# MANUALLY ASSIGNING WIRED INTERNET SETTINGS FOR VGC EVENTS

Many larger events run on the Switch will run over *wired LAN Mode* – this means that players' Switches will connect to each other by network cables. Some events may use routers to automatically assign IP addresses to each Switch but, at events without routers, we need to assign these manually. Described here is a system of creating unique IP addresses based on Player ID, which prevents players from having to change settings for every event.

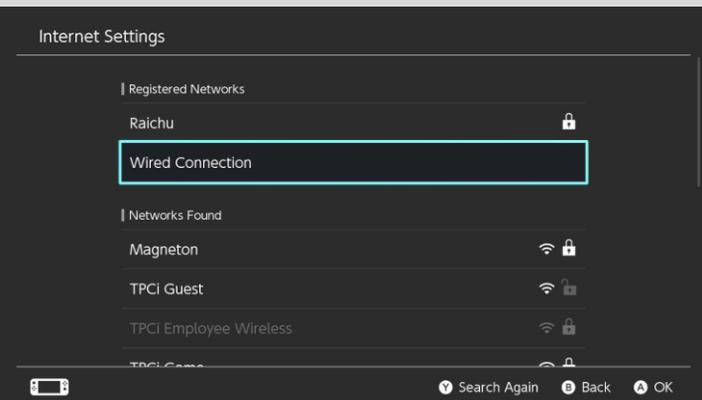Make sure you make these changes on your Switch *before* the event!

1. On the 🏠 *Home* menu, choose *System Settings*.
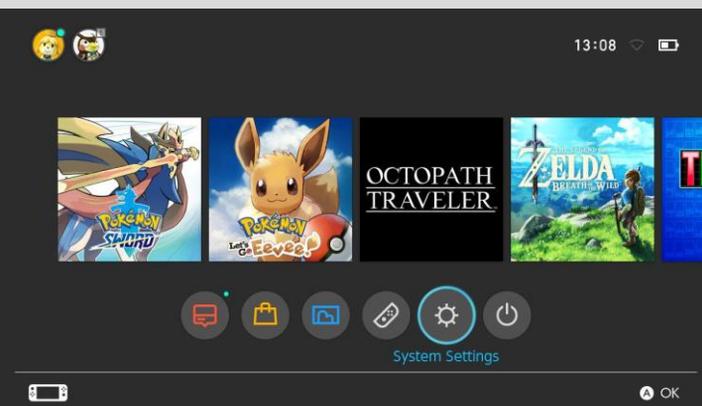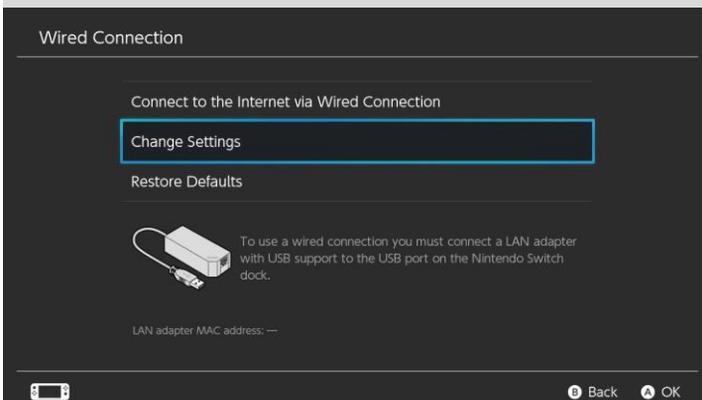
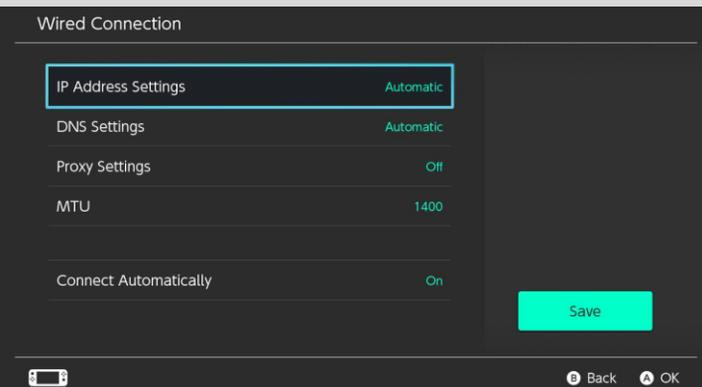2. Scroll down to the Internet section and choose *Internet Settings*.
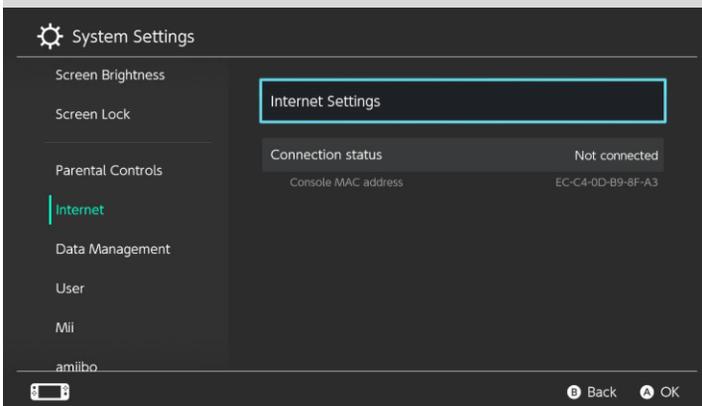
3. At the bottom of *Registered Networks*, choose *Wired Connection*.
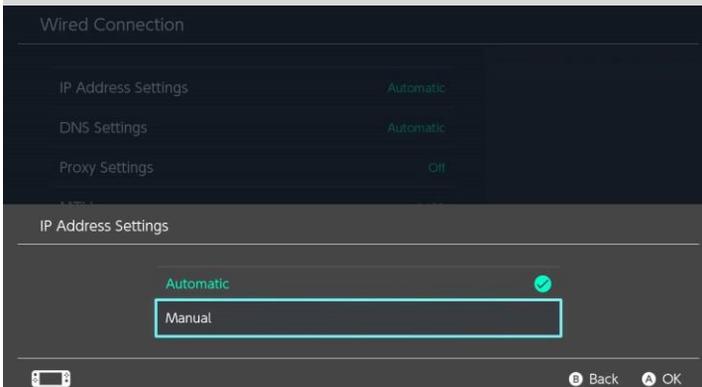
4. Choose *Change Settings*.

5. If you haven't touched this screen before, it probably looks like this. We're going to change the *IP Address Settings* and *DNS Settings*.

6. Set *IP Address Settings* and *DNS Settings* to *Manual*. You'll see more options appear on the settings screen – we'll walk you through how to change those next.

6. The **IP address** should start with 10, and then be constructed from your Player ID. Follow the table below as a guide on how to create it based on the number of digits in your Player ID:

Player ID		IP Address
7654321	(7 digits)	107.65.43.21
654321	(6 digits)	100.65.43.21
54321	(5 digits)	100.05.43.21
4321	(4 digits)	100.00.43.21
321	(3 digits)	100.00.03.21

Enter the IP address.

107.65.43.21

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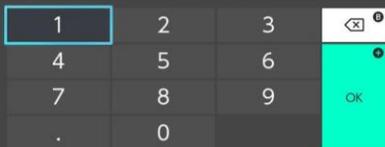| 1 | 2 | 3 | ⌫ |
4	5	6	
7	8	9	OK
.	0		

L ← R → ✕ Cancel Ⓐ Enter

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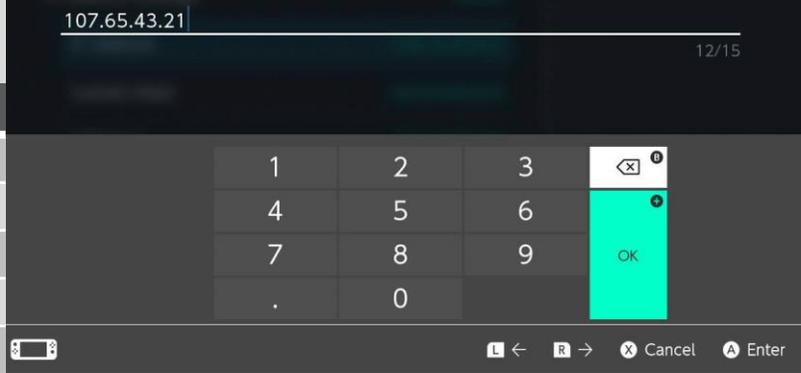
7. Change the **subnet mask** to 240 (it will automatically add zeroes when you press **OK**).

Enter the subnet mask.

240

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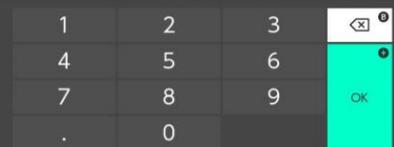| 1 | 2 | 3 | ⌫ |
4	5	6	
7	8	9	OK
.	0		

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8. Change the **gateway** to 100.

Enter the gateway.

100

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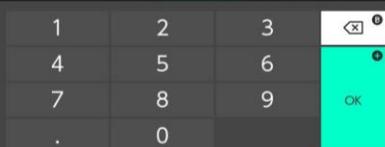
1	2	3	⌫
4	5	6	
7	8	9	OK
.	0		

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9. Change the **primary DNS** to 100 as well. Do not change the **secondary DNS**.

Enter the primary DNS.

100

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1	2	3	⌫
4	5	6	
7	8	9	OK
.	0		

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10. Your settings should now look similar to this. Click **Save**. You're now ready for the tournament!

Wired Connection

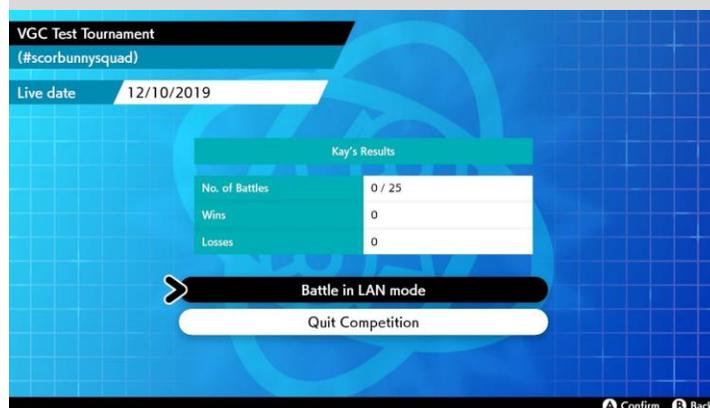| IP Address Settings	Manual
IP Address	107.065.043.021
Subnet Mask	240.000.000.000
Gateway	100.000.000.000
DNS Settings	Manual
Primary DNS	100.000.000.000

Save

When you're in **Live Competition**, the top button will say "**Battle**" if you are still communicating in wireless mode.

VGC Test Tournament
(#scorbunnysquad)

Live date / 12/10/2019

Kay's Results

No. of Battles	0 / 25
Wins	0
Losses	0

Battle

Quit Competition

Ⓐ Confirm Ⓑ Back

To switch to **LAN mode**, *hold down L + R and press in the left joystick* for about 3 seconds. The button text will change to "**Battle in LAN mode**". You can use this combination to switch back to wireless mode if needed.

VGC Test Tournament
(#scorbunnysquad)

Live date / 12/10/2019

Kay's Results

No. of Battles	0 / 25
Wins	0
Losses	0

Battle in LAN mode

Quit Competition

Ⓐ Confirm Ⓑ Back

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*NB: After the tournament, if you wish to connect your Switch to a wired internet connection, you must set your settings back to **Automatic** or modify them to fit your own wired network needs.*