

When holding a standard Xbox controller, you have to move your thumb from the right thumb stick to a button, and back to the thumb stick. Although this may only take a second, it's a relatively long time in the world of fast-paced gaming.

With two extra buttons on the back on the controller, you can keep your thumb firmly planted on the right thumb stick, focused on aiming, while your other fingers quickly press the buttons and deliver the response you need, in fractions of a second.

For games like Call of Duty, these features have moved from giving a slight edge to being a near essential. They shave off valuable milliseconds and allow you to react quicker in intense situations. Now you can Double Jump and Shot, for example, while simultaneously aiming.

Each button can be easily configured to do any of the 10 pre-programmed modes, like Drop Shot, Jump Shot, Kneel Shot, etc. ensuring the XMOD buttons are customized to your style of game play.

The two extra buttons can be quickly changed, mixed or set with the same modes in-game by pressing some buttons on the XBOX 360 Controller.

Easy to install, this XMOD Mod add-on can be added to any already modded XBOX controller (CG-CG2) with or without any Rapid Fire mod installed. It will work independently of any pre-existing modification on your controller.

For hardcore FPS fans, the XMOD Gaming Mod Kits are products that you should have in your arsenal.

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.

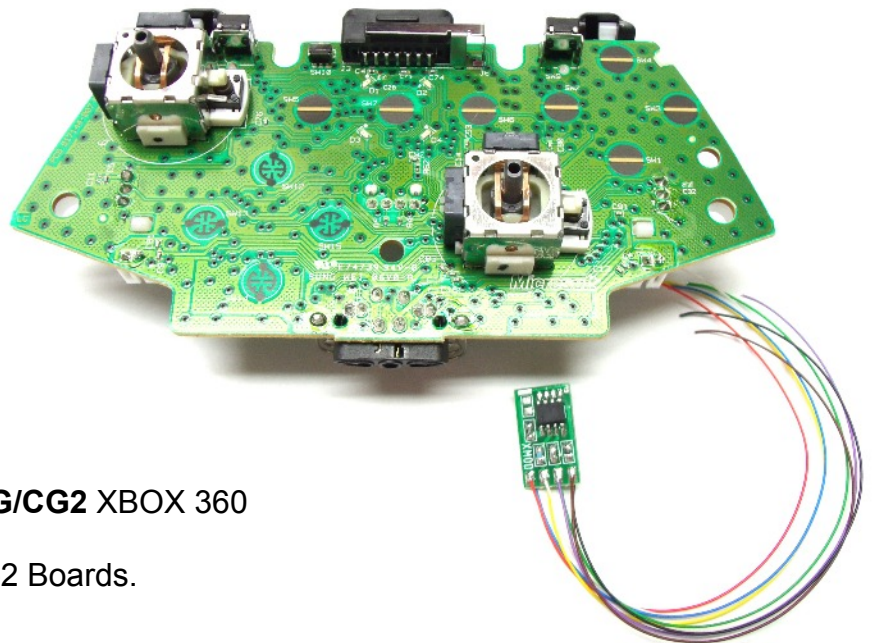
We only recommend doing this modification if you are experienced with electronics and using a soldering iron.

List of tools needed to do the job:

- Soldering iron and solder
- 30 AWG wire or similar
- Wire strippers
- Power drill with 5/32" bit
- Hot glue gun

XMOD CHIP compatibility:

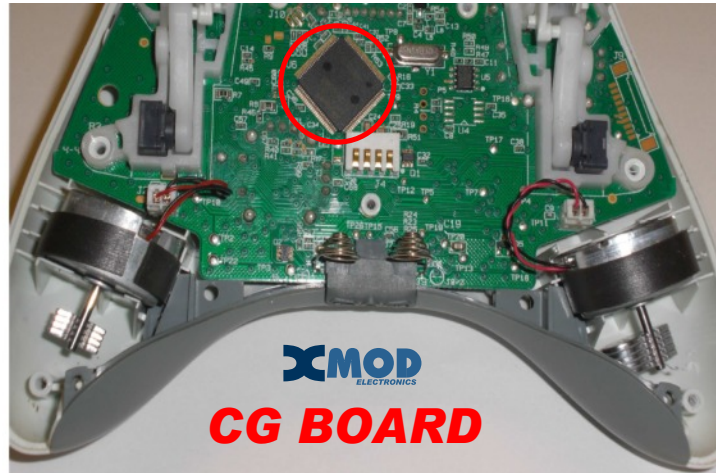
- This XMOD CHIP will work with **CG/CG2** XBOX 360 Wireless Controller Boards only.
- It's **not compatible** with MATRIX 1-2 Boards.



XBOX 360 Wireless Controller Identification

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

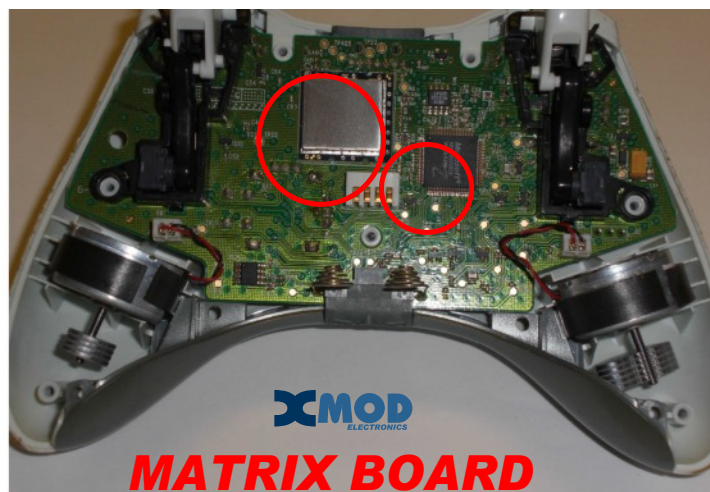
In the **CG** Controller, you will see a single chip rotated 45 degrees



In the **CG2** Controller, you will see a single chip.



In the **MATRIX** 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

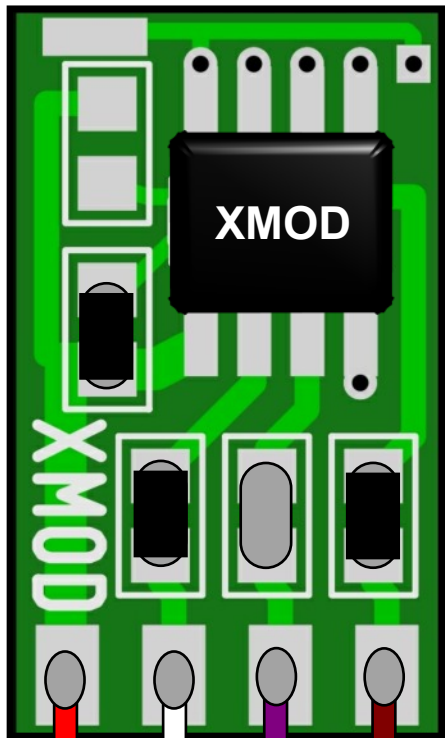


MATRIX-2 WIRELESS BOARD

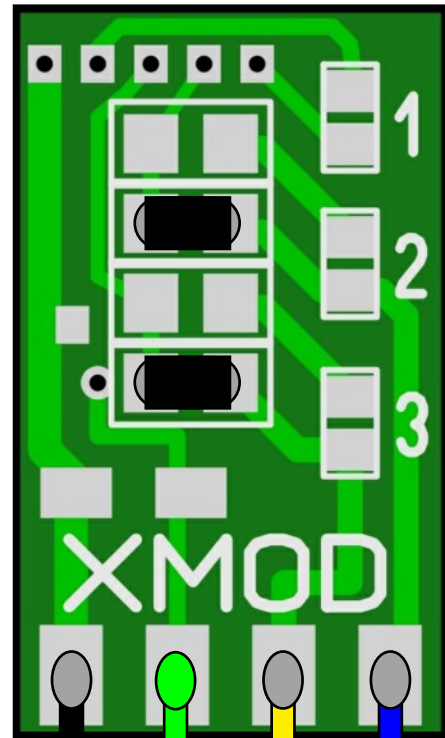
From the battery door area you can see that there is **NO CAPACITOR**

NOT COMPATIBLE

XMOD BACK BUTTONS **PC BOARD**

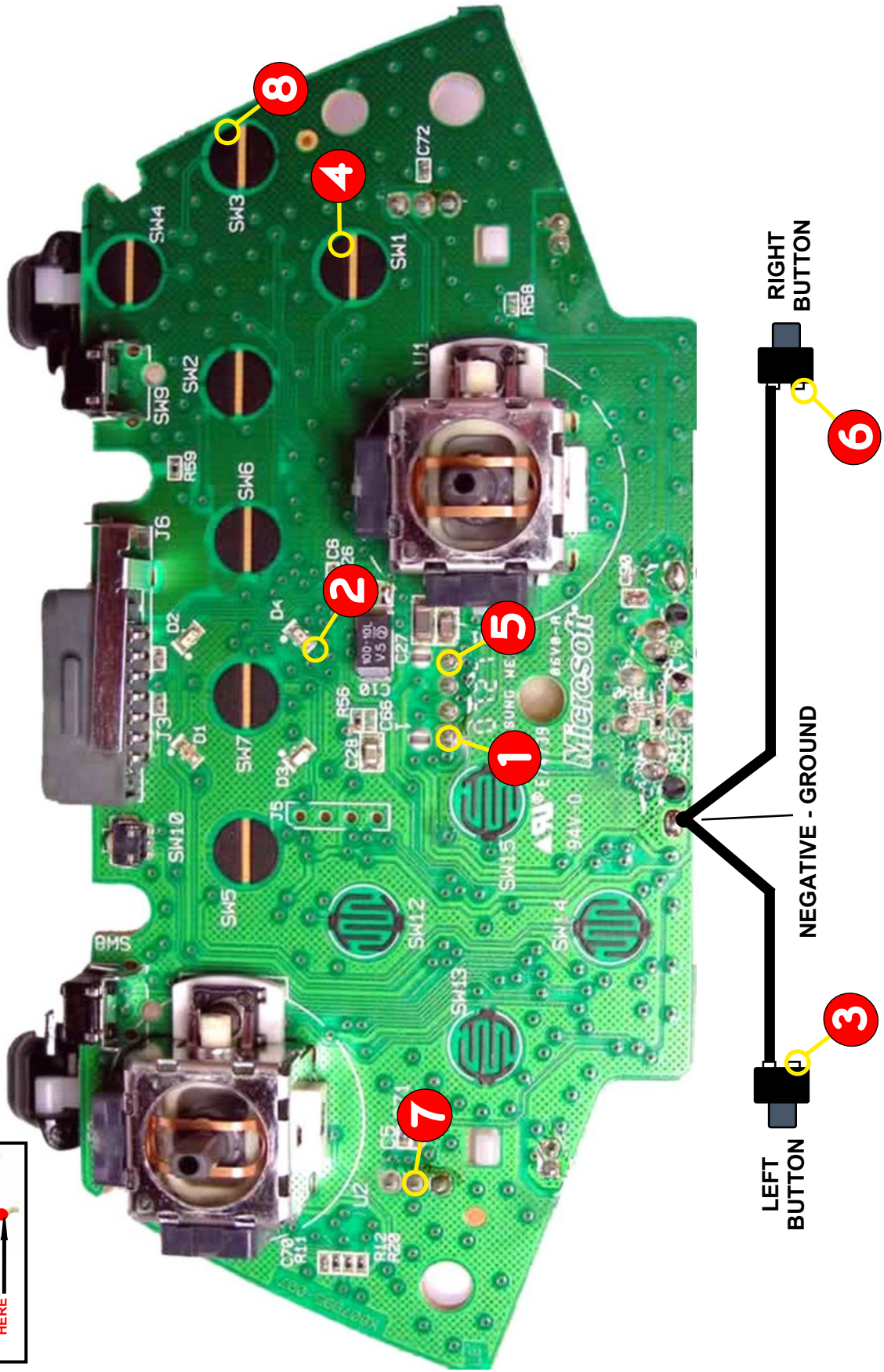
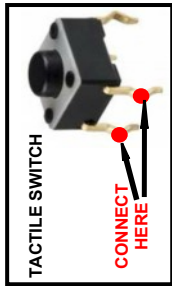


- ① Positive (+)
- ② LED
- ③ LEFT Button
- ④ B button

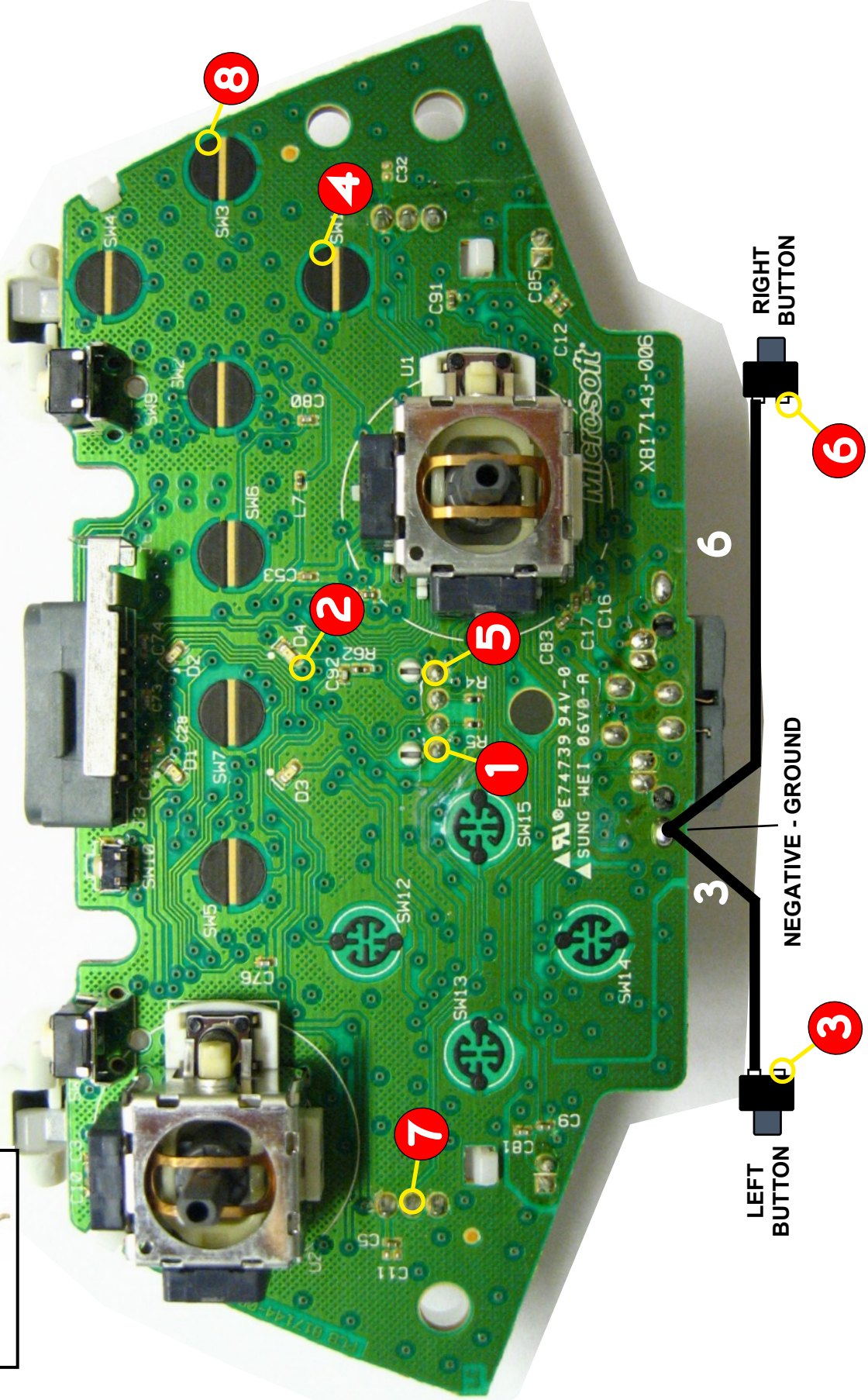
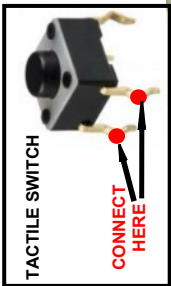


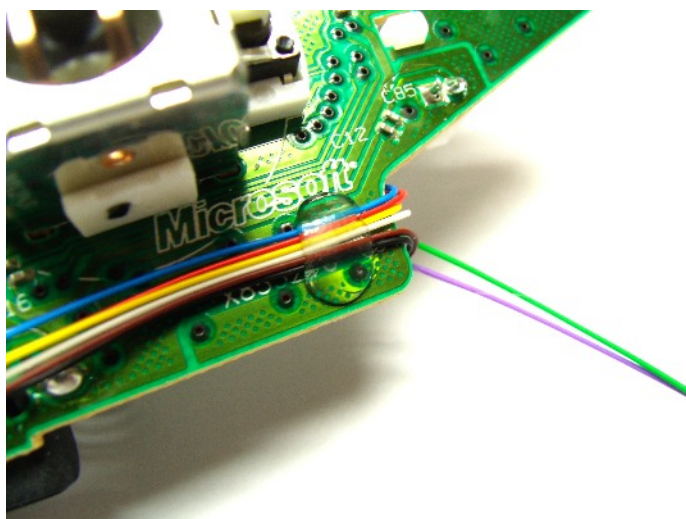
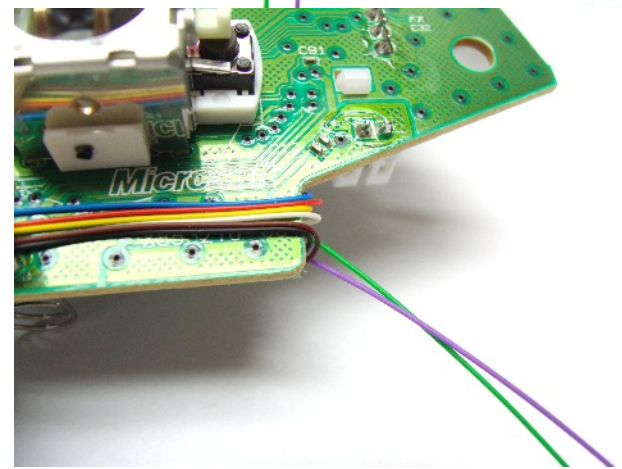
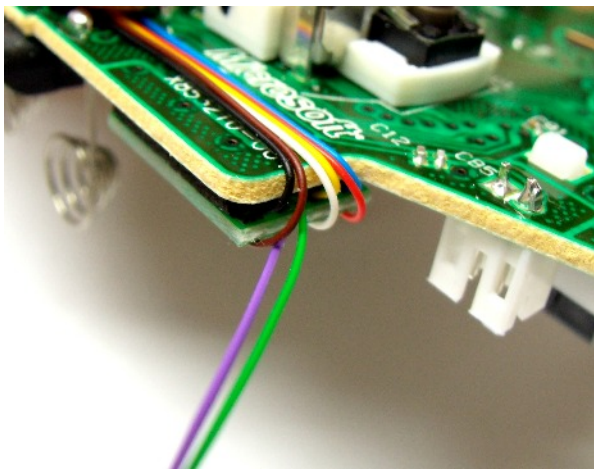
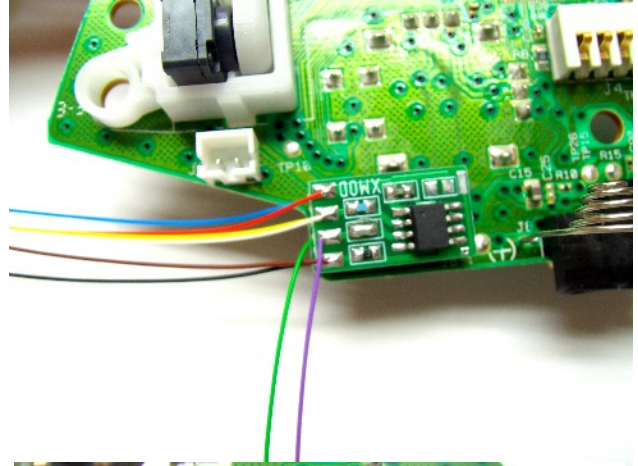
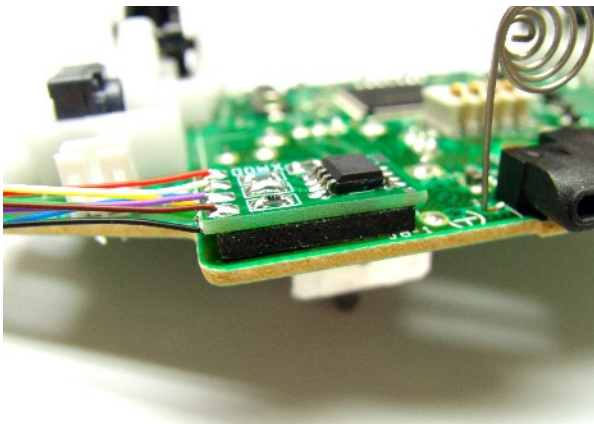
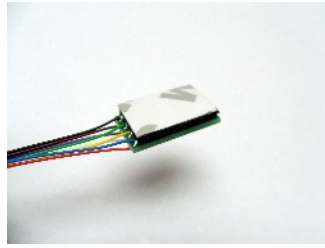
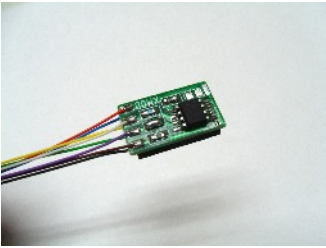
- ⑤ Negative (-)
- ⑥ RIGHT Button
- ⑦ LEFT Trigger
- ⑧ A button

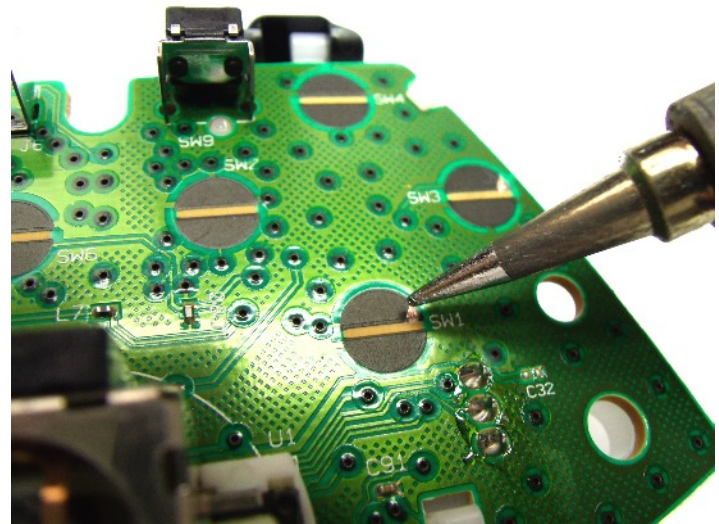
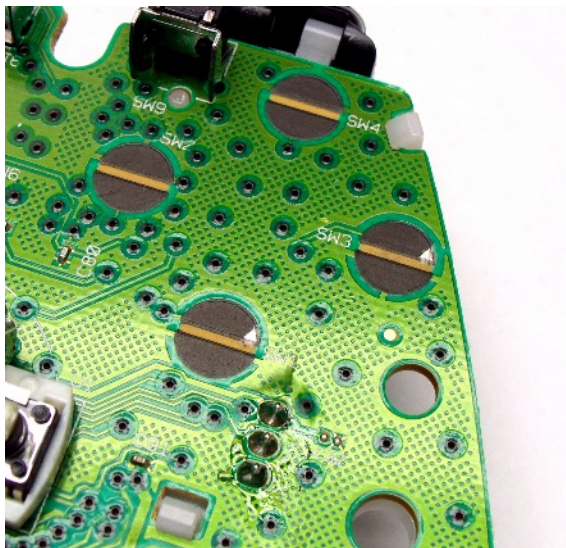
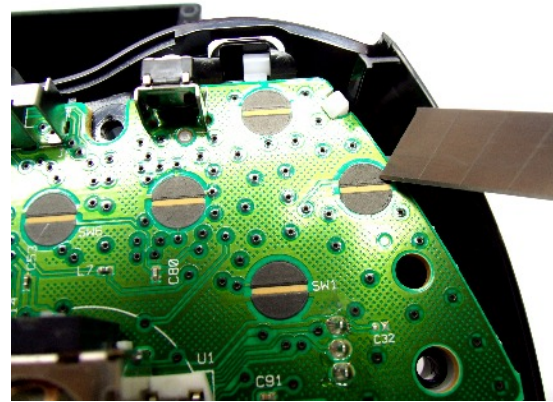
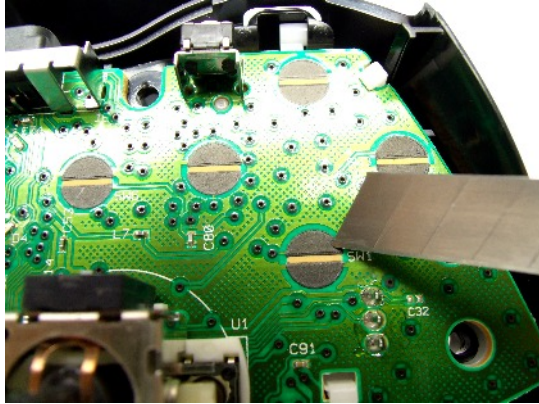
CG BOARD



CG2 BOARD







To connect the wires from the chip to the A & 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.

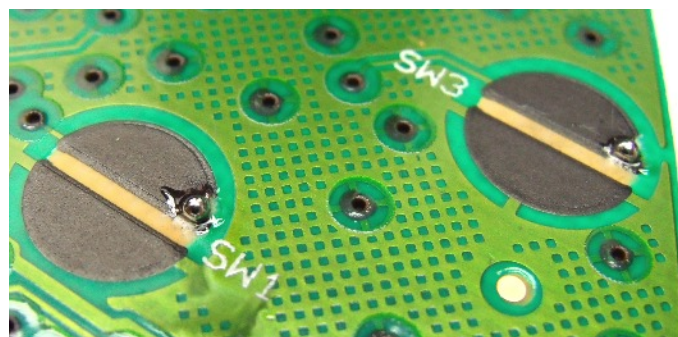
Lightly scrape the black coating to expose the bare copper underneath.

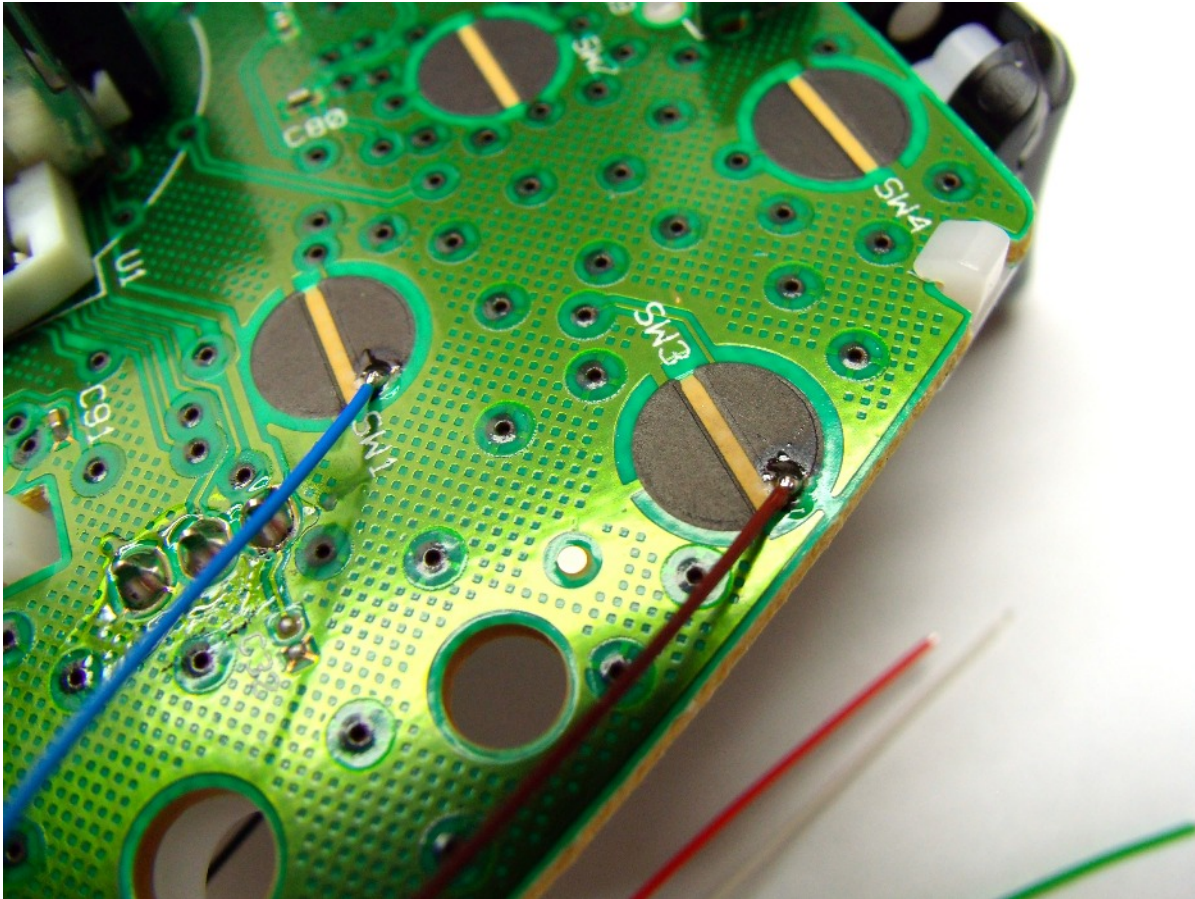
Be careful to only scrape the coating from the corner's pad.

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.

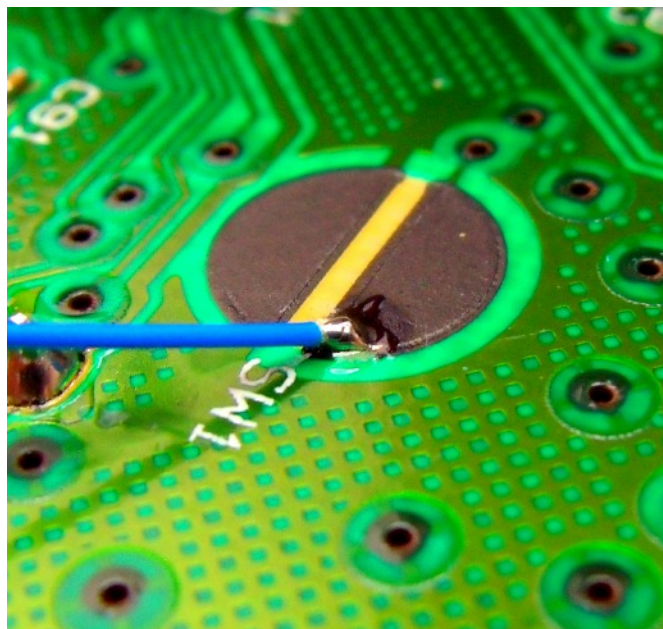
To do this you will want to place the tip of your soldering iron on the pad to heat the pad and touch the solder to the pad (try avoiding touching the solder to the soldering iron) and the solder should flow onto the pad.

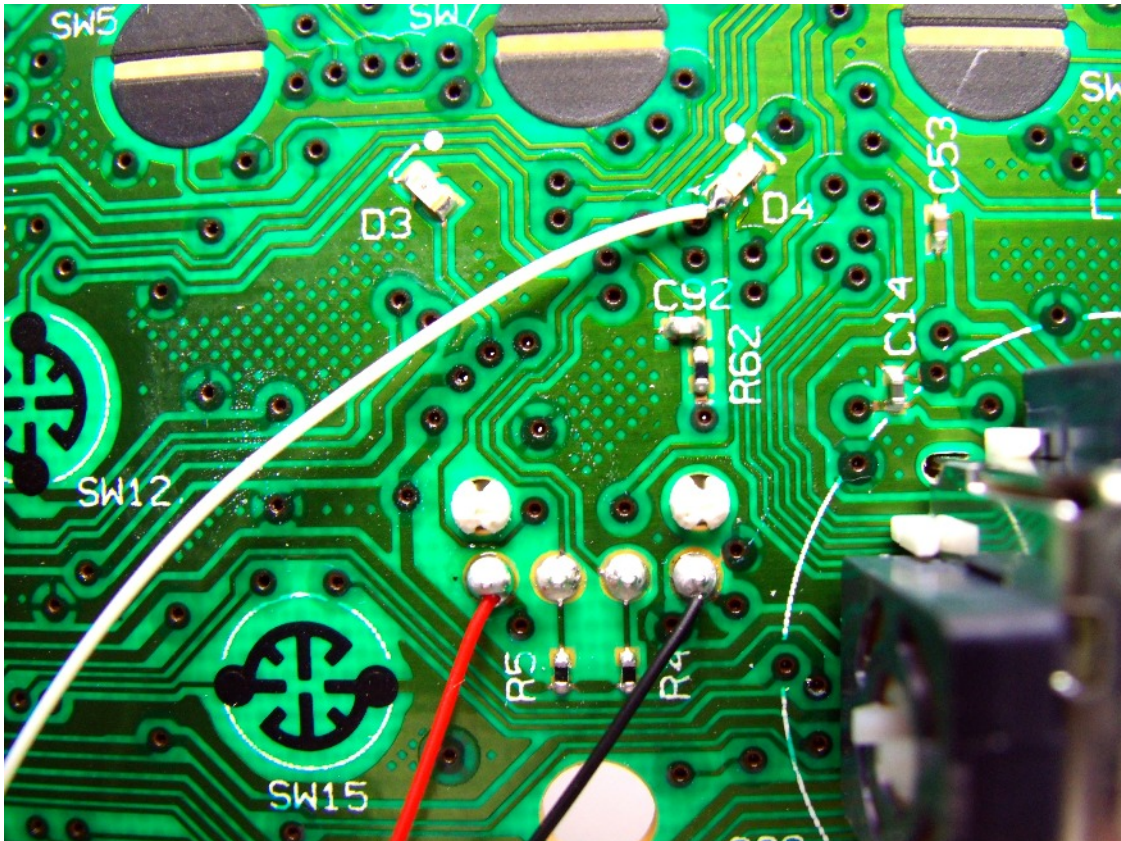
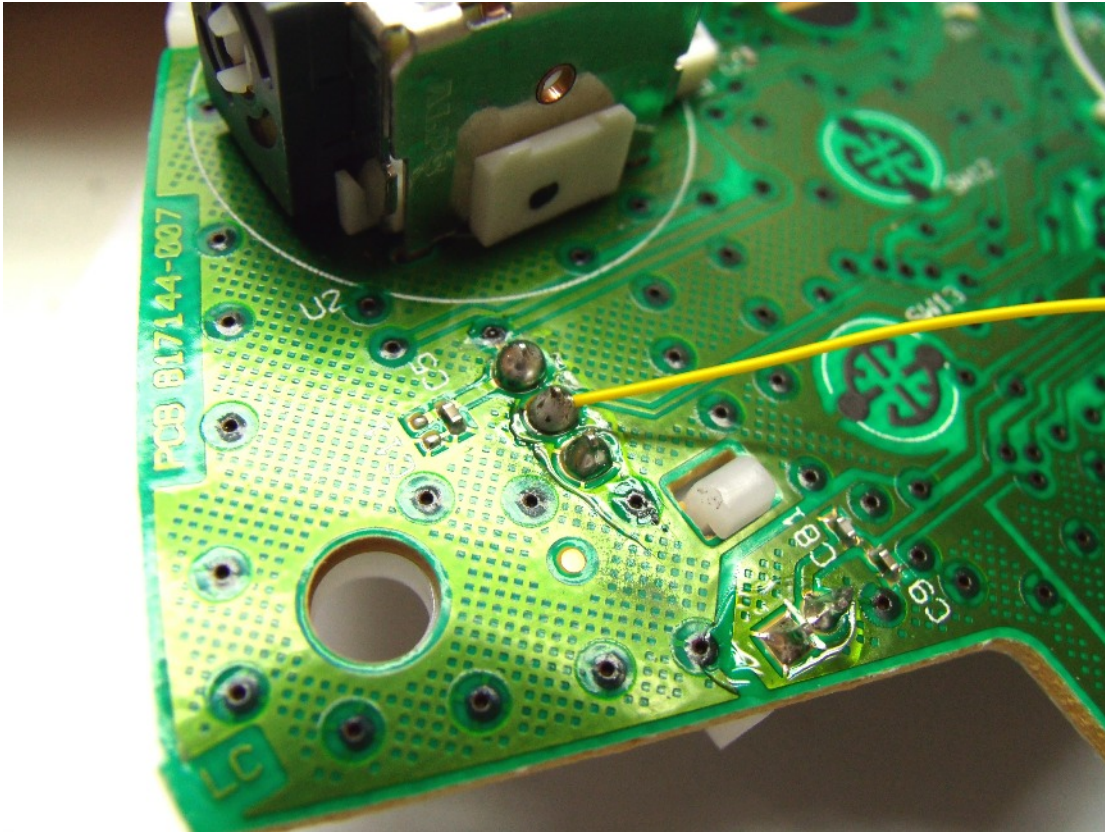
You should end up with a little bubble of solder like you see below.

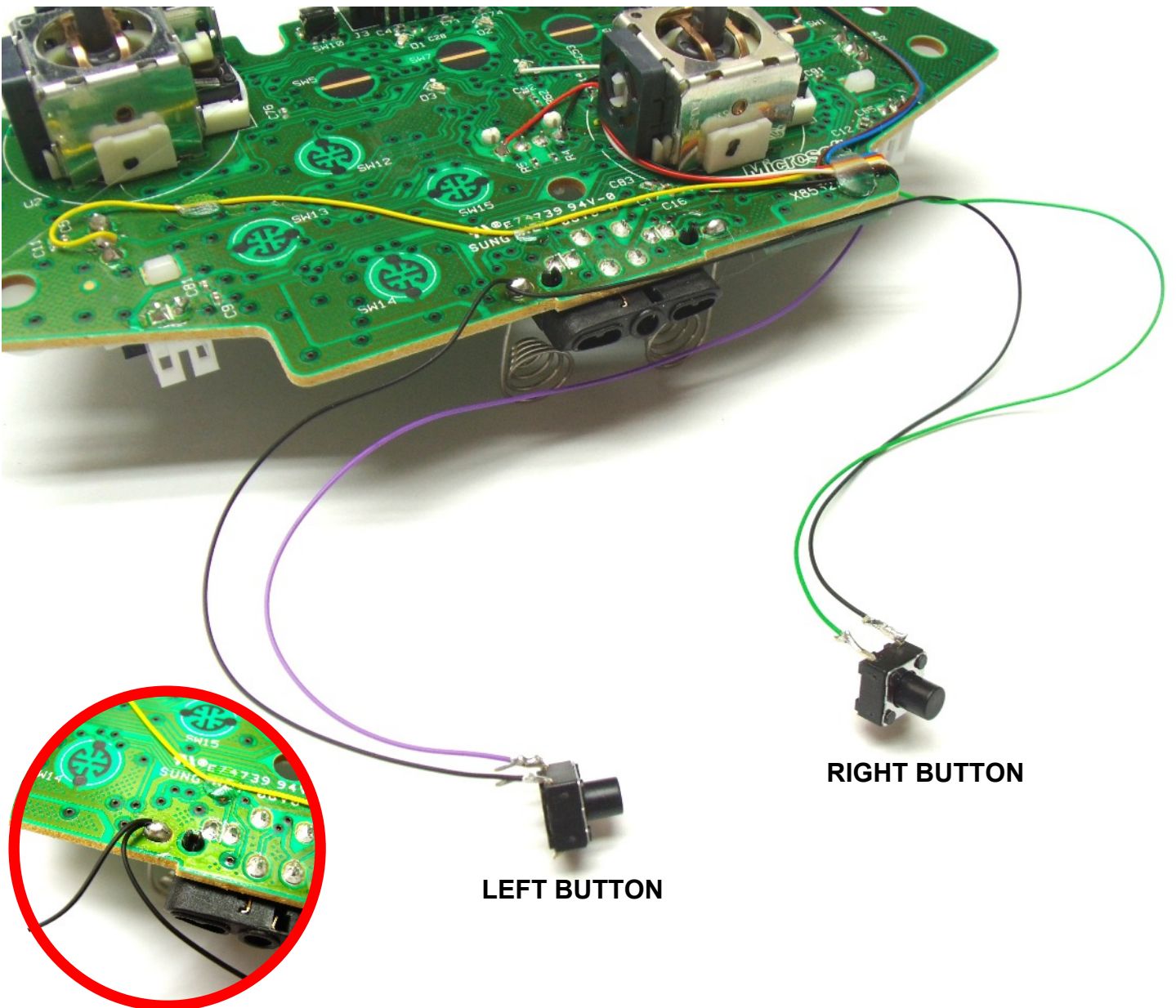
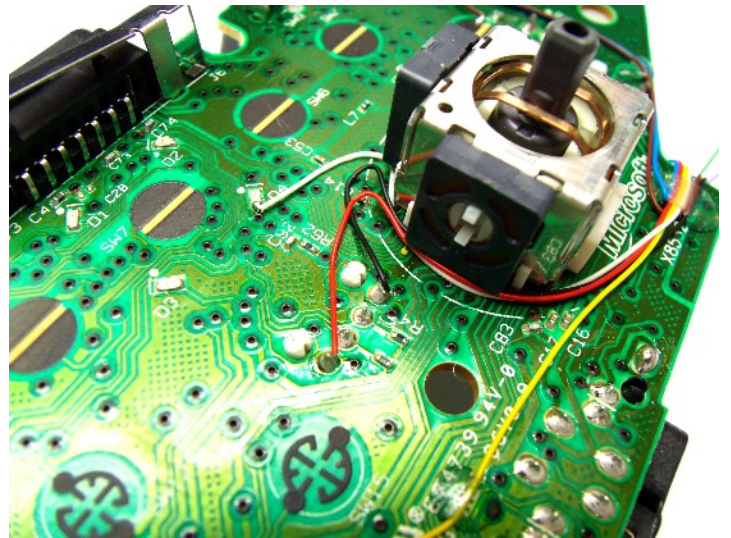
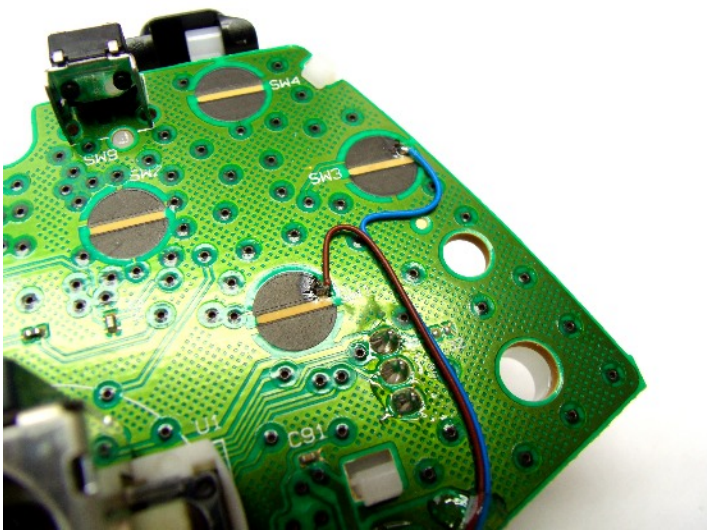




It is important to keep the wires as short as possible and keep them out of the black circles. If you cross over a black circle it could possibly prevent one of the buttons on your controller from working when you put it back together. Also be sure to use only a small amount of solder as we have done.

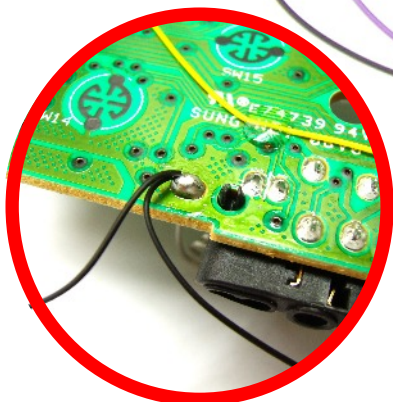






RIGHT BUTTON

LEFT BUTTON



BACK BUTTONS

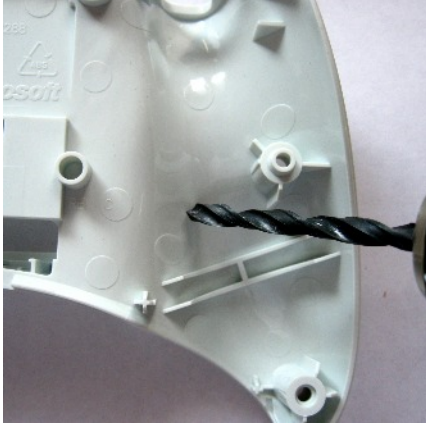
Choose the better location for your fingers to push the extra buttons and drill the holes with the 5/32 drill bit on the back of the controller shell.

Use hot glue to attach the mod switches to the controller's shell.

Hot glue is recommended since it can be easily removed if needed. Other types of epoxy may not be so easy to remove.

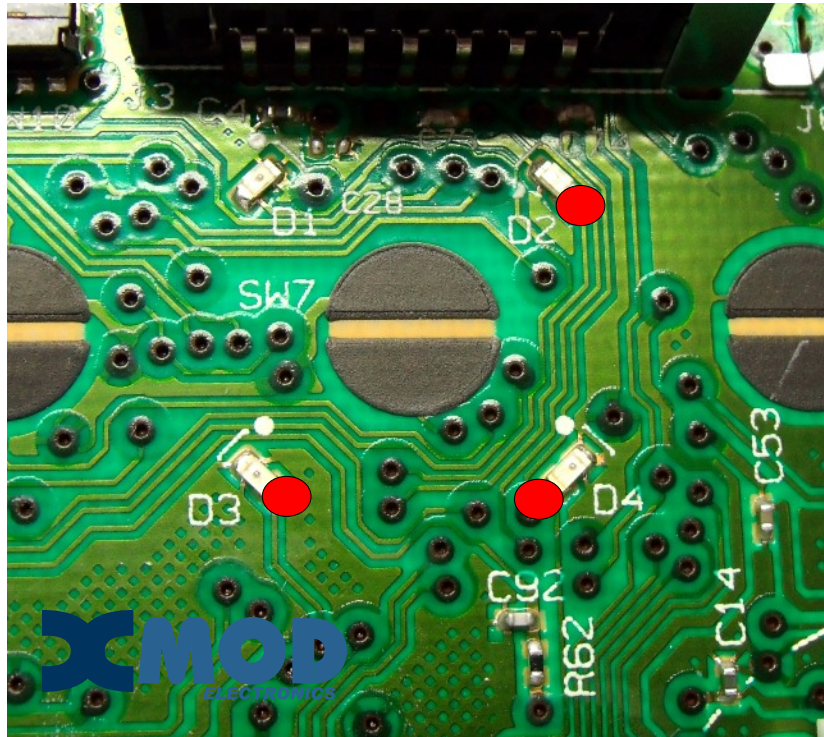
Do not attempt to use Super Glue or any other adhesives as it will soak into the button mechanism and cause it to stop working.

Test the switch to make sure it is operating to your satisfaction. If it is jamming or getting stuck, remove the hot glue and switch, drill the hole a little larger and then install the switch again.

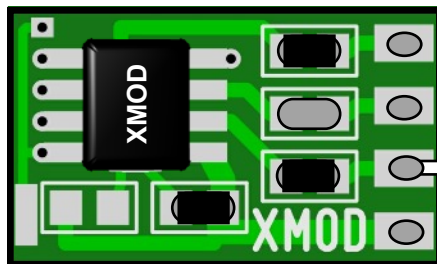
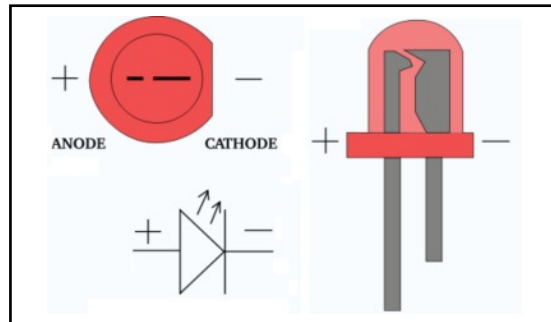


Drill in
these areas

ALTERNATIVE LED CONNECTIONS



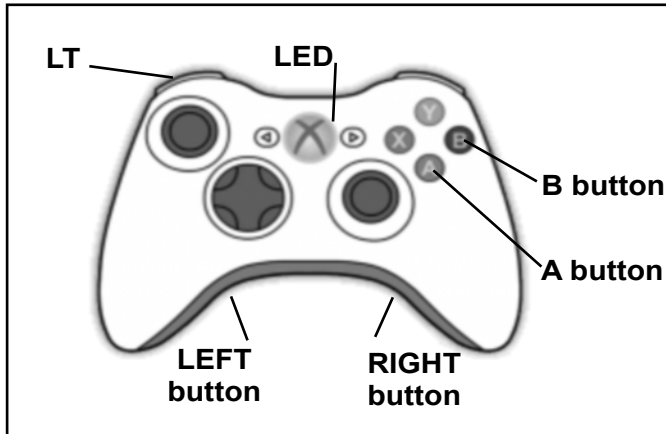
3 mm LED



WHITE

TO NEGATIVE
GROUND

USER GUIDE



MODES

1. JUMP Regular
2. DROP Regular
3. KNEEL Regular
4. JUMP AIM
5. DROP AIM
6. KNEEL AIM
7. JUMP Regular - Double Tap/Continuous
8. JUMP AIM - Continuous
9. JUMP DROP AIM
10. JUMP KNEEL AIM

1. **JUMP Regular:** Mimic the "A" Button press.
2. **DROP Regular:** Mimic the "B" Button Press.
3. **KNEEL Regular:** Tap to go in crouch/kneeling position.
4. **JUMP AIM:** Tap to Jump and Aim at the same time. Hold to keep aiming.
5. **DROP AIM:** Tap to Drop and Aim at the same time. Hold to keep aiming.
6. **KNEEL AIM:** Tap to go in kneeling position and Aiming at the same time. Hold to keep aiming.
7. **JUMP DOUBLE TAP/CONTINUOUS:** Tap to Jump twice. Hold to jump continuously.
8. **JUMP AIM CONTINUOUS:** Hold to jump continuously while aiming.
9. **JUMP DROP AIM:** Tap to Jump and then drop while aiming. Hold to keep aiming.
10. **JUMP KNEEL AIM:** Tap to Jump and then land in kneeling position while aiming. Hold to keep aiming.

MOD CHIP OPERATION

TO CHANGE MODES:

SETTING A NEW MODE

- Hold the A and B buttons.
- While holding them press and hold one of the back button (**Left or Right**) you want to set a new mode (1-10).
- Release all buttons once the LED start flashing.
- The LED indicator will stop flashing and then will blink to indicate the current mode.

You can select a new mode now,

- Tap the **A button to cycle FORWARD** through the 10 modes.
- Tap the **B button to cycle BACKWARD** through the 10 modes.
- After tapping the A or B button the LED will blink the number of times to indicate the selected mode.
- For a faster operation changing modes (**after** entering in "Setting a new mode"), **HOLD** the LEFT TRIGGER and tap the A or B buttons to switch/cycle modes forward/backward. In this case, the LED will blink just once with every mode change and it will flash when you reach the mode number 10.
- To **SAVE and EXIT:** HOLD both back buttons (Left & Right) **simultaneously**.

Repeat the same actions to change modes on any of the back button (Left or Right)

Turn Mod Chip OFF:

- Hold the **A + B + LT** buttons.
- While holding them **press and hold** any of the back buttons.
- Hold **all buttons** for 3-4 seconds until the LED start flashing.

Turn Mod Chip ON:

- Press the **A + B + LT** and BOTH (**Left and Right**) back buttons **simultaneously**.
- The LED will flash to indicate that the mod chip is power ON.

Reset the XMOD Chip to Factory Default Settings:

- Take the controller's **Battery Pack out**.
- Hold the **RIGHT** back button and insert the Battery Pack.
- The LED will flash for 2-3 seconds.

DEFAULT SETTINGS:

Mod Chip: ON

RIGHT Button: Mode 1 (Jump Regular)

LEFT Button: Mode 2 (Drop Regular)

To check the current modes in the back buttons:

- Take the controller's **Battery Pack out**.
- Hold the **LEFT** back button and insert the Battery Pack.
- The LED will blink to indicate the current modes. First, the mode on the LEFT Button and then the mode on the RIGHT button.

All preset modes will be kept in memory even if you take the batteries out.

All the modchip's functions are designed to work with the controller "**Default Buttons Layout**" option, where the "A" button and the "B" button are used to Jump and Drop respectively.