

Hidentech FF01 FIREFLY Switch Pro Controller Wireless User Guide

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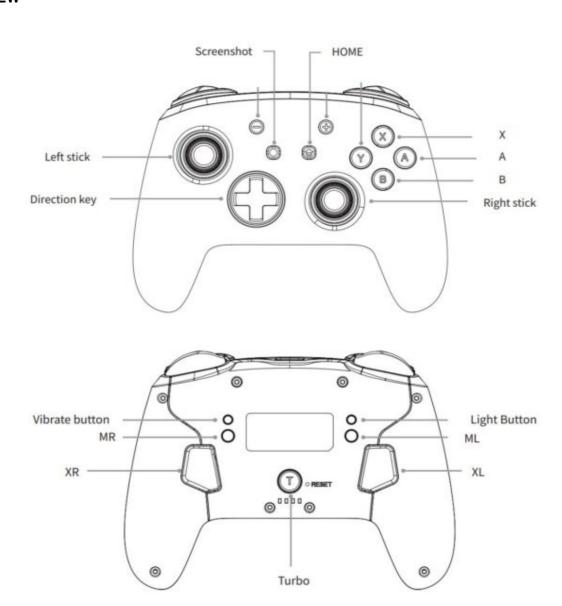
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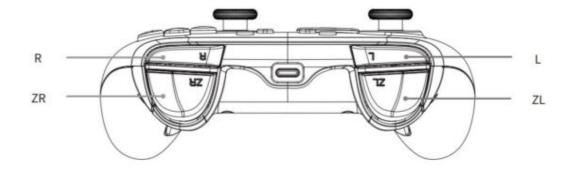
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OVERVIEW





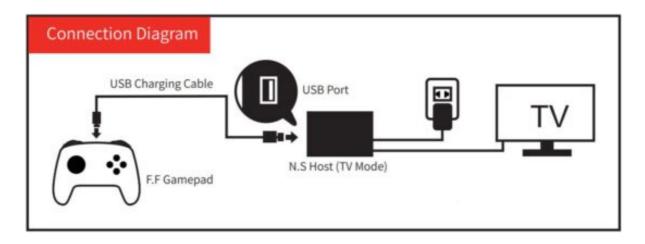
Product Specification

Category	Specification
Transmission Medium	Bluetooth 5.0
Carrier Frequency	2.402-2.480GHz
Protocol	BLE
LED	4 LEDs and Multiple Colored Lights
Battery	A Polymer Lithium Battery 3.7V/950mAH
Time of Endurance	12.5 Hours (Lights Turned Off)
Charging Time	6.3 Hours
Working Voltage	3.7V-4.2V
Charging Voltage	5V
Working Temperature	-10°C~50°C
Storage Temperature	-20°C~70°C

On/Off Operation of The Controller

(Under Switch Mode)

1. Wired Connection



2.Wireless Connection

- 1. Press and hold Y + HOME for 3 seconds and 4 LED lights flash quickly. The LED(s) becoming stable, pairing finishes.
- 2. If no pairing for over 2.5 mins, shuts down by itself.
- 3. If paired and no any operation for over 5 mins, shuts down by itself. (no movement on the sensor).
- 3. Wake Up Function: Press Home Button and then the console in the sleep state can be waken up and connected again.

Operation Method and LED Indication

(Connection Instruction)

Pairing Mode

1. Combination Pairing:

In the off state, press and hold the following key combination to enter the Pairing Mode.

- Android Mode: A + HOME
 - LED2 LED3 flash quickly while pairing, and LED2 LED3 keep on while pairing successfully;
- Switch Mode: Y + HOME
 - LED1 LED4 flash quickly while pairing, and the console automatically assigns while pairing successfully;
- Xinput Mode: B + HOME
 - LED1 & LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully;
- iOS Mode: B + HOME
 - LED1 & LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully (Support system: iOS 13.6 or above/iPadOS 13.6 or above);
- Steam Deck Mode: Press "STEAM" Button on the left side of the console "Settings" "Bluetooth" to connect B + HOME
 - LED1 & LED4 flash quickly while pairing, and LED1 & LED4 keep on while pairing successfully.

2. PC Pairing:

- While pairing to the wireless PC receiver, press and hold "-" Button and "+" Button to switch between Xinput Mode and Switch Pro Mode;
- While pairing to the wired PC platform, Xinput Mode is automatically identified by default and LED1 & LED4 indicate. Press and hold "-" Button and "+" Button for 3 seconds at the same time to switch to Dinput Mode, LED2 & LED3 indicate:
- If the PC is equipped with the STEAM platform (select Switch Mode on STEAM), LED indicates according to how STEAM platform assigns. If the pairing fails after 2.5 minutes, the controller automatically shuts down.

Turbo and AUTO TURBO Function

1. In Any Mode

Buttons can be set to the TURBO Function: A/B/X/Y/L/R/ZL/ZR/D-pad Button
(For the 1st time) Press TURBO Button + one of the function buttons to achieve Manual
TURBO Function (Press and hold to launch continuously)
(For the 2nd time) Press the TURBO Button + one of the function buttons to achieve
Automatic TURBO Function (Automatically continuous launch)
(For the 3rd time) Press the TURBO Button + one of the function buttons to clear TURBO Function (Clear)
Note: Press and hold TURBO Button for 5 seconds (if the Vibration Intensity is not 0%, there will be a vibration

2. TURBO Speed Adjustment (3 Levels)

cue) to clear all TURBO Functions.

Adjusting Methods:

Press TURBO Button + "Shake L/R Joystick Up", increase speed by 1 level; Press TURBO Button + "Shake L/R Joystick Down", reduce speed by 1 level;

Speed Levels:

- ① Continuously launch 5 times per second (Level 1);
- 2 Continuously launch 12 times per second (Level 2);
- ③ Continuously launch 20 times per second (Level 3);

Vibration Adjustment Function

Press Motor Vibration Button on the back of the controller and you could adjust Motor Vibration Intensity. Vibration Intensity can be cycled in turn. There are 5 intensities, 100%, 75%, 50%, 25% and 0%.

Reset of The Controller Hardware

There is a small hole on the back of the controller and it is the Reset Button. After pressing it, the controller hardware will reset.

Reconnection of The Controller

When the controller is pairing to the previous device, you only need to press the HOME Button after the controller is standby and it will pair to the previous device.

Charging Indicators

Charging in The OFF State: LED4 flashes slowly, and then turns off while being fully charged; Charging While Connected to Switch: The corresponding channel light(s) will blink slowly, and then keep on while being fully charged.

Lighting Control Instruction (Light Button)

1. Light up the luminous pattern: Press the ☐ button.

2.Change the Light Color: Press 🔅 button.

Colors will change each time you press 🔅 button.

3. Change the Lighting Mode: Hold the ☆ + ⊕

Initial Mode: Always-on

1st time-click: breathing light mode

2nd time-click: quick flash mode

3rd time-click: vibration lighting mode

Back to Always-on: turn off and then turn on the light.

4.Turn ON/OFF the light: Hold ☆ button for 5 seconds.

Macro and Mapping Function on Buttons of The Back

1. Macro Function-Macro Buttons

Press and hold MR Button and don't loosen (4 LED lights turn on, entering programming), inputting the buttons you want to edit (up to 24 steps). The controller will have the vibration cue after loosening MR Button, and then press XR Button to trigger Macro Buttons;

Press and hold ML Button and don't loosen (4 LED lights turn on, entering programming), inputting the buttons you want to edit (up to 24 steps). The controller will have the vibration cue after loosening ML Button, and then press XL Button to trigger Macro Buttons.

Buttons that Macro Function could edit are A/B/X/Y/L/R/ZL/ZR/+/-/D-pad Buttons and L/R joysticks (can be used as a combo in the game).

2. Mapping Function-Programmable Buttons

Press and hold MR Button and don't loosen (4 LED lights turn on, entering programming), inputting the single button you want to map. The controller will have the vibration cue after loosening MR Button, and then press XR Button to trigger Programmable Buttons;

Press and hold ML Button and don't loosen (4 LED lights turn on, entering programming), inputting the single button you want to map. The controller will have the vibration cue after loosening ML Button, and then press XL Button to trigger Programmable Buttons;

Buttons that Mapping Function could edit are A/B/X/Y/L/R/ZL/ZR/+/-/D-pad Buttons and L/R joysticks.

Note:

- 1. With Memory Function;
- 2. Press MR/ML Buttons that set programming and there is a vibration cue, and then you can clear the Macro and Mapping Function of XR/XL Buttons.

Upgrade

Open the upgrade file on your computer while the controller is in the off state. Press and hold left 3D joystick (press it down) on the controller, and then insert the USB data cable that has been connected to the computer, entering the upgrade mode. Click the "Update Firmware" button on your computer to update the controller.

Support

We promise to provide sustainable services for this controller, you can get more operation guidance support from our service channel and official web:

Website: www.funlabswitch.com

Instagram: funlab_official

Service: support@funlabswitch.com





UK/EU-Discord:



FCC Caution

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Read More About This Manual & Download PDF:

Documents / Resources



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References

User Manual

Manuals+, Privacy Policy

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