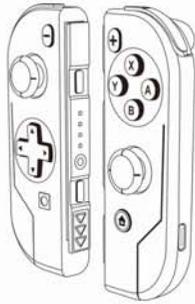


Joy - Con PAD (Left) and (Right)
for N-SWITCH
Model: YCC-SW4002



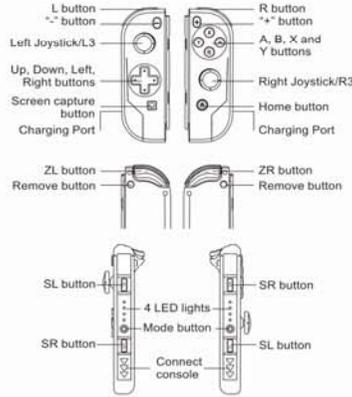
Instruction Manual
- ZX -

PREFACE

- Thank you for choosing our product. For bringing you with pleasant gaming experience, please read this user guide and all safety instructions carefully to ensure safe and proper use.
- All pictures, statements and text information in this guide are for references only, actual product prevails; Updates are subject to change without prior notice and it will be edited in a new version guide, we reserve the right of final interpretation.
- Please don't store this product in damp or high temperature place.
- Do not knock, beat, pierce or try to disintegrate this product so as not to damage it unnecessarily.
- Don't discard it with garbage as this product is with a lithium battery built-in.
- Don't use this product near fire or heat sources.
- Unauthorized or non-professional personnel are not allowed to disassemble this product, otherwise it won't be in the scope of after-sales warranty.
- The battery has a limited life span. Battery duration will gradually decrease with repeated usage and age. Battery life also varies depending on the storage method, conditions of use and environmental factors. When the controller is not used for an extended period of time, it is recommended that you fully charge it at least every three months to help maintain battery functionality.

- 01 -

CONTROLLER DIAGRAM



- 02 -

- Joy-Con is a standard control device of N-Switch, which can connect the N-Switch through the slide track, and can also be played games by wireless when leaving the slide track. It has the function of the general controller, the Joy-Con is also allowed to use a single horizontal controller in a part of the specific game and it can be grasped with both hands in part of the game.
 - Joy-Con is also with the motor vibration, 6 axis, support upgrade, N-Switch most can connect up to 7 controllers simultaneously (4 left controllers and 3 right controllers or 3 left controllers and 4 right controllers).
 - The controller is composed of 22 kinds of buttons and 2 high-precision 3D Joystick. Left controller consists of up, down, left, right, screen capture button, SL button, SR button, Mode button, "-" button, L1 button, L2 button and left Joystick. Right controller consists of A button, B button, X button, Y button, "+" button, Home button, SL button, SR button, Mode button, R1 button, R2 button and right Joystick.
- 1. N-Switch console Settings**
Turn on the N-Switch console, select "Settings" from the menu, successively select "system Settings" → "airplane mode" → "controller connection", and then turn on Bluetooth.
- 2. Bluetooth pairing mode**
Press and hold the Mode button for 3 seconds to enter Bluetooth pairing mode, LED1 - LED4 lights flash rapidly. The controller will automatically recognise the N-Switch console and the corresponding channel indication LEDs will be on constantly after a successful connection (LEDs are assigned by the N-Switch console).

- 03 -

3. Reconnect mode

- If the N-Switch console is in sleep mode (not in then mode), press the HOME button to wake up the console.
- Short press on the left controller (Up, Down, Left, Right buttons, L button, ZL button, Screen Capture button, "-" button) to wake up the controller. LED1 - LED4 light flashes slowly and automatically connects to the console it is paired with, if the connection is not successful for 10 seconds, it will automatically enter the sleep state.
- Short press on the right controller (A, B, X and Y buttons, R button, ZR button, Home button, "+" button) to wake up the controller. LED1 - LED4 light flashes slowly, automatically connects to the console with which it is paired, if the connection is unsuccessful for 10 seconds, it automatically enters the sleep state.
- 4. Turn On/Off the controller**
- 1) Press any up, down, left, right buttons of left controller or any A, B, X, Y buttons of right controller. If the controller is turned on, 4 LED lights will flicker slowly and circularly. Hold down the Mode button for 3 seconds to enter pairing Mode, the 4 LED lights will flash rapidly and circularly and then release. If the pairing is successful, the LED light will light up.
 - 2) When the console is connected, press Mode button again for 3 seconds to turn off the controller.
 - 3) In the paired state, the controller will automatically shut down and enter the standby state if it is not paired successfully within 60 seconds.
 - 4) Short press MODE in the connected state and the controller will be turned off.

- 04 -

5. About hibernation

- 1) When the N-Switch main unit is switched off or when the main unit is asleep, the joystick follows the main unit into hibernation (i.e. the joystick follows the state of the main unit and hibernates).
 - 2) When the N-Switch console is semi-sleeping (the console screen goes dark and enters energy saving mode), the joystick does not go into sleep.
- 6. Low voltage alarm**
If the lithium battery voltage is lower than 3.5V ± 0.1V, the current channel indicator flashes rapidly to indicate low voltage (voltage can be adjusted according to the use requirements).

7. Controller hardware reset

Left controller: Press and hold the Screen Capture button for more than 10 seconds to reset the grip hardware.
Right controller: Press and hold the Home button for more than 10 seconds to reset the grip hardware.

8. Calibration of gravity induction

Place the controller flat on the table, press SR+Mode to open the controller, and LED1 and LED2 will light up. Then calibrate according to SL, PS; please note that the controller must be squared on the desktop.

9. 3D calibration

Press L3 / R3 to open the controller, LED3 and LED4 will light up. Then start calibration according to SL, LED1 1/2/3/4 will light up, shake the controller several times, and then

- 05 -

complete the calibration test by pressing SL.

10. Upgrade controller system

If the N-Switch console system is upgrade, then the gamepad system also needs to be upgraded. Gamepad supports console upgrade. Enter the console setting interface to upgrade gamepad.

11. Support wired charging function

Insert the controller into the N-Switch console, the console will automatically connect the controller, and then the controller will disconnect from the Bluetooth connection of the console. When the controller is out of power, the N-Switch console is inserted to realize the wired charging function.

DESCRIPTION OF LED INDICATOR

each controller has 4 LED lights, which can be used to indicate the channel or prompt light.

- A. When the controller is closed, press the any up, down, left and right buttons of left controller or any A, B, X and Y buttons of right controller to start the controller, and the LED indicator will Circulation flashing.
- B. Hold Mode button for 3 seconds, and 4 LED indicators will flash rapidly. After the controller is successfully connected with the N-Switch console, the corresponding LED indicator light will be on.
- C. Battery low voltage alarm: the LED for the current channel flashes rapidly.

- 06 -

- D. After successful connection, if the N-Switch console disconnects from Bluetooth or enters sleep mode, then the controller will automatically close and the corresponding LED light will also go out.
- E. When the controller is charging in the off state, LED1-LED4 lights flash slowly. The LED stops flashing to indicate that the controller is fully charged.
- F. When the controller is connected to the console, charge the controller through USB, and the corresponding LED light will flash slowly. When fully charged, all 4 LED indicators will light up.
- G. N-Switch console can connect 7 controllers at the same time and divide them into 4 channels. Each channel can be connected to 1 controller. If controller is connected to console via channel 1, then controller LED1 lights up. If controller is connected to console via channel 2, controller LED1+LED2 will light up. If controller is connected to console via channel 3, controller LED1+LED2+LED3 will light up. If the controller is connected through channel 4, LED1+LED2+LED3+LED4 of the controller will light up. [please refer to the picture below]



- 07 -

PRODUCT PARAMETERS

After the controller is connected successfully, the current is 30mA. The current of controller vibration is 80mA. When the controller is closed, the current is 15uA. Controller charging current is 350MA MAX. Maximum voltage when charging controller: DC 5V. Bluetooth effective range of the controller: 8-10 meters. Battery life of controller: with vibration effect ≤ 10hours, without vibration effect: ≤ 20 hours. Dimensions: 102x36x29mm

FAILURE ANALYSIS AND SOLUTION

- The reason why the controller's bluetooth connection is not working:**
- Reason 1: The controller is out of power.**
Solving steps:
1. Find the "Controllers" on the main interface and press A to enter.
2. If the battery of the controller is full, it can be used normally.
3. If the battery of the controller is low, it is easy to lose the connecting even if the connection is connected or not connected at all.
Solution: Charge the controller full.
- Reason 2: The Bluetooth's matching interface is full**
Solution:

- 08 -

1. Find "Controllers" on the main interface and click "Search controller"
2. If the matching interface is full, press B to return to the main interface.
3. Find "System Settings" on the main interface, press A to enter.
4. Find "Controllers and Sensors" → "Disconnect Controller" → Press X to get rid of bluetooth connection device.
5. Then back to matching interface to connect.

The reason why the joysticks of the controllers have drift phenomenon:
Please don't touch the joysticks when the controllers connect game console with wired or bluetooth.

If touch the joysticks carelessly, and the joysticks have drift phenomenon, pls turn off controllers, repeat the above operation.

CONTACT INFORMATION

For support or general help questions please contact
E-mail: ycc@yccteam.com
website: www.yccteam.com

- 09 -

名称: SW4002 switch Joy-Con手柄【智旭】说明书
尺寸: 100*350mm
材质: 105G铜版纸, 双面印刷, 五折

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. The device can be used in portable exposure condition without restriction