POWERA™ ADVANTAGE WIRED CONTROLLER FOR NINTENDO SWITCH™ 2 WITH LUMECTRA™

LUMECTRA™

USER MANUAL
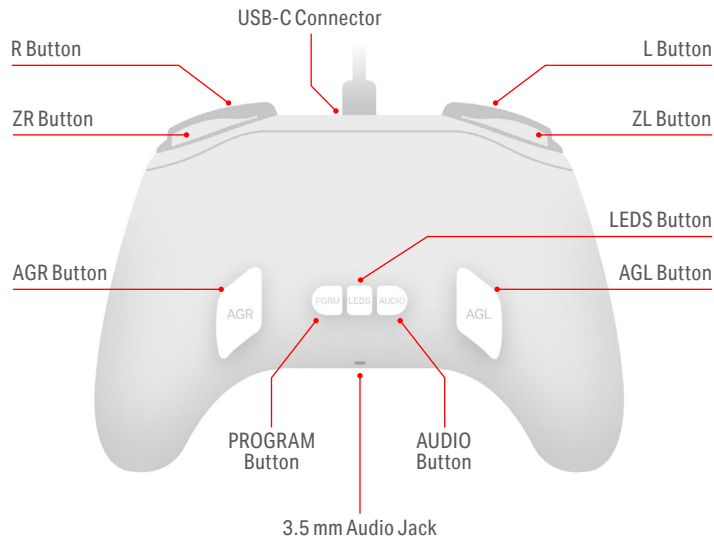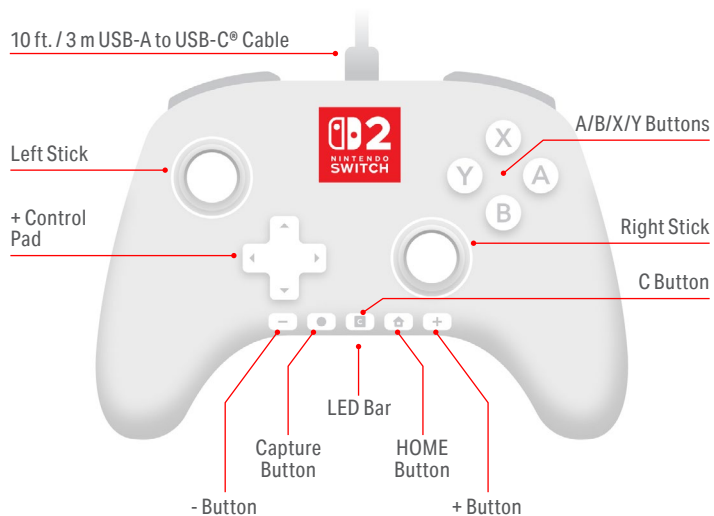
MODEL : NSGPAWG | WORKS WITH: Nintendo Switch™ 2, Nintendo Switch™ – OLED Model, Nintendo Switch™

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ENGLISH

CONTROLLER MAP

10 ft. / 3 m USB-A to USB-C® Cable

Left Stick

+ Control Pad

A/B/X/Y Buttons

Right Stick

C Button

LED Bar

Capture Button

HOME Button

- Button

+ Button

USB-C Connector

R Button

L Button

ZR Button

ZL Button

LEDS Button

AGR Button

AGL Button

PROGRAM Button

AUDIO Button

3.5 mm Audio Jack

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- PowerA Advantage Wired Controller for Nintendo Switch™ 2 with Lumectra
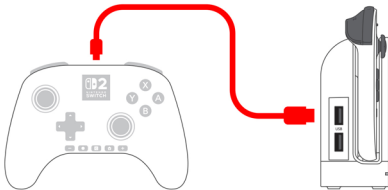- 10 ft. / 3 m USB-A to USB-C Cable

COMPATIBILITY

✅	Nintendo Switch™ 2
✅	Nintendo Switch™ – OLED Model
✅	Nintendo Switch™
❌	Nintendo Switch™ Lite

SETUP

1. Dock the Nintendo Switch™ 2 or Nintendo Switch™ console.

2. Connect the USB-A end of the USB cable to the Nintendo Switch™ 2 or Nintendo Switch™ dock.

3. Connect the USB-C end of the USB cable to the controller.

4. Wake the Nintendo Switch™ 2 or Nintendo Switch™ console by pressing the power button on the console.

5. The LED bar on the controller will turn solid white to indicate it is now ready for use. Follow on-screen instructions to start playing.

NOTE:

- Please ensure your Nintendo Switch™ 2 or Nintendo Switch™ system is using the most recent system update for optimal compatibility with PowerA wired controllers. Check your Nintendo Switch™ 2 or

Nintendo Switch™ system for any updates via "System Settings" on the HOME menu.

- Please ensure your PowerA Advantage Wired Controller for Nintendo Switch™ 2 with Lumectra is using the latest firmware. Check PowerA.com/Support for any potential updates.
- This controller does not support HD rumble, IR camera, motion controls, amiibo™ NFC, or player LEDs.
- For use in TV mode only. Not for use with Joy-Con™ 2 or Joy-Con™ only games.
- Up to 8 controllers can be connected to the Nintendo Switch™ 2 or Nintendo Switch™ system simultaneously.
  - The number of wired controllers that can be connected is dependent on the number of available USB ports on the Nintendo Switch™ 2 or Nintendo Switch™ dock.
  - The right and left Joy-Con™ 2 or Joy-Con™ each count as one controller. So, if both are paired to the console, it will count as two controllers.
- Do not use included cable for purposes other than connecting the PowerA controller.
- C Button is not supported on Nintendo Switch™ systems.

AUDIO SETUP

For audio, fully insert the 3.5 mm plug of your headset or headphones into the 3.5 mm audio jack of the controller.

NOTE:

- Only some software titles support microphone or chat function. Please check the software title manual for compatibility or support.
- To prevent hearing damage, please make sure the volume on the Nintendo Switch™ 2 or Nintendo Switch™ system is lowered before wearing your headset or headphones.
- Once connected, slowly raise the volume on the Nintendo Switch™ 2 or Nintendo Switch™ system to a comfortable level. You can also limit the maximum volume on the Nintendo Switch™ 2 or Nintendo Switch™ system:

Nintendo Switch™ 2:
From the 'Home' screen, select 'System Settings', 'Audio', and then toggle on 'Lower Max Headphone Volume'.

Nintendo Switch™:
From the 'Home' screen, select 'System Settings', 'System', 'Lower Max Headphone Volume', and select 'On'.

- The Nintendo Switch™ 2 or Nintendo Switch™ system only supports one audio output. When a headset or headphone is connected to the controller, audio to all other devices, including HDMI connected devices, will be disabled. When connecting more than one USB audio device, only the first device connected will have audio output.
- To avoid hearing damage, do not use high volume settings for an extended period.

AUDIO CONTROLS

The PowerA Advantage Wired Controller for Nintendo Switch™ 2 with Lumectra features audio controls via the audio button located on the back of the controller. The AUDIO button will allow you to mute/unmute the mic, mute/unmute the volume, increase/decrease the volume, and change the EQ mode.
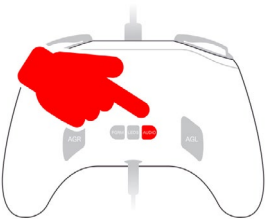
The table describes all available audio controls and the notifications the controller provides.

NOTE:

- On Nintendo Switch™ 2 systems, the audio settings will reset when the controller is disconnected (via unplugging or turning the console off).
- On Nintendo Switch™ systems, the audio settings are remembered when the controller is disconnected (via unplugging or turning the console off).
- Volume level adjustments happen in 10% increments and are independent from volume adjustments on the console OS. Each blink of the LED bar indicates a 10% increment.

- When the volume is muted via a double press of the AUDIO button, all incoming audio is muted including game and chat audio. The mic will still be active unless it has been muted with a single press of the AUDIO button.
- There are 3 EQ modes available:
  · **Standard**: Balanced pass-through of the console audio.
  · **Bass Boost**: Enhances the low end to create a heavier bass sound.
  · **Immersive**: Slight enhancements to the low and high ends to create a more immersive sound.

AUDIO BUTTON	ACTION	LED BAR	AUDITORY CUE
Single Press	Mute/Unmute the mic	Solid orange when muted	Pop when mic is muted/unmuted
Double Press	Mute/Unmute the volume	Solid red when muted. Solid yellow if the mic and volume is muted.	Beep when the volume is muted/unmuted
Hold	Increases the volume level	Blinking orange while the volume level is adjusted up	Pop when max volume is reached
Single Press followed by Hold	Decreases the volume level	Blinking red while the volume level is adjusted down	Pop when min volume is reached
Triple Press	Changes the EQ mode: "Standard", "Bass Boost", and "Immersive"	No change	Voice calls out the active EQ mode

ADVANCED GAMING BUTTONS

PROGRAMMING ADVANCED GAMING BUTTONS

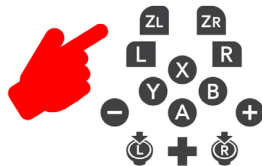1. Hold the PROGRAM Button down for 3 seconds.

The LED Bar will slowly blink blue, signaling the controller is in program mode.

2. Press one of the following buttons you wish to assign to an Advanced Gaming Button: A, B, X, Y, L, R, ZL, ZR, Left Stick Press, Right Stick Press, or +Control Pad.

The LED Bar will blink quickly in blue.

3. Press the Advanced Gaming Button (AGR or AGL) that you wish to perform that function.

The LED Bar will return to its previous state signaling the Advanced Gaming Button has been programmed.

4. Repeat for the remaining Advanced Gaming Button.

NOTE: Advanced Gaming Button assignments will remain in memory even after your controller is disconnected.

RESETTING ADVANCED GAMING BUTTONS

1. Hold the PROGRAM Button down for 3 seconds.
   - The LED Bar will slowly blink blue, signaling the controller is in program mode.
2. Press either AGL or AGR to individually reset each button or hold down the PROGRAM Button for 5 seconds to reset both simultaneously.
   - The LED Bar will return to its previous state signaling the Advanced Gaming Button has been reset.

LUMECTRA LIGHTING

Lumectra lighting provides customizable RGB lighting to the controller. This controller features Lumectra full-faced Ghost RGB lighting technology, hiding the Lumectra lighting while not in use, providing a clean, classic white faceplate design. Turning on the Ghost RGB lighting brings the faceplate to life with thousands of vivid color combinations and 5 fun lighting modes.

COLOR SELECT

WAVE

PULSE

MOTION

REACTIVE

OFF

COLORS

- 24 solid color options and a rainbow color
  - The A, B, and Y buttons each have 8 different solid color options to select. The X button is used to select the rainbow color:

A BUTTON

B BUTTON

Y BUTTON

X BUTTON

BRIGHTNESS

- 11 brightness levels
  - The ZL, ZR, +Control Pad Up, and +Control Pad Down buttons are used to change the brightness levels. Please see each mode's instructions for specific button functions.
 - Brightness level adjustments happen in 10% increments.

SPEED

- 3 speed levels: slow, medium, and fast
  - The + and – buttons are used to change the speed settings. Please see each mode's instructions for specific button functions.

PROFILES

- 2 profiles
  - Each Lumectra light mode features 2 profiles, so you can easily swap between your favorite settings.
  - To swap between profiles, double press the LEDS button when in standard controller mode. This feature is available for each Lumectra light mode.

SWITCHING MODES

• To switch between each mode, quick-tap the LEDS button. To edit the settings for the selected mode, follow the steps in the next section.
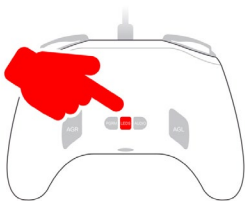
## ENTER AND EXIT LUMECTRA PROGRAM MODE

1. To enter Lumectra program mode, hold the LEDS button on the back of the controller for 2 seconds.

   · Green light will spread out across the faceplate momentarily to indicate the controller is in Lumectra program mode. The LED Bar will change to solid green while in Lumectra program mode.

2. Follow the editing steps in the following sections to adjust the Lumectra settings. Once complete, hold the LEDS button on the back of the controller for 2 seconds to save the Lumectra settings.

   · The faceplate will turn green and burst inwards towards the LED Bar to indicate the settings have been saved and the controller is now out of Lumectra program mode. The Lumectra lighting and the LED Bar will return to their previous states.

UNDO LIGHTING EDITS

While in Lumectra program mode, double-press the LEDS button to undo any unsaved changes. This will revert the controller to the last saved Lumectra settings.

EDITING LUMECTRA SETTINGS:
COLOR SELECT

Color select mode features 4 customizable zones and 3 sub-modes.
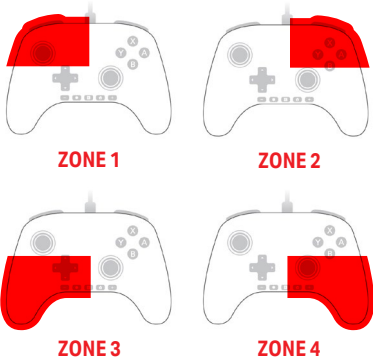
NOTE:
- When moving through the zones, the selected zone will flash 3 times.
- Speed adjustments only affect "Solid" in rainbow color, "Breathing" in any color, and "Reactive" in any color.
- Using the all-zone button commands will override individual zone settings.

ZONE 1

ZONE 2

ZONE 3

ZONE 4

SUB-MODE	BEHAVIOR
Solid	The zone glows in the set color. *In rainbow color, the lighting will cycle through an array of colors.*
Breathing	The zone will pulse in and out in the set color. *In rainbow color, the zone will pulse in and out with a changing sequence of colors.*
Reactive	Lights will burst out from the button that is pressed in the set color. *In rainbow color, the burst will display an array of colors.*

ZL Decrease Brightness All Zones

Increase Brightness All Zones ZR

L Select Sub-Mode All Zones

Select Color All Zones R

⊖ Adjust Speed Current Zone

Adjust Speed All Zones ⊕

Individual Zone Controls:
- Select Sub-Mode
- Select Zone
- Increase Brightness
- Decrease Brightness

Individual Color Zone Select:

24 Colors

Rainbow Color

EDITING LUMECTRA SETTINGS:
WAVE

Wave mode sends waves of color in set directions throughout the controller and consists of 2 zones and 7 directions.

WAVE

BACKGROUND

NOTE:
- When moving through the zones, the selected zone will flash 3 times.
- The Rainbow Color takes over both zones.

DIRECTION	BEHAVIOR
Left	The wave moves from left to right.
Right	The wave moves from right to left.
Top	The wave moves from top to bottom.
Bottom	The wave moves from bottom to top.
Bounce Vertical	The wave moves back and forth from left to right.
Bounce Horizontal	The wave moves up and down from top to bottom.
Reactive	With each button press, a wave of color runs across the controller changing the overall color of the controller.

ZL Decrease Brightness All Zones

L Change Wave Direction

⊖ Decrease Speed

Increase Brightness All Zones ZR

Select Color All Zones R

Increase Speed ⊕

Individual Zone Controls:
- **Change Wave Direction**
- **Select Zone**
- **Increase Brightness**
- **Decrease Brightness**

Individual Color Zone Select:

24 Colors

Rainbow Color

EDITING LUMECTRA SETTINGS:
PULSE

Pulse mode features a pulsing light effect that runs throughout the controller.

NOTE:
• Pulse mode is a single-zone mode and does not include additional sub-modes.

ZL Decrease Brightness

Increase Brightness ZR

Decrease Speed

Increase Speed

Increase Brightness

Color Select:

Decrease Brightness

24 Colors

Rainbow Color

EDITING LUMECTRA SETTINGS:
MOTION

Motion mode features a line of lights bouncing around the controller and includes 2 customizable zones and 2 sub-modes:

MOTION

BACKGROUND

NOTE:
- When moving through the zones, the selected zone will flash 3 times.
- Both Motion and Background zones can be set to Rainbow Color.

SUB-MODE	BEHAVIOR
Set	The motion follows a set path.
Reactive	The motion only appears as a reaction to button presses on the controller.

ZL Decrease Brightness All Zones

Increase Brightness All Zones ZR

L Select Sub-Mode All Zones

Select Color All Zones R

⊖ Adjust Speed Current Zone

Adjust Speed All Zones ⊕

Individual Zone Controls:
- Select Sub-Mode
- Select Zone
- Increase Brightness
- Decrease Brightness

Individual Color Zone Select:

24 Colors

Rainbow Color

EDITING LUMECTRA SETTINGS:
REACTIVE

Reactive mode features a pulsing light effect that moves towards or away from each button press.

NOTE:
• Reactive mode is a single zone mode.

SUB-MODE	BEHAVIOR
Towards	The reactive light moves towards the button press.
Away	The reactive light emanates from the button press.

ZL Decrease Brightness	Increase Brightness ZR
⊖ Decrease Speed	Increase Speed ⊕
⊕ Increase Brightness	Color Select:
⊕ Select Sub-Mode	**24 Colors**
⊕ Decrease Brightness	**Rainbow Color**

SUPPORT SECTION

TROUBLESHOOTING

For latest FAQs, firmware, and support with your authentic PowerA accessories, please visit **PowerA.com/Support.**

Q1. Why isn't my controller connecting to my Nintendo Switch™ 2 or Nintendo Switch™ system?

A1. Confirm that the USB Cable is securely connected to the wired controller and the Nintendo Switch™ 2 or Nintendo Switch™ dock.

A2. Confirm that the Nintendo Switch™ 2 or Nintendo Switch™ system is powered on and connected to an external display before connecting to your wired controller.

A3. Confirm that your Nintendo Switch™ 2 or Nintendo Switch™ has the latest System Update installed.

A4. If headsets or headphones are connected, please disconnect them and disconnect the USB cable from the Nintendo Switch™ 2 or Nintendo Switch™ dock and wired controller. Repeat steps listed under SETUP.

Q2. Why don't I hear audio?

A1. Confirm that the LED Bar is not red or yellow, which would indicate the volume is muted on the controller. If the LED Bar is red or yellow, double press the AUDIO Button to unmute the volume.

A2. Confirm the volume level of the controller is not set to 0%. Hold down the AUDIO Button to increase the volume level of the controller.

A3. Confirm that the headset or headphones are functional. Refer to the headset or headphones product manual.

A4. Confirm only one wired controller is connected for audio since the Nintendo Switch™ 2 or Nintendo Switch™ system allows only one audio output.

A5. Confirm your wired controller is connected to the Nintendo Switch™ 2 or Nintendo Switch™ dock, and the LED Bar is solid white.

A6. Confirm the 3.5mm plug of the headset or headphones is firmly connected to the wired controller's 3.5mm audio jack.

A7. Confirm volume is turned up on Nintendo Switch™ 2 or Nintendo Switch™ console or software title if applicable.

A8. If headset or headphones are connected, please disconnect them and disconnect the USB cable from the Nintendo Switch™ 2 or Nintendo Switch™ dock and wired controller. Repeat steps listed under SETUP and AUDIO SETUP.

Q3. Why isn't chat or the microphone working?

A1. Confirm that the LED Bar is not orange or yellow, which would indicate the mic is muted on the controller. If the LED Bar is orange or yellow, press the AUDIO Button once to unmute the mic.

A2. Confirm the software title supports chat function or microphone function by referencing the software title's manual. If chat and microphone are supported, check the software title's menu for audio settings.

A3. Please see additional solutions in Question 2.

Q4. Why did my audio settings reset on the Nintendo Switch™ 2 system?

A1. On Nintendo Switch™ 2 systems, the audio settings will reset when the controller is disconnected (via unplugging or turning the console off).

Q4: Why is the Lumectra lighting off?

A1. The brightness may be set to 0% for that mode or zone. Enter Lumectra program mode and press +Control Pad up to turn the brightness up for the current zone or ZR to turn the brightness up for all zones.

A2. The Lumectra lighting might be in the off mode. Quick-tap the LEDS button to move to the next lighting mode.

A3. The Lumectra lighting might be in a reactive mode. Press any button (like ZL) to see if the Lumectra lighting turns on.

Q6. Why doesn't vibration, IR camera, motion controls, or amiibo™ work?

A1. This controller does not support HD Rumble, IR camera, motion controls, amiibo™ NFC, or player LEDs.

Q7. Can I directly connect my controller to the Nintendo Switch™ 2 console?

A1. While a USB-C to USB-C cable is not provided, it is possible to connect the controller to the Nintendo Switch™ 2 console USB-C ports using your own USB-C to USB-C cable that meets or exceeds the cable electrical specifications in the cable specification section.

Q8. How can I connect more wired controllers to the Nintendo Switch™ 2 or Nintendo Switch™ system?

A1. Use all available USB-A ports on the Nintendo Switch™ 2 or Nintendo Switch™ dock.

A2. Utilize an official USB Hub or officially licensed USB Hub to increase the number of available USB ports.

CONTROLLER SPECIFICATIONS

Connector	USB-C
USB Interface	USB 2.0 (12 Mbps)
Stick Interface	12-bit Hall Effect
Compatibility	Nintendo Switch™ 2, Nintendo Switch™ OLED Model, and Nintendo Switch™
Dimensions	149 mm L x 105 mm W x 62 mm D
Weight	150 g

CABLE SPECIFICATIONS

Connectors	USB-A to USB-C
Length	10 ft. / 3 m
Weight	75 g
Voltage	5 V
Current	500 mA normal operating current, 3 A max

CONTACT/SUPPORT

For support with your authentic PowerA accessories, please visit **PowerA.com/Support**.

WARRANTY

2-Year Limited Warranty: Visit **PowerA.com/Support** for details.

ADDITIONAL LEGAL

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Nintendo SWITCH 2