the controller is charging, the LED 1-4 will flash slowly. When the controller is fully charged, the LED will stay on. The controller can also charge when it is connected to the computer or console.

Input power rating: DC 5V,500MA

Voltage DC: 3.7 –4.2v

Battery capacity: 550mAh

Operating temperature: 5C°-35C°

Mass: Approx 162g

MACRO PROGRAMMING

Support buttons – ABXY, L1R1, L2R2, direction pad. One programming key supports up to 12 buttons. When there are more than 12 keys, the controller automatically records the first 12 buttons and exits the Macro recording.

Quitting the Macro programming function without saving – To quit the macro programing, switch the switch on the back of the controller to Normal. This also applies to deactivate the AGL/AGR buttons.

Programming the macro – First switch the back of the switch to "custom". Press and hold AGL/AGR, then press the start (+) button. The Led will turn on, as well as the start recording button (supports recording key time). Press the desired combination or remap buttons as needed.

In Macro recording – if only one key is recorded, the function of the programming key will be the same as the key. Pressing the programming key is equivalent to pressing the key, and releasing the programming key is equivalent to releasing the key.

CONNECTION METHOD

Wired

For Switch and PC. Supports the PC Steam platform.

XINPUT: Xbox 360 Controller for Windows

DINPUT: the Controller for Windows (pc): SC20 Gamepad

Connecting to a PC: Press the lower end of the SELECT (-) and START (+) button for 3 seconds. The controller can switch between DINPUT and XINPUT. The controller with light mode XINPUT (lamp 1, 4 light), DINPUT (lamp 2, 3 light).

Wireless

With a Bluetooth connection. Called the "Pro Controller" when using the Switch Bluetooth mode. When connected to the Nintendo Switch, the controller's light modes are allocated by the Console.

FCC Statement

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

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 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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.