
1. Overview:

The K6139 controller is a PC oriented controller, positioned at the mid to high end, mainly aimed at the entry-level market. It features a new ID design, a new cross key structure design, dual Hall support (Hall trigger+Hall joystick), APP function, trigger stroke adjustment, and back key programming function.

2. Functional features:

2.1 Compatible with the four major platforms of PC, Switch, Android, and iOS.

2.2 APP visual programming, with multiple parameters infinitely adjustable.

2.3 Has continuous hair.

2.4 The SWITCH host platform has sensor sensing function.

2.6 The straight-line transmission distance is above 7 meters.

2.7 Built in lithium battery 3.7V, can be used continuously for more than 20 hours.

2.8 TYPE-C interface, capable of charging via USB and wired data connection.

Equipped with a 2.4G receiver, it can be wirelessly connected on a PC and supports X/D-INPUT and SWITCH key values.

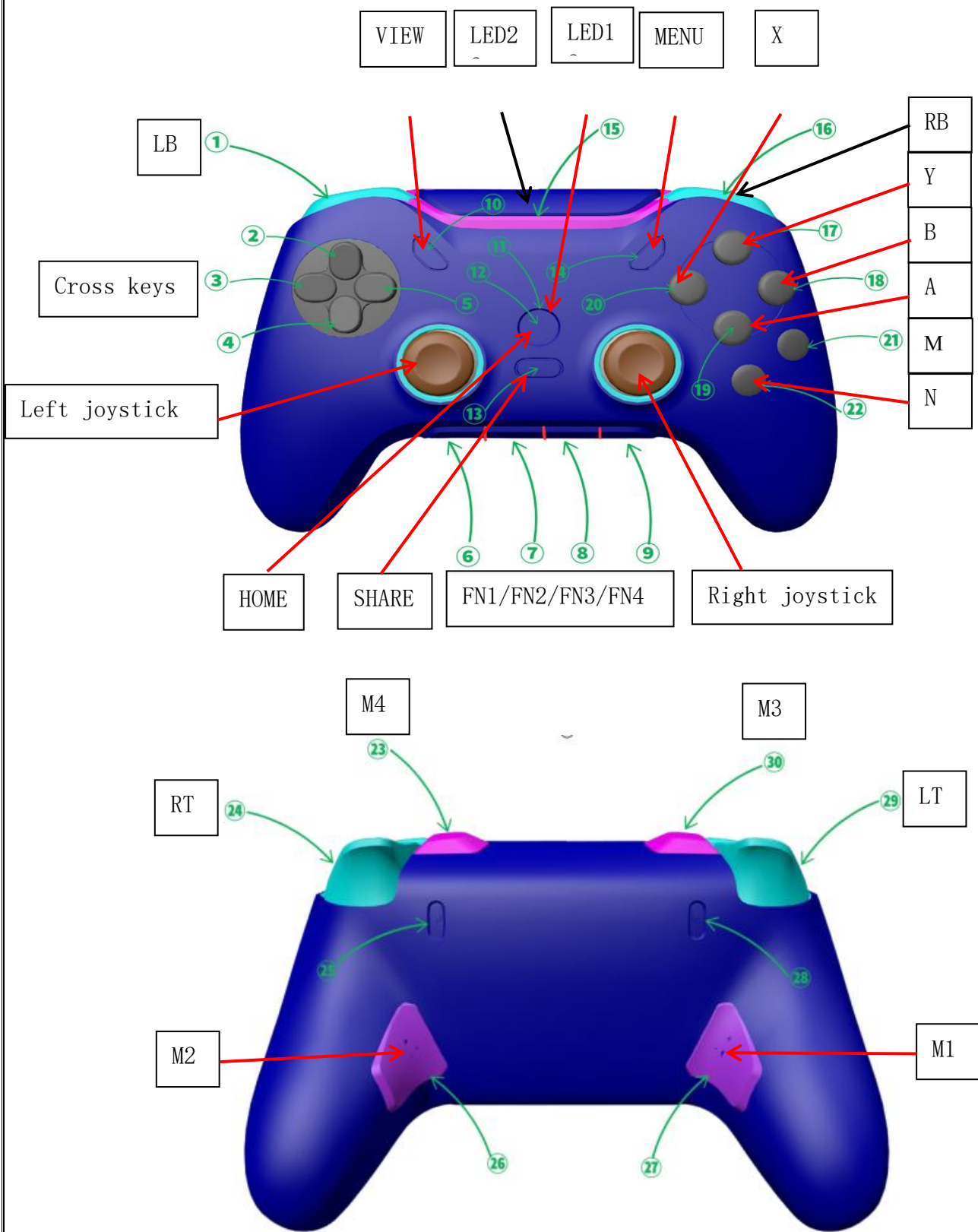
2.10 The TURBO (AUTO) continuous transmission function can be set.

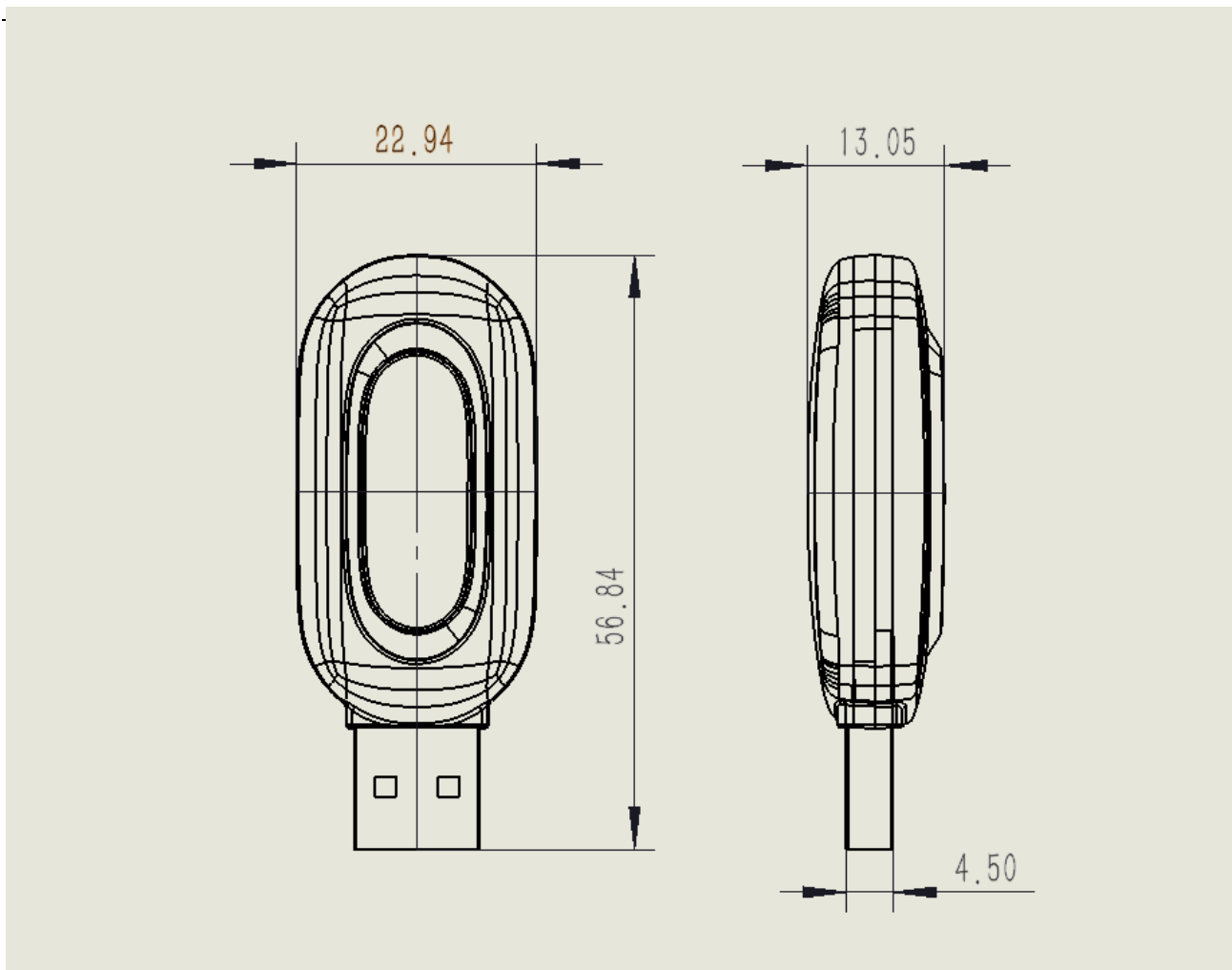
2.11 The trigger can be switched between digital and analog options.

2.12 Supports one click wake-up of NS with HOME.

2.13 High lifespan TMR reluctance joystick, with a brand new algorithm that never drifts.

3. Product schematic diagram:





4. Instructions for use:

4.1 Power on/off:

4.1.1 Power on: Long press and hold the HOME button for 3 seconds

4.1.2 Wake up: When the controller is in sleep mode, short press the HOME/A/B/X/Y keys to wake up the controller

4.1.3 Shutdown: Press and hold the HOME button for 3 seconds to turn off the controller.

4.1.4 Sleep: 5 minutes without any operation or movement (default)

4.2 Introduction to controller extension functions

function	Operation logic and lighting changes
Configuration switching (F1)	Press the F1 key to cycle between preset configurations (the device supports up to 4 types). After each switch, LED1 displays the corresponding light color for the configuration
Mapping reset	Press and hold the function key for 3 seconds, and LED1 will flash white light quickly twice. Reset successful
Set Mapping (F2)	Press and hold the F2 key for 3 seconds to enter the mapping modification state. The LED1 configuration light will flash slowly. At this time, press the key position that needs to modify the mapping first, and then press the target key position. The LED1 blue light will flash quickly twice to complete the modification.
calibration mode (F3)	Press and hold the F3 key for 3 seconds to enter calibration mode (LED2 white light slowly flashing). After pushing the double joystick to the edge and slowly rotating it 3 times, press the trigger button to the bottom 3 times, place the handle on a horizontal desktop and press the F3 key. Wait for 5 seconds for calibration to complete automatically, and LED2 will return to battery level prompt
Power Saving Mode	Press the function key to turn off all lighting effects (operate again to turn them on)
brightness adjustment	Press the function key, and the brightness of LED1 and LED2 will cycle between 0%, 25%, 50%, 75%, and 100%
Competitive Mode (F4)	Click the F4 key for the first time, the LED1 green light will turn on, and the HOME and screenshot keys will be disabled; Click the function key for the second time, the LED1 red light will turn on, and the HOME button, screenshot button, share button, and menu button will be displayed C、Z、F1、F2、F3、F4、 Continuous sending and macro functions disabled; Click the function key for the third time to restore LED1 to the configured lighting

4.3 PC computer usage

4.3.1 2.4G receiver connection

4.3.1.1 The receiver and controller have been paired before leaving the factory, so after the controller is turned on, inserting the 2.4G receiver into the host can complete the connection;

4.3.1.2 If the connection is found to be unsuccessful, it is necessary to re pair. The operation method is as follows:

4.3.1.2.1 Insert the receiver into the USB port of the computer, press and hold the button on the receiver for 3 seconds until the indicator light flashes; Matched successfully, always on. (Slow flashing when not paired)

4.3.1.2.2 Simultaneously press and hold the 【 HOME+A 】 button on the handle for 3 seconds to enter pairing mode, and the LED1 green light will slowly flash; Pairing successful, LED1 green light flashes rapidly and then returns to the configured light on continuously

4.3.1.3 If the connection mode does not change during the next use, the controller will automatically connect the next time it is started

4.3.2 Bluetooth Connection (Android/iOS)

After turning on the controller, press and hold the 【 HOME+B 】 key for 3 seconds to enter pairing mode. The LED1 blue light flashes slowly, and after successful connection, the LED1 blue light flashes quickly twice before returning to the configured light. During the pairing process, the phone will search for the Xbox Wireless Controller, and manual pairing is required on the phone. After successful pairing, the controller and phone will automatically connect, and the LED1 will restore the configured light color. When using the controller again, if the connection mode does not change, the controller will automatically connect the next time it is started.

4.4 Connection mode description (handle defaults to Xinput mode)

connection mode	Operation Manual
Xinput	Long press [Home+X] for 3 seconds to switch between Xinput and Dinput modes. Each time the switch is successful, the LED2 flashes quickly twice (the blue light is Xinput mode and the green light is Dinput mode), and then the battery indicator light is restored. Xinput is the default connection mode. Long press 【 Home 】 in Switch mode + X Will switch back to Xinput mode)
Dinput	
Switch (Bluetooth) Switch (wired)	Long press [Home+Y] for 3 seconds to switch to Swtich mode and enter pairing mode. LED2's red light flashes slowly, and after successful connection, LED2 flashes quickly twice before returning to battery level indicator

5. Joystick Square Adjustment Switching

5.1 Simultaneously press **【 Share+L3 】** to switch the outer circle boundary shape (circular/sharp) of the left joystick. If the switch is successful, LED2 will flash rapidly twice (circular corresponds to green light, sharp corresponds to red light) and then return to the battery indicator light

5.2 Simultaneously press **【 Share+R3 】** to switch the outer circle boundary shape (circular/sharp) of the right joystick. If the switch is successful, LED2 will flash rapidly (circular corresponds to green light, sharp corresponds to red light) twice before returning to the battery indicator light

6. Disable joystick

6.1 Press the 'Home+L3' button simultaneously to enable/disable the left joystick, and the LED2 will flash rapidly (red light for disabled status and green light for enabled status) twice before returning to the battery indicator light

6.2 Press the [Home+R3] enable/disable right joystick at the same time, and LED2 will flash rapidly (red light for disabled status and green light for enabled status) twice before returning to the battery indicator light

7. Press button combo (used in the app)

7.1 The buttons involved in key chain sending: A, B, X, Y, LT, RT, LB, RB, L3, R3, M1, M2, M3, M4, C, Z, F1, F2, F3, F4, View, Menu, Share, ↑, ↓, ←, →

7.2 Only when the values mapped to the buttons on the controller that participate in button combo are A, B, X, Y, LT, RT, L3, R3, View, Share, Menu, ↑, ↓, ←, → on the controller, can the combo function be set for them (cannot be set when mapped to combination keys)

7.3. Triggering methods for button combo: [Close], [Press and hold combo, release to stop], [Press loop, then press stop]

7.4. Continuous frequency: 0~30 times/s

8. Macro Programming (MACRO) Function (Used in APP)

Capable of triggering consecutive operations of multiple keys on the controller/keyboard with one key;

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- 8.1. The joystick buttons involved in macro recording include: A, B, X, Y, LT, RT, LB, RB, L3, R3, View, Share, Menu, ↑, ↓, ←, →, left joystick (8 directions), right joystick (8 directions);
- 8.2. When recording controller macros, the actual recorded values are the mapped values represented by each button;
- 8.3. The keyboard keys involved in macro recording are: Esc, F1~F12, PrtScn, Scroll, Pause, A~Z, 0~9, Tab, Caps, Shift, Ctrl, Win, Alt, Space, Backspace, Enter, Insert, Home, Page Up, Delete, End, Page Down, Num0~Num9, ↑, ↓, ←, →, ~ - + [] \ / ; ' , . *
- 8.4. Macro trigger keys: M1, M2, M3, M4, C, Z, F1, F2, F3, F4;
- 8.5. Trigger method: Press and hold (trigger once), press and hold (press loop, release stop), press loop (press loop, press stop again);
- 8.6. Macro action upper limit: 64;
- 8.7. Maximum duration of each macro action: 8000ms;
- 8.8 Maximum interval time for each macro action: 8000ms;
- 8.9. During the triggering process of the macro, if the triggering method is tapping and tapping loop, it will be interrupted by the triggering key. If the triggering method is long pressing, it will be interrupted by releasing the triggering key;

9. Key mapping

Allow changing the key values and functions represented by the buttons on the controller;

- 9.1. Windows participating keys in mapping: Esc, F1~F12, PrtScn, Scroll, Pause, A~Z, 0~9, Tab, Caps, Shift, Ctrl, Win, Alt, Space, Backspace, Enter, Insert, Home, Page Up, Delete, End, Page Down, Num0~Num9, ↑, ↓, ←, →, ~ - + [] \ / ; ' , . *
- 9.2. Mouse buttons involved in mapping: left button, middle button (scroll wheel), right button, scroll up, scroll down, side front button, side back button
- 9.3. The keys involved in keyboard mapping for the controller include: A, B, X, Y, LT, RT, LB, RB, L3, R3, View, Share, Menu, ↑, ↓, ←, →, M1, M2, M3, M4, C, Z, F1, F2, F3, F4

9.4 M1, M2, M3, M4, C, Z, F1, F2, F3, F4 cannot be mapped to:

A, B, X, Y, LT, RT, LB, RB, L3, R3, View, Share, Menu, ↑, ↓, ←, →,

9.5. A, B, X, Y, LT, RT, LB, RB, L3, R3, View, Share, Menu, The key values of ↑, ↓, ←, → keys cannot be set to shortcut functions and macros;

9.6. The default values for M1, M2, M3, M4, C, and Z are empty;

9.7. Allow multiple key values on the controller and buttons to be represented by a single button on the controller (the mouse only supports mapping a single value to the controller);

9.8. When a single button on the joystick represents a combination key, each button can represent up to 3 combinations of joystick/keyboard key values

10. Power function

10.1 Charging power supply: Standard USB 5V voltage, the handle takes about 3 hours to fully charge;

When the controller has low battery, LED2 flashes slowly in red;

10.3 When charging the controller, LED2 flashes slowly in purple and remains on when fully charged; (Regular version)

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Power function	LED2 colour
50%–100%	Purple
20%–50%	Purple
≤20%	Red
≤5%	Red slow flashing
Wired charging	Orange flashing (slow speed), filled with purple light constantly on

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12. Troubleshooting:

When the device cannot be turned on, the built-in battery may be low. Please use a USB cable to charge the controller before turning it on.

When the controller crashes or disconnects unexpectedly, please keep a safe distance from the device or reconnect it.

12.3 If it is found that the SIWTCH game does not return to normal, it needs to be recalibrated.

13. Precautions:

13.1 Avoid strong vibrations and do not disassemble, modify, or repair on your own.

13.2 Avoid storing in damp, high temperature, oil fume and other places.

13.3 Avoid water or other liquids from entering the interior of the handle as it may affect its functionality.

13.4 There is a battery inside, please do not drop the handle into the fire as there is a risk of explosion.

The charging voltage of this product is USB 4.5-5.5V DC power supply, otherwise it may not charge or cause damage to this product.

Children should use this product under adult supervision.

13.7 If there are any quality issues or suggestions, please contact the seller or after-sales personnel.

14. Other parameters:

Search current: 40-50mA

Working current: 30-50mA (LED off)

Low power alarm: 3.5V

Shutdown voltage: 3.3V

Sleep current: less than 50uA

FCC Statement

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 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.

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