

Factory Motion Calibration

Left controller calibration method: make sure the controller is power off, long press the combination key "UP+L1+Screenshot" to power on the controller. The four LED lights are divided into two groups of alternating flashing instructions. Place the controller on flat,stable surface and press the "+" key to complete the calibration.

Right controller calibration method: make sure the controller is power off, long press the combination key "X+R1+HOME" to power on the controller.The four LED lights are divided into two groups of alternating flashing instructions. Place the controller on flat,stable surface and press the "+" key to complete the calibration.

Charge & Update

Charge For Controllers

The controller is not connected: When charging, the indicator light of the four channels flashes slowly at the speed of once a second.The indicator light will go out with full power charged.

The controller is connect by wireless: When charging, the indicator light of the corresponding channel will flash slowly at the speed of 1 second once. When the battery is full, the indicator will return to the normal indicating state.

Product Specification

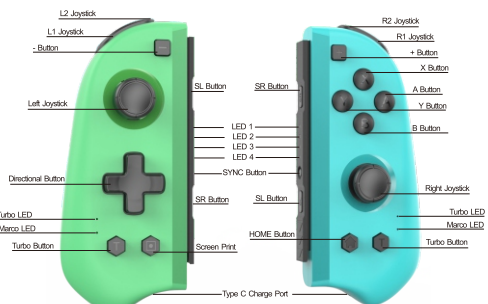
Product Name:	Wireless Controller For N-S Console
Item No.:	STK-I3
BT Solutions:	BT2.1+EDR
Product Size:	170*110*55mm
Product Weight:	195g around
Battery:	3.7V 450mAh,1.665Wh
Contious Using Time:	8-10H
Charging Time:	1-1.5H

Wireless Controller for NS



STK-I3 Use Manual

Instruction



Operation

Connection on wired

1st. Insert and slide down the joypad along the slide rails of NS console, and confirm the controller touched console well.

2nd. Power on console, then pressing A button on right controller. The both left & right controller will connect to console.

※※ You can press the HOME button on right joypad to wake up the console under the wired connection mode.※※

Connection on Bluetooth

1st. Power on the NS console, enter the console interface. Select **Controllers** → **Change Grip/Order**.

2nd. press and hold the SYNC button (it is under the signal lights on the side of the joycon) until the four signal lights flashes in sequence,wait for the connection to succeed. Press L1+R1 button after connected the console, Press A button quit the menu, choose the Close to quit then you can start the game.

Reconnection on Bluetooth **JoyCon took off from NS console**

Power on the console, press Button and on left and right controller, the Controller will automatically to connect to console with vibration shortly.

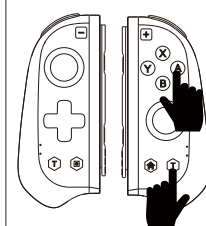
Note:

The controller had been Paired & Connected with the console and the console's Bluetooth should be turned on.

Switch console settings

Turn on the N-S console, pressing the **Setting** on the menu, click successively **System Setting** - **[Airplane Mode]** - **Controller Connection** - to turn on the Bluetooth function.

T (Turbo) Function *Buttons can be set Turbo function:A/B/X/Y/L1/L2/R1/R2*



1. T (TURBO) button function:
TURBO buttons have 3 gears: TURBO/AUTO/CLEAR
TURBO → AUTO → Cancel (3 functional cycles)

*The speed of the Turbo is 20 rounds per second;

2. Turn on the manual turbo function:
Firstly press and hold the T button, then press one of the function buttons to turn on manual Turbo function.

3. Turn on the Automatic turbo function:
Firstly press and hold the T button, then press the function button that had enabled manual turbo to turn on the automatic turbo function.

4. Turn off the turbo function:

First press and hold the T button, then press the function key which had set automatic turbo function, it will turn off the turbo function of the function button.

5. Clear all buttons turbo function

Long press the T button with around 5 seconds, the corresponding indicator led goes out to clear all button's turbo function.

※※The programming functions of the left and right joycon are not interoperable (this means left joypad and right joypad are two individual function game controller.) So, the Turbo function, left joystick only can be set L1,L2,Left joystick, directional buttons, right joystick only can be set A,B,X,Y,R1,R2,right joystick.※※

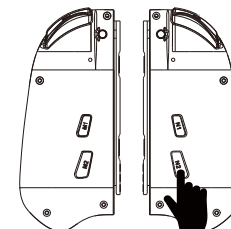
Turbo Indication

* The TURBO indicator will always turn on after the TURBO function has been set with the buttons.

* During execution, the indicator light flashes in the flicker mode twice a second (as indicated by the AUTO function).

* No TURBO key setting function, the indicator light is not on.

Programming *Buttons can be set:A/B/X/Y/L1/L2/R1/R2/Direction buttons*



1.Enter the Programming Mode

1.Under connection status, long press the button that needs to be programmed (right M1 / M2, left N1/N2) for about 3 seconds, the corresponding indicator flashes slowly into the programming mode.

2. Set Programming Buttons:

Press the function keys that need to set in turn, the programming button will record the order of each button (buttons input methods)

For example: long press M1 to turn on the programming mode, then press B button,1 second later press A button,1 second later press X button,1 second later press R1 button, press M1 button to save and exit, then the M1 key is B/A/X/R1 key combination in sequence to launch.

It can be tested the setting on console interface "Settings → Controller and Sensor → Check Input Device → Check Keys"

3. Program Key Execution:

MACRO indicator light is always on during execution and goes off after execution.

4. Clear Programming Function

Long press the key M1 or M2,N1 or N2 which would to clear with 5 seconds to till the corresponding indicator flashes quickly,clear programming is done.

5.Support Memory MACRO function

After the controller is turned off, the next connection memory USES the function of the last programming.

Notice

The programming functions of the left and right joycon are not interoperable (this means left joypad and right joypad are two individual function game controller.) So,the programming function, left joystick only can be set L1,L2,Left joystick, directional buttons with N1 or N2 buttons, right joystick only can be set A,B,X,Y,R1,R2,right joystick with M1 or M2 buttons.

FCC Information and Copyright

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.

15.19 Labelling requirements.

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.

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

FCC 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.