



XMOD RAPID FIRE CONTROLLER

XBOX 360

20 MODES

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.

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, Black Ops, GoW 1-2, Halo 3, Halo ODST, Battlefield Bad Company 2, Left 4 Dead and more!!!

XBOX 360 Wireless Controller
XMOD Rapid Fire Kit 20 modes -PCB Board Assembled - installed.
REGULAR Rapid Fire Modes.
USER PROGRAMMABLE Mode.
JITTER Modes
JITTER AIM ASSISTED
AKIMBO MIMIC - AIM ASSISTED
AKIMBO JITTER
AKIMBO BURST
BURST FIRE (2-3-4-5 round burst) 2 speeds
DUAL TRIGGER modes
COD5 Online Compatible modes

SPECIAL FUNCTIONS (with or without Rapid Fire)
- AUTO DROP AIM SHOT

QUICK RAPID FIRE ON/OFF
SWITCH MODES (cycle) BACKWARD & FORWARD
ENABLE/DISABLE Modes function
DEFAULT FACTORY RESET option
CUSTOM RING OF LIGHT
Easy operation with 2 LEDs Status Indicator

Connect a Wireless Controller to Your Console

Before you can use the Xbox 360 Wireless Controller with your Xbox 360 console, you need to insert batteries into the controller and introduce the controller to the console by wirelessly connecting the two.

To connect your wireless controller to your console:

1. Press and hold down the Xbox Guide button or the Start button until the controller turns on.
2. If your console is not on, press the power button to turn on the console.
3. Press and release the connect button on the console.
4. Press and release the SYNC button on the controller.
5. After the Ring of Light on the console spins and the 1st Player LED on the controller blinks, your console and controller are connected.

This XMOD Rapid Fire Controller uses the **3rd** and **4th** player LEDs exclusively as a status indicator for a complete and easy look of the current functions.



RAPID FIRE MODES

Switch modes backward and forward - All main modes 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 **A** button and Tap the **MODE** button.

BACKWARD: Press & hold the **B** button and Tap the **MODE** button.

The **3rd** Player LED will blink to indicate the mode you are in.

Once the mode has been activated, TAP the **MODE** button to cycle through the different speeds.

The **4th** Player LED will blink to indicate the speed you are in.

QUICK ON/OFF

There are two ways to turn the Rapid Fire **OFF**: Hold down the **LEFT TRIGGER** and push the **Mode** Button for 3 sec. **or** hold down the **LEFT TRIGGER** and press the **A and B** buttons at the same time.

To turn the Rapid Fire **ON**: Hold down the **LEFT TRIGGER** and push the **Mode** Button.

No need to cycle through all the modes.

USER PROGRAMMABLE MODE

This adjustable rapid fire mode gives you the freedom to easily make your own speed. You can choose anywhere from 5sps - 35sps. In that range, there are 60 speeds to select from. You can slow down automatic weapons to pinpoint precision or even speed single shot weapons to unreal speeds.

The programmed speed will be kept on memory to work on Regular Modes (mode 1), Akimbo (mode 2) and Dual Triggers (mode 5).

Speed adjustments are made directly from the controller, no need to hook up to a computer to change the settings. During the programming process, you can check the speed in real game by pressing the Right Trigger at any time, to see how your weapon responds to it.

AKIMBO-MIMIC MODES

Tired of holding both, Left and Right Triggers for your akimbo pistols? This mode solves your problem. Put the controller into AKIMBO-MIMIC, pull the RIGHT TRIGGER ONLY and watch BOTH pistols fire.

Two selectable speeds: Slow & Fast

AKIMBO AIM: This is not like any regular Dual Fire mode. Unlike any other kit in the market with this modes you can use any primary weapon. When you push the LEFT TRIGGER to aim down the sights, it will automatically shoot with REGULAR RAPID FIRE and **automatically** go back to AKIMBO-MIMIC when the LEFT TRIGGER is released.

AKIMBO JITTER: Just hold down the mode button for 2 sec. to activate/deactivate the JITTER mode.

AKIMBO BURST: You can use this mode with 2, 3, 4 or 5 round burst.

JITTER MODES

JITTER MODE 1- REGULAR

Jitter mode allows you to work with many weapons that do not work with regular rapid fire. Works for the FAMAS, M16A4, M93, good for STRIKER, AA12, M1014 shotguns on MW2; M16, M14, FAMAS, FN FAL, G11, SPAS-12, HS10 & Pistols on BLACK OPS.

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

JITTER MODE 2 - AIM ASSISTED

Unlike any other JITTER kit in the market, we solved the aim problem and designed this mode to be more playable. In this mode, when you press the LEFT Trigger to aim down, the weapon will fire **with REGULAR RAPID FIRE** and **automatically back to Jitter** mode when the LEFT TRIGGER is released.

JITTER - FAST MODE

Once into the JITTER mode, press & hold the MODE button to activate or deactivate the Jitter Fast Mode.

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.

The Jitter glitch has been patched on MW3 (this special mode doesn't work with this game)

BURST FIRE

This function allows you to adapt the Burst Fire to your favorite weapon to save ammo.

You can choose 2, 3, 4 or 5 round.

The burst setting will be kept on memory to work on the AKIMBO-BURST(mode 2).

DUAL TRIGGER MODE

In this mode, Rapid Fire can be controlled independently on LEFT and RIGHT TRIGGERS, great for Halo 3. Four modes: Slow, Medium, Fast and User Programmable.

COD5 COMPATIBLE MODES

2 online compatible modes (SLOW-FAST) for Call of Duty "World at War". Not compatible with akimbo or burst functions.

SPECIAL FUNCTIONS

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

These functions will only work with **DEFAULT TACTICAL BUTTONS** settings and you can still use your "A" and "B" buttons as normal.

This exclusive feature works with all Call of Duty games.

AUTOMATIC DROP AIM SHOT

This automatic drop shot feature allows you to quickly lay down and fire with the click of the RIGHT TRIGGER. When you come face to face with an opponent just press the RIGHT TRIGGER and you instantly lay on the floor as you shoot with rapid fire, when your opponent shoots over your head. You need never remove your thumb off from the right thumb sticks to press the "B" button, so your aim will never be affected and this makes the difference between living and dying, giving you a massive advantage over other players.

ENABLE/DISABLE MODES FUNCTION

You can easily enable/disable any mode you don't use.

For example, if you don't play COD5 and you don't want to use the DUAL FIRE, you can program the controller to disable MODE 5 and MODE 6, in that way changing modes will cycle through modes 1, 2, 3 and 4 only, **skipping modes** 5 and 6.

No need to cycle through all the modes.

You can disable/enable a mode at any time.

LED INDICATORS

The Ring of Light has been modified with Ultra Bright LEDs.

This XMOD Controller uses the 3rd and 4th player LEDs exclusively as a status indicator for a complete and easy look of the current functions.

Note that just the 1st & 2nd Player LEDs will flash when you SYNC or connect the controller with the XBOX console.

FACTORY DEFAULT

You can restore to default configuration. It will clear all data and restore all settings to the factory default values.

MODES	SUB-MODES
MODE 1 REGULAR	SLOW MEDIUM FAST USER PROGRAMMABLE
MODE 2 AKIMBO AIM-ASSISTED	SLOW FAST USER PROGRAMMABLE AKIMBO-BURST (2-3-4-5) AKIMBO-JITTER FAST
MODE 3 JITTER	SLOW FAST AIM ASSISTED SLOW AIM ASSISTED FAST
MODE 4 BURST	2 ROUND 3 ROUND 4 ROUND 5 ROUND
MODE 5 DUAL	SLOW MEDIUM FAST USER PROGRAMMABLE
MODE 6 COD5 XLIVE	SLOW FAST

RAPID FIRE MODES

To cycle through the 6 **main modes**:

FORWARD: Press & Hold the “A” button and **TAP** the **MODE** button.

BACKWARD: Press & Hold the “B” button and **TAP** the **MODE** button

The **3rd** Player LED will blink to indicate the mode you are in.

To cycle through the different **sub-modes/speeds**:

- **TAP** the **MODE** button.

The **4th** Player LED will blink to indicate the speed you are in.

RAPID FIRE ON/OFF

There are 2 ways to turn the **Rapid Fire OFF**:

1- Press & Hold the **LEFT TRIGGER** and the **MODE** button at the same time **for 2 sec.**

2- Press & Hold the **LEFT TRIGGER + A + B** buttons, **all at the same time.**

Release the buttons.

The LEDs will blink 2 times.

To turn the Rapid Fire ON:

- Press & Hold the **LEFT TRIGGER** and **TAP** the **MODE** button.

The LEDs will blink to indicate the mode you are in.

SPECIAL MODE - AUTO DROP AIM SHOT (DAS)

Just pushing the RT it will drop you all the way to the ground, aim and shoot, all in one action. When you are aiming with the LEFT TRIGGER it will shoot with a REGULAR Rapid Fire, you will not drop. This allows you to aim and shoot from behind barriers.
To activate/deactivate the Auto Drop Aim Shot (DAS) **with RAPID FIRE**:

- Press & Hold the **LEFT and RIGHT** triggers **at the same time** and **TAP the MODE** button.
- Release** the 3 buttons.
- The LEDs will stay **solid waiting for your input**. You will have 2 options:

Tap the **Right Trigger** to **activate** the DAS
Tap the **MODE** button to **deactivate** the DAS.

To activate/deactivate the Auto Drop Aim Shot (DAS) **without RAPID FIRE (RF OFF)**:

- Press & Hold the **MODE button for 3 sec.**
- Release the button.
- The LEDs will stay **solid waiting for your input**. You will have 2 options:

Tap the **Right Trigger** to **activate** the DAS
Tap the **MODE** button to **deactivate** the DAS.

- You can **CANCEL** the DAS by pressing the **LT+A+B** buttons **at the same time** when the Rapid Fire is **OFF**.

JITTER MODES (MODE 3)

- Tap the **MODE** button to change the Jitter sub-modes (**Regular & Aim-Assisted**).

- Press & Hold the MODE** button for **2 seconds** to change:

FAST JITTER (LEDS: 1 blink)
SLOW JITTER (LEDS: 2 blinks)

AKIMBO-MIMIC (MODE 2)

To **activate/deactivate** the **AKIMBO-JITTER**: **Press & Hold the MODE** button for **2 sec.**

BURST FIRE (MODE 4)

To change the Burst Speed: **Hold the MODE** button for **2 sec.**

Fast (1 blink)
Slow (2 blinks)

The selected Burst setting will be works on the **AKIMBO-BURST** mode (mode 2)

ENABLE - DISABLE MODES

To enable or disable MAIN MODES (2-3-4-5-6):

- Turn the **RAPID FIRE OFF**.

-**Press & Hold the B** button for **8 seconds**.

-**Release** the button when the LEDs light up. They will stay solid.

-**Tap the MODE** button to **choose** the main mode (2 to 6) you want to **enable/disable**.

-**Tap the "A"** button to **enable** the selected mode.

-**Tap the "B"** button to **disable** the selected mode.

-To **SAVE & EXIT** press & hold the **LEFT Trigger** and **TAP the MODE** button.

-The LEDs will flash for 2 sec.

FACTORY DEFAULT RESET

-Take the **BATTERY PACK OUT**.

-**Press & Hold the MODE** button and insert the Battery Pack.

-The LEDs will flash for 8 seconds

PROGRAMMING REGULAR MODE - speed 4

- Turn the **RAPID FIRE OFF**.
 - Press & Hold the "**A**" button for **8 seconds**.
 - Release the button.
 - The LEDs will blink 4 times.
 - Tap the "**A**" button to **INCREASE** speed.
 - Tap the "**B**" button to **DECREASE** speed.
 - The LEDs will flash when the **MINIMUM** or **MAXIMUM** speed are reached.
 - You can **test the speed** by pressing the **RIGHT Trigger** at any time.
- To **SAVE & EXIT**:
Press & Hold the **LEFT Trigger** and Tap the **MODE** button.
Release the buttons.
The LEDs will blink 4 times.

The programmed speed will work on:

MODE 1 - REGULAR: 4th speed

MODE 2 - AKIMBO: 3rd speed.

MODE 5 - DUAL: 4th speed.

The chip will remember the fire rate even when you turn your controller off or remove the batteries. Although this chip is very fast, you are still limited by how fast the game allows a weapon to shoot.

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.

CALL OF DUTY 4 Infinity Ward released a new patch for this game on 09/03/09, limiting your firing speed. Although this chip is very fast, you are still limited by how fast the game allows a weapon to shoot. TIP: You can use a **DOUBLE TAP** feature (second tier Perk) to increase the rate of fire on some weapons.

BLACK OPS: In this game, regular slow & programmable modes will allow Live Play, as the fire rate is just below the allowed limit for some weapons (FN FAL, M14 & some pistols). The other modes are too fast for this game and your weapon will be blocked for few seconds

MW3: The Jitter glitch has been patched on MW3 (this special mode doesn't work with this game)

We value all of our customers and their opinions and feedback. In the rare instance that you feel that negative feedback needs to be left, please allow us the opportunity to work with you to correct any misunderstanding to avoid this situation. Customer satisfaction is our number one priority and we will work diligently with you to resolve any unforeseen circumstance.

We will return all feedbacks as they are left.

Email us at sales@xmodelectronics.com

Thank you,
XMOD ELECTRONICS

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