

# XCM FPS Programmer

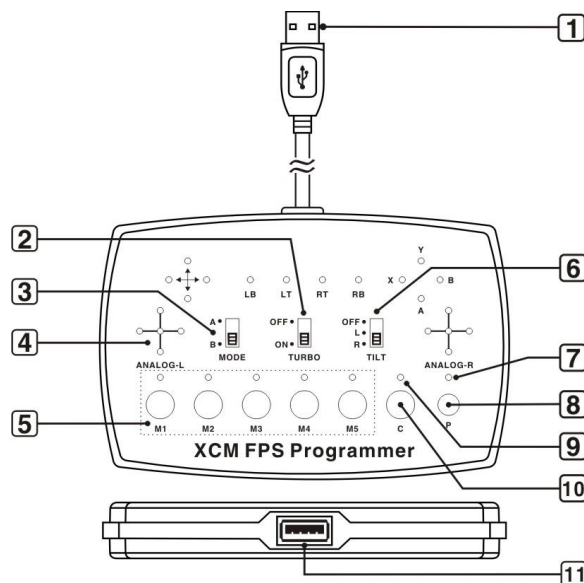
## Usage manual

### I . Product function:

The XCM FPS Programmer can work on all FPS games and program specific settings. Not only is it compatible with popular games like Modern Warfare, Battlefield, Call of Duty, Gears of War etc., but on all current Xbox 360™ FPS games and the future first person shooter games. It is the most powerful FPS gaming gear.

- ✓ **Composed key function:** you are able to map multi-keys (up to 8 keys) to anyone of the single keys (A, B, X, Y, RT, LT etc, after mapping to this composed key), and those multi-keys can be worked synchronously, sequence or in time interval by simply clicking the composed key.
- ✓ **Auto reloads:** Gamers are able to set the auto reload function after a few shots or when it runs out of bullets
- ✓ **Compatible with all versions of Xbox 360™ consoles.**
- ✓ **Plug and play device.**
- ✓ **Supports PS3™ controller tilt function.**
- ✓ **Supports Xbox 360™ wired controller and PS3™ wired controller.**

### II . Device introduction:



<1>----USB plug

Connect to Xbox 360™ console.

<2>----Turbo switch.

ON—Turn on Rapid fire

OFF—Turn off Rapid fire

<3>----Mode switch

Mode A: Mapped keys work at the same time.

Mode B: Mapped keys work in a sequence

<4>----Analog stick LED indicator

<5>----Memory key- M1 – M5

<6>---- Tilt Switch

Only works on Playstation 3™ wired controller.

L—Left Analog Stick

R—Right Analog Stick

OFF—Normal

<7>---- Program LED Indicator

<8>---- Program Switch

<9>---- Mode C LED indicator.

<10>---- Memory key- Mode C button

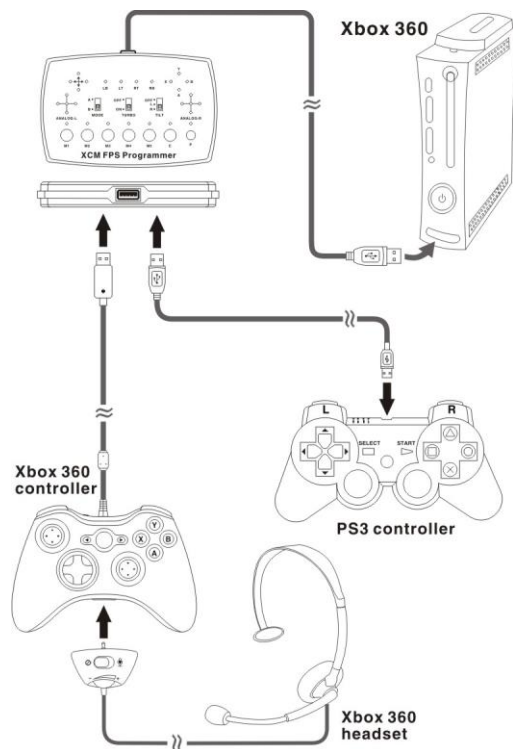
<11>---- USB Port

(Playstation 3™ / Xbox 360™ wired controller plugs into this port.)

### **III. How to connect:**

Plug in the XCM FPS Programmer to the Xbox 360™/Xbox 360™ Slim console.

The diagram below shows you how to connect to the console:



Note: the Official WIRED Xbox 360™ controller must be required for using on XCM FPS Programmer.

\*NO PLAY AND CHARGE USB CABLE.

The working step is as below:

First, connect the FPS Programmer to the Xbox 360™ console and then plug in the WIRED Xbox 360™ controller. Wait until the Guide key stops blinking. Connection is successful.

#### **IV. How to use the tilt functionality:**

Tilt Function—Using the PS3™ Tilt function on Xbox 360™ console:

(1) Turn on the TILT switch on the FPS Programmer to “L”. The PS3 controllers Tilt function replaces the Xbox 360 WIRED controller “Left” analog stick.

(2) Turn on the TILT switch on the FPS Programmer to “R”, the PS3 controllers Tilt function replaces the Xbox 360 WIRED controller “Right” analog stick.

(3) Turn on the TILT switch on FPS Programmer to “OFF”, The tilt function is now turned off.

#### **V. Default configuration**

The default setting for Xbox 360™, PS3™:

Xbox 360 Controller	PS 3 Controller
START	START
BACK	SELECT
RT	R2
LT	L2
RB	R1
LB	L1
A	×
B	○
X	□
Y	△
LC	L3
RC	R3
↑	↑
↓	↓
←	←
→	→
ANALOG-L	ANALOG-L/Sensor
ANALOG-R	ANALOG-R/Sensor
GUIDE	PS

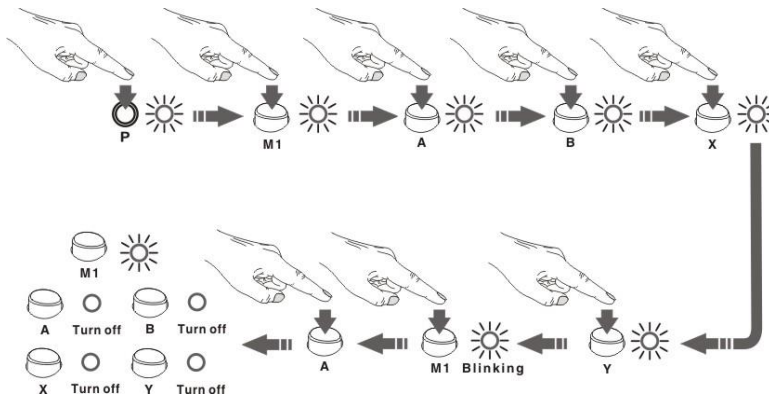
## VI. How to set up the composed key function:

XCM FPS Programmer has 6 built-in Memory keys (M1~M5 and C), each Memory key can store up to 8 commands for using on composed key.

Note: The Memory key setting only works on 360 wired controllers, after the settings are saved, you can connect the PS3™ controller to use the Memory key functions.

For instance: If you want to map 4 keys (A, B, X, Y) working together on (A) key (as composed key) the same time, that means when you press the A key, it will operate A, B, X, Y keys at the same time, and save this setting into the M1<5> Memory key, the steps are shown below:

1. Press down the P button on the device, the P LED indicator <7> lights up.
2. Press the M1 button (on the device) , the M1 LED indicator lights up.
3. Press the A, B, X, Y keys on your controller, the A, B, X, Y keys lights up in order; the XCM FPS Programmer will store the setting in sequence and the length of pressing time. (Some actions may take 1-2 seconds to complete, in this case, if B key is acted as prone, it may take 2 seconds, you will need to press the B key for 2 seconds to set this motion).
4. Now press the M1 button again. The M1 LED indicator blinks.
5. Finally press the A key on your controller. The A, B, X, Y LED indicator light turns off. If the M1 LED indicator is ON, the setting is complete. (A key is now acted as the composed key)



After setting the above settings, you can operate this setting with 2 modes.

Mode A – All mapping keys work synchronized.

Mode B – All mapping keys work in sequence according to the length of the pressing time.

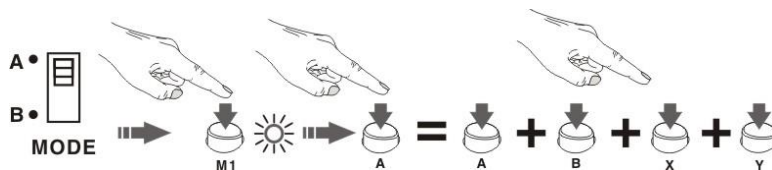
How to use the 2 composed key modes (Mode A and Mode B).

Mode A <3>: Pressing the composed key, will activate all the keys' function which was mapped inside the composed mode together.

**How to work (after the previous ( VI ) setting)**

The mapping steps are shown below:

1. Switch to Mode A <3> (on the XCM FPS Programmer)
2. Press the M1 button (on the XCM FPS Programmer)
3. The M1 button LED indicator lights up.
4. Press the A key on your controller
5. The A, B, X, Y keys work synchronously.

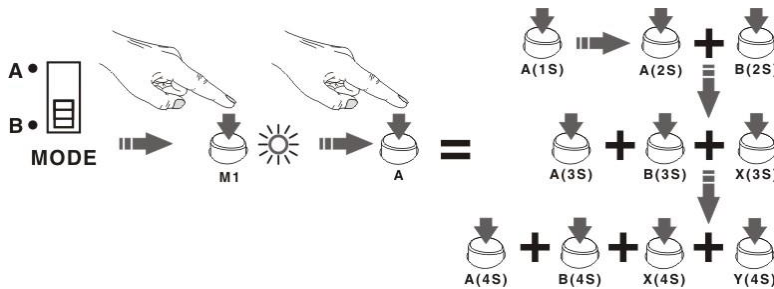


Mode B <3>: Pressing the composed key, will activate all the keys' function which was mapped inside the composed mode in sequence.

**How to work (after the previous (VI) setting)**

The mapping steps are shown below:

1. Switch to Mode B <3> (on the XCM FPS programmer)
2. Press the M1 button (on the XCM FPS programmer). The M1 LED indicator is ON.
3. Press the A key on the xbox 360™ controller, the A key will operate the (A, B, X, Y) key function in order as in the (VI) setting.

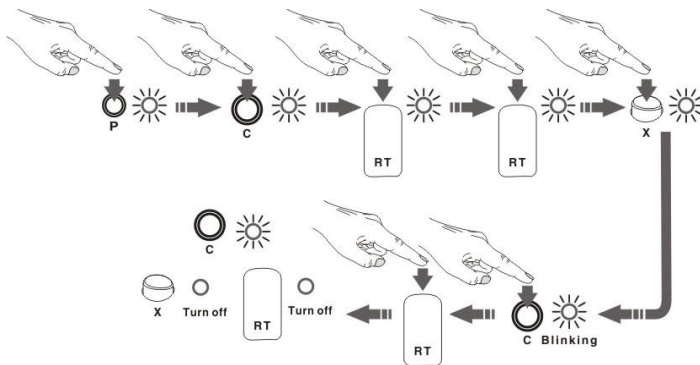


The function of special Mode C<10> (Memory key):

For example: If you want to press the RT button twice then reload bullets by pressing X key, and set this sequence of action on the RT button.

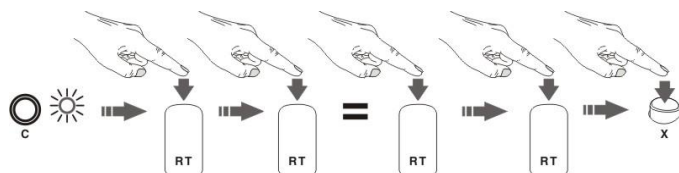
The steps are shown below:

1. Press the “P” button on the XCM FPS Programmer device. The “P” LED indicator <7> will light up.
2. Press the Mode C button <10>. The C LED indicator <9> will light up.
3. Press the RT button (on your controller) twice then press the X key. The RT and X LED indicator on the device are both lit up.
4. Now press the C button (on the device) again and the C LED indicator <9> (on the device) will begin to blink.
5. Finally presses the RT button on the controller and the RT and X key LED indicator on the device are both off. The C LED indicator <9> (on the device) stops blinking and lights up. The setting is completed.



How to use the Mode C <10>(Memory key):

Simply press down the Mode C button. The C LED indicator <9> is ON and you are able to use this Memory key function by pressing the RT button (on the controller) for twice then release the RT button. The setting automatically executes the X button function (reload bullets).



Turn off the composed key function.

Press down the (Memory key) M1~M5 or C button (which you want to turn off), until the indicator light turns off. The composed key function on that Memory key is temporarily off; if you want to resume the function, just press that Memory key again.

Note: You can only use one Memory key (M1~M5 or C button) at a time. If you want to change to another composed setting, press the Memory key you want (for instance, if you are using the M1 settings and wants to change to M2 settings, simply press the M2 button. The M2 LED indicator turns ON and the M1 LED indicator turns off automatically), and you will have the M2 (Memory key) setting, the M1 (Memory key) setting should be off.

## **VII. Rapid fire (Turbo) function:**

Switch the Turbo (on the device) to ON, the rapid fire function is now enabled, if switch to OFF; the rapid fire function will be disabled.

When the Rapid fire/Turbo function is switched on in Mode A, all the buttons inside the composed key has Rapid fire/Turbo function.

When the Rapid fire/Turbo function is switched on in Mode B, the Rapid fire/Turbo function will proceed out in order (in cycle).

The Rapid fire/Turbo function doesn't work on Mode C.

## **VIII. Remove the M1~M5 and C setting:**

Press and hold (Memory key) M1~M5 or C button you want to erase for 3 sec. All the mapped button LED indicators on the device will light up in a sequence cycle, now the composed key settings on that Memory key is reset to the default settings.