#### WELCOME

Welcome and thank you for purchasing your new FragFX SHARK Controller for the Sony Playstation 3, PC and MAC from SplitFish Ltd.

The FragFX SHARK is specifically designed for the Sony PlayStation 3, PC / MAC and compatible with most games, however you may find it's best suited to shooting, driving, action and sport games. To use your FragFX SHARK, you are expected to have a working Sony PlayStation 3 console system. The FragFX SHARK is a unique patent pending technology developed by SplitFish Ltd.

For more information visit our web site at www.splitfish.com or drop us an e-mail to info@splitfish.com. We will be glad to assist in anyway that we can. Please read the entire manual so that you get the most fun and enjoyment from your new FragFX SHARK Controllers.

Happy Fragging from all the staff at SplitFish Ltd.

# **GET YOUR DONGLE READY**

#### Select Platform PS3 Switch Position the Dongle

'Gamepad mode' for function as a game controller
 'Keyboard Mode' for chat and browser only

 'Gamepad mode' works if the game supports 'gamepads'
 'Keyboard mode' mouse and keyboard PC / Mac

A change from 'Gamepad Mode' to 'Keyboard Mode' (or the other way round) needs to be done when the dongle is unplugged.

**Plug-In the Dongle - LED Status**Upon plugging the dongle to PC/Mac or PS3 the LED's will flash for a short moment to indicate that it was recognised by the PC/Mac or PS3.

- blue LED for Fragchuk
   green LED for Mouse

- GET YOUR FRAG CHUCK AND MOUSE READY
   insert 1xAA battery\* into the FragChuck insert 1xAA battery\* into the Mouse
   switch on the FragChuck and the mouse
- when the battery is weak, the Fragchuck/Mouse LED will glow permanently to indicate a low battery.
- If the battery is too weak, the LED will not turn on at all
   please use Alkaline or NiMh rechargeable batterys with 2000 mAh for best perfor mance

### START PLAYING ON THE PS3

Press 'Select', and you are ready to go and play

## **BEST SETTINGS FOR PS3**

We recommend you set the In-Game sensitivity to maximum (or close to max.). The adjustment wheel (controller dial) function is used to tune the 'dead zone'. The 'dead zone' is an area around the center of the analog stick (in the Shark's case the mouse movement) which allows for the aim to rest without the on screen reticule moving all over the place. You can adjust this in a way to get pixel point accuracy. If there is no (or barely any) movement on the screen when you move the mouse, the setting is too high (ex: 9). If movement is direct but the crosshair jumps, the sensitivity is set too low (ex: 1). The best setting will vary from gamer to gamer, please check out our website for recommended game settings.

# PROGRAM SPECIAL FUNCTIONS (PS3, PC, MAC)

The special functions are programmed to the dpad All special functions are accessed by pressing FRAG BUTTON + SELECT BUTTON at

For details, see below.

After pressing Frag button & Select, the LEDs on the Fragchuck (PS3 Button) and the Mouse (Splitfish Logo) light up at the same time (special functions cannot be programmed to the Frag and select buttons). You can also program the special functions while not in game.

SPECIALFUNCTION STICK SWAP	BUTTON PRESSES  1) FRAG BUTTON + SELECT  2) Press D-pad up for Stick Swap  3) FRAG BUTTON + SELECT  to engage Stick Swap	<b>LED-STATUS</b> Slow blinking quick blinking
RAPID FIRE 3 levels	FRAG BUTTON + SELECT     Press D-pad right for Rapid Fire     select the button you wish to program the RF to	Slow blinking constant light quick blinking
	Pressing the button again increases the Rapid Fire rate by one level.     FRAG BUTTON + SELECT to engage Rapid Fire	blink speed changes acc. to level
BUTTON REMAPPING	FRAG BUTTON + SELECT     Press D-pad down for button remapping	Slow blinking constant light

In order to remap more than 2 buttons, keep repeating step 3) before ending the procedure with step 4).

Ex: R1 & R2.

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MACRO	1) FRAG BUTTON + SELECT	Slow blinking	
(3 Macros at 10 actions)	2) Press D-pad left for Macro	constant glowing	
	<ol><li>Choose and press desired button</li></ol>	slow glowing	
	that will activate macro in game	quick blinking	
	(eg. Mouse wheel left/right click etc.)		
	4) Press macro sequence (max. 10 buttons)		
	5) FRAG BUTTON + SELECT to enable	Macro	
B Macros are programmable & programming a 4th macro will overwrite the oldest(1st) macro.			

### FRASE SINGLE FUNCTION

1) FRAG BUTTON + SELECT Slow blinking 2) Press D-pad (up/down/left/right) constant blinking depending on which function

3) Press the 2 buttons you want to swap. slow glowing

4) FRAG BUTTON + SELECT to finish

fast reverse glowing

needs to be erased
3) FRAG BUTTON + SELECT to finalize Slow blinking

### FACTORY RESET

1) FRAGBUTTON+SELECT Blinking. 2) Press & hold analog stick(L3) getting faster & Mouse-Wheel for 3 seconds and goes out

### TIPPS FOR USING SPECIAL FUNCTIONS:

Rapid Fire (RF): Should you pick up a weapon (eg claymore) when pressing the d-pad just change to the desired weapon (eg gun) for the RF. Then press eg R1 (or any other) zu allocate RF that button. RF will be saved to the last pressed button.

pMo (programmed motion) is programmed through a macro\*, as shaking the Fragchuck acts as a button itself.

- 1) FRAGBUTTON+SELECT
  2) D-pad left for Macro
  3) Shake FragChuck (= choose and press desired button that will activate macro)

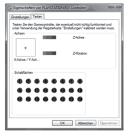
3) Shake Fragchick (= choose and press desired button that will activate macro)
4) Melee Button (R3 in MW2) (= press macro sequence)
5) FRAGBUTTON+SELECT to enable pMo macro
\* alternatively pMo can also be programmed through button swap.
Mouse Wheel - R3 (press down) is a click of the mouse wheel. You can remap buttons to scroll up/down, click left/right (eg. Change weapon on scroll wheel analog PC gamer), or trigger macros through these buttons.

#### START PLAYING ON THE PC/MAC

# Dongle switched to - Gamepad mode

Below is illustrated how your FragFX Sharks appears in your system setting. Please note that when using it for the first time, drivers install automatically. Your FragFX Shark acts as a Gamepad now.





## START PLAYING ON THE PC/MAC

**Dongle switched to – Keyboard mode**Below is illustrated how your FragFX Sharks appears in your system setting. The buttons on your FragChuck act now as your keyboard!





# NO CONNECTION BETWEEN DONGLE AND MOUSE/CHUCK

It is likely the dongle needs to be **unpaired & paired** with the fragchuk & mouse. This process should only have to be done once.

# 1) unpair the mouse:

- Switch on the mouse
   Press R1, R2, mousewheel, start, cross, square at the same time
   Switch the mouse off, and on again. The blue LED should now be blinking
   The mouse is now unpaired, and ready to be paired again

### 2) unpair the chuck:

- Switch on the chuck
- Press F, L1, L2, select, PS3, L3(press stick) at the same time Switch the chuck off, and on again. The blue LED should now be blinking
- The chuck is now unpaired, and ready to be paired again

- 3) pair the mouse
   Switch off the chuck, and switch on the mouse
- Switch off the chuck, and switch on the mouse
  Insert the dongle into the PC or PS3
  Hold the mouse close (~10cm/~4inch) to the dongle, and press either cross, square, circle or triangle button
  The LED on the mouse should dim out and the green LED on the dongle should light
  If not, repeat the procedure
  A) pair the chuck
  Switch off the mouse, and switch on the chuck
  Insert the dongle into PC or PS3
  Hold the chuck close (~10cm/~4inch) to the dongle, and press L1 button
  The LED on the chuck should dim out and the blue LED on the dongle should light
  If not, repeat the procedure

- If not, repeat the procedure

# FOR MORE INFORMATION CONTACT SPLITFISH TECHNICAL SUPPORT VIA HTTP://SUPPORT.SPLITFISH.COM.

# CARE and MAINTENANCE Care and Maintenance:

service.

Under the right side mouse is a small red sensor that needs to be clear of obstructions. Small hairs, fuzz, dust or dirt can deflect the light sensor and cause the controller to have erratic behavior. Use a dry cue-tip to carefully clean the lens from obstructions - do not use wet cleaning to clean the optical components.

# WARRANTY and CONDITIONS

WARRANTY and CONDITIONS
There are the usual legal regulations for guarantee and warranty.
Hardware: SplitFish Ltd. ("SplitFish") warrants to the original end user ("Customer") that new SplitFish branded products will be free from defects in workmanship and materials, under normal use, for one year from the original purchase date.

Exclusions: This warranty excludes (1) physical damage to the surface of the product; (2) replacement or repair of the wires; (3) Water or fluid related damage; (4) damage caused by misuse, neglect, improper installation or testing, unauthorized attempts to open, repair or modify the product; or any other cause beyond the range of the intended use; (5) damage caused by accident, fire, power changes other hazards, or acts of god; or (6) use of the product with any non-fossil device or service if such device or service causes the problem. This warranty is limited to the hardware only.

Replacement: Products or parts may be new or reconditioned or comparable versions of the defective item. SplitFish warrants any replaced or repaired product, or part for a period of forty-five (45) days from shipment, or through the end of the original warranty, whichever is longer. Customers must provide dated proof of purchase (as stated below) in order to receive warranty protection through the end of the original warranty period.

Obtaining Warranty Service: Customer must contact SplitFish technical support via www.splitfish.com within the applicable warranty period to obtain warranty or non-warranty service.