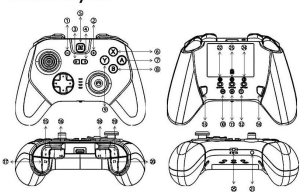


Welcome Guide

Wireless controller

Button layout



Function keyboard layout

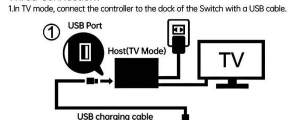
- | | | |
|------------------|-----------------------|--|
| 1. -Back | 10. Vibration setting | 19. LRB |
| 2. -Start | 11. M-Button | 20. L2/ZL/L2 |
| 3. Screen/hot | 12. Turbo | 21. Pairing button |
| 4. Light setting | 13. RS | 22. Six-axis Assist Shooting switch |
| 5. Home | 14. LS | 23. No Dead Zone switch |
| 6. XY | 15. RRB | 24. Trigger Keys High Sensitivity switch |
| 7. AB | 16. RA | 25. SW/WD Gear |
| 8. BA | 17. R2/ZR/RT | |
| 9. YX | 18. LA | |

Buttons assign on Switch/ PC platform:

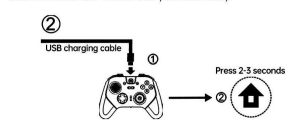
	A	B	X	Y	-	+	L2	R2
For Switch	A	B	X	Y	-	+	ZL	ZR
For PC	B	A	Y	X	BACK	START	LT	RT

Connect to Switch

Wired Connection:



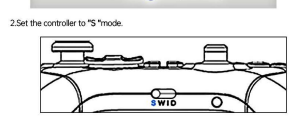
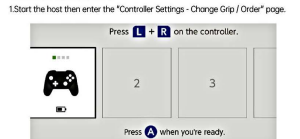
2. After the wired connect is successful, unplug the USB cable, and press the "Home" button then the controller will automatically connect wirelessly.



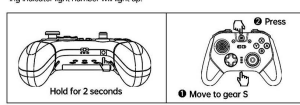
Note 1: It is recommended to clear the controller connection records of the host before each connection.

Note 2: Ensure that the "Controllers and Sensors" is set to "On", which showed in the "Wired Connect" option for "Pro Controller Wired Communication" in the host "Settings".

Wireless Connection:

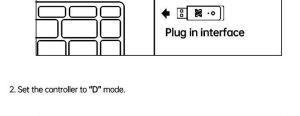
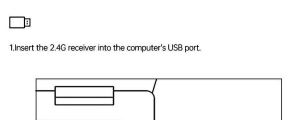


3. Press and hold the connection button for 2 seconds till the LED light flashes, and the controller will automatically connect. After a successful connection, the corresponding indicator light number will light up.

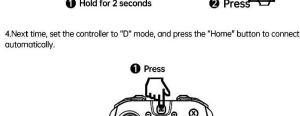
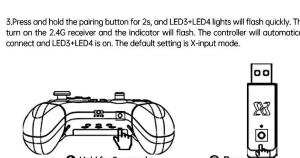


Connect to PC/ Steam Deck

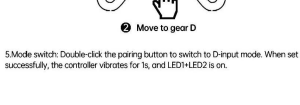
Wireless Connection with 2.4G Receiver



2. Set the controller to "D" mode.

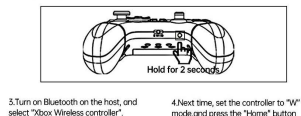
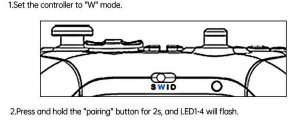


3. Press and hold the pairing button for 2s, and LED3+LED4 lights will flash quickly. Then turn on the 2.4G receiver and the indicator will flash. The controller will automatically connect and LED3+LED4 is on. The default setting is X-input mode.



Wireless Connection with Bluetooth

X-input mode

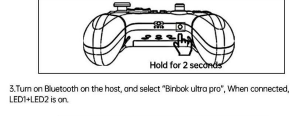
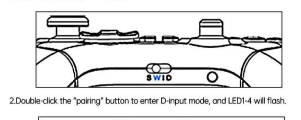


2. Press and hold the "pairing" button for 2s, and LED1-4 will flash.

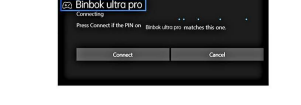


D-input mode

1. Set the controller to "W" mode.

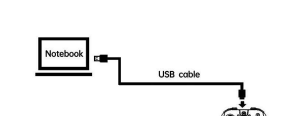
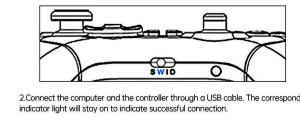


2. Double-click the "pairing" button to enter D-input mode, and LED1-4 will flash.

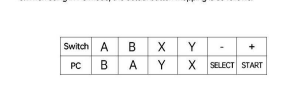


Wired Connection

1. Set the controller to "W" mode.



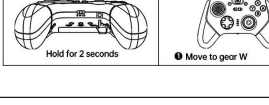
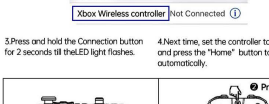
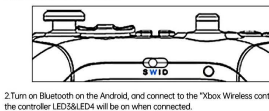
2. Connect the computer and the controller through a USB cable. The corresponding indicator light will stay on to indicate successful connection.



Connect to Android

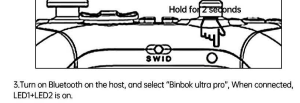
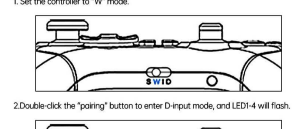
X-input mode

1. Set the controller to "W" mode.



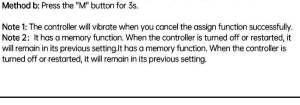
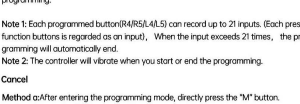
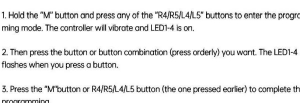
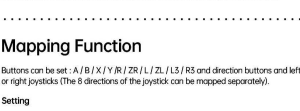
D-input mode

1. Set the controller to "W" mode.



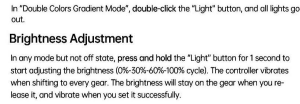
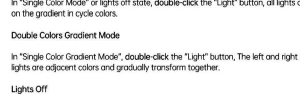
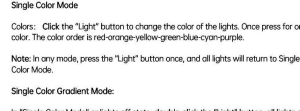
Connect to macOS

Set the controller to "I" mode, and when reconnection, LED1 will flash. When connect successfully, LED1 will stay on. The connection method is the same as Android.



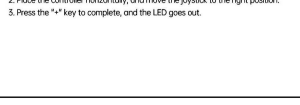
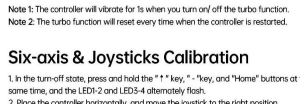
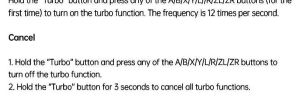
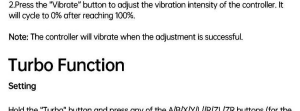
Light Setting

When the controller is turned on for the first time, all lights are on in a single color.



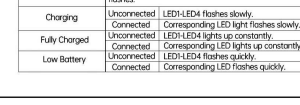
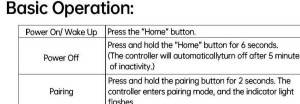
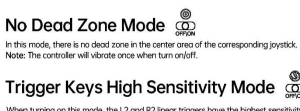
Vibration Adjustment

1. There are 4 levels of vibration intensity on the controller: 0%, 30%, 70%, and 100%.



Six-axis Assist Shooting Function

When turning on the function, the six-axis can assist in shooting. The controller will vibrate once when turn on/off.



Specifications of Controller Modes

Mode	Platform	System	Indicator	Connection Method
S	Switch	/	Corresponding LED	Bluetooth/Wired
W	Android	Android10 & above	LED 3+ LED 4	Bluetooth/Wired
D	PC/Steam Deck	Windows7 & above / SteamOS	LED3+LED4 indicates Xinput, LED1+LED2 indicates Direct.	2.4 G Receiver/ Bluetooth/Wired
I	macOS	/	LED1	Bluetooth

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.

Any 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 to 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.

Specifications

- Working voltage: DC2.2-2.8V
- Input voltage/current: DCSV500mA
- Charging time: about 5.5 hours
- Continuous running time: about 10 hours
- Battery capacity: 1000mAh

Binbok Game

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support@binbok.com

Business contact: business@binbok.com