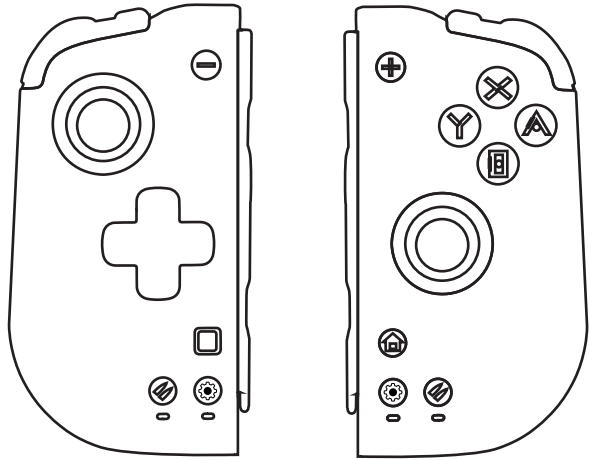
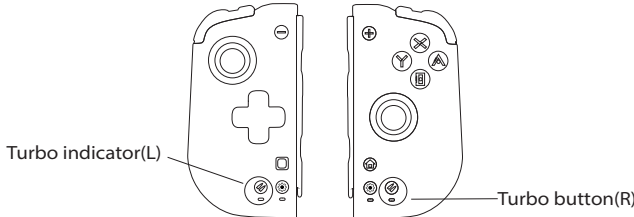
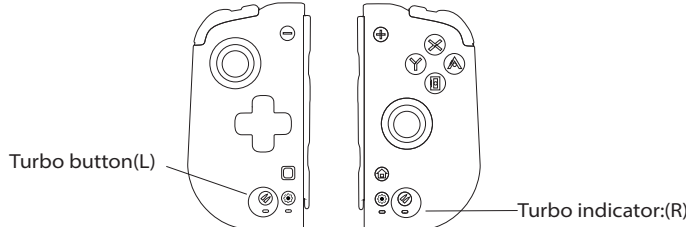
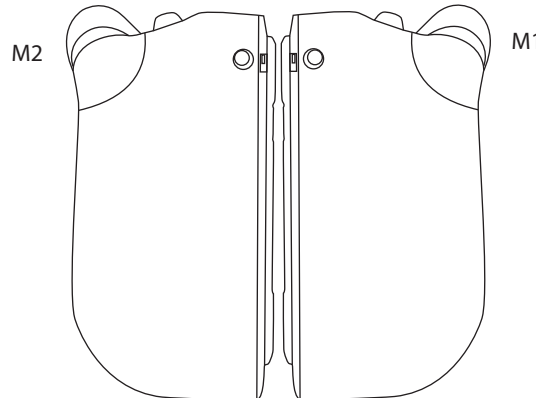
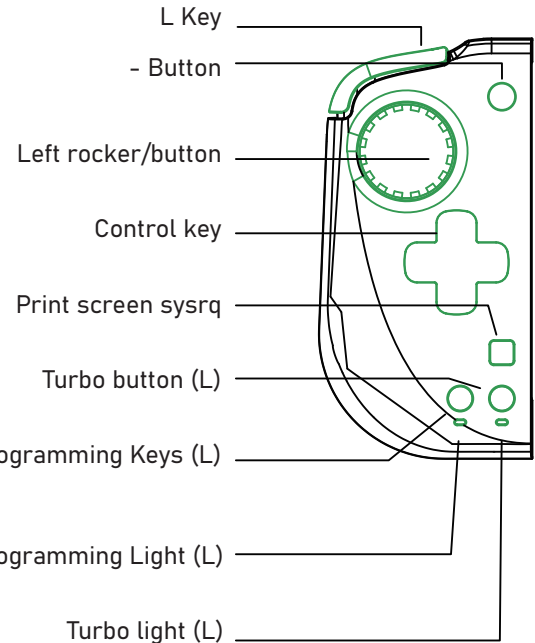
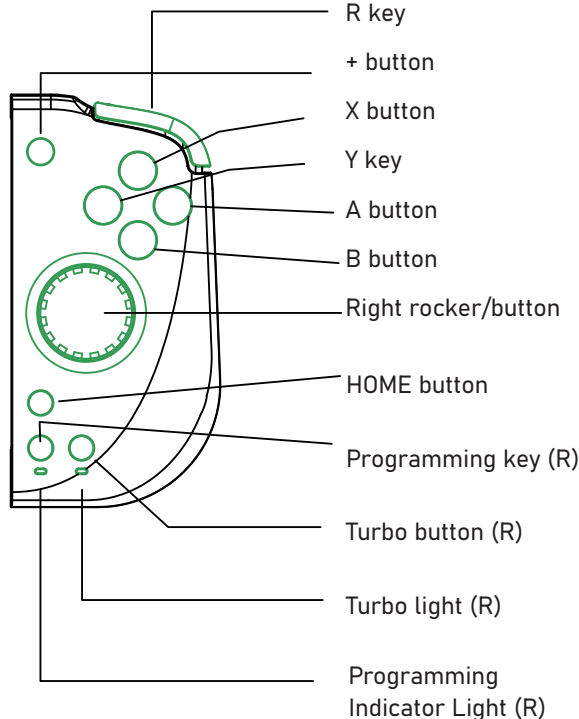
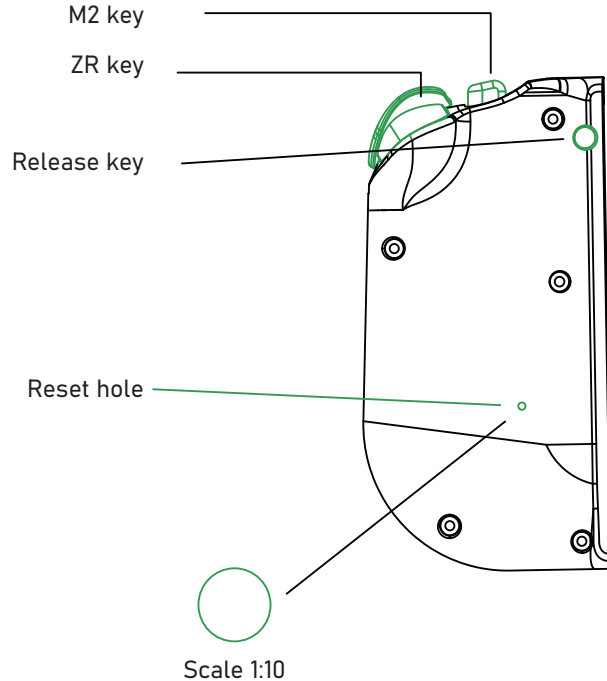
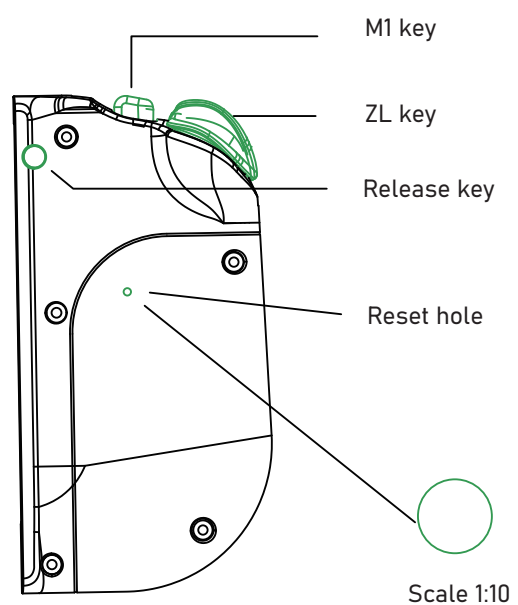
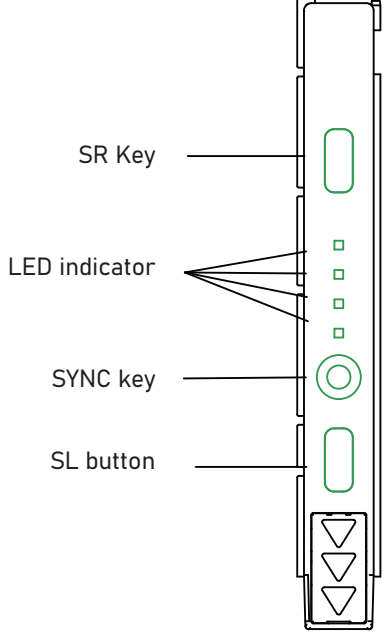
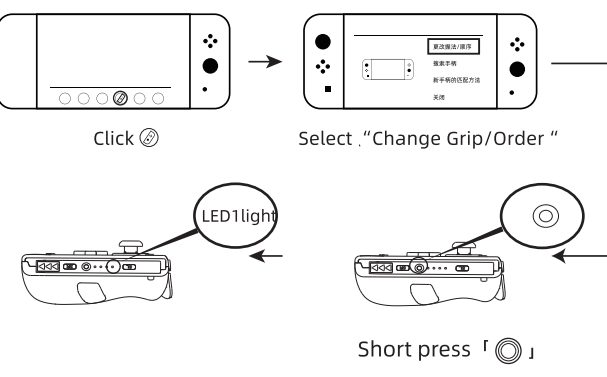
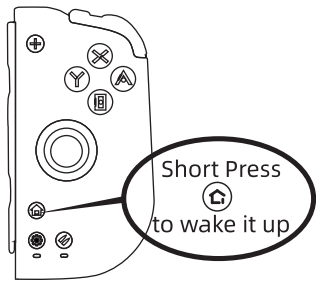


User Manual for gamepad 8816  Coiorvis Phantom HD	http://www.coiorvistop.com AFTER-SALE SERVICE Feel free to reach out to us if you encounter any concerns or issues with coiorvis controller. We are committed to addressing your needs and ensuring your satisfaction within one year.	Turbo Function For example, setting the button A as an example : Press and hold the Turbo+A button for the first time, and the indicator light will be red and continuously on. At this time, press and hold the A key to activate the continuous firing function, release and stop. Press and hold the Turbo+A button for the second time, and the indicator light will be red and continuously on. Enter the automatic continuous firing mode, but the button will not be triggered. It needs to be manually pressed to automatically trigger. Press and hold the Turbo+A button again to stop. Press and hold the Turbo+A key for the third time, cancel the continuous firing, and the red light will go out. ② Cancel all button Turbo function: Left/Right joystick: Press the Turbo button for 5 seconds, the joystick will vibrate briefly to prompt, and at this time, the Turbo function of all left/ right buttons will be cleared.	③ Continuous firing speed adjustment: Press and hold the Turbo key, down the joystick to decrease the continuous firing speed, and up the joystick to increase the continuous firing speed. The three levels are adjustable, and the joystick vibration prompt shows that the continuous firing speed is 5 times/second, 12 times/second, and 20 times/second, respectively Notes: The Turbo function buttons can be set as : left joypad: Z ZL cross key L3- ; Right joypad: R ZR A B X Y+R3; 	MAPPING PROGRAM SETTING For example, take the buttons A B X Y for example: ① Press and hold the macro programming button for 3 seconds to activate the macro programming mode. The programming LED will flash continuously and enter the programming mode. Press the desired button, and finally short press the macro programming button to save and end the recording. The light will remain on. Click on the handle M1/M2 once to trigger the recorded button	② Click on the handle M1/M2 once to trigger the recorded button Press the M1/M2 button on the top, program the LED light to stay on, enter a trigger cycle, double-click the M1/M2 button to continuously trigger the recorded button, and the light will stay on (during the cycle trigger process, press any other key to stop) ③ The maximum number of buttons recorded in macro programming mode is 16, and the maximum interval time between each key is 300 seconds. ④ The macro programming function of the left joypad can be recorded with the following keys: cross key, L3, L, ZL, -, left joystick; The macro programming function of the right joystick can be recorded with buttons A, B, X, Y, R, ZR, R3+, and the right joystick Memory saves the user's last operation when power off. ⑤ Press and hold the macro programming button on the left joypad for 5 seconds, and the programming LED will flash three times and briefly vibrate to prompt. Cancel the setting of the macro programming button on the left and restore it to the default key value (M1=default no function will be added later).	Press and hold the macro programming button on the right side of the controller for 5 seconds, and the programming LED will flash three times and briefly vibrate to prompt. Cancel the macro programming button setting on the right side and restore it to the default key value (M2=default no function will be added later). ⑥ You can enter two or more combination keys simultaneously. For example, if you need to press ABX as a combination key at the same time, press ABX simultane
MACRO PROGRAMMING SETTINGS  	LAYOUT LEFT 	LAYOUT RIGHT 	LAYOUT RIGHT 	LAYOUT LEFT 	LAYOUT 	CONNECT TO THE SWITCH Wired Connection ◇ Plug the controller into Switch, which is connected. Wireless Connection ◇ On the Switch, click on ② and select "Change Grip/Order", ◇ Short press ③, the channel lights flash like marquee, pairing starts. ◇ When LED1 stays on, pairing is complete. Press ④ to return home page. 
WAKE UP & RECONNECT  ◇ After automatic sleep or manual shutdown, short pressing the ③ will awaken the controller or reconnect to the previously paired device ON & OFF ◇ Long press ③ for 5 seconds to power off.	FCC Caution 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 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. The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.					