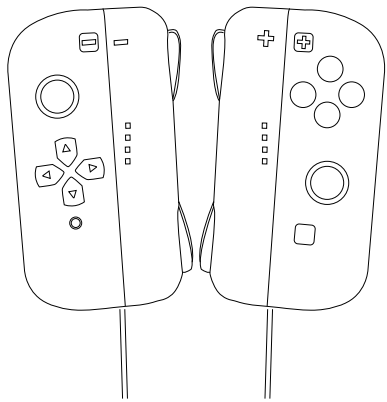


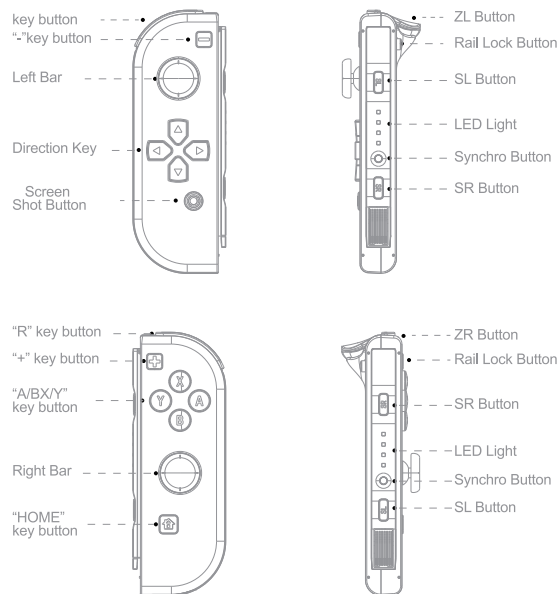
LaR JOY PAD

User Manual



MODEL NO.: TNS-19053S

Key Distribution Map

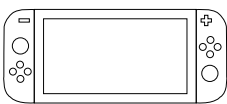


► NOTE:

This handle does not have infrared camera imaging function. For example, when playing a robot dog game, the front is blocked by hand, the robot dog will not approach the hand, and it will not stop after reached. The amible function of nfc is not supported, and the function of brushing equipment is not supported in the zelda game too. There is also the digital motor function and the hd vibration function (ie, the handle sound function). For example, in the robot dog game, it is not supported to realize the maximum resonance point of the motor by adjusting the frequency of the bit code, and realize the large thrust and change the frequency to change vibration strength, to achieve the turning function of the robot dog; in the "mario racing 8 deluxe edition", the handle does not support the phonation function, especially for the above description, follow-up upgrade version, such as support for new features and then explain, thank you!

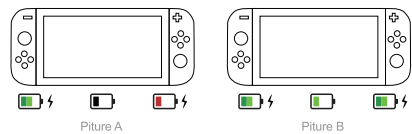
Handle and Switch connection and charging method:

1.Insert the handle into the switch console method: refer to the following figure to insert the left and right handles into the left and right rails of the switch main unit. After inserting the position, you will hear the locked sound (the screen also prompts). After the handle is inserted into the switch console, the switch console will automatically connects to the handle and recognizes the handle insertion.



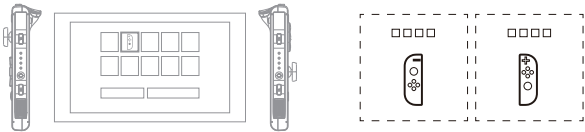
2.Charging method: before using the handle, make sure that the battery in the handle is fully charged. When charging, insert the handle into the switch console and plug in the adapter for it. (if the console is not plugged with adapter, it will not sure to charge the the handle as expected, only when the handle power is very low, the handle will be charged by the console,

And will not be fully charged), click the fourth icon below the switch screen, after entering, you can see the left and right handles and the console battery icon are displayed lightning charging icon
③ Piture a below is a screenshot of the console when the power adapter is not plugged in. Piture b shows the charging screenshot when the console plugs in the power adapter.



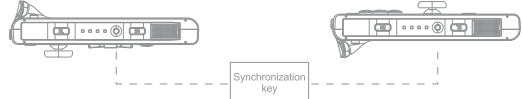
Bluetooth connection:

Unplug the two handles from the console(press the rail lock button before you can remove the handle). After unplugging, the handle automatically enters the bluetooth connection mode. When the bluetooth is connected, the internal motor of the handle will vibrate. The player number light will stop the horse race to light the led light by number (the number of lights and the position of the light indicates the handle channel number corresponding to the bluetooth connection), and the console letter on the icon of the console screen handle becomes four small squares indicating the current the four LEDs of the bluetooth connection handle, the bright green square and the corresponding player handle number light are in the same position. After the bluetooth connection is ok, the handle can be used for related game operations, and the bluetooth receiving distance is normally 8~10 meters.



Disconnect Bluetooth connection and Bluetooth connection again:

In the bluetooth connection state of the handle, to disconnect the current connection, you can short-press the synchronization button on the rail, you can disconnect the bluetooth connection of the handle, the handle is in a sleep state. Press and hold the sync button on the handle for 3 seconds, you will see that the player number light is illuminated in the horse race mode, and then press any button on the handle (except the 3d button) to reactivate the handle and reconnect to the bluetooth connection state.



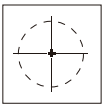
3D head calibration

Generally, the handle has been calibrated to the 3d head of the handle before leaving the factory. If there is a 3d drift phenomenon during use (meaning that the person or vehicle in the game will automatically walk or move when the 3d head is not pushed), you can use the following method to re-do calibrate the 3d head:

1.Click the fourth icon ④ at the bottom of the switch screen to enter the system settings. Select controllers and sensors from the settings menu on the left side of the screen and select calibrate control sticks in the submenu on the right side of the screen to access the following screen:



2.Press the 3d head to be tested (vertically press the 3d head), the cross cursor appears on the screen, as shown below:



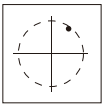
(Note: the cross cursor of some handles may not be in the middle).

3.Then rotate the 3d head dock wisely with the normal force maximum angle. If the dot is outside the circle and the big circle is green during the pushing process, the 3d head parameter is ok, and it can be used normally without calibration, as shown below:

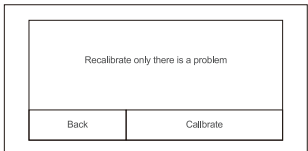


(Note: if it is a large-scale production, it is recommended to ship 100% after calibration)

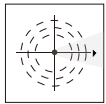
4.If the circle sometimes turns green during the rotation, sometimes it is gray (that is, the dot is inside the circle), indicating that the 3d has a deviation and needs to be calibrated (refer to the figure below). For the 3d calibration method, please refer to the next step.



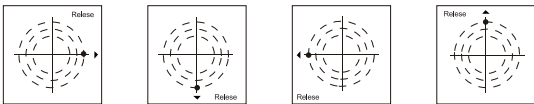
5.In the previous test, when the 3d head is rotated and the dot is not outside the circle, you can press the x button of the right handle. When the dialog box shown below appears on the screen, use the arrow keys or 3d head to select calibrate, as shown below:



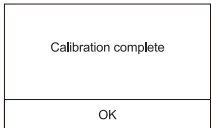
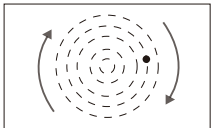
6.Then press a to enter the calibration screen (5 concentric circle cursors)



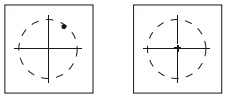
7.Gently push the 3d head to the triangle star direction (right side) to the right side (note: push the 3d head with normal force, do not deliberately push hard), and slowly release in the opposite direction when the release prompt appears, 3d head return to the origin (note: you can not directly release the 3d head, otherwise it will affect the accuracy of the calibration), and then use the similar method to perform the calibration operation in the other three directions in the downward, leftward and upward directions. ,as shown below.



8.When the screen display shows the left side of the screen below, use the normal force to rotate the 3d head two or three times clockwise (note: use normal force, do not intentionally rotate the 3d head vigorously) until the calibration ok screen is displayed, then press a confirm with the key.



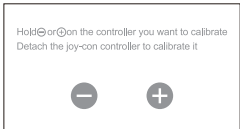
9.When the screen on the left side of the screen appears, rotate the 3d head clockwise with the maximum angle of normal force. If the dots are outside the big circle (the big circles are green during the rotation), then gently put the 3d head the direction of the center of the circle is released. In the middle of the origin, the dot becomes a small cross cursor and the large cross cursor coincides at the center of the circle, indicating that the 3d head is calibrated.



Gyroscope Calibration:

The general handle has been calibrated to the gyroscope before leaving the factory. If the game enthusiast wants to play a somatosensory game, the gyroscope function in the handle will be used. If the somatosensory angle is not well controlled, the gyroscope can be recalibrated.

1.Click the fourth icon ④ below the switch screen, enter system settings, select controllers and sensors in the left setting menu item and then select calibrate motion controls in the right submenu to click and enter the screen. Two circles, the minus sign in the left circle and the plus sign in the right circle.

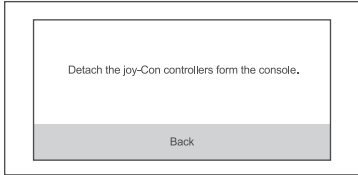


2.Remove the handle from the main console. The upper surface of the handle is horizontally upward. At the same time, no attachments (such as protective sleeves or ropes) are attached to the handle. When the left handle gyroscope is calibrated, press and hold the "-" on the left handle. The number key enters the calibration screen (as shown in Figure 2 below). When calibrating the right handle gyroscope, press the "+" key on the handle to enter the calibration screen (below in Figure 2). After entering the calibration screen, keep the handle horizontal position. Seconds until the screen displays calibration OK, you can select Back to return, and the gyroscope calibration is completed.,



①

②



③

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.