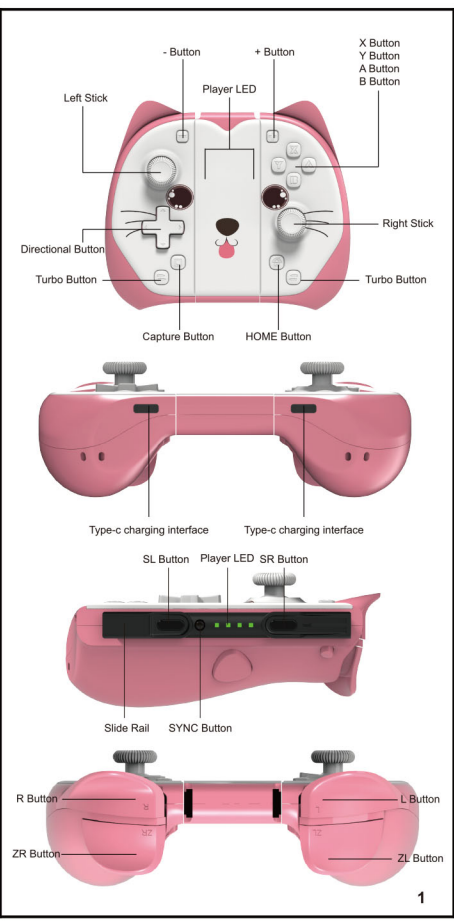


尺寸: 60*120mm (折后尺寸) 360*120mm (整页纸尺寸)

材质: 128g铜版纸, 彩色双面印刷, 折页



KINVOCA
Wireless Controller for NS
EG13A
USER MANUAL



Labels: - Button, + Button, X Button, Y Button, A Button, B Button, Left Stick, Right Stick, Directional Button, Turbo Button, Capture Button, HOME Button, Type-c charging interface, SL Button, Player LED, SR Button, Slide Rail, SYNC Button, R Button, ZR Button, L Button, ZL Button.

Product Highlights

4 Playing Modes
Attach on the console and play hand-held.
Attach on the frame to play wirelessly as a remote play controller.
Detach from the console/frame, left and right separated but still work as one controller.
Use as two separated controllers in multiplayer Joy-Con supported games.

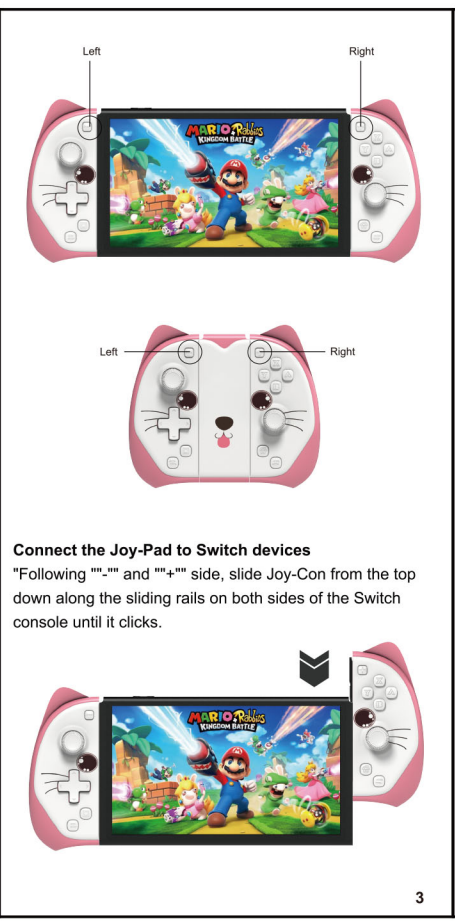
Programmable Buttons
Two programmable function buttons, one on each side of the Joy-Pad that could be mapped to a button on its side accordingly.

Turbo
3 Adjustable turbo speed levels allow you to fire rapidly up to 20 shots/s without tiring.

Motion Control
Support the motion control functions in every playing mode listed above with the built-in 6-axis Gyro for each side of the Joy-Pad.

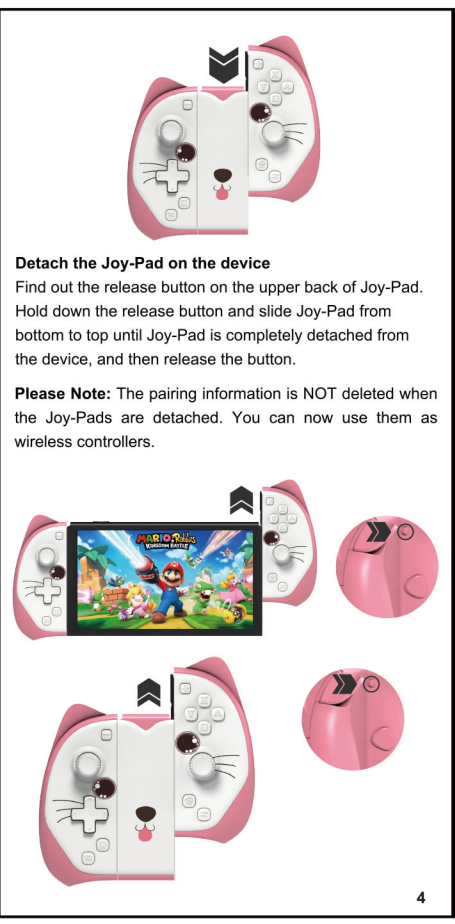
Wake-up and One-click Connection
Press the HOME button and easily wake up the console remotely.

Dual-Motor Vibration
Built-in motor for vibration on each side of the Joy-Pad.



Left, Right

Connect the Joy-Pad to Switch devices
"Following "" and "" side, slide Joy-Con from the top down along the sliding rails on both sides of the Switch console until it clicks.



Detach the Joy-Pad on the device
Find out the release button on the upper back of Joy-Pad. Hold down the release button and slide Joy-Pad from bottom to top until Joy-Pad is completely detached from the device, and then release the button.

Please Note: The pairing information is NOT deleted when the Joy-Pads are detached. You can now use them as wireless controllers.

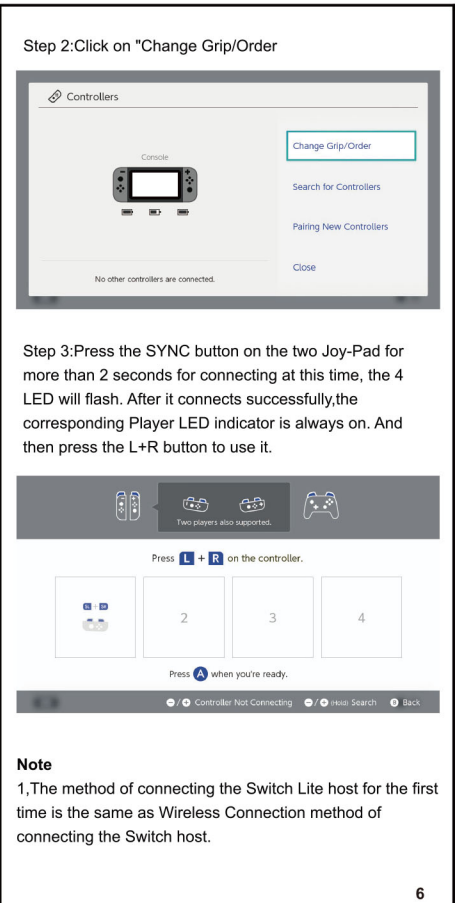
Connect the Joy-Pad for the first time

① **First Connection**
Notice: Please do not touch joysticks during the initial pairing. A host can connect 7 control devices which are equivalent to each other.
Wired Connection: Insert and slide down Joy-Pad along game console's sliding rails until it clicks. After the first successful connection, you can detach the Joy-Pad to use, and the Joy-Pad will automatically connect to the host.
Wireless Connection: Turn on the screen, select "Controllers-Change Grip /Order", hold SYNC Button until signal lights flashing.

② **Re connection**
Wired Connection: Attach your Joy-Pads to the console directly. Press the HOME button to wake up the console.
Wireless Connection: Turn on screen, press the screenshot button or HOME button until signal lights flashing.

Wireless Connection:
Step 1: Press the host power button to access the host interface, click on "Controllers"

Step 2: Click on "Change Grip/Order"



Step 3: Press the SYNC button on the two Joy-Pad for more than 2 seconds for connecting at this time, the 4 LED will flash. After it connects successfully, the corresponding Player LED indicator is always on. And then press the L+R button to use it.

Press L + R on the controller.

Press A when you're ready.

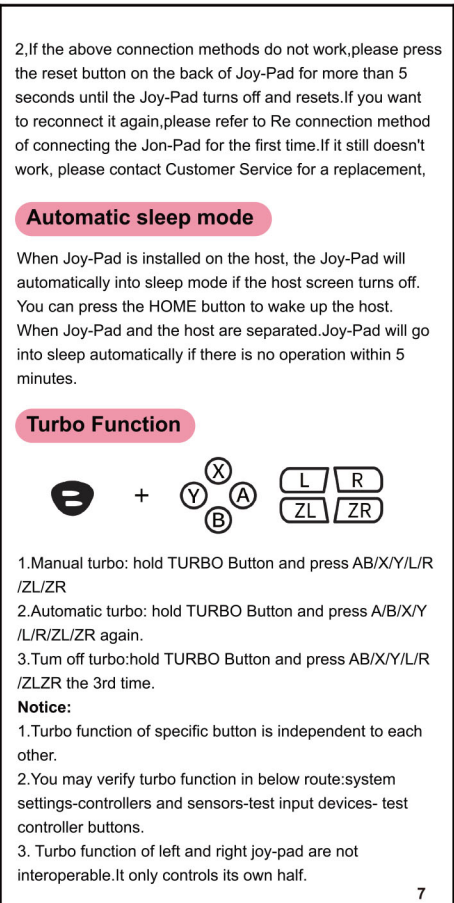
Note
1. The method of connecting the Switch Lite host for the first time is the same as Wireless Connection method of connecting the Switch host.

2. If the above connection methods do not work, please press the reset button on the back of Joy-Pad for more than 5 seconds until the Joy-Pad turns off and resets. If you want to reconnect it again, please refer to Re connection method of connecting the Joy-Pad for the first time. If it still doesn't work, please contact Customer Service for a replacement.

Automatic sleep mode

When Joy-Pad is installed on the host, the Joy-Pad will automatically into sleep mode if the host screen turns off. You can press the HOME button to wake up the host. When Joy-Pad and the host are separated, Joy-Pad will go into sleep automatically if there is no operation within 5 minutes.

Turbo Function



1. Manual turbo: hold TURBO Button and press AB/X/Y/L/R/ZL/ZR
2. Automatic turbo: hold TURBO Button and press A/B/X/Y/L/R/ZL/ZR again.
3. Turn off turbo: hold TURBO Button and press AB/X/Y/L/R/ZL/ZR the 3rd time.

Notice:
1. Turbo function of specific button is independent to each other.
2. You may verify turbo function in below route: system settings-controllers and sensors-test input devices- test controller buttons.
3. Turbo function of left and right joy-pad are not interoperable. It only controls its own half.

Programmable Macro Function



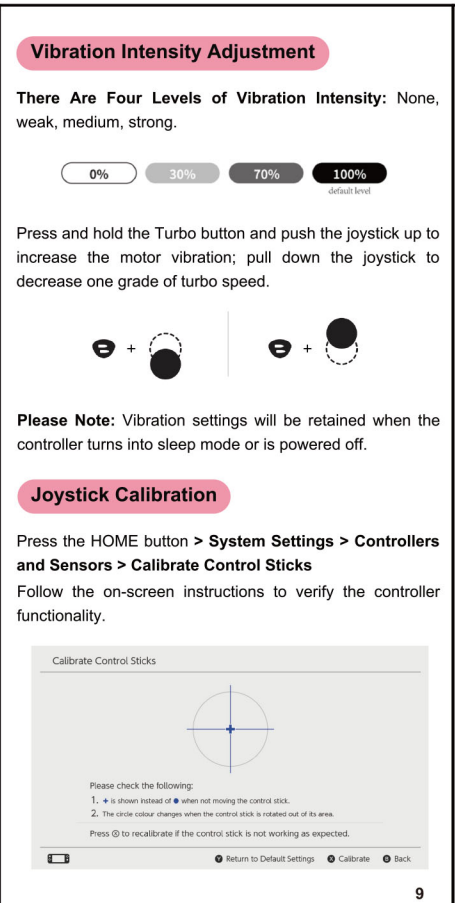
Supported Buttons: A/B/X/Y/LZL/R/ZR/D-Pad

- Keep controllers connected. Hold MACRO Buttons 3s until the indicator light flashing slowly.
- Press buttons that need setting in turn, and the programming button will record every button's time interval. (Eg.: Press "A" Button first-wait 1 second and press "B" Button-wait 3 seconds and press "X" button-press "MACRO" Button to save setting. When you press "MACRO" Button, it will input "A. 1s, B. 3s, X")
- Clear setting, Keep controller connected. hold "MACRO" Button for 6 seconds until indicator light flashing quickly.

Notice:
1. You may verify the combination and interval time in below route: system settings- controllers and sensors- test input devices- test controller buttons.
2. Macro function of left and right joy-pad are not interoperable. It controls its own controller.
3. Macro function can be memorized. If the controller is disconnected and then connected to the console again, the previous programming setting is still available.

Vibration Intensity Adjustment

There Are Four Levels of Vibration Intensity: None, weak, medium, strong.



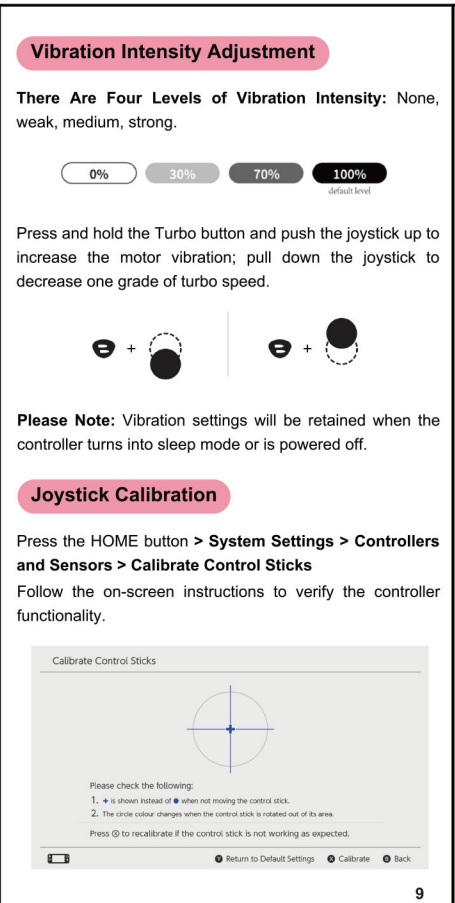
Press and hold the Turbo button and push the joystick up to increase the motor vibration; pull down the joystick to decrease one grade of turbo speed.

Please Note: Vibration settings will be retained when the controller turns into sleep mode or is powered off.

Joystick Calibration

Press the HOME button > System Settings > Controllers and Sensors > Calibrate Control Sticks

Follow the on-screen instructions to verify the controller functionality.



Please check the following:
1. * is shown instead of * when not moving the control stick.
2. The circle colour changes when the control stick is rotated out of its area.
Press O to recalibrate if the control stick is not working as expected.

Motion Control Calibration

Press the HOME button > System Settings > Controllers and Sensors > Calibrate Motion Controls > Calibrate the Controllers > Put the controller on a horizontal plane and hold "-" or "+" on the controller you want to calibrate.

Please Note:
• When using the wireless controller for the first time, it is recommended to have both the Controller Sticks and Motion Controls calibrated before usage.
• If the calibration fails, please press the "Y" button to restore the settings and press the "X" button to repeat the calibration steps.
• Power off the controller once the calibration is finished, then restart the controller and console.

Charging Instruction

When the Joy-Pad's battery is low, the main screen will show the message prompting to charge. There are two ways to charge:

- Attach the Joy-Pad on the console to charge. The battery icon on the main screen will display green by checking on "HOME > Controllers".
- Attach the Joy-Pad on the frame and charge using the cable provided in the package. The 4 LED indicators flash slowly when charging, LED indicators will go off when fully charged.

Please note: These Joy-Pads DO NOT support high wattage fast charging. To ensure safe usage and best performance, when charged on the frame, please use the provided cable and 5V 1A power source.

Product Specification

Joy-Pad size: 130*111*47.4 mm
Weight: 68 ± 5g (single)
Material: ABS
Connection Method: Wireless or Wired Connection
Input Voltage and Current: DC 5V, 210mA
Battery Capacity: 300mAh
Charging time: 2H
Usage time: 8H

Attention

Our products do not have the NFC function, and the Joy-Pad is not equipped with an infrared camera. It's not suitable for games that require such functions. The vibration experience may be different in some games. Our products are compatible with Switch OLED, Switch Previous Models, and Switch Lite. Our Joy-Pads can replace the original Joy-Con, but they may not be suitable for the accessories corresponding to the original Joy-Con.

FCC Caution:

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.