

# TurboFire® EVO™

For PS3®



## User Guide

### Index

---

1. Thank you for Choosing TurboFire EVO
2. Carton Contents
3. Important Information
4. Controller Overview
5. Combat Command LCD Display Overview
6. Inserting Batteries
7. Attaching a Rechargeable Battery Pack
  - 7.1. Recharging a Rechargeable Battery Pack
8. Pairing the Controller
9. Adjusting the Level of Brightness
10. Entering and Exiting the TurboFire EVO Menu
11. Activating Features
12. Pre-installed Features
  - 12.1. Sniper
    - 12.1.1. Configuring Sniper
  - 12.2. Remap
    - 12.2.1. Configuring Remap
  - 12.3. Rapid Fire
    - 12.3.1. Choosing Which Buttons are Assigned Rapid Fire
    - 12.3.2. Setting Rapid Fire Speed
  - 12.4. Low Recoil
    - 12.4.1. Configuring Low Recoil
13. EVO Customizer PC software
14. FCC Rules, Part 15
15. Customers in Canada
16. Technical Support and Customer Service

## 1. Thank you for Choosing TurboFire® EVO™

---

TurboFire® EVO™ further builds on the already impressive spec of the best-selling third party wireless controllers TurboFire® and TurboFire® 2. The TurboFire® EVO™ includes a 1.7" Combat Command LCD Display, enabling you to select from and configure a range of in built enhancement features.

Advanced features are available with just a few button presses, these features include Combo Sequences, Sniper Mode, Rapid Fire, Low Recoil, Button Remapping, Y-Axis Reverse, Analogue Sensitivity, Left Handed Mode and Auto Fire.

The TurboFire® EVO™ is capable of storing four features at one time. Connecting the TurboFire® EVO™ to a USB port on any internet enabled PC allows you update and change the pre-installed features. Once you have made your selections, you can choose to either configure the features via your computer or using the Combat Command LCD Display.

In addition to its unique programmability, its precision engineered design is built to withstand aggressive fast-paced game play! The design team have even thought to reposition the feature buttons to the back of the controller, a more comfortable position minimising finger fatigue in extended gameplay.

## 2. Carton Contents

---

Please verify that your carton contains the following:

- 1 x TurboFire EVO
- 1 x USB Cable



## 3. Important Information

---

Please ensure that you carefully read the following important information before continuing:

### ⚠ Safety Information

- Batteries (battery pack or batteries installed) shall not be exposed to excessive heat such as sunshine, fire or the like.
- Never try to dismantle the product yourself, or push objects of any kind into the products, as this may cause short circuits which could result in a fire or electric shock.
- None of the components can be replaced or repaired by users.
- Avoid exposing your product to rain, moisture or other liquids to protect against damage to the product or injury to you.
- Keep all products, cords, and cables away from operating machinery.
- Dispose of the product according to local standards and regulations.
- Do not expose the product to temperatures in excess of 40oC or below -10oC.

### ⚠ Taking Regular Breaks

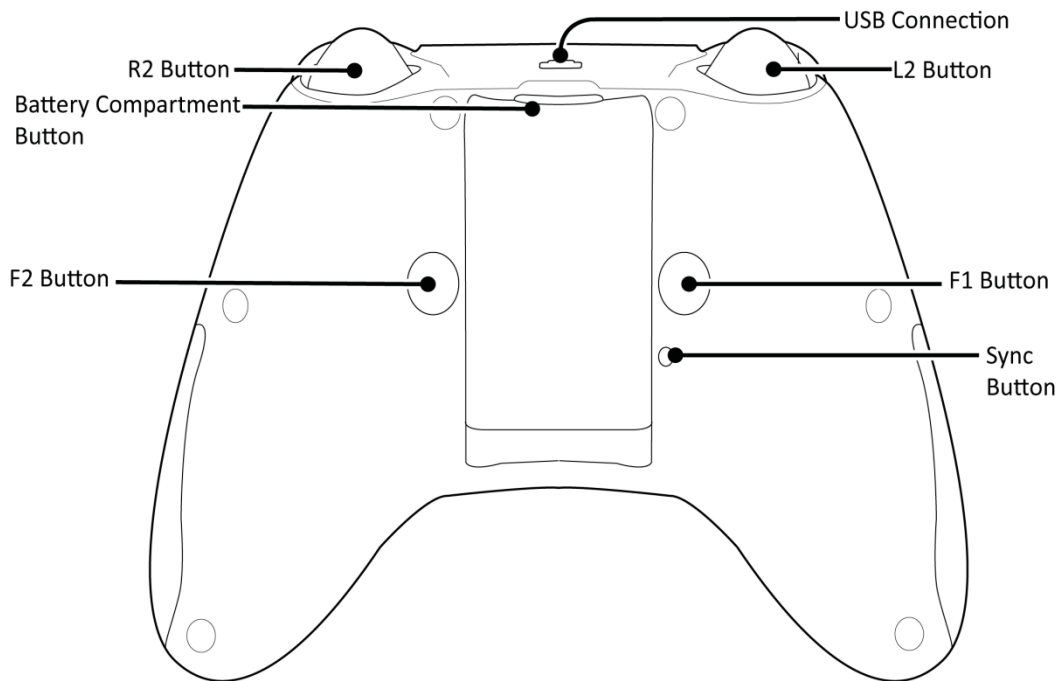
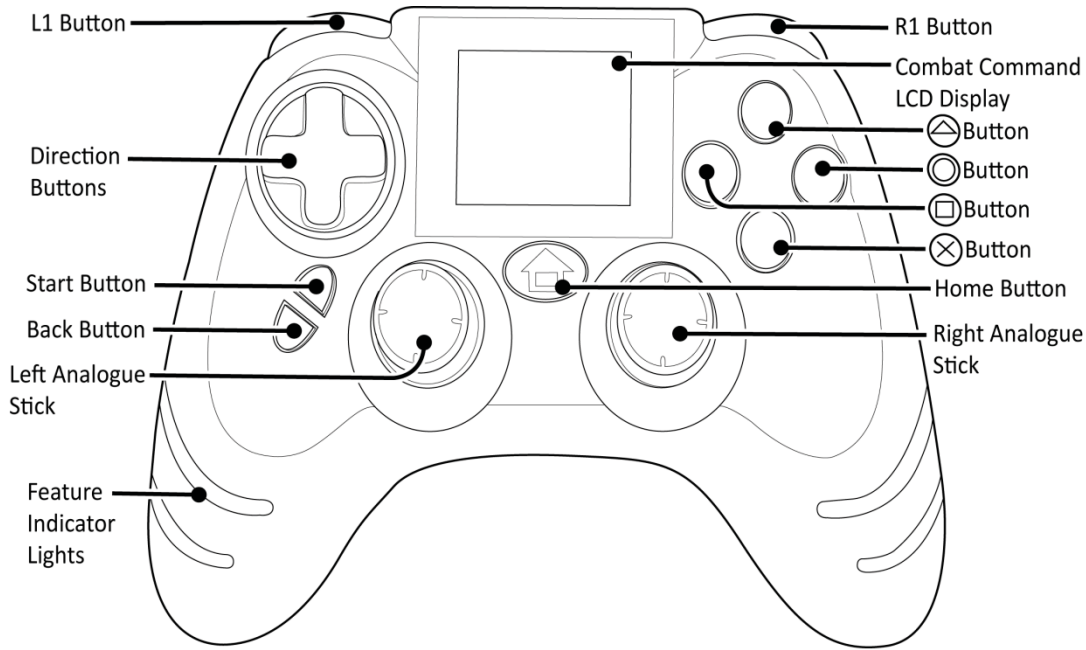
The TurboFire EVO controller has been designed to be as ergonomic as possible but as with any gaming peripheral you are advised to take regular breaks during your gaming session especially if any discomfort occurs.

### ⚠ Important Battery Precautions

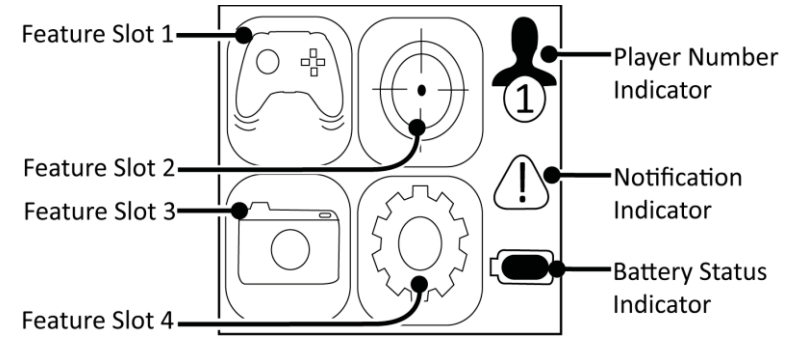
Please ensure that you follow these recommendations to avoid causing damage to batteries or the product:

- Do not mix standard and rechargeable batteries.
- Never mix new and used batteries with different charge levels.
- Ensure that batteries are fitted in accordance to the guide shown on the inside of the battery moulding.
- Do not leave flat batteries in the product.
- Avoid mixing batteries of different types or brands.
- Ensure that batteries are removed from the product for long periods of non-use.
- Do not use batteries which appear to be damaged.
- When disposing of batteries follow appropriate local guidelines and regulations.

#### 4. Controller Overview

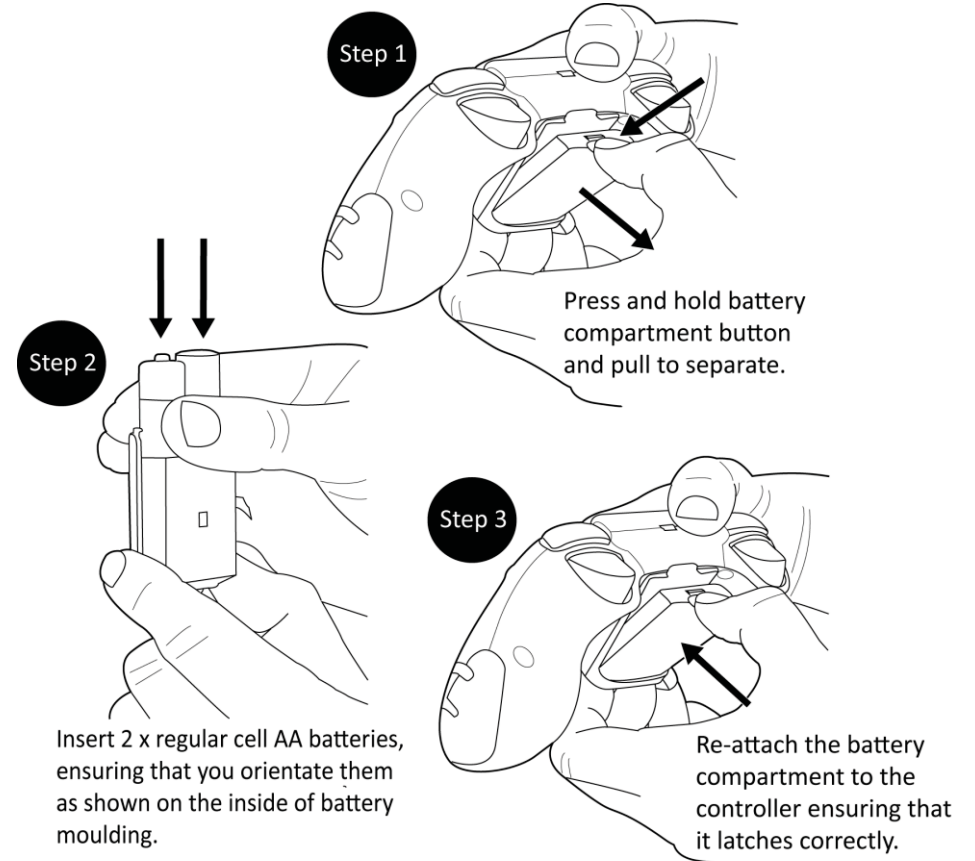


#### 5. Combat Command LCD Display Overview



#### 6. Inserting Batteries

Before inserting batteries, please refer to the 'Important Battery Precautions' information beneath section '3'. The TurboFire EVO can be powered using regular cell AA batteries or using a rechargeable battery pack as described in the next section. In order to insert regular cell AA batteries in to the battery compartment, please follow these steps:



## 7. Attaching a Rechargeable Battery Pack

The TurboFire EVO supports the usage of a rechargeable battery pack (not supplied). A rechargeable battery pack is used in place of the battery compartment and is usually a sealed unit. Rechargeable battery packs are manufactured by a number of first and third party manufacturers. In order to attach a rechargeable battery pack, please follow these steps:

**Step 1** Press and hold battery compartment button and pull to separate.



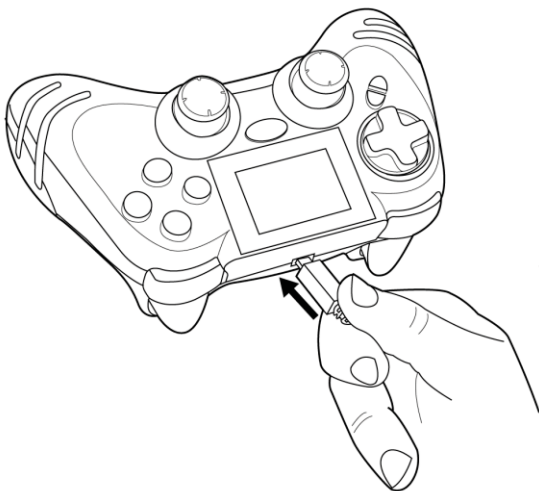
**Step 2** Attach the rechargeable battery pack ensuring that it latches correctly.



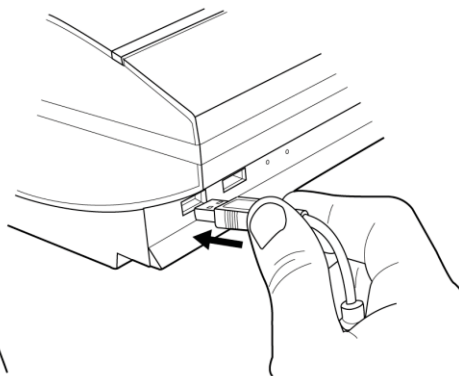
### 7.1. Recharging a Rechargeable Battery Pack

The TurboFire EVO allows the recharging of a rechargeable battery pack using the USB connection on the TurboFire EVO and the USB cable (supplied). In order to recharge a rechargeable battery pack, please follow these steps:

**Step 1** Connect the mini USB end of the USB Cable to the USB Connection located on the top of the TurboFire EVO.



**Step 2** Connect the larger end of the USB Cable (supplied) into any free USB port on your PS3.



## Other Charging Information

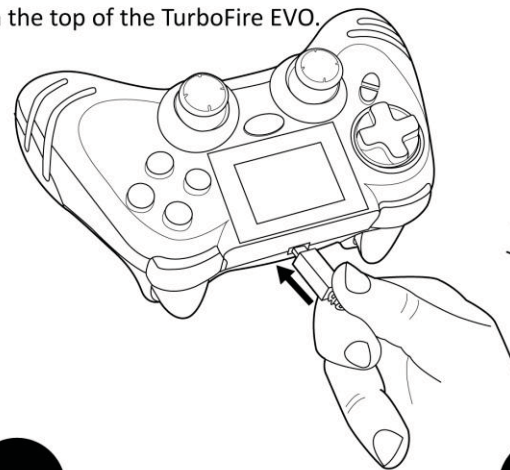
The TurboFire EVO does not support the usage or charging of rechargeable AA batteries. Please refer to the information provided with your rechargeable battery pack for approximate charging times.

## 8. Pairing the Controller

Before you can use the TurboFire EVO for the first time you need to pair it with your PS3 console. To do this, please follow these steps:

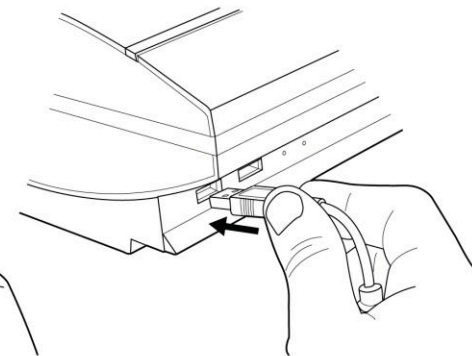
**Step 1**

Connect the mini USB end of the USB Cable to the USB Connection located on the top of the TurboFire EVO.



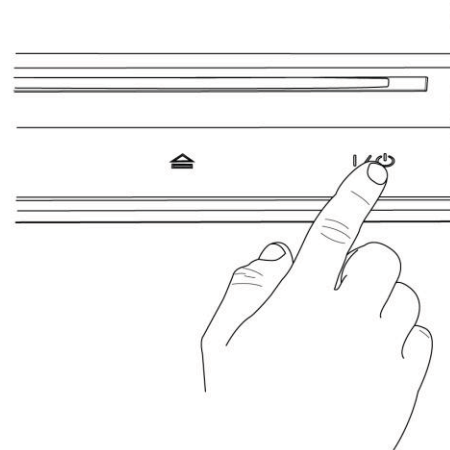
**Step 2**

Connect the larger end of the USB Cable (supplied) into any free USB port on your PS3.



**Step 3**

Ensure that your PS3 console is powered on.



**Step 4**

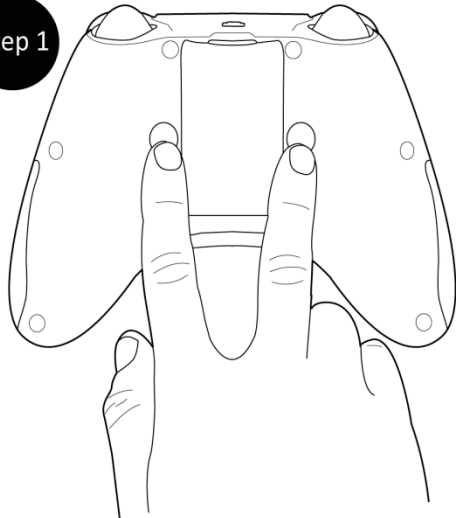
In order to complete the pairing, press the 'Home' Button on the controller.



## 9. Adjusting the Level of Brightness

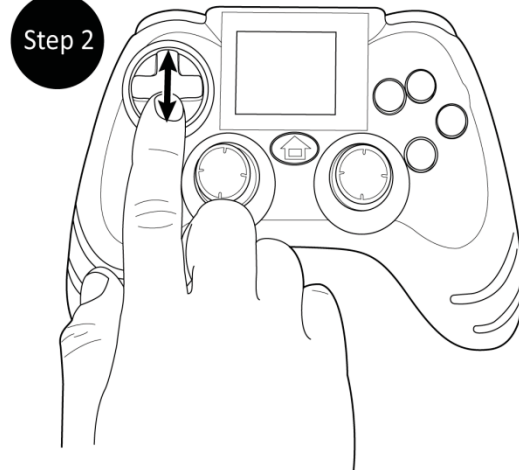
The Combat Command LCD Display can be set to the preferred level of brightness. In order to adjust the level of brightness, please follow these steps

Step 1



Press and hold the F1 and F2 Buttons

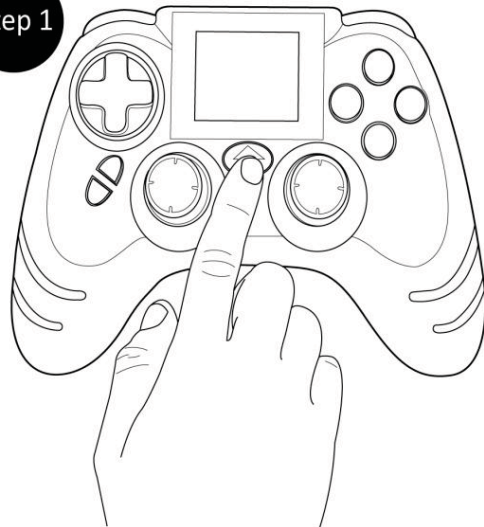
Step 2



Whilst continuing to press and hold the F1 and F2 buttons increase and decrease the level of brightness by moving the direction buttons up and down as shown.

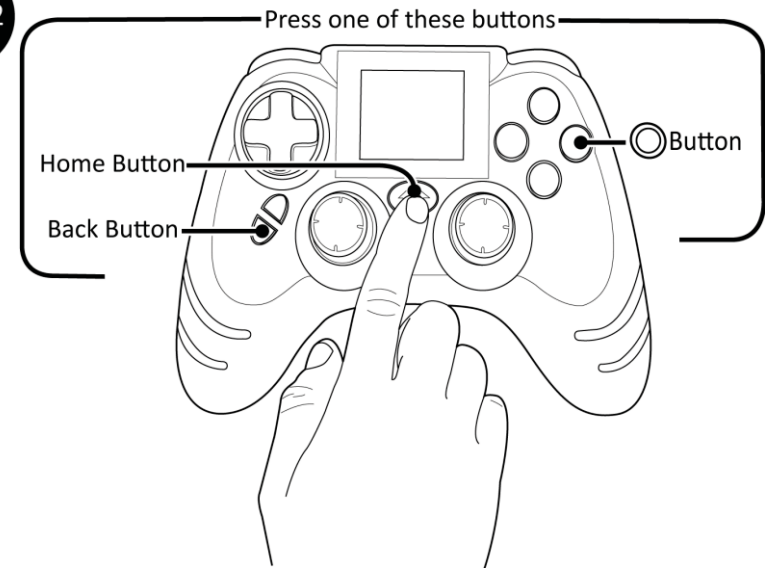
## 10. Entering and Exiting the TurboFire EVO Menu


Step 1



Each time you wish to access the TurboFire EVO Menu you need to short tap the Home button on the TurboFire EVO controller. Access the usual PS3 menus when pressing and holding the Home button for over a second.


Step 2



Whilst you are within the TurboFire EVO menu the TurboFire EVO buttons and controls will only allow you to control the TurboFire EVO menu. In order to exit the TurboFire EVO Menu and regain control of your console, you need to tap the Home button, Back button or  button.

## 11. Activating Features

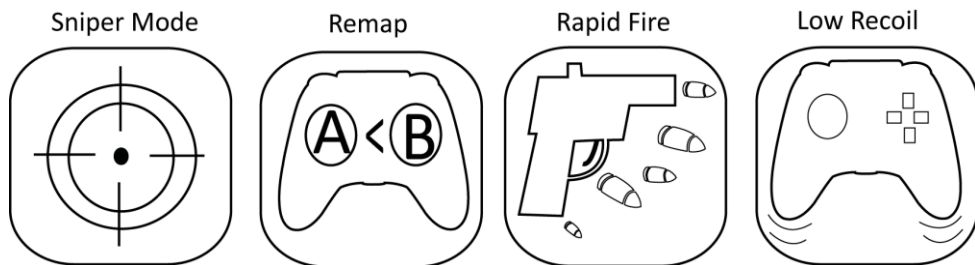
It is possible to set each of the features to activate in one of five ways. You can choose to activate and deactivate a feature by pressing the F1 or F2 button. You can choose to activate a feature when you are pressing and holding the F1 or F2 button. Alternatively you can choose to have a feature set to always on, meaning that you do not need to press any button to activate the feature. When activating features you can use multiple instances of some features such as Rapid Fire and Sniper.

When you have entered the TurboFire EVO menu as detailed in the previous section, using the Left Analog Stick or the Direction buttons you can scroll between the four features. With the feature which you wish to activate highlighted, using the  button on the TurboFire EVO you can toggle the highlighted feature between the five different activation modes. Each of the activation modes is indicated by an icon being added to the highlighted feature as follows:

Icon Displayed	How it Works
Tap X ↓ Tap X	① Activate and deactivate by pressing the F1 button
↓ Tap X	② Activate and deactivate by pressing the F2 button
↓ Tap X	✔ Always on
↓ Tap X	① Activate when you are pressing and holding the F1 button
↓ Tap X	② Activate when you are pressing and holding the F2 button

## 12. Pre-installed Features

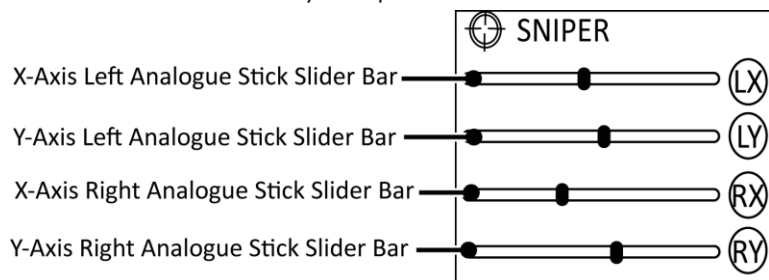
The TurboFire EVO is preinstalled with the features Sniper, Remap, Rapid Fire and Low recoil. Each of the pre-installed features is easily identifiable by the following feature images:



### 12.1.1. Sniper

The TurboFire EVO controller is equipped with a unique programmable Sniper Mode feature which allows for you to slow down the movement of either analogue stick. In slowing down the movement of either analogue stick allows for more precise movements, which is an advantage when playing in a sniper situation which requires accurate aiming.

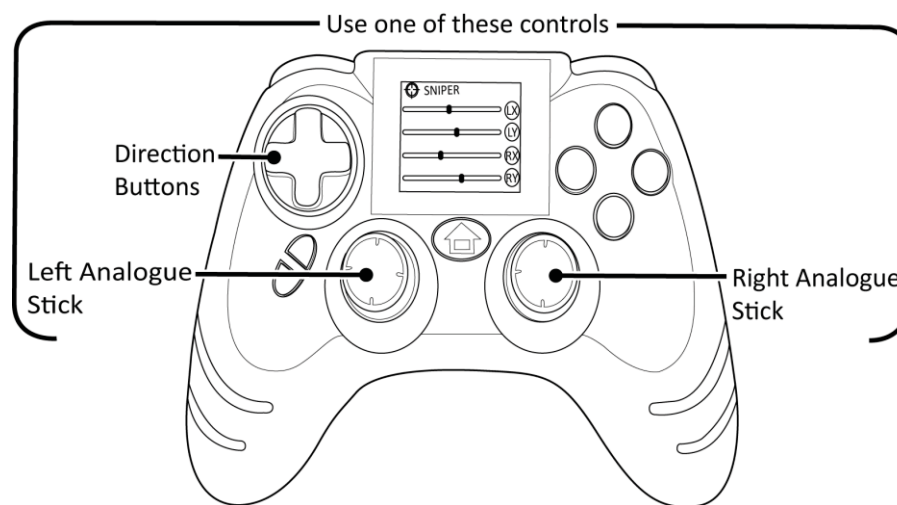
After entering the TurboFire EVO Menu as detailed under section '10', using the ⊗ button select the Sniper feature image to enter the Sniper configuration screen. If you would like to return to the TurboFire EVO Menu at any time press the Back button.



### 12.1.1.1. Configuring Sniper

When configuring Sniper you are increasing or decreasing the speed of the analogue sticks by adjusting the y-axis and x-axis slider bars for each analogue sticks. The y-axis is up and down movement, the x-axis is left and right movement. The centre of a slider bar represents the normal speed of the axis. When moving a slider bar to the left you are slowing down the x-axis or y-axis. When moving a slider to the right you are speeding up the x-axis or y-axis.

In order to adjust each of the slider bars you need to scroll up or down to highlight the slider bar which you would like to adjust. Whilst highlighting the chosen slider bar move each of the sliders left or right. You can use any of the buttons shown in the following illustration:

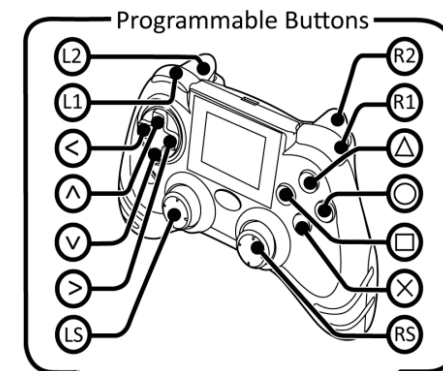


Once you are happy with your configuration press the Start button to save the configuration. As detailed under section '11' you can now activate the feature with your chosen configuration.

### 12.2. Remap

Button remapping gives you the ultimate control over the TurboFire EVO layout by allowing you to choose which buttons should be pressed to activate each control.

After entering the TurboFire EVO Menu as detailed under section '10', using the ⊗ button select the Remap image to enter the Remap configuration screen. If you would to return to the TurboFire EVO Menu at any time press the Back button. As shown in the following illustration, the Remap configuration screen displays which buttons are assigned to each of the controls.



### 12.2.1. Configuring Remap

In order to program which buttons should be pressed to activate each control, please follow these steps:

Step 1



Scroll up, down, left or right to highlight the button which you would like to remap.

Step 2



Select the highlighted button using the X button.

Step 3



Scroll up or down until you are shown the button which you would like to assign to the control.

Step 4



Press the X button to confirm.

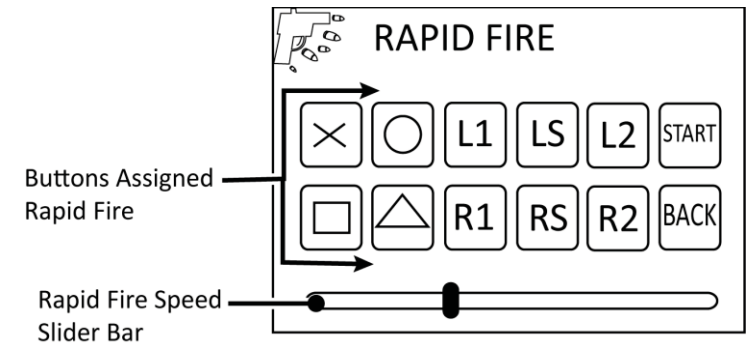
Step 5



Repeat the same steps to remap any other buttons. Once you are happy with your configuration press the Start button to save the configuration. As detailed under section '11' you can now activate the feature with your chosen configuration.

### 12.3. Rapid Fire

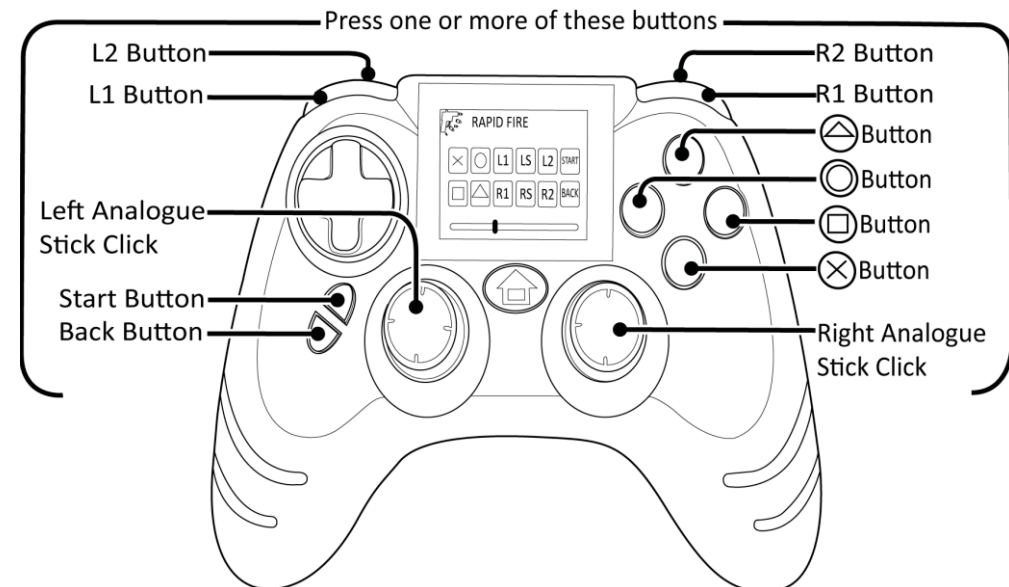
The unique programmable Rapid Fire feature can boost your firepower in any PS3 game. The Rapid Fire can be set to operate at different speeds and can be assigned to wide range of buttons.



After entering the TurboFire EVO Menu as detailed under section '10', using the X button select the Rapid Fire image to enter the Rapid Fire configuration screen. If you would to return to the TurboFire EVO Menu at any time press the Back button. As shown the Rapid Fire configuration screen displays the buttons which are assigned Rapid Fire and a Rapid Fire speed slider bar which enables you to adjust the rate of fire.

#### 12.3.1. Choosing Which Buttons are Assigned Rapid Fire

In order for you to get the most out of the Rapid Fire feature you can choose exactly which button or buttons it is assigned to. To program which buttons will use Rapid Fire press any of the buttons shown in the following illustration.



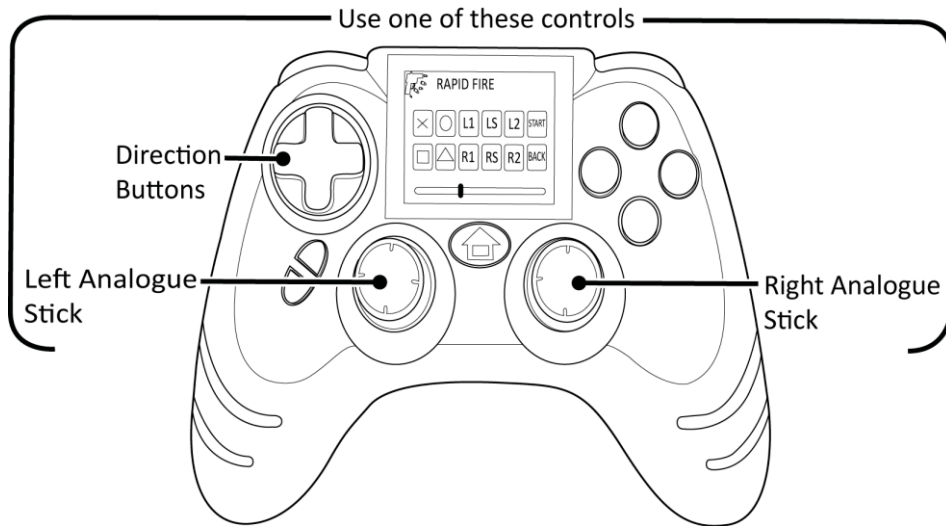
In order to assign Rapid Fire to the Start button and Back button without exiting the Rapid Fire configuration screen. You need to press and hold the F1 or F2 button before pressing the Start button and Back button.

When making your selections, as shown button icons are displayed by the Rapid Fire configuration screen confirming the buttons which will be assigned Rapid Fire.

Having chosen the buttons which you would to assign Rapid Fire you can now save the configuration by pressing the 'Start' button. Alternatively you can set the Rapid Fire speed as detailed in the next section. If you would you like to continue without changing the Rapid Fire speed, as detailed under section '11' you can now enable the feature with the chosen buttons.

### 12.3.2. Setting Rapid Fire Speed

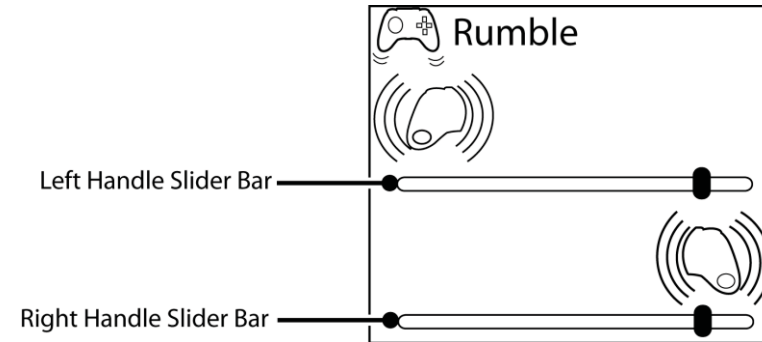
Having chosen the buttons which you would like to assign Rapid Fire, you can choose the speed which Rapid Fire will operate. In order to set the speed of Rapid Fire you need to move the Rapid Fire slider bar either to the left to decrease or to the right to increase. You can use any of the controls shown in the following illustration:



Once you are happy with the configuration save the configuration by pressing the 'Start' button. As detailed under section '11' you can now enable the feature with the chosen buttons and set speed.

## 12.4. Low Recoil

The Low Recoil feature allows you to set the level of rumble which you feel during gaming. The rumble configuration screen allows you to adjust the level of rumble which you feel on either handle of the pad as shown in the follow illustration:



### 12.4.1. Configuring Low Recoil

In order for you to configure the level of rumble which you feel on either handle of the pad. You need to adjust the Left Handle Slider Bar and the Right Handle Slider Bar, when making adjustments to either slider bar the actual level of rumble is felt though the handles. To do this, please follow these steps:

#### Right Handle Slider Bar

Moving the Right Analogue stick left and right will adjust the Right Handle Slider Bar, as shown in the following illustration:





### Left Handle Slider Bar

Moving the Left Analogue stick left and right will adjust the Left Handle Slider Bar, as shown in the following illustration:



Once you are happy with your configuration press the Start button to save the configuration. As detailed under section '11' you can now activate the feature with your chosen configuration.

### 13. EVO Customizer PC software

---

The EVO Customizer is a free downloadable PC application which allows you to download and configure the TurboFire EVO Features. The EVO Customizer is downloadable complete with instructions from Datel's website, [www.codejunkies.com](http://www.codejunkies.com).

Using the EVO Customizer and the USB Cable (supplied), you can choose from a host of downloadable features including Combo Sequences, Y-Axis Reverse, Analogue Sensitivity, Left Handed Mode, Auto Fire and Custom Image. You can also download the pre-installed features Sniper, Remap, Rapid Fire and Low recoil.

As explained in this user guide for the pre-installed features, you can configure features using the Combat Command LCD Display. In addition to this it is possible to configure each of the available features using the EVO Customizer.

This fantastic feature gives you the ultimate freedom to customize the TurboFire EVO for how you want to play and best of all it is completely free.

### 14. FCC Rules, Part 15

---

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 to 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.

#### **This device complies with Part 15 of the FCC rules.**

Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

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

#### **Responsible Party:**

Datel Design & Development Inc,  
33 North Garden Avenue,  
Suite 900,  
Clearwater,  
FL 33755  
United States of America  
Tel. 727-431-0650

## 15. Customers in Canada

---

### IC warning statement:

This Class B digital apparatus complies with Canadian ICES-003.

This device complies with RSS 210 of Industry Canada (IC).

Operation of this device is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

### RF warning statement:

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

## 16. Technical Support and Customer Service

---

Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this manual.

Please ensure that you have information on when and where you purchased this product to hand.

### Datel Customer Service USA

ATTN: Customer Services, Datel Design & Development Inc  
33 North Garden Avenue, Suite 900, Clearwater, FL 33755  
UNITED STATES

Email: [support@dateldesign.com](mailto:support@dateldesign.com)

Knowledgebase: <http://www.datelcustomerservice.com>

Web: <http://us.codejunkies.com>



TouchSense® Technology Licensed from Immersion Corporation. Protected by one or more of the following patents.

U.S. Patents: 5831408, 5844392, 5857986, 5907487, 5959613, 6020875, 6088017, 6104158, 6219032, 6246390, 6252583, 6271833, 6275213, 6278439, 6343349, 6400352, 6411276, 6424333, 6715045, 6801008, 7131073, 7199790, 7209117, 7299321, 7327348, 7345672, and 7502011.

---

© 2012 Datel Design & Development Inc. *TurboFire* is a registered trademark of Datel Design and Development Inc. *EVO* is a trademark of Datel Design and Development Inc.

*TurboFire EVO* for PS3 is a 100% unofficial product and is NOT sponsored, endorsed or approved by SONY, nor any games developer or publisher. PLAYSTATION and PS3 are a registered trademarks or trademarks of SONY in the United States and/or other countries. The Bluetooth word mark, figure mark, and combination mark are all trademarks of the Bluetooth SIG.