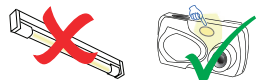
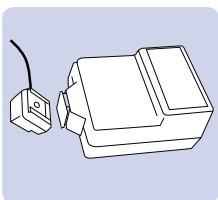


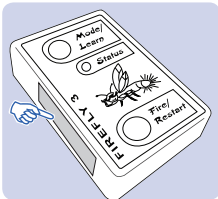
Quick Start

1



- Fit the Firefly 3 hotshoe to your flashgun and switch the flashgun on.
- Ensure that there are no fluorescent or low-energy lamps in the room (their flicker can cause the unit to trigger continuously and this is indicated by flashing green for 50sec and then a red flash every 60s on the Status Lamp).
- Set your camera to use the flash.

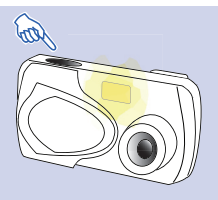
2



- Point the infra-red panel on the side of the Firefly 3 away from the camera.

This ensures that any weak flashes from the flashgun, such as for red-eye reduction, will be ignored.

3

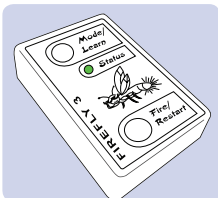


- Take a picture of the flashgun.
- The Firefly 3 is pre-programmed to fire the flashgun on the second pulse of the main flash.

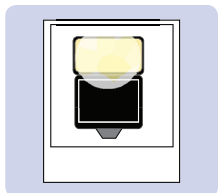


90% of digital cameras use two pulses of the main flash.

4



- The Status Lamp should show steady green.



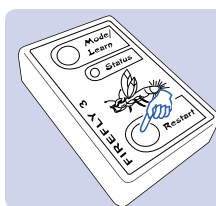
- The picture you've taken should show that the flash from the flashgun went off.



If the Status Lamp flashes red or green the picture will NOT show the flashgun firing. You will need to program the Firefly 3 as shown in the next section.

Training the Firefly 3

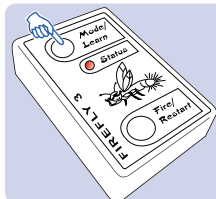
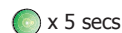
1



- Press the Fire/Restart button.

The flashgun will fire (on release of the button if connected) and the Status Lamp will flash red several times followed by steady green for 5 seconds [or flashing green if in Continuous Learning (CL) Mode - see Manual Setting].

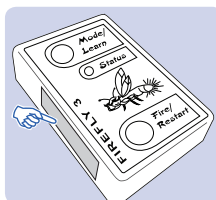
2



- While the Status Lamp is showing steady green, press Mode/Learn

The Status Lamp will then show steady red for 15 seconds, during which time the Firefly 3 can learn how your camera performs.

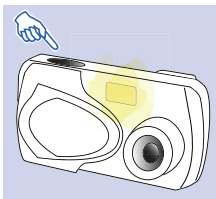
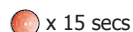
3



- Point the infra-red panel on the side of the Firefly 3 away from the camera.

This ensures that any weak flashes from the flashgun, such as for red-eye reduction, will be ignored.

4



- While the Status Lamp is showing steady red, take a picture with the camera.

The Firefly 3 will learn the number of pulses before the main flash to use when taking subsequent pictures.

5

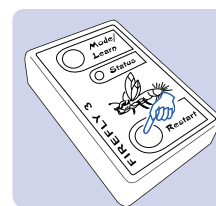


- The Status Lamp will flash red for 5 seconds and then go out.

Follow the instructions for **Quick Start - steps 3 and 4** to test that the number of flashgun pulses has been learnt correctly.

To Reset While Programming

1



- Press the Fire/Restart button.

Programming will be cancelled and the Firefly 3 will return to its normal state.

During Operation



- Steady Green:** Flash fired.

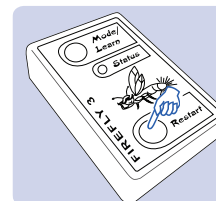
- Flashing Green:** Flash fired, but extra pulses were detected.

- Flashing Red:** Flash did NOT fire, too few pulses were detected.

Use as a Basic Slave Unit

Manual Setting & CL Mode

1

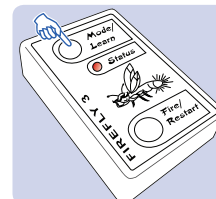
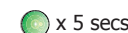


- Press the Fire/Restart button.

The flashgun will fire on *release* of the button, if connected and the Status Lamp will flash red followed by steady green for 5 seconds.



2



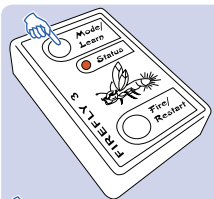
- While the Status Lamp is showing steady green, press the Mode/Learn button.

The Status Lamp will then show steady red for 15 seconds during which time the Firefly 3 is ready to be programmed.

3



3a Set Pulses Manually



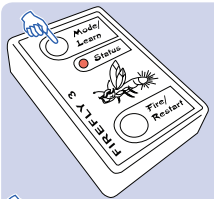
x Number of pulses

- Press the Mode/Learn button a number of times equal to the total number of flash pulses from the camera.

Each time the button is pressed the Status Lamp goes out.

For Example: If the camera flashes twice press Mode/Learn twice.

3b Basic Slave Unit



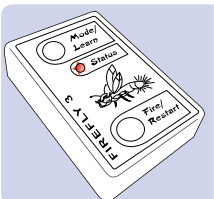
x 1

Triggers flashgun on the first camera flash like a Firefly 2.

- Press the Mode/Learn button once.

The Status Lamp goes out whilst the button is pressed.

3c CL Mode



Continuously Learns (CL) the last sequence of flashes from the flashgun.

- Leave for 15 seconds.

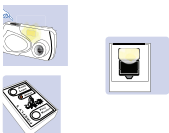
After this time the Firefly 3 will automatically switch to Continuous Learning (CL) Mode. This is useful if you are not sure how many flashes will reach a distant slave unit. Note that during a status check flashing green indicates that the Firefly is in CL mode.

4

Status

- The Status Lamp will go out permanently after a few seconds.

5



- Follow the instructions for **Quick Start - steps 3 and 4** to test that the number of flashgun pulses has been learnt correctly.

Increasing the Battery Life

- Store the unit in the dark - this prevents the unit from coming out of "standby" mode unnecessarily.
 - If the unit is not going to be used for months remove the battery.
 - To restore power, put the battery back in.
- See diagram in **Battery Check - Step 3** on next page.

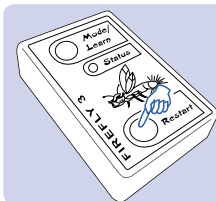
5

Firing Flash Bulbs

- Move the green Mode LK1 "jumper" from position 2 to position 1. See diagram in **Battery Check - Step 3**. **Always use a capacitive-discharge bulb firer to prevent permanent damage to the unit.**

Status Check

1



- Press the Fire/Restart button.

The flashgun will fire on release of the button, if connected, and the Firefly 3 will run through the following Status Lamp sequence:

In Standard Mode

Flash red for the number of flash pulses it is set to detect.
Steady Green for 5 seconds.

In CL Mode:

Flash red for the number of flash pulses it is set to detect.
Flashing Green for 5 seconds.



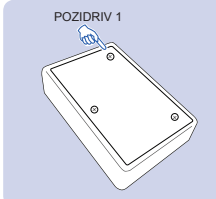
Battery Check & Replacement

1



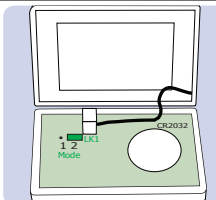
- If during a Status Check the Status Lamp shows brief red double-flashes over green at 2 second intervals, this indicates that the batteries need replacing.

2



- Undo and remove the three Pozidriv 1 screws in the back of the Firefly 3 and open the unit.
- Carefully push out the old battery.
- Never dispose of battery in fire, short circuit or cut open!**
- Wearing gloves or with a piece of dry cloth, remove a new CR2032 lithium coin cell from its packaging.

3

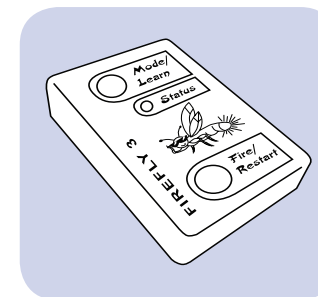


- Push the fresh battery in to the battery holder.
- This is a new type of battery and is different to those used in previous versions of the Firefly.** Settings are retained after battery replacement. Close the unit and replace the screws. **Do not overtighten.**

6

FIREFLY 3

Ultra Sensitive Remote Flashgun Slave Unit for Digital Cameras



The Firefly 3 is an ultra sensitive remote flashgun slave unit designed specifically for use with digital cameras. The unit will detect the brief infra-red pulse produced when a flash goes off, then trigger your remote flashgun.

It can be programmed to ignore any pre-flashes or focus pulses that may be produced before the main flash. The Firefly 3 is suitable for all types of photography - studio, outdoor or underground. Just plug the unit into your flashgun and you are ready to shoot!

Based on Dave Gibson's design published by the BCRA CREG.

Firefly 3 Specifications

Version :	1.3 (September 2012, green label)
Dimensions:	60 x 40 x 19 mm.
Weight:	70g.
Power:	1 x CR2032 lithium coin cell, life > 2 years.
Range:	10m in the studio, 500m in near-dark conditions.
Triggering:	Infrared and visible light sensitive. Can be programmed to ignore pre-flash and focus pulses.
No Misfires:	Non-sensitive to lamps if used in the dark.
Connection:	Internal terminal block for ease of connection to the device of your choice or for connector replacement e.g. hot shoe adaptor.
Guarantee:	2 years.