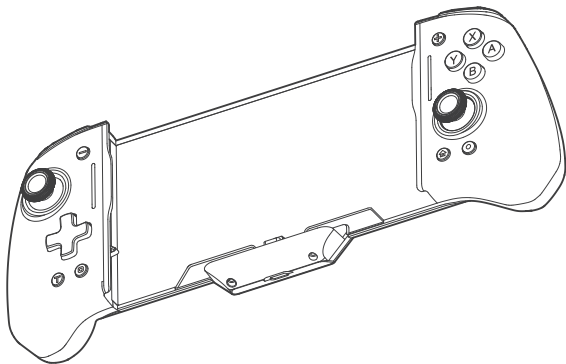




Gripcon

For Switch / Switch OLED

User Manual



Scan the QR code or visit our link to download the latest manual or watch the installation video.

nexigo.com/manuals



WELCOME TO THE NEXIGO FAMILY!

Thank you for choosing the NexiGo Gripcon! You are now part of an exclusive club – the NexiGo family! It's our job to make sure you enjoy your membership. If you have any problems, please contact us any time at cs@nexigo.com for further assistance.

This product is automatically covered by our industry-leading one-year manufacturer's warranty. Make sure to register your purchase at nexigo.com/warranty within 14 days of the delivery date, and we will extend your warranty coverage another year, for a total of two years!

From all of us here at NexiGo, we want to thank you for your trust in us. We look forward to serving you again in the near future.

Yours Sincerely,
The NexiGo Team

CONTACT INFORMATION

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Tel: +1(458) 215-6088

Address: 11075 SW 11th St, Beaverton, OR, 97005, US



PRODUCT INTRODUCTION

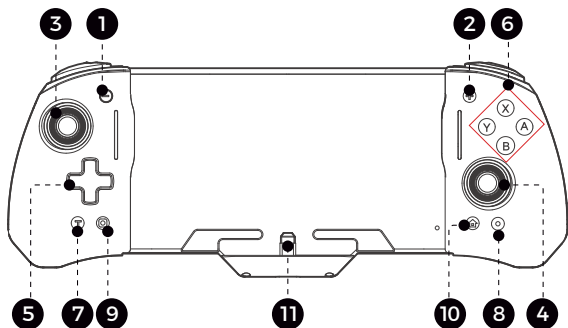
The NexiGo Gripcon is an enhanced controller for Switch / Switch OLED gaming consoles. It has all the main Switch controller functions, such as a screenshot button, a six-axis gyroscope, and dual-motor vibration, plus two mappable buttons on the back for additional customization. Made from tough ABS material, the NexiGo Gripcon is durable and designed to last. This controller supports the original Switch / Switch OLED power adapter or a standard 15V PD protocol power adapter for charging.

PACKAGE INCLUDES

- 1 x Controller for Switch / Switch OLED
- 1 x Type-C to Type-A Cable
- 1 x User Manual



PRODUCT OVERVIEW



1. - Button

2. + Button

3. Left Joystick / L3 Button

4. Right Joystick / R3 Button

5. D-pad

6. X / Y / A / B Buttons

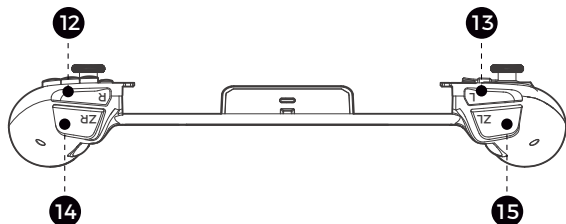
7. Turbo Button

8. Lighting Button

9. Screenshot Button

10. Home Button

11. Type-C Connector

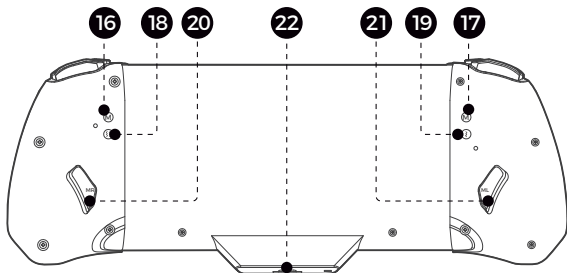


12. R Button

14. ZR Button

13. L Button

15. ZL Button



16. Right M Button (Mapping the MR button)

17. Left M Button (Mapping the ML button)

18. Haptic Feedback Strength +

19. Haptic Feedback Strength -

20. MR Button

21. ML Button

22. Type-C Charging Port

SPECIFICATIONS

Rated Input: DC 5V $\equiv$ 500mA

Working Temperature: 14°F ~ 122°F (-10°C ~ 50°C)

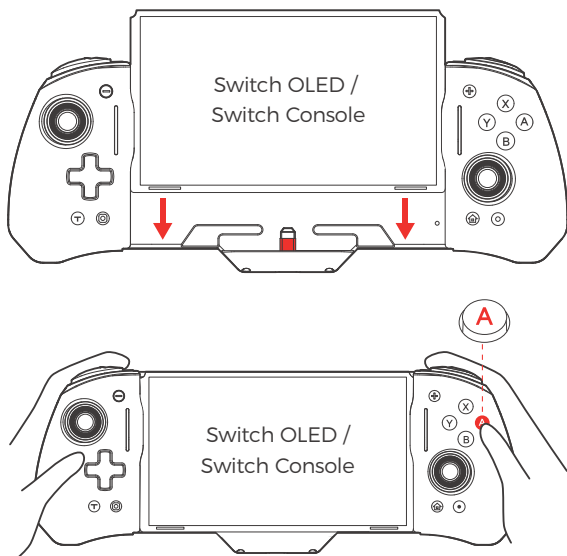
Storage Temperature: -4°F ~ 158°F (-20°C ~ 70°C)

HAPTIC FEEDBACK STRENGTH ADJUSTMENT

1. Press the Haptic Feedback Strength -  button to decrease the haptic feedback vibration strength.
2. Press the Haptic Feedback Strength +  button to increase the haptic feedback vibration strength.
3. After choosing a vibration level, the controller will vibrate at the chosen level for half a second to indicate that choice.
4. There are five adjustment levels for haptic feedback:
 - Off - Turns the vibration motors off completely. This can also be done in settings for many games.
 - 30% - The low-intensity setting. This provides slight feedback.
 - 50% - The medium-intensity setting. This provides moderate feedback.
 - 75% - The high-intensity setting. This setting provides noticeable feedback.
 - 100% - The maximum setting. This setting provides significant feedback.

HOW DO I CONNECT THE NEXIGO CONTROLLER TO MY SWITCH CONSOLE?

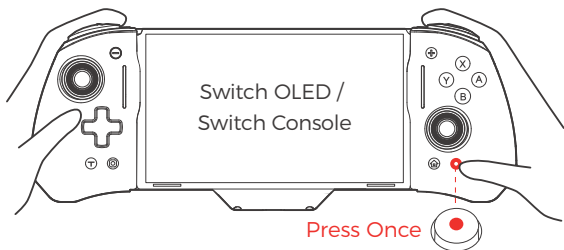
Slide the Switch / Switch OLED console into the controller and plug it into the USB-C port at the bottom. After you have done so, press the **A** button on the controller to connect it to the console.



HOW DO I ADJUST THE RGB LIGHTING?

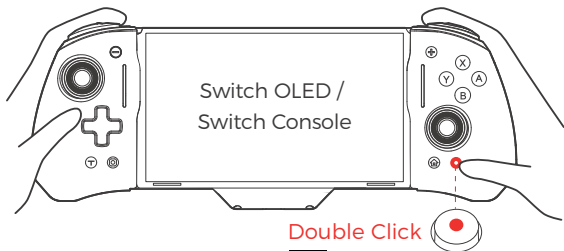
ADJUSTING THE LIGHT COLOR

Press the Lighting button to change the RGB light color between blue, red, green, yellow, cyan, orange, purple, or pink; or shift through an array of different colors with RGB Cycling Mode.



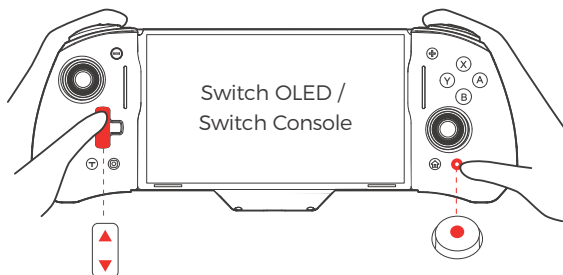
ADJUSTING THE LIGHT MODE

Double click the Lighting button to change the light mode between Breathing Mode, RGB Cycling Mode, and lights off.



ADJUSTING THE BRIGHTNESS

Hold the **Lighting** button and press **Up / Down** button (on D-pad) at the same time to change the light brightness between: 25% / 50% / 75% / 100%.



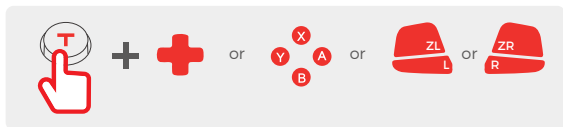
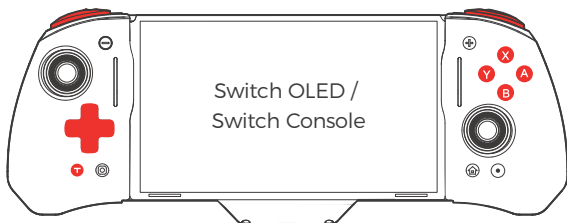
HOW TO USE THE TURBO FUNCTION

Many of the buttons on this controller can be set to turbo functionality. The buttons capable of using the turbo function are: **A / B / X / Y / L / R / ZL / ZR / D-pad**.

SET OR CLEAR TURBO

Semi-auto Turbo Mode

Press the **Turbo** button and one of the above buttons to enable the semi-auto mode. In this mode, if you press and hold one of the **A / B / X / Y / L / R / ZL / ZR / D-pad** buttons, that input will trigger multiple times.



Full-auto Turbo Mode

Repeat the above step again to enable full-auto mode. Once the full-auto mode is activated, the button you assign will be fully automatic, meaning it will trigger repeatedly much faster than in semi-auto mode.

Disabling Turbo Mode

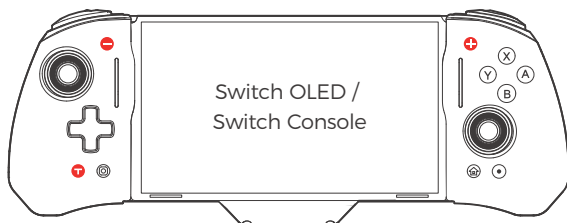
Repeat the above step for the third time to disable the turbo function on the corresponding button. Press and hold the **Turbo** button for 5 seconds to clear all saved turbo settings.

Note: Turbo settings will also be cleared after the controller is disconnected.

TURBO SPEED ADJUSTMENT

Hold the **Turbo** button and press the **- / +** button at the same time to decrease or increase the turbo speed.

There are three adjustment levels for the turbo speed: 5 times/second, 12 times/second, and 20 times/second.



5 → **12** → **20**
times/second ← times/second ← times/second



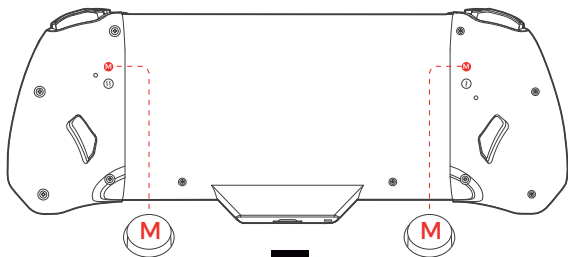
MAPPING THE REAR BUTTONS:

1. Many of the buttons on this controller can be mapped to the rear buttons. The mappable buttons are: **A / B / X / Y / L / R / ZL / ZR / + / - / Left Joystick / Right Joystick / L3 / R3.**
2. The rear buttons that you can map to are: **ML / MR.**
3. Press and hold either the **Left or Right M** button to enter mapping mode, and release the button to complete the mapping. Use the **Left M** button to map the **ML** button, and the **Right M** button to map the **MR** button.

HOW TO MAP THE BACK BUTTONS

Mapping one button

Press and hold either the **Left / Right M** button and then press the mappable button you wish to map to it. The controller will vibrate for half a second to indicate that the mapping for the **ML / MR** button is complete (Please set the haptic feedback to a noticeable level).



SAFETY NOTES

- Only use the original Switch / Switch OLED power adapter to power the unit. Using any other power adapter or cable may cause damage to the product.
- To ensure the longevity and lifespan of the controller, please keep it clean and do not stack heavy objects on top of it.
- If the controller is inoperable but does not show signs of damage, please exercise the warranty or dispose of the item.
- Keep the controller away from children under three years of age due to potential safety hazards.
- Do not charge the controller using a frayed or damaged USB cable.
- Do not touch the device, power adapter, or USB cable with wet hands. Keep this product dry.
- Do not attempt to repair, disassemble, or modify the controller under any circumstance.
- Do not place the controller near high heat sources such as a space heater, fire, or in direct sunlight.





Mapping button combinations

The ML / MR buttons support mapping up to 20 inputs (including time intervals) under a single button press. This means you can save entire button combos (such as a special move in a fighting game) to each of these buttons and execute them exactly as you input them, all with a single press. To do so, press and hold the **Left / Right M** button and then press the combination of the **Mappable Buttons** you wish to map. The controller will vibrate for half a second to indicate that the process was successful (Please set the haptic feedback to a noticeable level).

Note: Mapping settings will be cleared after being disconnected.

Reset the Controller

Press and hold the **Home** button for ten seconds or head to the **Change Grip/Order** menu in the Nintendo Switch settings. The controller will power off and then reset itself. This process will remove the turbo settings and any button mappings that were previously saved.

FCC REQUIREMENT

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

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.



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