XMOD TEKS

XBOX ONE

XMOD Modded Controller

7.1   100 PLUS

User's Manual

Turn on your wireless controller and the console

- Press the Xbox button on the wireless controller to turn on both the controller and the console.

- Open the battery door of the Xbox One wireless controller.

- Insert batteries to align with the polarity as indicated inside the battery compartment.

- Reinsert the battery door.

Enroll the controller using the console's connect button

- Power on your Xbox One console.

- Insert AA batteries (or rechargeable batteries from the Xbox One Play & Charge Kit) into the controller.

- Turn on your controller by pressing and holding the Xbox button until the controller turns on.

- The Xbox button will pulse, indicating it's not yet connected to a controller. If the Xbox button is lit solid, then the controller is already connected.
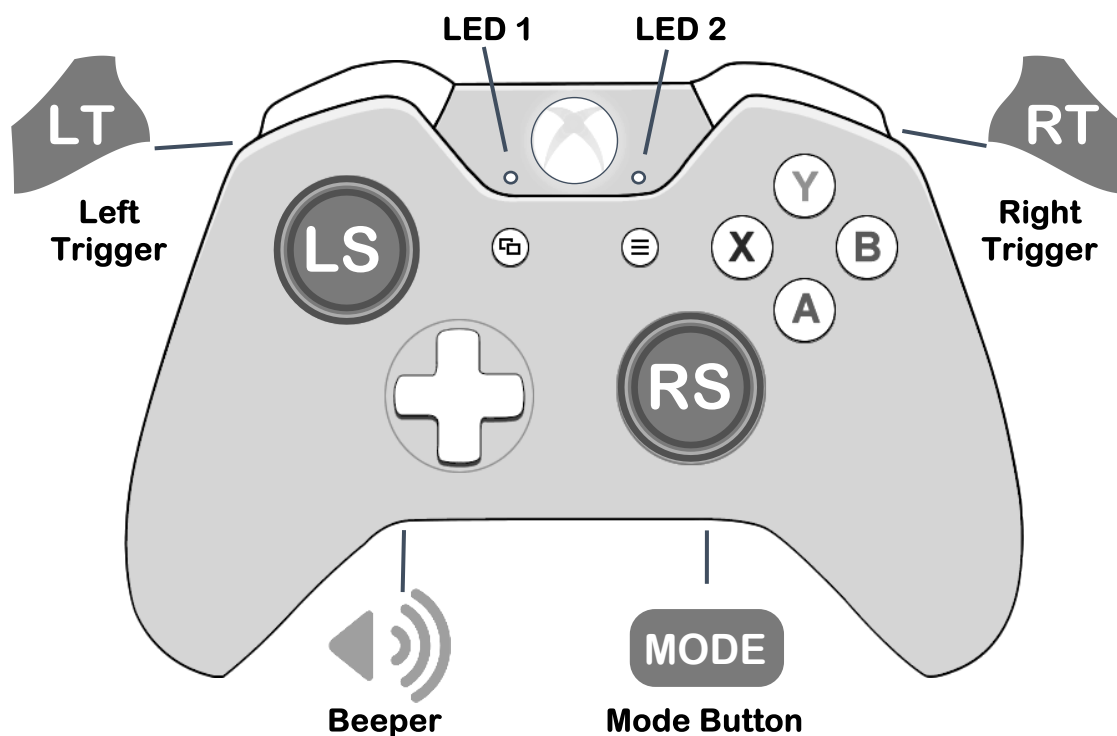
Your controller is now connected to your console. Repeat this procedure for every extra controller you want to add.

STARTUP: The Rapid Fire feature is **turned OFF** by default at startup

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 10 fully adjustable speeds and many different sub-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.

LED 1   **LED 2**

LT   **RT**

Left   **Right**
Trigger   **Trigger**

LS

Y
X   **B**
A

RS

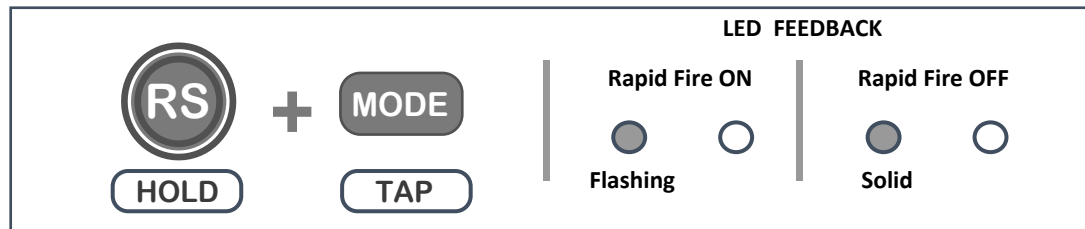**Beeper**   **Mode Button**

MODE

Key Features

- **XBOX ONE Microsoft** Wireless Controller
- **XMOD® RAPID FIRE MOD CHIP**
- **10** Rapid Fire Speeds - Fully adjustable
- Adjustable Right **Trigger Pull Level**
- **Ultra-fast** Rapid Fire ON/OFF
- **Ultra-fast** switch modes & functions
- Switch modes FORWARD & BACKWARD
- Add/Remove Speeds (2-10)
- **2** Custom LEDs indicators
- **Beeper** Indicator (Adjustable Tone)
- Master Reset to Default Settings
- Default or Tactical buttons Layout

- 4 Jitter Modes
- Drop Shot
- Jump Shot
- Kneel Shot
- LT Cancellation
- Quick Scope (Adjustable Delay)
- Sniper Breath
- Auto Aim
- Quick Aim
- Akimbo-Mimic
- Akimbo-Burst
- Dual Triggers
- Burst Fire (2-5 round burst)

SWITCH RAPID FIRE ON/OFF

This function will just turn the Rapid Fire on/off, the Special Functions will remain active.
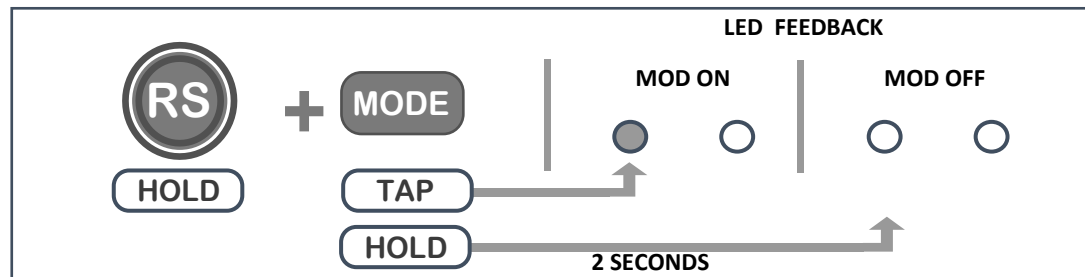Useful when primary and secondary weapons have different fire rates.

- Press and **Hold** the **RIGHT Thumbstick**.
- Tap the **Mode** button.

LED FEEDBACK

Rapid Fire ON   Rapid Fire OFF

RS + MODE

HOLD   TAP

Flashing   Solid

TURN ALL MODES AND FUNCTIONS ON/OFF

This function will switch **ALL modchip** Rapid Fire and Special Functions **on/off.**

- **TURN ON:** Hold the Right Thumbstick and tap the MODE button.
- **TURN OFF:** Press and simultaneously **HOLD the RIGHT Stick** and **MODE** button for **2 seconds.**

LED FEEDBACK

MOD ON   MOD OFF

RS + MODE

HOLD   TAP

HOLD   2 SECONDS

RAPID FIRE

This controller comes by default with **6 pre-programmed speeds.** You have the option of **add up to 10 speeds**, or you can even remove them leaving just 2 active speeds.

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**

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Changing Rapid Fire speeds:

This XMOD Controller has 10 different modes/speeds which are all Programmable. The default speeds for each mode are listed below.
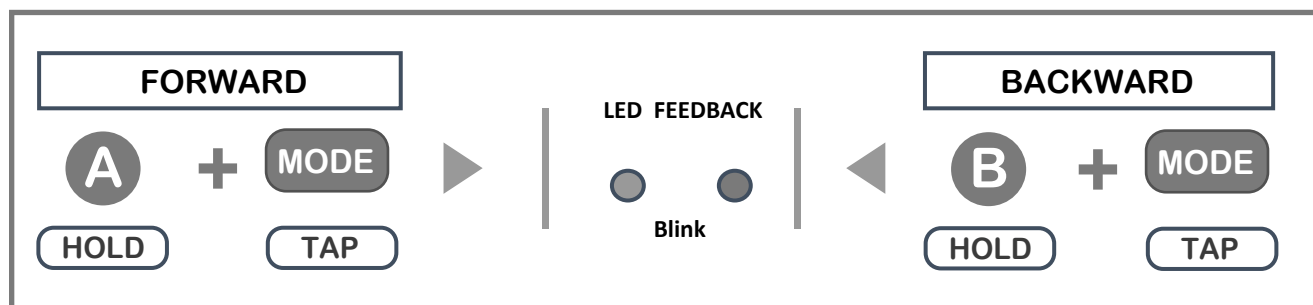
To switch/cycle speeds:
- **Forward:** Hold the A button and tapd the Mode button.
- **Backward:** Hold the B button and tap the mode button.

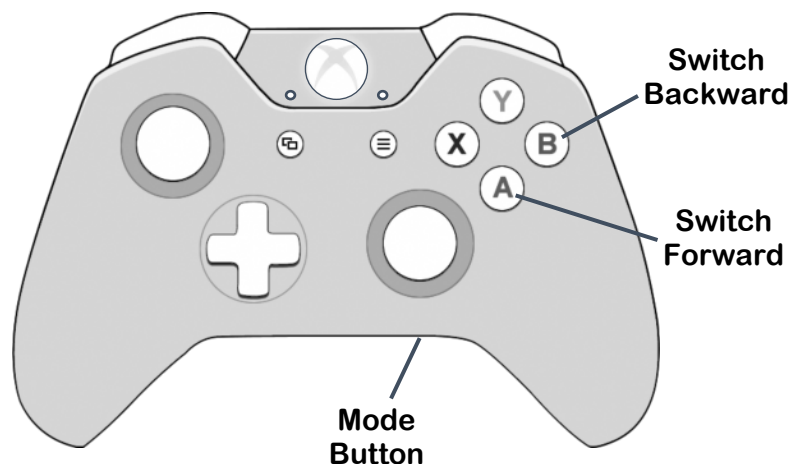You will see the LEDs flash indicating the mode/speed you are current in.
TIP: Tap the X button to stop the led blinking (if you don't want to count them for a faster operation)

JITTER   When this "Special Function" is enabled the controller will cycle through 4 modes:

- **Mode 1:** FAST
- **Mode 2:** SLOW
- **Mode 3:** Shotgun 1 (Needs Tactical equipment)
- **Mode 4:** Shotgun 2 (Needs Tactical equipment)

FORWARD	LED FEEDBACK	BACKWARD
A + MODE ▶	● ● Blink	◀ B + MODE
HOLD TAP		HOLD TAP

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.

Switch Backward

Switch Forward

Mode Button

The controller will always remember the last mode you were using before powering down.
*By Default, at startup all modchip Special functions and Rapid Fire will be **OFF.***

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SPECIAL FUNCTIONS

This XMOD XBOX ONE modded 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 BUTTONS LAYOUT** settings and you can still use your XBOX buttons as normal.

Drop Shot, Drop Aim Shot and Kneel Shot can be set to use with **TACTICAL BUTTONS LAYOUT.**
This exclusive features will work with all Call of Duty games.

• JITTER MODES

This advanced feature uses a glitch in some Call of Duty games that allows some weapons to shoot faster than normal. Four Jitter speeds. Regular Jitter and Aim Assisted (while scoped, jitter turns off). **Modes 1 & 2 are user programmable jitter speeds. Modes 3 & 4 are optimized for shotguns (they require Tactical equipment equipped).**

• DROP SHOT

This automatic drop shot feature allows you to quickly lay down and fire with the click of the RIGHT TRIGGER (RT).

When you come face to face with an opponent just push the RT and it will **drop you all the way to the ground, aim and shoot, all in one action**, when your opponent shoots over your head.

• 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** (RT) 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 (RT) to **jump and aim at the same time while shooting.**

• AIM CANCELLATION (Drop/Jump/Kneel Shot)

This feature will toggle (on/off) the automatic **AIM function** (no aiming) while Drop Shot, Jump Shot or Kneel Shot functions are active.

• 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.**

• QUICK SCOPE

With quick scope, as soon as you look down the sight by **holding LT**, the XMOD Controller will automatically **hold your breath** for you to steady your aim, which you would usually have to click in the left thumb stick to do **and then fire shortly after.**

As well as the rapid fire speed, the timing (shoot delay) of the Quick Scope **can be fully adjusted.**
Note: With this function when you push the **RIGHT TRIGGER** (RT) only, **you will aim and shoot**

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• 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 Thumb stick to hold breath.
Note: With this function when you push the RIGHT TRIGGER (RT) only, **you will aim and shoot
(with or without Rapid Fire), all in one action.**

• QUICK AIM
Pressing RT will automatically initiate LT aim. As long as RT is held, you will aim down the sights.
It can be used with or without Rapid Fire.

• AUTO AIM
This function allows you to head tracks your closest enemy. Any time you press the Left Trigger (LT)
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.

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

• AKIMBO - MIMIC
Akimbo Mimic modes allow you to control dual-wielded guns with **only one fire trigger (RT)** 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 RT will rapid fire both pistols.

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

• BEEPER INDICATOR
Audio Beep Modes/Function indicator. Beeper tone can be adjusted to your preference.
Sound indicator is enabled by default and can be turned off.

• ADD-REMOVE SPEEDS
This controller can be programmed to use with **2 to 10** different Rapid Fire speeds.
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.
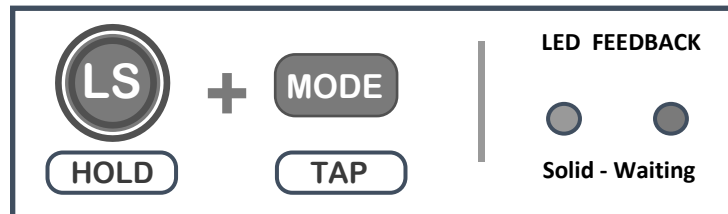
• ADJUSTABLE TRIGGER PULL LEVEL
You can adjust the Rapid Fire threshold on the **RT** from a very short trigger pull to all the way down.
That means that you can set the Right Trigger pull weight to **engage the Rapid Fire according to
your preferences.**

OPERATING THE SPECIAL FUNCTIONS (SF)

To activate any Special Function (SF):
- ■ Press & Hold the **LEFT Thumbstick (LS)** and **Tap the MODE** button.
- ■ Release the 2 buttons.
- ■ The LEDs will stay solid **waiting for your input**.

After entering in the "Special Function" (SF) mode you will have 4 options:
1. Tap the correspondent Button to **ENABLE** the desired function.
2. Tap the **same button to DISABLE** the current selected function.
3. Tap the **MODE** button to turn **ALL Special Functions OFF.**
4. Hold the **Right Trigger** and tap **MODE to EXIT** without making any change.

Example: How to enable Drop Shot

To Enable the Drop Shot:
- ■ Enter in **"SF"** by holding **LS** and then **Tap the MODE** button.
- ■ Release the 2 buttons.
- ■ Both LEDs will stay solid **waiting for your input**.
- ■ After entering in **"SF":** Tap the **"B"** button to enable the Drop Shot.

To Disable the Drop Shot:
- ■ Repeat the same actions to enter in **"SF"**.
- ■ Tap the **"B"** button the **MODE** button to disable the Drop Shot.

You can also disable **all active** functions by tapping the **MODE** button after entering in "SF".
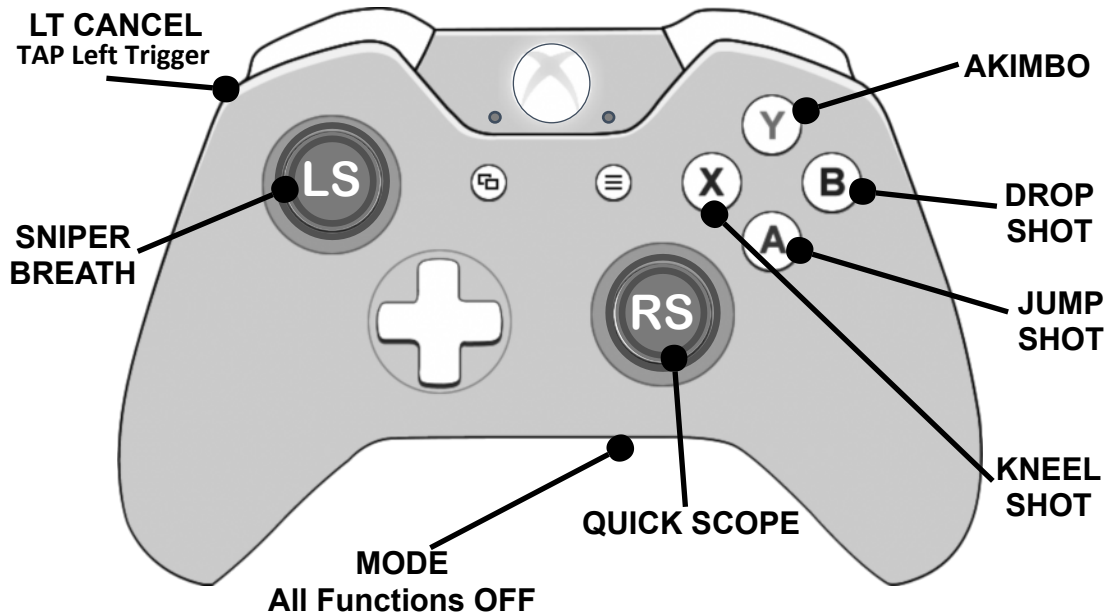
If you have multiple functions active, let's say you have Akimbo with Drop Shot and you want to disable just one of them, just tap the correspondent button after entering in "SF" to deactivate that function.

If you made a mistake or you changed your mind after entering in "SF" and you want to keep playing with the current function selected just hold the **MODE button for 3 seconds** to **EXIT/CANCEL** without making any change.
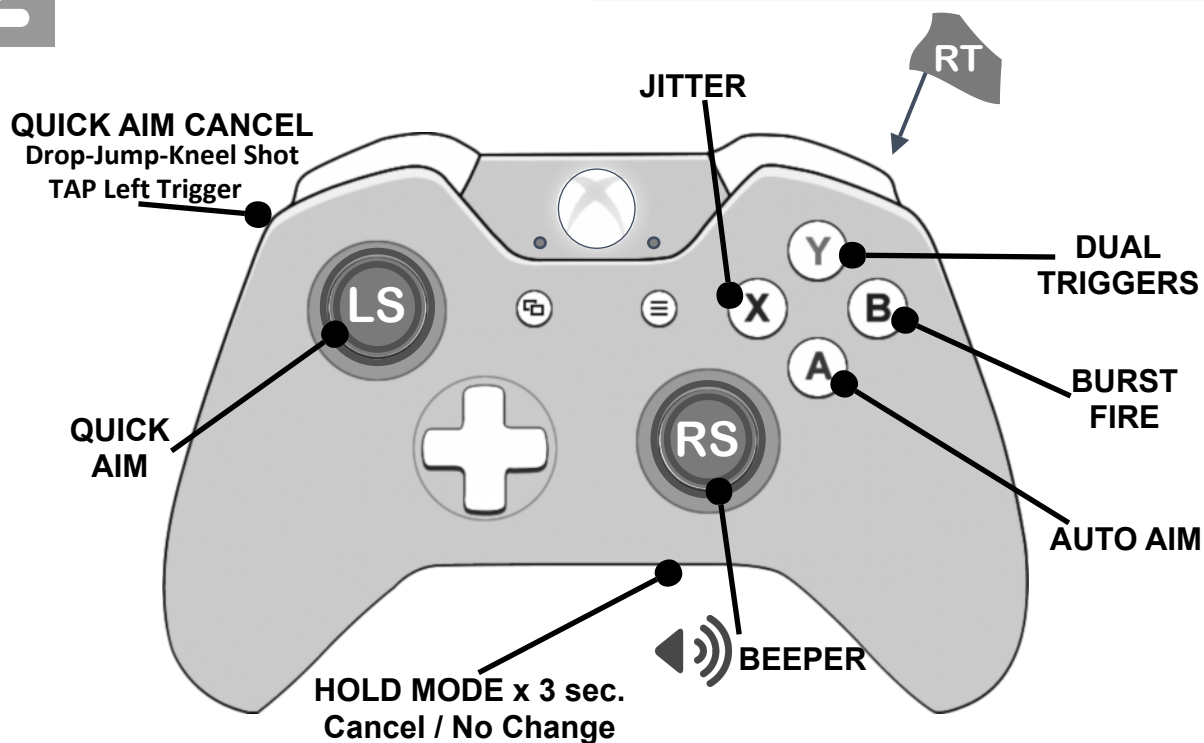
1

AFTER entering in "Special Modes": **TAP** the Function Button

LT CANCEL
TAP Left Trigger

AKIMBO

DROP SHOT

SNIPER BREATH

JUMP SHOT

KNEEL SHOT

QUICK SCOPE

MODE
All Functions OFF

2

AFTER entering in "Special Modes": | **HOLD RT** and **TAP** the Function Button

RT

JITTER

QUICK AIM CANCEL
Drop-Jump-Kneel Shot
TAP Left Trigger

DUAL TRIGGERS

BURST FIRE

QUICK AIM

AUTO AIM

BEEPER

HOLD MODE x 3 sec.
Cancel / No Change

SPECIAL FUNCTIONS – Page 1		
DROP AIM SHOT	B	
JUMP AIM SHOT	A	
KNEEL AIM SHOT	X	
AKIMBO	Y	
QUICK SCOPE	LS	Adjustable Delay
SNIPER BREATH	RS	
LT CANCELLATION	LT	Drop/Jump/Kneel Shot, Jitter

SPECIAL FUNCTIONS - Page 2 - HOLD Right Trigger		
JITTER	X	Modes 1 & 2 Adjustables
DUAL TRIGGERS	Y	
BURST FIRE	X	Adjustable - 2-5 Round
AUTO AIM	A	Offline- Campaign
QUICK AIM	LS	Adjustable - 2 Speeds
BEEPER	RS	On/Off Option - Adjustable
QUICK AIM CANCEL	LT	Drop/Jump/Kneel Shot

SPECIAL FUNCTIONS ON / OFF		
ALL FUNCTIONS OFF	MODE	Turn All functions OFF
CANCEL / EXIT	HOLD MODE x 3 sec	Cancel / No Change

Some function can be combined like Akimbo with Jitter, Jitter with Jump Shot, etc.

If you try to enable any function that **cannot be combined** with the current/active function, this current function **will be turned OFF and replaced with the new one** selected.

For example: You have the Akimbo/Dual Wield with Drop Shot enabled. At some point you pick a Sniper rifle and you want to activate the Quick Scope or the Sniper Breath function, just by enabling one of them will automatically turn the current Akimbo function OFF and it will be replaced with the new selection.

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

SPECIAL FUNCTIONS	RAPID FIRE ON	RAPID FIRE OFF	AKIMBO	JITTER	LT CANCEL	QUICK AIM CANCEL
DROP SHOT	●	●	●	●	●	●
JUMP SHOT	●	●	●	●	●	●
KNEEL SHOT	●	●	●		●	●
QUICK SCOPE	●	●				
QUICK AIM	●	●		●		
AUTO AIM	●	●				
SNIPER BREATH	●	●				
BURST FIRE	●		●			
DUAL FIRE	●		●			
JITTER	●		●		●	

LT CANCEL

This option can be activated with the **Jitter**, Drop Shot, Kneel Shot and Jump Shot functions.

With this function, when you push the LEFT TRIGGER (LT) to aim down the sight, the **Jitter or the Drop/Kneel/Jump Shot will be temporarily canceled/disabled** and you will fire **with or without REGULAR Rapid Fire.**

The selected Special Function will be **automatically enabled** as soon as the LEFT TRIGGER (LT) is released.
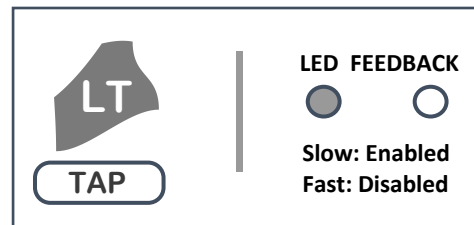
This will let you stay behind a barrier or window aiming down the sight and shoot without dropping/kneeling/jumping.

After entering in "Special Function":
- Tap the **LEFT trigger** to toggle the LT CANCEL on/off

LED 1 SLOW blinking: LT Cancel **Enabled**

LED 1 FAST blinking: LT Cancel **Disabled**

LT

TAP

LED FEEDBACK

**Slow: Enabled
Fast: Disabled**

AIM CANCELLATION

This option can be activated with the Drop Shot, Kneel Shot and Jump Shot functions.
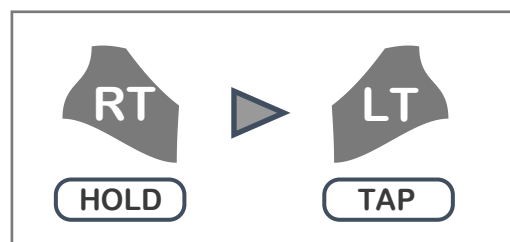
By default those functions will automatically **quick aim and shoot** while dropping, jumping or kneeling.

For example, if you want to fire from the hip while jumping, you must **turn the auto aim off** for the Jump Shot function.

You can do that on the fly by entering in**"Special Function" and then hold down the RIGHT Trigger and Tap the LEFT trigger.** Repeat the same actions to **toggle** the AIM Cancellation **on/off.**

This option will be kept in the modchip's memory, even if you take the battery out.

**After entering in "Special Function":
HOLD** the **RIGHT** trigger and then **Tap** the **LEFT** trigger to toggle the AIM CANCELLATION **on/off.**
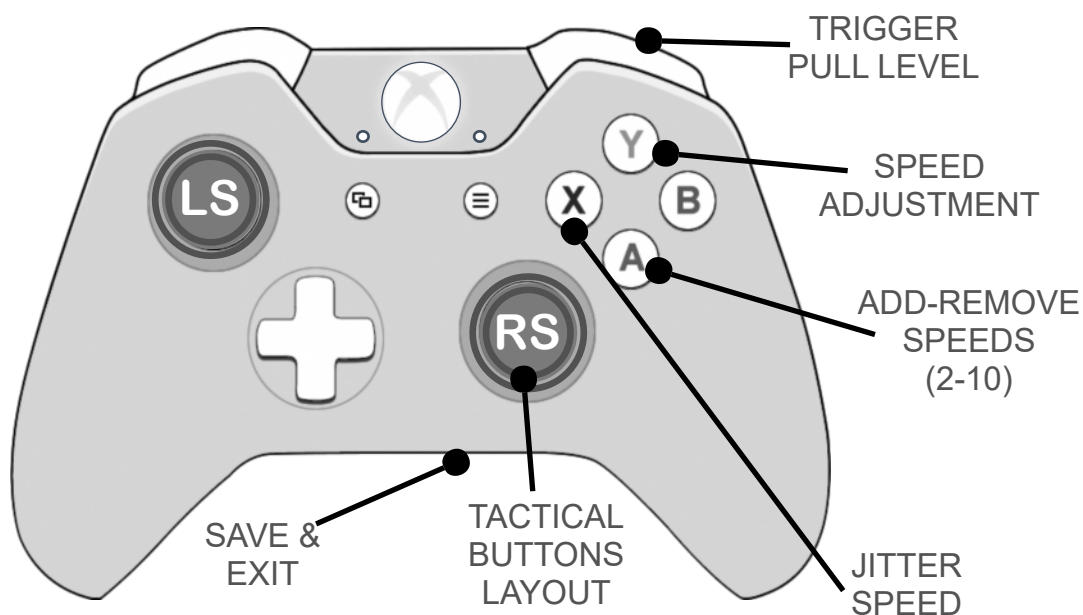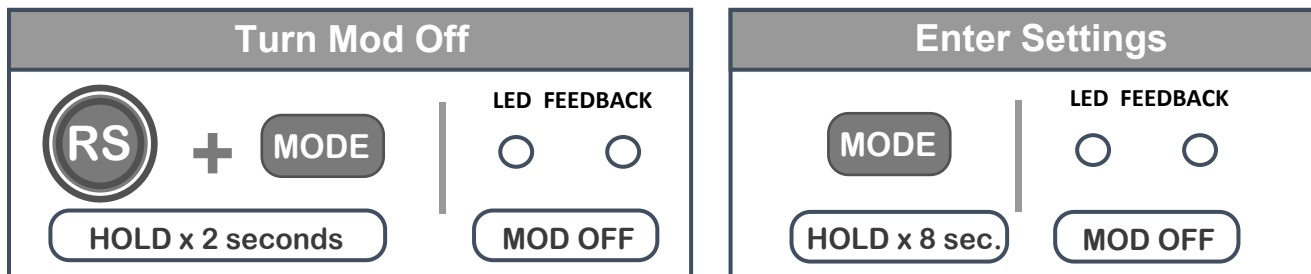
RT ▶ LT

HOLD   TAP

PROGRAMMING / SETTINGS

At some point, you may want to adjust your controller's settings. For example, you might want to change your Rapid Fire speed, modify your Right Trigger sensitivity level or change the Beeper tone.

To change settings:

- Turn ALL MODES/FUNCTIONS **OFF.**

- Release the buttons.

- **HOLD** the **MODE** button for **8 seconds.**

- Release the button when the LEDS start flashing.

- **Tap** the correspondent button to the setting you want to modify.

- Refer to the instructions on how to adjust your selected setting.

- After the setting has been adjusted, **TAP** the **MODE** button to **SAVE & EXIT.**

Turn Mod Off	Enter Settings
RS **+** MODE LED FEEDBACK ○ ○	MODE LED FEEDBACK ○ ○
HOLD x 2 seconds MOD OFF	HOLD x 8 sec. MOD OFF

TRIGGER PULL LEVEL

SPEED ADJUSTMENT

ADD-REMOVE SPEEDS (2-10)

SAVE & EXIT

TACTICAL BUTTONS LAYOUT

JITTER SPEED

PROGRAMMING RAPID FIRE SPEEDS

The controller can remember up to **10** 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.**
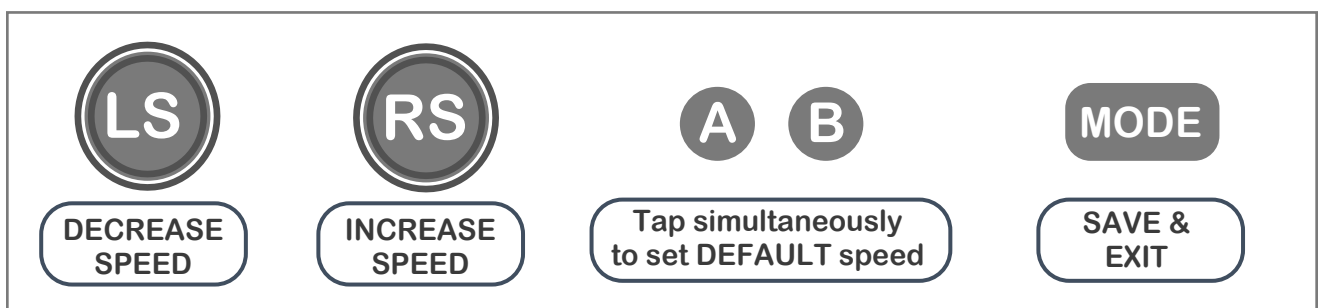
Many different factors can affect the performance of your Rapid Fire controller, including your console, the quality of your Internet connection and whether or not you are the current host of the match.

To modify any speeds:

- Set the XMOD Controller **on the speed you want to adjust**.

- Turn **ALL modes/functions OFF.**

- Hold the **MODE button for 8 seconds** to enter in "SETTINGS"

- Release the buttons.

- The LEDS will blink fast waiting for your input.

- Tap the **Y button** to enter in "SPEED Programming"

After enter in " Speed Programming":

- Tap **RIGHT** Thumb (RS) to **INCREASE** speed.

- Tap **LEFT** Thumb (LS) to **DECREASE** speed.

- **TAP** the "**A and B"** buttons simultaneously to set it **back to DEFAULT** speed.

- To **SAVE and EXIT:** Tap the **MODE** button.

LS	RS	A B	MODE
DECREASE SPEED	INCREASE SPEED	Tap simultaneously to set DEFAULT speed	SAVE & EXIT

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

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

Repeat the same actions to adjust each speed.

Each speed must be **programmed individually.**

They can be adjusted from 5 to 30 shots per second.

You can RESET to DEFAULT each speed individually or you can RESET ALL SPEEDS to Factory Settings just in one action.
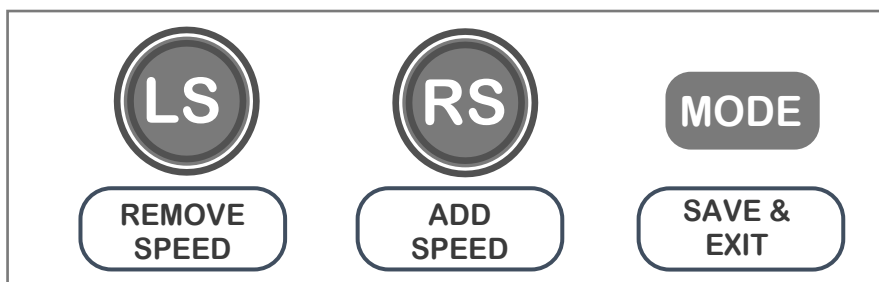
FACTORY DEFAULT SPEEDS	
Speed 1:	8 sps.
Speed 2:	9 sps.
Speed 3:	10 sps.
Speed 4:	15 sps.
Speed 5:	20 sps.
Speed 6:	25 sps.
Speed 7:	8 sps.
Speed 8:	8 sps.
Speed 9:	8 sps.
Speed 10:	8 sps.

ADDING-REMOVING SPEEDS (2-10)

This controller can be programmed to use with **2 to 10** different Rapid Fire speeds. It will have **6 pre-programmed speeds** by Factory Default. You can decrease this number down to 2 (two) or increase them up to 10 (ten) speeds.

To ADD-REMOVE speeds:

● Enter in "SETTINGS".

● Tap the **A button** to enter in: "Add-Remove Speed".

● Tap the **RIGHT** Thumb Stick to **INCREASE** quantity (max. 10).

● Tap the **LEFT** Thumb Stick to **DECREASE** quantity (min. 2).

● Tap the **MODE** button to **SAVE & EXIT**.

LS	RS	MODE
REMOVE SPEED	ADD SPEED	SAVE & EXIT

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PROGRAMMING JITTER SPEEDS (Jitter modes 1 & 2)

Jitter it's a **glitch** of some Call of Duty games. The Jitter mode takes advantage of this game glitch allowing you to to shoot faster than normal **with some weapons** that do not work with regular rapid fire. With the Jitter mode the accuracy is decreased, due to limited ability to aim down the sights.

You can solve the aim problem by enabling the **LT CANCELLATION option**. With this function (enabled by default), when you press the **LEFT Trigger to aim down**, the weapon will fire **with regular rapid fire** and **automatically back to Jitter** when the LEFT TRIGGER is released.
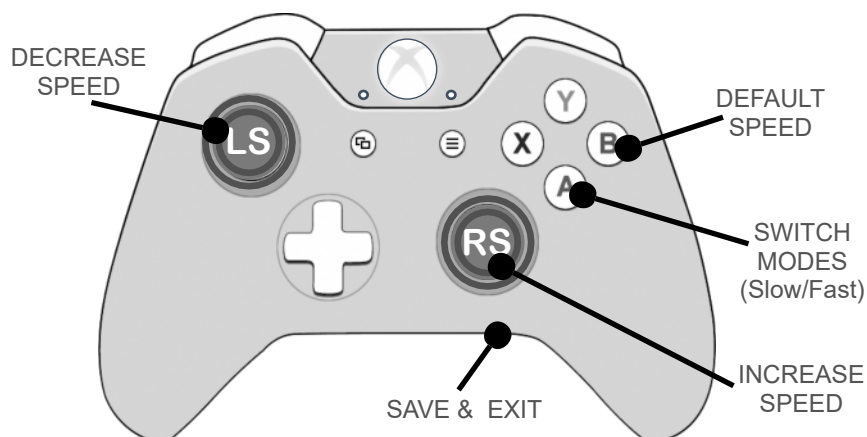
Because the Jitter it's a glitch of some games, it can be fixed/patched or modified at any time. Also it's speed depends on your console's network configuration and the XBOX LIVE servers.

Jitter Modes 1 & 2: SLOW (Mode 1) & FAST (Mode 2). You can tweak these 2 speeds to adapt them to your specific weapon/configuration.

Jitter Modes 3 & 4: Not adjustable. This jitters main function is to be used for shotguns. **It requires having one/two tactical equipment equipped.** They can be used in Black Ops 3 - **BO3 with Argus, Brecci, KRM-62, Haymaker 12, Sheiva.**

To modify the Jitter speeds:

- Enter in "SETTINGS".

- Tap the **X button** to enter in: "Programming Jitter Speed".

- Tap the **A button** to set the Jitter Mode 1 or 2 (Slow/Fast) you want to modify.

- Tap the **RIGHT** Thumb Stick to **INCREASE** speed.

- Tap the **LEFT** Thumb Stick to **DECREASE** speed.

- Tap the **B button** to go back to the DEFAULT preprogrammed speed.

- You can **test your speed** by pushing the RIGHT trigger at any time.

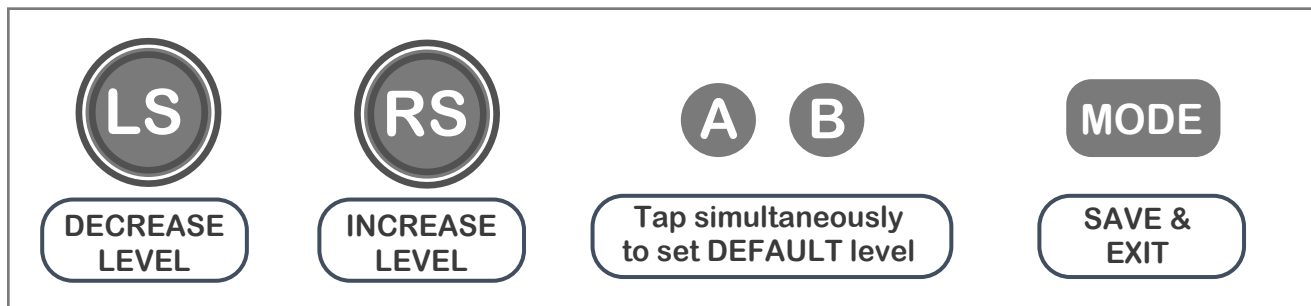- Tap the **MODE** button to **SAVE & EXIT**.

DECREASE SPEED — LS

DEFAULT SPEED — B

SWITCH MODES (Slow/Fast) — A

INCREASE SPEED — RS

SAVE & EXIT — RS

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PROGRAMMING THE RAPID FIRE PULL LEVEL

You can adjust the Rapid Fire sensitivity level on the Right Trigger from a very short trigger pull to all the way down. That means that you can set the Right Trigger pull weight to engage the Rapid Fire according to your preferences.

To adjust the Rapid Fire Trigger Level:

- Enter in "SETTINGS".

- Tap the **Right Trigger** to enter in: "Adjusting Trigger Level".

- Tap the **RIGHT** Thumb Stick to **INCREASE** Sensitivity.

- Tap the **LEFT** Thumb Stick to **DECREASE** Sensitivity.

- Push the **RIGHT TRIGGER** to test.

- Tap the **A & B buttons** simultaneously to set to **DEFAULT VALUE**.

- Tap the **MODE** button to **SAVE & EXIT**.

LS	**RS**	**A** **B**	**MODE**
DECREASE LEVEL	INCREASE LEVEL	Tap simultaneously to set DEFAULT level	SAVE & EXIT

TACTICAL BUTTONS LAYOUT OPTION

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

This option is for those who use **TACTICAL BUTTONS LAYOUT**, where **RIGHT Thumbstick** is the crouch/prone and the **"B" button** is the knife/melee buttons.

To enable the TACTICAL buttons layout:

- Follow the action to enter in "SETTINGS".

- Tap **RIGHT thumbstick (RS)** to enable the Tactical buttons layout.

- **Repeat the same actions** to disable "TACTICAL" and go back to "DEFAULT" buttons.   16
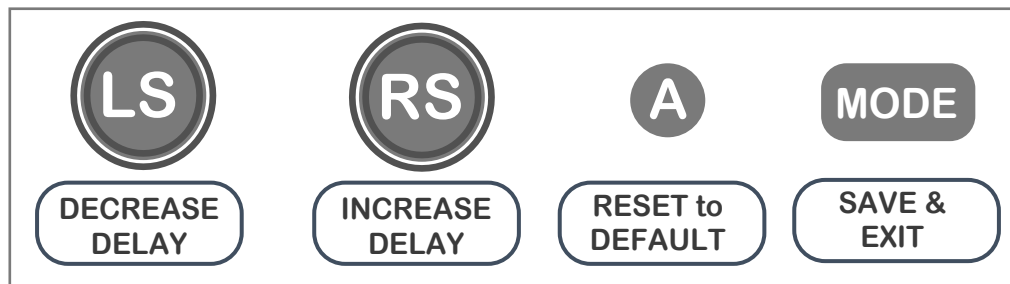
PROGRAMMING QUICK SCOPE DELAY

With quick scope, as soon as you look down the sight by holding the Left Trigger, the mod will **automatically hold your breath** for you to steady your aim (which you would usually have to click in the LEFT thumb stick to do) and then **fire shortly after.**

The **Quick Scope delay** (that is, the time from when you press the scope key to the time the shot is taken) **can be adjusted.** This option can be used to tune in the quick scope for the Call of Duty games. The delay might be slightly different **for each game or even each gun.**

To adjust the QUICK SCOPE DELAY:

- Enter in **"Special Functions"** (LEFT thumb + MODE).

- Hold the **RIGHT Thumbstick (RS)** for 3 seconds.

- Tap the **LEFT** thumbstick (LS) to DECREASE the Delay.

- Tap the **RIGHT** thumbstick (RS) to INCREASE the Delay

- Tap the **A button** to reset to **DEFAULT** value.

- Push the **LEFT** TRIGGER to test.

- Tap the **MODE** button to **SAVE & EXIT**.

LS	RS	A	MODE
DECREASE DELAY	INCREASE DELAY	RESET to DEFAULT	SAVE & EXIT

PROGRAMMING BURST FIRE ROUND

When the mod's Burst Firing feature is enabled, pull the RIGHT trigger **(RT)** 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.

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To adjust the BURST ROUND:

- Enter in **"Special Functions"** (LEFT thumb + MODE)

- Hold the **RIGHT TRIGGER** and the **B button for 3 seconds.**

- Tap the **RIGHT** Thumbstick **(RS)** to **INCREASE** the round number.

- Tap the **LEFT** Thumbstick **(LS**) to **DECREASE** the round number.

- The LEDS will blink to indicate the quantity selected.

- Tap the **MODE** button to **SAVE & EXIT.**

SETTING THE BEEPER INDICATOR

To switch the beep indicator ON/OFF:

- Enter in **"Special Functions"** (LEFT thumb + MODE)

- Hold the **RIGHT TRIGGER** and the Tap the **RIGHT thumbstick (RS)**.

To adjust the BEEPER TONE:

- Enter in **"Special Functions"** (LEFT thumb + MODE)

- Hold the **RIGHT TRIGGER** and the **RIGHT thumbstick for 3 seconds**.

- Tap the **A** or **B buttons** to **change the tone**.

- Hold the **Y button** to to **test.**

- Tap the **MODE** button to **SAVE & EXIT.**

MASTER RESET TO FACTORY DEFAULT

To restore all settings to Factory Default values:

- Turn the **XBOX ONE Controller OFF**.

- Press & **Hold the MODE** button.

- **While holding i**t, turn the XBOX ONE Controller **ON**.

- The LEDs will flash for 5 seconds.

- All settings will be restored to default values.

FACTORY DEFAULT SETTINGS

- **Rapid Fire:** Mode 1.

- **Rapid Fire Speeds:** 6 speeds.

- **Special Functions:** OFF.

- **Jitter:** Fast.

- **Burst Fire:** 3 round.

- **LT cancellation:** Enabled.

- **AIM Cancellation:** Disabled.

- **Buzzer indicator:** ON.

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.

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