8BitDo®

Lite SE Bluetooth gamepad — instruction manual `English`

mode switch
- select
+ start
L2 L S D R2 R X Y A B
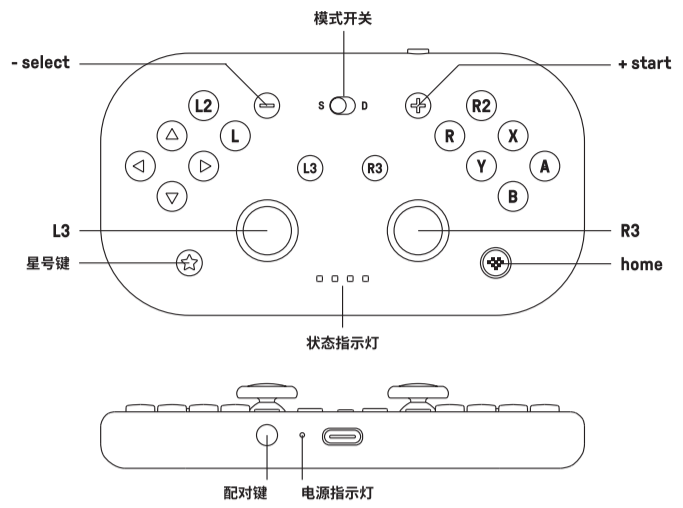L3 R3
L3
star home
R3
status LED
pair power LED

* press **home** button to turn on the controller.
* hold **home** button for 3 seconds to turn off the controller.
* hold **home** button for 8 seconds to force the controller off.

Switch

* NFC scanning, IR camera, HD rumble, notification LED are not supported, nor can the system be waken up wirelessly.
* the status LED indicates the number of players, 1st LED on for the first player, the 1st and 2nd LEDs on for the second player, up to 8 players maximum.

Bluetooth Connection

1. turn the **mode switch** to **S**.
2. press **home** to turn on the controller, LED starts to rotate from left to right.
3. hold **pair** button for 3 seconds to enter its pairing mode. LED stops blinking for a short moment then starts to rotate again. (This is required for the very first time only)
4. go to your Switch home page to click on **Controllers**, then click on **Change grip/order**, and wait for the connection.
5. LED becomes solid when connection is successful.

Wired Connection

* please ensure the [**Pro Controller Wired Communication**] is enabled.
* OTG cable is required for Nintendo Switch Lite.
1. turn the **mode switch** to **S**.
2. connect the controller to the USB port of your Switch dock, wait till the controller is successfully recognized by your Switch to play.

Android

* required system: Android 9 or above

Bluetooth Connection

1. turn the **mode switch** to **D**.
2. press **home** to turn on the controller, the 1st LED starts to blink.
3. hold **pair** button for 3 seconds to enter its pairing mode. LED starts to rotate from left to right. (This is required for the very first time only)
4. go to your **Android device's Bluetooth setting**, and pair with [**8BitDo Lite SE**], LED becomes solid when connection is successful.

Wired Connection

* OTG support is required on your Android device, please contact your device manufacturer for more details.
1. turn the **mode switch** to **D**.
2. connect the controller to the USB port of your Android device, wait till the controller is successfully recognized by your Android device to play.

Apple®

* required system: iOS 16.3、iPadOS® 16.3、tvOS®16.3、macOS® 13.2 or above.
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Bluetooth Connection

1. turn the **mode switch** to **D**.
2. press **home** to turn on the controller, the 1st LED start to blink.
3. hold the **pair** button for 3 seconds to enter its pairing mode. LED starts to rotate from left to right. (this is required for the very first time only)
4. go to your **Apple device's Bluetooth setting** and turn it on, pair with [**8BitDo Lite SE**], LED becomes solid when connection is successful.

Wired Connection

* USB wired connection is only available for macOS or iPadOS devices with USB-C ports.
1. turn the **mode switch** to **D**.
2. connect the controller to the USB port of your Apple device, wait till the controller is successfully recognized by your Apple device to play.

Turbo

* the 4th LED blinks continuously when the button with the turbo functionality is pressed.
* the star button is the screenshot button when connected to Nintendo Switch.
* D-pad, joysticks, home, +, - buttons are not supported.
Hold the button you would like to set turbo functionality to, then press the **star** button to activate/deactivate its turbo functionality.

Button swap

* the 4th LED blinks continuously when the swapped buttons are pressed.
* A, B, X, Y, L, R, L2, R2, L3, R3 are supported.
Hold either two buttons you would like to swap, then press the **star** button to activate/deactivate the button swap.

Battery

About 20 hours of play time with a 480mAh built-in battery pack, rechargeable with 1 hour charging time.

status —	LED indicator —
low battery	red LED blinks
charging	red LED stays solid
fully charged	red LED turns off

* controller will turn off in 1 minute with no connection or 15 minutes of inactivity when connected with Bluetooth.
* controller stays on with wired connection.

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support

* please visit support.8bitdo.com for further information & additional support.

8BitDo®

Lite SE 蓝牙手柄 — 使用说明 `中文`

模式开关
- select
+ start
L2 L S D R2 R X Y A B
L3 R3
L3
星号键 home
R3
状态指示灯
配对键 电源指示灯

* 开机：按下 **home** 键。
* 关机：按住 **home** 键 3 秒。
* 强制关机：按住 **home** 键 8秒。

Switch

* 不支持 NFC 扫描、红外摄像头、HD 振动、通知灯、唤醒主机等功能。
* 状态指示灯支持显示玩家数量，亮 1 号指示灯为第一个玩家，亮 1、2 号指示灯为第二个玩家，最多支持 8 个玩家。

蓝牙连接

1. 将 **模式开关** 移动到 **S** 位置。
2. 按下 **home 键** 开启手柄，**状态指示灯** 左右滚动闪烁。
3. 按住 **配对键** 3 秒至 **状态指示灯** 短暂熄灭后左右滚动闪烁，进入配对状态。(仅首次连接时需要配对)
4. 打开 Switch 主机「手柄」，选择「更改握法 / 顺序」。
5. 连接完成后，**状态指示灯** 常亮。

有线连接

* 请确保 **设置 – 手柄与感应器 – Pro 手柄的有线连接** 功能已开启。
* Lite 机型需要使用 OTG 转接线。
1. 将 **模式开关** 移动到 **S** 位置。
2. 使用 USB 线将手柄连接到 Switch 主机的 USB 端口，等待系统识别完成后即可使用。

Android

* 要求 Android 设备系统为 Android 9.0 或更高版本。

蓝牙连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 按下 **home 键** 开启手柄，1 号 **状态指示灯** 闪烁。
3. 按住 **配对键** 3 秒至 **状态指示灯** 左右滚动闪烁，进入配对状态。(仅首次连接时需要配对)
4. 打开 Android 设备蓝牙，搜索 8BitDo Lite SE 手柄连接，连接完成后 **状态指示灯** 常亮。

有线连接

* 使用有线连接需要设备支持 OTG 功能，请咨询设备制造商。
1. 将 **模式开关** 移动到 **D** 位置。
2. 使用 USB 线将手柄连接到 Android 设备的 USB 端口，等待系统识别完成后即可使用。

Apple

* 要求 iOS 16.3、iPadOS 16.3、tvOS 16.3、macOS 13.2 或更高版本。

蓝牙连接

1. 将 **模式开关** 移动到 **D** 位置。
2. 按下 **home 键** 开启手柄，1 号 **状态指示灯** 闪烁。
3. 按住 **配对键** 3 秒至 **状态指示灯** 左右滚动闪烁，进入配对状态。(仅首次连接时需要配对)
4. 打开 Apple 设备蓝牙，搜索 8BitDo Lite SE 手柄连接，连接完成后 **状态指示灯** 常亮。

有线连接

* 仅 macOS 和配备 USB-C 端口的 iPadOS 设备支持有线连接。
1. 将 **模式开关** 移动到 **D** 位置。
2. 使用 USB 线将手柄连接到 Apple 设备的 USB 端口，等待系统识别完成后即可使用。

连发

* 已开启连发功能的按键，按下时 **4号指示灯** 会持续闪烁。
* 连接 Switch 时 **星号键** 功能位截图。
* 方向键、左 / 右摇杆、home、-、+ 键不支持连发。
按住需要设置连发的功能键，再按下 **星号键** 可开启 / 关闭连发。

按键交换

* 已启用交换的功能键，按下时 **4 号指示灯**会持续闪烁。
* 支持交换的功能键：A、B、X、Y、L、R、L2、R2、L3、R3。
按住任意两个需要交换的功能键，再按下 **星号键** 可开启 / 关闭交换。

电源

配备 480mAh 可充电式锂聚合物电池，充电时间约 1 小时，可持续使用约 20 小时。

电源状态	电源指示灯状态
电量不足	红灯闪烁
正在充电	红灯常亮
充电完成	红灯熄灭

* 开机后 1 分钟内未连接，或连接后 15 分钟内无操作会自动关机。
* 使用有线连接时不会自动关机。

技术支持

* 若要进一步了解此产品的更多功能，请前往 support.8bitdo.cn 了解详细信息。