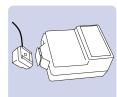
# **Ouick Start**



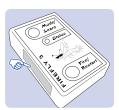
• Fit the Firefly 3 hotshoe to your flashgun and switch the flashgun on.





 Ensure that there are no fluorescent or low-energy lamps in the room and set your camera to use the flash.





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-eve reduction, will be



• 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





• 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**



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 8 seconds.





• 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.





• 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 ianored.





x 15 secs



• 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.



• The Status Lamp will flash red for 8 seconds and then go out.

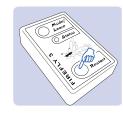






 Follow the instructions for Quick Start - steps 3 and 4 to test that the number of flashgun pulses has been learnt correctly.

## **To Reset While Programming**



• Press the Fire/Restart button.

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

### **During Operation**







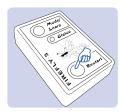
• Flashing Green: Flash fired, but extra pulses wre detected.



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

#### Use as a Basic Slave Unit

## **Manual Setting & CL Mode**



Press the Fire/Restart button.

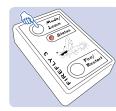
The flashgun will fire on *release* of the button, if connected and the Status Lamp will flash red followed by steady green for 8 seconds.











 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.

4



# 3a Set Pulses Manually

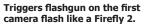


 Press the Mode/Learn button a number of times equal to the total number of flash pulses from the camera.

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



• 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.

4



 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 the power can be disconnected by moving the black On/Off LK2 "jumper" to the OFF position.
- To restore power plug it back in the ON position. See diagram in **Battery Check - Step 3** on next page.

#### **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.

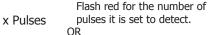
#### **Status Check**

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:



Double-Flash red twice followed by flashing green for 8 seconds if in CL Mode.



x 8secs

x8secs

Steady Green for 8 seconds.

## **Battery Check & Replacement**

1



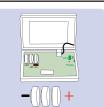
 If during a Status Check the Status Lamp shows brief red double-flashes over green at 2 second intervals, this indicates that the batteries need replacing.





- Undo and remove the three Pozidriv 1 screws in the back of the Firefly 3 and open the unit.
- Carefully pop out the old batteries.
- Wearing gloves or with a piece of dry cloth remove the fresh batteries (three type SR44/ L1142/357 Silver Oxide cells) from their packaging.

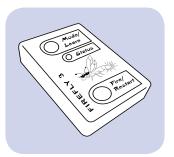
3



- Pop the fresh batteries in to the space between the battery clips the right way around.
- Do not use smaller Firefly 2 cells!
- Close the unit and replace the screws. Do not overtighten them.

# 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

Dimensions: 60 x 40 x 19 mm.

Weight: 70g

Power: 3 x SR44/L1142/357 Silver Oxide Cells, > 1 year 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 replace

ment e.g. hot shoe adaptor.

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