



Voidjoy

SkyLark S1 Pro Portable Controller

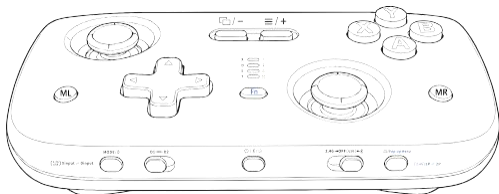
Multi-platform

See page 4

GC-P01

User Manual

Warranty Card Included



* This product includes an enhanced grip attachment.

Firmware Update

Voidjoy continually improves the software for this accessory to provide the latest features. We recommend updating the Firmware or app as soon as a KeyLinker update notification is available.

For details, see "Firmware Update" on page 23 or the support information on the official website.

Dear Customer

Thank you for purchasing this product.

For best performance and safe operation, read this manual carefully before connecting, operating, or adjusting this product. Keep this manual for future reference.



Voidjoy
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Safety

To prevent damage, avoid the following:

- Do not use flammable sprays, insecticides, or similar aerosol products near the Controller.
- Keep water, juice, and other liquids away from the Controller. Liquid exposure may cause button malfunction or damage.
- Do not connect or disconnect the USB cable with wet hands.
- Keep foreign objects out of the Controller's USB-C port.
- Do not use the Controller in humid or high-temperature locations, such as bathrooms.
- Do not place other objects on the Controller or cover it with cloth while charging.
- Do not use the Controller where it may fall, in dusty locations such as beaches, or near magnetic fields.
- Do not place the Controller on heat exhaust vents, computer cases, or other heat-generating equipment.
- Charge the Controller before first use or after an extended period of non-use.
- The Controller battery may become warm during use or charging. This is normal.
- Operating instructions and safety precautions may be updated. For the latest information, check the support website or the latest help content in the app.

Operating Precautions

- Do not use excessive force during operation. Excessive force may cause hand fatigue and accelerate button wear.
- If your wrists or fingers become sore during use, adjust your posture and reduce the amount of force used, or stop using the Controller for a while.
- If the grip or any other part that directly contacts your skin causes discomfort, stop using the Controller. Continued use may cause a rash or other allergic reaction.

When connecting to a computer or other smart device, use the included USB-C charging cable. If using another USB-C-compatible cable, first confirm that it supports USB 2.0 data transfer; otherwise, the device may not recognize the Controller.

Intended Use: This Controller is intended for standard consumer use only. Do not use the Controller near devices or in environments where radio-frequency interference may occur, such as airports, hospitals, or laboratories. If the connected device supports wired operation, use a wired connection instead.

About Bluetooth®

Voidjoy is not responsible for any data and/or information leakage that occurs during wireless transmission.

Frequency Band Used

- The Controller uses the 2.4 GHz frequency band.

Controller Certification

- This Controller complies with applicable frequency limits and wireless certification requirements.

Restrictions on Use

- Wireless transmission and/or use is not guaranteed with all Bluetooth® devices.
- All devices must comply with standards established by Bluetooth SIG, Inc.
- Depending on the device specifications and settings, connection may not be possible, or certain operations may differ.
- The Controller supports Bluetooth® security features; however, depending on the usage environment and/or settings, including OTA Firmware updates, this security may not be sufficient. Use caution when transmitting data wirelessly to the Controller.

Operating Range

- The Controller has a maximum operating range of 10 meters (33 feet).
- The range may be reduced depending on the environment, obstacles, or interference.

Interference from Other Devices

- If the Controller is placed too close to other Bluetooth® devices or devices using the 2.4 GHz band, such as Wi-Fi routers or cordless phones, radio-wave interference may affect operation. Symptoms may include input delay, repeated inputs, or no response.
- If radio waves from a nearby base station or similar source are too strong, the Controller may not operate correctly.

This Controller supports three connection methods:

2.4G (Select the operating state with the 3-position slide switch.)

2.4 GHz: Connects to the included Receiver. Pairing is required for first-time use.

USB: Enabled when the Controller is connected to a compatible device while powered off.

Bluetooth: Select a protocol mode to connect to compatible Bluetooth-enabled devices.

Controller compatibility under different connection states (○: Available, -: Not available)

Connection Mode	USB Wired ^{*1}	2.4G ^{*2}	Bluetooth ^{*3}	Applicable Devices / Scenarios
XInput	○ ^{*4}	○	○	PC, iPhone, iPad, Steam Deck, Android phones and tablets
DInput	○	○	○	PC, Android phones and tablets, Raspberry Pi / Linux devices
Switch	○ ^{*6}	○	○ ^{*7}	Switch and Switch 2 consoles, PC Steam platform
Touchscreen Mapping ^{*8}	—	—	○	Android phones and tablets
PS3 ^{*9}	○	○	—	PlayStation 3 console

○ Supported — Not supported

^{*1} USB wired mode supports automatic connection mode detection and selection, as well as manual mode.

^{*2} Controller switching requires two Controllers connected to the same 2.4 GHz Receiver.

^{*3} Bluetooth mode supports switching between two saved devices. It does not support simultaneous connection to two devices.

^{*4} Forced Motion Control is not supported during wired connection to help prevent drops or tip-over damage caused by cable drag.

^{*5} This product does not support Amiibo peripheral sensing or HD Rumble. Standard Vibration is supported.

^{*6} During wired connection, simple Bluetooth Pairing with a Switch console through a cable is supported.

^{*7} Switch Bluetooth mode supports the Switch 2 console wake function. See page 18 for details.

^{*8} Some older MTK processors do not support touchscreen mapping.

^{*9} PS3 mode supports Vibration and multiple-Controller connection, but does not support Sixaxis Motion Control.

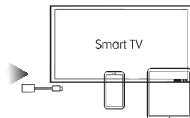
USB Mode Compatibility

The USB port on this Controller supports automatic device recognition and manual mode selection:



USB wired connection to a PC in XInput mode

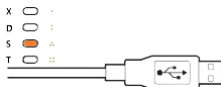
- Supports Windows XP/7/10/11 and macOS computers using the Xbox 360 XInput protocol.
- Supports switching between optical Linear Trigger and Quick Trigger modes.
- While connected, press and hold the Mode button to switch between XInput and DInput modes.
- To help prevent accidents caused by cable drag, Motion Control is disabled in wired mode. Use 2.4 GHz or Bluetooth mode if Motion Control is required.
- Supports standard dual-rotor vibration. Vibration behavior may vary by system.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.



USB wired connection to computers, phones, tablets, smart TVs, and other devices in DInput mode

- When connecting to a phone, tablet, or similar device, a C-to-C cable or OTG adapter cable is required (sold separately).
- Vibration support on Android devices depends on the device manufacturer standard.
- DInput and XInput modes can be switched while connected by pressing and holding the MODE button.
- To help prevent accidents caused by cable drag, Motion Control is disabled in wired mode. Use 2.4 GHz or Bluetooth mode if Motion Control is required.
- If a game is designed to support touchscreen operation only and does not support Controller input, this mode cannot be used to control that game. Use Bluetooth touchscreen mapping mode for setup and operation.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.

USB Mode Compatibility

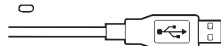


USB wired connection to Switch/Switch Lite/Switch 2 in Pro Controller mode

- Switch wake is not supported in 2.4 GHz mode. Use Bluetooth mode (recommended).
- Supports simple one-cable Bluetooth Pairing. Bluetooth-mode Pairing is completed when the cable is connected.
- Supports Motion Control and vibration, but does not support HD Rumble or Amiibo peripheral sensing.
- Supports Pro Controller channel number indication, shown with green indicators. See page 21 for details.
- Supports enhanced Pro Controller settings including joystick sensitivity/dead zone, button remapping, rapid fire, and macro recording.



* In normal indicator status, this shows the Controller channel number assigned by the PS3 console.



USB wired connection to PlayStation 3 in DualShock 3 Controller mode

- Supports vibration and Linear Trigger functions, but does not support Sixaxis.
- Supports Controller channel number indication, shown by orange indicators. See page 21 for details.
- Under standard conditions, up to 2 wired Controllers can be connected to a PS3 console at the same time. More Controllers require a compatible USB hub.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.
- This product does not provide functions other than those described in this manual. Some software that can be used on a PlayStation 3 console may not be compatible with this product.

The included 2.4 GHz Receiver supports four modes and automatic device detection:



2.4 GHz wireless connection to a PC in XInput mode

- Supports Windows 10/11 and macOS computers using the Xbox One XInput protocol.
- Supports switching between optical Linear Trigger and Quick Trigger modes.
- While connected, press and hold the MODE button to switch between XInput and DInput modes.
- Supports Forced Motion Control, where Motion Control replaces right joystick input. See page 20 for details.
- Supports standard dual-rotor vibration. Vibration behavior may vary by system.
- Two Controllers connected to the same 2.4 GHz Receiver can exchange control.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.



2.4 GHz wireless connection to computers, phones, tablets, smart TVs, and other devices in DInput mode

- For phones, tablets, and similar devices, the 2.4 GHz Receiver requires an OTG adapter cable (sold separately).
- Vibration support on Android devices depends on the device manufacturer standard.
- DInput and XInput modes can be switched while connected by pressing and holding the MODE button.
- Supports Forced Motion Control, where Motion Control replaces right joystick input. See page 20 for details.
- If a game is designed to support touchscreen operation only and does not support Controller input, this mode cannot be used to control that game. Use Bluetooth touchscreen mapping mode for setup and operation.
- Two Controllers connected to the same 2.4 GHz Receiver can exchange control.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.

X ○ ●
 D ○ ●
 S ○ ▲
 T ○ ●

((2.4G))



2.4 GHz wireless connection to Switch/Switch Lite/Switch 2 in Pro Controller mode

- Switch wake is not supported in 2.4 GHz mode. Use Bluetooth mode.
- Supports Motion Control and vibration, but does not support HD Rumble or Amiibo peripheral sensing.
- Supports Controller channel number indication, shown by green indicators. See page 21 for details.
- Two Controllers connected to the same 2.4 GHz Receiver can exchange control.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.

●
 R ○ ●
 S ○ ▲
 T ○ ●

((2.4G))

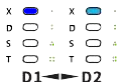


* In normal indication status, this is shown as the Controller channel number assigned by the PS3 console.

2.4 GHz wireless connection to PlayStation 3 in DualShock 3 Controller mode

- Supports vibration and Linear Trigger functions, but does not support Sixaxis.
- Supports Controller channel number indication, shown by purple indicators. See page 21 for details.
- Under standard conditions, two Receivers can be connected to a PS3 console to connect four Controllers. More Controllers require a compatible USB hub.
- Two Controllers connected to the same 2.4 GHz Receiver can exchange control.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.
- This product does not provide functions other than those described in this manual. Some software that can be used on a PlayStation 3 console may not be compatible with this product.

Bluetooth Mode Compatibility



X mode: Connects by Bluetooth to computers, Android devices, iOS devices, and other devices as an Xbox-style Controller.

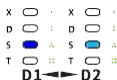
- Supports Windows 8/10/11 and macOS computers using the Xbox One XInput protocol.
- Supports compatible app games and applications on Android 5.1.1 or later that support Xbox Controllers.
- Supports iPhone/iPad devices running iOS 13.2 or later.
- In XInput mode, the optical Linear Trigger function is active and can be used for racing games and other games that require precise control. It cannot be used to connect to an Xbox console.
- Supports Forced Motion Control, where Motion Control replaces right joystick input. See page 20 for details.
- Supports standard dual-rotor vibration. Vibration behavior may vary by system.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.



D mode: Connects by Bluetooth to various devices as a general Controller (DInput protocol).

- Supports emulator game control on Windows 8/10/11 and PC games on Windows XP/Vista/7 systems.
- Supports Controller connection to Raspberry Pi and other emulation game systems when the device supports Bluetooth connection.
- Supports Bluetooth Controller connection with Android phones, Android tablets, and smart TVs.
- Supports Forced Motion Control, where Motion Control replaces right joystick input. See page 20 for details.
- Supports pressure-sensitive operation of the Linear Trigger buttons. Linear Trigger functionality may be unavailable depending on system compatibility.
- Supports standard dual-rotor Vibration. Vibration may be unavailable depending on system compatibility.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.

Bluetooth Mode Compatibility



S mode: Connects by Bluetooth to Switch/Switch Lite/Switch 2 as Pro Controller.

- Supports Switch wake. Press the Controller power button to turn on the Controller and wake the Switch at the same time.
- Supports Motion Control and vibration, but does not support HD Rumble or Amiibo peripheral sensing.
- Supports a special setup method for Switch 2 wake. See page 18 for details.
- Supports Controller channel number indication, shown by green indicators. See page 21 for details.
- Supports enhanced settings, including joystick sensitivity, dead zone, button remapping, rapid fire, and macro recording.

T mode: Connects by Bluetooth to Android devices in touchscreen mapping mode (virtual touch mode).



android

- For Android games that do not support Controllers but use fixed virtual touch controls.
- Press the Controller [] button to open the floating menu and set touch properties for each button, such as function and coordinates. Press Fn + [] on the Controller to display button setting prompts in a translucent overlay.
- Supports multiple touchscreen operation settings, including rapid taps and swipes.
- Supports joystick range control and joystick camera mode settings, as well as Motion Control assist for camera control.
- Supports touchscreen macro programming. Each macro can contain up to 16 touch steps. For each touch point, you can choose tap or slide, and independently set press duration and interval time. Flexible use enables advanced touchscreen programming effects.

- Check that all included accessories are present.



1× Controller



1× USB-A-to-USB-C data/charging cable (approx. 80 cm)



1× enhanced grip attachment

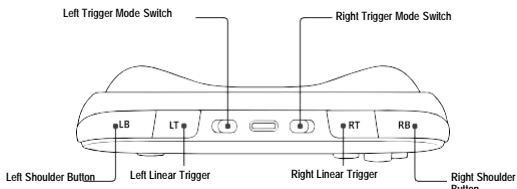


1× 2.4 GHz Receiver

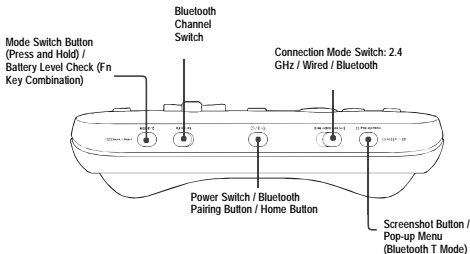
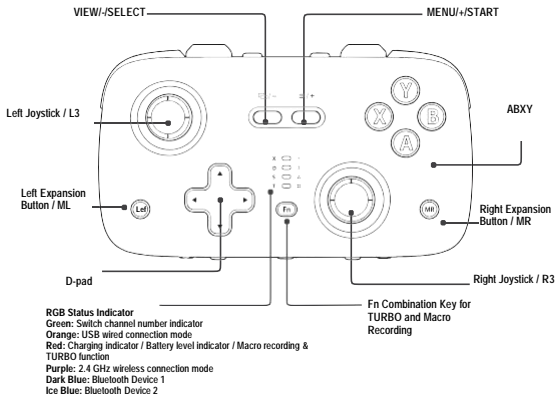


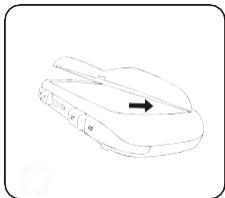
1× User Manual and Warranty Card

Button Layout



Button Layout

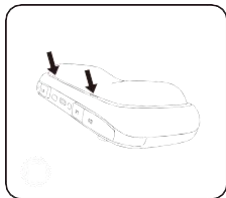




Insert the tabs at the bottom of the grip into the gap between the rear frame and rear cover.

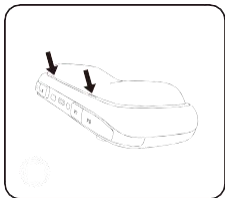
* The side of the grip edge with two notches should be on the same side as the USB-C port.

* After the grip is installed, the Controller provides a more comfortable hold and improved handling.



Gently press down at an angle until you hear a click, indicating that the grip is secure.

Grip Removal Instructions



Press near the latch area at the top rear of the Controller to disengage the grip latch from the rear frame.



Lift the grip outward to separate it.

* After the grip is removed, the Controller is more portable and can be stored easily in a pocket or other small space.

Linear Trigger / Quick Trigger Switching

The Controller uses optical Linear Triggers for precise analog input while maintaining a compact, portable design.

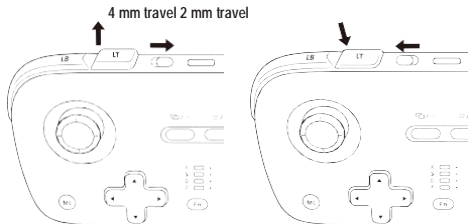
Linear Trigger function ON (long travel)

Slide the lock switch next to the Controller LT/RT Linear Triggers toward the USB-C port. The LT/RT buttons change to full 4 mm travel and provide high-precision linear control with 256 external levels (1280 internal levels with 5× precision sampling).

* Linear functionality is not available in all connection modes or game software.

Linear Trigger function OFF (short travel)

Slide the lock switch next to the Controller LT/RT Linear Triggers back toward you. The LT/RT buttons change to 2 mm half-height travel for fast actuation. Linear functionality is disabled, making this setting suitable for most games that require quick button response.



- * When switching Linear Trigger modes, the LT/RT buttons automatically adjust to the corresponding travel height.
- * Do not try to prevent the LT/RT buttons from entering the half-height travel position. Doing so may damage internal components.
- * The Linear Triggers use optical potentiometers, so they are not affected by strong magnetic fields and do not interfere with the normal operation of components such as the TMR joysticks or gyroscope.

The rechargeable battery installed in the Controller is not fully charged at first. Charge it before use. Use the USB-A-to-USB-C data/charging cable to connect the Controller to a computer, game console, USB charger, or power bank.

While charging

During charging, the indicator flashes from "empty" toward "full" (the red indicator lights, and the end of the remaining-power indicator flashes).

Charging complete

When charging is complete, all 4 red indicators stay on.

(Charging complete) 4 indicators stay on



⬇ USB-C charging cable disconnected

(OFF status) Off



Checking Remaining Battery Power

During Controller use, press [Fn] and [MODE] to display the remaining battery power. The built-in battery level is shown for about 3 seconds in the following four states.

Indicator LED	Indicator LED Status	Battery Level
	4 red lights	Above 90%
	3 red lights	About 70 ~ 90%
	2 red lights	About 40 ~ 70%
	1 red light	About 10 ~ 40%
	Mode indicator LED flashes	Below 10%

※ When the target battery level is below 10%, the current mode indicator for Bluetooth 1/Bluetooth 2/2.4 GHz flashes as a warning.

- A slow flash at the end of the red battery indicator indicates that charging has started. When charging is complete, the red indicator stays on.
- You can also check remaining power while charging during use by pressing the battery check button.
- Charge at a room temperature between 10°C and 35°C (50°F to 95°F).
- When connecting the Controller to a computer or game console using a USB data cable, if the Controller is powered off (OFF), it connects to the computer or game console in USB wired mode.
- If the computer/game console is in standby or sleep mode, or is switched to standby or sleep mode, charging may not be possible or may stop.

Power On

Set the Connection Mode switch to 2.4 GHz or  Bluetooth, then press  /  /  once. The Controller powers on and connects to the paired 2.4 GHz Receiver or reconnects via Bluetooth to a previously paired device.

Power Off

[Hard power-off] Slide the Connection Mode switch to OFF. The Controller powers off.

[Soft power-off] Press and hold the Controller  /  /  button for more than 7 seconds. The Controller powers off.

* If the Controller is not operated for about 5 minutes, it automatically powers off to conserve power. To change the auto power-off time, use the app.

USB Connection

Set the Connection Mode switch to OFF.

Connect the included USB-C data cable. After the Controller automatically detects the mode required by the connected device, the corresponding orange indicator lights.

Automatically recognized device types: Windows PC / Android device / Nintendo Switch / Nintendo Switch 2 / Sony PlayStation 3

If automatic device recognition is incorrect, or if certain software requires a specific wired mode, you can force the Controller to connect in a specified wired mode. Set the switch to OFF.

With no cable connected, hold one of the A/B/X/Y buttons while connecting the USB-C data cable to start the selected wired mode.



* USB wired mode supports switching between XInput and DInput. Press and hold the MODE button to switch.

- [X] button: Xbox 360 Controller wired mode (XInput wired protocol)
- [A] button: Generic Controller wired mode (DInput wired protocol)
- [Y] button: Pro Controller wired mode (wired Controller connection must be enabled in Switch console settings)
- [B] button: PlayStation 3 Controller wired mode

Turning Controller Power On/Off and USB/2.4 GHz/Bluetooth Connection

2.4 GHz Connection

Make sure the Connection Mode switch is in the 2.4 GHz position. Insert the included 2.4 GHz Receiver into a PC, Android device, Switch dock, or PlayStation 3 console, then press the Controller power button to turn on the Controller. The purple indicator for the corresponding mode lights.

* When using 2.4 GHz for the first time, Pairing with the Receiver is required. Press and hold the Bluetooth Pairing button until the purple indicator flashes quickly.

Bluetooth Connection

Make sure the Connection Mode switch is in the Bluetooth position, then press the Controller power button.

Turn on the Controller. A slow-flashing blue indicator means Bluetooth reconnection is in progress. At this time, press and hold the [MODE] button on the Controller to cycle through connection modes. After selecting the required connection mode, press the [Bluetooth Pairing] button to start Bluetooth pairing mode. Release the button when the blue indicator flashes quickly, then select the Bluetooth broadcast name for the chosen mode on the device you want to connect.

Bluetooth device names for each mode: (Each mode can independently remember 2 Bluetooth® devices.)

- [X] mode: Xbox Wireless Controller
- [D] mode: GC-P01B D-pad/GC-P01K D-pad
- [S] mode: Pro Controller
- [T] mode: GC-P01B D-pad/GC-P01K D-pad

* The dark blue indicator indicates Bluetooth channel 1, and the ice blue indicator indicates Bluetooth channel 2.

* Use the slide switch to switch device control between Bluetooth channels 1 and 2 at any time.

* Depending on the device Bluetooth implementation and system software, switching Bluetooth channels may cause the software to show that the Controller currently in use has disconnected. Reconnection to the other device may occur instantly or may take several seconds. After reconnection, some game software may require you to open settings and reselect this Controller before use resumes.



Pairing is required the first time the Controller connects to a Switch console.

Connect the included USB-C data cable to the Switch dock. The Controller automatically recognizes the connected device and uses Pro Controller wired mode. At the same time, Bluetooth Pairing information for the Controller and Switch console is saved automatically. After the wired connection is disconnected, the Controller can switch to Bluetooth wireless mode and automatically connect to the Switch.

※ Switch pairing information can be saved to D1 or D2. Switch 2 wake setup is supported only on Bluetooth channel D1.

Pairing with a Switch 2 Console and Using the Wake Function

This Controller supports a special method for copying Switch 2 Joy-Con wake information to enable the Switch 2 console wake function. Pairing is required the first time it connects to a Switch 2 console.

1. Open the Switch 2 Controller search screen.



2. Power on the Controller in Bluetooth mode on the D1 channel, then switch to S mode. Press and hold the Bluetooth Pairing button until the dark blue indicator flashes quickly to begin Pairing.
3. After the Controller shows that connection is complete, remove the second-generation Joy-Con from the console within 20 seconds. Wake information will be copied automatically, and you can then try waking the Switch 2 console. If wake fails, go to "Settings" - "Controllers & Accessories" - "Disconnect Controllers" on the Switch 2 console to disconnect all connected Controllers, then repeat the steps above.

* Note: Switch 2 wake setup is supported only on Bluetooth channel D1.

Connection Mode Selection

USB wired: Connects to gaming devices over a wired connection at a 1 kHz polling rate, with automatic or manual selection of a supported device mode. Suitable for high-interference environments, precision racing games, and emulator testing.

2.4 GHz wireless: Connects to gaming devices wirelessly at a 1 kHz polling rate and automatically selects a supported device mode. Suitable for most games and competitive scenarios, with special support for controller switching when two Controllers are connected.

Bluetooth wireless: Connects to gaming devices wirelessly at a 200 Hz polling rate and provides the broadest compatibility. During power-on reconnection or while connected, press and hold the [MODE] button to switch modes.

[X] mode: Connects to PC/iPad/iPhone/Android devices (smart TVs) in XInput mode.

[D] mode: Connects to PC/Android devices (smart TVs)/Raspberry Pi in DInput mode.

[S] mode: Connects to Switch consoles / connects to the PC Steam platform in Pro Controller mode.

[T] mode: Connects to Android devices in virtual touch mode (active touchscreen mapping technology).

※ For details on the features and compatible devices of each mode, see Compatibility on page 4.

TURBO Settings (Rapid Fire / Auto Rapid Fire)

Rapid fire: Press Fn + a function button to start.

Auto rapid fire: Press Fn + the same function button twice to start.

Rapid-fire speed: Press Fn + right joystick up/down to adjust the global rapid-fire speed. Three levels are available: slow, medium, and fast. To clear all TURBO assignments, press Fn twice.

TURBO indicator behavior: After TURBO is enabled, the current indicator turns red. When a button with rapid fire assigned is pressed, the red indicator starts flashing and TURBO takes effect. After TURBO assignments are cleared individually, or all assignments are cleared by pressing Fn twice, the mode indicator returns to the current mode indicator color or green channel-number indication.

The flashing frequency of the four red indicators corresponds to the rapid-fire speed.

Slow flash: 5 times/second

Medium speed: 12 times/second

Fast flash: 33 times/second

※ In the app, rapid-fire status can be adjusted separately for each button. Buttons that can be set for rapid fire:

A/B/X/Y/LB/RB/LT/RT/LS/RS / — / +.

Recording Macros with the ML/MR Expansion Buttons

Recording: Press Fn + ML/MR to start macro recording. The indicator for the current mode turns red, indicating that macro recording can begin.

Saving a macro: After entering the button sequence, press ML/MR again to save it. The red indicator turns off. **Clearing a macro:** Hold Fn and press ML/MR twice to clear it. (This saves an empty macro.)

※ Macro recording supports recording up to 42 button-sequence entries, including joystick and button timing.

- By default, ML/MR are not assigned to any button at the factory. To use macro button functions, assign them first.
- To prevent accidental input, clear the saved button sequence when macro buttons are not needed.
- Macro button memory is shared across all function modes.
- For later macro editing, use the waterfall chart on the Macro tab in the mobile app to fine-tune parameters precisely.
- This Controller supports cloud macros. Use the mobile app to download move sets for different games and characters.
- While settings are being configured in the mobile app, the Controller can continue to operate normally.
- When the left/right joystick is pressed, it may be shown as L3/R3 or LS/RS, depending on the platform.

Mapping Buttons with the ML/MR Expansion Buttons

When only one button is recorded to an expansion button, the expansion button functions as a mapped button.

※ To change mapping for the Controller body function buttons, use the mapping menu page in the app.

Using the ML/MR Expansion Buttons for Forced Motion Control (Replacing the Right Joystick)

When only the [] button is recorded to an expansion button, that expansion button becomes the Motion Control activation button (the gyroscope replaces the right joystick).

- If one [] button is recorded, hold the expansion button to enable Motion Control; release it to disable the function.
- If two [] buttons are recorded, press the expansion button once to enable Motion Control, then press it again to disable Motion Control.
 - ※ In Switch mode, the [] button is mapped as the screenshot/video capture button and does not function as a Motion Control switch. When 2 or more buttons other than this button are recorded, they are saved as a button sequence (macro setting).

Basic Operations

Switching Control Between Two Controllers

Requirements for switching between Controllers:

Use 2.4 GHz mode with two Controllers connected to one 2.4 GHz Receiver.

Preparation before use:

1. Insert the 2.4 GHz Receiver into the game console (PC/Android device/Switch/PlayStation 3).
2. Set the first Controller slide switch to the 2.4 GHz position and turn it on. If Pairing is required, press and hold the  the Bluetooth pairing button to pair. Connect the second Controller in the same way.
※ Do not use the Receiver for another Controller of the same model during Pairing with the Receiver.
3. During a game, press Fn +  to switch control between the two Controllers.

Switch/PlayStation 3 Connection Channel Number Indicator

After the Controller is connected to a Switch/PS3 console, a channel number is assigned automatically according to the device connection order, and the mode indicator changes to the corresponding color channel-number indicator.

Controller channel indicator numbers are shown in the table below:

No.	1	2	3	4	5	6	7	8
Switch	   	   	   	   	   	   	   	   
PS3	   	   	   	   	   	   	   	

- The initial Controller number varies depending on the connected-device status of the Switch/PS3.
- The Controller channel indicator display matches the assignment shown in the Switch/PS3 control interface.
- The PS3 channel number color matches the operating mode: purple for 2.4 GHz and orange for USB wired.
- Under standard conditions, the Switch dock and PS3 console can connect 2 wired Controllers or 4 2.4 GHz Controllers at the same time. More Controllers require a compatible USB hub.

Basic Operations

- Install the "KeyLinker" smartphone/tablet app.



The button configuration center in this app can modify more than ten functional parameters, including Controller button mapping, Vibration intensity, joystick sensitivity, and Trigger travel. You can also set lighting colors and transition methods, adjust recorded macro parameters, and more. The Controller can remain connected to both the gaming device and the app during configuration.

Operating System

Android® app: Android 5.0 or later iOS® app: iOS 10.0 or later

Software Download and Installation

Android®

In the Google Play store, search for "KeyLinker," locate the app icon, then download and install it.

* In mainland China, search for "KeyLinker" in app stores such as Tencent MyApp, 360 App Store, OPPO, vivo, ZTE, and Huawei to download it.

iOS®

In the App Store, search for "KeyLinker" and locate the app.

Download and install it.

Button Configuration Center Connection:

On a smartphone or tablet,

1. launch "KeyLinker."
2. From the Bluetooth device list, select the displayed device name "GC-P01B Settings-XXXXXX" or "GC-P01K Settings-XXXXXX" to connect the Controller settings interface to the smartphone by Bluetooth.
3. After connection is complete, tap the gear icon to open the Controller configuration center.

If the Controller becomes unresponsive during operation, press and hold the Controller power button. After about 7 seconds, the Controller powers off. You can also slide the operating status switch directly to OFF. A normal forced shutdown does not delete Controller settings, such as device connections, macro programming, or Vibration level. To restore factory settings, use "Restore Factory" in the app function menu.

About Firmware Update

Method 1: The USB-C port on this Controller supports USB firmware updates. Launch the latest firmware updater on the computer. With the Connection Mode switch in the OFF position, press and hold the left joystick L3 button, then connect the USB cable. When the update button becomes available, click Firmware Update.

Method 2: When the Controller is connected to a phone by Bluetooth, update it through the "Firmware Update" menu in the dedicated KeyLinker app.

Note: During the update process, do not force quit "KeyLinker" or turn off Bluetooth or power off the phone/tablet. Otherwise, the OTA update may fail. Even if the firmware update does not complete successfully, the Controller stores backup firmware and can automatically restore the previous version to maintain normal operation.

Gyroscope (Motion Control) Calibration

If Motion Control behaves abnormally during Controller use, try recalibrating the built-in gyroscope. To start calibration: With the Controller powered off, set the operating status switch to 2.4 GHz or Bluetooth. Press and hold [A +] at the same time, then turn on the Controller. Mode indicators 1/2 and 3/4 flash alternately in red, indicating gyroscope calibration mode. Place the Controller on a level surface, such as a table, and press the [] button to start calibration. After about 1 second, calibration completes automatically, the Controller exits calibration mode, and then powers off.



※ Each Controller is horizontally calibrated before leaving the factory. This operation is not required unless drift occurs.

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Other system names and product names appearing in this document are generally registered trademarks or trademarks of their respective developers. Please note that ™ and ® symbols are not shown throughout this document.

Power supply (USB-C input)	DC 5 V, 480 mA
Built-in battery	Lithium battery 3.7 V (1000 mAh)
Operating time*1	Approx. 10 hours
Charging time*2 (25°C)	Approx. 3 hours
Charging temperature range	10°C to 35°C (50°F to 95°F)
Operating temperature range	0°C to 40°C (32°F to 104°F)
Operating humidity range	35% RH to 80% RH (non-condensing)
External dimensions (width × depth × height)	133 x 75 x 24 mm (trigger retracted) 133 x 77 x 24 mm (trigger extended)
Weight	Approx. 104 g (without grip) Approx. 113 g (with grip)

*1 Shorter depending on game conditions, such as Vibration intensity and frequency, and Controller settings.

*2 Time required to charge from empty to full.

Bluetooth® Section

Bluetooth® system specifications	BLE5.0
Wireless device classification	Class 2
Bluetooth® power consumption	15 mW (typ.)/60 mW (max.)
Frequency band	2402 MHz to 2480 MHz
Supported modes	XInput: Xbox One controller PC mode DInput: Universal game controller; Switch: Pro Controller Touchscreen Mapping: Android touchscreen mapping
Operating distance	Up to 10 meters (33 feet)

Specifications - Controls

Analog joystick	2 TMR (Tunnel Magnetoresistance)/Contactless
D-pad	Conductive rubber 8-way D-pad: 
Quick trigger	2 optical potentiometers, 4 mm/2 mm button travel, 1280 steps
Game function buttons	12: A/B/X/Y LB RB LT RT VIEW[]MENU[]L3/R3[  (L3/R3 are when the left and right joysticks are pressed, LT/RT are linear triggers)
Macro programming buttons	2: ML/MR
Product function buttons	4: MODE/Fn//Screenshot  /  /  / 
Slide switches	2: Two-position channel switch: Bluetooth device 1/2 selection Three-position status switch: 2.4 GHz/wired/Bluetooth
Vibration motor	Two symmetrical button-type rotor motors
Motion control	Six-axis motion sensing

Terminal Section

Controller USB-C input	DC 5 V, 480 mA
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Accessories Section

Removable enhanced grip attachment	ABS+PC, about 9 grams
USB receiver	USB-A nano receiver, dual-Controller 2.4 GHz connection
USB-A-to-USB-C charging cable	Approx. 80 cm (2.6 ft)



Voidjoy

SkyLark S1 Pro Portable Controller

Warranty service (free repair) for Voidjoy peripheral products begins on the date of purchase. During the warranty period, products may be serviced only at repair shops authorized by Voidjoy. When requesting warranty service, present this Warranty Card and proof of purchase, such as the invoice.

(Warranty terms and product registration identification code are shown on the back.)

Model	GC-P01B/GC-P01K
Warranty Period	One year for the main unit from the date of purchase * Excludes the enhanced grip attachment and charging cable accessories.
Purchase Date	Year Month Day
Customer Name _____ Contact Address _____ Phone _____	
Retail Store	Dealer Name/Address _____ Phone _____

Voidjoy official website: <https://www.voidjoy.cn> Voidjoy Interactive (Shenzhen) Co., Ltd.

Warranty Terms

1. Thank you for purchasing a Voidjoy Interactive product. To receive full after-sales service support, first scan the QR code with WeChat to complete online authenticity verification and product registration.
2. When requesting warranty service, present this warranty certificate and the purchase invoice. Please note the following:
 - a. Do not remove, smear, or soil the serial number barcode and QR code service label attached to this warranty certificate.
 - b. This warranty certificate will not be reissued if lost. Keep it in a safe place.
 - c. This warranty certificate is valid only in mainland China and is not currently valid in Hong Kong, Macao, or Taiwan.
3. Warranty service is provided for failures that occur during normal use within 1 year from the date of purchase.
4. Even within the warranty period, the following cases are not covered by warranty; however, paid repair may be available:
 - a. Damage caused by use, maintenance, or storage that does not follow the product instruction manual.
 - b. Damage caused by incorrect operation, abnormal power supply, impact, dropping, or similar causes.
 - c. Damage caused by disassembly or repair by personnel other than a repair shop authorized by Voidjoy.
 - d. Failure to present this warranty certificate and a valid purchase invoice.
 - e. The information recorded on the warranty certificate does not match the product identification or has been altered.
 - f. Damage caused by force majeure, such as lightning, earthquake, fire, or flood.

Serial number and QR code label area

5. This warranty term applies only when the product is purchased and used by an individual consumer for personal use. It does not apply to business or other commercial use.
 6. Fault description for service inspection:
 - ☐ Cannot power on or start ☐ Optical Trigger potentiometer damaged (no function or no spring return)
 - ☐ Vibration motor abnormal
 - ☐ Joystick drift or failure ☐ Controller housing defect or damage
 - ☐ Motion Control abnormal or failed ☐ Bluetooth wireless connection failure
 - ☐ Charging port damaged ☐ Firmware update failed ☐ Battery damaged or worn
 - ☐ Indicator failure. Check the affected mode indicator: X[] / D[] / S[] / T[]
 - ☐ Button failure. Mark the button name. _____
- Other fault. Please describe. _____



Removing the Battery When Disposing of This Product

Rechargeable lithium-ion batteries contain valuable materials. When disposing of this product, remove the battery installed in the unit and recycle it. After removal, insulate the terminals with clear tape or similar material, then take it to a local recycling facility.

Do not dispose of lithium-ion batteries with regular household waste. Discarded lithium-ion batteries may be damaged by waste collection vehicles and cause a short circuit, resulting in fire or smoke.

Names and Contents of Hazardous Substances in the Product

Part Name	Hazardous Substances					
	Lead (Pb)	Mercury (Hg)	Cadmium (Cd)	Hexavalent Chromium (Cr(VI))	polybrominated Biphenyls (PBB)	Polybrominated Diphenyl Ethers (PBDE)
Housing, Structure	○	○	○	○	○	○
PCB Board	×	○	○	○	○	○
Lithium-ion Battery	○	○	○	○	○	○
USB Charging Cable	○	○	○	○	○	○
Terminal Contacts	○	○	○	○	○	○

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

This table is prepared in accordance with SJ/T 11364.

- : Indicates that the content of this hazardous substance in all homogeneous materials of this part is below the limit specified in GB/T 26572.
- ×: Indicates that the content of this hazardous substance in at least one homogeneous material of this part exceeds the limit specified in GB/T 26572.

Items marked "×" are exempt under the EU RoHS Directive.



This electrical and electronic product contains certain hazardous substances. It can be used safely during the environmental protection use period. After the environmental protection use period expires, it should enter the recycling system.



Scan for Online
After-Sales Service

Country of Origin: China

Producer: Voidjoy Interactive (Shenzhen) Co., Ltd.

Address: A4-1207, Building A, Kexing Science Park, No. 15 Keyuan Road, Nanshan District, Shenzhen

Manufacturer: Red Technology (Dongguan) Co., Ltd.

Address: Room 101, Building 8, No. 780 Xiecao Road, Xiegang Town, Dongguan City, Guangdong Province, China

Website: <https://www.voidjoy.cn>

Issued: June 2026

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.

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FCC&ISED Radiation Exposure statement

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

Déclaration d'exposition aux rayonnements FCC&ISED

Le dispositif a été évalué en fonction des exigences générales d'exposition aux RF. L'appareil peut être utilisé en condition d'exposition portable sans restriction.

.....

- The device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
 - (2) This device must accept any interference, including interference that may cause undesired operation of the device.
 - L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :
 - 1. L'appareil ne doit pas produire de brouillage;
 - 2. L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.
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