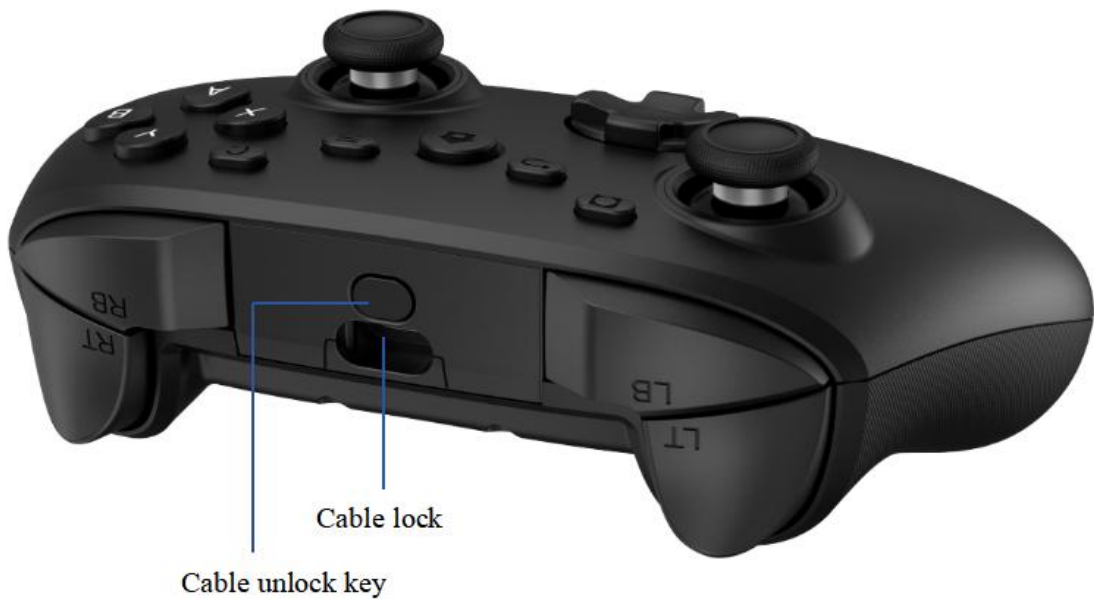


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I.Product Photos



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Note: Left Joystick can be L3 when vertical press; Right Joystick can be R3 when vertical press; Power indicators or channel indicators are LED1, LED2, LED3, LED4 from left to right.



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II.Overview:

- 1.Support Nintendo Switch console version above 3.0.0,PC,USB Dongle,IOS,Android platform.
- 2.Support wired connection: SWITCH, PC DINPUT, PC XINPUT. Support wireless connection through mode switch: USB Dongle, Bluetooth mode(XINPUT), SWITH.
- 3.Under BT mode,wired connect with PC under PC XINPUT,Device name:Xbox 360 Controller for Windows;wired connect with PC under PC DINPUT,Device name:TYPE2 Gaming Controller Pro;
- 4.Under USB Dongle and NS(Switch) mode,wired connect with PC,Device name:Switch Pro Controller;
- 5.Under USB Dongle,BT,NS(Switch)mode use,when have the cable connect,will change to wired mode directly,wired mode always preferred;
- 6.LT,RT buttons support change to Micro switch buttons and Hall switch buttons by buttons at behind;
- 7.Four blue light LED indicates the working channel, and the lighting method is freely allocated by the Switch console;
- 8.C buttons can support TURBO,AUTO TURBO, button replacement, button function settings and the factory default setting;
- 9.Controller buttons: Up, Down, Left, Right, A, B, X, Y, LB, RB, L3, R3, Menu, BACK, HOME, Screenshot, COMMAND, Reset,M1, M2, M3, M4,LT, RT,(LT/RT can be Hall switch and micro switch, other buttons are digital buttons)
- 10.Micro Switch(Kailh):LB、RB、LT、RT
- 11.Omron buttons(D2LS-21)):A、B、X、Y
- 12.Tact switches(Kailh): MENU、BACK、HOME、Screenshot、COMMAND、Up、Down、Left、Right、M1、M2、M3、M4
- 13.Reset button apply normal tact switches
- 14.Joystick use Hall Switch;
- 15.Controller support six axis;
- 16.Controller support updating program through USB cable;
17. Buttons with memory function, TURBO/AUTO TURBO not support memory function;
- 18.Press the COMMAND button over 5 second will clear all setting (Function settings/TURBO/AUTO TURBO Restore to the factory default setting);
- 19.M1, M2, M3, M4 default function is A, B, X, Y function. If they are canceled after set, there are no function;
- 20.Press M1, M2, M3, M4 buttons at the same time, only show the first pressed button function, not show M1, M2, M3, M4 buttons at the same time;
- 21.XP mode support: IOS、Steam、ROG platform;
- 22.Auto-sleep: will enter into auto-sleep mode if no operations in 5 minutes or failed to connect with previous controller. Support SWITCH/IOS/Android platforms;
- 23.Bluetooth transmission distance: 8-10 meters (Without barrier);



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24.Controller working Voltage: DC 5V, working current: 380mA ± 20mA;

25.Controller XINPUT wired mode polling rate can reach 1000Hz.

III. Operation Instruction

Note: Set your controller before using for Wired Controller

- Step 1: Turn on Switch console, enter into console's main interface;
- Step 2: Choose "System Settings", select "Controllers and Sensors";
- Step 3: Set "Pro Controller Wired Communication" switch into "ON".

1. SWITCH console Bluetooth connection

- Step 1: Entering SWITCH console connecting mode, and controller choose SWITCH mode.
- Step 2: Controller enter into pairing mode by pressing HOME 3s. Four channel indicators will continuous light from left to right accordingly. If controller has one or a few LED solid lights that shows connecting succeed within 2 minutes (channel lights auto allocated by SWITCH console)
- Step 3: Press A button for confirm, enter into Switch to set or play game.

2.Wired connect with Switch Console: (Through OTG cable)

- Step 1:Controller choose Switch mode.
 - Step 2: Plug OTG into console port.
 - Step 3: Connect controller USB with OTG USB port, press controller button A to confirm.
- Controller's accordingly channel LED be solid light when connect succeed, the player can start game.

3.Wired connect with Switch TV Dock

- Step 1: Controller choose Switch mode.
- Step 2: Turn on Switch console, enter into main interface;
- Step 3: Controller connect with TV through Dock and output video to TV;
- Step 4: Connect controller USB with Dock USB port, press controller button A to confirm. Can start game when connect succeed and accordingly LED channel indicator be solid.

Note: Auto-sleep: will enter into auto-sleep mode if no operations in 5 minutes.

4.PC computer wireless connection(Compliance with USB Dongle)

- Step 1: Controller choose USB Dongle mode.
- Step 2: Press controller's HOME button 3s, its channel indicator will continuous light from left to right accordingly, and then insert USB Dongle into computer USB interface to enter into pairing mode.
- Step 3: Controller connect succeed when accordingly channel indicators be solid light.

Note:

- 1)After controller connect succeed, press BACK+Menu 5s to shift PC XINPUT/PC DINPUT mode.



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- 2)Controller’s channel indicator light flashes quickly if failed connected.
- 3)USB Dongle’s default mode is PC XINPUT, long-distance disconnection or re-connection with memory.
- 4) If controller failed to connect. Repeat step 1, 2, 3 until connected succeed.
- 5) Auto-sleep: will enter into auto-sleep mode if no operations in 5 minutes.

5.Wired connect with PC device

Step 1: Controller choose Bluetooth (XINPUT) mode.

Step 2: Wired connect with PC computer, default is PC XINPUT wired mode and channel LED1, LED2 be solid light.

Step 3: Long press HOME button 5s shift into PC DINPUT mode, and support dynamic shift, no need to re-insert controller USB cable.

LED 2 and LED3 will be solid light when under PC DINPUT simulation mode;

LED 1 and LED3 will be solid light when under PC DINPUT digital mode;

PC DINPUT simulation mode and PC DINPUT digital mode can be shift by short press HOME button.

- 1)First time connect with PC, default is PC XINPUT wired mode, LED 1 and LED2 will be solid light. PC DINPUT device name: [TYPE2 Gaming Controller Pro](#).
- 2)When change to Switch and USB Dongle mode, wired connect with PC, device name: Switch Pro Controller.

Note:

- 1.When the controller is wired connected, unplugging the USB data cable will automatically reconnect to the platform selected by the switch;
- 2.When the controller is Bluetooth connected, insert the USB data cable will automatically change to the wired mode to connect with console.

6. XP Platform wireless connection

Step 1: Controller choose Bluetooth mode.

Step 2: Press controller’s B+HOME button 3s enter into pairing mode, its four channel indicator will continuous light from left to right accordingly.

Step 3: Controller connect succeed when LED1、LED2、LED3、LED4 channel indicator be solid light in two minutes. Bluetooth name: Xbox Wireless Controller

Note: Auto-sleep: will enter into auto-sleep mode if no operations in 5 minutes.

7.Android Platform wireless connection

Step 1: Controller choose Bluetooth mode.

Step 2: Press controller’s A+HOME button 3s enter into pairing mode, its four channel indicator will



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continuous light from left to right accordingly.

Step 3: Controller connect succeed when LED1 channel indicator be solid light in two minutes.

Bluetooth name: [TYPE2 Gaming Controller Pro](#).

Note: Auto-sleep: will enter into auto-sleep mode if no operations in 5 minutes.

IV. Controller supported platforms

- 1.Wired mode: support SWITCH mode, PC XINPUT mode and PC DINPUT mode(Manuel shift).
- 2.Wireless mode: USB Dongle mode, SWITCH mode, Bluetooth mode;
- 3.XP mode: support IOS、 Steam、 ROG

V.Different LED Light on Different Platforms(Function indicator)

PC XINPUT wired/wireless: ■■■□

PC DINPUT wired/wireless(simulation mode): □■■□

PC DINPUT wired/wireless(digital mode): ■□■□

Switch wired/wireless mode: Auto allocation

Android platform: ■□□□

XP platform: ■■■■

VI. Special buttons application description

1. Screenshot button: it is screenshot function in SWITCH platform; in other platforms(PC DINPUT/PC XINPUT/IOS/Android),no function;
2. “C” button: in SWITCH platform; it can set button correspond/button shift in other platforms(PC DINPUT/ PC XINPUT /IOS /Android).

3.Locking Function Setting of Controller

Press BACK button and MENU button, then press C button 3s at the same time enter into setting mode, the button of Screenshot, C, BACK, MENU, HOME will be locked and no function.

Ift the controller enters into sleep mode when no operation in , press HOME button to awake controller's locking function.

Locking Function Cancelling of Controller

- 1)Press BACK button and MENU button, then press C button 3s at the same time to cancel the setting;
- 2)Long press controller's HOME button 5s to power off and then short press controller's HOME button to power on.
- 3)Press Mode shift button to change to another platform, the controller will power off, and then short press controller's HOME button to power on.



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VII. Multifunction button operation instructions

(一)TURBO operation instructions

1.Press set button and hold, at the same time press C button, then it will be set with TURBO function. Players can set Up, Down, Left, Right, A, B, X, Y, RB, LB, RT, LT total 12 buttons.TURBO can support auto continuous and manual continuous);

First time to press and hold the C button and the setting button is manual TURBO function;

Second time to press and hold the C button and the setting button is Auto TURBO function,

Third time to press and hold the C button and the setting button is canceling the TURBO function.

Remark: Except for the Cross button's reverse direction function, other buttons support setting TURBO and AUTO TURBO function at the same time.

For example:

(1) Press the A button, then press C button, then A button has the TURBO function;

(2) Second time press the A button, then press C button, then A button has the AUTO TURBO function, press A button, it is AUTO TURBO function disconnect;

(3) Press the A button again, then has the AUTO TURBO function;

(4) The third time, will restore to the factory default setting or canceled;

2.TURBO speed adjust function:press Screenshot button(in other platforms) or C(in Switch platform)+left Joystick Up/down to change the speed,there are 3 level (5 times,10 times,20 times),default 20 times,press up change to 20 times,press up again still keep 20 times,If press down to 5 times,press down again, still 5 times.

(二) Left and right joystick and LT/RT button correction

(1) Controller under connection condition(wired or wireless connection are OK), its LT/RT button choose hall mode. Then press MENU+L3 button 5s enter into correction mode and The orange light will light up

(2) Left & right joystick can be corrected by moving a 360-degree circle(max range) three times.

(3) LT/RT button can be corrected by moving a 360-degree circle(max range) three times. Press buttons to the end slightly, LT/RT can operate separately or together

(4) Then press the BACK button after finishing all corrections.

(三) Button Function Shift Instruction(e.g. A/Y button shift function)

Only support one-to-one button function shift, not support one-to-many, many-to-many button function shift.

Shift buttons: Up, Down, Left, Right, A, B, X, Y, L, R, ZL,ZR,L3, R3, total 14 buttons.



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1.Button Function Shift Setting Method

Step 1: Press COMMAND button and then press “BACK” button, orange lights flash quickly and enter into setting mode.

Step 2: Press shift A button, and then press Y button to be shift.

Step 3: Press COMMAND button and “BACK” button to exit,orange lights off,Then press A button will show Y button’s function. Press Y button will show A button’s function.

2.Cancel Button Function Shift Setting

Step 1: Press COMMAND button and then press “BACK” button,orange lights flash quickly.

Step 2: Press shift A button, or press to be shift Y button.

Step 3: Press COMMAND button and “BACK” button to exit,the orange lights off, and recover to their previous function.

(四) Button Function Correspond Instruction(Button X correspond to M1 button)

Button Function Correspond Setting Method

Only support one-to-one button function shift, not support one-to-many, many-to-many button function shift.

Correspond buttons: M1、 M2、 M3、 M4

Buttons to be correspond: Up, Down, Left, Right, A, B, X, Y,L, R, ZL, ZR, L3, R3, total 14 buttons.

Step 1: Press COMMAND button and then press “MENU” button,orange lights flash slowly and enter into correspond mode.

Step 2: Press correspond button M1(Press more than once, will auto exit setting mode)

Step 3: Then press button X(Press more than once, will auto exit setting mode)

Step 4: Press COMMAND button and “MENU” button to exit,the orange lights off,and then press M1 button, it will show M1 button’s function. X button still has its own function(Press X button still show its own function)

Cancel Button Correspond Setting

Step 1: Press COMMAND button and then press “MENU” button, orange lights flash slowly and enter into correspond mode.

Step 2: Press correspond button M1.

Step 3: Press COMMAND button and “MENU” button to exit, the orange lights off.

REMARK: Button function shift/button correspond , left & right joystick and LT/RT correction, the channel light LED1 is off, and the normal indication function is restored after setting is completed.

VIII. Controller Power on/off Status and Mode Instruction

Controller power on: Press HOME button 1s to power on Controller.

Controller power off: Long press HOME button 5s to power off Controller.



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Re-Pairing: Press HOME Button 3 seconds enters into accordingly platform pairing mode.

Code match status: Corresponding mode LED light flash(short flash) as 4Hz, after entering Code match mode, corresponding mode LED light is solid if Bluetooth connecting success. Controller will auto-sleep if code match not success in 2mins.

Connecting previous console mode: Controller can be waked by pressing HOME button 1s, and will auto match previous console. Its corresponding mode LED flashes with 2Hz (slowly flash). The corresponding mode LED light is solid when Bluetooth success connect. Controller will auto-sleep when failed connection after 20s.

Low-voltage of battery: Channel indicator LED flashes quickly according to different mode, flash slowly when charging.

Battery Specification:

| NO. | Item | Standard Parameter |
|-----|------------------------------|-------------------------------|
| 1 | Rated Voltage | 3.7V |
| 2 | Rated Capability | 600mAh |
| 3 | Internal Impedance | ≤120mΩ |
| 4 | Charge Limit Voltage | 4.20±0.05V |
| 5 | Discharge Limit Voltage | 3.0±0.05V |
| 6 | Overcharge Detection Voltage | 4.275±0.025V |
| 7 | Overcharge Release Voltage | 4.175-0.025V |
| 8 | Discharge Limit Voltage | 3.05±0.05V |
| 9 | Overcharge Detection Voltage | 2.95±0.08V |
| 10 | Overcharge Release Voltage | 3.05±0.05V |
| 11 | Over-current Detection value | 2.2±0.2A |
| 12 | Battery size | 6.0*22*48mm cable length:35mm |

Controller built in **3.7V/600MAH** lithium battery which can repeat charge.

The charging time is about 2.5 hours and the usage time can up to 6-8 hours after full-charged.

Remarks: The above charging time and usage time data are for reference only.

IX.Device name on different modes

1.Under USB Dongle and Bluetooth mode, PC DINPUT: Device name shows [TYPE2 Gaming Controller Pro](#).

2.Under USB Dongle and Bluetooth mode, PC XINPUT: Device name shows Xbox 360 Controller



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for Windows.

3.Under NS(Switch) mode, wired connect with PC, Device name shows Switch Pro Controller.

4.Wireless Android:Device name shows TYPE2 Gaming Controller Pro.

X.USB Dongle

1.USB Dongle PC DINPUT device name shows [TYPE2 Gaming Controller Pro](#).

2.USB Dongle PC XINPUT device name shows XBOX 360 Controller for Windows.

Note:

1. Under working condition, if players choose Mode shift button to shift platforms, the controller will be off and will power on to repair by pressing HOME button.

E.g.:Playing game under switch platforms, then shift into USB Dongle mode by pressing Mode shift button, the controller will auto turn off. Controller will power on again by pressing HOME button and will under USB Dongle mode.

2.Controller wired mode:

When the computer is restarted, the controller works in the mode before restarting;

When the computer is turned off and turned on (the computer is powered off), the controller works in the XINPUT mode.

3.Controller wireless mode:

When the computer is restarted (NOT unplug USB Dongle), the controller reconnect/sleep and wake-up in the mode before restarting.

When the computer is turned off and turned on (the computer is powered off, unplug USB Dongle), the controller works in the XINPUT mode.



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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.

Warning: 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.

RF warning statement:

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