XMOD 23 Mode Rapid Fire Mod Chip

INSTALLATION INSTRUCTIONS

This tutorial is designed to aid you in the installation of a XMOD Rapid Fire microchip.
This installation requires soldering several wires to small confined spaces.
We do not advise attempting this installation if you are a beginner at soldering.
We recommend reading through all the instructions and understanding them before beginning your installation.

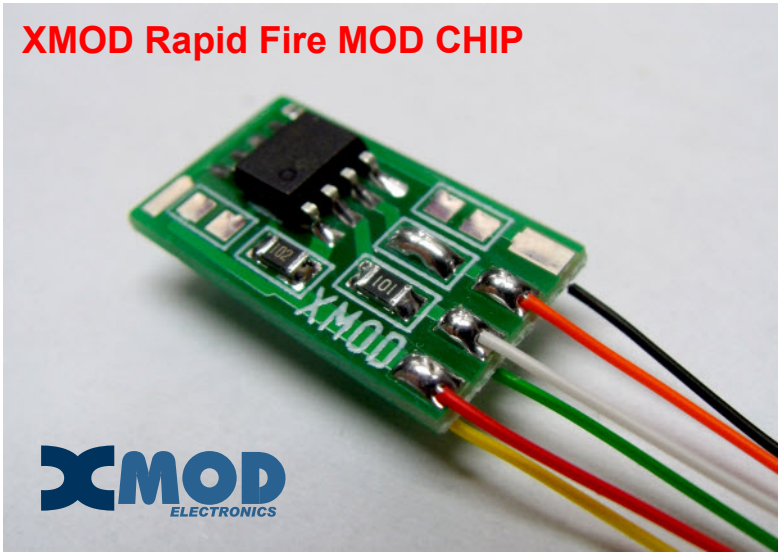
Disclaimer:
Undertaking this modification is done at your OWN risk, XMOD ELECTRONICS does NOT take any responsibility to any damage caused to your controller, your console, nor yourself or any equipment.
We will NOT replace broken controllers, which you have damaged following the guide; you disassembled the controller at your own risk.
We will NOT replace kits which have been damaged during their installation process, although we will try to help you the best we can, just ask.
If you are struggling or have any problems, get in touch with us before go any further, we are here to help.
We only recommend doing this modification if you are experienced with electronics and using a soldering iron.

Tools Needed

Soldering Iron with rosin core solder.
Hot Glue gun with glue sticks.
Wire cutters and wire strippers (that can strip 30ga wire).
5/32 drill bit
Torx T8 Security screwdriver *(You may also use a 2.0 precision flathead screwdriver if you can't find a security torx screwdriver).*

TORX SCREW

T8

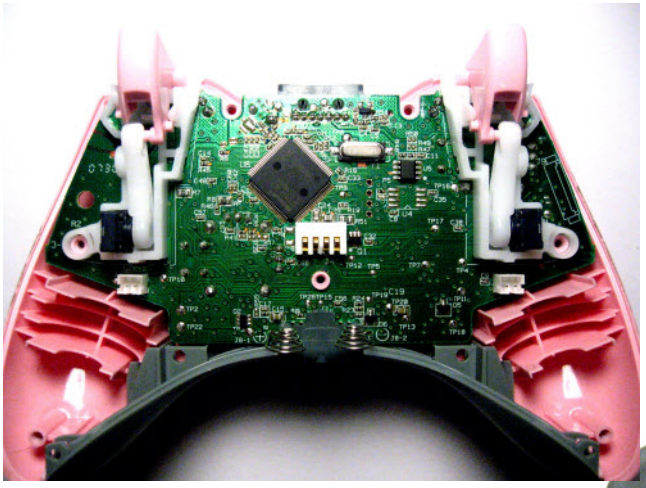


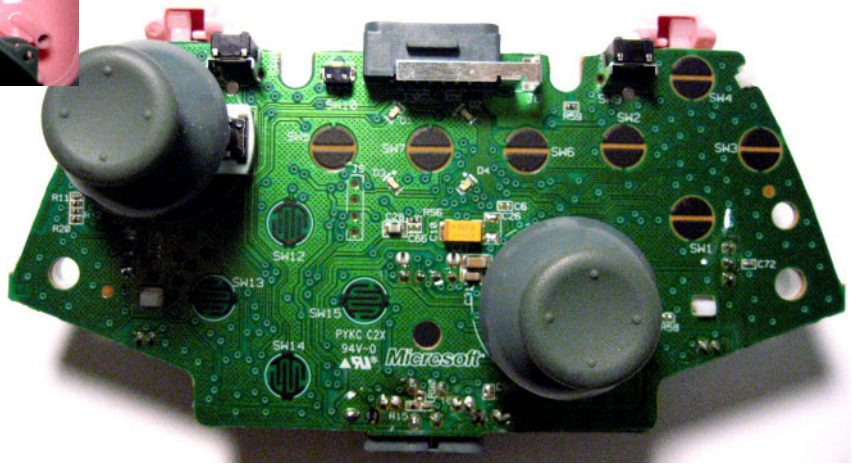
TACTILE SWITCH

MOD CHIP COMPATIBLE BOARDS:

This XMOD CHIP will work with **CG/CG2** XBOX 360 Wireless Controller Boards **only**.
It's **not compatible** with **MATRIX 1-2** Boards.

Remove the (7) security screws with the T8 security screwdriver.
Keep the controller upside down and remove the back of the controller shell.
Take the board out of the other half of the shell and place the front half of the shell to the side.
Place the controller board right side up.





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Wireless Controller Identification

With the back cover removed it is easy to identify the old and the new style controllers. See the images below.

In the NEW style-CG Controller, you will see a single chip rotated 45 degrees

In the NEW style-CG2 Controller, you will see a single chip .

In the old style controller There are two chips. Some controllers will not Have the silver shield over the larger chip.

NEW CG
WIRELESS BOARD

From the battery door area you can see
the **CAPACITOR** is
horizontally oriented.

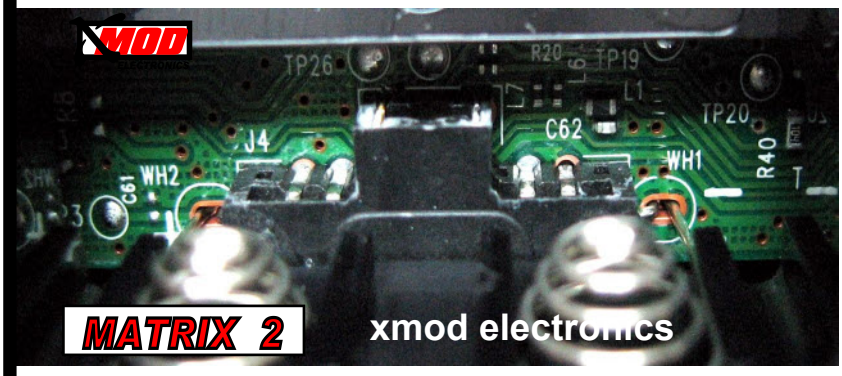
NEW CG2
WIRELESS BOARD

From the battery door area you can see
the **CAPACITOR** is
vertically oriented.

OLD MATRIX-1
WIRELESS BOARD

From the battery door area you can see
that there is **NO CAPACITOR**
on the left side, while the other
two versions do have a capacitor.

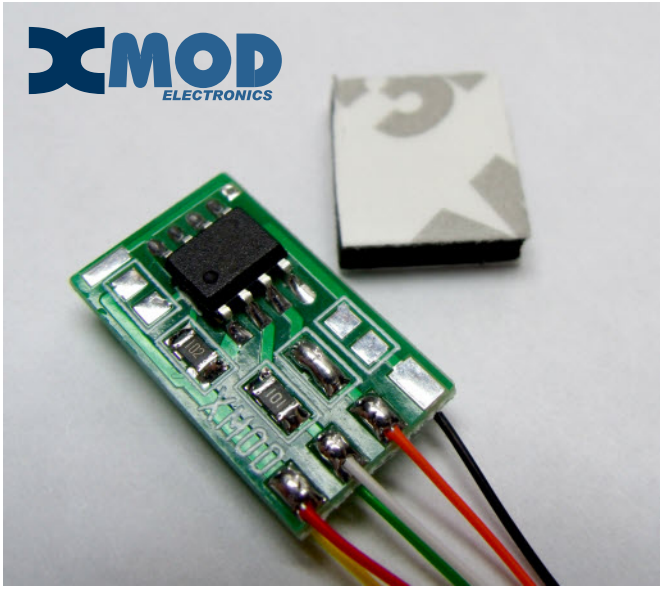
NOT COMPATIBLE

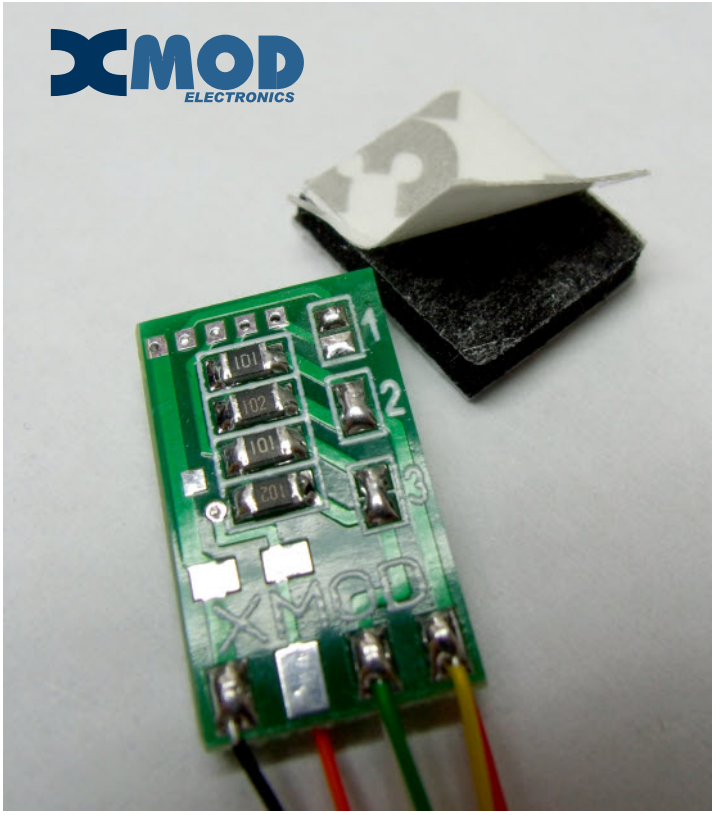


MATRIX-2
WIRELESS BOARD

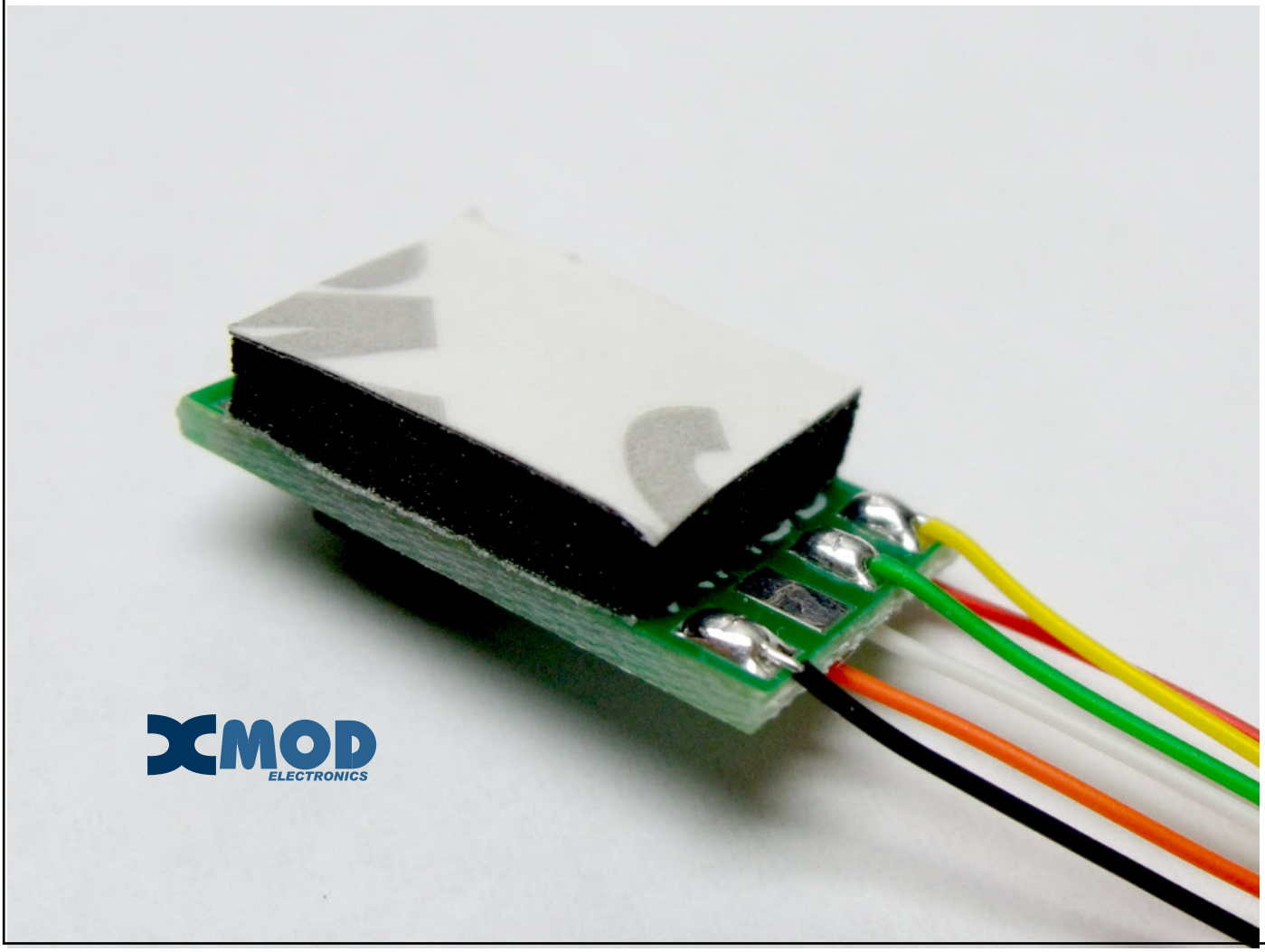
From the battery door area
you can see
that there is **NO CAPACITOR**

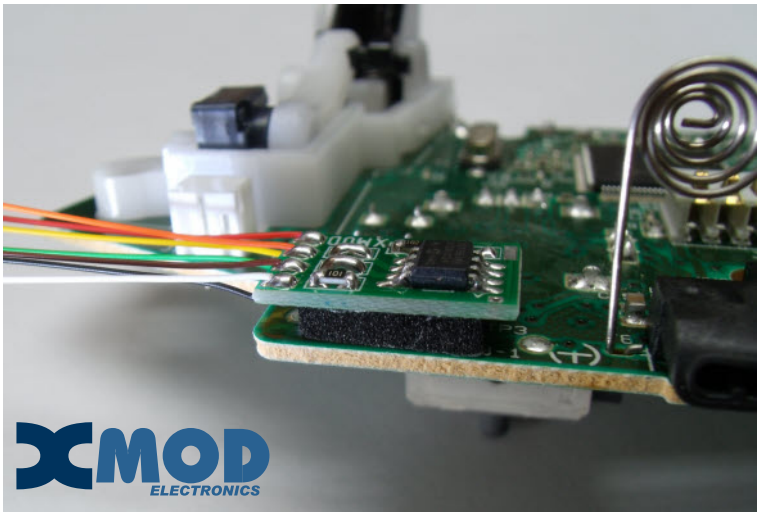
NOT COMPATIBLE

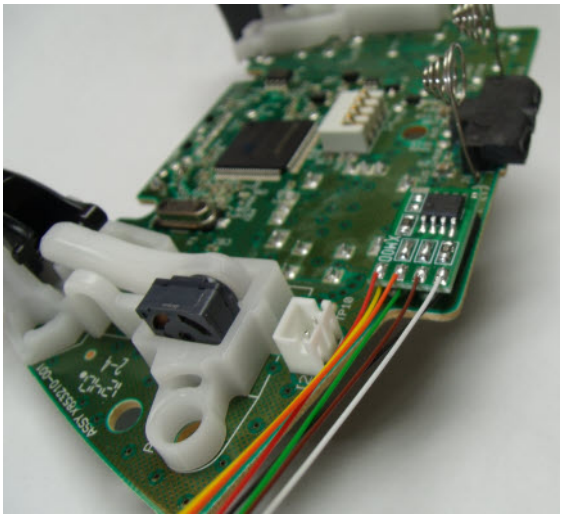


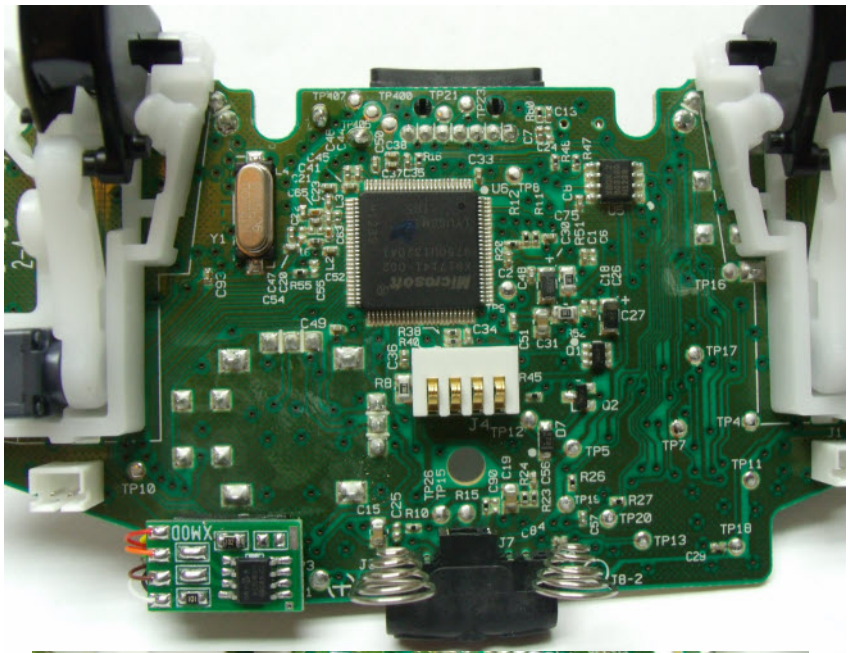


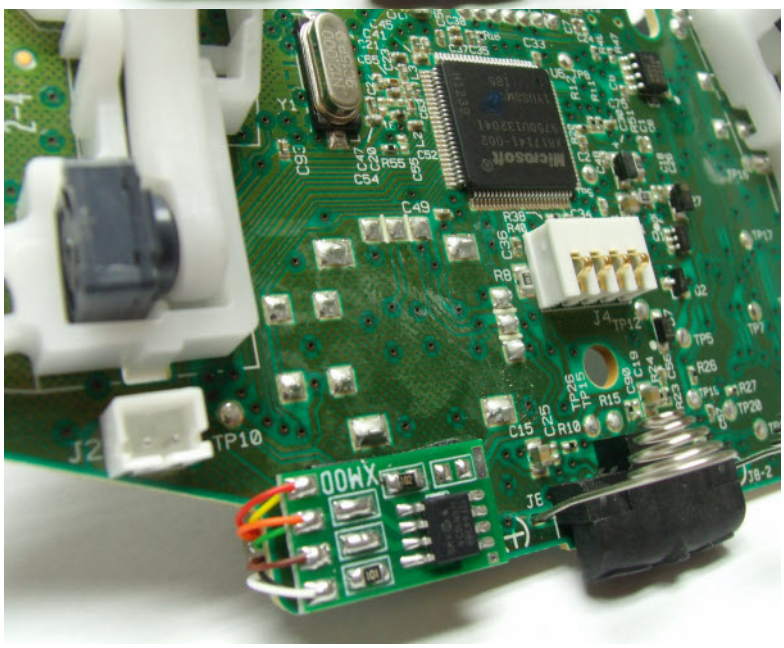
After checking the mod chip for your XBOX motherboard version (CG-CG2), you can use the double sided tape to attach both boards.

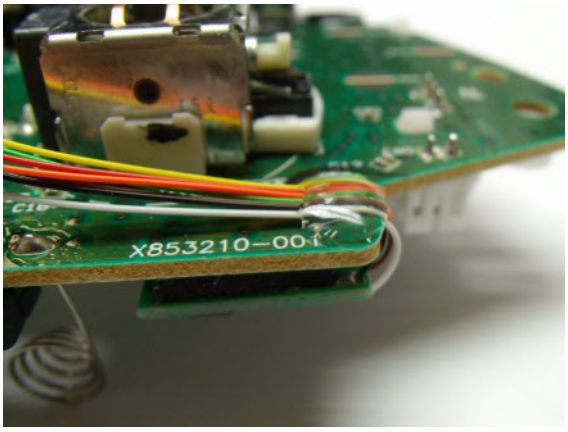


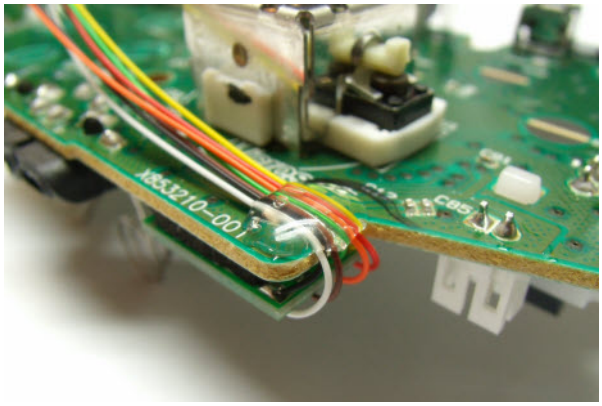









X853210-001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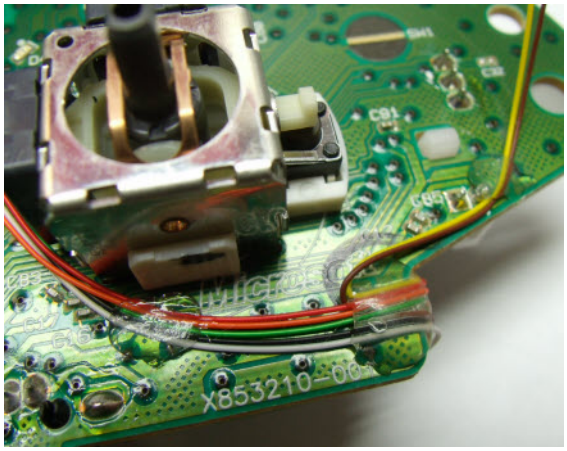
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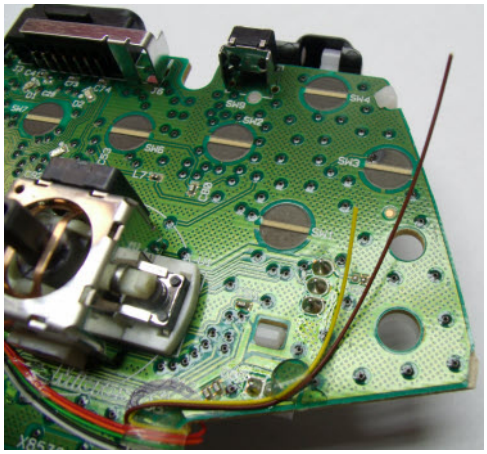

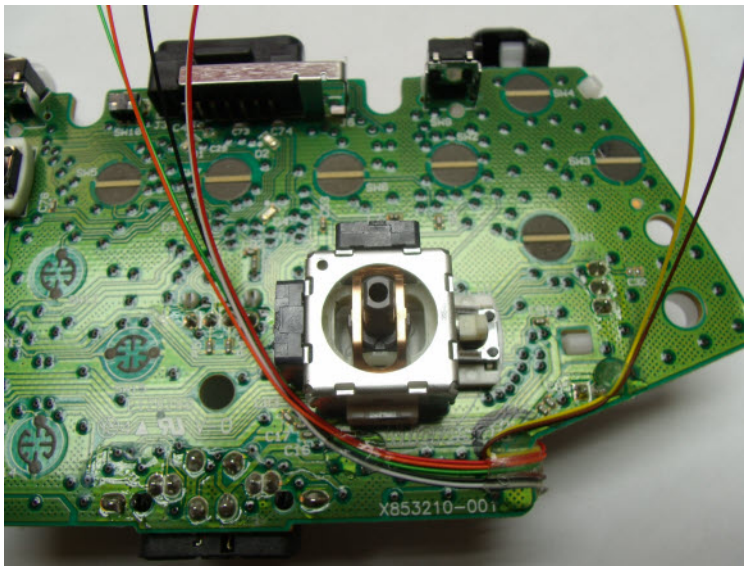
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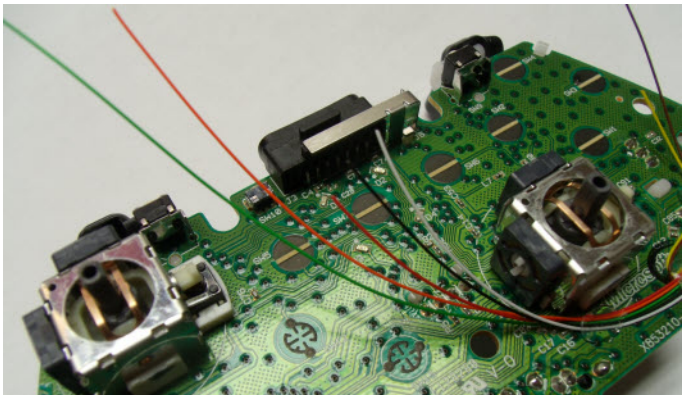
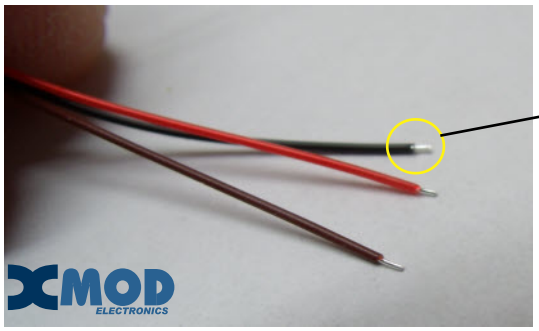
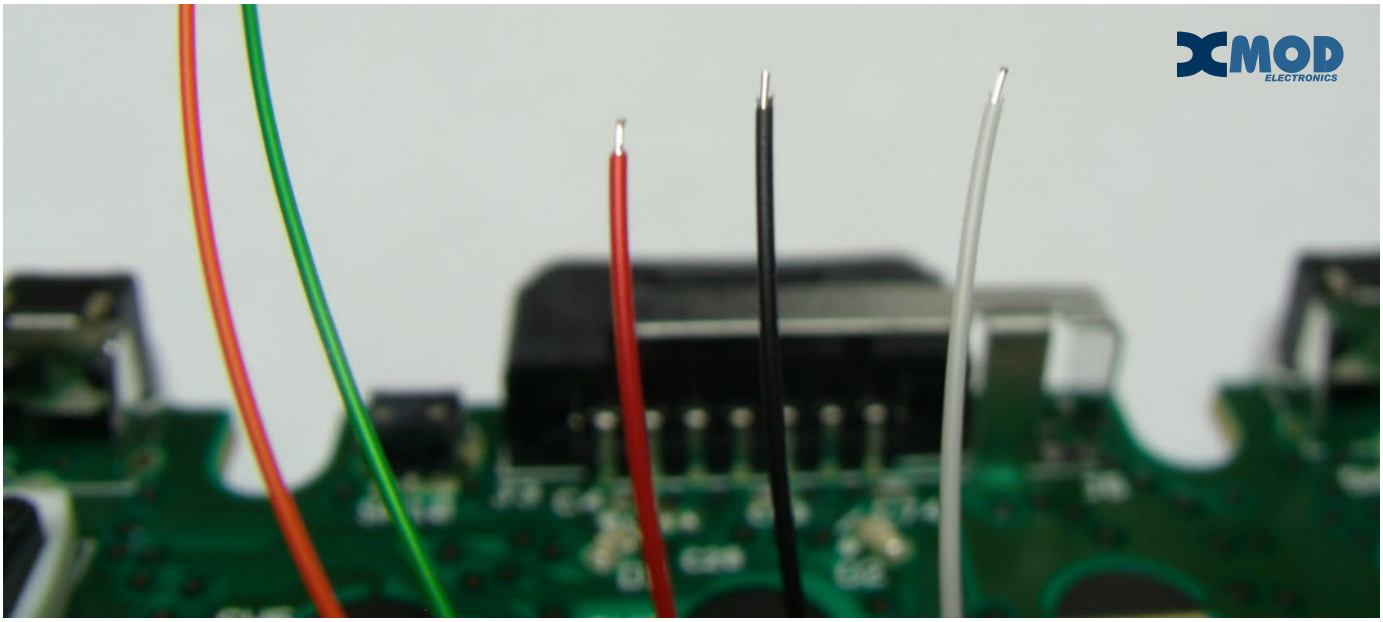
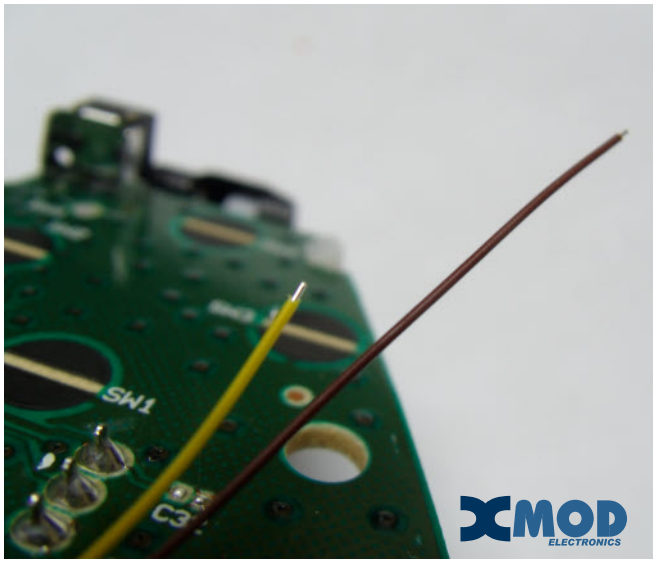


Trim your wires so they are only as long as you need, then strip the end to solder into place. Long wires will just cause a place for something to snag when closing the controller.

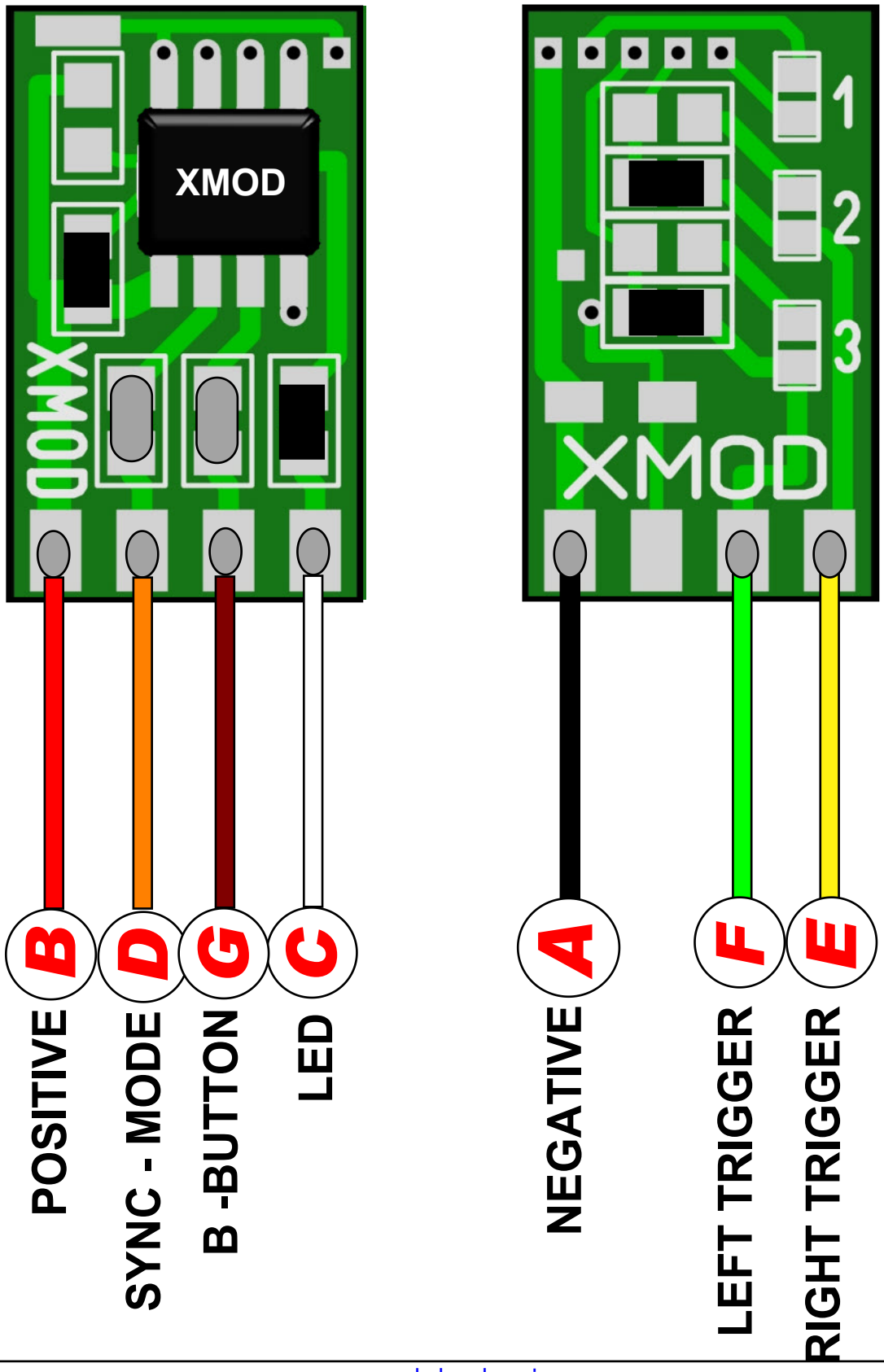


Strip the wires no more than 2-3 mm. Exposing bare wire beyond solder connections could cause a short if the bare wire touches something it shouldn't. Make sure to keep exposed wires that have had insulation removed as close to the solder connection as possible minimizing the chance of a short circuit.





MOD CHIP PC BOARD 23 MODE



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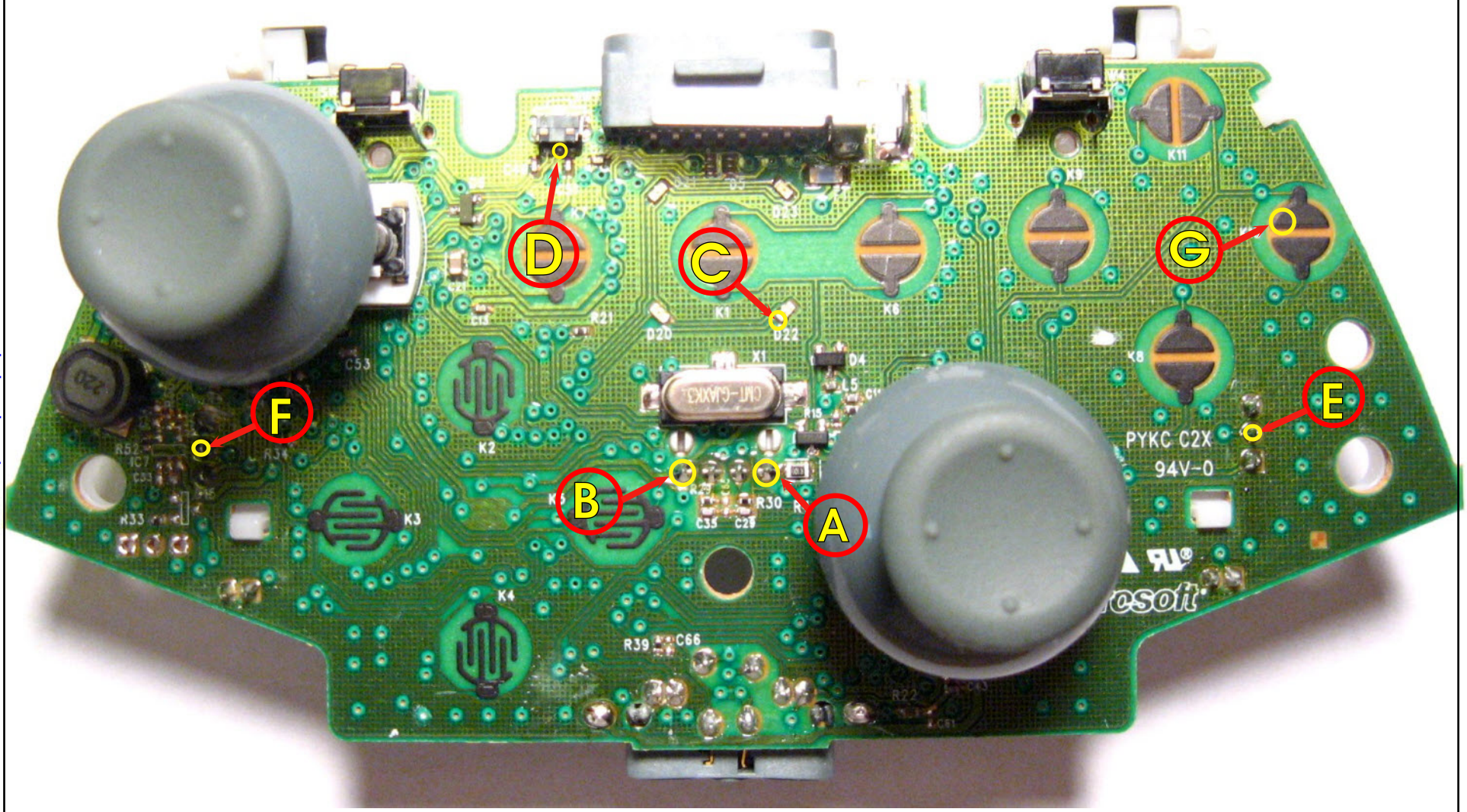

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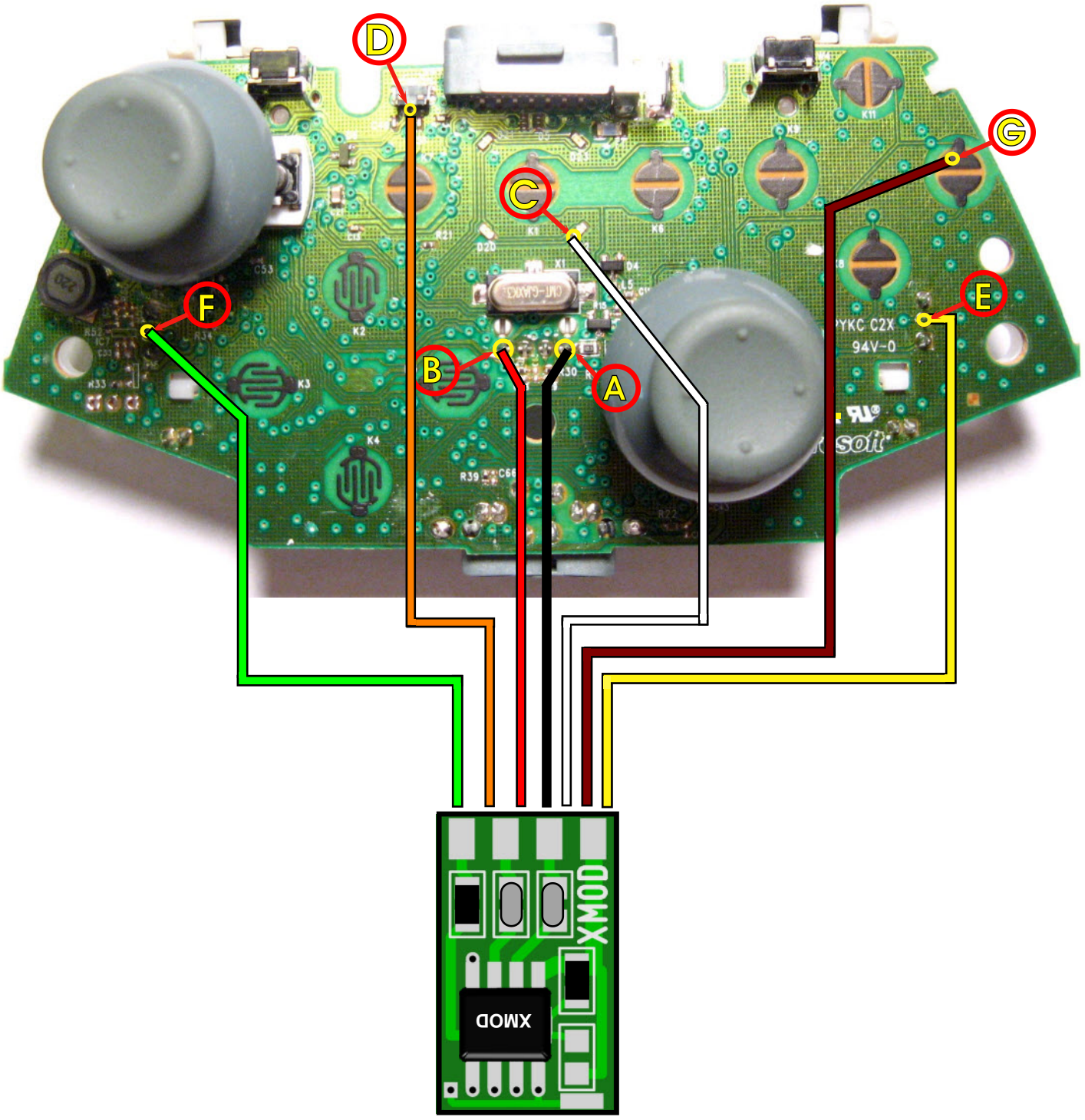
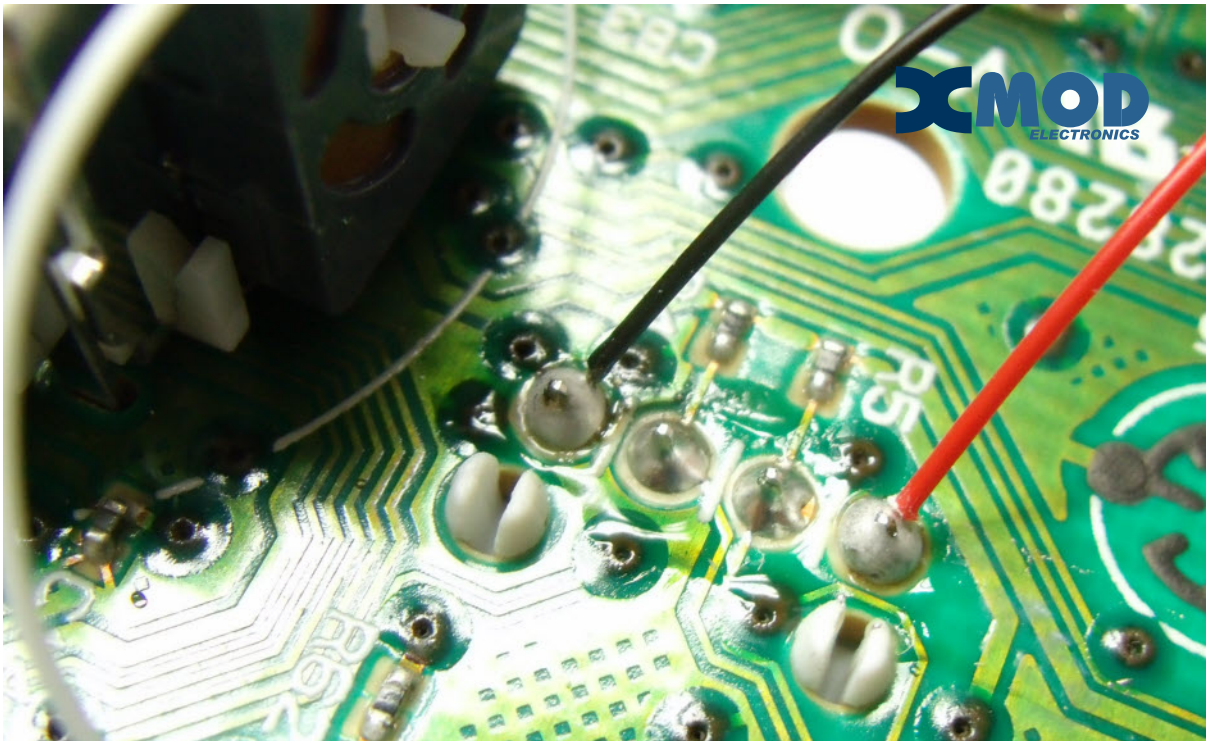
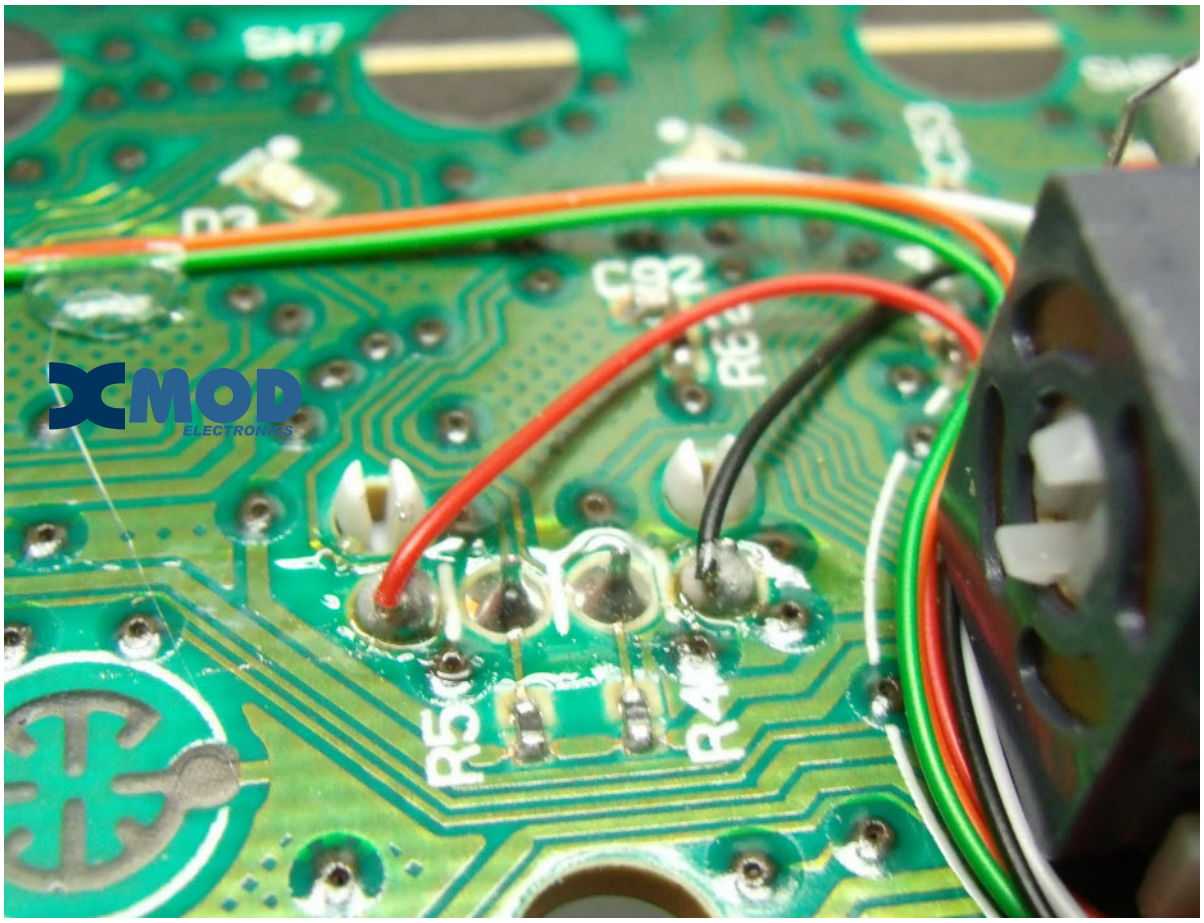


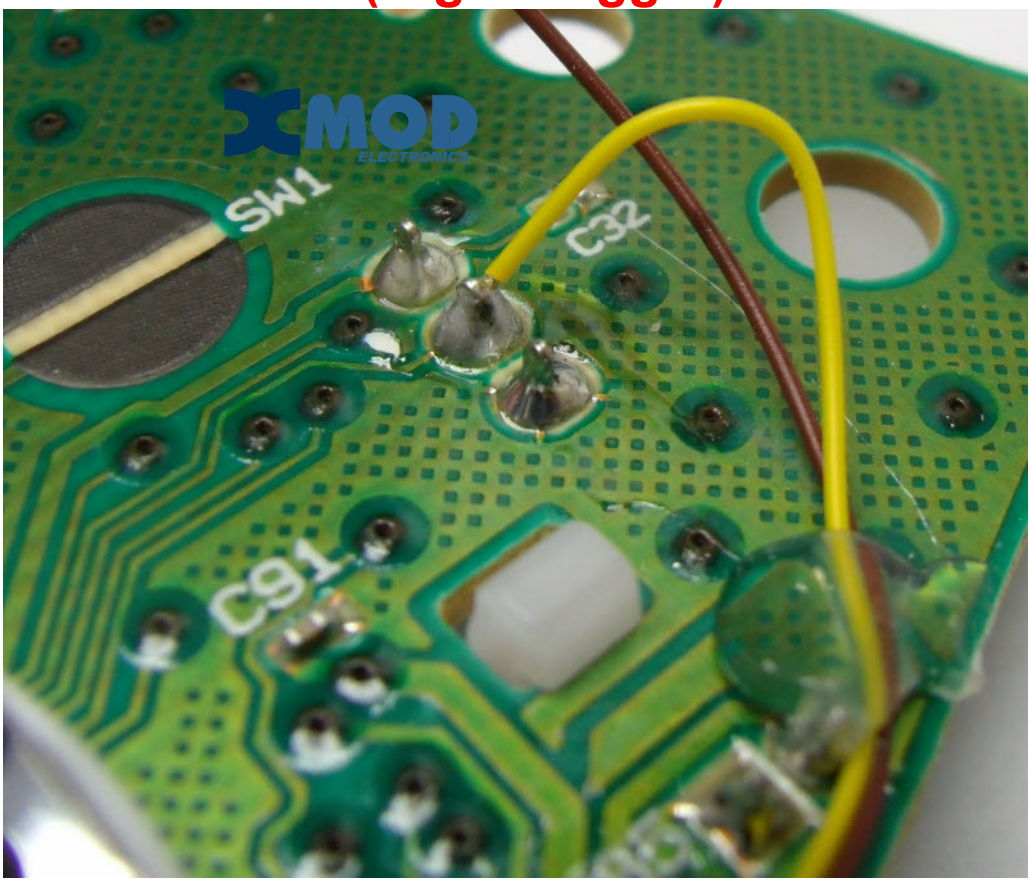
Solder the wires as shown in the images

BLACK & RED wires (Positive & Negative)





YELLOW wire (Right Trigger)

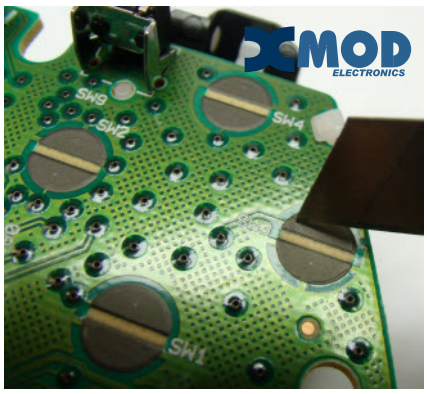


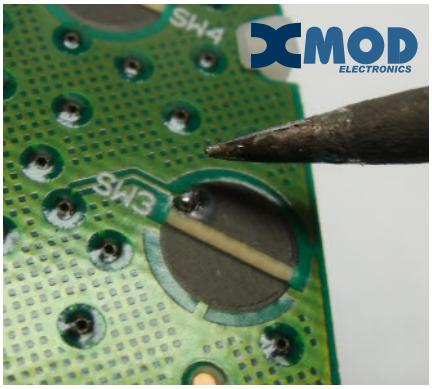
GREEN wire (LeftTrigger)

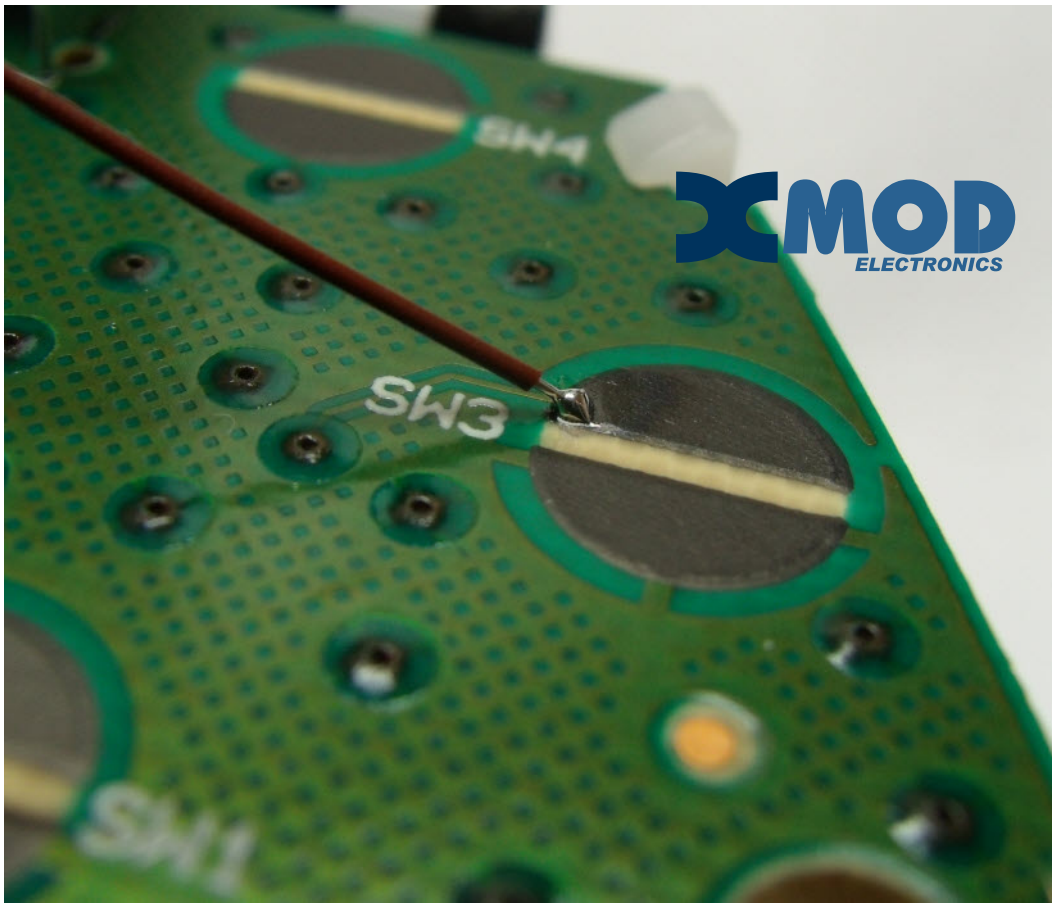
BROWN wire (B button)

To connect the wires from the chip to the **B button**, you will need to remove a very small area of the black coating that is covering the pad. This is easiest done with a small pocket knife or razor blade. **Lightly scrape** the black coating to expose the bare copper underneath. Be careful to only scrape the coating from the corner's pad.

Next you will want to Tin the pad. Tinning means you want to coat the pad with solder. This makes connecting the wire later much easier. To do this you will want to place the tip of your soldering iron on the pad to heat the pad and touch the solder to the pad (try avoiding touching the solder to the soldering iron) and the solder should flow onto the pad. You should end up with a little bubble of solder like you see below.

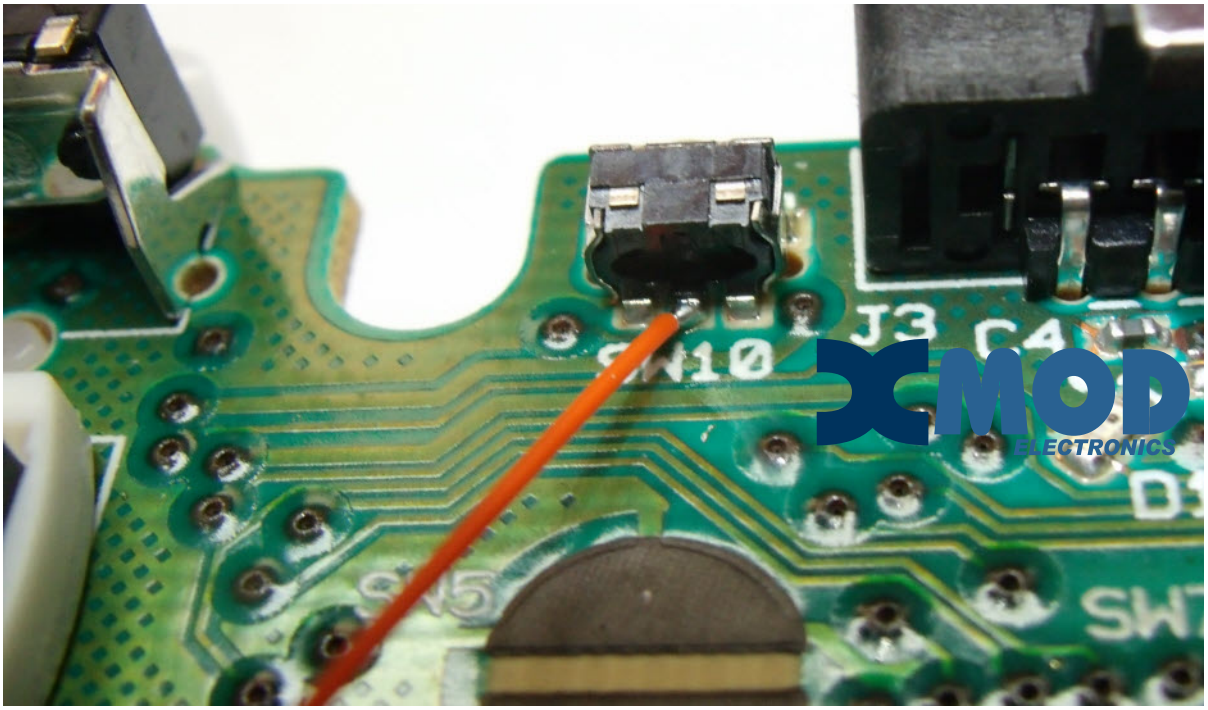


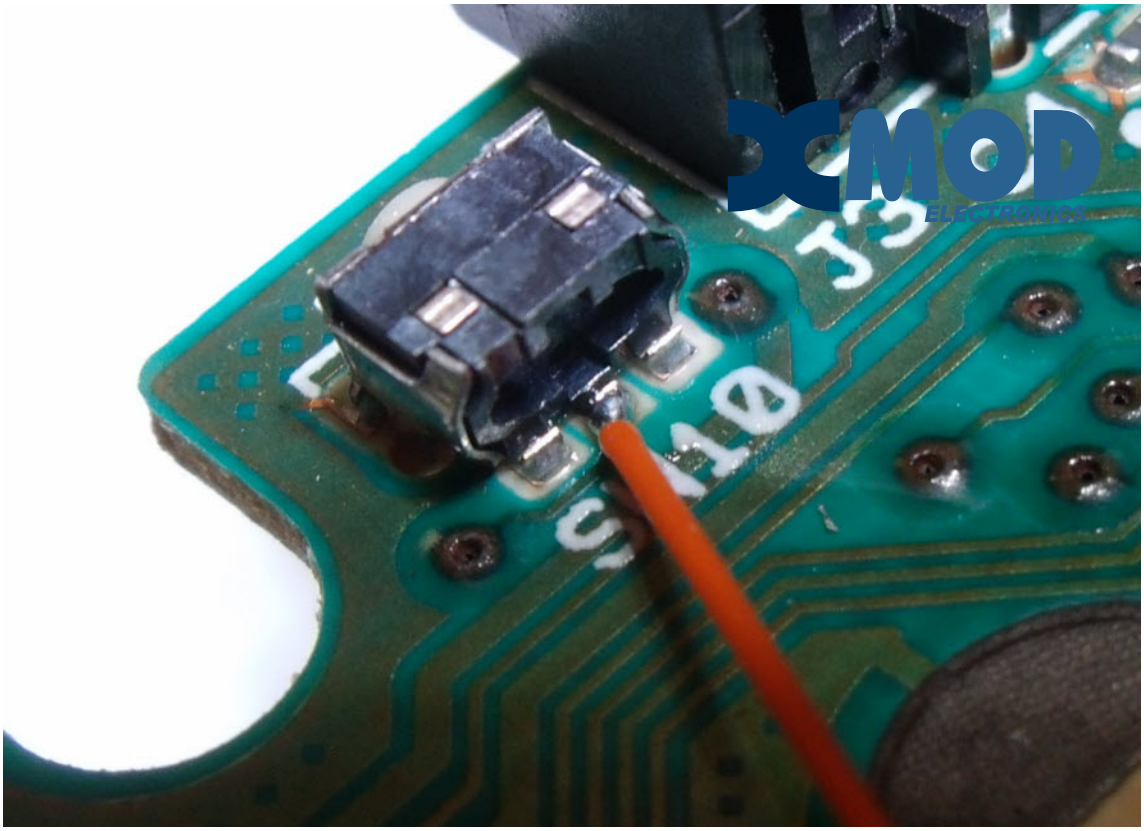




It is important to keep the wires as short as possible and keep them out of the black circles. If you cross over a black circle it could possibly prevent one of the buttons on your controller from working when you put it back together. Also be sure to use only a small amount of solder as we have done.

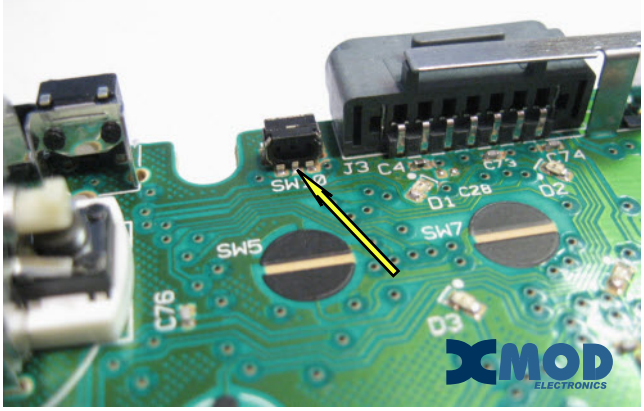
ORANGE wire (SYNC/MODE button)



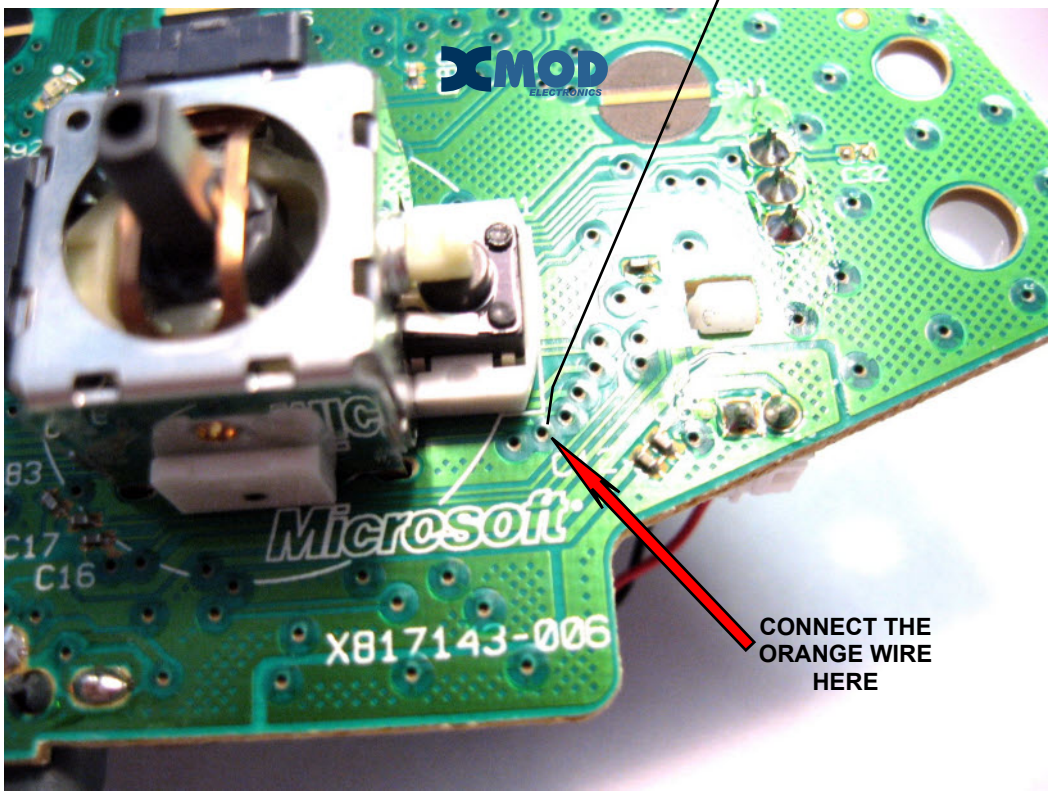


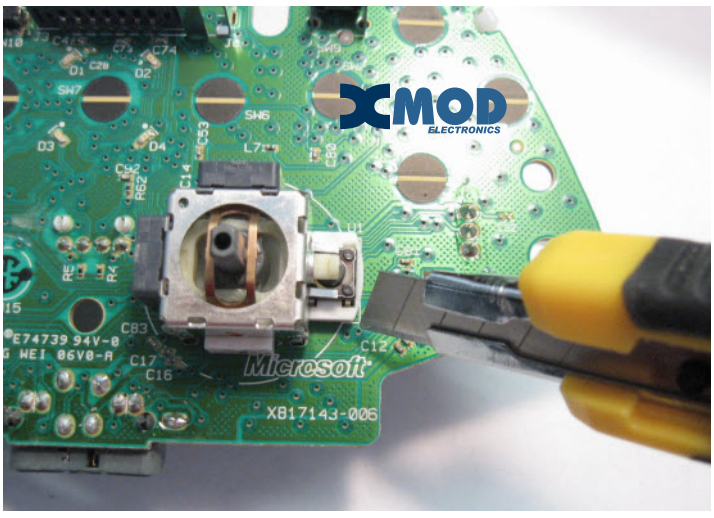
TIP: It is a little hard to make a good connection if you don't have soldering experience and the right tools (pencil soldering iron, magnifiers), you can easily make a short circuit between the legs of the SYNC button, causing a malfunction of the controller and the Mod Chip. In that case we strongly recommend you to install the Tactile push button (provided) to use it to change modes.

CG2 Board - ORANGE wire - Alternative connection



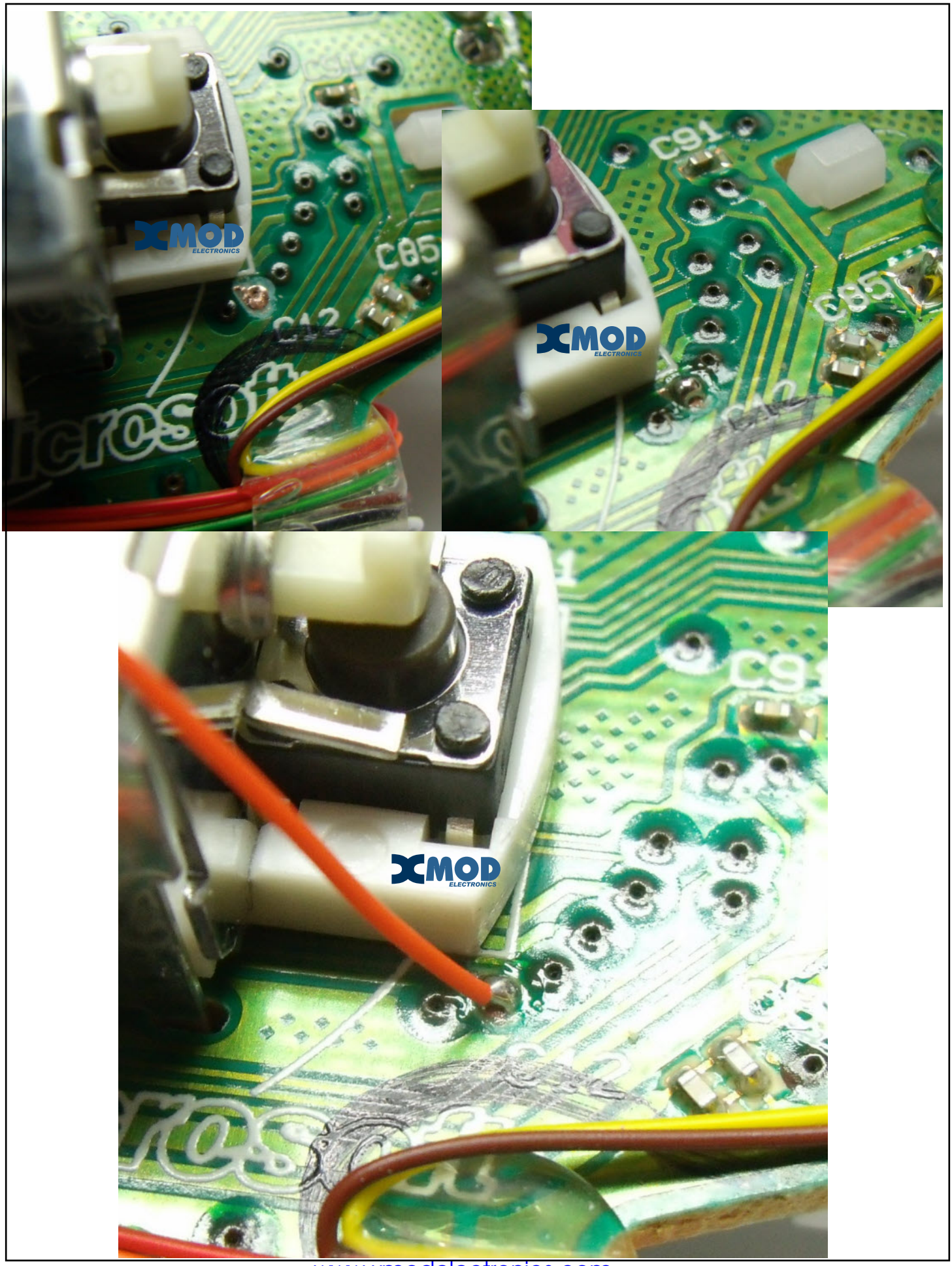
In the NEW Style - **CG2** controller, you can connect the **ORANGE** wire to the middle leg of the **SYNC** button, **OR** you can solder it to this point



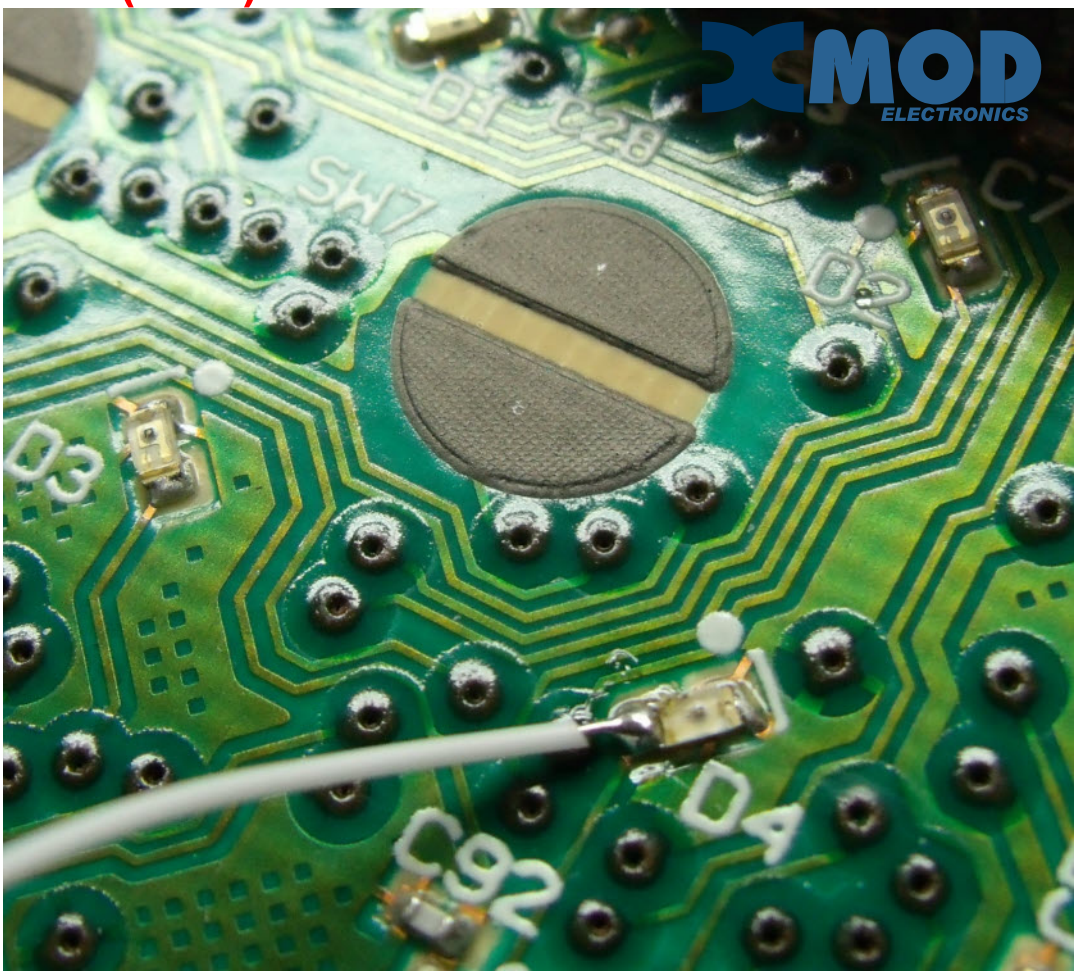


Carefully, with a small knife, clean the solder point. Don't press hard or you will cut the copper trace.

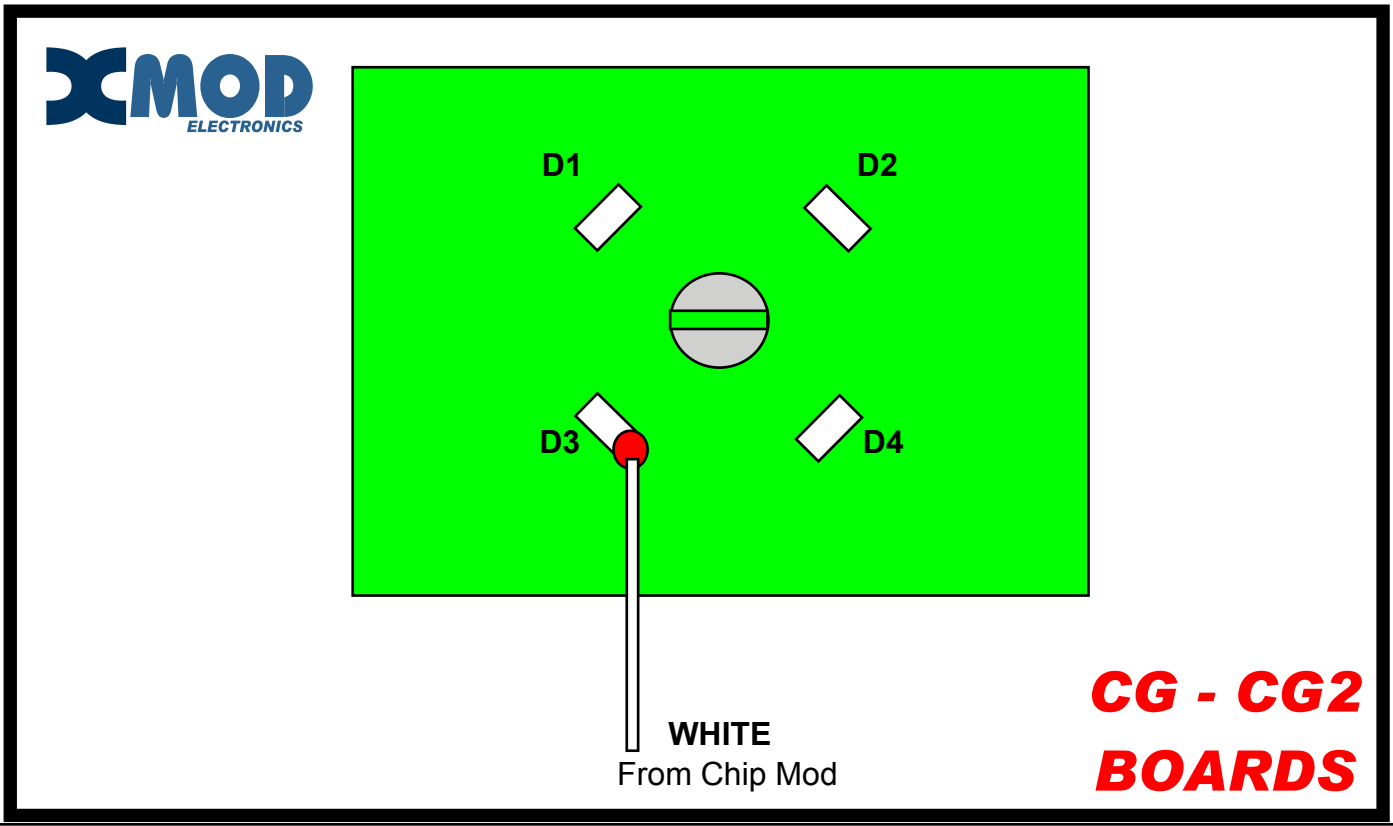
Apply a little bit of solder

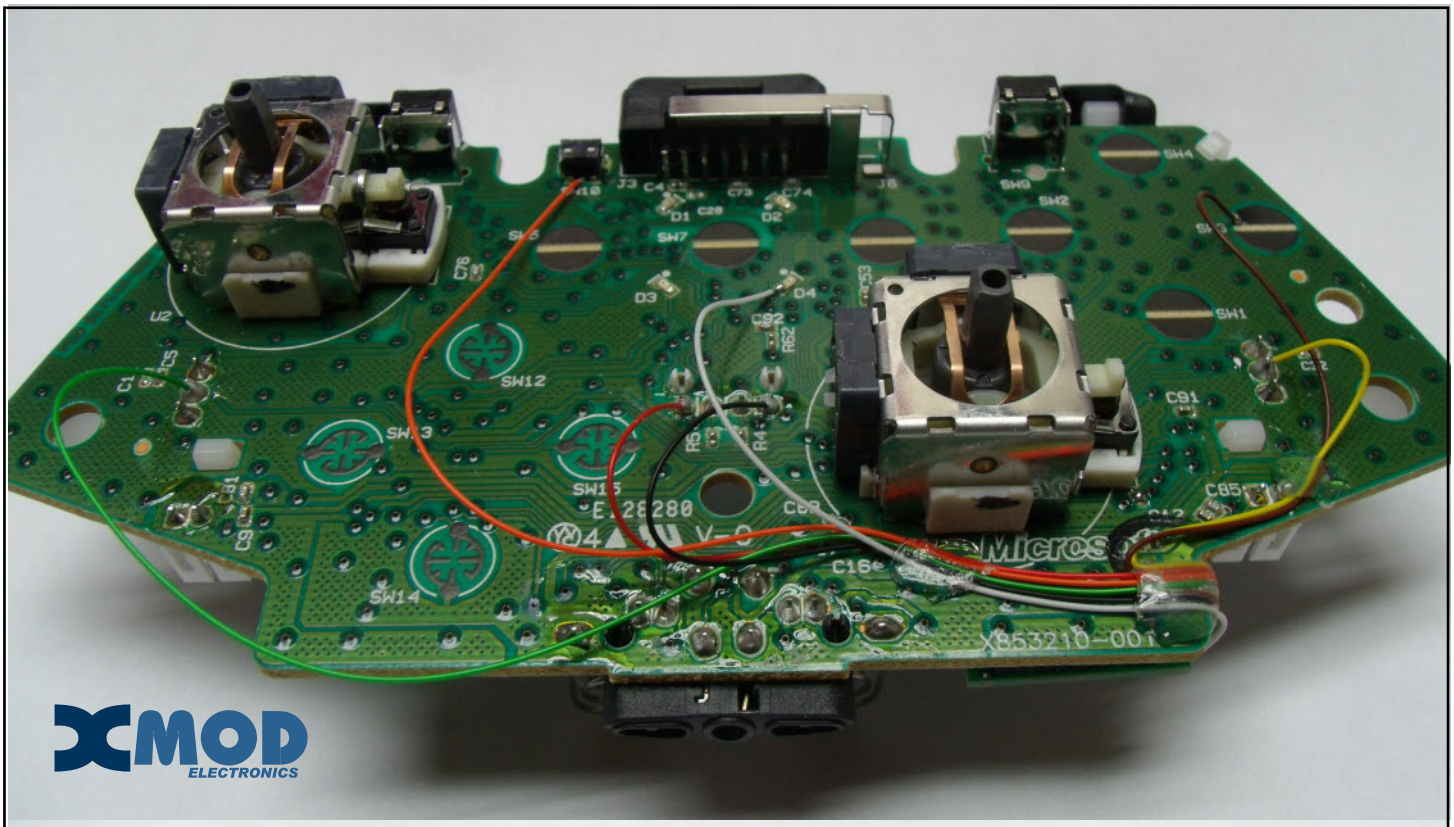

XMOD
ELECTRONICS
C85
C12
C91
C85
XMOD
ELECTRONICS
XMOD
ELECTRONICS

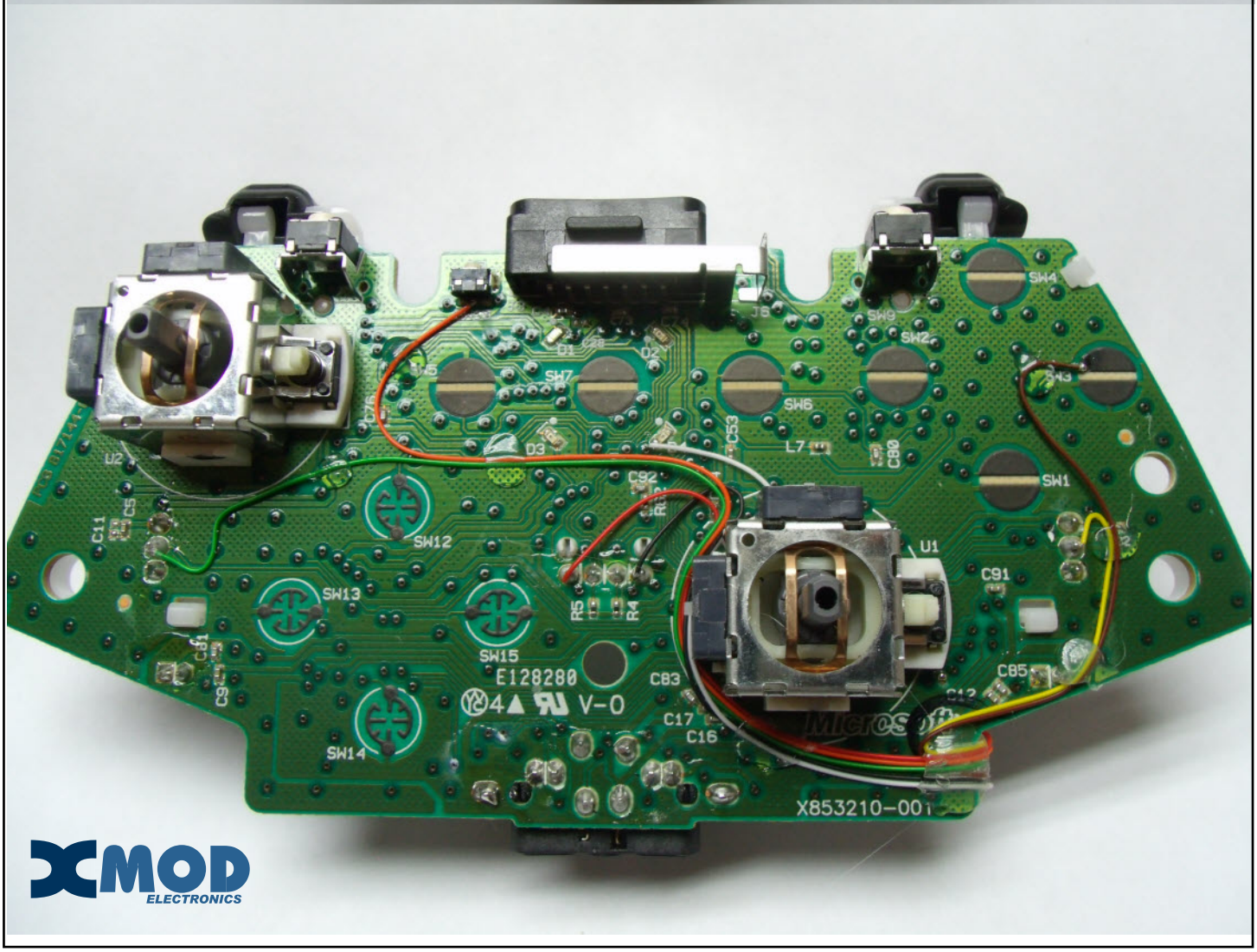
WHITE wire (LED)



3rd PLAYER LED ALTERNATIVE INSTALLATION







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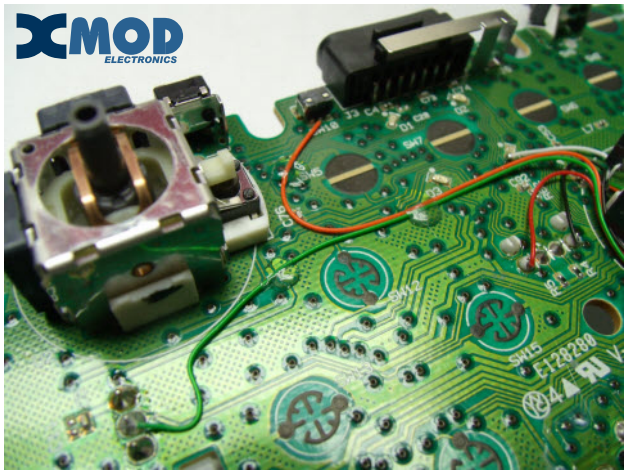
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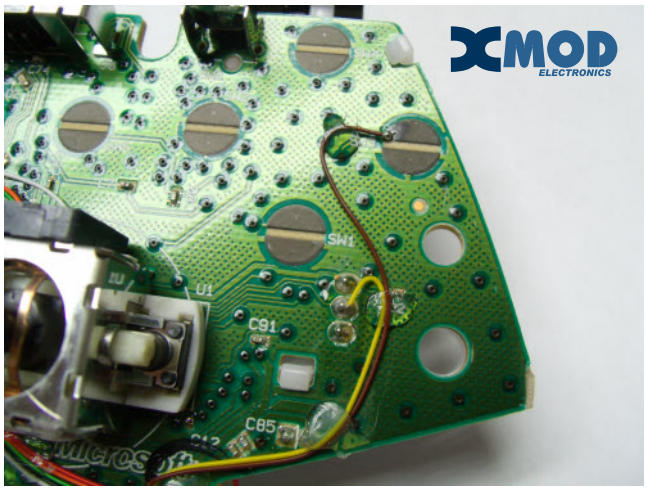
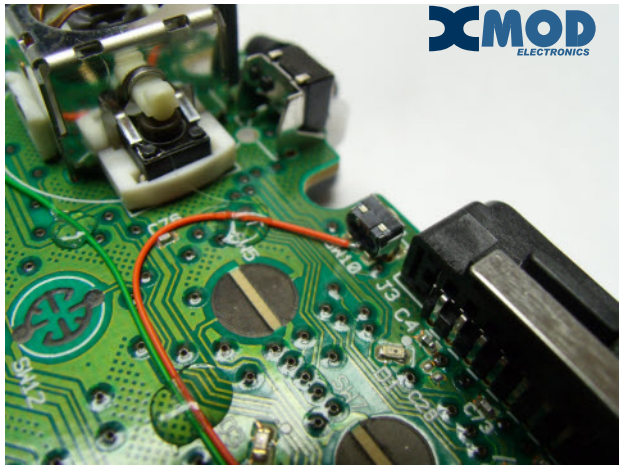

XMOD
ELECTRONICS
SW1
U1
C91
C85


XMOD
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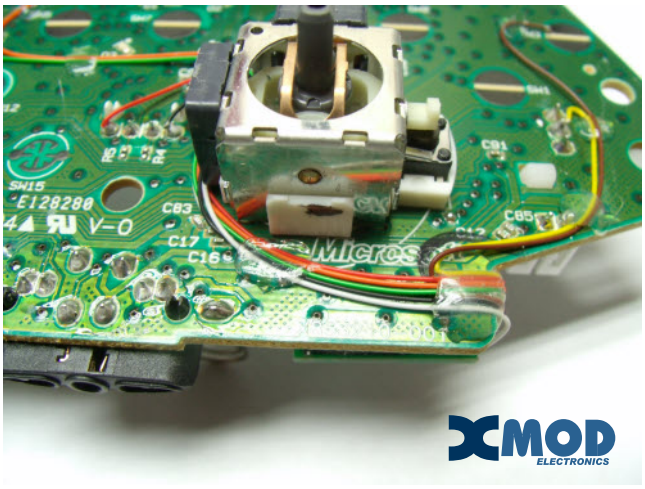
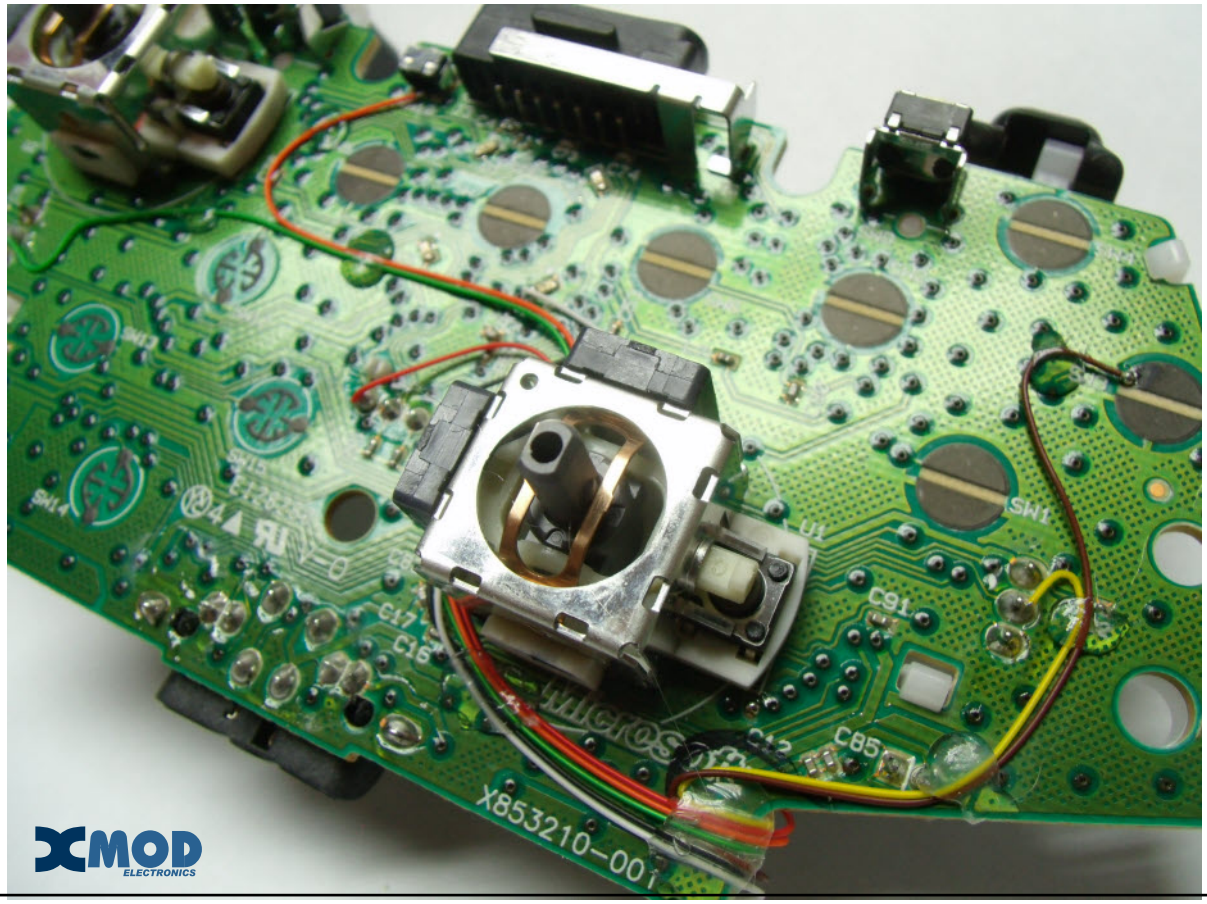

XMOD
ELECTRONICS


XMOD
ELECTRONICS
SW1
U1
C91
C85
X853210-001

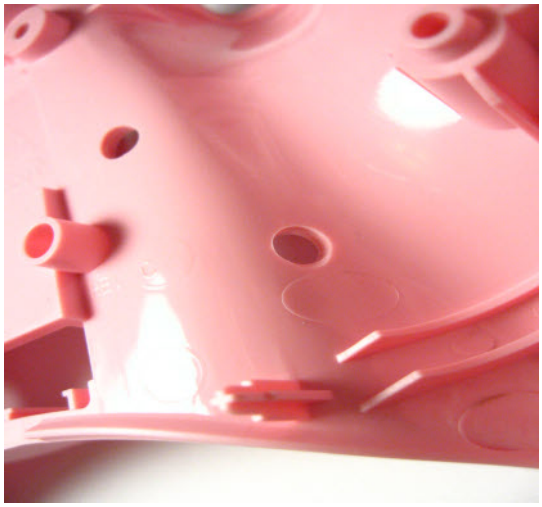
OPTIONAL MODE SWITCH

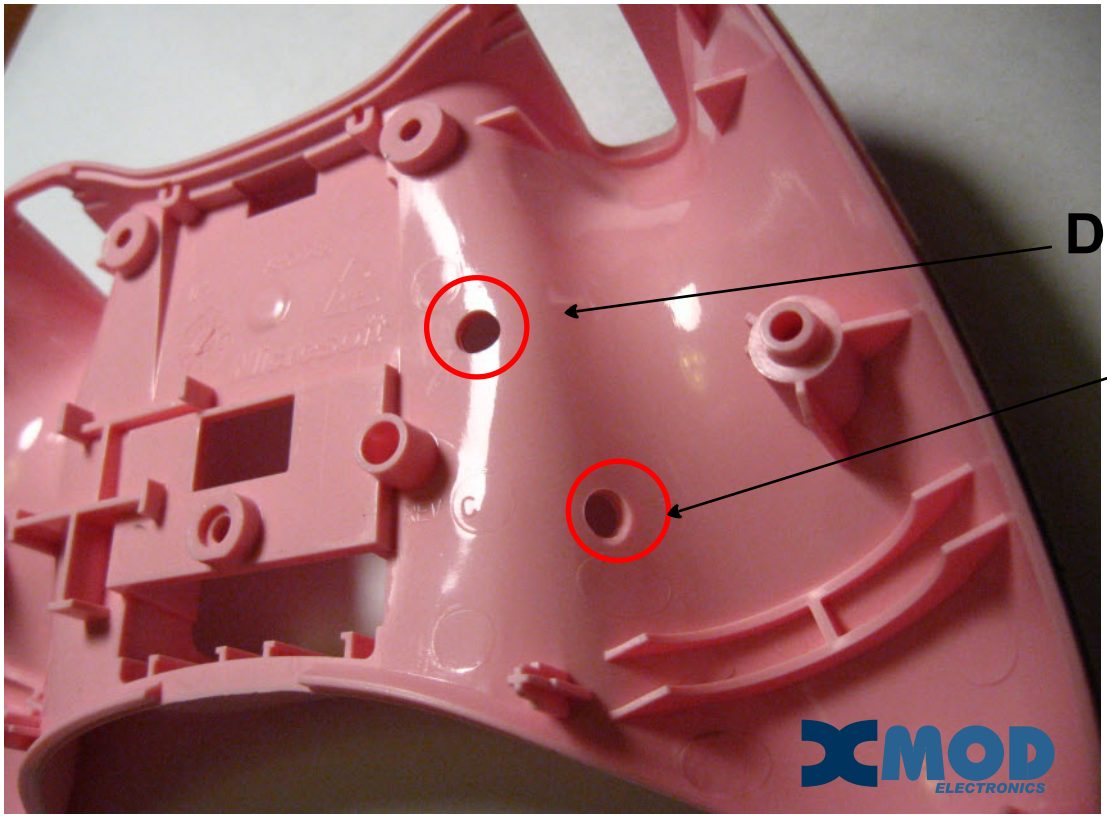
If you want to use the TACT SWITCH instead of the SYNC BUTTON to change the Rapid Fire Modes:

Drill one hole with a 5/32 drill bit.

Next use hot glue to secure the button in place. Do not attempt to use Super Glue or any other adhesives as it will soak into the button mechanism and cause it to stop working.

Connect one pin of the Tact switch to the ORANGE wire and the other pin to GROUND.





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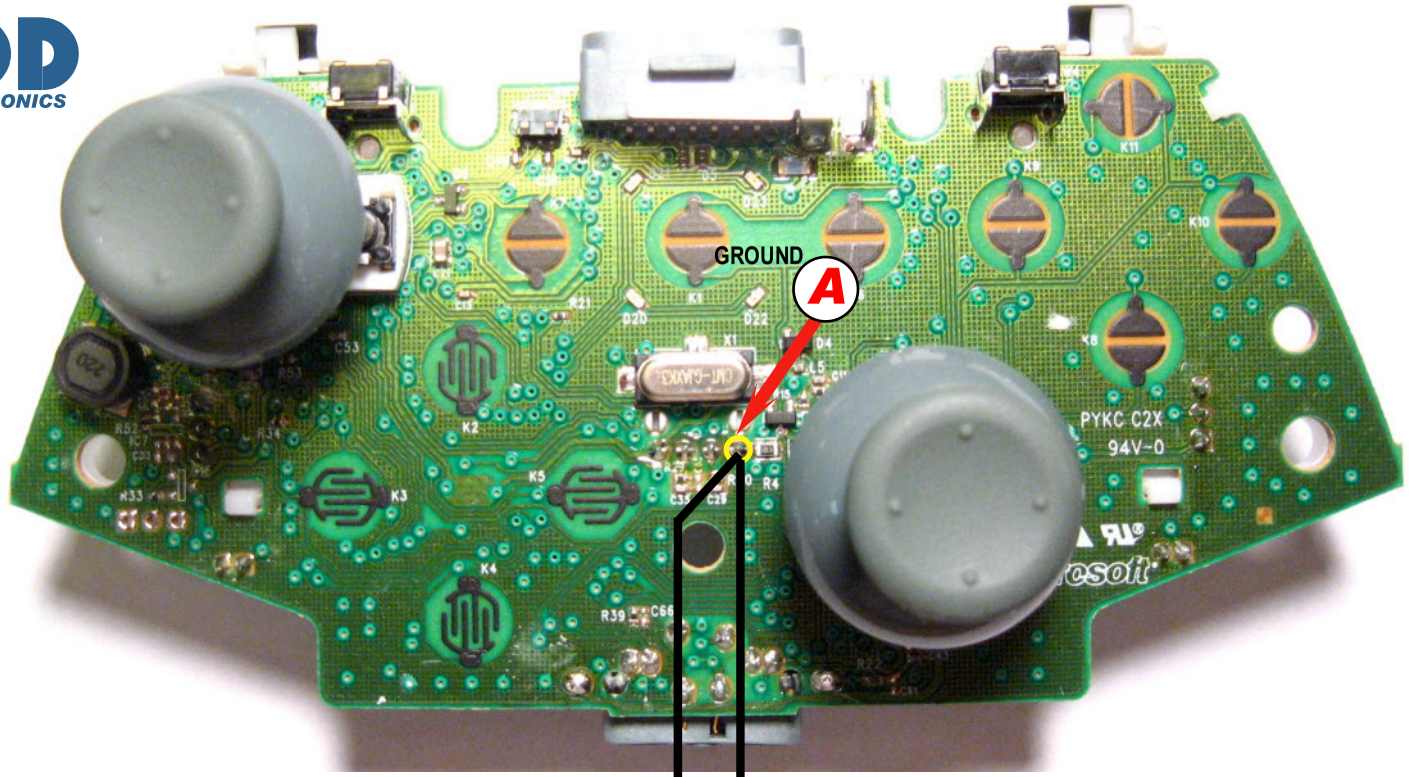
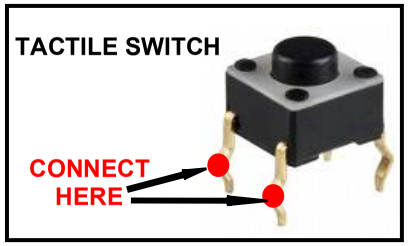
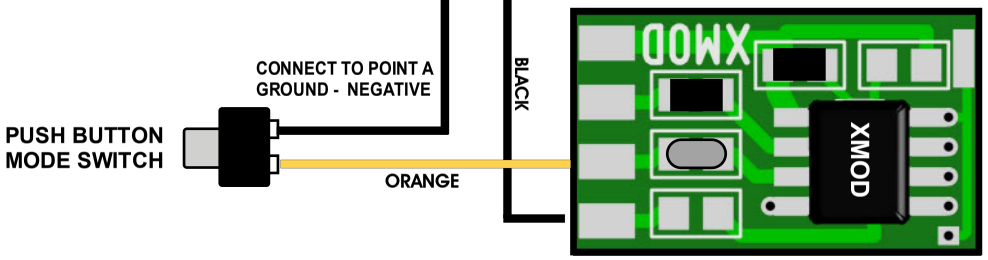




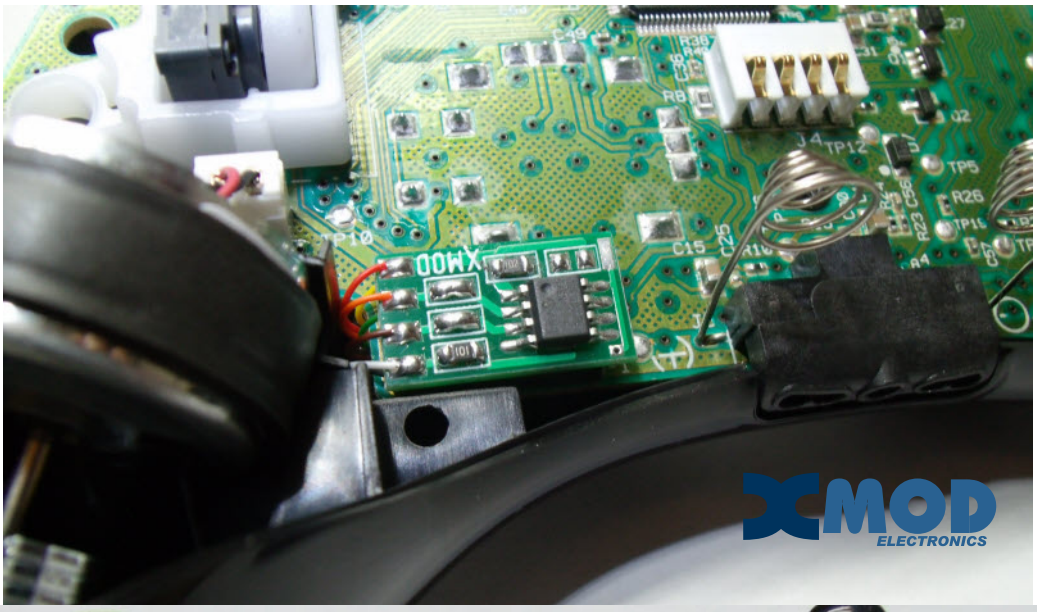


OPTIONAL PUSH BUTTON MODE SWITCH

The installation of this switch is OPTIONAL.

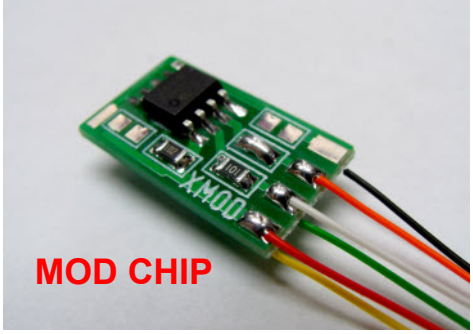
If you install this pushbutton, **don't** connect the **ORANGE** wire to the **SYNC** button.

The last thing you need to do is reassemble everything. The easiest way we found to do this is to leave the top piece face down so all the buttons do not fall out, and hold the PCB to the back of the controller and flip it over on the top case. Align the rumble motors so they are in their holders and lay the PCB and back of the case onto the front of the case. Keep it face down and use your finger to work the thumb sticks through the holes and work the case closed. Do not force it, you may have wires preventing the case from closing entirely. Just go slow and look at any areas to see what is stopping it from closing all the way.
Now just screw the controller back together and you're done.



23 MODE - XMOD Rapid Fire MOD KIT for XBOX 360

- **PCB totally Assembled** with Soldered wires
- **5 Main Modes - Fully programmable**
- **Auto Drop Shot** (with or without Rapid Fire)
- **Auto Quick Scope** (with or without Rapid Fire)
- **Akimbo - Aim assisted**
- **Quick ON-OFF**
- **2 LEDs indicators**
- **Stealth** (No extra button needed)



Our RAPID FIRE KIT uses the RIGHT TRIGGER to fire your weapon. Simply choose the rapid fire setting (23 combinations) you are most satisfied with, and press the trigger to fire. It will dramatically increase your performance and accuracy during the game play.

This RAPID FIRE KIT 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, GOW 1-2, Halo 3, Halo ODST, Battlefield Bad Company 2, Left 4 Dead 1-2, and more!!!

RAPID FIRE MODES

To change modes: TAP the controller's SYNC button to cycle through the 5 main modes.
The 3rd Player LED will blink to indicate the mode you are in.

XMOD Rapid Fire - 23 mode						
	Drop Aim Shot	**Quick Scope**	**Akimbo**	**Akimbo Drop Shot**	**COD 5**	**Adjustable**
Rapid Fire OFF	●	●				
Mode 1	●	●	●	●		●
Mode 2	●	●	●	●		●
Mode 3	●	●	●	●		●
Mode 4	●	●	●	●		●
Mode 5	●	●	●	●	●	●

USER PROGRAMMABLE MODES

These adjustable rapid fire modes gives you the freedom to easily make your own speed. You can choose anywhere from **5sps - 45sps**. 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.

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

AUTOMATIC DROP SHOT

Just by pushing the Right Trigger it will **drop** you all the way to the ground, **aim and shoot**, all in one action. 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, as your opponent shoots over your head.

You never need to remove your thumb off from the Right thumbsticks 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. This exclusive feature works with all Call of Duty games.

With this function, when you push the **LEFT Trigger** the auto drop will be **temporarily disabled (LT Cancel)** and you will fire **with REGULAR Rapid Fire** letting you stay behind a barrier or window aiming down the sight and shoot without dropping.
The Auto Drop Shot will be **automatically enabled** as soon as the Left Trigger is released.
You can quickly activate/deactivate the AUTOMATIC DROP SHOT at any time in any mode.

**** Drop shot will only work with DEFAULT TACTICAL BUTTONS settings and you can still use your "B" button as normal.*

AUTO QUICK SCOPE

Push the RIGHT TRIGGER only to scope and shoot at the same time with 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 to quick sniping. You have to wait half a second for it to be accurate, that is how they are preventing that.*

AKIMBO-MIMIC MODE

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

COD 5 COMPATIBLE MODE

To play Call of Duty 5 "World at War" online the Rapid Fire Mod **must be set in mode 5 on Default Speed.**

QUICK ON/OFF

The Rapid Fire Function will be **OFF at startup** (when the Battery Pack is inserted).
To turn the Rapid Fire **ON-OFF:** Hold down the **LEFT TRIGGER** and Tap the **SYNC** Button.
No need to cycle through all the modes.

LED INDICATORS

This XMOD Rapid Fire Kit uses the **4th** player LEDs exclusively as a status indicator for a complete and easy look of the current functions. Note that just the 1st ,2nd and 3rd Player LEDs will flash when you SYNC or connect the controller with the XBOX 360 console.

FACTORY DEFAULT

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

Holding down the SYNC button for the normal 2-3 seconds will still allow you to synchronize your wireless controller to any XBOX 360 System.
The chip will remember the fire rate even when you turn your controller off or remove the batteries.

SPECIAL MODES

To enter in the Special Modes with or without Rapid Fire:
- Hold The **RIGHT TRIGGER** and **TAP the SYNC** button. **
- The LEDs will light and stay solid waiting for your input.

Next:
- Tap the button to set your desired sub-mode (drop shot, quick scope or akimbo):

With Rapid Fire

XMOD Rapid Fire - 23 mode

Without Rapid Fire

XMOD Rapid Fire - 23 mode

To **CANCEL or DEACTIVATE** any Special mode:
- Enter in the Special Modes (RT + Sync). **
- Tap the Cancel Button **or** Tap the function button (Quick Aim, Akimbo or Drop Shot) **again**

** *After entering in the Special Mode by pressing the RT and the Sync button,* ***wait for one second before taping any other button*** *to prevent the controller to* ***start syncing*** *with the XBOX console.*

PROGRAMMING MODES

The speed of all 5 Main modes can be programmed at any time. You can choose anywhere from 5 sps - 45 sps. In that range, there are 60 speeds to select from.
To enter in the programming mode:
- Hold the **LEFT** and **RIGHT** triggers and TAP the **SYNC** button.

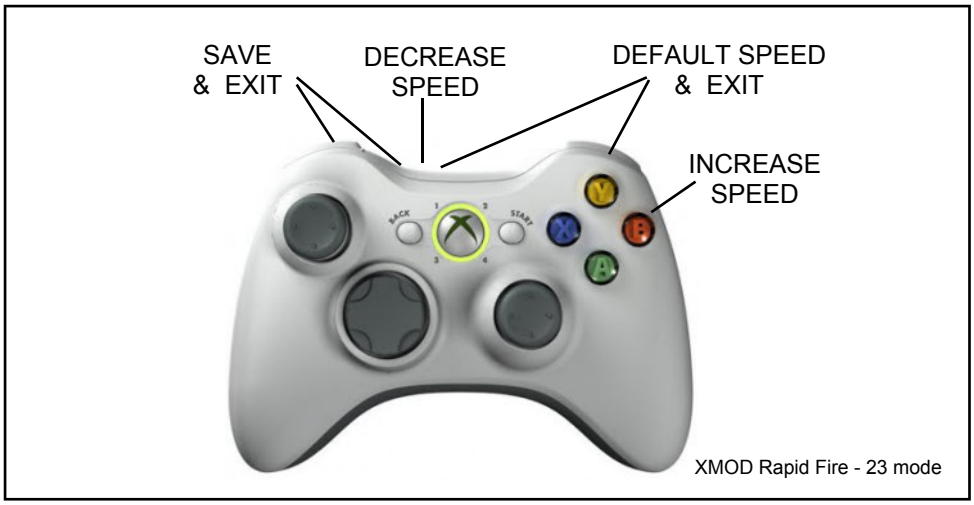
- Tap the **B** button to **increase** the speed.
- Tap the **SYNC** button to **decrease** the speed.

*The LEDs will flash when you reach the **minimum or maximum** speed.*
*You can **test the speed** by pressing the Right trigger at any time.*

To **SAVE & EXIT:**
- Hold the LEFT trigger and Tap the SYNC button.

To set the **Factory Default speed** (just the mode you are in) and **EXIT:**
- Hold the RIGHT trigger and Tap the SYNC button.

This mod chip can remember 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.



RESET TO FACTORY DEFAULT

You can reset **all** seed modes to factory default settings.
-Enter to the SPECIAL MODES (Hold RT and TAP the SYNC button)
-Hold the "B" button for 8 sec.

FACTORY DEFAULT SPEEDS (shots per seconds)
MODE 1: 10 sps.
MODE 2: 15 sps.
MODE 3: 25 sps.
MODE 4: 40 sps.
MODE 5: 12 sps. (**COD 5** "Call of Duty 5" World at War)