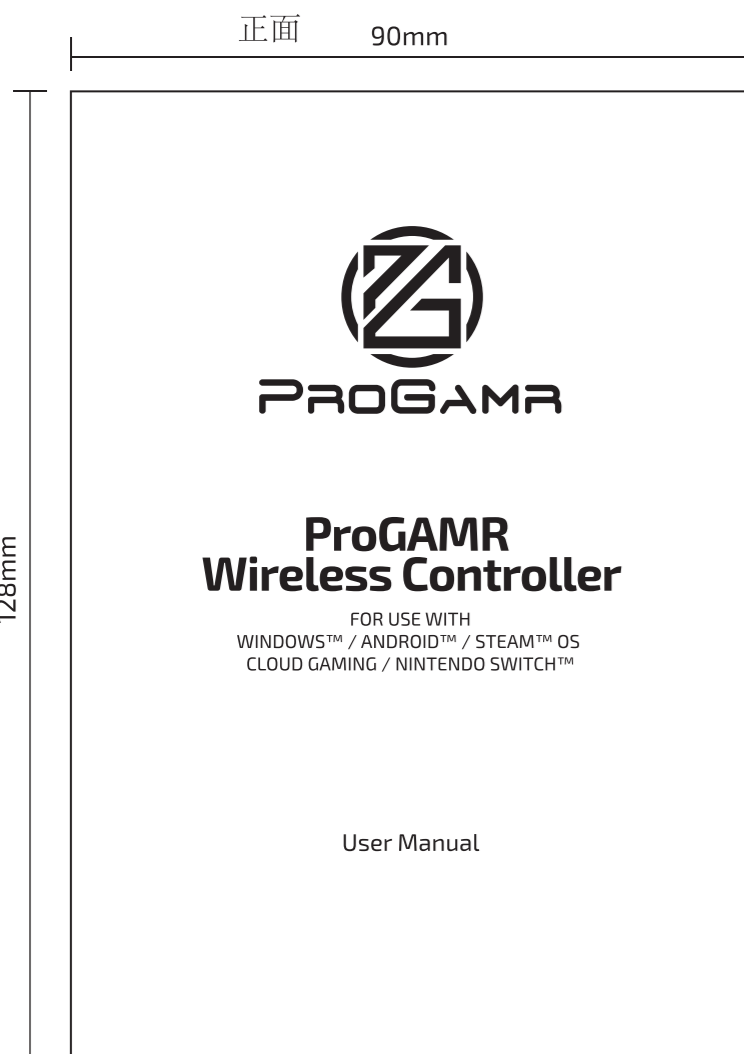
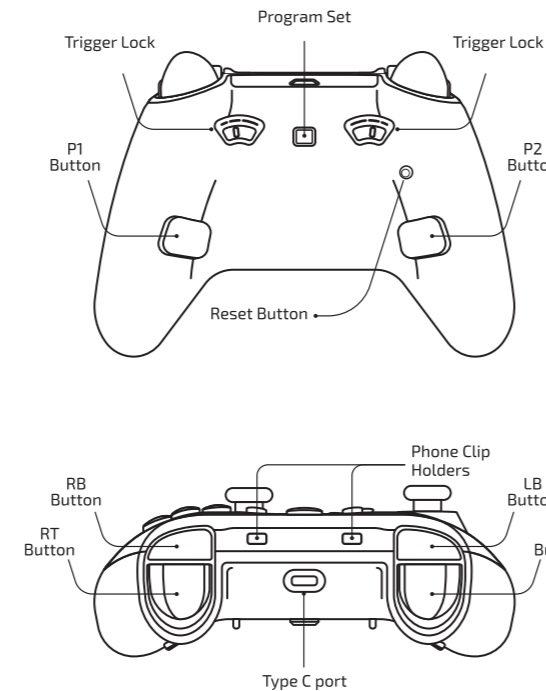
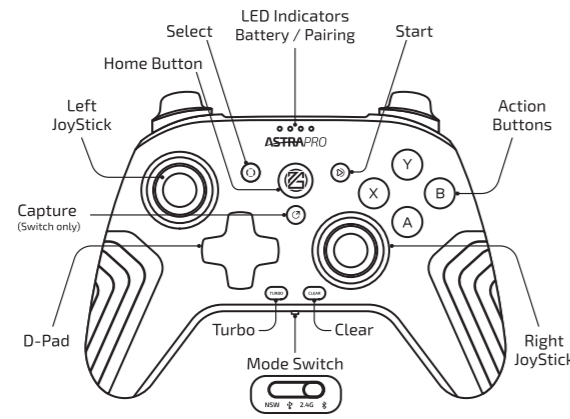
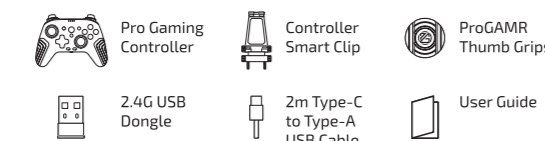


成品尺寸: 128*90MM
 材质: 105克双铜, 正反面单色印刷, 装订成册。



- Package Contents:**
- ProGAMR Wireless Controller
 - Controller Phone Clip
 - 2m Type-C to Type-A USB Cable
 - 2.4G USB Wireless Dongle
 - 1 Set of Blue Thumb Grips / 1 Set of Red Thumb Grips
 - ProGAMR Sticker
 - User Guide



Specification

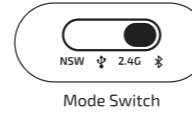
- Ultra-low latency wired, 2.4G and Bluetooth wireless connection modes.
- Compatible with Android 4.3+, Windows 7, Windows 10, Steam OS and Nintendo Switch.
- Supports XInput & DInput modes.
- 3 position trigger locks.
- Programmable rear buttons x2.
- Dual vibration motors (PC and Switch only).
- High precision analog joysticks and strengthened triggers.
- High-quality rubber grips provide long term comfort when gaming.
- Built-in 600mAh rechargeable lithium battery.
- Quick program turbo function.

Mode Switch Compatibility Options:

NSW	Enables Bluetooth connection for use with Nintendo Switch
2.4G	2.4G Wireless connection to PC devices (without Bluetooth) using USB Dongle
	Wired connection to PC devices
	Bluetooth connection to Android devices or PC's with Bluetooth compatibility

Bluetooth Pairing Instruction:

First use:



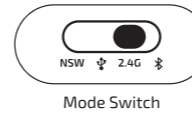
1. Move the mode switch on the controller to the Bluetooth icon.
2. With the controller OFF (no LEDs lit) Hold the HOME button down for more than 3 seconds. The controller LEDs quickly flash from left to right to indicate the controller is in the pairing status.
3. Put the device you wish to connect the controller to into Bluetooth pairing mode to search and connect the controller (Shown as AstraPro Controller).
4. When successfully connected, the controller will display the current battery status.

Once paired for the first time, you will only need to press the HOME button once on the controller to reconnect. After the four LEDs have been on for 3 seconds, the controller will automatically enter the Bluetooth connection mode and will reconnect to previously paired devices.

Note: The reconnect function can only reconnect to Bluetooth devices successfully paired previously. If you need to connect a new Bluetooth device, please follow steps 1-4 again.

2.4G Pairing Instruction:

First use:



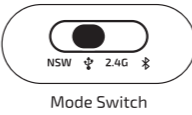
1. Insert the 2.4G dongle into the device you wish to connect to
2. Move the mode switch on the controller to the 2.4G icon.

3. With the controller OFF (no LEDs lit) Hold the HOME button down for more than 3 seconds. The controller LEDs quickly flash from left to right to indicate the controller is in the pairing status.
4. When successfully connected, the controller will display the current battery status. (If the controller does not match to the dongle in 1 minute, the controller will automatically turn off. If this happens, please try connecting again).

Once paired for the first time, you will only need to press the HOME button once on the controller to reconnect (please ensure that the dongle is already connected to the device you wish to use the controller with).

USB Mode - Wired Connection:

First use:

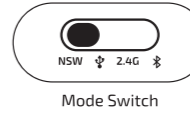


1. With the controller OFF, move the "MODE SWITCH" to the USB connection icon.
2. Insert the Type-C head of the included USB cable into the Type-C port on the top of the controller.
3. Connect the Type-A head of the cable into the USB port of the PC, tablet PC, set-top box or smart TV you wish to connect to**.
4. Once connected, the controller LEDs will display the controller power and charging status.

Note: Please ensure that you have the official "Microsoft Xbox360 gamepad driver" installed on your PC.
 **If the device you wish to connect to does not have a Type-A USB port then you could use an OTG (On The Go) cable adapter (sold separately).

Nintendo Switch Connection:

First use:



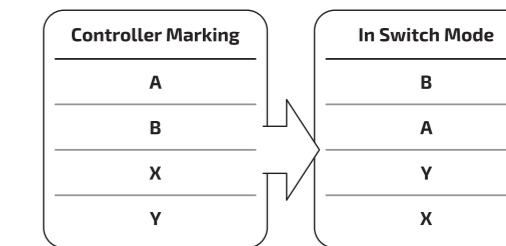
1. Move the "MODE SWITCH" to the NSW icon on the controller.
2. Turn on the Switch console. On the main menu press the (B) button to enter the main controller's menu.
3. Select "Change Grip/Order"
4. With the controller OFF (no LEDs lit) Hold the HOME button down for more than 3 seconds. The controller LEDs quickly flash from left to right to indicate the controller is in the pairing status.
5. If the connection is successful, the controller will appear in the window on the Switch console and the controller will confirm with a short vibration.
6. When successfully connected, the controller will display the current battery status.

Once paired for the first time, you will only need to press the HOME button once on the controller to reconnect (please ensure that the Switch console is powered on).

Note: * If the device you wish to connect to does not have a Type-A USB port then you could use an OTG (On The Go) cable adapter (sold separately).

Important Information:

The Nintendo Switch button layout is different to a standard controller, this means that the action buttons marked on the controller will not match those shown in the Switch console. Please see the changes below:



Programmable Button Function:

You can program up to 2 action buttons to the rear buttons on the controller. Action buttons that can be programmed to the P1/P2 buttons:

A, B, X, Y, UP, Down, Left, Right, LT, RT, LB, RB

- Hold down the PROGRAM SET button on the back of the controller for 3 seconds until the LED's on the controller flash left to right.
- Press the action button you wish to map, the LEDs will flash faster.
- Then press the button on the back of the controller you wish to use for this action (P1 or P2)
- The LEDs will return to normal.

To clear the programming, hold down the PROGRAM SET button for 3 seconds (the LEDs will flash left to right), then press either P1 or P2 to clear. If successful the LEDs will return to normal.

TURBO / CLEAR - Continuous function

Please Note: Once a button has been programmed to have TURBO function, it will continue to have this function until you CLEAR.

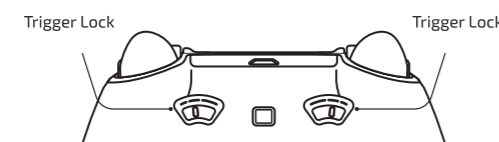
Buttons that the TURBO function can be added to:

A, B, X, Y, UP, Down, Left, Right, LT, RT, LB, RB, P1/P2 will also have turbo function if parent button has been set.



- To add TURBO function to a button: Hold down the button you wish to have TURBO function, while holding press the TURBO button once. If successful, the four LED lights will flash once from left to right. The button will now activate 5 times per second instead on once.
- To cancel the TURBO function of each individual button: hold down the button that you wish to cancel TURBO function from, then press the CLEAR button once. The four LED lights will flash once from right to left to confirm successful cancellation.
- To Clear TURBO function on all keys: Press and hold the CLEAR button for 3 seconds. After cancellation, all 4 LEDs will flash once from right to left and then all 4 LEDs will flash twice at the same time. All TURBO functions are now clear.

Trigger Locks:



Are used to adjust the stroke length of the trigger buttons on the controller. You can set these locks in one of three positions according to your gaming requirement.

LED Indication:

	HOME button LED Color		
	Switch Mode: Red	2.4G Mode: Orange	
	USB Mode: Green	Bluetooth Mode: Blue	

The controller array contains 4x LEDs as shown below. The LEDs indicate battery, mode and pairing statuses.

Battery Level	≤25%	26-50%	51-75%	≥76%
LED Status	● ○ ○ ○	● ● ○ ○	● ● ● ○	● ● ● ●

Charging While charging, the LED relevant to the charge level will flash slowly. e.g if controller is 30% charged, LED1 will be lit and LED2 will be flashing etc.

Low Battery Indication

In 2.4G and Bluetooth mode, when the battery level of the controller is less than 5%, LED1 will flash slowly (once every 5 seconds). Please charge the controller at this time.

Hibernation Mode - (Wireless Connections Only)

If the controller is not operated/used for 5 minutes, it will automatically enter hibernation mode to save power. Click the HOME button to wake up and reconnect the controller.

XInput/DInput Mode:

- To select the correct mode for each gaming platform, hold down the HOME button for 3 seconds. This will switch between XInput & DInput modes.

Xinput Mode

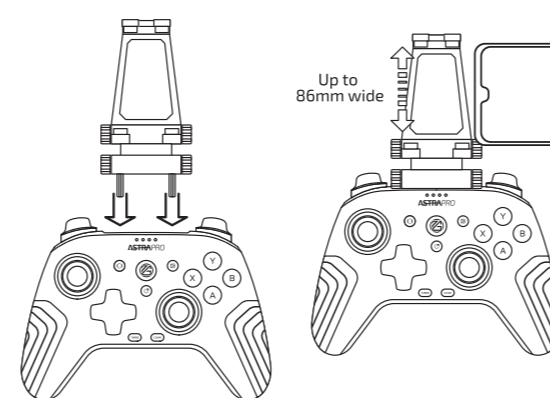
- Hold the HOME button down for 3 seconds, LED 1 & 3 in the light bar will flash twice and then return to normal, indicating successful switch to Xinput mode, the controller will also vibrate once.

Dinput Mode

- Hold the HOME button down for 3 seconds, LED 2 & 4 in the light bar will flash twice and then return to normal, indicating successful switch to Dinput mode, the controller will also vibrate once.

Note: You can switch between Xinput and Dinput in 2.4g mode only. In Bluetooth mode the controller will work in Dinput mode only / in wired mode the controller works in Xinput mode only.

Attaching the phone clip to the controller:



1. Open up the phone clip by turning the screws on the **RIGHT HAND SIDE ONLY** slowly towards you (anti-clockwise). Adjust the clip to where you want it, then to tighten and fix in position, turn the screw away from you (clockwise).
2. Gently push the pins on the clip into the slots above the Type-C port on the top of the controller until they click and the clip seats itself properly.
3. To insert a phone, open the sprung clip and place the phone (Up to 86mm wide).
4. When the phone is secure you can start to play games freely with the controller.

Note: To ensure the phone does not come loose from the clip, please do not make large sudden movements or shake the controller rigorously.

Electrical Specifications:

Product Name	AstraPRO Controller
Compatible Platforms	WINDOWS™ / ANDROID™ / STEAM™ OS / CLOUD GAMING / NINTENDO SWITCH™
Connection Methods	USB / 2.4G / Bluetooth / Nintendo Switch
Charging Voltage/Current	DC 5V/350mA
Battery Capacity	3.7V /600mAh
Charging Time	2-3 Hours
Wireless Transmission Distance	Up to 8 Metres (Approx)
Sleep Mode Current	Controller <10uA
Working Current	2.4G / Bluetooth / Switch:40mA-110mA USB mode current:20-50mA+ motor <110mA+charging <450mA

PRECAUTION AND MAINTENANCE

1. Store in a cool, dry & dust free area.
2. Do not store in areas of extreme low temperatures (0°C) or High (40°C).
3. Avoid direct sunlight and heat sources.
4. Do not allow the product to get wet or dirty; doing so may cause damage.
5. Do not clean with benzene, paint thinner, acetone, alcohol or other solvents.
6. Do not take the product apart; doing so will void your warranty and may cause electrical shock or damage to internal components.
7. Please help to conserve the environment by recycling the cardboard packaging of this product.
8. This product should NOT be disposed of in normal household waste. It should be disposed of separately.
9. Do not insert the USB cable into a power supply device that is not 5V.

FCC STATEMENT

1. This device complies with Part 15 of the FCC Rules.

Operation is subject to the following twoconditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may causeundesired operation.

2. 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.

RF warning statement:

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



ProGAMR, and this product are not associated, affiliated, or endorsed by Microsoft®, Google Inc., Valve Inc., Nintendo®, or any of their divisions. Nor is this product branded by Microsoft®, Windows™ is a mark of Microsoft of America, Inc., Nintendo® and Nintendo Switch™ are marks of Nintendo of America, Inc., Android™ is a mark of Google Inc., Steam™ is a mark of Valve Inc.