

SP1133 Manual

Product Description

This product is mainly designed for PC and supports NS(NintendoSWITCH) mode, BT, and 2.4G dongle for wireless PC gaming controllers. In NS mode, the controller connects to the Switch console via BT. It can also connect wirelessly via BT to Android/iOS devices and laptops. Additionally, it supports wireless connection to desktop PCs via dongle. Compatible with PC systems including XP, WIN7, DXWIN8, WIN10, and WIN11, the controller supports PC modes: X_INPUT/D_INPUT/NS mode.

Product Features

- (1) This product mainly features PC functions, including: rapid fire, motor vibration adjustment, M1/2 mapping function, and macro functionality.
- (2) Provides four LED status indicators: Red/White/Green/Blue.
- (3) 18 functional buttons with a three-mode switch: NS/BT/Dongle , convenient for initial pairing.
- (4) Built-in dual motors, high-precision Hall 3D joystick; the Hall sensor board has a switch conversion function, with long mode offering analog output and short mode directly outputting 255.
- (5) Equipped with two customizable buttons M1/M2 on the back, which can be set for mapping and macro functions.
- (6) Hold the + button/ - button for 3 seconds to switch between X_input/D_input/ NS mode.
- (7) Includes a 6-axis gyro for fast and accurate target locking.
- (8) Controller supports wired connection to PC for software upgrades and supports X/D-INPUT/NS mode when connected both wired and wirelessly.
- (9) Controller features RGB lighting effects on both sides, each side with four 1615 RGB lights.
- (10) The controllers is activated through charging, other methods cannot activate it.
- (11) Once the controller is paired with the SWITCH console/Android/IOS device/PC, it will automatically enter sleep mode after approximately 5 minutes of inactivity.
- (12) Charging method: can be charged via a type-C port or using the charging dock.
- (13) The controller must support a 1000 Hz polling rate when connected via cable to PC or wirelessly with the dongle.



The RGB lighting set consists of four RGBs on each side, left and right.

White LED on the top left, Blue LED on the top right.

Four-indicator monochrome Red/White/Green/Blue LED status indicators: low voltage alarm, charging indicator, and pairing indicator.

The motor setting button has: rapid fire function and motor vibration adjustment, and in NS, it is the screenshot function.



Charging Light Effects: During charging, the controller breathe and flash simultaneously. When fully charged, the RGB lighting effects on the controller turn off.

Feature Description

(1) Two connection methods are available for controllers on a switch console:

① Wired connection utilizing a USB data cable. ② Wireless BT pairing.

NS(Switch) Mode Connection

(1) Controller connection to the Nintendo Switch console: when the controller is button on the controller for 3 seconds until the white LED indicator flashes rapidly. Open the pairing menu on the Switch console. Once paired successfully, all controller functions will work normally, and the console-assigned Indicator light will remain steady. If pairing fails, the controller will automatically enter sleep mode after approximately 60 seconds. If pairing is successful but left idle, the controller will automatically sleep after about 5 minutes.

(2) Wired Guidance for BT Pairing: after the controller is connected to the Nintendo Switch console via a USB data cable, press any button on the controller to wake it up. Once the data cable is disconnected, the controller will automatically connect to the Nintendo Switch console via BT. Up to four controllers can connect simultaneously to NS console, with assigned indicator lights: Red/White /Green/ Blue LEDs remaining steadily lit.

BT Mode

(1) Supports connection to Android devices/iOS devices/laptops. When the controller is in sleep mode.

①: BT Connection for Android Devices: turn on the BT settings of your device (e.g., phone, TV).

Switch the controller mode to "BT" mode. Press and hold the HOME button on the controller for 3s until the status indicator LED flashes blue rapidly, indicating it has entered pairing mode for Android devices. Search for the BT device named "XBOX Wireless Controller" on your device, then click to pair and connect. Once paired successfully, the blue LED will stay lit.

② : Bluetooth Connection for iOS Devices: with the controller in sleep mode and the mode switch in the "BT" position, press and hold the HOME button for 3 s. The blue LED will flash rapidly, indicating it has entered pairing mode. Search for the Bluetooth device named "XBOX Wireless Controller"

on your iOS device, then click to pair and connect. Once paired successfully, the blue LED will stay lit. The next time you wake the controller by pressing any button (with the mode switch in the "BT" position), it will automatically reconnect to the previously paired Android or iOS device. If pairing is unsuccessful, the controller will enter sleep mode after about 60s. If there is no activity after successful pairing, the controller will enter sleep mode after about 5 min.

③ : Bluetooth Connection for Laptops: with the controller in sleep mode and the mode switch in the "BT" position, press and hold the HOME button for 3 s. The blue LED will flash rapidly, indicating it has entered pairing mode. Search for the Bluetooth device named "XBOX Wireless Controller" on your laptop, then click to pair and connect. Once paired successfully, the blue LED will stay lit.

Dongle Mode:

The controller has two connection methods with the 2.4G Dongle:

(1) Set the controller mode switch to dongle position. While the controller is in sleep mode, press and

hold the HOME button for 3 seconds until the red LED on the controller flashes rapidly. Plug the dongle into the PC's USB port, then press the "Pairing" button on the dongle for 3 seconds until the green LED on the dongle flashes rapidly. At this point, the dongle and the controller will pair. Once successfully connected, the green LED on the dongle will stay lit, and the red LED on the controller's indicator light will also stay lit. If pairing fails, the controller will automatically enter sleep mode after about 60 seconds. If pairing succeeds but there is no activity, the controller will automatically enter sleep mode after about 5 minutes.

(2) After the controller is connected to the dongle, it supports X-INPUT functionality by default. The system assigns a solid red indicator LED, and the device name appears as "XBOX Wireless Controllern" (PC must have the

Xbox 360 driver installed). Press and hold the +/- buttons for 3 seconds to switch to NS mode. The system assigns a solid blue indicator LED, and the device name will be displayed as "XBOX Wireless Controllern".

To switch to D-INPUT mode, press and hold the +/- buttons for 3s. The device will be displayed as "XBOX Wireless Controllern," and the controller's indicator light will stay lit with both red and blue lights.

“HOME” Button Operation

The controller quickly enters sleep mode. When the controller is powered on, press and hold the "HOME" button for 5 seconds to put the controller into sleep mode.

Controller Description

(1) The controller supports wired connection to a PC, with the device name displayed as "XBOX Wireless Controllern"

(requires Xbox 360 drivers installed on the PC).

(2) The controller does not support firmware upgrades via the Nintendo Switch console. You'll need to download our software and connect it to a PC (If certain controller functions fail to work properly due to a Nintendo Switch system version update, please contact our company to obtain the software and upgrade instructions for firmware updates).

(3) The controller supports wake-up using any key: (excluding L3, R3, M1, M2, and the trigger mode switch). After waking up, the controller enters the reconnection state. The white and green lights will flash in a flowing pattern. If the controller was previously paired with an NS/BT/receiver (based on the mode switch position) and the pairing has not been cleared, or if it was paired in another mode, the mode switch will automatically enable the reconnection function.

(4) The controller buttons include UP, DOWN, LEFT, RIGHT, A, B, X, Y, L, R, ZL, ZR, L3, R3, View button, HOME, Menu button, and "M"-18 functional buttons in total-along with two mapping buttons (M1, M2). It is also equipped with left and right 3D joysticks.

(5) The controller features a vibration function. On the Nintendo Switch console, you can manually turn the motor vibration on or off in the "Settings" menu. The controller also supports vibration intensity adjustment. When connected to a PC, hold down the "M" button on the controller and move the left 3D joystick up or down to increase or decrease the motor vibration intensity. There are four levels available: 100%-60%-30%-0%. (When adjusting the motor vibration by holding the "M" button, do not exceed 5 seconds. The settings are saved after powering off, and the factory reset locks the vibration intensity to the default 60%.)

(6) The controller's back buttons, M1 and M2, can be customized. The following function buttons can be mapped: UP, DOWN, LEFT, RIGHT, A, B, X, Y, L1, R1, ZL, ZR, "-", "+", and any direction of the left and right 3D joysticks.

Mapping Process:

- ① After connecting to NS/BT/Dongle, hold M+M1. The left RGB light will slowly flash white, indicating entry into mapping mode.
- ② Once in M1 customization mode, press a button (e.g., "A"). Then press M1 again; the RGB light will flash once, confirming that "A" is now mapped to M1. Follow the same steps for M2.
- ③ You can assign multiple function keys to M1 (M2) by holding M + M1 and inputting keys sequentially. When pressed in-game, the macro will execute based on the time intervals between the input keys. Each M1/M2 macro can store up to 16 key inputs. Clearing M1 & M2 Customization: while connected to a Nintendo Switch console or mapping steps to clear the customized feature of M1. The M2 function clearing process is the same as M1. After clearing, the button will have no assigned function. (Custom settings are saved after shutdown; however, a factory reset will remove all custom functions assigned to M1 and M2.)

The Controller Supports A Turbo (rapid-fire) Function

- (1) hold down the "M" button and press one of the function buttons (A/B/X/Y, L1/R1, ZL/ZR) to enable the rapid-fire function. It will have a turbo function with light indicators. The TURBO button functionality applies to eight keys: A/B/X/Y, L1/R1, ZL/ZR. After setting the rapid-fire function, you can switch between manual rapid-fire, automatic rapid-fire, or single shot. To cancel the rapid-fire function for a specific key, repeat the steps above or hold down the "M" button for 5 seconds.
- (2) The controller supports adjustable turbo speed: hold the M button + move the right joystick up/down to adjust the turbo speed between three levels: Fast, Medium, and Slow. (Turbo speed settings and key values are saved after shutdown. However, if a factory reset is performed, any custom functions assigned to the TURBO button and turbo speed settings will be cleared, restoring the default medium speed and single-shot mode.)

Trigger Stop for Short or Long Trip Operation

When the trigger is in long trip mode, pressing the left or right trigger provides an analog function with a range from 1 to 255, accompanied by vibration feedback. When the trigger is switched to short trip mode, pressing the left or right trigger immediately reaches 255, also accompanied by vibration feedback.

RGB Lighting Effect Settings

Instructions for RGB lighting operation:

Note: RGB lighting effects can only be adjusted when the controller is connected to the NS console or PC via wired/wireless connection. RGB effects cannot be adjusted while the controller is charging on the dock.

1. Mode 1: Rainbow mode (default).
2. Mode 2: Lightning mode. In this mode, simultaneously press the left and right 3D buttons once (pause for 100 microseconds) to switch the light color combination. The color changes once with the key combination (L3, R3).
3. Mode 3: Multi-color cycling breathing mode.
4. Mode 4: In this mode, simultaneously press the left and right 3D buttons once (pause for 100 microseconds) to switch the light color combination. The color changes once with the key combination (L3, R3).

You can adjust the brightness of the RGB lighting with the following key combinations. There are four levels: 25%, 50%, 75%, and 100%. Decrease RGB brightness: M + left joystick right direction. Increase RGB brightness: M + left joystick left direction. Press and hold M + "R3" for 5 seconds to turn off the

RGB lighting. Press and hold M + "R3" for 5 seconds again to turn it back on. The current state is saved after powering off. Press the M button + "R3" button briefly (pause for 100 microseconds) once to switch to one RGB lighting effect, cycling through Mode 1, Mode 2, Mode 3, Mode 4, and then back to Mode 1 (in a loop). (The lighting settings are saved after powering off. Restoring factory settings will clear the lighting settings, with the default set to Rainbow mode.)

Menu and M button

(1) The View button / Menu button / "M" button serves as the View function and Menu function when connected to a PC or Android/IOS device. The "M" button has a rapid-fire function and motor vibration adjustment function. When used with the Nintendo SWITCH console, the View button functions as the "-" button, the Menu button functions as the "+" button, and the "M" button serves as the screenshot function.

(2) To activate the screenshot function with the "M" button on the Nintendo Switch console, the "M" button must be pressed twice to enable the function.

Charging/Reset operation

(1) Charging via adapter: plug the controller into the Type-C port to charge it. The channel light will glow a constant red LED and will switch off once the charging is complete.

(2) Power source charging: directly connect the Type-C port of the controller to charge it. The channel light will glow a constant red LED, and the light will turn off once the controller is fully charged.

(3) When charging the controller while it is connected to a device, the channel light will display a slowly flashing red LED, and the light will turn off once the controller is fully charged.

Low Battery Alert

When the controller's battery voltage drops below 3.5V, the channel's red LED will flash rapidly to indicate low battery, signaling that the controller needs to be charged.

Standby

When the controller is powered on, press and hold the "HOME button" for 5s to put the controller into sleep mode. When the controller is in pairing mode, it will automatically enter sleep mode if it fails to pair within 60s. When the controller is connected to the console but remains inactive for approximately 5 min, it will automatically enter sleep mode.

Reset Function

If the controller malfunctions, you can reset it by pressing the reset button through the reset hole.

Receiving Distance

The effective reception distance of the controller is within 10 meters.

Reference Current

Sleep mode current: Less than 20μA. Pairing current: Less than 45mA.

This product supports charging via the Nintendo SWITCH dock and features a wireless wake-up function.

Controller Electrical Specifications

Power Supply: Built-in polymer battery

Usage Time: Approximately 6 to 8 hours of continuous use

Battery Capacity: 800mAH

Charging Time: Approximately 3 hours

Charging Voltage: DC5V

Charging Current: 390mA

Operating Current: 290mA (Maximum current when motor vibration and RGB are set to maximum)

3D Joystick/Gyroscope Factory Calibration

In the controller's sleep mode, press L3 + R1 to enter joystick and trigger calibration. At this time, the red and green lights will flash alternately. Rotate the joystick forcefully for 2 full circles and press the trigger all the way down 2 times. Then, place the controller on a flat surface and press the A button again to complete the joystick and trigger calibration. The controller will automatically proceed to motion calibration, indicated by a flashing blue light. Once motion calibration is complete, the controller will automatically return to sleep mode.

Controller Factory Lock Mode Setting

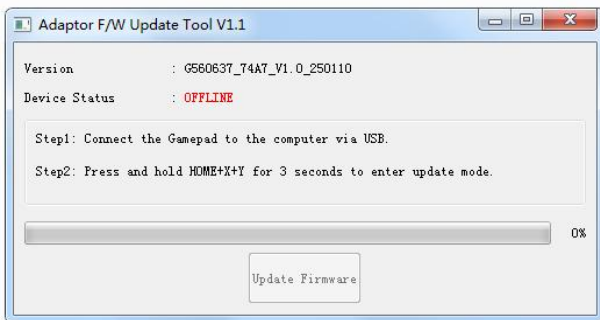
In the controller's sleep mode, simultaneously press and hold the left 3D joystick (L3 button), the right 3D joystick (R3 button), and the "M button" for 3 seconds. The indicator lights will all illuminate briefly and then turn off, indicating that the controller has entered factory lock mode. (In factory lock mode, the controller disables the wake-up function for any button, preventing frequent connection issues caused by accidental touches during packaging and transportation.) (After setting the factory lock mode: Defaults to X_input mode.)

Exiting Factory Lock Mode

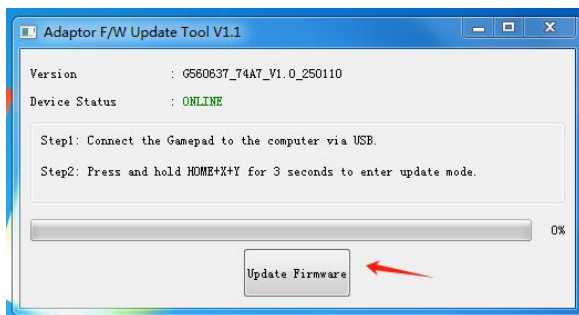
When the controller is in factory lock mode, all buttons are disabled for wake-up. To exit "factory mode," you must charge the controller using a USB data cable at least once. Once charged, the controller's functionality will be restored.

Controller Firmware Upgrade

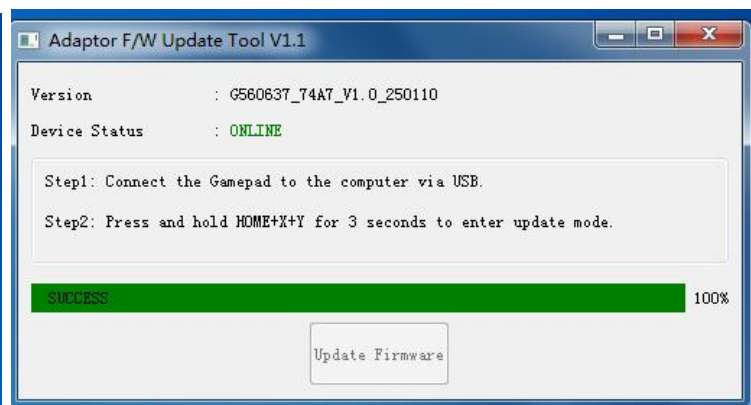
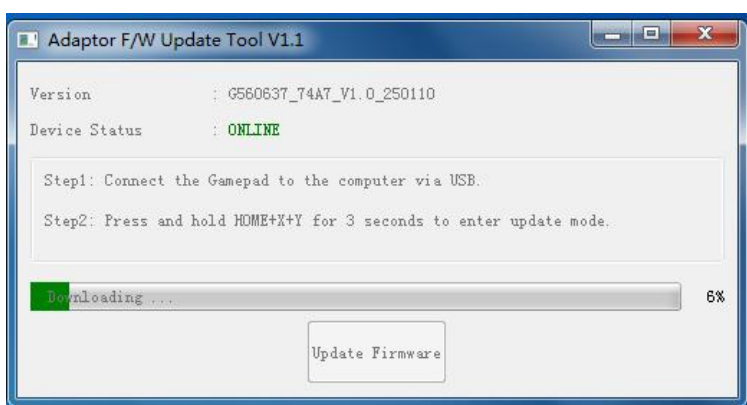
(1) If certain functions of the controller become unavailable due to a console system upgrade or if a functional update is required, the controller firmware can be upgraded via a PC. Double-click to open the software: `**"GDF-G560637_74A7_V1.0_250110.exe"*` as shown in the figure below:



(2) When the controller is in sleep mode or powered on, connect it to the PC using a USB cable. Simultaneously press and hold HOME + X + Y for 3 seconds to enter upgrade mode (the "Online" indicator will turn green). The "Update Firmware" button will change from gray to black. Click "Update Firmware" to proceed with the upgrade, as shown in the figure below. This indicates a successful connection.



(3) During the upgrade process, ensure the data cable remains stably connected. Once the upgrade is complete, the display will show as in the image below:



Dongle firmware upgrade

open receiver software: `Customer_GDF-G760326_8DC9_V10_250213a.exe` as shown in Figure (A), insert the receiver into the usb port of the PC, and hold down the receiver "Docking key" for 5 seconds. The receiver enters the upgrade mode and "OFFLINE" turns red and green as shown in Figure B, Click "Update mode" to upgrade the receiver software successfully.



GameMacro APP

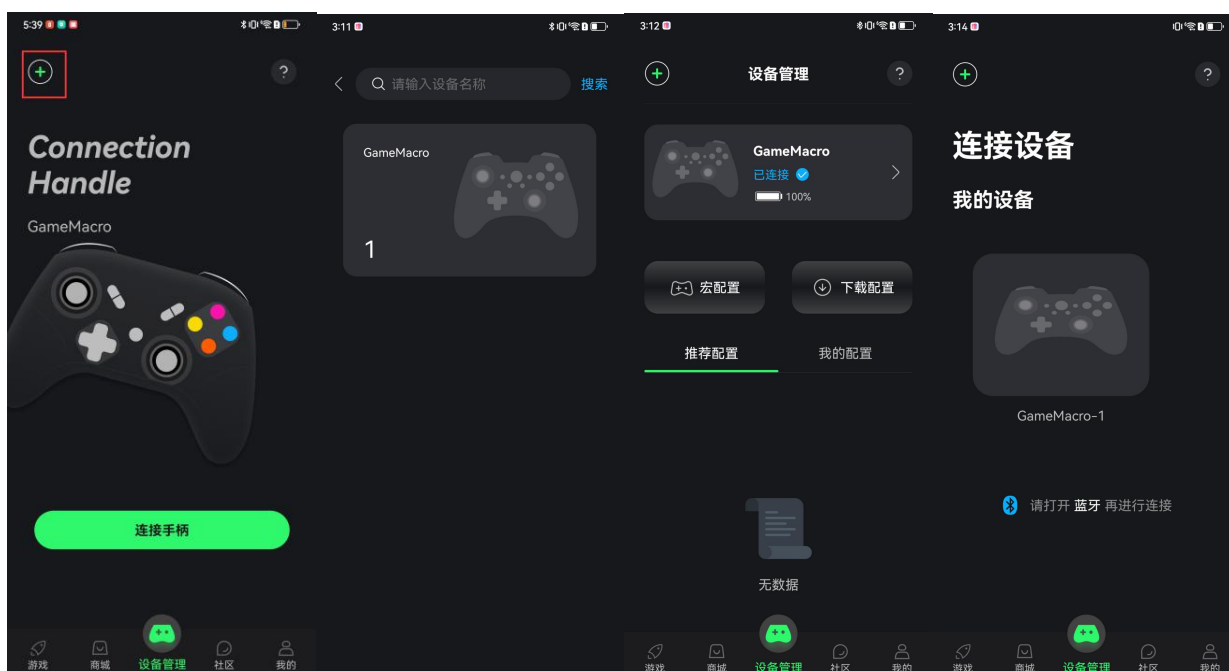
1. To install GameMacro APP: Open your mobile phone or tablet, use WeChat to scan the QR code, and download the "GameMacro APP".

下载连接



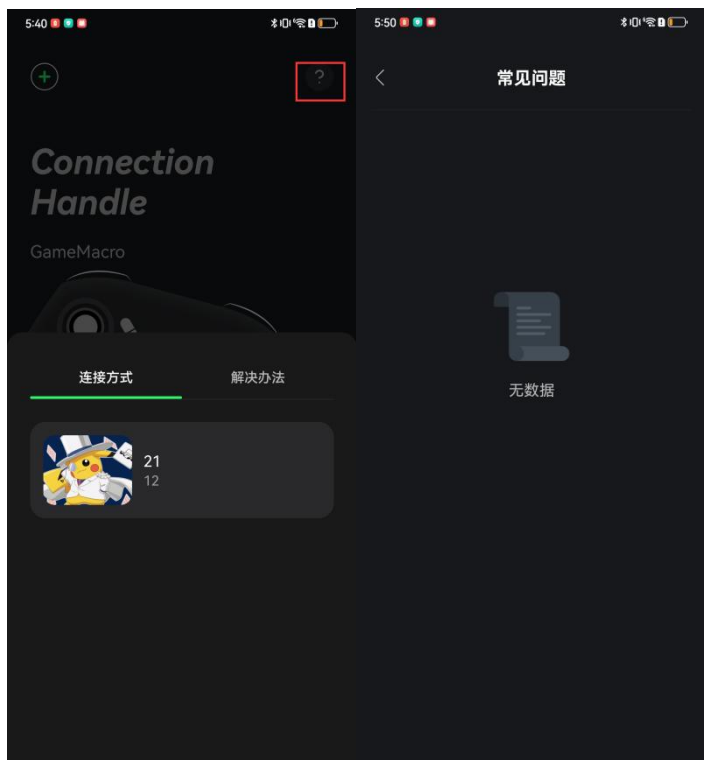
(2) Find the Bluetooth name related to GameMacro in your phone's Bluetooth list and connect to pair.

(3) After entering the app, tap the “+” icon in the top left corner, select the controller that was just connected via system Bluetooth, and complete the connection.



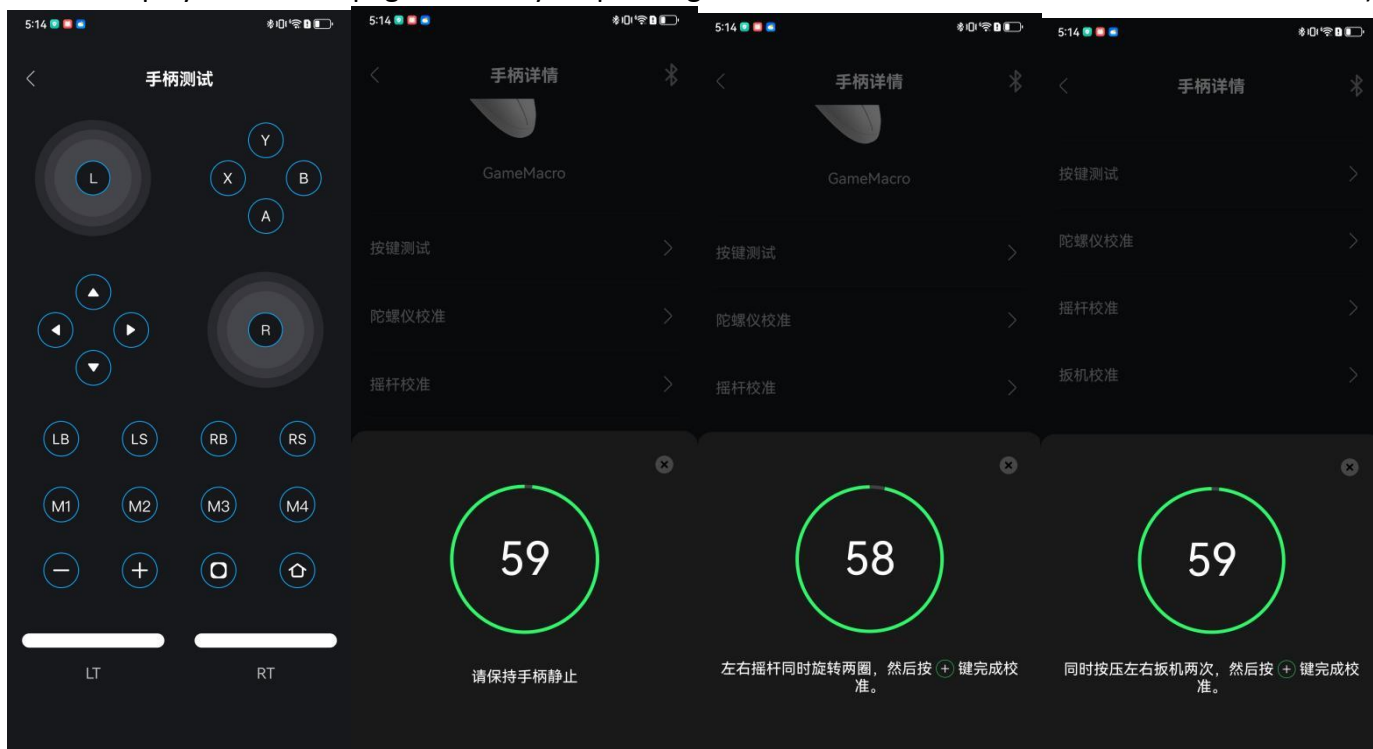
(4) For reconnection, ensure that the phone's system Bluetooth and the controller are already paired. You can select the previously connected device from the history list to reconnect.

(5) If the connection fails for any reason, the controller's troubleshooting page will pop up on the screen. Or you can click on the upper right corner to view solutions to frequently asked questions (FAQs). (The solutions will be further improved based on the controller type at a later stage.)



Controller Details

(1) The button test in the controller details section is a physical button test. Pressing the controller buttons allows you to test if the controller is functioning properly. (The button values displayed on the page will vary depending on the actual button values of the controller.)



(2) The following are the calibration procedures for gyroscope, joystick and trigger. Complete each calibration within 60 seconds as per the instructions

(3) Firmware version and download installation. After downloading a new firmware version, you can also revert to the old version without affecting the use of the app

(4) Macro mode and contact mode. Mode switching can be done not only through the controller's combination keys (the switching combination key method needs to be completed according to the controller's manual), but also through the app. Different modes have different pages and different usage scenarios.



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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

The device has been evaluated to meet general RF exposure requirement.