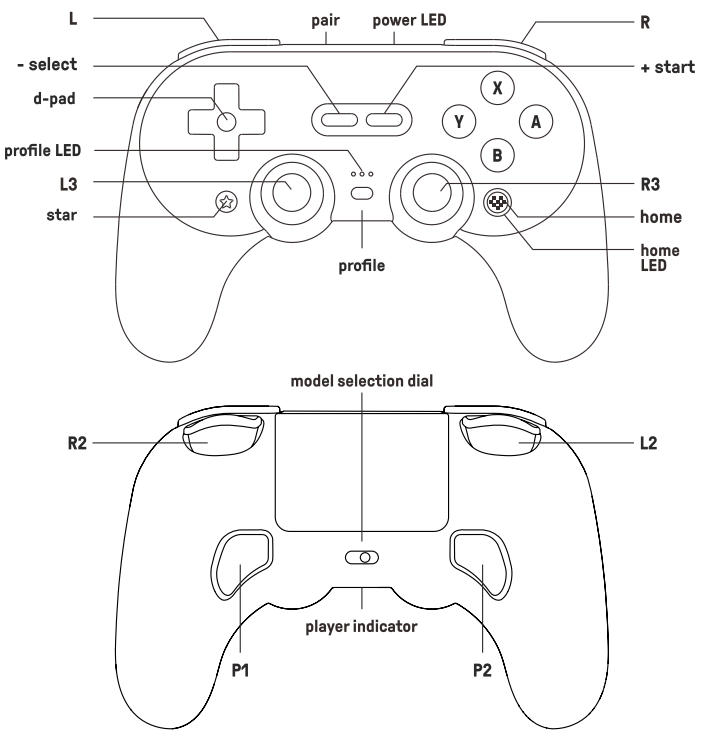
8BitDo

Pro 2 Bluetooth gamepad — instruction manual



- press & hold **start** for 3 seconds to turn off the controller
- press **start** to turn on the controller

Switch

- NFC scanning, IR camera, HD rumble, notification LED are not supported, nor can the system be waken up wirelessly

Bluetooth connection

1 — turn the mode switch to **S**
2 — press **start** to turn on the controller. LED starts to rotate from left to right
3 — press **pair** button for 3 seconds to enter its pairing mode. LED stops blinking for a short moment then starts to rotate again (this is required for the very first time only)
4 — go to your Switch Home Page to click on Controllers, then click on Change Grip/Order
5 — LED becomes solid when connection is successful
- controller will auto reconnect to your Switch with the press of **start** once it has been paired

wired connection

1 — turn the mode switch to **S**
2 — press **start** to turn on the controller. LED starts to rotate from left to right
3 — connect the controller to your Switch dock via its USB cable
4 — wait till the controller is successfully recognized by your Switch to play
- Switch system needs to be 3.0.0 or above for wired connection. Go to System Setting > Controller and Sensors > turn on Pro Controller Wired Communication
- LED lights indicate the player number, 1 LED indicates player 1, 2 LEDs indicate player 2, 4 is the maximum number of players the controller supports

Windows (X - input)

Bluetooth connection

- required system: Windows 10 (1703) or above. Bluetooth 4.0 is supported

1 — turn the mode switch to **X**
2 — press **start** to turn on the controller. LEDs 1 & 2 start to blink
3 — press **pair** button for 3 seconds to enter its pairing mode. LED starts to rotate from left to right (this is required for the very first time only)
4 — go to your Windows Settings > Devices > Bluetooth&other devices > turn it on
5 — choose Add Bluetooth or other device - Bluetooth
6 — pair with [8BitDo Pro 2]
7 — LED becomes solid when connection is successful
- controller will auto reconnect to your Windows device with the press of **start** once it has been paired

wired connection

1 — turn the mode switch to **X**
2 — press **start** to turn on the controller. LEDs 1 & 2 start to blink
3 — connect the controller to your Windows device via its USB cable
4 — wait till the controller is successfully recognized by your Windows device to play
- LED lights indicate the player number, 1 LED indicates player 1, 2 LEDs indicate player 2, 4 is the maximum number of players the controller supports

Android (D - input)

- required system: Android 4.0 or above

Bluetooth connection

1 — turn the mode switch to **D**
2 — press **start** to turn on the controller. LED 1 start to blink
3 — press **pair** button for 3 seconds to enter its pairing mode. LED starts to rotate from left to right (this is required for the very first time only)
4 — go to your Android device's Bluetooth setting, pair with [8BitDo Pro 2]
5 — LED becomes solid when connection is successful
- controller will auto reconnect to your Android device with the press of **start** once it has been paired

wired connection

1 — turn the mode switch to **D**
2 — press **start** to turn on the controller. LED 1 starts to blink
3 — connect the controller to your Android device via its USB cable
4 — wait till the controller is successfully recognized by your Android device to play
- OTG support is required on your Android device

macOS

- required system: OS X Lion (10.7) or above

Bluetooth connection

1 — turn the mode switch to **A**
2 — press **start** to turn on the controller. LEDs 1 & 2 & 3 starts to blink
3 — press **pair** button for 3 seconds to enter its pairing mode. LED starts to rotate from left to right (this is required for the very first time only)
4 — go to your macOS device's Bluetooth setting and turn it on
5 — pair with [Wireless Controller]
6 — LED becomes solid when connection is successful
- controller will auto reconnect to your macOS device with the press of **start** once it has been paired

wired connection

1 — turn the mode switch to **A**
2 — press **start** to turn on the controller, LEDs 1, 2 & 3 start to blink
3 — connect the controller to your macOS device via its USB cable
4 — wait till the controller is successfully recognized by your macOS device to play

Turbo function

1 — hold the button you would like to set turbo functionality to and then press the **star** button to activate its turbo functionality
2 — home LED blinks continuously when the button with turbo functionality is pressed
3 — hold the button with turbo functionality then press **star** to deactivate its turbo functionality
- **D-pad joysticks, home, select** and **start** buttons are not included
- This does not apply to Switch mode

battery

status —		LED indicator —
low battery mode	→	red LED blinks
battery charging	→	red LED stays solid
battery fully charged	→	LED turns off

- 20 hours of play time with a 1000 mAh built-in battery pack
- rechargeable with 4 hours charging time
- replaceable with two AA batteries with 20 hours of play time
- controller will turn off in 1 minute with no connection and 15 minutes with Bluetooth connection but no use
- controller stays on with wired connection

Ultimate Software

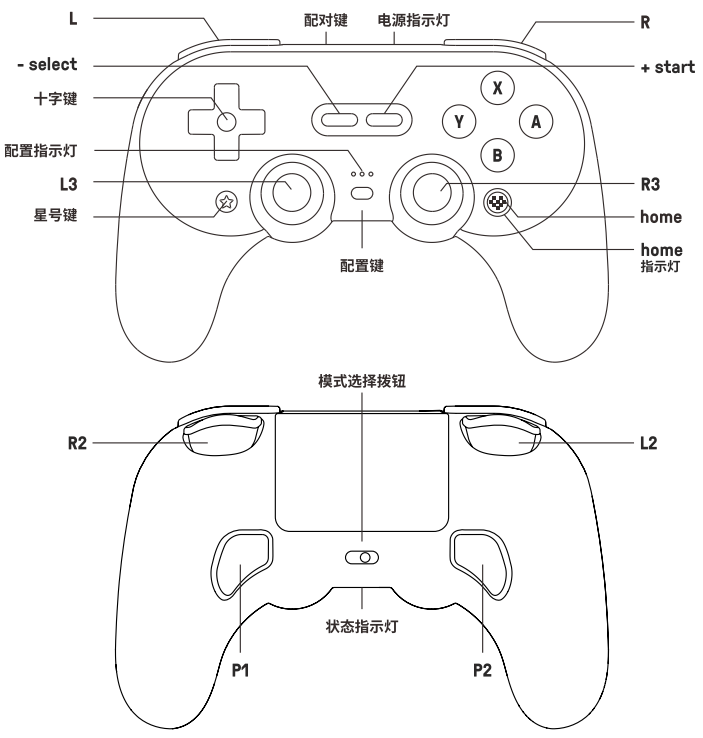
- It gives you elite control over every piece of your controller: customize button mapping, adjust stick & trigger sensitivity, vibration control and create macros with any button combination
- please visit support.8bitdo.com/ultimate-software.html for the application

support

- please visit support.8bitdo.com for further information & additional support

8BitDo

Pro 2 蓝牙手柄 — 使用说明



* 关机：按住 [start] 键 3 秒。
* 开机：轻按 [start] 键。

Switch

* 不支持 NFC 扫描、红外摄像头、HD 振动、通知灯、唤醒主机等功能。

蓝牙连接

1. 将模式开关移动到 S 位置。
2. 轻按 [start] 键开启手柄，状态指示灯呈滚动闪烁。
3. 按住 [配对键] 3 秒进入配对状态，状态指示灯短暂熄灭后呈滚动闪烁。(仅首次连接时需要配对)
4. 打开 Switch 主机 "手柄" 选项，选择 "更改握法 / 顺序"。
5. 连接完成后，手柄状态指示灯呈常亮显示。

* 成功配对后，下次使用时轻按 [start] 键开启手柄即可自动连接。

有线连接

1. 将模式开关移动到 S 位置。
2. 轻按 [start] 键开启手柄，状态指示灯呈滚动闪烁。
3. 使用 USB 缆线手柄连接至 Switch主机的 USB 端口。
4. 等待 Switch 主机识别完成后即可使用。

* 使用有线连接，要求 Switch 主机系统版本为 3.0.0 或更高版本，并确保 "设置" – "手柄与感应器" – "Pro 手柄的有线连接" 选项为 "开启" 状态。
* 状态指示灯支持显示玩家数量显示，亮 1 号指示灯为第一个玩家，亮 1、2 号指示灯为第二个玩家，最多支持 4 个玩家显示。

Windows (X - input)

蓝牙连接

* 使用蓝牙连接，要求 Windows 设备系统版本为 Windows 10 (1703) 或更高版本，且支持蓝牙 4.0。

1. 将模式开关移动到 X 位置。
2. 轻按 [start] 键开启手柄，1、2 号状态指示灯闪烁。
3. 使用 USB 缆线将手柄连接至 Windows 设备的 USB 端口。
4. 等待 Windows 设备识别完成后即可使用。
5. 选择 "添加蓝牙或其他设备" - "蓝牙"。
6. 在搜索到的设备列表中选择 8BitDo Pro 2 手柄进行配对连接。
7. 连接完成后，手柄状态指示灯呈常亮显示。

* 成功配对后，下次使用时轻按 [start] 键开启手柄即可自动连接。

有线连接

1. 将模式开关移动到 X 位置。
2. 轻按 [start] 键开启手柄，1、2 号状态指示灯闪烁。
3. 使用 USB 缆线将手柄连接至 Windows 设备的 USB 端口。
4. 等待 Windows 设备识别完成后即可使用。

* 状态指示灯支持显示玩家数量显示，亮 1 号指示灯为第一个玩家，亮 1、2 号指示灯为第二个玩家，最多支持 4 个玩家显示。

Android (D - input)

* 要求 Android 设备系统版本为 Android 4.0 或更高版本。

蓝牙连接

1. 将模式开关移动到 D 位置。
2. 轻按 [start] 键开启手柄，1 号状态指示灯闪烁。
3. 按住 [配对键] 3 秒进入配对状态，状态指示灯呈滚动闪烁。(仅首次连接时需要配对)
4. 打开 Android 设备 "蓝牙" 选项，在搜索到的设备列表中选择 8BitDo Pro 2 手柄进行配对连接。
5. 连接完成后，手柄状态指示灯呈常亮显示。

* 成功配对后，下次使用时轻按 [start] 键开启手柄即可自动连接。

有线连接

1. 将模式开关移动到 D 位置。
2. 轻按 [start] 键开启手柄，1 号状态指示灯闪烁。
3. 使用 USB 缆线将手柄连接至 Android 设备的 USB 端口。
4. 等待 Android 设备识别完成后即可使用。

* 使用有线连接需要设备支持 OTG 功能。

macOS

* 要求 macOS 设备系统版本为 OS X Lion (10.7) 或更高版本。

蓝牙连接

1. 将模式开关移动到 A 位置。
2. 轻按 [start] 键开启手柄，1、2、3 号状态指示灯闪烁。
3. 按住 [配对键] 3 秒进入配对状态，状态指示灯滚动闪烁。(仅首次连接时需要配对)
4. 打开 macOS 设备 "系统偏好设置" – "蓝牙"，确保蓝牙功能为开启状态。
5. 在搜索到的设备列表中选择 Wireless Controller 手柄进行配对连接。
6. 连接完成后，手柄状态指示灯呈常亮显示。

* 成功配对后，下次使用时轻按 [start] 键开启手柄即可自动连接。

有线连接

1. 将模式开关移动到 A 位置。
2. 轻按 [start] 键开启手柄，1、2、3 号状态指示灯闪烁。
3. 使用 USB 缆线将手柄连接至 macOS 设备的 USB 端口。
4. 等待 macOS 设备识别完成后即可使用。

Turbo 连发功能

1. 按住需要设置连发的功能键，再按下 [星号键] 可开启按键的连发功能。
2. 按下启用连发功能的按键，[home] 指示灯会持续闪烁，提示此按键已启用连发功能。
3. 按住需要关闭连发的功能键，再按下 [星号键] 可关闭按键的连发功能，[home] 指示灯停止闪烁。

* [十字键]、[左 / 右摇杆]、[home]、[select]、[start] 键不支持设置连发。
* 连接 Switch 时不支持连发。

电源

电源状态		电源指示灯状态
低电量	→	红灯闪烁
充电中	→	红灯常亮
充满电	→	红灯熄灭

* 配备 1000 mAh 充电式电池包，可持续使用约 20 小时，充电时间约 4 小时。使用 5 号电池 (AA 电池) 可持续使用约 20 小时。
* 开机后 1 分钟内未连接，或连接后 15 分钟内无操作会自动关机。
* 使用有线连接时不会自动关机。

自定义配置

* 请访问 support.8bitdo.cn/ultimate-software.html 获取精英软件使用，可对手柄按键映射、摇杆灵敏度、扳机键灵敏度、振动强度以及宏指令等功能进行自定义配置。

技术支持

* 若要进一步了解此产品的更多功能，请前往 support.8bitdo.cn 了解详细信息。

FCC regulatory conformance：

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.

(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 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

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

RF Exposure

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.