

PDP 500-221 REALMz Wired Controller User Guide

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PDP 500-221 REALMz Wired Controller



Product Information

Specifications

• Model: REALMzTM Wired Controller

• Product Code: 500-221

• Languages: Deutsch, Dansk, English, Italiano, Nederlands

Product Usage Instructions

Initial Setup

- 1. Plug the controller's USB cable into the Nintendo SwitchTM dock.
- 2. Turn on the device.
- 3. Press any button on the controller.
- 4. If the controller does not automatically connect, it needs to be paired with the device.
- 5. Using the Joy-ConTM controllers, navigate to Controllers > Change Grip/Order.
- 6. When prompted, press L and R on your controller to connect.

Audio Setup

- 1. Connect a headset or headphones to the controller for audio.
- 2. If you do not hear audio after reconnecting your controller, check the volume settings on your device. The volume may be low or at 0%. To turn up the volume, hold down the Home button on the controller.
- 3. 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).

Volume Controls

- 1. The volume controls on the controller adjust the output volume of the controller, not the system volume of the Nintendo Switch operating system.
- 2. To adjust the system volume of the Nintendo Switch, use the volume settings on the device.

Change LED Lighting Modes

- 1. The REALMzTM Wired Controller comes with four different lighting effects pre-programmed to the A, B, X, and Y buttons.
- 2. To explore these effects and cycle through them, hold the function button and press either A, B, X, or Y.
- 3. Note: When the controller and system turn off, the lighting modes reset to the default mode (the mode for the A button).

Adjusting LED Light Settings

- 1. To adjust the LED brightness, hold the function button and press ZL to decrease brightness, or ZR to increase brightness.
- 2. WARNING: DO NOT DISASSEMBLE THE CONTROLLER! Disassembling the controller to remove the figurine or any other components will void the 2-year manufacturer's warranty. The figurine is securely fixed inside the controller and is not designed for removal by users.

Frequently Asked Questions (FAQ)

How do I connect the controller to my Nintendo Switch?

Plug the controller's USB cable into the Nintendo SwitchTM dock, turn on the device, and press any button on the controller. If it doesn't automatically connect, follow the pairing instructions in the manual.

· How do I adjust the volume?

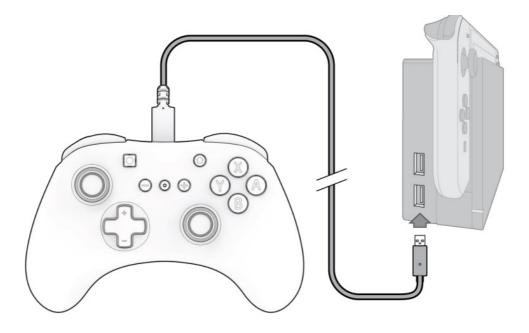
The volume controls on the controller adjust the output volume of the controller itself. To adjust the system volume of the Nintendo Switch, use the volume settings on the device.

· How do I change the LED lighting modes?

Hold the function button and press either A, B, X, or Y to cycle through the pre-programmed lighting effects.

Initial Setup

- Plug the controller's USB cable into the Nintendo Switch™ dock, turn on the device, and press any button on the controller.
- If your controller does not automatically connect, it will need to be paired with the device.
- Using the Joy-Con[™] controllers, navigate to Controllers > Change Grip/Order.
- When prompted, press L and R on your controller to connect.



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 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.
- The Nintendo Switch will prompt you to reconnect the controller. Press L and R to connect and audio will start playing through the headset/headphones.
- 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.

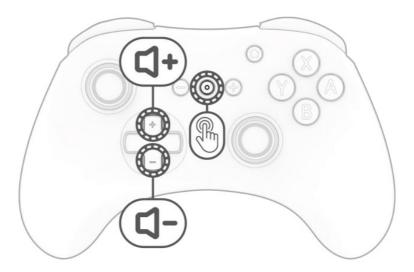
Note: Under the System Settings, there's an audio setting called "Mute when Headphones are Disconnected" that can be enabled. When activated, this option will shut off the system speakers when unplugging or disconnecting a headset until the volume buttons are pressed, or until this setting is manually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



While holding down the "function" button, press D-Pad +Up/-Down to adjust game volume.

- To adjust the controller's volume, hold down the "function" button (located at the center of the controller between the + and buttons) and then press Up/Down on the D-pad.
- Easily mute your connected headset/headphone's mic by pressing the "function" button twice. The LED on the "function" button will turn on to indicate that you are now muted. 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.



Change LED Lighting Modes

- The REALMz[™] Wired Controller comes with four different lighting effects pre-programmed to the controller's A,
 B, X, and Y buttons.
- To explore these effects and cycle through them, hold the "function" button and press either A, B, X, or Y.

 Note: When the controller and system turn off, the lighting modes reset to the default mode (the mode for the A button).



Adjusting LED Light Settings

To adjust the LED brightness, hold the "function" button and press ZL to decrease brightness, or ZR to increase brightness.

WARNING: DO NOT DISASSEMBLE THE CONTROLLER!

Disassembling the controller to remove the figurine or any other components will void the 2-year manufacturer's warranty. The figurine is securely fixed inside the controller and is not designed for removal by users.

Documents / Resources



References

• User Manual

Manuals+, Privacy Policy