

Thank you for purchasing one of our custom Xbox 360 Rapid fire controllers. We appreciate your business and work hard to provide a 5 star experience to all of our customers. If you have any questions about your new controller please contact us at support@consolecustoms.com. Below you will find helpful information on using your new controller.

Xbox 360 MaxFire - Fusion V2 User Guide

The MaxFire Fusion Rapid fire mod is our most advanced mod to date and has many features which are easy to use once you understand how they all work. Please read through all of the instructions before using your new mod. Video tutorials are also available for all of these features on our website www.consolecustoms.com and from our YouTube channel www.youtube.com/consolecustoms.

- **Rapid Fire** – This mod contain 10 Rapid Fire Modes which have default speeds built in but are all programmable to any speed between 4 shots per second and 50 shots per second. You can quickly turn on/off the rapid fire by just tapping the mod button on the back of the controller. When the rapid fire is on the player 4 LED will flash. To Change to the Next Rapid Fire Mode you just need to hold the mod button of the controller for 3 seconds. You will see both the player 3 and Player 4 LED's flash. They will flash to indicate the now current mode (3 flashes = Mode 3). You can also go backwards in the modes by holding the right trigger along with mod button. See the programming guide on the next page for more information. Below are the default speeds for each mode.
 - Mode 1: 8.33sps - Black Ops (rifles), COD MW2, COD 4
 - Mode 2: 11.35sps - Black Ops (pistols), COD MW2, COD 4
 - Mode 3: 20sps - All Halo series
 - Mode 4: 6.85sps - GOW 2/3 (hammerburst)
 - Mode 5: 8sps - GOW 2/3 (Pistols)
 - Mode 6: 16.67sps - GTA4
 - Mode 7: 10sps - COD WaW Fast 10sps
 - Mode 8: 8.33sps - COD WaW slow 8.33sps
 - Mode 9: 20sps
 - Mode 10: 25sps
- **Burst Fire** – By default when you tap the mod button it will turn the normal rapid fire on/off. To change this to burst fire you just need to Hold the X button and tap the mod button. Now when you tap just the mod button the rapid fire will be in burst mode and the player 4 LED will turn on solid instead of flashing. The burst fire will fire at the current Modes Rapid fire speed and fire the number of rounds set in the programming mode (default is 3 round burst). To turn off the burst fire and go back to normal Rapid fire you just need to again hold the X button and tap the mod button, you will now be back to normal rapid fire.
- **Dual Rapid Fire** – By default only the right trigger is enabled for Rapid Fire. You can quickly enable the Left Trigger by Holding in the Left trigger and Tapping the mod button. You will see the player 3 LED fade in and stay on. The player 3 LED will stay on all the time even if the rapid fire is off, but it will only rapid fire while Rapid fire, Burst Fire or Jitter Firing is turned on.
- **Jitter Fire (All COD Except MW3)** – By default when you tap the mod button it will turn the normal rapid fire on/off. To change this to Jitter Fire you must Hold the Y button and tap the mod button. Now when you tap just the mod button the rapid fire will be in Jitter Fire mode and the player 4 LED will flash extremely fast to indicate it is in Jitter Fire. The Jitter fire is for Call of Duty Games only and takes advantage of a glitch in these games to bypass the normal firing limitations and does not work for other games. To turn off the Jitter fire and go back to normal Rapid fire you just need to again hold the Y button and tap the mod button, you will now be back to normal rapid fire.
- **Drop Shot** – The Drop shot features allows you to drop to the ground as soon as you start to fire, automatically without pressing any other buttons, and stand back up when you stop firing. To turn on the drop shot you only need to hold the B button and tap the mod button. You will see the player 4 LED flash 1 time to indicate that the Drop shot is on. One on you will drop to Prone as soon as you start to fire. This works regardless of rapid fire being turned on or off and will work with the left trigger only if Dual Rapid fire is turned on. To turn off the drop shot, again hold B and tap the mod button, the player 4 LED will now flash 2 times to indicate the Drop shot is Off.
- **Auto Aim** – The Auto Aim Feature ONLY WORKS WITH ZOMBIES AND CAMPAIGN GAMES AND DOES **NOT** WORK WITH ONLINE MATCHMAKING GAMES. The Auto aim is a feature for the left trigger in addition to the dual rapid fire. Because of this we must first switch the left trigger from Rapid fire to Auto Aim. To do this you must hold both the left trigger and the mod Button for 4 seconds. You will see the player 3 LED flash 1 time. This indicates the left trigger is now switched to Auto Aim. To switch back to Left Trigger rapid fire you must follow the same procedure only the player 4 LED will flash twice. You turn the auto aim on/off just like the dual rapid fire by holding the left trigger and just tapping the mod button, only with the auto Aim the player 3 LED will just turn on instead of fading to on. The Auto aim also works all the time even if rapid fire is turned off.

- **Adjustable Fast reload and Gears of War Perfect Active Reloads** – The adjustable fast reload and GOW perfect active reloads are controlled using the controller "back" button (next to the guide button). There are 3 modes for the reloads, each is described below. To switch the Reload mode you must hold the back button + X + RB (the right bumper) for 3 seconds. You will see both the player 3 and 4 LEDs flash 1, 2 or 3 times depending on the mode you have switched to. Once in the mode you want to use follow the directions below.
 1. **COD Adjustable Fast Reload (All COD Except MW3)** - This feature works to shave milliseconds off your reload time without using any perks. This is adjustable so it can be used with just about any weapon in COD. To Turn on the fast reload you will need to hold the back button and tap X. The player 3 LED will flash 1 time. Follow the same procedure to turn off the Fast reload and the player 3 LED will flash twice. To use the fast reload you must first set the fast reload. This is something that may take a small amount of practice at first. When you reload normally you will see that your ammo will refill (the clip will show as full) before you are actually able to fire again. The time from when your clip shows full to when you can fire again is what we will be cutting off and varies by weapon. To set the reload time you will need to hold in the X button and keep holding it until you see you ammo showing as full. Once you see it full you need to immediately release the button. This is what sets the fast reload timing and is also what can take a little practice. We know that you cannot be exact and so the chip has been programmed to shave off some time from human reaction time. So trying to guess when the reload will happen is NOT the best method, just wait until you see the clip full and release the button as quickly as you can. Once the time is set you will just tap the X button as normal to perform the fast reload. You must do the fast reload before you clip is empty, Once the game has already start to automatically reload an empty clip it will throw off the timing and the fast reload will not work.
 2. **Gears of War 2 Perfect Active reloads** – When in this mode you will use the Back button +RB to switch between perfect active reloads for several weapons in GOW 2 and allows you to quickly turn on/off the perfect AR's. There are 4 different settings which can be cycled through by holding the back button and tapping RB. They are 1. Lancer/Hammerburst, 2. Pistols, 3. Shotgun and 4. Sniper/BoomShot. Every time you hold the Back button and Tap RB the controller starts at setting 1. So if you want the Lancer/Hammerburst setting you will hold back and Tap RB once. For the sniper hold back and tap RB 4 times. As soon as you release back and RB the player 3 LED will flash 1-4 times to indicate the current setting. To turn on/off the perfect AR's you must hold in Back +RB for 1.5 seconds. The player 3 LED will turn on solid while the Perfect AR is on. With the Perfect AR on you just need to tap RB to reload as normal and the chip will automatically time the second push of RB so that it is a perfect reload. Since the sniper/boomshot are single shot weapons the Perfect AR will start as soon as you fire and it will time the reload perfectly. Just remember you must be in the right setting for the weapon you are using.
 3. **Gears of War 3 Perfect Active reloads** – This work exactly the same as the GOW 2 reloads as described above but the settings are slight different. The settings are: 1. Lancer, 2. Hammerburst, 3. Pistols, 4. Sniper, 5. Shotgun, 6. Retro Lancer

PROGRAMMING THE RAPID FIRE

Each Rapid fire Mode can be Programmed to one of 50 different speed in-between 4 shots per second and 50 shots per second. You can also set the Burst fire for each mode from 2 – 10 shots per burst.

- **Enter/Exit the Programming Mode** – To Enter or exit the programming mode you must first press and hold the Mod Button and within 2 seconds press and hold both the left and right triggers. Continue to hold all three for 5 seconds. You will see the player 4 LED flash on for 2 seconds then go out. You have now entered or exited the programming mode and can release both triggers and the mod button.
- **Change Rapid Fire speed** – To change the rapid fire speed you just need to press and release the left or right trigger. The right trigger to make the speed faster and the left trigger to make it slower. The player 4 LED will flash every time you press the right trigger and the player 3 LED will flash every time you press the left trigger to indicate you have made a change. Once you have reached the MIN or MAX speed the LED will no longer flash.
- **Change Burst Fire Quantity** – To change the number of shots fired with the burst fire you just need to HOLD down the X button and while holding follow the same procedure as changing the rapid fire by pressing the left or right triggers.
- **Check Rapid Fire speed Setting** – To check the currently set rapid fire speed you only need to tap the mod button. The player 3 Led will flash the "tens" and position and the player 4 will then flash the single digit. (example. Player 3 flashes 3 times, followed by the player 4 flashing 6 times, you are now at speed setting 36) Refer to the table on the next page for all of the speed settings.
- **Check Burst Fire Setting** – To check the currently set burst fire setting you must HOLD the X button and while holding X tap the mod button. The player 4 Led will flash 2-10 times to indicate the number of shots set for the burst fire.
- **Reset Current Mode to Default settings** – To reset the Rapid fire mode you are currently editing to the factory default you must hold both the left and right triggers together for 7 seconds. After 7 seconds the player 3 and 4 LED's will both flash very fast for 2 seconds and the Programming mode will automatically be exited with the default settings saved. This will set the default speed and burst fire setting for the current mode only.

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	26	13.89
2	45.5	27	13.51
3	41.7	28	13.16
4	38.4	29	12.5
5	35.7	30	12.2
6	33.3	31	11.91
7	31.25	32	11.63
8	29.4	33	11.42
9	27.8	34	11.11
10	26.3	35	10.64
11	25	36	10.3
12	23.91	37	10
13	22.73	38	9.8
14	21.74	39	9.62
15	20.83	40	9.36
16	20	41	9.09
17	19.23	42	8.62
18	18.52	43	8.33
19	17.86	44	8.2
20	17.24	45	8
21	16.67	46	7
22	16.13	47	6.67
23	15.63	48	6
24	15.15	49	5
25	14.71	50	4