



# AFTERGLOW™ WIRED

## QUICK START GUIDE

### IMPORTANT READ BEFORE USING

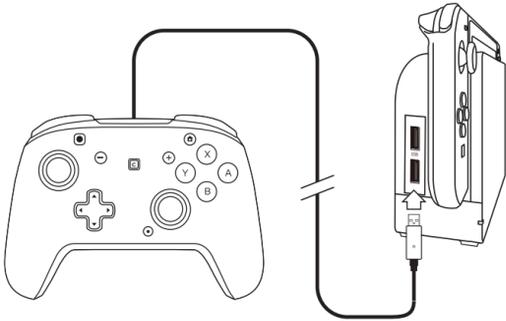
PLATFORM COMPATIBILITY:  
NINTENDO SWITCH™ 2  
NINTENDO SWITCH™  
NINTENDO SWITCH™ OLED  
CERTIFICATION MODEL:  
CAAB0031

### SETUP

#### 1. Initial Setup

- To use the controller, plug the USB cable into the Nintendo Switch™ 2 dock. The controller should automatically pair with the device.
- If the controller does not pair automatically, go into System Settings > Controller and Sensors > Change Grip/Order.
- When prompted, press L and R on your controller to connect.

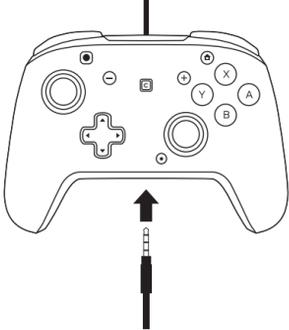
**Note:** You can also pair the controller directly from the Controllers Menu found on the Nintendo Switch™ 2 Home Screen and select Change Grip/Order.



#### 2. Audio Setup

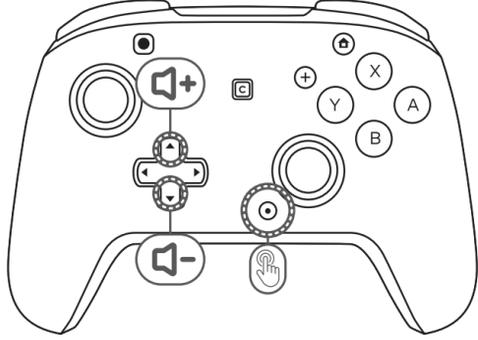
- Plug the 3.5mm jack of your headset or headphones directly into the 3.5mm port on the controller.  
**Note:** The Nintendo Switch™ 2 only supports one audio output at a time. When connecting your headset/headphones into the controller, audio via HDMI connected devices (i.e. TV, amp, etc.) will be disabled. When connecting more than one USB audio device, only the first device will have audio output.
- You will be prompted by the Nintendo Switch™ 2 to reconnect the controller. Press L and R to connect and then audio will start playing through the headset/headphones.
- If you do not hear sound after reconnecting your controller, please go to the Nintendo Switch 2 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).



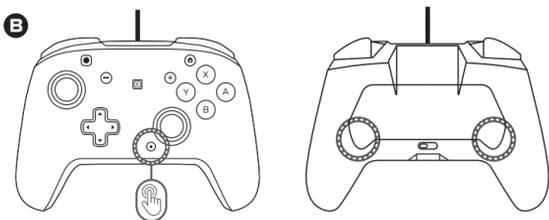
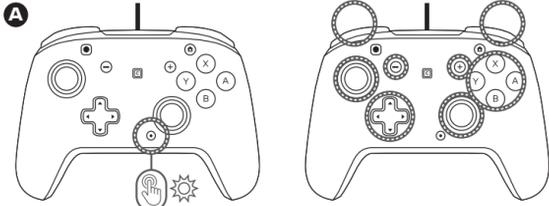
#### 3. Control Volume

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™ 2 OS. Adjust the Nintendo Switch™ 2 OS volume in the device settings.



#### 4. Program Back Buttons

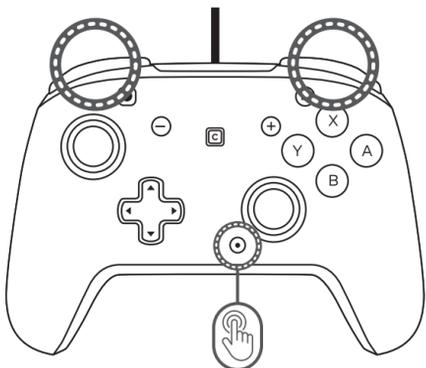
- To program the back buttons, hold the "function" button and press the button you'd like to map a control to. Once the LED is flashing, press any button on the controller to map that button's function to the back. The LED will blink quickly 3 times, indicating successful programming.
- To clear a mapped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



#### 5. Light Modes

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

- Mode1** - The LEDs are on and set to your color.
- Mode2** - Toe LEDs fade in and out to set color.
- Mode3** - The LEDs will cycle through all colors.
- Mode4** - The LEDs will react to the movement of the sticks.



## TURTLE BEACH™

Any questions?  
[www.turtlebeach.com/support](http://www.turtlebeach.com/support)

Please register your product to receive important updates.  
[www.turtlebeach.com/productregistration](http://www.turtlebeach.com/productregistration)

For warranty, visit:  
[www.turtlebeach.com/warranty](http://www.turtlebeach.com/warranty)

## PKG DESIGN DEPT

**Designer:** Edward Reyes  
**Product:** AFTERGLOW WIRED  
**Arena #:** TBC-8004-95  
**Project:** QSG  
**Date:** 09 / 25 / 2025  
**Scale:** 100%



## COMMENTS

### Please do not print this layer!!!

- 100% actual size
- Refer to video on how to fold

## SPECIFICATIONS



### Printing information

BLK + WHT

QSG Paper Weight (80g)  
Foldout

Folding Line

## CHANGES

**Orig. Arena#:** XXX-XXX-XXX-XXX  
**New Arena #:** XXX-XXX-XXX-XXX RA <(designer name)>  
**Date / Initiator:** XX-XX-XX / Mtg  
 1.XXX