



## Wireless Joy Pad Controller for Switch

Model:GE-GM11R

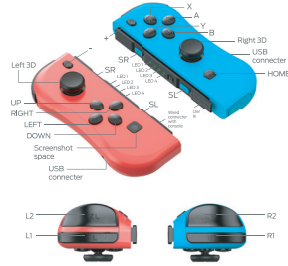


## User Manual

FCC ID: 2ALNA-GEGM11R

### Product Overview

1. This product is mainly used for SWITCH game host. The host allocates channel lights to the controller. The controller supports motor vibration and six-axis sensing function. It also supports Bluetooth and on-hook wired use. 2. SWITCH left and right controllers consist of 24 digital buttons and two analog 3D joysticks. The left controller consists of UP, DOWN, LEFT, RIGHT, +, Screenshot, SL, SR, MODE, L1, L2, L3 (Left 3D), and simulated left 3D. The right controller consists of A, B, X, Y, R1, R2, R3 (Right 3D), +, HOME, SL, SR, MODE, and simulated right 3D.



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### Operation Instructions

#### 1. SWITCH Host Settings

Open the SWITCH host, click the setting menu button on the main page interface, click the "System Settings" option to enter the next level option menu and then click the "Airplane Mode" option, and then click "Controller Connection (Bluetooth)" to turn on the Bluetooth function.

#### 2. Bluetooth Pairing with SWITCH Host

- (1) Press any button (UP, DOWN, LEFT, RIGHT) of the left controller or (A, B, X, Y) of the right controller to wake up the controller, 4 channel lights will cycle slowly to light up.
- (2) Press and hold the "MODE" button on the left (or right) controller for 3 seconds until the LED light quickly lights up and enters the Bluetooth pairing mode.
- (3) Open the main page of the host, click the "Controllers" menu, and then click "Change Grip / Order". The host will automatically search for the pairing controller. After successful connection, click the "X" button and select "Close" button to exit to the main interface, and then you can play the game.
- (4) The first time you use the left and right small controllers, be sure to successfully pair with Bluetooth of the SWITCH host. The next time you use it, you don't need to pair them again, just wake up the controller and use it.

#### 3. Automatic Reconnection

After the controller is paired with the host once and the host's Bluetooth is turned on, wake up the controller in sleeping state and they can be connected back in a short time.

#### 4. On / Off / Charging / Sleeping Mode

- (1) Controller On/Off: In the shutdown state, press any button (UP / DOWN / LEFT / RIGHT) of the left controller or (A / B / X / Y) of the right controller to wake up the controller. After waking it up, the 4 LEDs will cycle slowly to light

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- up. Press and hold the "MODE" button for 3 seconds to enter the pairing mode. After the 4 channel lights quickly cycle to light up, release the "MODE" button until the pairing is successful and the corresponding indicator lights are always on.
- (2) The four channel lights flash slowly at the same time when the controller is directly charged via USB in the shutdown state, and the four indicators are always on when the controller is fully charged.
- (3) The left and right controllers can be inserted on the guide rails on both sides of the SWITCH host, and the controller can be charged while charging the host through the adapter. (If the host is not plugged into the adapter, the host will charge the controller when the battery voltage of the controller is lower than 3.7V).
- (4) In the pairing state, the controller will automatically shut down and enter sleeping mode after unsuccessful pairing in 30 seconds.
- (5) In the online state, the controller hasn't been used for more than 5 minutes and it will automatically shut down and enter sleeping mode.
- (6) In the online state, shortly press "MODE" button to turn off the controller.

#### 5. Reset

When the controller is abnormal, such as disordered buttons, crash, failure to connect and more, you can try to restart the controller. Reset method: Short press "MODE" button.

#### 6. USB Interface

The USB interface is only for charging the controller and updating the program.

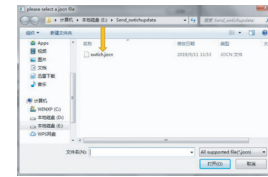
#### 7. Program Update

- If the host system needs to upgrade the controller operation program or function:
  - The computer downloads the program upgrade package and unzips it to the current folder.
  - Open the program upgrade folder, double-click to open the upgrade program.

SwitchJoy\_Controller1.exe 2019/10/14 17:12 4.42 KB

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- Click "OPEN" to load the program.



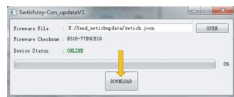
(4) Long press the controller's "3D press button" for about 5 seconds. The No. 1 and No. 3 lights on the controller are always on. After about 3 seconds, the lights go out and the controller enters the upgrade state.

- Use a USB cable to connect the computer and the controller, the OFFLINE on the upgrade program becomes ONLINE.

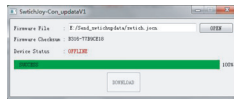
Program File	E:\SwL1R	Program File	E:\SwL1R118
Program Checksum	3118-7F9C18	Program Checksum	3118-7F9C18
Device Status	OFFLINE	Device Status	ONLINE

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- Click the "DOWNLOAD" to upgrade the software.



- After the upgrade is completed, the controller is disconnected from the upgrade software, and the 4 LED lights on the controller flash.



#### 8. For SWITCH Host

This product is for SWITCH host, it can support up to 7 small controllers to connect with the host.

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### Indicator Lights:

There are 4 indicator lights respectively on the left and right controllers. They can be used as channel or mode indicator. **Indication Status Description** is as follows:

- In the shutdown state, press any button (UP / DOWN / LEFT / RIGHT) of the left controller or (A / B / X / Y) of the right controller to wake up the controller. After waking it up, the 4 LEDs will slowly cycle to light up.
- Press and hold the "MODE" button for 3 seconds to enter the pairing mode. The four lights will quickly cycle to light up. After the pairing is successful, the corresponding channel indicator lights will always be on.
- When the voltage of the controller is lower than 3.5V in the online state, the corresponding channel indicator lights flash slowly. When the voltage is lower than 3.4V, the controller will automatically shut down.
- After the controller is paired successfully, if SWITCH turns off Bluetooth or the host enters sleeping mode, the controller will automatically shut down and the channel indicator lights will go out.
- When charge the controller via USB in the paired normal working state, the corresponding channel indicator lights flash slowly. When it is fully charged, the corresponding indicator lights are always on.
- The SWITCH host can connect 7 controllers at the same time, divided into 4 channels. Each channel can be connected with a left controller and a right controller. After each controller are successfully paired with Channel 1, LED1 lights up. After each controller are successfully paired with Channel 2, LED1 + LED2 light up. After each controller are successfully paired with Channel 3, LED1 + LED2 + LED3 light up. After each controller are successfully paired with Channel 4, LED1 + LED2 + LED3 + LED4 light up. Channel Allocation is as the following picture.

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### Electrical Parameters:

- Working current of successful pairing:  $\leq 30\text{mA}$
- Working current of vibration:  $\leq 60\text{mA}$
- Shutdown static current:  $\leq 15\mu\text{A}$
- Charging current:  $\leq 350\text{mA}$  MAX
- Charging voltage: DC 5V
- Battery capacity: 350mAh
- Wireless maximum distance: 8-10M
- Working time: 6-8 Hours
- Sleep standby time: 30 Days
- Charging time of 1A charger: 1.5-2 Hours

### FCC Statement

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. 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.

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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.
- (2) This device must accept any interference received, including interference that may cause undesired operation.

### Contact Us

If you have any questions or advice about our products, please send an email to support@geekper.com. Once receiving your email, we will reply to you at the first time. Thanks for your support and understanding.

### QR Code

Scan the QR code and follow Geekper on Facebook to get more information about products' discounts in time.



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