

## FRAGCHUCK



Switch PS4™ / PS3™  
**before plugging**  
- toggle to "PS4™" to use on PlayStation®4 system  
**before plugging**  
- toggle to "PS3™" to use on PlayStation®3 system



**Change mouse dead zone**  
see manual "individual settings"

Mouse Wheel  
right click to decrease  
left click to increase



## MOUSE



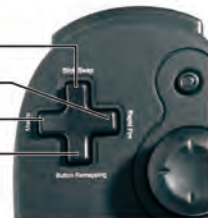
## BUTTON COMBINATION

**Program special functions**  
see manual "special function"

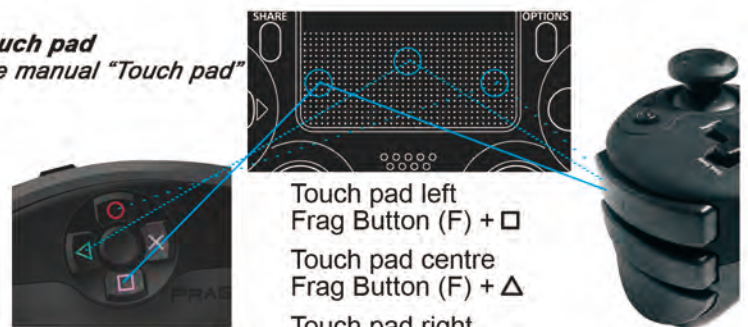
Frag Button (F)  
press and hold

OPTIONS / START

Stick Swap  
Rapid Fire  
Macro  
Button Remapping



**Touch pad**  
see manual "Touch pad"



# FragFX™ PIRANHA

for PlayStation®4 and PlayStation®3 systems



QR to Tutorials

## HAPPY FRAGGING!

Introducing the FragFX PIRANHA

Welcome and thank you for purchasing your new FragFX PIRANHA.

The FragFX PIRANHA is specifically designed for the PlayStation®4 and PlayStation®3 systems and compatible with most games, optimised for shooting, action and sports titles.

For more information such as recommended game settings and tutorial videos visit our website at [www.splitfish.com](http://www.splitfish.com). There are a number of tutorial videos explaining the functions, how to save profiles, how to use the touchpad etc. Simply scan the QR code or go to: [www.youtube.com/splitfishgameware](http://www.youtube.com/splitfishgameware).

Please read the entire instruction manual to get the most out of your FragFX PIRANHA.

## GETTING STARTED

Connect the 5 pin cable between mouse and FragChuck. Do not plug the 5pin anywhere else and do not connect anything else to it. Please note that the FragFX Piranha uses an infrared mouse sensor, hence there is no visible light on the mouse sensor.

Toggle the switch on the Chuck between PS4™ and PS3™. Changing between PS4™ and PS3™ or vice versa needs to be done while the USB cable is unplugged.

Plug the USB connector into your PS4™ or PS3™ system. Press the PS BUTTON. Ready!

## IMPORTANT - INDIVIDUAL SETTINGS

Take a moment to fine tune your FragFX Piranha by adjusting the DPI, dead zone and in-game settings. You may still do this on the fly during gameplay.

## CHANGE DPI

The mouse sensor reads from 300 DPI (position 1) up to 3500 DPI (position 9). From 1 to 9 there are a total of 128 increments on the wheel - 16 increments between each position. For instance at position 5.5 the DPI are 2100.

Pos 1: 300 DPI; Pos 2: 700 DPI; Pos 3: 1100 DPI; Pos 4: 1500 DPI; Pos 5: 1900 DPI; Pos 6: 2300 DPI; Pos 7: 2700 DPI; Pos 8: 3100 DPI; Pos 9: 3500 DPI

And don't forget, you can seamlessly change the DPI by adjusting the wheel in small increments of 25 DPI!

## DEAD ZONE

The 'dead zone' is an area around the centre 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.

The FragFX Piranha lets you choose between 25 dead zones, that being 12 steps from neutral (Chuck PS LED blue) to the left (increasing the dead zone) and 12 steps to the right (decreasing the dead zone).

Press and hold the FRAG BUTTON, click the mouse wheel left to increase the dead zone. There are 12 steps to the left. At step 12 you are at the maximum dead zone. You will notice the LED on the Chuck turning red and blinking faster the bigger the dead zone gets. Decrease the dead zone by simply clicking the mouse wheel to the right hand side. When the LED on the Chuck flashes blue, you are back to neutral. From here there are 12 steps to the right. The LED on the Chuck flashes green and faster towards step 12, the smallest dead zone.

To return to neutral, simply press and hold the FRAG BUTTON and click the mouse wheel to the left hand side until the Chuck LED flashes blue (neutral dead zone).

## IN-GAME SETTINGS

In the 'options' menu of the game select the look/aim sensitivity that fits your game play, DPI and dead zone settings best. Different games provide various levels of settings. Start at moderate levels.

Working with these parameters allows you to tune your FragFX Piranha to your preferred game play style.

## SPECIAL FUNCTIONS (TUTORIALS SEE WWW.SPLITFISH.COM)

All special functions are accessed by pressing FRAG BUTTON + OPTIONS/START at the same time. After pressing both buttons together the LED on the FragChuck (PS Button) blinks.

You can also program the special functions while not in game (special functions cannot be programmed to the 'Frag' and 'OPTIONS/START' buttons).

SPECIAL FUNCTION	BUTTON PRESSES	LED-STATUS
Stick Swap	1) FRAG BUTTON + OPTIONS/START 2) Press directional pad up for Stick Swap 3) FRAG BUTTON + OPTIONS/START to engage Stick Swap	Slow blinking Quick blinking Constant light
Rapid Fire 3 levels	1) FRAG BUTTON + OPTIONS/START 2) Press directional pad right for Rapid Fire 3) select the button you wish to program the RF to 4) Pressing the button again increases the Rapid Fire rate by one level. 5) FRAG BUTTON + OPTIONS/START to engage Rapid Fire	Slow blinking Constant light Quick blinking Blink speed Changes acc. to level Constant light
Button Remapping	1) FRAG BUTTON + OPTIONS/START 2) Press directional pad down for button remapping 3) Press the 2 buttons you want to swap. (Ex: R1 and R2...) 4) FRAG BUTTON + OPTIONS/START to finish	Slow blinking Constant light Slow blinking Constant light

In order to remap more than 2 buttons, keep repeating step 3) before ending the procedure with step 4). For tips on button remapping such as scope on R2 and firing on R1, or scope on L1 and firing on R1 please check out the video tutorials.

Macro (3 Macros at 10 actions)	1) FRAG BUTTON + OPTIONS/START 2) Press directional pad left for Macro 3) Choose and press desired button that will activate macro in game 4) Press macro sequence (max. 10 buttons) 5) FRAG BUTTON + OPTIONS/START to enable Macro	Slow blinking Constant light Slow blinking Faster blinking Constant light
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3 Macros are programmable and programming a 4th macro will overwrite the oldest (1st) macro.

Erase Single Function	1) FRAG BUTTON + OPTIONS/START 2) Press directional pad (up/down/left/right) depending on which function to be erased 3) FRAG BUTTON + OPTIONS/START to finalize	Slow blinking Constant light Constant light
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## TOUCH PAD BUTTON (PS4™ only)

Press and hold the FRAG BUTTON and press the triangle button - this will act as pressing the touch pad on the DUALSHOCK®4 wireless controller.

For a right click on the touch pad, press and hold the FRAG BUTTON and press the circle button. For a left click on the touch pad, press and hold the FRAG BUTTON and press the square button.

## TOUCH PAD GESTURES (PS4™ only)

Press and hold the FRAG BUTTON, press R3 (mouse wheel) and as long as you hold the FRAG BUTTON your mouse mimics a flick with your finger on the touch pad (acting as one finger).

## MOUSE WHEEL - QUICK TURN

Instead of moving the mouse left or right, you may also click the mouse wheel left or right, and your character will move in that direction. You may find this especially helpful when controlling vehicles (tanks, helicopter etc.) or for a quick turn.

## QUICK AND TEMPORARILY STICK SWAP

Swap the mouse movement temporary to the left analog stick by pressing and holding the FRAG BUTTON & pressing L3. As long as you hold the FRAG BUTTON the mouse movement has switched to the left analog stick. Release the FRAG BUTTON to switch back to the normal mode.

## SAVING PROFILES (UP TO 10)

You can save your programmed special function settings such as button remapping, rapid fire, macros in 10 profiles. The FragFX Piranha is pre-set to profile number 1 (ex-factory). Any changes you are making are automatically saved in profile 1.

To change to another profile, press and hold the FRAG BUTTON, press OPTIONS/START, release the FRAG BUTTON and press OPTIONS/START. The LED on the Chuck now indicates via a blink in which profile you currently are. I.e one blink for profile number 1. Press the directional pad up for the next profile. The LED now blinks twice. Pressing the directional pad up will select the next profile, pressing it down the prior profile. Count the number of blinks to learn in which profile you are (eg 10 blinks for profile number 10). Once you reach the desired profile, press and hold the FRAG BUTTON and press OPTIONS/START to confirm your selection of the profile. Any programming you are now performing will remain in that profile.

The change into another profile, simply perform the above steps again. You may use different profiles for different games, or within a game for specific classes.

To re-set programming within a profile:

Profile Reset	1) FRAG BUTTON+ OPTIONS/START	Blinking,
resets deadzone and	2) Press and hold analog stick(L3)	Getting faster
all special functions	and Mouse-Wheel (R3) for 4 seconds	and constant light

## CARE AND MAINTENANCE

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

The normal function of the product may be disturbed by strong Electro-Magnetic Interference. If so, simply reset the product to resume normal operation by following the steps described in this manual. In case the function could not resume, please use the product in another location.

## WARRANTY AND CONDITIONS

### Hardware

Art of Play GmbH warrants to the original end user ('Customer') that new SplitFish Gameware branded products will be free from defects in workmanship and materials, under normal use, for two years 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. Art of Play GmbH 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 technical support via [www.splitfish.com](http://www.splitfish.com) within the applicable warranty period to obtain warranty or non-warranty service.

For warranty information or technical support please contact: [www.splitfish.com](http://www.splitfish.com) or [support@splitfish.com](mailto:support@splitfish.com)

### Product Disposal Information

This symbol on the product(s) and / or accompanying documents means that used electrical and electronic equipment (WEEE) should not be mixed with general household waste. For proper treatment, recovery and recycling, please take this product(s) to designated collection points where it will be accepted free of charge.

Alternatively, in some countries, you may be able to return your products to your local retailer upon purchase of an equivalent new product.

Disposing of this product correctly will help save valuable resources and prevent any potential negative effects on human health and the environment, which could otherwise arise from inappropriate waste handling.

Please contact your local authority for further details of your nearest designated collection point.

Applicable to EU countries and Turkey only.

This device conforms to EU product safety standards, visit [www.splitfish.com](http://www.splitfish.com) to download the full declaration of conformity.

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