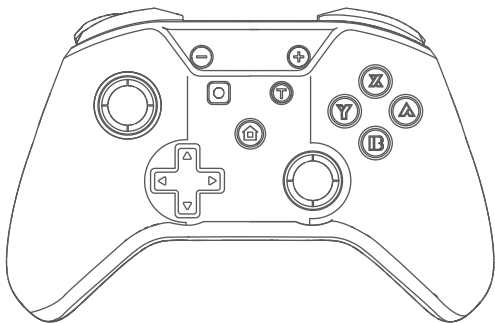


DRAGON
WAR

User Manual



GSW01

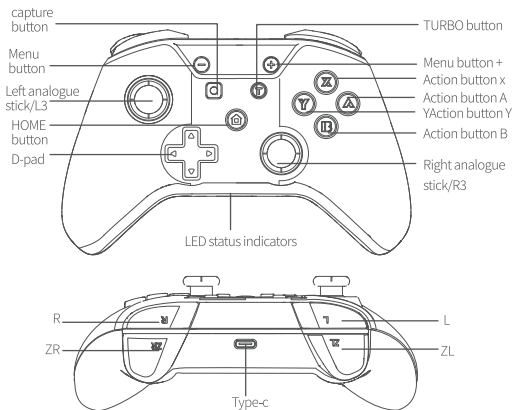
Wireless Gaming Controller
Compatible with Switch & PC

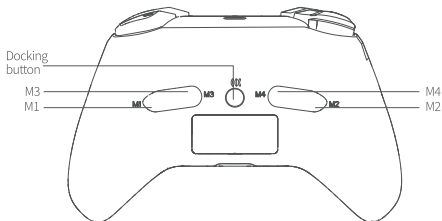
Product description

This product belongs to the Switch Pro wireless (Bluetooth) controller. It is connected to the SWITCH console and supports wired connection .

Product features

- 1) Contains all the buttons and corresponding functions of original Pro controller. Adds Turbo speed control function, motor vibration strength control function and 3D sensitivity adjustment control function.
- 2) Provide 4 LED status indicators.
- 3) 20 function buttons input. Docking button is convenient for first pairing and power-off.
- 4) Built-in dual vibrators and high precision 3D joystick .
- 5) 4 mapping buttons M1, M2, M3, M4 on the back, with 4 groups of state for option.
- 6) Press "HOME" button can awake-up the Switch Console.
- 7) Built-in 6 axis gyroscope for fast and accurate target locking.
- 8) Compatible with PC, supports X-input mode.





Function description

- (1) The way to connect the controller to the Switch console:
 - ① Wired connection, so that the USB cable is connected to the Switch console.
 - ② Connect to SWITCH console via Bluetooth communication;
- (2) Bluetooth connection to the Switch console: the controller is used for the first time, open the Switch console to the pairing interface, press and hold the Controller "Docking" button for about 3 seconds, and then release until the LED1-4 lights flashes in cycle, when the pairing is successful, the functions of the Controller can be used normally, and the channel light of the Controller assigned by the console is on; if the pairing is not successful, the Controller will automatically sleep after 60 seconds;
- (3) Wired guide Bluetooth connect function: After the Controller is connected to the Switch console via a USB data cable, press any button of the Controller to wake up, unplug the data cable, the Controller automatically connects to the Switch console via Bluetooth;
- (4) "Docking" button operation: long-press the "Docking" key for 3 seconds in the sleep state, the Controller enters the state of pairing with the console Bluetooth, LED1-4 lights stay on in cycle, short press the "Docking" key in the power-on state, the Controller enters the sleep state;
- (5) When the Switch console is sleeping, press the "HOME" button on the controller to wake up the console;
- (6) The controller is connected to the PC via a USB cable, and the display name of the device is XBOX 360 Controller (the PC needs to have an XBOX 360 driver installed) to implement the XBOX 360 controller function;
- (7) When the switch console version upgrade causes some functions of the console to not work normally, the controller needs to be upgraded. The console does not support automatic upgrade when connected to the Switch console. You need to obtain the upgrade program and operating instructions, and connect to the PC to upgrade;

- (8) Turbo function, press and hold single buttons such as A, B, X, Y, and then press the "Turbo" button, the corresponding button will start Turbo mode. Hold down the "Turbo" key on the Controller, and at the same time perform the right 3D up and down operations to adjust the Turbo speed, and the three-speed cycle of fast, medium and slow.
- (9) The Controller supports any button to wake up (except the L3, R3, TURBO, M1, M2, M3, M4 button). After waking up, the Controller enters the reconnect state, and the LED1-4 lights stay on in cycle. If the Bluetooth pairing between the Controller and the Switch console has not been released, it will re-connect console. (Note: The joystick isn't connected to Android and IOS system devices before the controller sleeps)
- (10) The controller consists of UP, DOWN, LEFT, RIGHT, A, B, X, Y, L, R, ZL, ZR, L3, R3, -, +, TURBO, HOME, screenshot, Docking 20 function buttons, four mappable paddle buttons (M1, M2, M3, M4) and left and right 3D joysticks.
- (11) The Controller has vibration and vibration intensity adjustment functions. In the "Settings" option of the Switch console, the vibration function of the Controller motor can be manually turned on or off. When the controller is connected, in the "Search Controller" interface of the Switch console, hold down the "Turbo" key of the controller, and perform the left 3D up and down operation at the same time, which can increase and decrease the motor vibration intensity, a total of 100%-70%-30%-0% four parts for users to choose and adjust, the default 70% gear.
- (12) Four custom buttons M1, M2, M3, M4 on the back of the controller are set.
Operation steps: ① When connecting to the console or PC, **press turbo + M1(2/3/4) button** to enter the M1 button custom state, the 4 channel indicator lights of the controller will be turned off, and the right most one will quickly light up again (The 4 indicator lights correspond to M2, M4, M3, M1 from left to right). ② After entering the custom state of the M1 button, press the "A" button, the lighted indicator will flash once, the "A" button has been mapped to M1, press the M1 button again to exit the custom state, the 4 channel lights will be Restore to the original channel indication, follow the above steps to set the M2, M3, and M4 button. ③ In the custom setting, you can input multiple function keys to the M1 (2/3/4) button in turn, then press the M1 (2/3/4) button to exit, set it as a macro function button, and press this button in the game, it will function according to the interval time entered between the function buttons during customization. When the M1 (2/3/4) button is used as a macro function button, a single custom button can store up to 32 function changes. M1, M2, M3, M4 custom button function clear: When connecting to the console or PC, press and hold the "Y" button and the "B" key, and then press the "HOME" button to clear the M1, M2, M3, M4 buttons Customized functions on the above, after clearing, they will be in a non-functional state.

- (13) Left and right 3D joystick sensitivity adjustment function, left 3D sensitivity adjustment: every time TURBO+L3 is pressed after the controller is successfully connected, the left 3D sensitivity will change, and the change sequence is from low->medium->high->low cycle; Left/right 3D sensitivity adjustment: Every time TURBO+R3 is pressed after the controller is successfully connected, the right 3D sensitivity will change. The change sequence is from low->medium->high->low cycle, and the left and right 3D sensitivity defaults to low gear.
- (14) Support the NFC function. When prompted by the console interface, place the NFC game doll on the "+, -, TURBO, screenshot, HOME" buttons area of the controller, and the controller will automatically communicate with the doll to realize the game function.
- (15) The controller is connected to Android and system . ①Bluetooth connection of Android : Turn on the device's Bluetooth settings (such as mobile phone, TV), press the controller "Y" and "Docking" button at the same time, the middle indicator LED of the controller (LED2, LED3) flashes quickly and enters the pairing state, and the device searches for Bluetooth Device name "Gamepad", click pairing connection. ②Bluetooth connection of : Open the device's Bluetooth settings, press the handle "X" button and the "Docking" button at the same time, the indicator lights (LED1, LED4) on both sides of the controller flash quickly to enter the pairing state, and the device searches for the Bluetooth device name "Xbox Wireless Controller", click pairing connection. After the pairing is successful, the next time you press any button to wake up the controller, it will connect back to Android and . controller, it will connect back to .

Charging

The channel light flashes when the adapter is inserted, and then the channel light goes off when it is fully charged.

When the controller is charging on line, the corresponding channel light will flash slowly and light long after it is full

Low battery alarm

When the battery voltage of the controller is lower than 3.3V, the lights of the corresponding channel will flash, indicating that the controller is low and the controller needs to be charged.

Standby

When the controller is in the power-on state, press the "Docking" button to stand by.

When the controller is in the pairing state, it will automatically stand by when

the code cannot be adjusted after 60 seconds.

When the controller is connected to console, it will automatically stand by for 5 minutes.

Reset function

When the controller is abnormal, it can be reset by pressing and holding the "HOME" button for 10 seconds.

Receiving distance

Bluetooth transmission distance: $\leq 10\text{m}$

Reference current

Sleep current: $\leq 15\mu\text{A}$

Pairing current: $\leq 20\text{mA}$

Working current (no vibration): $\leq 20\text{mA}$ Working current(vibration): $\leq 100\text{mA}$.

Electrical specifications

Power supply: Built-in polymer lithium battery Working time: 8-10 hours

Battery capacity: 500MAH

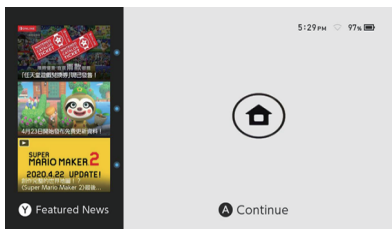
Charging time: 2.5 hours

Charging voltage: DC5V C

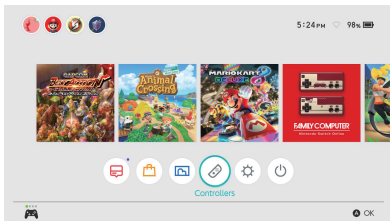
Charging current: 250MA

Description of Bluetooth connection to Switch console

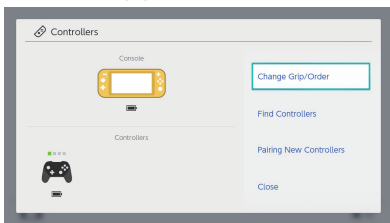
1) After the Switch is turned on, click the "house" icon on the right side of the screen to enter the main menu, as shown below:



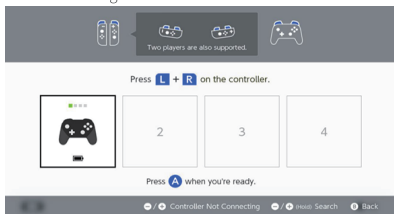
(2) Click the "controllers" item in the main menu of the Switch console, as shown below:



(3) Then select the "change grip/order" item, as shown below:



(4) Click "change grip/order" to enter, and the pairing interface shown in the figure below appears. At this time, long press the handle "Docking" button for 3 seconds to pair, 4 LED running lights flashing, release the "Docking" button, wait for 5 to 30 seconds, the controller is connected to the console, the controller icon appears on the console screen, and the console assigned channel light on the controller will be on longer.



Gyro sensor calibration

Place the controller on a flat desktop, at the same time press the "B", "-", and "HOME" buttons in the dormant state, the indicator light will flashing state, and the controller will enter the gyroscope sensor calibration mode. At this time, press the "+" button and release it. After 1 second, the channel light ends and the left and right flashes return to the water light flashing, and the gyroscope sensor calibration is completed.

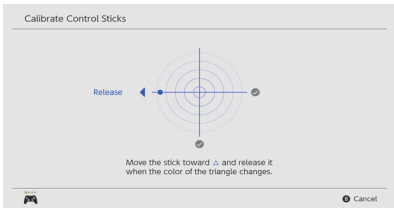
Calibrate the controller gyroscope sensor with SWITCH console

After the Switch console and the controller are successfully connected, return to the main menu on the screen, and click "Settings" to enter the settings menu. Scroll down the settings menu, click the "Controller and Sensor" item, scroll up the menu list on the right, select "Calibrate Gyro Sensor", and click "Calibrate Controller" in the pop-up menu. The console enters the calibration controller interface, first place the controller on a flat desktop, and then operate according to the screen prompts, long press the controller "-" or "+" key to complete the gyroscope calibration. As show follows:



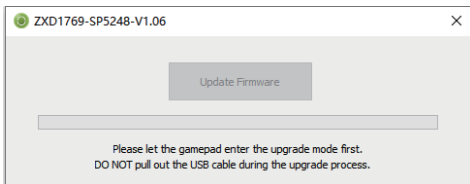
Use the SWITCH console to calibrate the controller 3D joystick

After the Switch console and the controller are successfully connected, return to the main menu on the screen, and click "Settings" to enter the settings menu. Scroll down the setting menu, click on the "controller and sensors" item, scroll up the menu list on the right, select "calibration joystick", press the joystick to be calibrated on the screen, and enter the "calibration joystick" to confirm In the interface, press "X" button, a prompt menu appears, and then press the "A" button to confirm the calibration. After entering the "Calibration Joystick" calibration interface, please follow the screen prompts to complete the upward, downward, leftward, rightward, and circle movements in sequence. The joystick calibration interface is as follows:

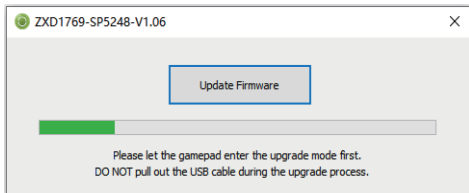


Controller firmware upgrade

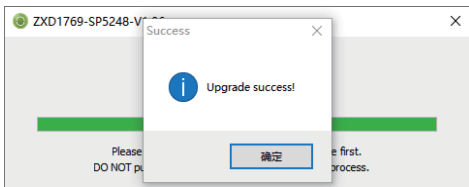
(1) When some functions of the controller cannot be used due to the upgrade of the console system or the console function needs to be updated, the firmware of the controller can be upgraded through the PC. Double-click the upgrade program such as "2021-04-14-ZXD1769-SP5248-V1.06" (The program date and the Vx.x version number are for reference only), after opening it as shown below:



(2) Press and hold the left 3D while the controller is in sleep state (note that this operation should not accidentally touch other buttons to wake up the handle), use the TYPE-C cable to connect the controller to the PC, and release the left 3D after the connection is complete. "Update Firmware" turns from gray to black, which means the connection is successful. Click "Update Firmware" to upgrade (there will be a program version prompt dialog box, you can click to confirm), the upgrade is as shown below:



(3) During the upgrade, keep the data cable connection stable, and the upgrade will be completed in a few seconds. After the upgrade is completed, as show below:



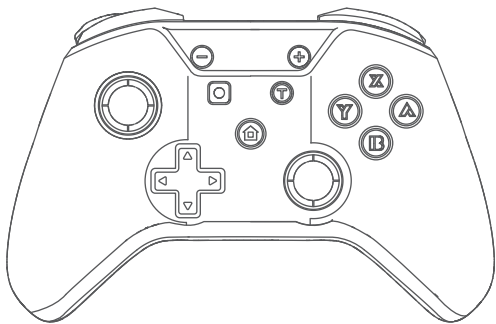
MANUAL

[HTTP://WWW.DRAGONWAR.JP](http://www.dragonwar.jp)

*中文版說明書可於DRAGONWAR網站內下載

DRAGON
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使用說明書



GSW01

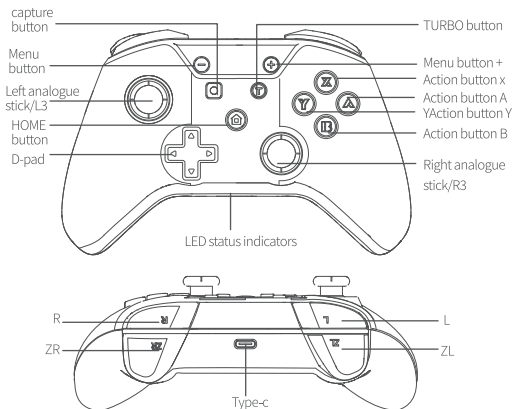
Wireless Gaming Controller
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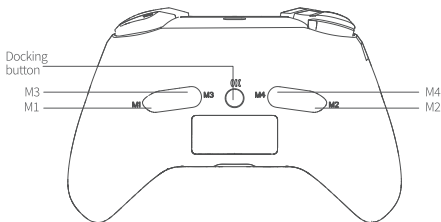
1) 產品描述：

本產品屬於Switch Pro藍牙遊戲手柄，通過藍牙通訊連接Switch主機，並支援有線連接使用。

2) 產品特色：

- 1) 包含Switch原裝手柄的所有按鍵及對應功能，增加連發速度、馬達震動和3D搖杆靈敏度調節功能；
- 2) 提供4個LED狀態指示；
- 3) 20個功能按鍵輸入，配有專用藍牙“對接”鍵；
- 4) 內置雙馬達，高精度3D搖杆；
- 5) 背面帶4個自訂設置按鍵，可設置巨集功能；
- 6) 手柄“HOME”鍵可喚醒主機；
- 7) 任意鍵可喚醒手柄回連主機；
- 8) 配6軸陀螺儀，快速準確鎖定目標；
- 9) 相容PC主機，支援X_input模式；
- 10) 帶NFC功能，支援amiibo角色公仔感應。





3) 功能描述

- 1) 手柄連接Switch主機的方式：①有線連接，使過USB資料線與Switch主機連接。
②通過藍牙通訊與Switch主機連接。
- 2) 藍牙連接Switch主機：手柄初次使用，需使用資料線對手柄進行充電，退出“鎖機模式”，再長按手柄“對接”鍵約3秒，至手柄開機LED1-4 流水燈閃爍後鬆開，打開Switch主機至配對介面，進行藍牙配對，配對成功後手柄的各項功能才能正常使用，主機分配手柄通道燈長亮；若未配對成功，60 秒後手柄會自動休眠；
- 3) 有線引導藍牙對接功能：手柄通過USB資料線連接Switch主機後，按手柄任意鍵喚醒，拔去資料線，手柄自動藍牙連接Switch主機；
- 4) “對接”鍵操作：休眠狀態長按“對接”鍵3秒，手柄進入與主機藍牙配對狀態，LED1-4 狀態為流水燈亮，開機狀態短按“對接”鍵，手柄休眠；
- 5) 手柄連接Switch主機後，當主機進入休眠狀態，按下手柄的“HOME”鍵可以喚醒主機；
- 6) 手柄通過 USB 資料線連接 PC，設備顯示名稱為Xbox 360 Controller，實現 Xbox 360手柄功能；
- 7) 當因Switch主機版本升級造成手柄某些功能不能正常使用時，手柄需進行固件升級，手柄不支援連接Switch主機自動升級，需獲取升級程式和操作說明，連接PC進行升級；
- 8) 手柄支援連發功能和連發速度調節。按住“TURBO”鍵時按一下某個功能鍵，鬆開後再按該功能鍵，將會連發功能，若第二次按住“TURBO”鍵及按一下該功能鍵，該鍵將自動連發功能（方向鍵除外）。取消該鍵連發功能需再一次按上述步驟操作一遍，也可長按“TURBO”鍵3秒，清除所有按鍵的連發功能。按住手柄“TURBO”鍵，同時進行右3D向上、向下操作，可進行連發速度調節，分快、中、慢三擋，默認慢擋；
- 9) 手柄支持任意鍵喚醒（L3、R3、TURBO、M1、M2、M3、M4鍵除外），喚醒後手柄進入回連狀態，LED1-4 為流水燈閃爍，若手柄與Switch主機之前配對未解除，此時將會回連Switch主機（注：手柄休眠前未連接安卓和IOS系統設備）；
- 10) 手柄按鍵部分由UP、DOWN、LEFT、RIGHT、A、B、X、Y、L、R、ZL、ZR、L3、R3、-、+、TURBO、HOME、截屏、對接20個功能鍵及4個映射鍵M1、M2、M3、M4組成，配備左右3D搖杆；
- 11) 手柄帶震動和震動強度調節功能，在Switch主機的“設置”選項中，可手動打開或關掉手柄馬達震動功能。手柄連接狀態下，按住手柄“TURBO”鍵，同時進行左3D向上、向下操作，可以增強和減弱馬達震動強度，操作後會有3秒震感提示，一共有100%-70%-30%-0%四個擋位供用戶選擇，默認70%擋；

- 12) 手柄背面M1、M2、M3、M4四個自訂鍵設置。操作步驟：①在連接主機或者PC時，同時按住手柄的**TURBO + M1(2/3/4)**鍵，進入M1鍵自訂狀態，手柄4個通道指示燈亮起的將熄滅，並快速再亮起最右邊一顆(4個通道燈從左到右對應M2、M4、M3、M1) ②進入M1鍵自訂狀態後，按下如“A”鍵，亮起的指示燈會閃一下，“A”鍵已映射到M1上，再按一次M1鍵退出自訂狀態，4個通道燈將恢復為原先通道指示，按上述步驟對M2、M3、M4鍵進行設置。③在自訂設置時，能依次輸入多個功能鍵到M1(2/3/4)鍵上，再按M1(2/3/4)鍵退出，設置成宏功能鍵，在遊戲中按下該鍵，將會根據自訂時功能鍵之間輸入的間隔時間出功能。M1(2/3/4)鍵做宏功能鍵時，單個自訂鍵最多可存入32次功能變化。M1、M2、M3、M4自訂鍵功能清除：在連接主機或者PC時，按住“Y”鍵和“B”鍵，再按下“HOME”鍵，將清除M1、M2、M3、M4鍵上自訂的功能，清除後為無功能狀態。
- 13) 左右3D搖杆靈敏度調節功能：連接手柄成功後每按下一次TURBO + L3，左3D靈敏度都會改變，變化順序由低->中->高->低迴圈；右3D靈敏度調節：連接手柄成功後每按下一次TURBO + R3，右3D靈敏度都會改變，變化順序由低->中->高->低迴圈，左右3D靈敏度默認為低擋。
- 14) 支援NFC功能，在主機介面提示下，將NFC遊戲公仔置於手柄的“+、-、TURBO、截屏、HOME”鍵區域上面，手柄自動與公仔通訊，實現遊戲功能。
- 15) 手柄連接安卓和IOS系統設備。①安卓設備藍牙連接：打開設備藍牙設置（如手機、TV），同時按下手柄“Y”鍵和“對接”鍵，手柄中間指示燈（LED2、LED3）快閃進入配對狀態，設備搜索到藍牙設備名稱“Gamepad”，點擊配對連接。②IOS系統設備藍牙連接：打開設備藍牙設置，同時按下手柄“X”鍵和“對接”鍵，手柄兩邊指示燈（LED1、LED4）快閃進入配對狀態，設備搜索到藍牙設備名稱“Xbox Wireless Controller”，點擊配對連接。配對成功後，下次按任意鍵喚醒手柄時，將回連安卓和IOS系統設備。

4) 充電：

插入適配器，通道燈閃爍，充滿電後，通道燈熄滅。
手柄在連線狀態充電時，相應通道燈慢閃，充滿後長亮。

5) 低電報警

手柄電池電壓低於3.3V時，相應通道的燈閃爍提示，表示手柄低電，需要對手柄進行充電。

6) 待機

當手柄在開機狀態下，短按“對接”鍵手柄待機；
當手柄在配對狀態下，60秒後無法對碼時自動待機；
當手柄連接主機狀態下，持續5分鐘無動作將自動待機；

7) 復位功能

當手柄出現異常時，可通過長按“HOME”鍵10秒進行復位。

8) 接收距離

手柄有效接收距離10M以內。

9) 參考電流

休眠電流：≤15uA 配對電流：≤20mA
工作電流（無震動時）：≤20mA 工作電流（震動時）：≤100mA。

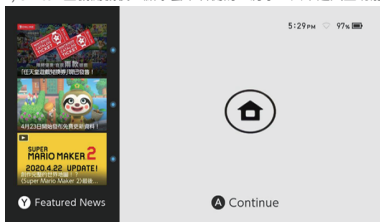
10) 手柄電性規格

供電方式：內置聚合物電池
電池容量：500MAH

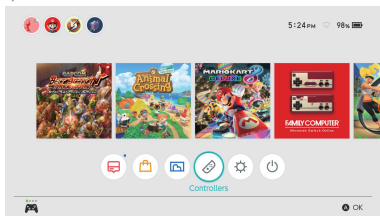
使用時長：8-10小時
充電時間：2.5小時

11) 藍牙連接Switch主機說明

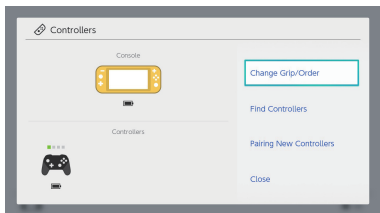
1) Switch 主機開機後，點擊螢幕右側的“房子”圖示進入主功能表，如下圖：



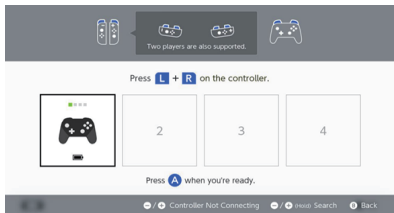
2) 點擊 Switch 主機主功能表的“controllers”項，如下圖：



3) 再選擇“change grip/order”項，如下圖：



- 4) 點擊“change grip/order”進入，出現下圖的配對介面，此時長按手柄“對接”鍵3秒進行配對，4個LED流水燈閃爍，放開“對接”鍵，需等待5至30秒，手柄連上主機，主機螢幕出現手柄圖示，手柄上主機分配通道燈會長亮。



12) 陀螺儀感應器校正

將手柄放置於平坦的桌面，在休眠狀態下同時按下“B”、“-”和“HOME”鍵，通道燈亮起並由流水燈變為左右閃爍狀態，手柄進入陀螺儀感應器校正模式，此時按下“+”鍵並釋放，1秒後通道燈結束左右閃爍恢復為流水燈閃，陀螺儀感應器校準完成。

13) 手柄出廠設置“鎖機模式”

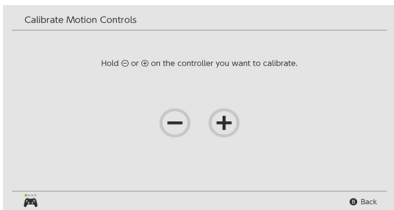
手柄開機狀態下（連接主機或PC），長按“L1”和“L3”鍵3秒，4個通道指示燈亮起1秒提示，再按“對接”鍵關機後，手柄即進入“鎖機模式”（手柄“鎖機模式”時關閉了所有按鍵功能，可避免因包裝和運輸誤觸到按鍵造成電池耗電的問題，產品在出廠前需按此操作設置“鎖機模式”）

14) 退出“鎖機模式”

手柄處於“鎖機模式”時，所有按鍵均不能開機喚醒手柄，需使用USB資料線對手柄進行一次充電，才能退出“鎖機模式”，手柄功能恢復正常。

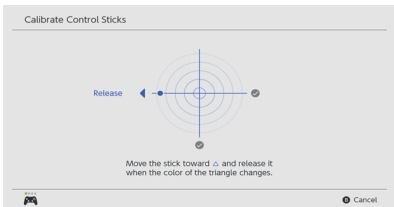
15) 使用SWITCH主機校正手柄陀螺儀感應器

Switch主機與手柄連接成功後，返回螢幕主功能表，點擊“設置”，進入設置菜單，向下劃動設置菜單，點擊“手柄與感應器”項，上翻右側展開的功能表清單，選擇“校正陀螺儀感應器”，在彈出功能表中點擊“校準手柄”。主機進入校準手柄介面，先將手柄放置於平坦的桌面，再根據螢幕提示操作，長按手柄的“-”或“+”鍵，完成陀螺儀校正。陀螺儀校正介面如下：



16) 使用SWITCH主機校正手柄3D搖杆

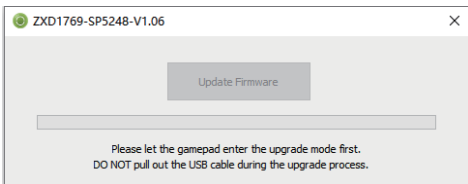
Switch主機與手柄連接成功後，返回螢幕主功能表，點擊“設置”，進入設置菜單，向下劃動設置菜單，點擊“手柄與感應器”項，上翻右側展開的功能表清單，選擇“校正搖杆”，按螢幕提示按壓所需要校正的搖杆，進入“校正搖杆”確認介面，按下手柄“X”鍵，出現提示功能表，再按下手柄“A”鍵確認校正。進入“校正搖杆”校正介面後，搖杆校正動作請根據螢幕提示，依次完成向上、向下、向左、向右及劃圈動作。搖杆校正介面如下：



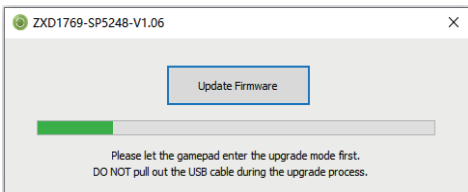
17) 手柄固件升級

1) 因主機系統升級造成手柄某些功能無法使用或需要對手柄功能更新時，可通過PC對手柄進行固件升級，按兩下升級程式如

“2021-04-14-ZXD1769-SP5248 - V1.06 (程式日期和Vx.x版本號僅為參考)”，打開後如下圖：



- 2) 在手柄休眠狀態按壓下左3D保持不放(注意此操作不可誤觸其他按鍵喚醒手柄) · 使用TYPE-C資料線將手柄與PC連接 · 連接好後鬆開左右3D · 此時“Update Firmware”由灰色轉為黑色 · 即表示連接成功 · 點擊“Update Firmware”進行升級(將會有程式版本提示對話方塊 · 可點擊確認) · 升級如下圖：



- 3) 升級中保持資料線連接穩定 · 數秒後完成升級 · 升級完成後顯示如下圖：

