

XMOD RAPID FIRE CONTROLLER

MODEL: 100 PLUS



USER GUIDE

PS3



Our **XMOD RAPID FIRE CONTROLLER** uses the RIGHT and LEFT TRIGGERS to fire your weapon. Simply choose the rapid fire setting you are most satisfied with, and press the triggers to fire. It will dramatically increase your performance and accuracy during the game play.

With 3 main modes, 10 speeds and many different sub-modes, programmable modes and special functions you can have more than 100 combinations making this controller complete enough for any game.

This **XMOD RAPID FIRE CONTROLLER** has been designed specifically for the Call of Duty series, but works great for almost all first person shooters.

This controller is 100% online compatible with recent game patches. Online compatible with COD 4-5-6-7, MW2, MW3, Black Ops 1-2, GoW 1-2, Halo 3, Halo ODST, Battlefield Bad Company 2, Left 4 Dead and more!!!

- **SONY** DualShock 3 Wireless Controller
- **XMOD®** RAPID FIRE MOD CHIP - **100 PLUS**
- 10 Rapid Fire Speeds - Fully Adjustable
- Ultra-fast Rapid Fire ON/OFF
- Ultra-fast switch modes & functions
- Switch modes FORWARD & BACKWARD
- Enable/Disable Speeds (2-10)
- 3 LEDs indicators
- Master Reset to Default Settings

SPECIAL FUNCTIONS

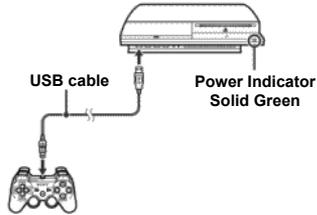
- Jitter Modes
- Jitter Aim
- Akimbo-Mimic
- Akimbo-Burst
- Akimbo-Jitter
- Dual Triggers
- Burst Fire (2-5 round burst)
- COD5 Online mode
- Auto Aim
- Quick Aim
- Sniper Breath
- Drop Shot
- Drop Aim Shot
- Jump Shot
- Kneel Shot
- Default or Tactical buttons layout

To use a wireless controller, you must first register or “pair” the controller with the PS3™ system.

Pair the PS3 system and the controller

When using the controller for the first time or when using with a different PS3 system, you must first pair the devices.

If you turn on the system and connect the controller using a **USB cable**, the pairing will be completed **automatically**.



Note:

It is not possible to pair a controller to a PS3 wirelessly. Pairing can only be done when the system is turned on (when the power indicator is lit solid green). When a paired controller is used with another PS3 system, the pairing with the original system is cleared. Pair the controller again if the controller has been used with another system.

Charging the controller

With the system turned on (power indicator is lit green), connect the controller to the system using a USB Cable. The port indicators of the controller flash slowly and charging begins. When charging has completed, the port indicators stop flashing.

Battery charge level

If you press and hold down the PS button for more than two seconds, you can check the battery charge level on the screen.

**To use the Rapid Fire Controller, the controller's battery must be charged.
The Rapid Fire features cannot be used while charging.**

RAPID FIRE ON-OFF

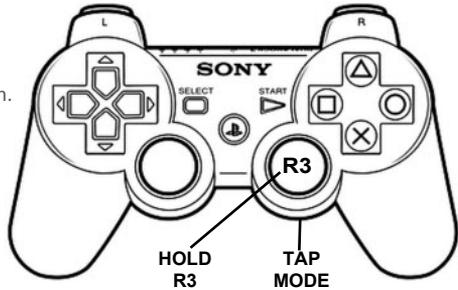
By Default, when you turn the PS3 Controller **ON**, the Rapid Fire will be automatically enabled on **MODE 1** (Regular Rapid Fire), **speed 1**.

To turn the Rapid Fire ON-OFF:

Press & Hold **R3** and Tap the **MODE** button. This action will turn **just the Rapid Fire** feature **on-off**.

The **Special Functions** will remain active; this will allow you to use them **with or without Rapid Fire**.

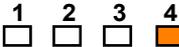
The **4th Player LED** will indicate the current setting.



To turn ALL modes/functions OFF:

Press & Hold the **R3** and **MODE** buttons for **2 seconds**. Repeat the same actions to turn **ALL modes/functions ON**.

LEDS



LED 4 BLINKING FAST: Rapid Fire **ON** - L1 CANCEL **ON**

LED 4 BLINKING SLOW: Rapid Fire **ON** - L1 CANCEL **OFF**

LED 4 SOLID: Rapid Fire **OFF** - Special Functions allowed..

LED 4 OFF: All modes/functions **OFF**.

RAPID FIRE MODES

Switch modes forward and backward - All main modes and speeds rotate in a circle, but for quick access to the desired mode you can step forward and backward quickly and easily.

To change Main Modes:

FORWARD: Press & Hold the D-Pad UP button and Tap the MODE button.

BACKWARD: Press & Hold the D-Pad DOWN button and Tap the MODE button.

To change speeds:

FORWARD: Press & Hold the D-Pad RIGHT button and Tap the MODE button.

BACKWARD: Press & Hold the D-Pad LEFT button and Tap the MODE button.

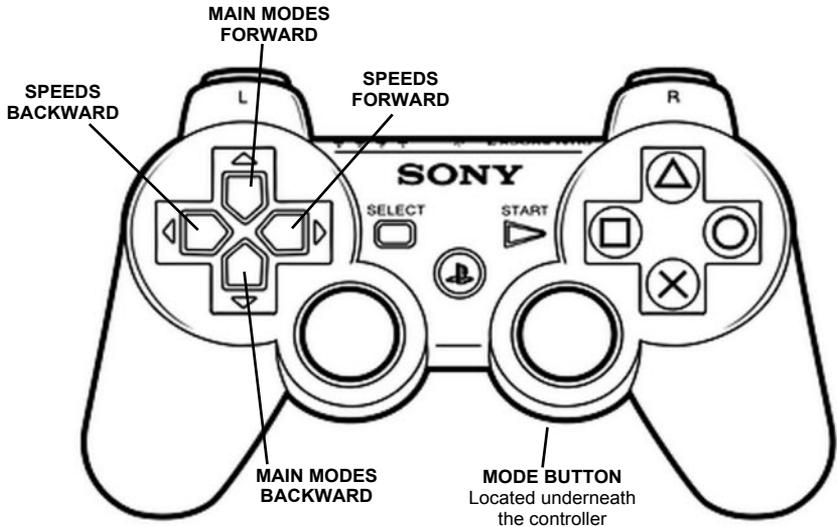
LEDS



When you change modes or speeds the LEDs will blink indicating the current setting.

MAIN MODES: 4th Player LED

SPEEDS: 3rd Player LED



MAIN MODES

| | |
|---------------|---------------------|
| MODE 1 | REGULAR RAPID FIRE |
| MODE 2 | JITTER MODES |
| MODE 3 | AKIMBO - DUAL MODES |

SPEEDS

| | |
|----------------|---------------------------|
| 1 TO 10 | 10 speeds (programmables) |
|----------------|---------------------------|

STARTUP:

The startup setting when you turn the PS3 Controller **ON** are:

- Main Mode 1
- Speed 1
- All Special Functions OFF
- Any pre-programmed mode/speed will remain in memory.

MODE 1 - REGULAR RAPID FIRE

This XMOD Controller uses the **R1 Trigger** to fire your weapon. Simply choose the speed you are more satisfied with and push the trigger to fire.

This controller comes by default with **6** pre-programmed speeds, but you can easily add up to **10** speeds, or you can even disable them leaving just **2** active speeds. ([see page 14](#))

Every speed is adjustable. This allows versatility across shooters, and also with future games.

Each game, and sometimes each weapon within each game, require a different and specific speed setting to achieve the proper firing rate. Although this chip is very fast, **you are still limited by how fast the game allows a weapon to shoot.**

Shooting speed in some games are also limited in game by the weapon's rate of fire and animations. You can slow down full automatic weapons to pinpoint precision or even speed single shot weapons.

In some Call of Duty games you must set the fire rate just **below the allowed limit** for some weapons, otherwise, if your fire speed is too fast for the game, your weapon **will be blocked.**

MODE 2 - JITTER MODES

JITTER - REGULAR (2 speeds):

There is a glitch in the visual animation of some Call of Duty games.

This glitch allows the Jitter mode to work with many weapons that do not work with regular rapid fire, like 3-round burst weapons and shotguns.

With the Jitter mode the accuracy is decreased, due to limited ability to aim down the sights.

JITTER - AIM (2 speeds):

Unlike any other JITTER mod in the market, we solved the aiming problem and designed this mode to be more playable.

In this mode, when you press the LEFT Trigger (**L1**) to aim down, the weapon will fire **with REGULAR RAPID FIRE** and automatically **back to Jitter** mode when the LEFT Trigger (**L1**) is released.

This feature will be activated by default when you turn the PS3 controller on.

To activate or deactivate Jitter-Aim and go to Jitter Regular:

Enter in "Special Functions" and Tap the D-PAD UP button.

Due the high speed and special signal needed for this feature, the controller tends to switch weapons when you release the Right Trigger, this is a normal behavior for this glitch.

MW3: The Jitter Glitch has been fixed in MW3 so this mode (jitter) does not work in MW3 but still works in all previous Call of Duty games.

BLACK OPS 2: You can use JITTER speed 1 for this game.

MODE 3 - AKIMBO - DUAL

Akimbo Mimic modes allow you to control dual-wielded guns with only one fire trigger (**R1**) instead of using two triggers.

Trigger copy **with or without** rapid fire for all Call of Duty series. When dual wielding or using akimbo, holding **R1** will rapid fire both pistols.

With this mode **you can aim with L1**. When **L1 is held**, the controller shoots like normal (**with or without Rapid Fire**) and **automatically back to Akimbo mode when L1 is released**. Perfect setup for using any fully automatic primary and dual pistols.

Akimbo - Dual Trigger: Rapid Fire can be controlled independently on LEFT (L1) and Right (R1) triggers. To activate Dual Triggers enter in "Special Functions" and Tap the D-Pad Left button.

Akimbo Speeds: You can select up to 10 different speeds (same Mode 1:Regular Rapid Fire)

Akimbo JITTER: Just switch to MODE 2 (Jitter). You will have jitter mode on both weapons.

FACTORY DEFAULT SETTINGS

To restore all settings to Factory Default values:

- Turn the PS3 Controller **OFF**.
- Press & Hold the **MODE** button.
- While holding it, turn the PS3 Controller ON.
- The LEDs will flash for 5 seconds.

| FACTORY DEFAULT | |
|----------------------|---------------|
| - Special Functions: | OFF |
| - Burst Fire: | 3 Round burst |
| - Number of Speeds: | 6 |
| Speed 1: | 8 sps. |
| Speed 2: | 9 sps. |
| Speed 3: | 10 sps. |
| Speed 4: | 15 sps. |
| Speed 5: | 20 sps. |
| Speed 6: | 25 sps. |

**All speeds can be adjusted.*

Number/Quantity of speeds can be set from **2 to 10 (Default:6)*

**Speeds 7-8-9-10: Default 8 sps.*

SPECIAL FUNCTIONS

This controller has several special functions that can be quickly activated at any time, with or without Rapid Fire.

These functions will only work with **DEFAULT LAYOUT BUTTONS** settings and you can still use your "Circle" and "X" buttons as normal. Drop Shot, Drop Aim Shot and Kneel Shot can be set to use with **TACTICAL LAYOUT BUTTONS** (R3 button: Drop and CIRCLE button: Melee)

This exclusive features will work with all Call of Duty games.

• DROP SHOT

This automatic drop shot feature allows you to **quickly lay down and fire** with the click of the RIGHT TRIGGER (**R1**). When you come face to face with an opponent just push the RIGHT TRIGGER (R1) and you instantly lay on the floor as you shoot with rapid fire, when your opponent shoots over your head.

• DROP AIM SHOT

Just pushing the Right Trigger (**R1**) it will **drop** you all the way to the ground, **aim and shoot**, all in one action.

• KNEEL SHOT

The kneeling position is best to use when seconds count and you need better accuracy than standing can give you. Kneel Shot is quicker than Drop Shot.

Pressing the **Right Trigger (R1)** will automatically **aim and fire in kneeling position**.

• JUMP SHOT

The automatic Jump Shot mode works similar to Drop Shot. Just push the Right Trigger (**R1**) to jump at the same time while shooting.

• QUICK AIM

Pressing **R1** will automatically initiate **L1** aim. As long as **R1 is held**, you will aim down the sights. It can be used **with or without** Rapid Fire.

***Quick Scope not available for "quick sniping" (rifles snipers) due to COD game patch .This patch has pretty much completely removed the ability for quick sniping. You have to wait half a second for it to be accurate, that is how they are preventing that.*

• AUTO AIM

This function allows you to auto-aim to the nearest enemy while scoping your rifle. Any time you press the Left Trigger (**L1**) to aim, it's going to lock under the nearest enemy.

Auto Aim Mode was specially designed to be used **OFFLINE** with some Call Of Duty games such as Zombie in Black Ops and Campaign in Modern Warfare 2 and 3.

• SNIPER BREATH

This mode was specially designed for sniper rifles in Call of Duty and Battlefield games. Upon activation, the mode will **automatically hold sniper's breath** when scoping.

You no longer have to push the Left Thumbstick (**L3**) to hold breath.

Note: With this function **when you push the RIGHT TRIGGER (R1) only, you will aim and shoot** (with or without Rapid Fire), **all in one action**.

• BURST FIRE

Auto Burst allows users to set “single shot” weapons to burst fire rounds of **2, 3, 4, and 5 shots**. The controller will burst at the **same speed** you currently have selected.

• DUAL TRIGGERS

With this feature Rapid Fire can be controlled **independently** on **LEFT** and **RIGHT TRIGGERS**.

• L1 CANCEL

This feature can be activated with the **Kneel Shot and Jump Shot functions**.

With this function, when you push the LEFT TRIGGER (**L1**), the Kneel/Jump Shot will be **temporarily canceled/disabled** and you will fire **with or without** REGULAR Rapid Fire. This will let you stay behind a barrier or window aiming down the sight and shoot **without kneeling/jumping**.

The selected Special Function will be **automatically enabled** as soon as the LEFT TRIGGER (**L1**) is released.

L1 CANCEL will be **active all the time** with **DROP SHOT** and **DROP AIM** functions.

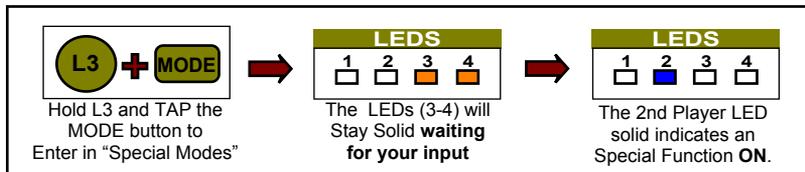
When this function(L1 CANCEL) and the Rapid Fire is active, the **4th Player LED** will flash slowly.



OPERATING SPECIAL FUNCTIONS

To activate any Special Function:

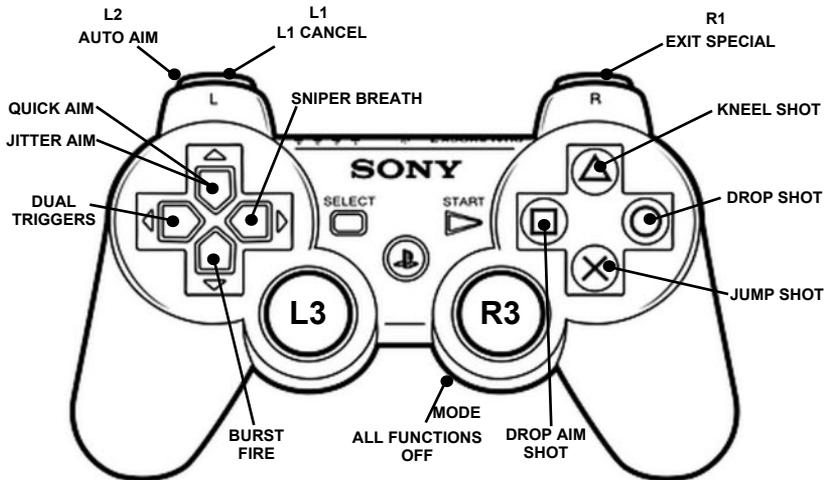
- Press & Hold L3 and Tap the **MODE** button.
- Release the 2 buttons.
- The LEDs (3-4) will stay solid **waiting for your input**.
- Tap the correspondent button to **activate or deactivate** the desired function ([see page 10](#)).



After entering in the “Special Function” mode you will have 3 options:

- 1- Turn **ALL Special Functions OFF**: Tap the **MODE** button.
- 2- **EXIT** without making any change: TAP the **R1 Trigger**.
- 3- Tap the same button to **ACTIVATE or DEACTIVATE** the selected function.

SPECIAL FUNCTIONS



| BUTTON | FUNCTION |
|-------------|--------------------------------|
| D-PAD UP | QUICK AIM JITTER AIM |
| D-PAD DOWN | BURST FIRE |
| D-PAD RIGHT | SNIPER BREATH |
| D-PAD LEFT | DUAL TRIGGERS |
| L1 BUTTON | L1 CANCEL Jump & Kneel Shot |
| L2 BUTTON | AUTO AIM |

| BUTTON | FUNCTION |
|-------------|---------------------------|
| TRIANGLE | KNEEL SHOT |
| CIRCLE | DROP SHOT |
| X BUTTON | JUMP SHOT |
| SQUARE | DROP AIM SHOT |
| R1 BUTTON | EXIT SPECIAL NO CHANGE |
| MODE BUTTON | ALL FUNCTIONS OFF |

-The chart below shows the available Special Functions for every mode .

| SPECIAL FUNCTIONS | MAIN MODES | | | | |
|-------------------|------------|----------------------|--------|-------------------|-----------|
| | 1 | 2 | 3 | | |
| | REGULAR | JITTER JITTER AIM | AKIMBO | RAPID FIRE OFF | L1 CANCEL |
| DROP SHOT | ● | ● | ● | ● | ● |
| DROP AIM SHOT | ● | | | ● | ● |
| KNEEL SHOT | ● | ● | ● | ● | ● |
| JUMP SHOT | ● | ● | ● | ● | ● |
| QUICK AIM | ● | | | ● | |
| AUTO AIM | ● | | | ● | |
| SNIPER BREATH | ● | | | ● | |
| BURST FIRE | ● | | ● | | |
| DUAL FIRE | | | ● | | |
| COD5 ONLINE | ● | ● | | | |

- When you change Main Modes, if any **active** “Special Function” is not available in that mode, it will automatically **turn off**.
- All the **Special Functions** will work with the “**DEFAULT BUTTONS LAYOUT**” only, except the Drop Shot, Drop Aim and Kneel Shot, they can be set to work with “**TACTICAL BUTTON LAYOUT**” ([see page 14](#)).

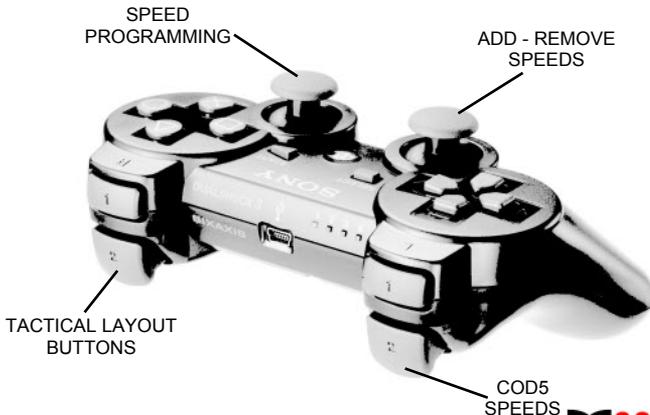
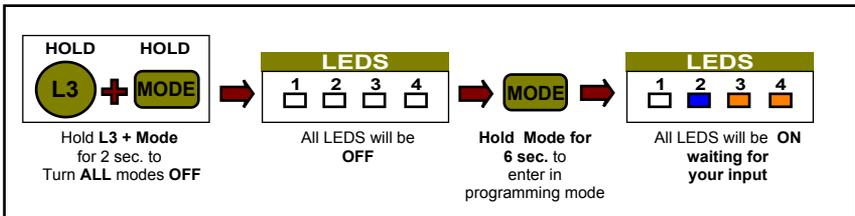
PROGRAMMING MODES

• Enter to Programming Mode:

- Turn **ALL Modes/Functions OFF** : Hold RIGHT Thumbstick (R3) and Mode buttons for **2 seconds**.
- Release the buttons. All LEDs will be OFF.
- Hold the **MODE** button for **6 seconds**.
- When the LEDs start to flashing, **release** the Mode button.
- ALL LEDS will be ON, **waiting for your input**.

• You will have 4 options:

- Tap the RIGHT Thumbstick (**R3**) to enter in **SPEED PROGRAMMING**.
- Tap the LEFT Thumbstick (**L3**) to enter in **ADD - REMOVE SPEEDS**.
- Tap the **R2** button to enable the **TACTICAL LAYOUT BUTTONS**.
- Tap the **L2** button to activate the **COD5 "World at War" speeds**.



SPEED PROGRAMMING

The controller can remember **up to ten** different Rapid Fire speeds in "shots per second".

It's important to know that each video game may have a **speed cap**.

This cap can be different for every game. If you try to set your Rapid Fire speed above this cap, your gun will actually **shoot slower, or not shoot at all**.

Always try **starting out at a slower speed** and increase your speed in small intervals. Start out at a low speed, then increase it until you feel that the gun is **starting to "sputter" or slow down**.

At that point, you are probably reaching the game's speed cap.

Many different factors can affect the performance of your Rapid Fire controller, including your console, the quality of your Internet connection and whether or not you are the current host of the match.

• To modify any speeds:

- Set the PS3 Controller on **MAIN MODE 1 (Regular Rapid Fire)**
- Go to the speed you want to modify (**1-10**)
- Follow the action to enter in "**Programming Mode**" ([see page 12](#))
- Tap **RIGHT Thumbstick** to enter in "**SPEED Programming**"

• After enter in " Speed Programming":

- Hold **D-Pad UP** and Tap the **MODE** button to **INCREASE** speed.
- Hold **D-Pad DOWN** and Tap the **MODE** button to **DECREASE** speed.
- Hold "**X**" button and Tap **MODE** to set the current speed you are in, back to **DEFAULT SPEED**.
- To **SAVE and EXIT**: Hold the **RIGHT Thumbstick (R3)** and Tap the **MODE** button.

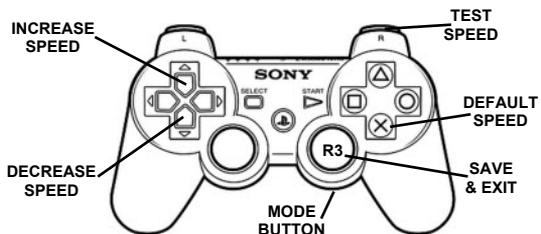
You can **TEST** your speed by pushing the **RIGHT Trigger (R1)** at **any time**.

The **LEDS** will flash when the **MAXIMUM** or **MINIMUM** speed are reached.

Each speed must be programmed individually. You can choose from 5 to 30 sps., in 20 steps.

Repeat the same actions to change every speed or you can **RESET ALL SPEEDS** to Factory Default Values just in one action ([see page 7](#))

| FACTORY DEFAULT SPEEDS | |
|------------------------|---------|
| Speed 1: | 8 sps. |
| Speed 2: | 9 sps. |
| Speed 3: | 10 sps. |
| Speed 4: | 15 sps. |
| Speed 5: | 20 sps. |
| Speed 6: | 25 sps. |
| Speed 7: | 8 sps. |
| Speed 8: | 8 sps. |
| Speed 9: | 8 sps. |
| Speed 10: | 8 sps. |



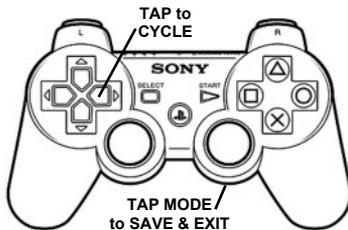
ADD - REMOVE SPEEDS

This controller can be programmed to use with **2 to 10** different speeds in **MAIN MODE 1** (Regular Rapid Fire) and **MAIN MODE 3** (Akimbo).

It will have **6 pre-programmed speeds by Factory Default**. You can decrease this number up to **2** (two) or increase them up to **10** (ten) speeds.

• To add or remove speeds:

- Follow the action to enter in **“Programming Mode”** ([See page 12](#))
- Tap **LEFT Thumbstick** to enter in **“ADD-REMOVE Speeds”**
- Tap **D-Pad RIGHT** to cycle from speed **2 to 10**.
- The **2nd Player LED** will blink to indicate the speeds number.
- When you reach the desired speed quantity, **TAP the MODE** button to **SAVE & EXIT**.



The 2nd Player LED will blink to indicate the speed number

TACTICAL BUTTONS LAYOUT

All modes on the XMOD PS3 Rapid Fire Controller are set to work with the **DEFAULT BUTTONS LAYOUT** version.

This feature is for those who use **TACTICAL buttons layouts**, where **R3** is the **crouch/prone** and **“O”** (circle) is the **knife/melee** buttons.

• To enable the **TACTICAL buttons layout**:

- Follow the action to enter in **“Programming Mode”** ([see page 12](#))
- Tap **R2** to activate Tactical buttons.
- Repeat the same actions to disable **“TACTICAL”** and go back to **“DEFAULT”** buttons.

BURST FIRE - PROGRAMMING

When the mod's Burst Firing feature is enabled, pull the RIGHT trigger (**R1**) as normal to fire, but now your pistol or semi-auto gun will shoot **2, 3, 4 or 5 round burst**, depending on your preference.

In some games, burst firing can also be used on guns that are already full-auto to help reduce recoil and conserve ammunition.

*NOTE: The controller will burst at the **same speed** as whatever Rapid Fire Mode you currently have selected. If you have your Rapid Fire mode set too high and above the game's speed cap, you may not get all of the burst count. If this happens, try reducing your Rapid Fire speed settings.*

Burst rounds can be programmed **only** while you are in **MAIN MODE 1** (Regular Rapid Fire) or **MAIN MODE 2** (Akimbo) and the "**BURST Special Function**" is **enabled**.

• To adjust the BURST ROUND:

- **HOLD** the RIGHT Trigger (**R1**) and **MODE** button for **2 seconds** to cycle from 2-5 round burst.
- The **2nd Player LED** will blink to indicate the Burst Round number.

COD5 "WORLD AT WAR" SPEEDS

This is a special function designed specifically for Call of Duty: World at War. We recommend using this speed or JITTER modes for this game.

• To enable the COD5 SPEEDS:

- Follow the action to enter in "**Programming Mode**" ([see page 12](#))
- Tap **L2** to activate COD5 speeds.
- You can choose **2 speeds** (SLOW-FAST)
- **Repeat the same actions** to disable "**COD5**" and go back to "**REGULAR**" speeds.

Additional information about CALL OF DUTY 5: *This mod chip does not disable or change the detection of rapid fire in Call of Duty 5, this could not be done from a controller. By understanding how the rapid fire detection in the game works we have been able to create the fastest rapid fire possible.,but this also means that the rapid fire is not totally immune to the game detecting it. Quickly pulling the trigger multiple times while the rapid fire chip is turned on can cause it to limit your rate of fire as the game will see the rapid fire from the mod chip as well as your manual trigger presses which can sometimes activate the detection within the game and limit your firing rate.,but under most circumstances this will not happen.*



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