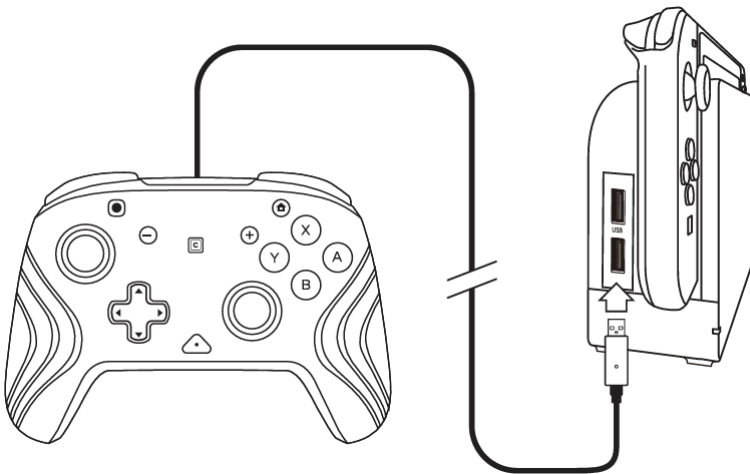


Switch 2 Afterglow Wave Wired Controller

Quick Start Guide

1. Initial Setup

- A. To use the controller, plug the USB cable into the Nintendo Switch 2 dock. The controller should automatically pair with the device.
- B. If the controller does not pair automatically, go into System Settings > Controller and Accessories > 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 2 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 2 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. The Nintendo Switch 2 will prompt you to reconnect the controller. Press L and R to connect and audio will start playing through the headset/headphones.
- C. If you do not hear audio after reconnecting your controller, the volume on your device may be low or at 0%. To turn up the volume, hold down the “Home” button on the controller.
 - 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. Volume Controls

To adjust the controller's volume, hold down the “function” button and then press 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.

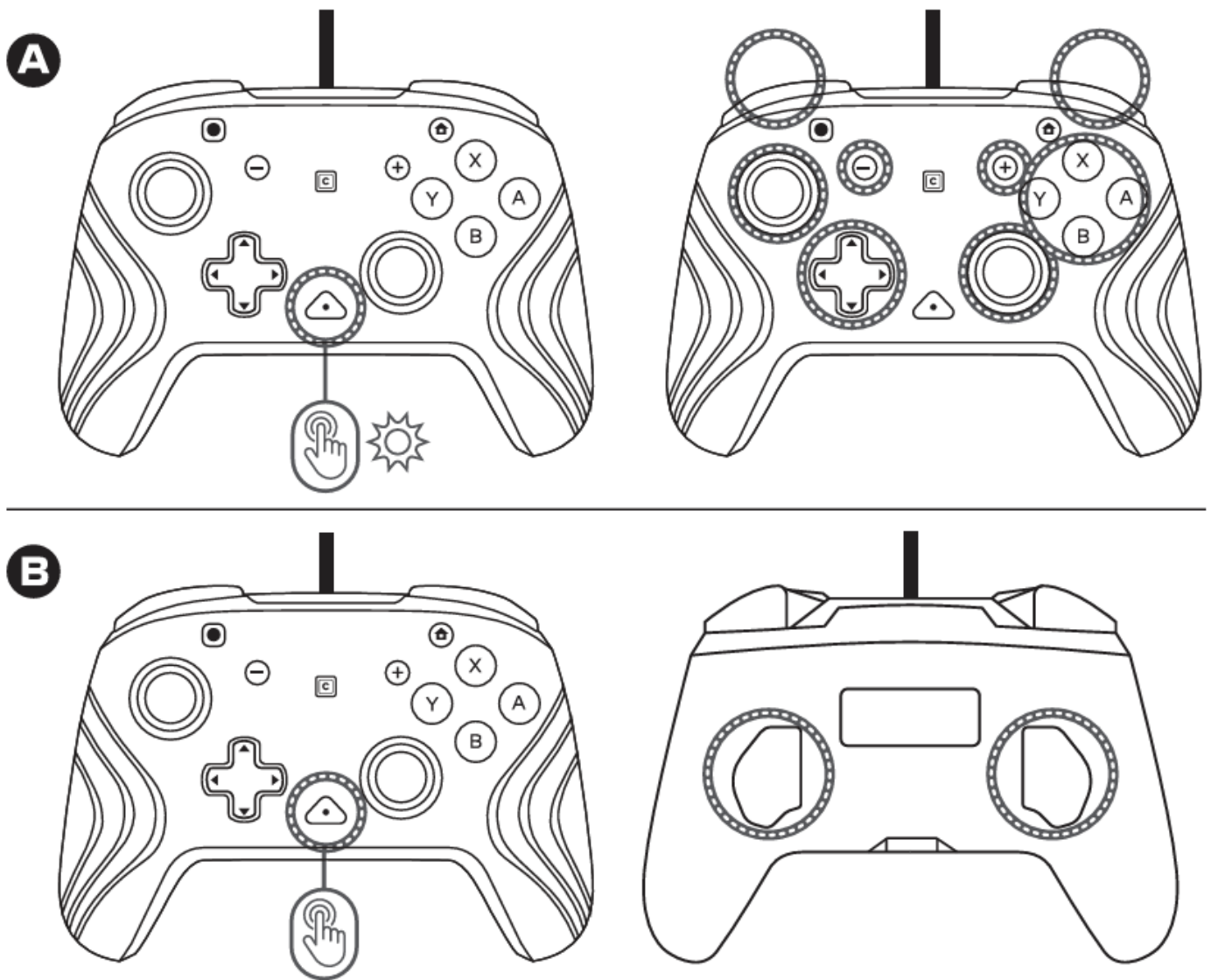
- Note: The volume controls only adjust the volume output by the controller, and not the volume level of the Nintendo Switch OS. Adjust the Nintendo Switch OS volume in the device settings.



4. Programming the Back Buttons

- A. To program, hold the “function” button and press the back button you'd like to map a control to. Once the “function” button 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.

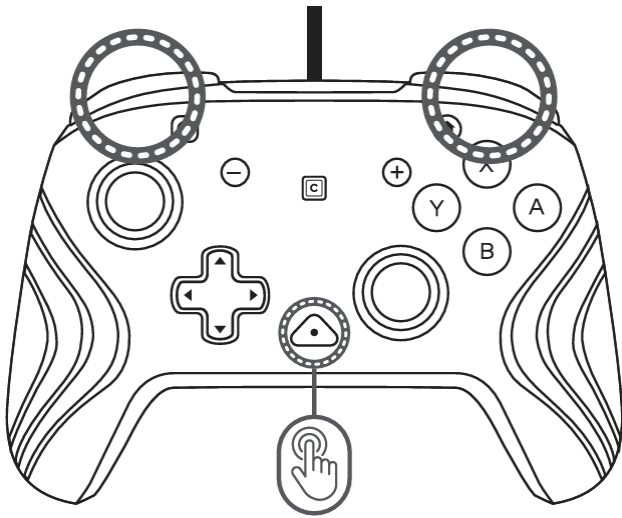
- B. To clear a mapped function or disable the back buttons completely, hold down the “function” button and double press any back button.



5. Changing the Lighting Effects

To Cycle through the light modes, hold down the function button and press either L or R.

- A. The Afterglow Wave Wireless Controller comes with four lighting effects pre-programmed on the controller:
- Wave: Displays a rainbow of RGB lights in a continuous motion.
 - Breathing: The RGB lights slowly fade in and out on a set color.
 - Static: The RGB lights will remain solid and set to a chosen color.
 - Stick: The RGB will react to the movement of the analog sticks.
- B. To cycle through these lighting effects, hold down the “function” button and press either the L or R button. Once you choose your mode, release the “function” button to save the setting.



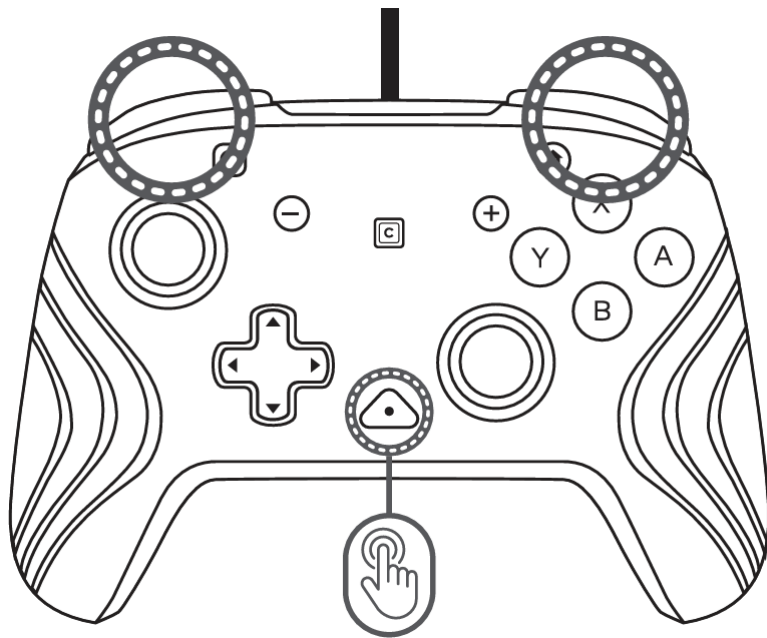
6. Adjusting the Colors of the Lights

- A. Hold down the “function” button and use the Left/Right button on the D-pad to change the LED’s color.
- B. Once you find the color you’d like, save the setting by releasing the “function” button.
- C. For white, hold down the “function” button and click in the left analog stick.
 - Note: The default LED color for the STICK, STATIC and BREATHING modes is blue. The LED colors for the WAVE and STICK modes cannot be customized.



7. Adjusting the Brightness of the Lights

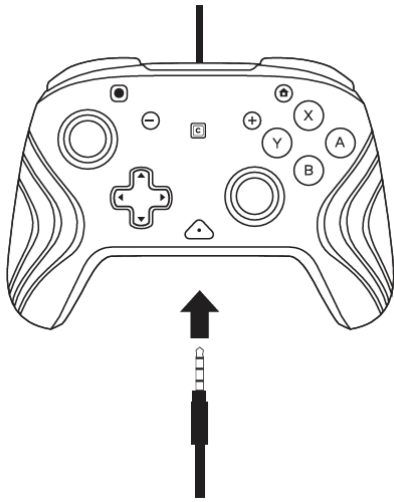
- A. To adjust the brightness, hold down the “function” button and press the ZR button to increase brightness, and ZL to decrease it.
- B. To turn off the lights completely, hold down the “function” button and press the ZL button until it cycles to 0% brightness.



Audio Controls

Audio Setup

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Volume Controls

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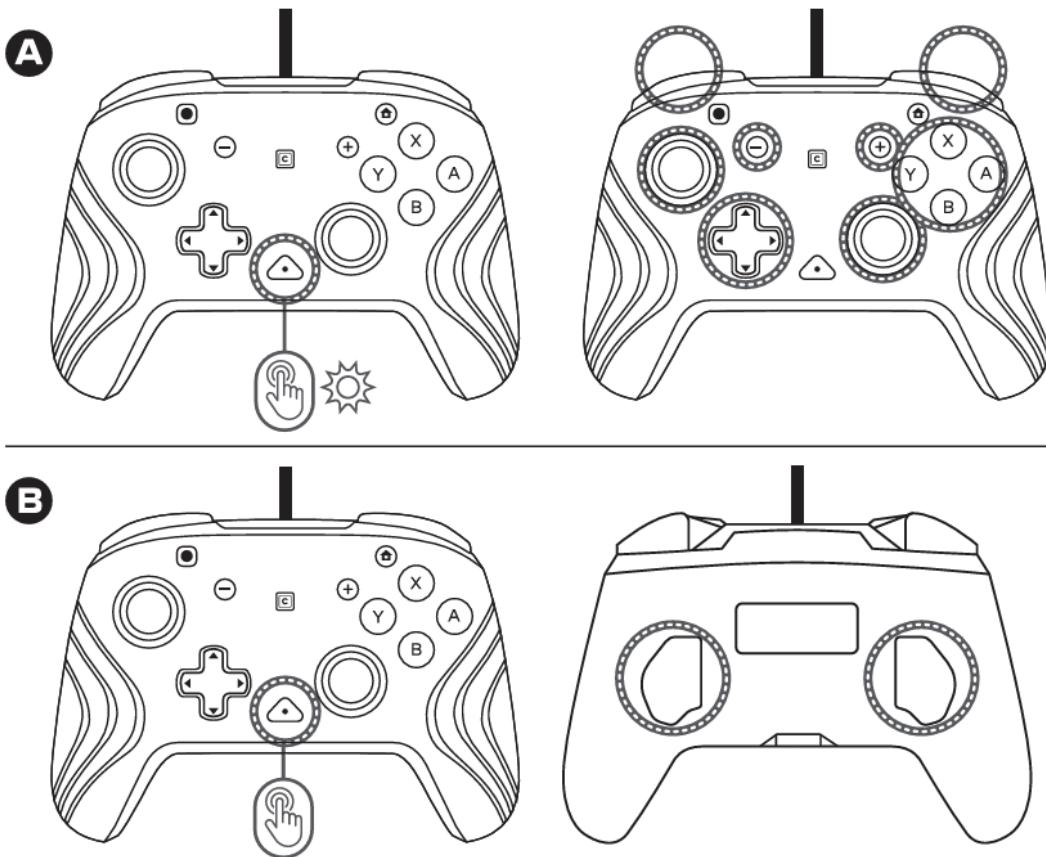


Back Buttons

Programming the Back Buttons

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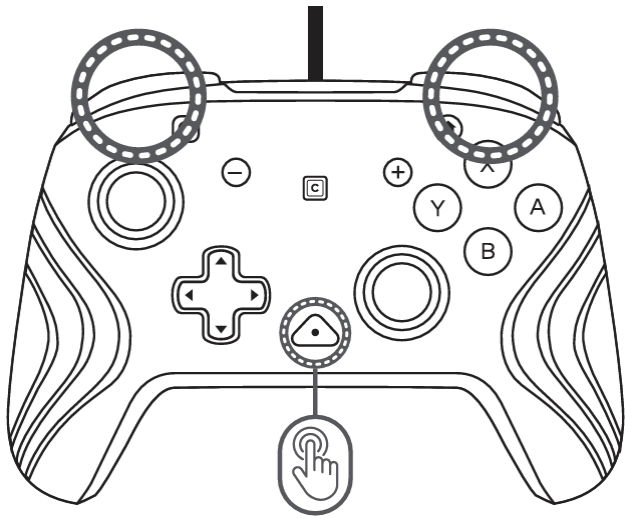


RGB Lightning Effects

Changing the Lighting Effects

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- B. To cycle through these lighting effects, hold down the “function” button and press either the L or R button. Once you choose your mode, release the “function” button to save the setting.



Nintendo Switch™ 2 C Button Compatibility

GameChat, a brand-new feature on the Nintendo Switch™ 2 system, lets a group of up to 12 people chat while playing games.

- You can share your screen in real time, even if you're playing different games! Whether you're sharing an in-game discovery or just waving hello, GameChat makes it feel like your friends are right there next to you.
- Maximum of 12 participants for voice chat. Up to four people can share their game screen or take part in video chat simultaneously. GameChat only available on Nintendo Switch 2.

How to use GameChat with a controller that is compatible with Nintendo Switch™ 2:

- After setting up GameChat, simply press the C Button on your controller to open the GameChat menu on your controller and the GameChat settings will open up.

How to use GameChat with a controller that works on Nintendo Switch™ 2 (does not have C Button):

- After setting up GameChat, you can press the HOME button on your controller and you can find the GameChat menu on the HOME screen. GameChat is included with any Nintendo Switch Online membership.

For more details and further support on GameChat, please check the [GameChat Guide and FAQ site from Nintendo](#).