

USER MANUAL

Switch Joycon-x Game Controller

INTRODUCTION

Product model: Switch joycon-x Bluetooth left and right joystick
Compatible console: Switch console
Compatible platform: Switch
Product brief: Joy-con is the standard controller of Switch, can be connected to the screen of the console through sliding rail, and can also be connected wirelessly away from the sliding rail, just as a normal controller. In some specific games, joy-con can be used as two single controllers. In some games, joy-con can be held by hands as somatosensory controllers.
Joy-con is equipped with motor vibration and six-axis function, can't support air upgrade, but support local upgrade package.

Product indication chart:

1. Select button: -
2. Left joystick: L3 Press the button
3. Direction button: Up Down Left Right
4. Screenshot button: Capture+1
5. Start button: +
6. Action button: ABXY L R LZ RZ
7. Right joystick: L3 Press the button
8. Home button: HOME



OPERATION GUIDE

1. Direct to left and right joystick
Place the joystick right side up, the upper right of the left joy-con has "-" button, the upper right of the right joy-con has "+" button.
2. Connect joy-con to NS console
Place the side with "+" "-" buttons up, slide the joy-con from the top to the bottom along the sliding rail of the console screen until hearing the click sound.
3. Connect joy-con to grip
It's the same way as connecting to NS console, slide the joy-con from the top to the bottom along the sliding rail of the grip until hearing the click sound. The grips connected with joy-con will light up on either side of the NS icon.
4. Take joy-con down from the device
Find the "uninstall" button on the back side of the joy-con, Slide the joy-con from the bottom to the top while holding the "uninstall" button until the joy-con is completely detached from the device.

5. Connect and use
Connect the left and right joystick to either side of the sliding rail of the console, the console icon will remind connection. One console can log in to a maximum of 10 control devices, one joy-con is the equivalent of one control device. The joy-con can be taken down to use after the connection is successful.
6. Back to connection mode
When joy-con is separated from the console, press any button of the joy-con to wake up the controller, four LED galloping flashes. If they are not connected to the console for five seconds, they will go into sleep mode (when joy-con is separately from the console, they can be back to connection to the console by pressing "home" button when the console is in sleep mode). When the major joy-con which is installed on the sliding rail of either side of the console is in sleep mode, press "home" button to wake up the console.
7. About upgrade
The gamepad can be upgraded via USB cable without installing drive (PC upgrade). Support Win XP/Win 7/Vin 8.1/Win 10 upgrade (Use the offline upgrade package in PC, open the upgrade package, hold the 3D middle button of the gamepad and connect the gamepad to PC via sliding rail USB cable, then click "DOWNLOAD")

Function of button

1. Left joystick is consisted of UP DOWN LEFT RIGHT Capture – L LZ SL SYNC SR
Button left stick
2. Right joystick is consisted of A B X Y R RZ HOME + SR SL Reset、Right Stick.

Built-in function

1. Equipped with motor vibration and six-axis function

ELECTRIC PARAMETER

1. Charging indicator
Hang charging: When the power of joy-con is too low, the console screen will indicate low power, in this case, the joy-con should be installed to the console to be charged. The battery icon of the console screen will indicate power while charging, when it is fully charged, the screen will go back to black.
2. Auto sleep
When the console screen is off, joy-con will go into sleep mode.
When the console is in sleep mode, press "HOME" button of the gamepad to wake up the console.
 - Sleep electricity: <15uA
 - Working electricity: <20mA
 - Working voltage: 3.0V
 - Input voltage: DC 4.5~5.5V
 - Charging electricity: 147mA

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 part15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in aresidential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed andused in accordance with the instructions, may cause harmful interference to radio communications. However, there isno guarantee that interference will not occur in a particular installation. If this equipment does cause harmfulinterference to radio or television reception, which can be determired by turning the equipment off and on, the user isen-couraged 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.

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