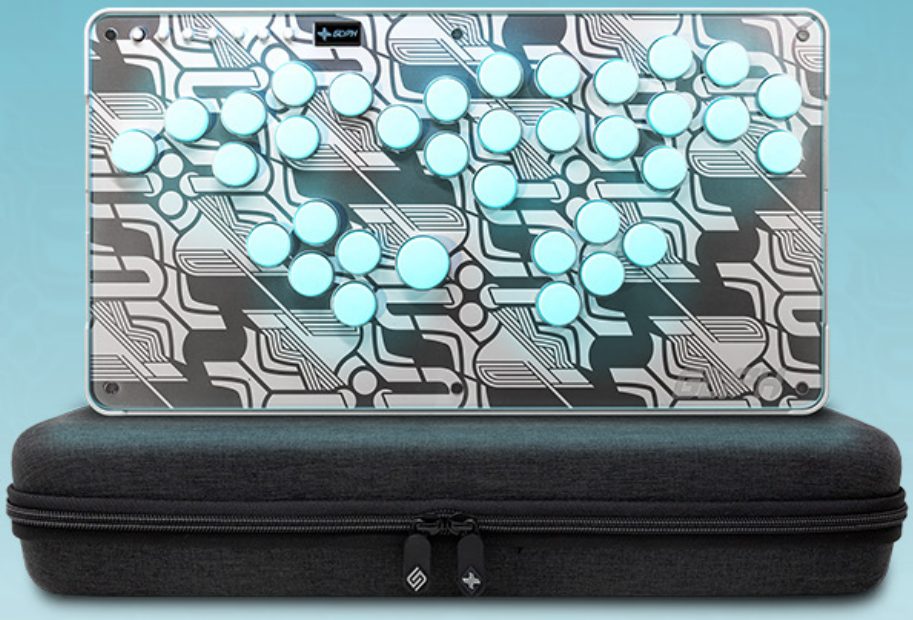
GLYPH

INSTRUCTION MANUAL, VER 1.0 | APRIL 2026



LIMIT LABS

Satisfye

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1.1 Connecting The Glyph

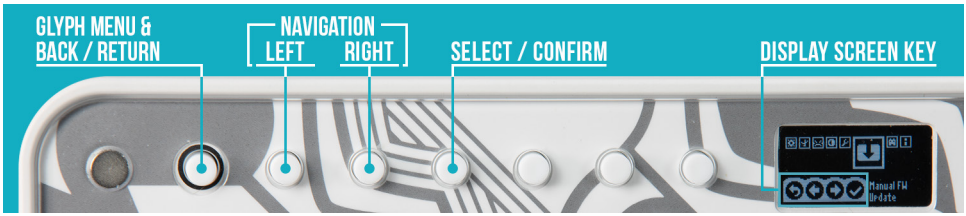
Connect the Glyph to a PC or console using an appropriate USB cable.
The Glyph automatically detects the connected device and selects the correct USB Input Mode.

USB-C port

For additional connection details, see Section 2.1 – Connecting to Consoles / PC.

1.2 Update the Firmware

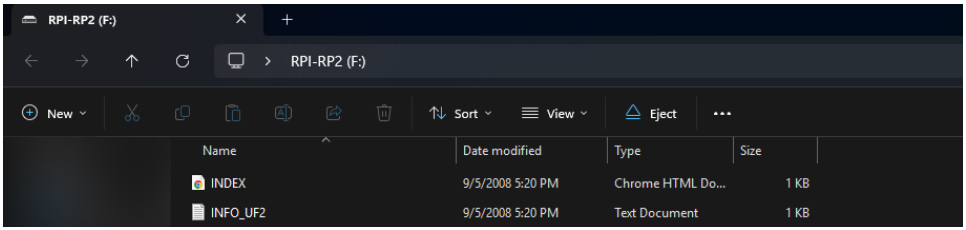
Use the **Firmware Fresh Install** file to ensure a complete update and avoid version conflicts.
Download the latest firmware: limitlabs.com/resources/glyph



Glyph Menu – Firmware Update

To install the firmware:

1. Select Manual FW Update to enter firmware update mode.
2. The controller enters UF2 upload mode and appears as a USB drive named RPI-RP2.
3. Drag the downloaded .uf2 firmware file onto the RPI-RP2 drive.



RPI-RP2 Drive in File Explorer

Once the window closes, the firmware update is complete.
For additional firmware update methods, see Section 3.8 – Firmware Flashing Tutorial.

1.3 Input Profiles

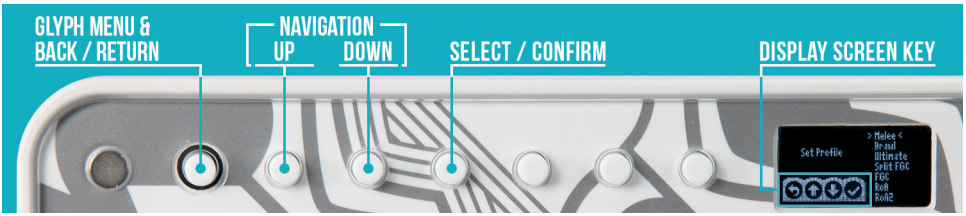
Your Glyph includes several preloaded input profiles designed for different games and platforms.
Default button mappings for each profile appear in:
Section 2.6 – Layout Plates

1.4 Switching Profiles

Profiles are changed using the Glyph Display Menu.
The Glyph display shows only profiles compatible with the currently connected device.
To change the active profile:

1. Press the **Menu** button to open the display menu.
2. Select **Profiles**.
3. Use the **Up / Down** buttons to browse available profiles.
4. Press **Select** to activate the highlighted profile.

The controller will briefly restart and load the selected profile.



Glyph Menu – Profile Selection

The display screen shows the current function of each menu button.
For full menu instructions, see Section 3 – Glyph Interface.

1.5 Ready to Play

The Glyph is now ready to use.
Continue reading the manual to explore additional features such as:

- Custom profiles
- Button remapping
- Layout plates
- LED customization

For any questions or support, please contact us via:
Email: support@satisfye.com
Discord: discord.gg/satisfyegaming

2. HARDWARE

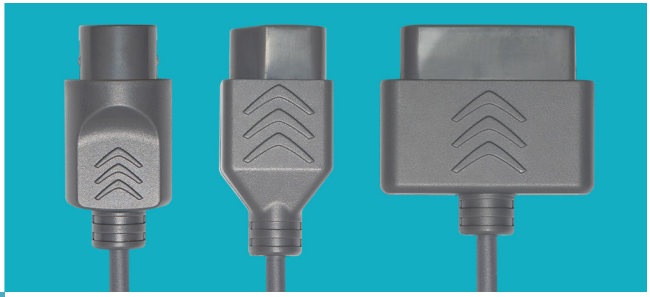
2.1 Connecting to Consoles / PC

USB-C port

Connect the Glyph to a supported console or PC using a USB-C cable.

Included cables

USB-C to USB-A (PC, Switch)
USB-C to GameCube/Wii



Supported cables (sold separately)*

USB-C to N64, USB-C to SNES, USB-C to NES
*Available as “Glyph Retro Cable Pack” bundle on satisfye.com

USB-C to USB-C is also supported for both PC and Switch.
When connected to a computer, the Glyph defaults to XInput mode.

USB Input Mode Menu

The Glyph supports different USB Input modes that can be switched by utilizing the screen menu. These modes are as follows:

- Xinput (PC)
- Switch
- DInput (PC Legacy API, some games require it)

The Glyph is compatible with Brook Wingman USB Adapters which enables the Glyph to function with PlayStation 4, PlayStation 5, Xbox One, or Xbox Series S/X.
Set the Glyph USB input mode to **Switch** in the on-device menu, when using a Wingman adapter.

2.2 Cable Anchor

The Glyph includes a Cable Anchor and integrated anchor port designed to protect the USB-C connection and attached cable.

Using the Cable Anchor:

1. Loop the Cable Anchor around the desired cable & pass the cable through the anchor opening.
2. Insert the Cable Anchor into the anchor port on the Glyph; rotate the anchor clockwise.
3. Connect the USB-C Cable to the Glyph.
4. To remove, rotate the cable anchor counterclockwise and remove from the recepticle.

Proper use of the Cable Anchor prevents cable disconnection if the cable is snagged and redirects strain away from the Glyph USB-C port.

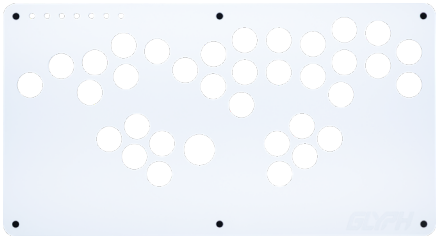
2.3 Changing Artwork

On the left and right sides of the controller, there are notches that allow for easy removal of the top layout plate/art sheet away from the Glyph base.

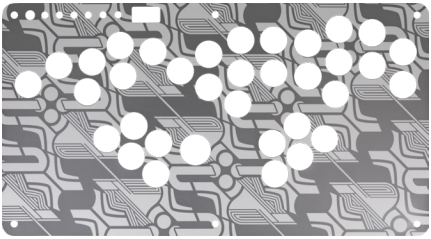
Glyph Side Notch

Lifting from a single side of the Glyph creates enough leverage to easily lift away the layout plate. It is not necessary to lift from both sides simultaneously.

The art sheet attaches underneath the top clear panel by aligning the holes in the sheet to the 6 magnets on the layout plate.



Full Layout Plate



Full Art Sheet

Layout Plate Corner Magnet

Store extra layout plates with an attached art sheet to prevent fingerprints and dust from accumulating between the two surfaces.

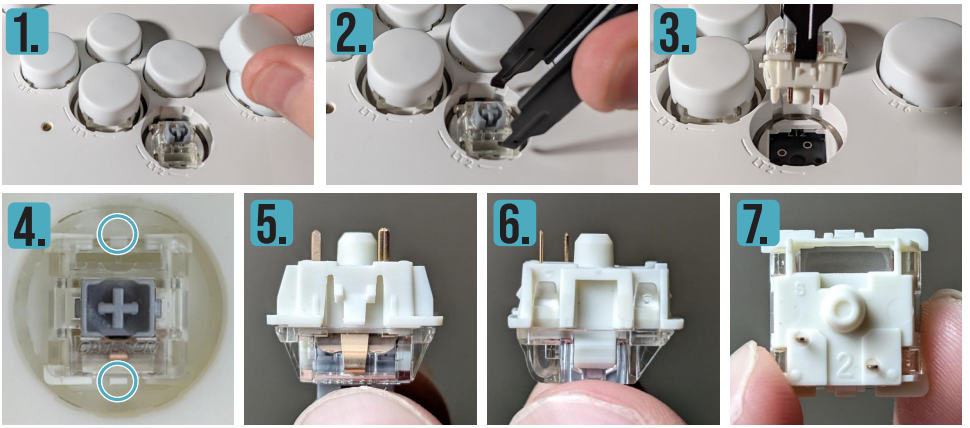
2.4 Swapping Keycaps and Switches

Follow the instructions from Section 2.3 to remove the layout plate and art sheet.

Layout Plate Attached

Lifting Layout Plate

Follow the instructions for easy and safe removal of key switches.

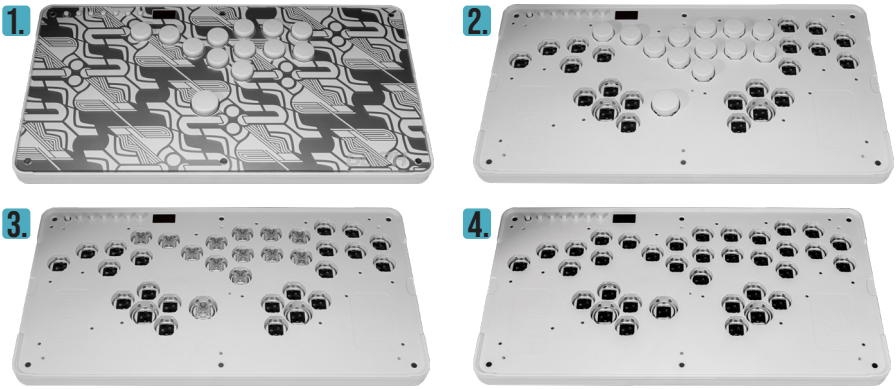


Keycaps are removed by squeezing opposite sides and pulling upwards (1). Use the removal tool to remove the switch underneath (2). Pinch the tool inward while underneath the clear plastic switch housing, pull up and the switch should come free without much force. (3 & 4). Ensure that the pins of the switch are not bent before inserting (5,6,7).

Manually insert the switch in this orientation (8) with the metal pins on the south side of the switch, plugging the switch into the hot-swap sockets. Place key cap onto the switch and press down so it locks into place (9,10).

2.5 Swapping Layout

All Glyph controllers ship with the Full Layout by default.
Additional layout plates are available through the Elite Bundle, or sold separately.

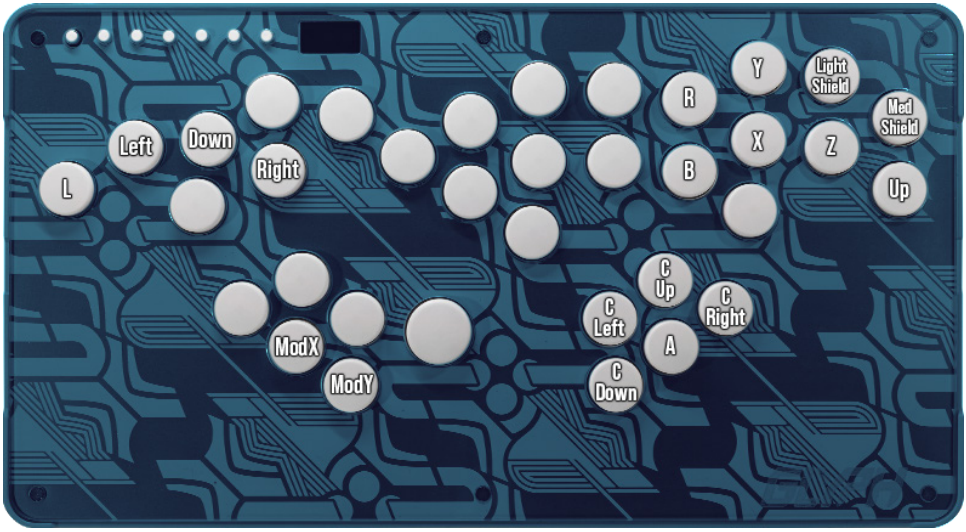


Glyph – Key Removal Process

2.6 Layout Plates

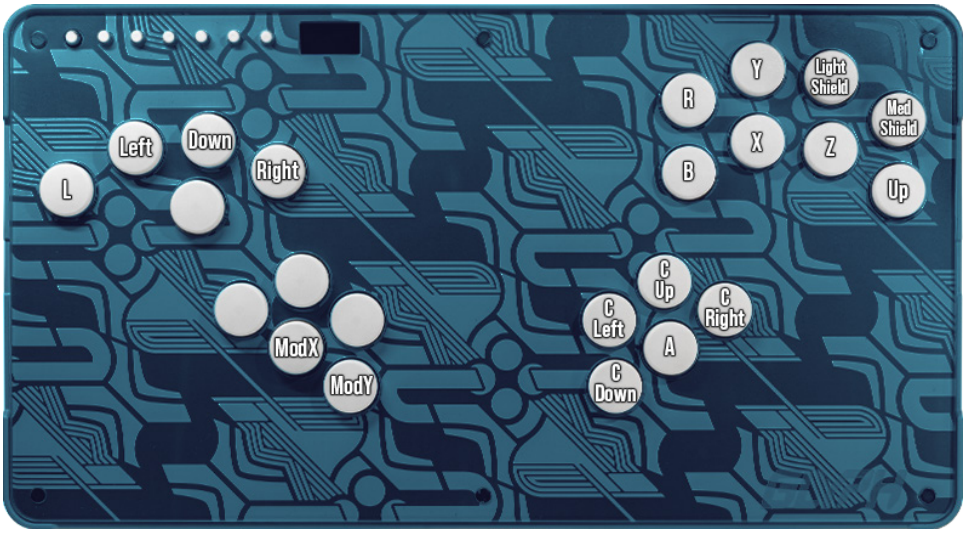
The Glyph controller supports multiple layout configurations optimized for different game genres. Each layout has a corresponding default profile for button mappings.
Layout plates define the physical button arrangement.
Button mappings are determined by the active profile. [Section 3.3 – Profile]

Full Layout – Default Mapping



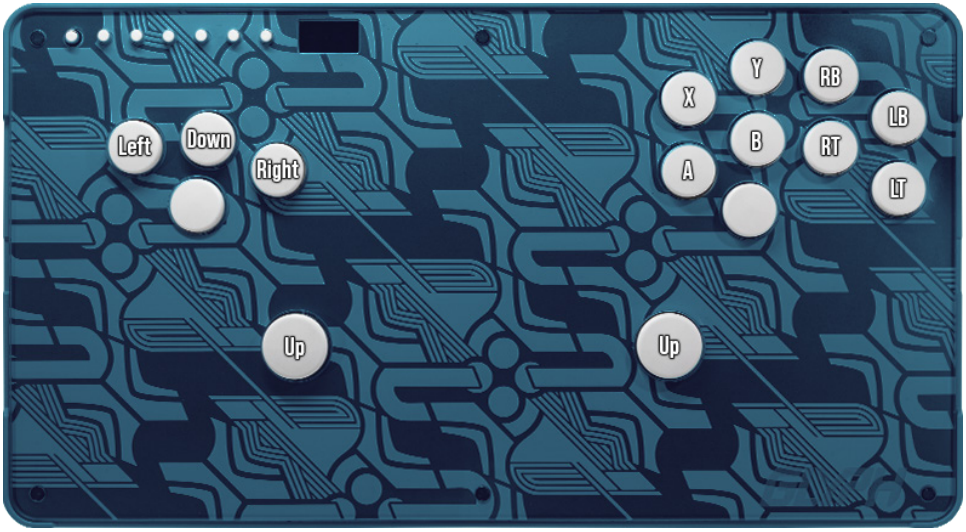
This layout exposes the **maximum number of inputs** and supports a wide range of games, including platform fighters, traditional fighting games, and other controller-based titles.

Platform Fighter – Layout Default Mapping



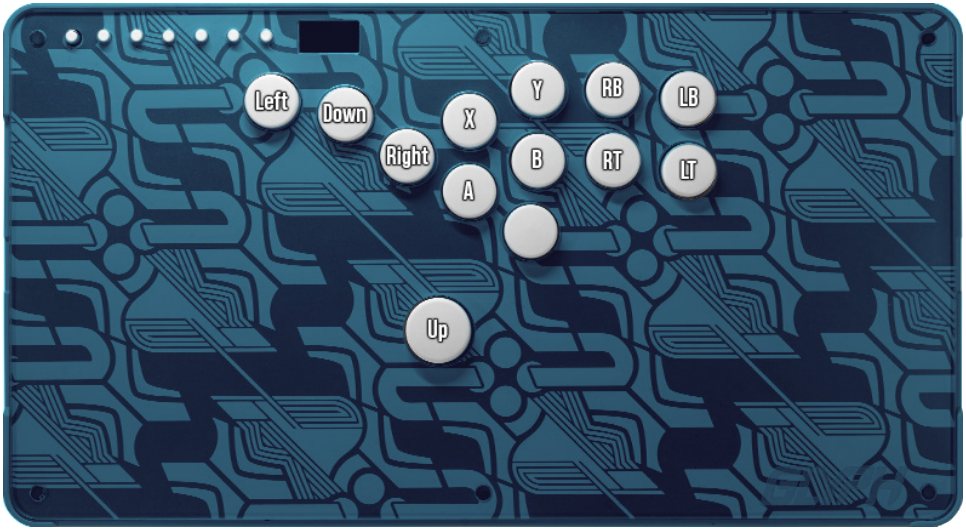
The Platform Fighter Layout prioritizes directional movement and attack inputs commonly used in platform fighters such as Super Smash Bros. and Rivals of Aether.

Split FGC Layout – Default Mapping



The Split FGC Layout separates directional and attack inputs across both sides of the controller for fast and precise input execution.

Traditional FGC Layout – Default Mapping



The Traditional FGC Layout mirrors the button arrangement commonly found on arcade fight sticks, grouping attack inputs into a clustered layout familiar to fighting game players.

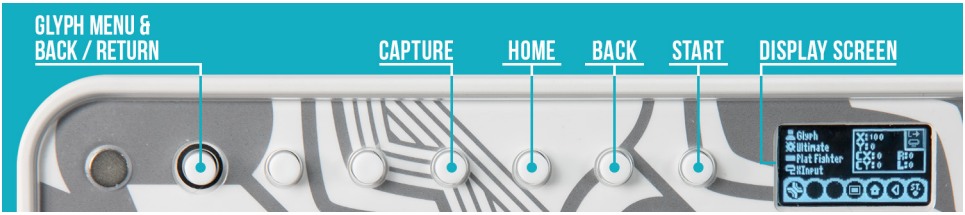
These examples represent the default configurations for the four standard Glyph layouts. Both the physical layout plate and the digital function assigned to each button can be customized.

Continue reading for information on how to change and customize profiles.

Glyph – Supported Layout Configurations

3. GLYPH INTERFACE

3.1 Display & Button Functions



Glyph Interface – Default Button Functions

The screen displays:

- Active Profile
- Selected Layout
- Current USB input mode (XInput, DInput, etc.)
- Live input display (Top Right Corner of Screen)

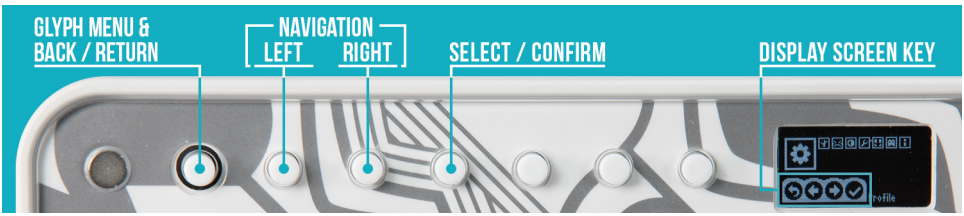
Button presses appear on the display in real time, allowing verification of inputs and button assignments.

When connected to a console or PC, buttons follow the default mapping shown above.
The Capture button triggers the native gameplay capture function of the connected platform.
Supported platforms may capture screenshots or video depending on system capabilities.

3.2 Menu Navigation

Press the illuminated Menu button (far-left button) to open the Glyph menu and access:

- Profile
- USB Input Mode
- RGB Brightness
- Input Viewer
- Connect to Configurator
- Manual Firmware Update
- About



Glyph Interface – In-Menu Button Functions

Use the navigation buttons to move through menu options.
Navigation buttons function as **Left/Right** or **Up/Down** depending on the active menu.
Press the Select button (fourth button from the right) to open the highlighted option.
Press the illuminated Menu button at any time to return to the previous screen.

3.3 Profile

Profile Menu

Open the Profile Select Menu to switch between profiles stored on the Glyph.
Use the navigation buttons to scroll through available profiles.
Press the selection button to activate the highlighted profile.
After selection, the Glyph returns to the main screen with the new profile active.

Profile Selection List

3.4 USB Input Mode

USB Input Mode Menu

Open the USB Mode menu to select the USB input protocol used by the Glyph.
Available modes include:

- Xinput (PC)
- Switch
- DInput (PC Legacy API, some games require it)

Use the navigation buttons to highlight the desired mode.
Press the selection button to apply the selected mode.

USB Input Mode Options

3.5 RGB Brightness

RGB Brightness Menu

Open the RGB Brightness menu to adjust LED brightness.
Use the navigation buttons to cycle through available brightness levels.
Four brightness levels are available.
Press the selection button to confirm the selected brightness level.

RBG Brightness Levels

3.6 Input Viewer

Input Viewer Menu

Open the Input Viewer to display controller input activity.
Button presses appear on the screen in real time, allowing verification of inputs and installed switches.
Press the illuminated menu button to exit the Input Viewer.

Input Viewer (Idle)

Input Viewer (Active)

3.7 Connect to Configurator

Connect to Configurator Menu

To create and manage profiles, connect the Glyph to the web-based Glyph Configurator.
Access the Configurator web app: Link to Configurator

1. Connect the Glyph to a PC.
2. Select Connect to Configurator in the Glyph Menu.
3. Open the Configurator on the computer and select Connect
4. Select the serial device to establish communication with the Configurator and Glyph.

The Configurator web application provides on-screen guidance and tooltips that explain profile management features.

After applying Profile changes with the Configurator:

1. Select Disconnect in the Configurator menu
2. Press the illuminated menu button on the Glyph to exit Configurator mode.

Configurator Mode Active

3.8 Manual FW (Firmware) Update

Manual FW Update Menu

Select Manual FW Update to place the Glyph into firmware update mode.
In this mode, the controller appears on the computer as a USB storage device.
To install firmware:

1. Download the latest firmware file (.UF2) (Download Link).
2. Drag and drop the firmware file onto the Glyph USB drive.

The Glyph installs the firmware automatically and restarts.

3.9 Firmware Update – Alternative Methods

Firmware Mode Active

If the Glyph menu cannot be accessed, use one of the following methods to update the firmware:

- Hold the illuminated menu button while connecting the controller to the computer.
- Press the BOOTSEL button located beneath the top plate.
- Refer to the firmware update guide (3.2.6-1) for additional information.

BOOTSEL Button

Remove the Layout Plate and artwork sheet to access the button.
The button is located very near the center of the console.
Use a thin tool (paperclip, toothpick) to press the button.

3.10 About

Open the About screen to display the firmware version currently installed on the Glyph controller.

About Menu

About Menu Selected

Use the About menu after a firmware update to confirm the update was successful.
The About menu lists the following information:

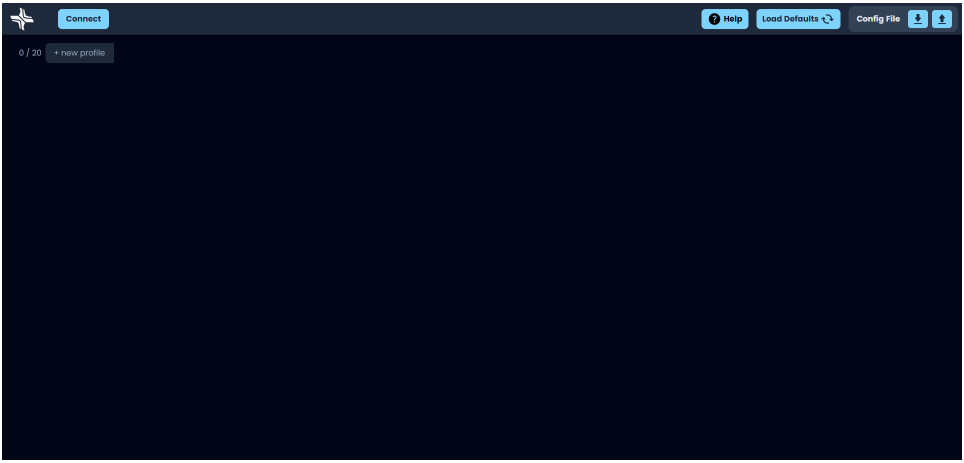
- Firmware Name
- Version
- Device Model

4. CONFIGURATOR

The Configurator is a web application used to create and manage profiles for the Glyph controller. The Configurator allows remapping of buttons, adjustment of controller layouts, configuration of input behavior, and customization of LED lighting.

Opening the Configurator displays the main interface shown below.

On first launch of the Configurator, the Help Menu will appear.
This menu can be accessed at any time using the Help ? button.

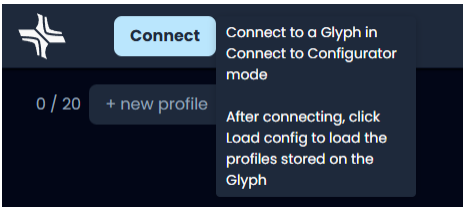


Configurator – Default Screen

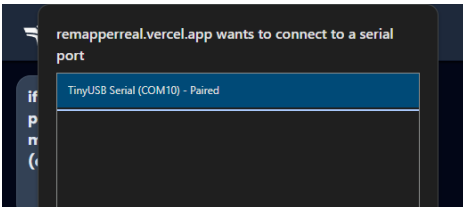
4.1 Connecting to the Configurator

To connect a Glyph controller to the Configurator:

1. On the Glyph controller, navigate to Connect to Configurator in the device menu while connected to a computer running the Configurator.
2. In the Configurator interface, click the Connect button in the top-left corner.
3. When prompted, select the device labeled TinyUSB Serial.



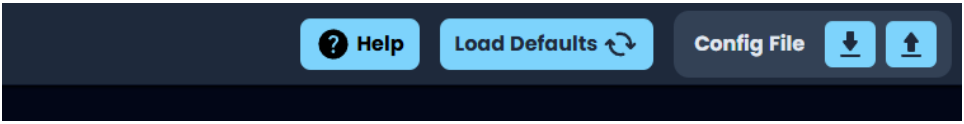
Step 2 – Click Connect



Step 3 – Select TinyUSB Serial

The Glyph is now ready to be configured.

Use the buttons in the top-right corner of the interface to manage configurations:



Upload Config
Loads the current configuration stored on your Glyph into the Configurator.

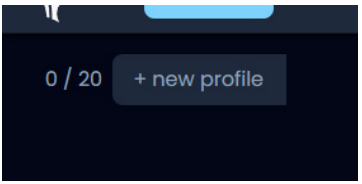
Downlaod Config
Saves the configuration from the Configurator to the Glyph controller.

When finished using the Configurator:

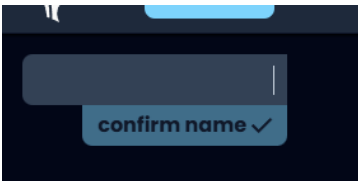
1. Click Disconnect in the Configurator.
2. Press the illuminated Menu button on the Glyph to exit Connect to Configurator mode.

4.2 Creating a Profile

Profiles store button layouts and controller settings for specific games or platforms.



Configurator + New Profile Button

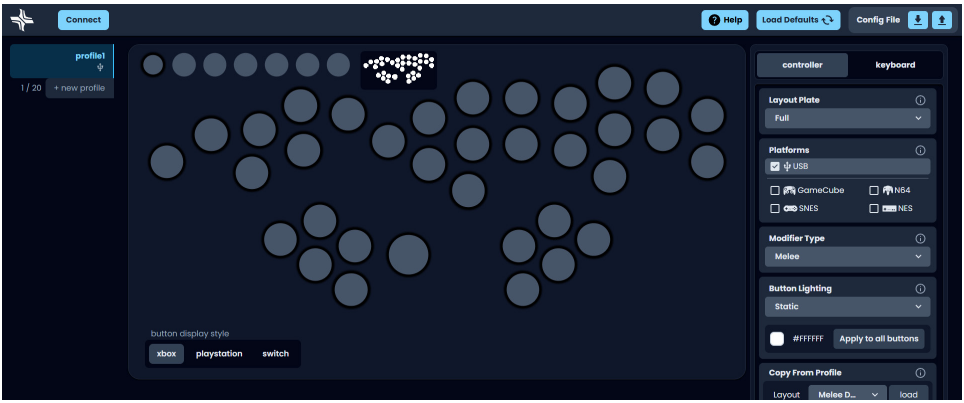


Configurator + Naming Profile

To create a new profile:

1. Click the **+ new profile** button.
2. Enter a name for the profile.
3. Confirm the name to create the profile.

Creation of a profile opens the button configuration screen.



Configurator – Button Configuration Screen

4.2 Creating a Profile

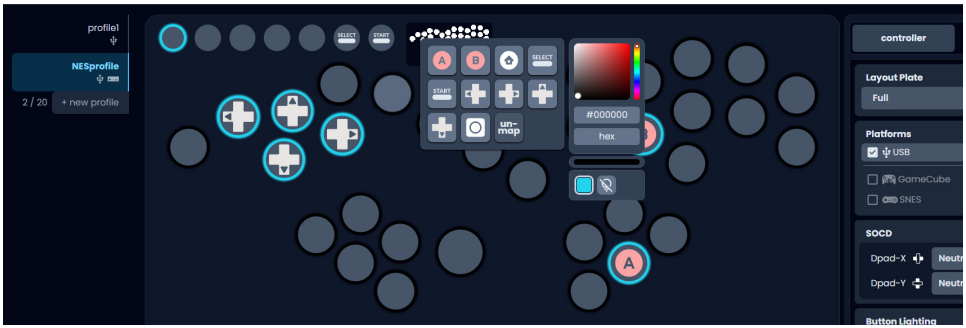
Menu Item	Icon	Action
Delete		Deletes the selected profile.
Rename		Allows entry of a new name for the selected profile.
Copy		Creates a duplicate of the selected profile with name Copy1.
Move	/	Moves the selected profile up or down within the profile list.

Available configuration options include:

- Button remapping
- Glyph layout selection
- Platform selection
- Analog modifier configuration
- SOCD (Simultaneous Opposite Cardinal Direction) configuration
- LED animations or colors
- Preset profile loading

4.3 Mapping a Button

Button mapping is performed through the Button Remapping Menu.



Configurator – Button Remapping

To remap a button:

1. Select a button within the controller layout view.
2. The Button Remapping Menu opens.

The menu allows assignment of any supported function to the selected button.

Available inputs depend on the platform selected for the profile.

- Example: selecting GameCube restricts assignments to GameCube inputs.

The Button Remapping Menu also includes LED color configuration for the selected button.

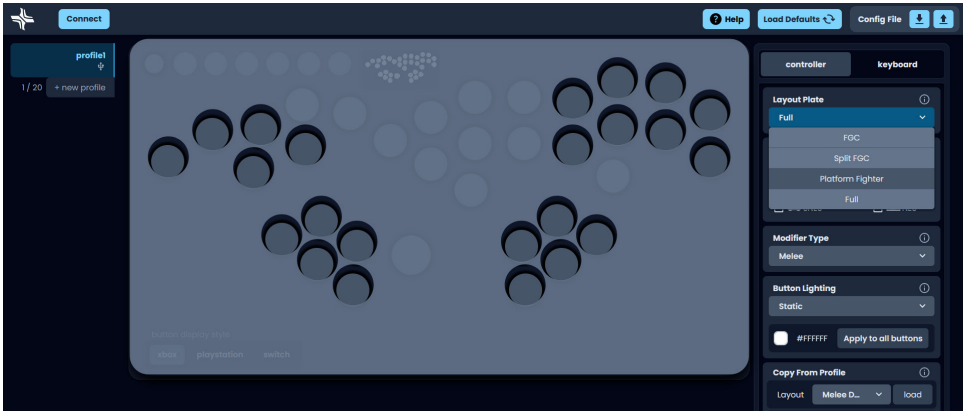
The color selector supports standard color selection and hex color values.

To disable LED lighting for a button, select the slashed light-bulb icon.

4.4 Changing the Glyph Layout

The **Layout Plate** menu allows rapid configuration of a profile to match the physical layout plate installed on the Glyph controller.

Hovering over a layout plate option previews which buttons become enabled or disabled.



Configurator – Layout Plate Preview

Selecting a layout plate updates the profile so that active buttons match the selected layout.

Configurator – New Layout Applied

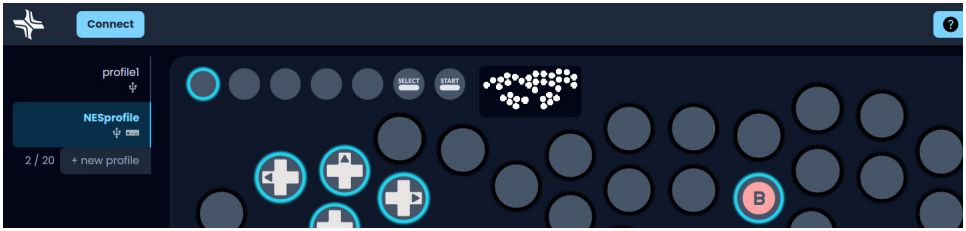
4.5 Changing Profile Platform

Each Glyph profile supports both USB platforms and classic console platforms.
Classic consoles support fewer inputs than modern controllers, requiring profiles to match inputs.
Example: a profile configured for USB and GameCube allows use of GameCube inputs through either a USB interface or a GameCube interface.

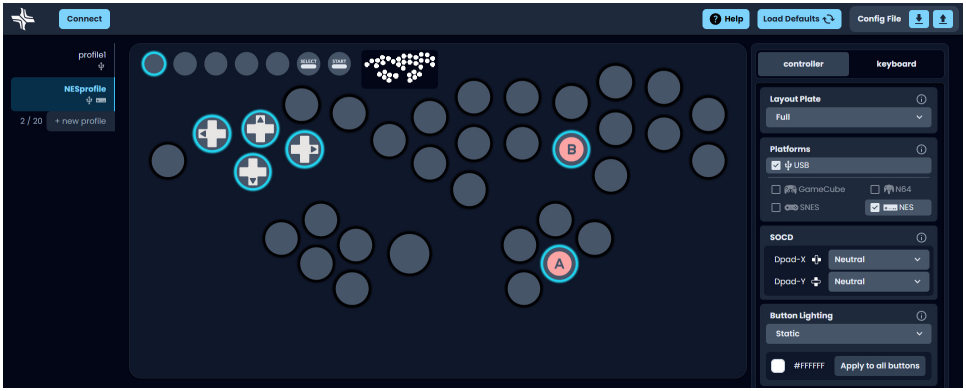
4.5 Changing Profile Platform

To configure a profile for a different platform:

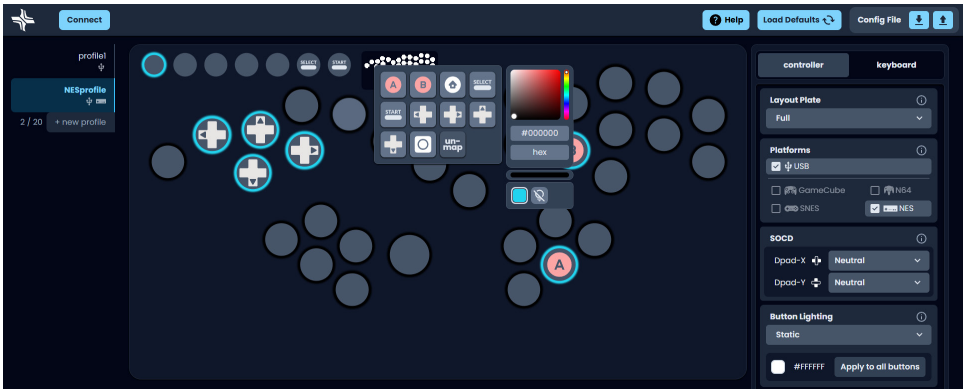
1. Create a new profile.
2. Navigate to the Platforms tab.
3. Deselect GameCube if enabled.
4. Select the desired platform (example: NES).
5. Configure inputs for the selected platform.



Configurator – New Profile



Configurator – NES Platform Selected



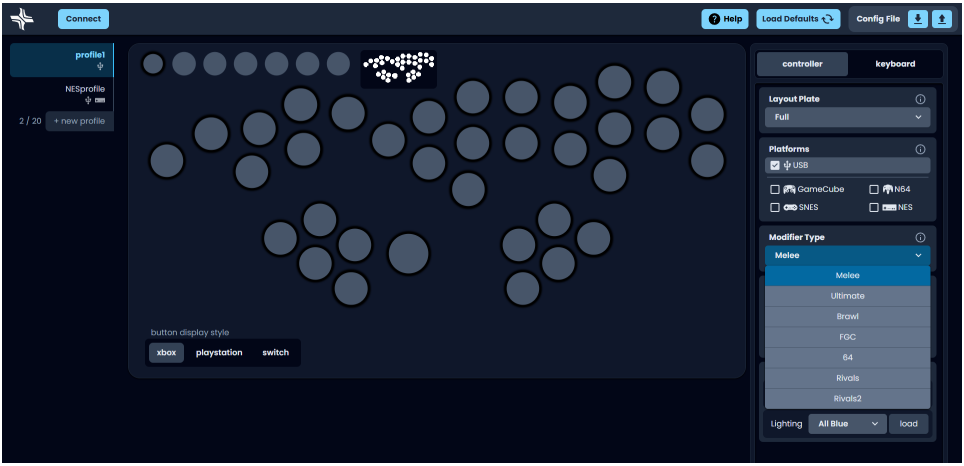
Configurator – Input Remapping

4.6 Selecting Analog Modifier Type

Analog modifier modes adjust directional input values when using analog functionality.
Modifiers allow directional inputs to deviate from strict cardinal directions.
Certain games require specific analog ranges to enable particular actions.

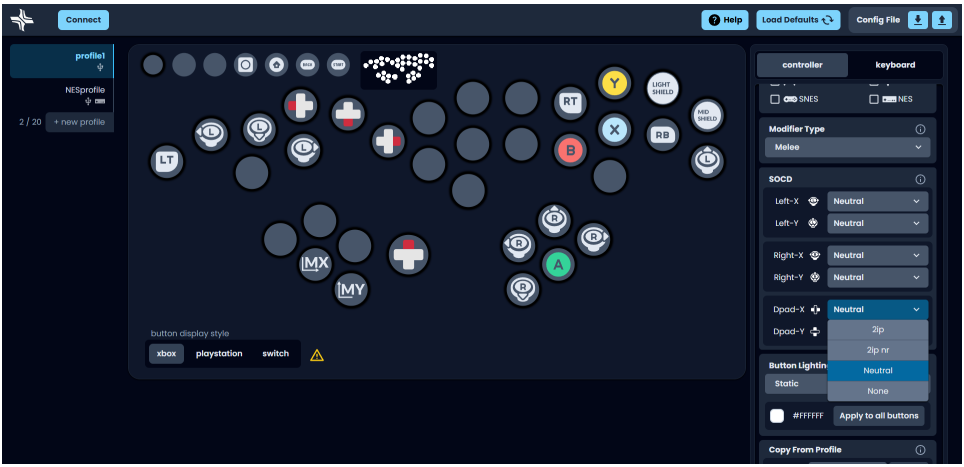
Modifier behavior:
MX - Modifies inputs along the X-axis.
MY - Modifies inputs along the Y-axis.

Different games may benefit from different modifier configurations.
Select the desired option from the **Modifier Mode** drop-down menu.



Configurator – Selecting Modifier

4.7 Simultaneous Opposite Cardinal Direction (SOCD) Settings



Configurator – SOCD Menu

4.7 SOCD Settings

Primarily used for Super Smash Bros. May be disregarded for most other games.

Digital directional inputs allow opposite directions to be pressed simultaneously (example: Left + Right).
SOCD settings determine how the controller resolves these inputs.

Available SOCD modes include:

2IP (Second Input Priority)
The second directional input overrides the first input.

Example:
Holding Left then pressing Right produces Right input.
Releasing Right returns input to Left.

2IP NR (Second Input Priority – No Reactivation)
The second directional input overrides the first input without reactivating the first input after release.

Example:
Holding Left then pressing Right produces Right input.
Releasing Right results in neutral position.

Neutral
Opposite directions resolve to neutral.

Example:
Holding Left then pressing Right produces neutral input.

Up > Down
Up direction always takes priority over Down.

Example:
Holding Down then pressing Up produces Up input.
Pressing Down while holding Up maintains Up input until Up is released.
This mode is commonly used in traditional fighting games.

SOCD behavior can be configured independently for each axis.

4.8 Applying LED Animations or Colors

Each Glyph button contains customizable RGB LEDs.
LED configuration can occur in two ways:

- Individual button configuration through the Button Remapping Menu
- Global configuration through the RGB LED Menu

Configurator – Individual RGB Settings

Configurator – Setting Global RGB

4.8 Applying LED Animations or Colors

The RGB LED menu allows application of a color or animation to all active buttons.
Active buttons are determined either manually or through the selected Layout Plate.

Available LED modes include:

- Static - LEDs maintain the selected color.
- Rainbow Wave - LED colors move across the controller in a wave pattern.
- Rainbow Shift - All LEDs cycle through colors simultaneously.

Additional LED animations may be added through future firmware updates.

Configurator — RGB Animation Settings

4.9 Presets

The Presets menu provides quick access to predefined profile configurations.
The menu contains:

- Built-in default profiles
- Profiles created within the Configurator

Selecting a preset immediately applies the configuration to the active profile.
The RGB Presets section performs the same function for LED configurations.

Configurator – Layout Preset Menu

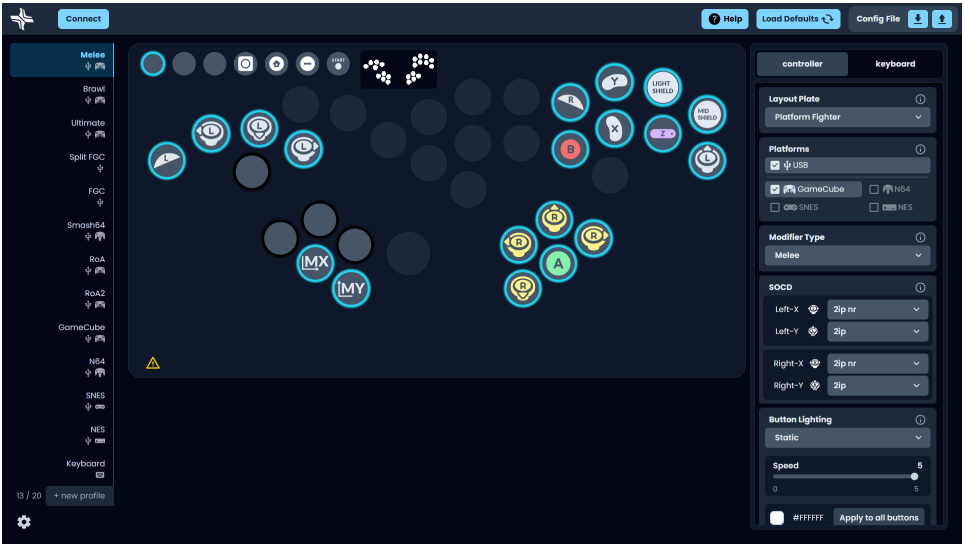
The Presets menu provides access to predefined layout presets and layouts created in the Configurator. Selecting a preset applies the layout to the active profile.

Configurator – RGB Preset Menu

The Presets menu also provides predefined RGB presets and custom LED configurations created in the Configurator. Selecting a preset applies the RGB settings to the active profile.

4.10 Load Defaults

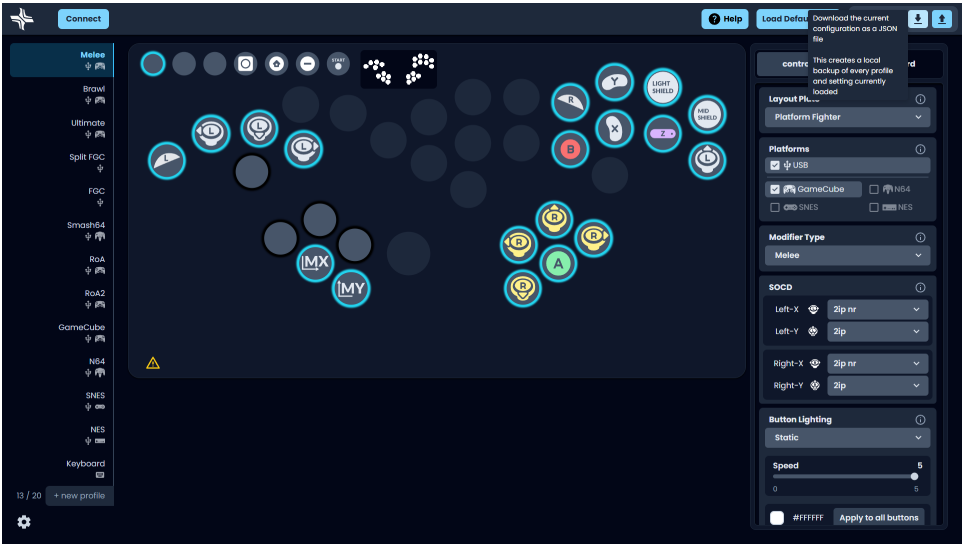
Selecting **Load Defaults** restores all profiles included with the Glyph controller. This function provides a convenient starting point when creating new configurations or restoring factory profiles.



Configurator – Load Defaults Option

4.11 User Config File

The **User Config File menu** allows export and import of configuration files. Configuration files contain all profiles created in the Configurator.



Configurator – User Config File UI Overlay

Configuration files allow backup and sharing of controller configurations.

To download a configuration file:

1. Select the Download (down arrow) icon.
2. A .json file containing profile configurations will be saved.

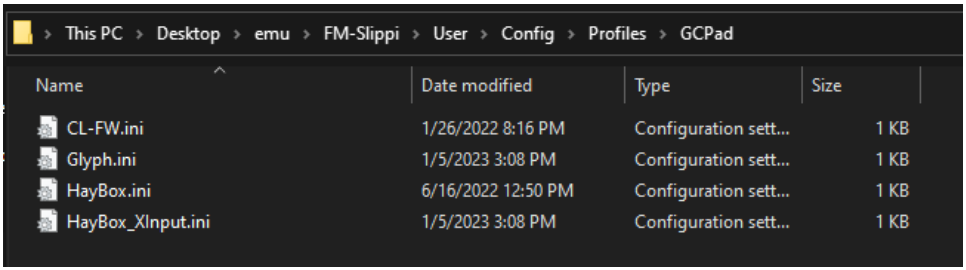
To upload a configuration file:

1. Select the Upload (up arrow) icon and choose a configuration file.
2. The configurations present in the file will load into the Configurator.

4.12 Dolphin Emulator Setup

To configure the Glyph controller for Dolphin Emulator:

1. Connect the controller to a computer using a USB cable.
2. Set the USB input mode to XInput [Section 3.4 — USB Input Mode]



GCPad Directory

Navigate to the following directory in Dolphin:

> User > Config > Profiles > GCPad

Download the Glyph.ini file:

Download Link

Place the file in the directory above.

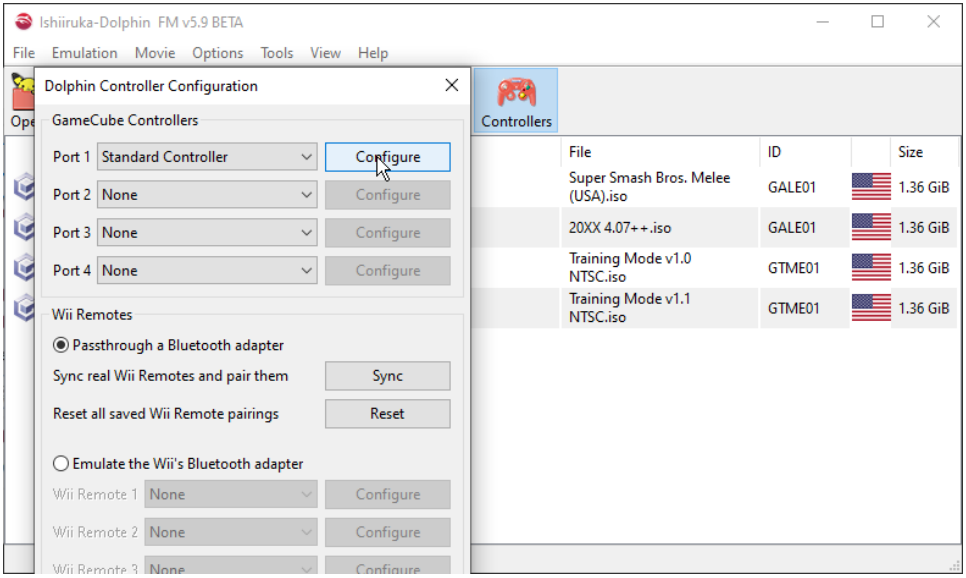
If the Profiles or GCPad folders do not exist, create them.

Continue on the next page for setup within Dolphin.

4.12 Dolphin Emulator Setup

Dolphin Configuration:

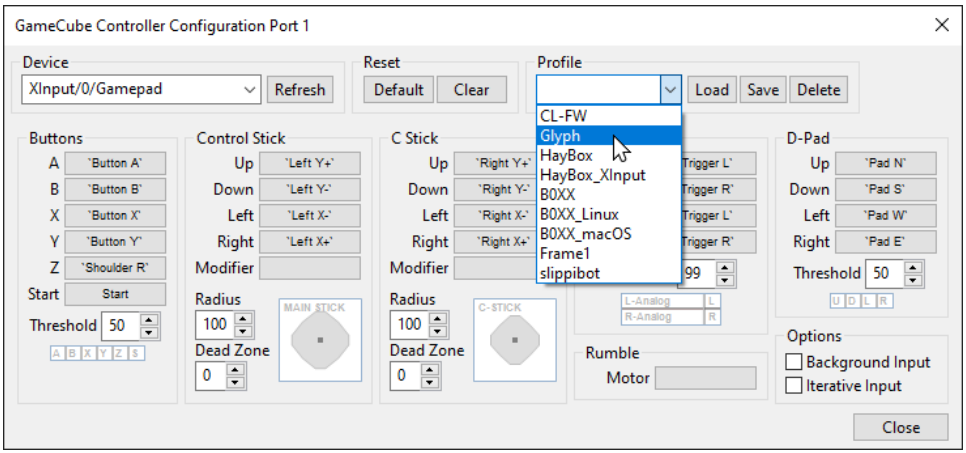
1. Open the **Controller Configuration** menu in Dolphin.
2. Set the desired port to **Standard Controller.**
3. Select **Configure.**



Dolphin – Configure Controller

Within the profile menu:

1. Select **Glyph** from the profile list.
2. Select **Load.**

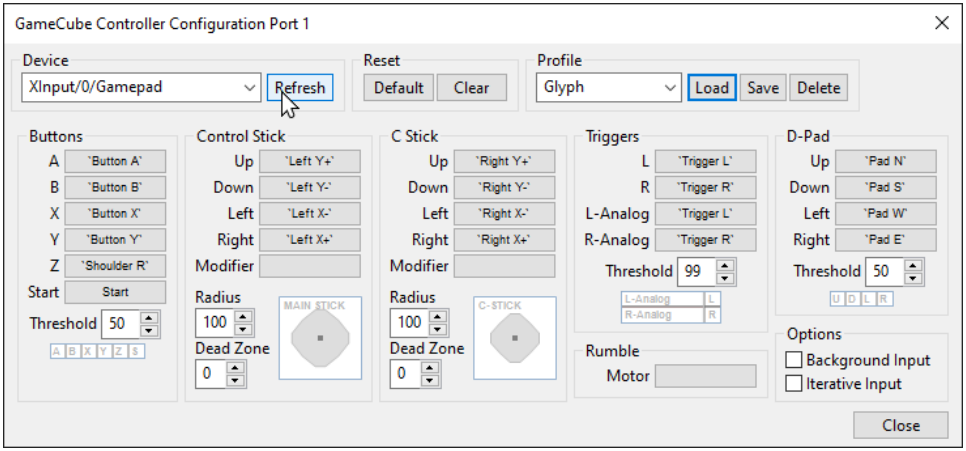


Dolphin – Profile Dropdown Menu

Press buttons on the controller to verify input detection.

If inputs do not register:

1. Close the configuration menu.
2. Reopen the menu.
3. Select **Refresh.**



Dolphin — Refresh Button

THE END

The Glyph controller is now fully configured and ready for use.

Layouts, profiles, and button mappings can be adjusted at any time using the Glyph interface or the Configurator.

For updates, resources, and support, use the contact methods listed on Page 5.