

## Nintendo Switch Lite portable game console 14 cm (5.5") 32 GB Touchscreen Wi-Fi Turquoise

Brand : Nintendo Product code: 10002295

**Product name:** Switch Lite

5.5", 1280x720, NVIDIA Tegra, 32GB, microSD, Wi-Fi (IEEE 802.11 a/b/g/n/ac), Bluetooth 4.1 / NFC, Lithium ion battery, 3570mAh

Nintendo Switch Lite. Platform: Nintendo Switch, Processor frequency: 768 MHz. Product colour: Turquoise, Gaming control technology: Analogue / Digital, Gaming control function buttons: D-pad. Display: LCD, Display diagonal: 14 cm (5.5"), Display resolution: 1280 x 720 pixels. Built-in memory capacity: 32 GB, Compatible memory cards: MicroSD (TransFlash), MicroSDHC, MicroSDXC, SDIO, Maximum memory card size: 2000 GB. Wi-Fi standards: 802.11a, 802.11b, 802.11g, Wi-Fi 4 (802.11n), Wi-Fi 5 (802.11ac)





Performance		Network	
Platform * Processor frequency	Nintendo Switch 768 MHz	Wi-Fi * Bluetooth *	<b>✓</b>
Accelerometer Motion sensor	<b>✓</b>	Wi-Fi standards	802.11a, 802.11b, 802.11g, Wi-Fi 4 (802.11n), Wi-Fi 5 (802.11ac)
Gyroscope	✓	Bluetooth version	4.1
Design		Ports & interfaces	
Gaming control technology * A	Turquoise Analogue / Digital D-pad	USB port USB connector type Headphone connectivity Headphone outputs	USB Type-C 3.5 mm
Shoulder buttons	✓	Multimedia	
Volume control  Display	Buttons	Built-in camera *  Number of built-in speakers	<b>X</b> 2
Display diagonal *	14 cm (5.5")	Power	
Display * LCD Touchscreen * ✓	✓ 1280 x 720 pixels	Battery technology Battery capacity Charging time	Lithium-lon (Li-lon) 3750 Wh 3 h
Aspect ratio	echnology Multi-touch creen type Capacitive	Operational conditions	
Touch technology Touchscreen type Second display		Operating temperature (T-T) Operating relative humidity (H-H)	5 - 35 °C 20 - 80%
Storage		Weight & dimensions	
Built-in memory capacity * Built-in optical drive Card reader integrated *	32 GB  X  MicroSD (TransFlash), MicroSDHC, MicroSDXC, SDIO	Width Depth Height Weight	208 mm 13.9 mm 91.1 mm 275 g
Compatible memory cards		Packaging content	
Maximum memory card size	2000 GB	Video game included *	×

