

PB TAILS

Sagaia Bluetooth Wireless Controller

Sagaia 蓝牙游戏手柄 | Bluetooth ゲームコントローラ

Operating manual ・ 操作说明书 ・ 取扱書

Contents

Safety Precautions	2
About Bluetooth®	3
About Compatibility	4

Instructions to users before use

Product Listing	6
Maintenance	6
Product Features	6
Key Layout	7

Preparation

Charging	8
Turn on/off the power	8
Pair the Switch with USB Cable (register) and Use	10
Connect with your PC Using the Bluetooth® Button (register)	11
Connect PC with USB Cable Mode Using Xinput/Dinput Mode	12

Operation

Adjust the Vibration Level	12
TURBO Function Setting and Speed Adjustment	13
Switch Connecting Channel Confirmation	13
Reset Setting	13
About Firmware Upgraded	14

Others	14
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目录

	安全注意事项	19
	关于 Bluetooth®	20
	关于兼容性	21
用前须知	产品清单	22
	维护保养	22
	产品特长	22
	按键布局	23
准备	充电	24
	开启 / 关闭电源	24
	用 USB 有线方式与 Switch 配对 (注册) 和使用	25
	用 Bluetooth® 按键与 Switch 配对 (注册) 进行连接 ..	25
	用 Bluetooth® 按键与 PC 配对 (注册) 进行连接	26
	用 USB 有线方式连接 PC 使用 Xinput/Dinput 模式 ..	27
操作	震动等级调整	28
	TURBO 功能的设定	28
	Switch 连接通道确认	28
	陀螺仪校准	29
	关于固件升级	29
其他	重置手柄 (RESET)	30
	版权等信息	30
	规格	31
	废弃手柄时取出电池	33

目次

安全注意事項	34
Bluetooth® について	35
互換性	36

使用前のご注意

商品リスト	37
メンテナンス	37
製品特徴	38
ボタン構造	38

準備する

充電	39
スイッチをON・OFF	40
USBケーブルでSwitchとペアリングして使用する	40
Bluetooth® ボタンでSwitchとペアリングして接続する	41
Bluetooth® ボタンでPCとペアリングして接続する	42
Xpinput/DinputモードでUSBケーブルを介してPCに接続する	43

操作する

振動レベル調整	44
TURBO機能の設定	44
Switchの接続チャンネルの確認	44
ジャイロ校正	45
ファームウェアのアップグレード	45

ほか

リセット	45
著作権などの情報	46
規格	47
コントローラーを廃棄する場合、電池を取り出す	49

Safety Precautions

To prevent damage, avoid the following items

- Do not spray flammable insecticide and other sprays near the handle.
 - Do not dip the product in water or juice or other liquids!
Operation may cause key failure or damage!
 - Do not insert and unplug USB cable with wet hands.
 - Do not mix with foreign bodies at the Type-C end of the handle!
 - Do not use the product in humid or hot places, such as bathrooms.
 - When charging, do not place other items on the handle or cover the product with cloth!
 - Do not use the product in places where it is easy to fall, dusty (sandy beach) or magnetic field.
 - Do not place it on heat generating equipment such as heat outlet and computer case.
 - Please charge the product before using it for the first time or for a long time without using it.
 - Handle battery will get hot during the process of power supply and charging, But this is not a fault but a normal conditon.
 - Instruction and safety precautions may be subject to change. For details, please check the latest help information on the support website.
-

Operation cautions

- Do not use the product too much force, easy to cause hand fatigue and accelerate the product key loss.
- If you feel pain in your wrist or fingers during the use of the product, please adjust the posture and strength of use, or stop using.
- If the hand rest or any other part of the product that comes in direct contact with the skin causes discomfort, please discontinue use.
- Continued use of the product may cause rashes or other allergic reactions.

When connecting computers and other smart devices, customers are requested to use the attached USB type-C charging cable. For other Type-C and other non-built-in compatible cables, please first check whether their specifications have the data transmission function of USB 2.0. Otherwise the handle may not be recognized by the device.

Intended use: The handle of this product is intended for normal and general use only. Do not use the product's system in nearby or in environments (such as airports, hospitals, laboratories, etc.) that are vulnerable to RF interference, or switch to wired operation mode when the target device is compatible.

About Bluetooth®

PBTAILS does not accept any liability for data and/or information leakage arising from wireless transmission.

The frequency band used by the product

- The controller uses the 2.4GHz band.
-

Certifications obtained by the controller

- The controller complies with the frequency limit and is certified by the frequency method. Therefore, no wireless license is required.
-

Use restrictions

- This product does not guarantee wireless transmission and/or use with all Bluetooth® devices.
- All devices must comply with Bluetooth SIG, Inc. formulated standards.
- Depending on the device's specifications and Settings, it may not be possible to connect or some products may operate differently.
- The controller supports Bluetooth® security features, which may be insufficient depending on the environment and/or settings. Please be careful when transmitting data wirelessly to the Bluetooth® controller.
- Controller cannot transfer data to Bluetooth® devices.

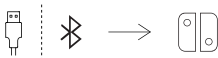
Using range

- Maximum range of controller is 10 m (33 ft).
 - Range may be reduced depending on circumstances, obstacles or interference.
-

Interference from other devices

- If the controller of the product is placed too close to other Bluetooth® devices or devices using the 2.4GHz band (such as WiFi routers/cordless phones, etc.), But radio wave interference may cause the controller to fail to work Correctly and may cause key delay, key sequence stack, non-response and other abnormal conditions.
- If the radio waves from a nearby base station are too strong, the controller May not work properly.

About Compatibility



Connect the Nintendo® Switch via Bluetooth or USB cable

- The [Ⓞ] button of this product has the function of screenshot and video recording;
- This product can wake up from sleep, and Switch in sleep can be restored to use state;
- This product has a total of 6 axis motion sensor function, support the need for motion- sensing operation of the game;
- This product does not have NFC function, so it does not support Amiibo peripheral sensing function;
- This product does not support HD vibration characteristics, but its built-in double vibration Motor strength can be adjusted at any time;
- There is no headphone/microphone jack for this product, so connect the headphone to the headphone jack of Nintendo Switch when you need to use the voice chat function.

* **Note:** when using wired connection: please make sure to keep the cable distance loose, so as to prevent the product from dragging and dropping accidents during use. Please turn on the wired mode of PRO controller in Switch system Settings to prevent it from being unable to be controlled.



Connect PC via Bluetooth or USB cable

When connected to computer via Bluetooth, this controller is connected to PC in the way of "Pro Controller". Customers please select "Switch Pro Configuration Support" in the "Controller Settings" TAB of the Steam Settings interface to use the functional features of the Switch controller. It's important to note that the Switch's trigger button does not have linear pressure sensing. Connect the controller to the product system in Xinput mode or Dinput mode when using wired computer.

Xinput mode is an Xbox controller connection mode that can be widely used in Microsoft and Steam AAA Titles as well as the latest games.

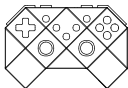
Dinput mode is the traditional universal controller mode, so it worked well with early Windows and Emulator games.

- * While long pressing the [Ⓜ] button can switch between Xinput And Dinput mode.
- * Xinput mode controller vibration requires the Xbox controller driver installed on Windows 7, Windows 8/10 directly supports vibration.

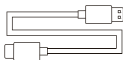
Notice Before Use

Product list

* Please check and confirm that the accessories are included.



Controller x 1



USB to Type-C data charging cable
(about 1 meter)) x 1



Pouch x 1

Maintaining

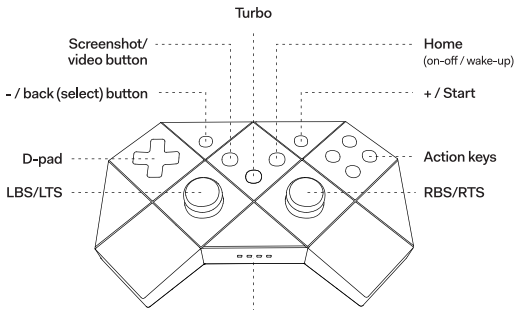
Use a soft dry cloth or damp cleaning cloth to clean the handle.

However, please do not use solvents, including gasoline, thinner, alcohol, kitchen detergents, chemical wipes, etc., as chemical solvents may cause exterior deformation or layers to fall off. At the same time, do not use a very wet cloth to wipe the handle, may lead to liquid into the internal cause of failure.

Product specialty

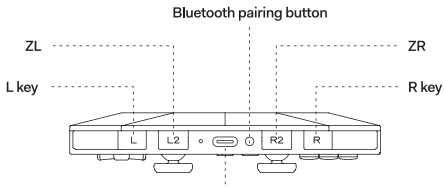
- The controller is plug-and-play, which eliminates tedious menu and pairing, and has USB smart device identification.
- Compatible with Nintendo Switch, and support motion-sensing and wake-up functions.
- Compatible with Windows 7 / 8 / 10 and Steam (Xinput mode).
- Compatible with Android mobile phone/tablet computer/smart TV/TV box (Dput mode).
- Compatible with Raspberry Pi, easy to play a large number of classic game console games.
- Hot swap function between Xinput and Dinput.
- Excellent customer immersive experience and high reliability appearance design.
- Cool button backlight and adjustable double vibration motor.
- Enhanced version of four independent programmable keys (16 key sequence and time-interval memory).

Key layout



Channel indicator light [1] [2] [3] [4]

■ "indicator light off" □ "indicator light on"



Type C data/ charging interface
(DC 5V/480mA)

Preparation

Charging

The rechargeable battery (installed in the controller) was not initially fully charged. Please charge the controller fully before using it.

Connect the handle to the computer or USB charger/portable power supply using the USB to Type-C data charging cable

- The orange power indicator light flashes slowly, indicating that the controller starts to charge, and the orange indicator light is always on after the controller ends, indicating that the charge is completed.
- It takes about 1.5 hours for the battery to go from empty to full.
- Please charge at the temperature between 10°C and 35°C (50°F to 95°F).
- If Bluetooth® function cannot be used when USB charging cable is used to connect the handle to the computer, the device will be connected to the computer in the way of USB cable first.
- The power supply of the controller cannot be turned off while the computer is connected for charging.
- If the computer is in standby or sleep mode, it may not be able to charge or it may stop charging.

Warning and handling when power is low on controller.

When the Switch host or the gamepad body (the channel light and charging indicator light flash at the same time) indicates that the power of the product is insufficient, the power support time of more than 1 hour can still be used. Therefore, the gamepad can be charged by connecting the power supply when the game is idle. At the same time, the vibration function may be forcibly turned off in case of a sudden power depletion resulting in a product outage.

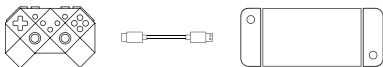
Turn on/off the power

When the power is off, long press the HOME button [] to switch on the power of the controller. The Switch host can be awakened when it is in hibernation state. Shut off the power: pree the HOME button [] for about 3 seconds so that the power will be turned off.

* ATTENTION!

If the controller is connected to a Bluetooth® device, the controller will automatically turn off power approximately 5 minutes after the customer stops operating the controller. this operation can save battery Power. through wired connection, the controller can automatically identify compatible devices and select The Appropriate mode to Start. when wired connection, the automatic power off function of the controller is invalid.

Pair (register) with the Switch over a USB wired connection and use it

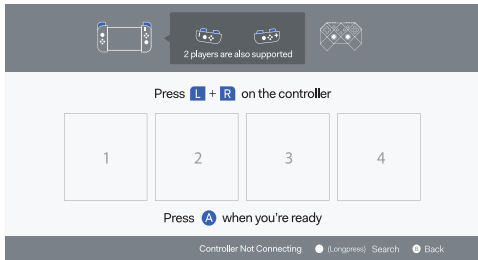


When the controller is first connected to the Switch host, it needs to be paired. Connecting the base of **Switch** with the supplied **Type-C** data cable enables the controller to automatically identify the connected device, while using the PRO handle Wired mode. The **Bluetooth®** pairing information of the controller and **Switch** host is Automatically saved in the controller, so when the wired connection is disconnected, The controller will remain connected to the **Switch** via **Bluetooth®**.

Pair (register) and connect with the Switch via the Bluetooth® button

The **Bluetooth®** pairing button on the controller can be used to directly connect with the **Switch** host, eliminating the need for wired connection and other steps.

1. Enter the search interface of **Switch** controller



2. Long press the **Bluetooth®** pairing button of the controller (more than 1 Second) until the channel indicator indicates a fast scroll up and down, that is, the controller enters the pairing discovery device mode, and the pairing begins.

When the gamepad is in the state of power on or off, you can press the **Bluetooth®** pairing Button to make the controller into pairing state.

3. Press the button for about 4 seconds, then the controller will be paired with the Switch successfully.

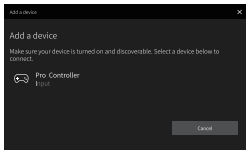
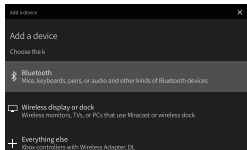
* ATTENTION!

Failure to connect to the device within about 1 minute will cause the controller to shut down and you will need to pair it again. The controller can only pair with one **Bluetooth®** device, so it may be replaced if connected to other devices. To use the device, pair it up again.

Press the Bluetooth® button to pair (register) with the PC and connect to it

Long press the bluetooth pairing button on the controller to establish a connection Through the Bluetooth® device of the computer.

1. Go to Windows Control Panel to add Bluetooth® device



2. Long press (more than 1 second) the Bluetooth® pairing button of the controller Until the channel indicator is displayed as fast scrolling up and down, indicating that the controller enters the mode of pairing discovery device, then pairing begins.

- * When Windows 10 adds a Bluetooth® device, ask customers to select the first option — add a controller device. According to the customer's needs, please use the device's instruction manual to conduct Bluetooth® pairing operation.
- * When the controller is connected to the computer, the device name of the Bluetooth® controller is Displayed as "Pro Controller"

3. Long press for about 4 seconds, the controller will be paired with the computer.

Long press the Bluetooth® pairing button when the controller is in power on or off state, so that the controller can enter the pairing state.

* ATTENTION!

If the controller is not connected to the device within approximately 1 minute, the controller will be closed and the customer is requested to reconnect. The controller can only be paired with one Bluetooth® device, so if connected to another device, the previous device will be replaced. And the customer needs to do it again. Before pairing, please delete the Bluetooth device connected with the original controller, otherwise the connection of the controller will not be added again. To use the Switch controller, select the "Switch Pro Configuration Support" feature on the "Controller Settings" TAB of the Steam Settings screen.

Press Connect to PC via Xinput/Dinput mode and use USB wired mode

- If the controller is connected to the USB interface of the computer with the data cable, then the controller can automatically judge and select the Xinput mode, and then establish the connection. At this time, the channel indicator [1][4] is displayed as long light.
- Press "-" "+" at the same time for 3 seconds, Switch to DPUT MODE. At this time, the channel indicator light [2][3] will light up.

Xinput mode (Xbox controller connection), which will be widely used for Microsoft and Steam AAA titles

As well as the latest games, will automatically adapt to the system. Xinput mode also supports vibration of the controller. If you are using Windows 7/XP earlier Operating system, you need to install an Xbox controller driver to complete the vibration function.

Dinput mode (traditional universal controller mode), suitable for early Windows and emulator games, Etc. Using this mode in different game applications requires a separate set of key actions and does not allow the use of linear pressure sensing. the vibration function of the controller should refer to the equipment Manufacturer's standard for additional driver software installation.

Useful Function

The controller has many advanced features and design styles, and if you understand the following features and use them properly, you will have a better gaming experience.

Adjust the vibration level

Press TURBO and "+" at the same time to increase the vibration level, and press TURBO and "-" together to decrease the vibration level; here shows 4 vibration levels. Default would be level 3 always, whenever u turn on the controller again.

Level 4: 100% (Highest) Level 3: 70% (Medium)

Level 2: 30% (Micro) Level 1: 0 (No)

TURBO function setting and speed adjustment

A/B/X/Y and L/R/ZL/ZR need to be changed to the high frequency automatic combination effect. This operation mode can be set by holding down the Turbo key, and randomly pressing any key in A/B/X/Y and LB/RB/LT/RT will activate the combo function. If you want to cancel the combination function, press the Turbo key for 3 seconds and press “-” to clear it.

Switch connection channel confirmation

When the controller is connected to the Switch host via Bluetooth or connected to the Switch base via cable, the number of channels can be automatically assigned according to the connection sequence of the device. Therefore, the Switch channels are assigned according to the following table:

Channel number	1	2	3	4	5	6	7	8
Channel instruction	■□□□	■□□□	■□□□	■□□□	■□□□	■□□□	■□□□	■□□□

- According to the current and historical situation of Switch connection devices, it is not possible to connect 8 controllers at the same time.
 - The display result of the controller channel indicator is consistent with the distribution result of the Switch Control interface.
 - The display result of the controller indicator is consistent with the distribution result of the Switch Control interface
-

Reset handle

If the controller fails to respond during operation and the power cannot be turned off, The customer can press the controller and reset the result. At the same time, long press The Bluetooth pairing button of the controller for about 10 seconds, then the controller can be turned off and restarted and reconnected.

At the same time, if the controller's hardware upgrade fails, you can also RESET and try To upgrade again. Reset does not automatically delete all Settings (device connection/ Macro programming / vibration level, etc.) from the controller after resetting.

About firmware upgraded

USB connection mode

Launch the latest update software on your computer, then press the LS key on can be clicked, you need to click the hardware to upgrade.

Others

Copyright and other information

Bluetooth® logos and trademarks are registered trademarks of Bluetooth SIG, Inc. All other trademarks and trade names are the property of their owners.

Android is a trademark of Google Inc.

Nintendo switch is a trade mark of Nintendo joint-stock company.

Nintendo Switch is a registered trademark of Nintendo Corporation Portable Game System, while other system and product names in this document are registered trademarks of each developer company. It is important to note that the ™ logo and the ® logo do not appear in this document.

Specification

Synthesis

Power supply	DC 5V, 480mA (Built-in lithium-polymer battery3.7V (480mAh))
Working hours * 1	About 10-16 hours
Charging time (25°C) * 2	About 1.5 hours
Charging temperature range	10°C - 35°C (50°F - 95°F)
Operating temperature range	0°C - 40°C (35°F - 104°F)
Operating humidity range	35% RH - 80% RH (no condensation)
The weight	About 114 gram

* 1. Shorter depending on the game controls (vibration intensity, frequency) and controller settings.

* 2. Time from empty charge to full charge.

Bluetooth® section

Bluetooth® system specification	Version 2.1
Wireless device classification	Level 2 (Class 2)
Bluetooth® power consumption	60mW
Spectrum	2402MHz - 2480MHz
Supported Platforms (3 types of equipment)	Switch console / computer / Android device
Working distance	Up to 10 m (33 ft)

Controller

Analog stick	2
The direction key	1 cross type [+]
Game function keys	12: A / B / X / Y L / R / LZ / RZ BACK (SELECT) START [− +] LS / RS [⏮ ⏭] * LS / RS is when the left and right rockers of the handle are pressed.
Product function key	3: HOME [⏻] / TURBO [⏻] / MODE [⏻]
Macro programming keys	2: (independent control)
Body feeling	Gravity six-axis induction

Terminal section

DC IN / wired device connection	Type-C (USB type)
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Accessories section

USB transfer Type-C data charging cable	Approx. 1 m (3.2 ft)
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Please remove the battery when the handle is discarded

Lithium-ion batteries require valuable resources when recharging. Therefore, when the product is discarded, please remove the battery pool installed in the machine. For recycling, after removing the battery, insulate it with tape or similar material. And take it to your local recycling facility for disposal. Don't throw away lithium-ion batteries as regular household waste. At the same time, spent lithium-ion batteries can be damaged in garbage collection vehicles and cause a short circuit, which can lead to fire and smoke.

Name and content of harmful substances in the product

Part name	Hazardous Substance					
	(Pb)	(Hg)	(Cd)	(Cr VI)	(PBB)	(PBDE)
Shell, structure	○	○	○	○	○	○
PCB plate	×	○	○	○	○	○
Lithium-ion battery	○	○	○	○	○	○
USB charging cable	○	○	○	○	○	○

This form is prepared in accordance with SJ/T11364.

- : It indicates that the content of the hazardous substance in all the homogeneous materials of the component is below the limit requirements stipulated by GB/T26572
- × : Indicates that the content of the hazardous substance in a homogeneous material of the component exceeds the limit requirements stipulated by GB/T26572.

Operating temperature range: 0°C to 40°C	Storage temperature range: -10°C to 50°C
Use humidity range: 35% to 80%	Storage humidity range: 35% to 80%

FCC Statement

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.

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

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