



PDX612

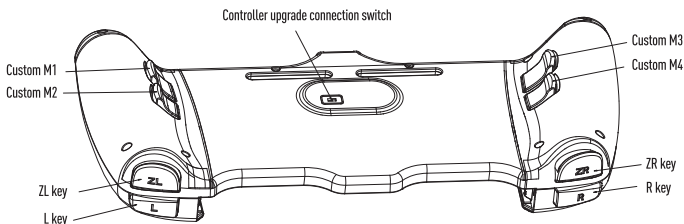
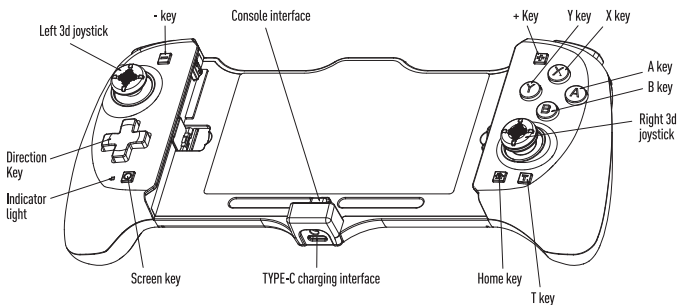
SWITCH GRIP CONTROLLER

CUSTOM MAPPING KEYS WITH TURBO BUTTON

1. Product brief:

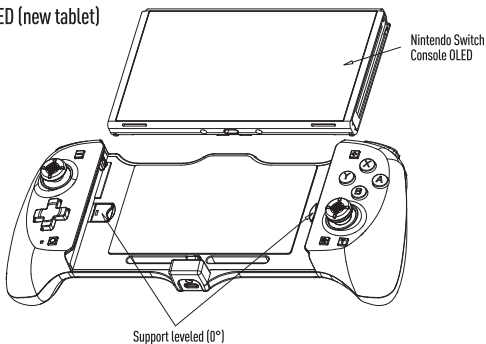
This gamepad is a dedicated game controller for the push-in Switch console; the Switch console is directly fixed on the controller for use, and the controller will be automatically connected after it is plugged into the game console; this controller is compatible with two different sizes of consoles, i.e. the Nintendo Switch Standard and the Nintendo Switch OLED, and it is a must-have for game players.

2. Product diagrams:

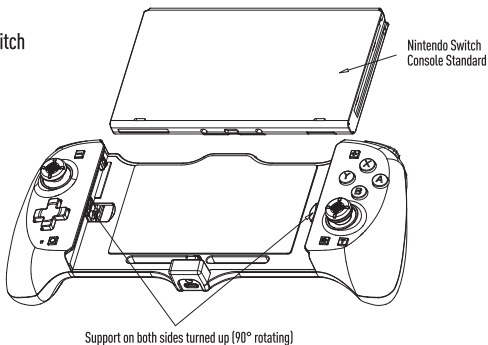


3. This product is compatible with two Nintendo consoles (SWITCH/OLED), the method of use is as follows:

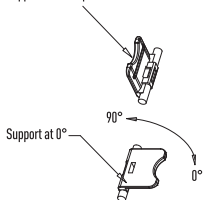
1. Install OLED (new tablet)



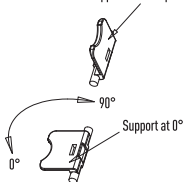
2. Install Switch



Support turned up 90°



Support turned up 90°



4. Product features:

1. The product has novel appearance, beautiful structure and excellent grip feeling.
2. The product is easy to install, it can be used by directly fixing the Switch console onto the controller, which enhances the grip feeling of players.
3. The product has prominent functions, including screen capture key, 6-axis gyroscope gravity induction, custom key function programming (mapping), dual-motor vibration, power charging input interface, etc.
4. With Type c interface design, it supports playing games while charging the Switch console and can be charged by using the Switch original power adapter or standard 15V PD protocol power adapter.

5. Instructions for installation and connection:

1. Before installation, turn on the Switch console and access the setup menu, find the "controller and sensor" and set the "Pro controller wired connection" to "ON".
2. After the Switch console is fixed on the controller, press the A key to access the control; and then find the "controller and sensor" under the setup menu, calibrate the "joystick calibration" and "gyroscope sensor calibration" before use.

Installation notes: when pushing in the Switch console, do not touch the 3D joystick (or other keys) in order to prevent automatic calibration deviation of 3D joystick after connection and startup. In case of 3D joystick deviation, please unplug and plug the Switch console to reconnect or calibrate through the "joystick calibration" under the setup menu of the Switch console.

6. Function chart:

Function name	With function or not	Remarks
USB wired connection	Supported	
Bluetooth connection	Not supported	
Connection mode	Switch mode	
6-axis gravity induction	Yes	
A, B, X, Y, -, +, L, R, ZL and ZR keys	Yes	
HOME key	Yes	
T(Turbo) key	Yes	
Screenshot key function	Yes	
3D joystick (left 3D joystick function)	Yes	
L3 key (left 3D joystick- push-down key function)	Yes	
3D joystick (left 3D joystick function)	Yes	
R3 key (right 3D joystick- push-down key function)	Yes	
Cross key function	Yes	

Function name	With function or not	Remarks
Connection indicator light	No	Remarks
Motor vibration	Yes	
NFC reading	Not supported	
Connector upgrade	Supported	
M1, M2, M3 and M4 key mapping function	Supported	

7. TURBO function setting:

1. Semi-automatic TURBO setting: press and hold the TURBO key, and then press the key that needs to be set as the TURBO function key to finish the setting.

2. Full-automatic TURBO setting: press and hold the TURBO key, and then press the key that has set the semi-automatic TURBO function to finish the setting.

Note: All keys that can set the semi-automatic TURBO function can set the full-automatic TURBO function at the same time. When pressing and holding the key that has set the full-automatic TURBO function, the key shall be able to pause immediately, release the key to start the automatic TURBO function immediately.

3. Keys that can set the TURBO functions: A key, B key, X key, Y key, + key, - key, L key, R key, ZL key, ZR key, cross key (up/down/left/right), L3 key (left 3D joystick push-down key), R3 key (right 3D joystick push-down key).

4. Clearing of keys that have set the TURBO function:

4.1. Clearing of TURBO function of a single key: press and hold the TURBO key + the key that has set the TURBO function to clear it quickly.

4.2. Clearing of TURBO function of all keys: press and hold the TURBO key for 5 minutes to clear all.

8. TURBO function setting:

8.1. Custom key setting:

(The light is not on when no programming function is set; the programming mapping has memory function, the previous setting can still be used after shutdown and restart.)

- Press and hold the "+" key plus the key to be set in the dorsal key for 5 seconds, such as "M1", the indicator light flashes slowly in white, this indicates that it is in the programming mode.

- Press the function key to be set, the indicator light flashes quickly in white, this indicates that the function key to be set has been selected.

- Press the "M1" custom key again, the indicator light is always on in white, this indicates that this key has been customized successfully.

(Custom keys: M1, M2, M3 and M4 are set in the same way and they have no factory default values) (in the "M1" key setting, you can only press M1 to end the setting instead of any other keys, the key combination can be used to overwrite and access the setting mode without need to clear and set.)

Remark: It is normal to skip to the previous interface when setting the custom keys, which will not affect the setting.

8.2. Custom functions that can be set: A key, B key, X key, Y key, + key, - key, L key, R key, ZL key, ZR key, cross key (up/down/left/right), L3 key (left 3D joystick push-down key), R3 key (right 3D joystick push-down key).

Note: There is no function to set a key combination.

8.3. Function clear of a single custom key: clear by pressing and holding the “-” key and the corresponding custom key (“M1/M2/M3/M4”) for 5 seconds; when pressing and holding the corresponding key, the indicator LED is always on and will go out briefly after clearing.

(Custom keys: the clearing methods of M1, M2, M3 and M4 are the same)

Remark: It is normal to skip to the previous interface when clearing the custom keys, which will not affect the clearing.

8.4. Function clear of all custom keys: press and hold “+” key for 5 seconds, when the indicator light in white changes from slow flashing to going out, it indicates that all custom key functions have been cleared.

9. Charging instructions:

9.1. It supports playing games while charging the Switch console and can be charged by using the Switch original power adapter or standard 15V 1.5A PD protocol power adapter, after the power is plugged in, a charging symbol will be displayed on the Switch console screen.

9.2. Electrical parameters of power supply

Input voltage	Input current	Remarks
15V (PD protocol)	1.5A	Motor vibration current $\leq 150\text{mA}$
Working current $\leq 60\text{mA}$	Motor vibration current $\leq 150\text{mA}$	

Note: There is no battery inside the controller, charging means charging the Switch console.

10. Ambient condition:

Items	Technical indicators	Unit	Remarks
Working temperature	-20~40		
Storage temperature	-40~70		
Relative temperature	1.5A		
Cooling method	Natural air cooling		

1. The product shall be properly stored when not in use.
2. The product shall not be used and stored in humid environment.
3. Dust and heavy pressure shall be avoided when using or storing the product, so as not to affect its service life.
4. If the product is immersed in water, crashed or broken due to improper use, or if there is any electrical performance problem, please stop using it.
5. Do not use microwave oven and other external heating equipment to dry the product.
6. If there is any damage, please send it to the maintenance service for handling, but do not disassemble it by yourself.
7. Children users shall use this product reasonably under the guidance of their parents, don't be obsessed with games.

For more information, please contact our support team:

support@porodo.net