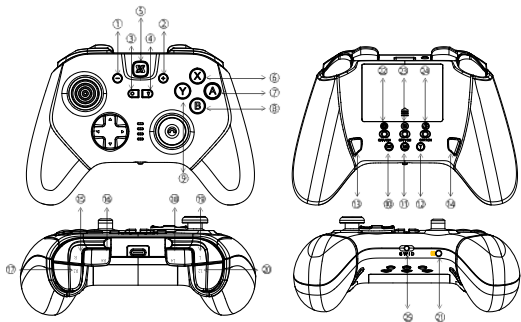


# Welcome Guide

Ultra Pro Controller

# Button layout



- |                  |                       |  |
|------------------|-----------------------|--|
| 1. -/back        | 10. Vibration setting | 19. L/LB                                 |
| 2. +/start       | 11. M button          | 20. L2/ZL/L2                             |
| 3. Screenshot    | 12. Turbo             | 21. Pairing button                       |
| 4. Light setting | 13. R5                | 22. Six-axis Assist Shooting switch      |
| 5. Home          | 14. L5                | 23. No-Dead Zone switch                  |
| 6. X/Y           | 15. R/RB              | 24. Trigger Keys High Sensitivity switch |
| 7. A/B           | 16. R4                | 25. S/W/D Gear                           |
| 8. B/A           | 17. R2/ZR/RT          |  |
| 9. Y/X           | 18. L4                |  |

Buttons assign on Switch/ PC platform:

							L2	R2
For Switch	A	B	X	Y	-	+	ZL	ZR
For PC	B	A	Y	X	BACK	START	LT	RT

## Basic Operation:

Power On/ Wake Up	Press the "Home" button.	
Power Off	Press and hold the "Home" button for 6 seconds. (The controller will automatically turn off after 5 minutes of inactivity.)	
Pairing	Press and hold the pairing button for 2 seconds. The controller enters pairing mode, and the indicator light flashes.	
Charging	Unconnected	LED1-LED4 flashes slowly.
	Connected	Corresponding LED light flashes slowly.
Fully Charged	Unconnected	LED1-LED4 lights up constantly.
	Connected	Corresponding LED lights up constantly.
Low Battery	Unconnected	LED1-LED4 flashes quickly.
	Connected	Corresponding LED flashes quickly.

## Specifications of Controller Modes

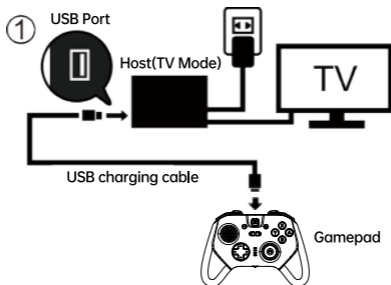
Mode	Platform	System	Indicator	Connection Method
S	Switch	/	Corresponding LED	Bluetooth/Wired
W	Android/ PC/steam Deck	Android10 & above Windows7 & above /steamos	LED3+LED4 indicates Xinput, LED1+LED2 indicates Dinput.	Bluetooth/Wired
D	PC/steam Deck	Windows7 & above /steamos		2.4 G Receiver
I	macOS	/	LED 1	Bluetooth

# Connect to Switch

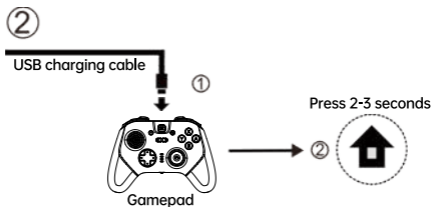


## Wired Connection:

1. In TV mode, connect the controller to the dock of the Switch with a USB cable.



2. After the wired connection is successful, unplug the USB cable, and press the "Home" button then the controller will automatically connect wirelessly.

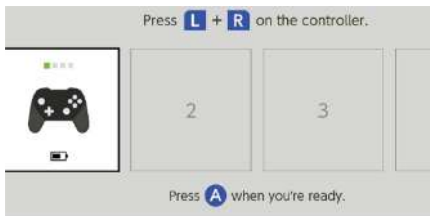


**Note 1:** It is recommended to clear the controller connection records of the host before each connection.

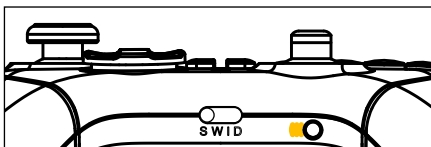
**Note 2:** Ensure that the "Controllers and Sensors" is set to "On", which showed in the "Wired Connect" option for "Pro Controller Wired Communication" in the host "Settings".

## Wireless Connection:

1.Start the host then enter the "Controller Settings - Change Grip / Order" page.

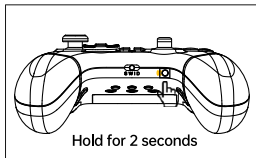


2.Set the controller to "S" mode.



3.Press and hold the connection button for 2 seconds till the LED light flashes, and the controller will automatically connect. After a successful connection, the corresponding indicator light number will light up.

4.Next time, set the controller to "S" mode, and press the "Home" button to connect automatically.



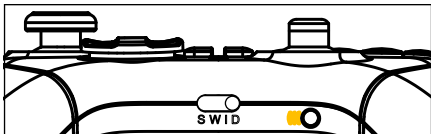
# Connect to PC/ Steam Deck



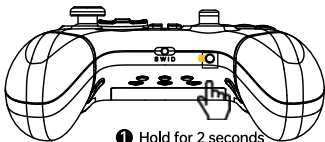
Wireless Connection with 2.4G Receiver



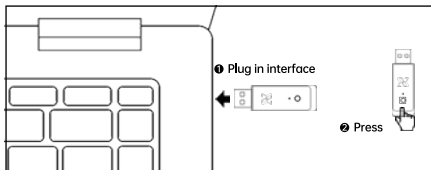
1. Set the controller to "D" mode.



2. Press and hold the pairing button for 2s, and LED1-4 will flash quickly.



3.Insert the 2.4G receiver into the computer's USB port Then press and hold the switch on the 2.4G receiver and the indicator will flash quickly.The controller will automatically connect and LED3+LED4 is on. The default setting is X-input mode.



4.Next time, set the controller to "D" mode, and press the "Home" button to connect automatically.

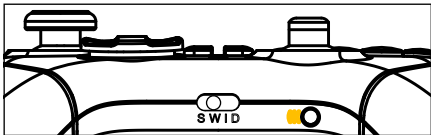


5.Mode switch: Double-click the pairing button to switch to D-input mode. When set successfully, the controller vibrates for 1s, and LED1+LED2 is on.

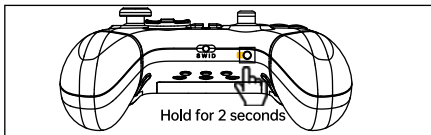
## Wireless Connection with Bluetooth

### X-input mode

1. Set the controller to "W" mode.



2. Press and hold the "pairing" button for 2s, and LED1-4 will flash.



3. Turn on Bluetooth on the host, and select "Xbox Wireless controller".

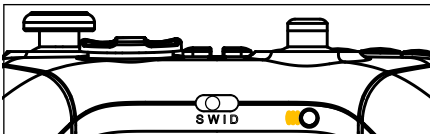
When connected, LED3+LED4 is on.

4. Next time, set the controller to "W" mode, and press the "Home" button to connect automatically.

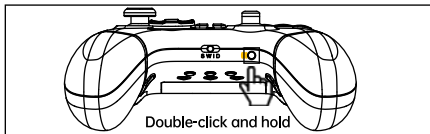


## D-input mode

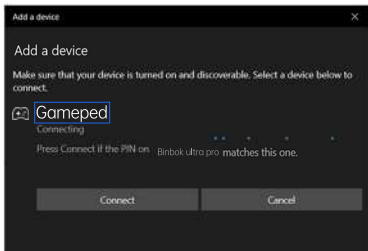
1. Set the controller to "W" mode.



2. Double-click and hold the pairing button till LED1-4 flashes to enter D-input mode.

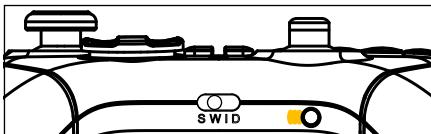


3. Turn on Bluetooth on the host, and select "Gameped", When connected, LED1+LED2 is on.

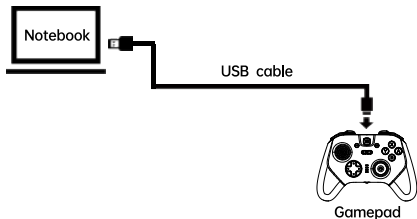


## Wired Connection

1. Set the controller to "W" mode.



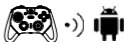
2. Connect the computer and the controller through a USB cable. The corresponding indicator light will stay on to indicate successful connection.



3. When using in PC mode, the actual button mapping is as follows:

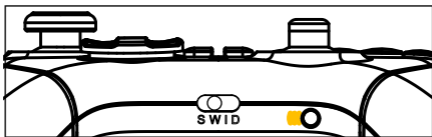
Switch	A	B	X	Y	-	+
PC	B	A	Y	X	SELECT	START

# Connect to Android

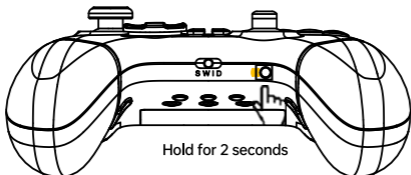


## X-input mode

1. Set the controller to "W" mode.



2. Press and hold the Connection button for 2 seconds till the LED light flashes.



3. Turn on Bluetooth on the Android, and connect to the "Xbox Wireless controller". Then the controller LED3&LED4 will be on when connected.

4. Next time, set the controller to "W" mode, and press the "Home" button to connect automatically.



# Connect to macOS



Set the controller to "I" mode, and when reconnection, LED1 will flash. When connect successfully, LED1 will stay on. The connection method is the same as Android.

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## Mapping Function

Buttons can be set : A / B / X / Y / R / ZR / L / ZL / L3 / R3 and direction buttons and left or right joysticks (The 8 directions of the joystick can be mapped separately).

### Setting

1. Hold the "M" button and press any of the "R4/R5/L4/L5" buttons to enter the programming mode. The controller will vibrate and LED1-4 is on.
2. Then press the button or button combination (press orderly) you want. The LED1-4 flashes when you press a button.
3. Press the "M" button or R4/R5/L4/L5 button (the one pressed earlier) to complete the programming.

**Note 1:** Each programmed button(R4/R5/L4/L5) can record up to 21 inputs. (Each press of function buttons is regarded as an input), When the input exceeds 21 times, the programming will automatically end.

**Note 2:** The controller will vibrate when you start or end the programming.

### Cancel

**Method a:** After entering the programming mode, directly press the "M" button.

**Method b:** Press the "M" button for 3s.

**Note 1:** The controller will vibrate when you cancel the assign function successfully.

**Note 2:** It has a memory function. When the controller is turned off or restarted, it will remain in its previous setting. It has a memory function. When the controller is turned off or restarted, it will remain in its previous setting.

# Light Setting

When the controller is turned on for the first time, all lights are on in a single color.

## Single Color Mode

Colors: **Click** the "Light" button to change the color of the lights. Once press for one color. The color order is red-orange-yellow-green-blue-cyan-purple.

**Note:** In any mode, press the "Light" button once, and all lights will return to Single Color Mode.

## Single Color Gradient Mode:

In "Single Color Mode" or lights off state, **double-click** the "Light" button, all lights are on the gradient in cycle colors.

## Double Colors Gradient Mode

In "Single Color Gradient Mode", **double-click** the "Light" button, The left and right lights are adjacent colors and gradually transform together.

## Lights Off

In "Double Colors Gradient Mode", **double-click** the "Light" button, and all lights go out.

# Brightness Adjustment

In any mode but not off state, **press and hold** the "Light" button for 1 second to start adjusting the brightness (0%-30%-60%-100% cycle). The controller vibrates when shifting to every gear. The brightness will stay on the gear when you release it, and vibrate when you set it successfully.

# Vibration Adjustment

1. There are 4 levels of vibration intensity on the controller: 0%, 30%, 70%, and 100%.
2. Press the "Vibrate" button to adjust the vibration intensity of the controller. It will cycle to 0% after reaching 100%.

**Note:** The controller will vibrate when the adjustment is successful.

# Turbo Function

## Setting

Hold the "Turbo" button and press any of the A/B/X/Y/L/R/ZL/ZR buttons (for the first time) to turn on the turbo function. The frequency is 12 times per second.

## Cancel

1. Hold the "Turbo" button and press any of the A/B/X/Y/L/R/ZL/ZR buttons to turn off the turbo function.
2. Hold the "Turbo" button for 3 seconds to cancel all turbo functions.

**Note 1:** The controller will vibrate for 1s when you turn on/ off the turbo function.

**Note 2:** The turbo function will reset every time when the controller is restarted.

# Six-axis & Joysticks Calibration

1. In the turn-off state, press and hold the "↑" key, "-" key, and "Home" buttons at the same time, and the LED1-2 and LED3-4 alternately flash.
2. Press the left and right trigger buttons and rotate the two joysticks three times, then place the controller in a horizontal position.
3. Press the "+" key to complete, and the LED goes out.

## Six-axis Assist Shooting Function



When turning on the function, the six-axis can assist in shooting. The controller will vibrate once when turn on/off.

## No-Dead Zone Mode



In this mode, there is no dead zone in the center area of the corresponding joystick.

**Note:** The controller will vibrate once when turn on/off.

## Trigger Keys High Sensitivity Mode



When turning on this mode, the L2 and R2 linear triggers have the highest sensitivity and can be triggered immediately upon sensing.

**Note:** The controller will vibrate once when turn on, and vibrate twice when turn off.

## Reset the Controller

Press and hold the pairing key for 10s to reset the controller. The controller will vibrate when set successfully.

## Specifications

1. Working voltage: DC2.2-2.8V
2. Input voltage/current: 5V 1A
3. Charging time: about 5.5 hours
4. Continuous running time: about 10 hours
5. Battery capacity: 1000mAh

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



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[support@binbok.com](mailto:support@binbok.com)



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