



Afterglow® Wireless Controller for Nintendo Switch™

Quick Start Guide

500-137
TBC-8102-95



For:
Nintendo Switch
Nintendo Switch – OLED Model
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[English](#)

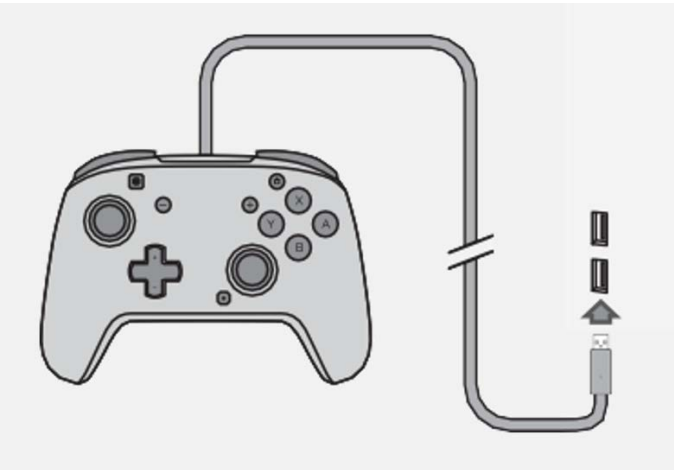
[Español](#)

English

1. Initial Setup

- A. To use the controller, plug the USB cable into the Nintendo Switch dock. The controller should automatically pair with the device.
- B. If the controller does not pair automatically, go into System Settings > Controller and Sensors > Change Grip/Order.
- C. When prompted, press L and R on your controller to connect.

Note: You can also pair the controller directly from the Controllers Menu found on the Nintendo Switch Home Screen and select Change Grip/Order.



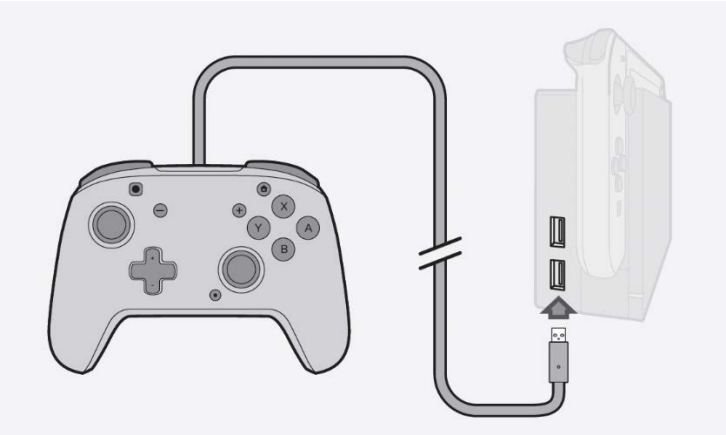
2. Audio Setup

- A. Plug the 3.5mm jack of your headset or headphones directly into the 3.5mm port on the controller.

Note: The Nintendo Switch only supports one audio output at a time. When connecting your headset/headphones into the controller, audio via HDMI connected devices (i.e. TV, amp, etc.) will be disabled. When connecting more than one USB audio device, only the first device will have audio output.

- B. You will be prompted by the Nintendo Switch to reconnect the controller. Press L and R to connect and then audio will start playing through the headset/headphones.
- C. If you do not hear sound after reconnecting your controller, please go to the Nintendo Switch OS settings to make sure the volume is above 0%.

Note: Under the System Settings, there’s an audio setting called “Mute when Headphones are Disconnected” that can be enabled. When activated, this option will shut off the system speakers when unplugging or disconnecting a headset until the volume buttons are pressed, or until this setting is manually turned off. To disable this setting manually, select System Settings > System > Mute when Headphones are Disconnected (turn to off).



3. Control Volume

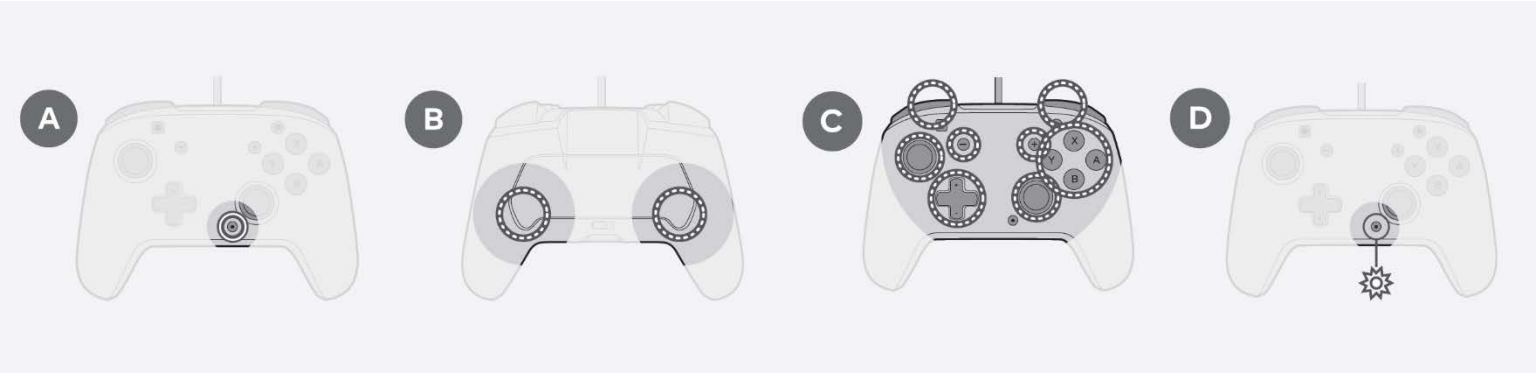
To adjust the controller’s volume, hold down the “function” button and press the Up/Down on the D-pad. You can easily mute your connected headset/headphone’s mic by pressing the “function” button twice. To unmute, press the “function” button twice again.

Note: The volume controls only adjust the volume output by the controller, and not the volume level of the Nintendo Switch OS. Adjust the Nintendo Switch OS volume in the device settings.



4. Program Back Buttons

- A. To program the back buttons, hold the “function” button and press the button you’d like to map a control to. Once the LED is flashing, press any button on the controller to map that button’s function to the back. The LED will blink quickly 3 times, indicating successful programming.
- B. To clear a mapped function or disable the back buttons completely, hold down the “function” button and double press any back button.



5. Light Modes

To cycle though the light modes, hold down the function button and press either Lor R.

Mode1- The LEDs are on and set to your color.

Mode2 - Toe LEDs lade in ond out to set color.

- Mode3** - The LEDs will cycle through all colors.
- Mode 4** - The LEDs will react to the movement of the sticks.



FCC STATEMENT

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.

Changes or modifications not expressly approved by the party responsible for compliance could void your 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.

IC:

INDUSTRY CANADA:

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada’s licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device

Cet appareil contient des émetteurs / récepteurs exemptés de licence conformes aux RSS (RSS) d’Innovation, Sciences et Développement économique Canada. Le fonctionnement est soumis aux deux conditions suivantes :

- (1) Cet appareil ne doit pas causer d’interférences.
- (2) Cet appareil doit accepter toutes les interférences, y compris celles susceptibles de provoquer un fonctionnement indésirable de l’appareil.

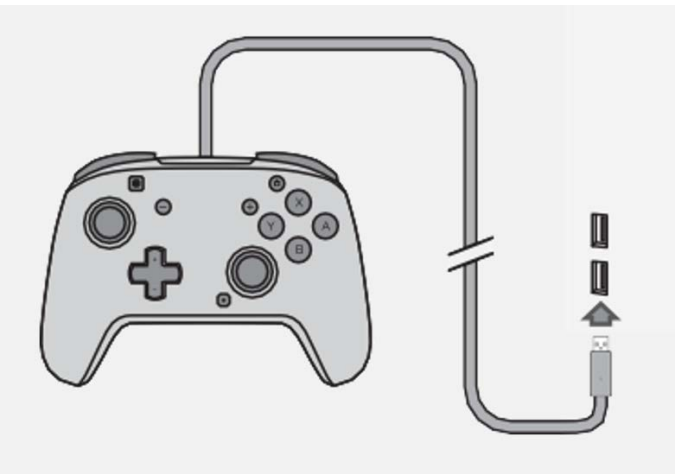
The device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS-102 RF exposure,users can obtain Canadian information on RF exposure and compliance.

Español

1. Configuración inicial
- A. Para usar el mando, conecta el cable USB a la base de la Nintendo Switch. El mando debería vincularse automáticamente con el dispositivo.

B. Si el mando no se vincula automáticamente, accede a Ajustes del sistema > Mando y sensores > Cambiar el orden o el modo de sujeción.

C. Cuando se te solicite, pulsa L y R en tu mando para conectarte.
- Nota:** También puedes vincular el mando directamente desde el menú de mandos de la pantalla de inicio de

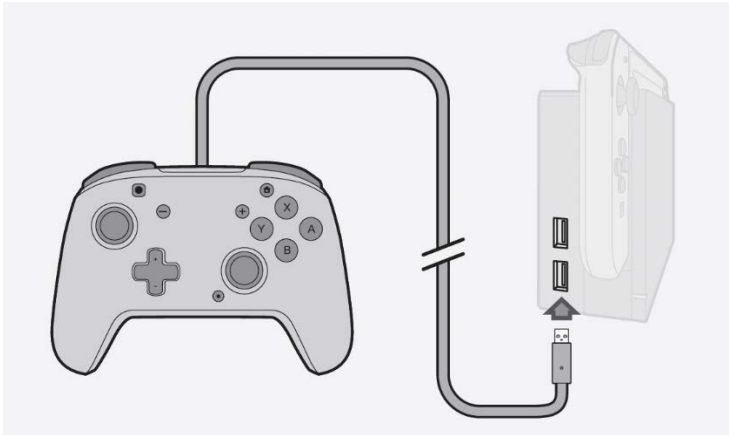


2. Configuración de Sonido
- A. Enchufa el conector de 3,5 mm de tus auriculares directamente en el puerto de 3,5 mm del mando.

Nota: Nintendo Switch solo admite una salida de audio a la vez. Al conectar tus auriculares al mando, se desactivará el sonido a través de dispositivos conectados por HDMI (es decir, TV, amplificador, etc.). Al conectar más de un dispositivo de audio USB, solo tendrá salida el primer dispositivo de audio.

B. La Nintendo Switch te pedirá que vuelvas a conectar el mando. Pulsa L y R para conectarte y luego empezará a reproducirse el sonido por los auriculares.

C. Si no escuchas el sonido tras volver a conectar el mando, accede a los ajustes del sistema operativo de Nintendo Switch para asegurarte de que el volumen esté por encima del 0 %.
- Nota:** En los ajustes del sistema, se puede activar un ajuste de audio para ponerlo en silencio cuando los auriculares están desconectados. De estar activada, esta opción silenciará los altavoces del sistema al desenchufar o desconectar los auriculares hasta que presiones los botones de volumen o hasta desactivar manualmente esa opción. Para desactivarla, selecciona Ajustes del sistema > Sistema > Apagar altavoces al conectar unos auriculares (desactivar)



3. Controles de volumen
- A. Para ajustar el volumen del mando, mantén pulsado el botón de “función” y pulsa Arriba/Abajo en la cruceta.

B. Puedes silenciar fácilmente el micrófono de los auriculares conectados pulsando dos veces el botón de “función”. Para reactivar el sonido, pulsa otras dos veces el botón de “función”.
- Nota:** Los controles de volumen solo ajustan la salida de sonido del mando y no el nivel de volumen del Sistema operativo de Nintendo Switch. Ajusta el volumen del sistema operativo de Nintendo Switch en la configuración del dispositivo.



4. Programación de los botones traseros
- A. Para programar los botones traseros, mantén pulsado el botón de “función” y pulsa el botón al que te gustaría asignar un control. Una vez que el LED esté parpadeando, pulsa cualquier botón del mando para asignar la función de ese botón a la parte posterior. El LED parpadeará rápidamente tres veces, lo que indica que la programación se ha realizado correctamente.

B. Para eliminar una función asignada o inhabilitar por completo los botones traseros, mantén pulsado el botón de “función” y pulsa dos veces cualquier botón trasero.



5. Modos de iluminación

Para pasar por los modos de iluminación, sostén presionado el botón de función y presione Lo R

Modo 1: la luz LED está encendida y tiene el color de su elección

Modo 2: la luz LED tiene un fundido de entrada y salida y tiene el color de su elección

- Modo 3:** la luz LED pasar6 par todos colores
- Modo 4:** la luz LED reaccionarOal movimiento de las palancas

