



You need **the best** gaming gear and next level **fun** so you got a **7 Watts** mod controller. Good choice! You can count on your **7 Watts** gear and **the team** behind it. If you have run into any issues, **contact** support@7watts.com because **we've got your back.**

FAQ, Troubleshooting, & Extra Info

Q: Will an update mess up my mod controller?

A: No - install any updates from Xbox to help fix glitches.

ModChip:

The ModChip mods are essentially rapid button pressing, so using RapidFire with automatic weapons may result in slower shot speeds - it's designed for semi auto and burst weapons. Also, RapidFire won't allow a weapon to fire faster than it's cycle rate (SPS) set by the game.

The ModChip activated may cause issues with driving functions in some games that use RT to drive. To use the driving function without problems, turn off mods.

The modchip senses the profile slot 3 LED to activate, so don't dim the lights in the P3 custom settings.

The following are assuming the mod is active (profile slot 3 lit):

Sometimes trigger pull may not be detected by the ModChip when the Hair Trigger Locks are set to the short setting. Try setting the Hair Trigger Locks to the medium or long pull setting for troubleshooting.

Q: Mods are acting weird/glitching/controller disconnecting

A1: Perform a mod reset (hold RT + 2x tap bind) twice.

A2: Clear device memory: hold the sync button for ~10 seconds until the controller vibrates and shuts off. Turn it back on, and pair it with your xbox or PC.

A3: Power cycle the controller: press and hold the Xbox (home) button for ~10 seconds, until the controller turns off. Wait a few moments, then turn it back on.

A4: Power Reboot your console: Hold the power button on the console for 8 seconds or until the power shuts down completely. Unplug the power cord from the back of the console for 5 minutes. Plug the power cord back in and restart the console.

A5: Clear out & reset to default the custom profile(s) in Xbox Accessories App

Definitions of Terms

Automatic Weapons:

Will continue to fire so long as the trigger is depressed and held and there is ammunition in the weapon.

Semiautomatic Weapons:

Do not automatically fire an additional round until the trigger is released and re-pressed.

Simple Mods:

Mods that will easily work on most or all FPS games (RapidFire, Auto Aim).

Complex Mods:

Mods that are weapon specific and don't work easily on all games (Jitter, Fast Reload, BxR, anti-recoil).

Stealth Mod:

A modified controller with no additional (mod) buttons or added external features. A controller may be considered stealth with changed LEDs or aesthetic (graphical) cases.

Rapid Fire:

The capability of a semiautomatic weapon to fire at the rate of an automatic.

Auto Aim:

As the trigger is depressed the weapon automatically takes aim through the sights or optic. This substantially enhances the accuracy of the weapon (Not to be confused with Zombie Auto Aim or aimbot).

Drop Shot:

As the player begins to fire the character drops into the prone position and may continue firing.

Akimbo:

Simultaneously fire dual wielded weapons by depressing the RT only. May be used with RapidFire.

Burst Fire:

A weapon fires a set number of rounds (usually 2-4) with a single depression of the trigger.

Quick Scope:

As the Left Trigger (scope button) is slowly depressed, your character aims down the optic. As LT is further depressed shots are fired.

Aimbot: A PC hack mod requiring access to the game code & hack code to have godmode aim abilities.

If you like videos better than reading instructions, all the info here can be seen on our YouTube Channel in the Start Here, and Demo videos.

Activating the ModChip:

The ModChip is only active when “Profile Slot 3” is turned on (all 3 Profile Slots are lit). The ModChip is inactive when the controller is in any other state (Profile Slots are: off, 1 lit, or 2 lit).

Mod Reset:

With the ModChip active, **hold RT & double tap Sync button** (Bind button).

The Mod Reset turns off all the mods and resets the ModChip. Do a Mod Reset the first time you start or if the mod is ever acting strange/glitching, or to turn everything off.

ModChip mode indication:

The ModChip uses the Charging Indicator to show what mode it's in.

Turning on RapidFire:

Tap (don't hold) the Sync/Bind button to choose a RapidFire speed. As you tap the Sync/Bind button, the ModChip will cycle through its 4 speeds then off. The speed will be indicated by the following patterns:

RapidFire Speed	Blink Pattern
Slower	- - - - -
Moderate	- - - - -
Fast	- - - - -
Max Speed	- - - - -
RapidFire Off	Indicator Off

Sync Button (renamed to Bind Button)

Charging Indicator



Profile Slots

Profile Button

Turning on/off simple mods:

When you turn on a mod, the Charging Indicator will flash quickly for 1 second and then return to the RapidFire blink pattern.

Similarly, when you turn off a mod, it will flash quickly for ½ second.

Auto Aim – hold LT & tap Sync/Bind 1 time

Drop Shot – hold B button & tap Sync/Bind 1 time

Auto Aim and Drop Shot are the most common and easy to use mods paired with RapidFire. In addition to these simple mods, the following advanced mods can be activated, however these advanced mods are less likely to work for all games/circumstances. For a better understanding of these mods check our About Mods YouTube videos and the definitions on the back page.

To activate advanced mods:

Akimbo – hold LT & tap Sync/Bind 2 times

Quickscope – hold LT & tap Sync/Bind 3 times

Burst Fire – hold B & tap Sync/Bind 2 times

Auto Aim, Akimbo, and Quick Scope can be activated simultaneously with RapidFire, Drop Shot, or Burst Fire, but not simultaneously with each other.

Burst Fire has 4 submodes which lets you choose the number of shots fired per trigger pull. The modes are selected by tapping Sync/Bind and indicated by LED blinking patterns just like Rapid Fire adjustment.