105mm

140mm

Wireless Game Controller

813
User Manual

I. Product Introduction & Application Scope

This device is a second-generation Bluetooth controller for Switch, compatible with Switch second-generation and first-generation (Bluetooth/wired), as well as PC (Bluetooth/wired).
Switch Functions:
When connected to Switch second-generation console: controls compatible Switch games, supports 6-axis gyro, 9-axis motion sensor, vibration motor,voice function, C-button function, and supports wireless wake-up from sleep mode.
When connected to Switch first-generation console: controls compatible Switch games, supports 6-axis gyro, vibration motor, and wired voice function.
Windows (PC360) Functions:
Connects to PC as an X-input device; defaults to X-input mode. When connected via USB, can switch to D-input mode via button combination, with cycling between modes.
Android Functions:
Connects to Android phones as an X-input device. (Display name can be customized.)

II. Product Specifications

Parameter	Specification
Operating Voltage	DC 3.7V
Operating Current	< 140mA
Static Current	< 20uA
Continuous Run Time	> 8 hours
Input Voltage/Current	DC 5V / 550mA
Charging Time	Approx. 2 hours
Parameter	Specification
Transmission Distance	≥ 10 meters/ 32.8 feet
Battery Capacity	1000mAh
Standby Time	90 days after full charge

III. Package Contents

Game ControllerX1

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IV. Controller Button Layout

V. Controller Operation

Switch 2 Mode – Bluetooth Connection:
(1) Turn on the Switch console. On the home screen, select the System Settings menu. In the next menu, select Airplane Mode, then select Controller Connection (Bluetooth) to ensure the Bluetooth function is turned ON.

(2) Enter the Switch console's controller Bluetooth pairing mode. On the home screen, select the Controllers menu. In the next menu, select Change Grip/Order. The console will automatically search for and pair with the controller.

(3) With the controller powered off, slide the toggle switch to the NS position. Press and hold the HOME button for 1–2 seconds to enter Bluetooth search/pairing mode. The channel indicators LED1–LED4 will flash in a running-light pattern. Upon successful connection, the Switch 2 console will automatically assign a corresponding channel indicator, which will remain solidly lit. If pairing fails, the controller will power off after 15 seconds.

VI. Function Descriptions

Switch 1 Mode – Bluetooth Connection:
With the controller powered off, slide the toggle switch to the NS position. Press and hold Y + HOME for 3 seconds to power on and enter Switch 1 Bluetooth pairing mode. The channel indicators LED1–LED4 will flash in a running-light pattern. On the Switch 1 console, enter the pairing interface. Upon successful pairing, the console will automatically assign a channel, and the corresponding channel indicator will remain solidly lit. (Bluetooth connection)
Bluetooth Connection – Pc360:
With the controller powered off, slide the toggle switch to the PC position. Press and hold the HOME button for 3 seconds to enter pairing mode. On your PC, open the Bluetooth search interface, find the Bluetooth device named "Xbox Wireless Controller," and click to pair. Upon successful pairing, LED1 and LED2 will remain solidly lit.
Android Mode – Bluetooth Connection:
With the controller powered off, slide the toggle switch to the Android position. Press and hold the HOME button for 3 seconds to enter pairing mode. On your Android phone, open the Bluetooth search interface, find the Bluetooth device named "Gamepad," and click to pair. Upon successful pairing, LED2 and LED3 will remain solidly lit.
Wired Connection:
Wired connection is not affected by the toggle switch position and will automatically detect the platform. When connected via USB cable to a Switch 1 or Switch 2 console, the controller will automatically connect. Slide the toggle switch to the NS position. After unplugging the USB cable, the controller will automatically reconnect to the console via Bluetooth.

Wake-up & Reconnection:Switch2
Briefly press the HOME button to wake up the controller and enter reconnection mode. It will automatically reconnect to the last paired device (ensure the controller is in the correct toggle position). If the last connection was to a Switch 2 console and the current toggle position is NS, the controller can wirelessly wake up the Switch 2 console from sleep mode and complete reconnection upon power-on. If reconnection fails within 15 seconds, the controller will automatically power off. (The same logic applies to other platforms.)

VII. Button Layout

This controller features the following digital buttons: UP, DOWN, LEFT, RIGHT, A, B, X, Y, L1, R1, L2, R2, L3, R3, — (Minus), + (Plus), Screenshot, C, HOME, Pairing Button, Turbo Button, PL, PR. It also features two analog 3D joysticks.

VIII. Vibration Function

The controller supports vibration feedback. Vibration intensity varies dynamically with in-game content. On the Switch console, the vibration function can be manually turned ON or OFF.

IX. Macro Programming Function

Macro Button Configuration:
PR and PL are macro-assignable buttons. With the controller powered on, press and hold the Turbo button + PL or PR (one of the two) for 3 seconds to enter programming mode. The current indicator will flash slowly and the motor will vibrate as a prompt. At this point, press the desired function buttons in sequence, then finally press the same macro button (PL or PR) again to complete programming. Upon successful programming, the current indicator will remain solidly lit and the motor will vibrate as confirmation. A maximum of 24 button presses can be recorded as a single macro (when the record limit is reached, the indicator will flash quickly). Both button presses and interval timing between presses are recorded.
If no programming operation is performed within 10 seconds in programming mode, the controller will exit programming mode; restore the previous macro settings, and the indicator will remain solidly lit.
Macro Function Clear:
Follow the same steps to enter programming mode, but do not press any function buttons. Instead, press the macro button (PL or PR) directly again. This will clear the macro function assigned to that button.
Programming Memory:
Once a macro is programmed, it will be retained even after the controller is powered off and restarted.
Programmable Buttons:
X, Y, A, B, ↑ (UP), ↓ (DOWN), ← (LEFT), → (RIGHT), R1, R2, L1, L2, R3, L3, R3D (R3-Down), L3D (L3-Down)

X. Turbo(T) Function

Turbo Function Setup:
1. Press and hold the Turbo button, then briefly press the desired button to assign it as a manual turbo (rapid-fire) button.
2. In manual turbo mode, press and hold the Turbo button, then briefly press the button that has already been set to manual turbo. This will switch it to auto turbo (continuous rapid-fire).
3. In auto turbo mode, press and hold the Turbo button, then briefly press the button that has already been set to auto turbo. This will cancel the turbo function for that button.
4. The turbo function cycles as follows:
Manual Turbo → Auto Turbo → Cancel Turbo
Turbo-Compatible Buttons:
A, B, X, Y, L1, R1, L2, R2, UP, DOWN, LEFT, RIGHT
Turbo Speed Settings:
(Speed settings are saved even after power-off. Default speed is Level 2.)
Turbo + Right 3D (Up) → Increase speed by one level
Turbo + Right 3D (Down) → Decrease speed by one level
Operation: Press and hold Turbo, then push the right joystick up to increase speed, or push it down to decrease speed. Each successful speed adjustment is confirmed by a single motor vibration.
5. Turbo Speed Levels:
Level 1: 8 presses/second
Level 2: 15 presses/second (Default)
Level 3: 25 presses/second
6. Clear All Turbo Functions:
Press the key combination Turbo + SELECT (–) for approximately 1 second to clear the turbo function from all assigned buttons.
7. Turbo Function Memory:
Turbo function settings are not saved after the controller is powered off.

XI. Charging

When the controller is plugged into the adapter, the current channel indicator will flash blue slowly. When fully charged, the blue light will remain solid.

XII. Low Battery Alert

When the controller battery voltage drops below 3.6V (based on battery characteristics), the current channel indicator will flash rapidly to indicate low battery and the need for charging. The controller will automatically shut down at 3.45V.

XIII. Power Off

When the controller is powered on, short press the pairing button to turn it off, or long press the HOME button for 5 seconds to turn it off.

When the controller is in reconnection mode, it will automatically power off if it fails to connect within 15 seconds.
When the controller is in pairing mode, it will automatically power off if pairing fails within 15 seconds.
When the controller is in connected mode, it will automatically power off if there is no button operation within 5 minutes.

XIV. Ambient Light

When the controller is powered on, the joystick ambient light defaults to rainbow mode. When connected to the host, the decorative light will display the color that was set when the controller was last turned off, and the setting is saved upon shutdown.
Joystick ambient light color switching:
Press "+" + "←/→" to switch colors. The switching order is:
Rainbow Mode → Rainbow Breathing → Red → Orange → Yellow → Green → Cyan → Blue → Purple → White → Off.
The cycle can be repeated, and the current color is saved upon normal shutdown.
Joystick ambient light brightness adjustment:
Press "+" + "↑" to increase brightness; Press "+" + "↓" to decrease brightness.
The brightness levels are 0%, 25%, 50%, 75% (default), and 100%.
The current brightness is saved upon normal shutdown.

XV. Sensor Calibration

There are two methods for calibration:
1.Calibrate the gyro sensor via the host's settings interface. Follow the on-screen instructions step by step to complete the process.
2.While the controller is powered off (in NS mode), press and hold "A" + "-" + "HOME" for 3 seconds to power on. The front and rear indicator lights will flash alternately. Then press the "+" button once, and the LED lights will turn off, indicating calibration is complete.

XVI. Joystick and Trigger Calibration

With the controller powered off, press and hold "+" + "HOME" for 3 seconds to enter joystick and trigger calibration mode. The 4 channel indicators will flash slowly. Rotate each joystick fully for at least 3 complete cycles, and press each trigger all the way down at least 3 times. Finally, press "+" + "HOME" once (just a short press), and the 4 channel indicators will flash rapidly for 2 seconds, indicating calibration is complete. The controller will then shut down.

XVII. Reset Function

If the controller encounters any issues, you can use a paperclip to press the reset button on the back of the controller to perform a reset.

FCC Statement

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.

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.