Thank you for purchasing one of our custom PlayStation 3 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 information on all of the your controllers features.

PS3 TrueFire-Fusion V2 rapid fire

- This mod has many different features and functions which we will explain below. Video tutorials are available for all of these features on our website www.consolecustoms.com and from our YouTube channel www.youtube.com/consolecustoms.

- **Rapid Fire Modes** – This mod has 10 different modes which are all Programmable. The default speeds for each mode are listed below. To switch to the next Mode you must hold in the Mod button on the back of the controller after 3 seconds you will see the player 4 LED flash indicating the mode you are current in (ie. 4 flashes = mode 4). You can go back to the previous mode by holding in R1 along with the mod button. Once you have selected the mode just tap the mod button to turn the rapid fire on/off.

  - **Mode 1:** 8.33sps - Black Ops (rifles), COD4, COD MW2
  - **Mode 2:** 11.35sps - Black Ops (pistols), COD4, COD MW2
  - **Mode 3:** 16.67sps - GTA4
  - **Mode 4:** 10sps COD WaW Fast
  - **Mode 5:** 8.33sps COD WaW slow
  - **Mode 6:** 5sps
  - **Mode 7:** 10sps
  - **Mode 8:** 15sps
  - **Mode 9:** 20sps
  - **Mode 10:** 25sps

- **Enabling/Disabling Controller buttons** – With this controller you can use any button (R1, R2, L1 ,L2, ▲, O, X, ■) for Rapid fire, in any combination at any time. To enable or Disable a button you need to hold the DOWN direction on the D-pad and the mod button. While holding both of these buttons you can press any of the other buttons to enable or disable that button for rapid fire. When you press a button you will see the player 4 LED flash either 1 or 2 times. 1 flash means the button is now enabled and 2 flashes means the button is disabled. When you are finished changing the button configuration just let go of all buttons. The Controller will remember which buttons are enabled or disabled even when turning off the controller.

- **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 to the RIGHT on the D-pad 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, see programming instructions for more information). To turn off the burst fire and go back to normal Rapid fire you just need to again hold to the RIGHT on the D-pad and tap the mod button, you will now be back to normal rapid fire.

- **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 to the LEFT on the D-pad 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 to the LEFT on the D-pad 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 UP on the D-pad and tap the mod button. You will see the player 4 LED flash 1 time to indicate that the Drop shot is on. Once 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 any currently rapid fire enabled button To turn off the drop shot again hold UP on the D-pad 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 L1 in addition to the standard rapid fire. Auto Aim works regardless of rapid fire being turned on or off . You turn the auto aim on/off by holding L1 and just tapping the mod button. You will see the player 4 LED flash 1 time to indicate that the Auto Aim is on. To turn off the Auto Aim, again hold L1 and tap the mod button. The player 4 LED will now flash 2 times to indicate the Auto Aim is off.

- **Adjustable Fast reload (All COD Except MW3)** – The adjustable fast reload Changes how the Square button works. This features works to shave milliseconds off your reload time. This is adjustable so it can be used with just about any weapon in COD. To turn on the fast reload you must Hold the mod button on the back and tap Square, the player 4 LED will flash 1 time to indicate the fast reload is ON, Perform the same motion to turn the Fast reload OFF, this time the player 4 LED will flash twice. To use the fast reload you must first set the fast reload speed. 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 Square and keep holding it until you see you ammo showing as full. Once you see it full you need to immediate 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 square 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.

Changing the User adjustable rapid fire speed

1. Remember that whichever game mode you are currently in is the one you will be editing.
2. To enter the programming mode you will need to hold in (R1, R2, L1 and L2) all at the same time. Hold all 4 buttons for 5 seconds. You will see the player 4 LED come on and stay on for 2 seconds and then go out. This means you are now in the programming mode and can let go of the 4 buttons.
3. While in the programming mode you will use the D-PAD to adjust the rapid fire speed and also the burst fire quantity. Use the UP and DOWN arrows on the D-Pad to adjust the rapid fire speed (UP = Faster, Down = Slower) Use the left and right arrows to adjust the burst fire quantity. (LEFT = Less, RIGHT = More)
4. When pressing an arrow button you will see the player 4 LED flash 1 time to indicate that you have made a change. Once you have reached the min or max value the LED will no longer flash when pressing that arrow button.
5. At any time you can check you current settings by Pressing the X or ▲. Pressing X will make the player 4 LED flash the number of rounds the burst fire is set to. Pressing ▲ will flash the current speed setting (1-20) Use the table below to see the conversion of each setting into shots per second. If the speed setting is greater than or equal to 10 the player 4 LED will have a longer flash to indicate 10's followed by shorter flashes to indicate the single digit. Example the LED flashing in a pattern of one long flash followed by 3 short flashes would mean a setting of 13.
6. To exit the user programmable mode just follow step 2 above. The mod will remember your setting even when the controller is turned off.

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	11	8.33
2	33.33	12	7.7
3	25	13	7.14
4	20	14	6.66
5	16.66	15	6.25
6	14.28	16	5.88
7	12.5	17	5.26
8	11.11	18	5
9	10	19	4.5
10	9	20	4

- **Master Rest** – Each mode can individually be reset back to the factory default. To perform a reset you will first need to be in the programming mode for the rapid fire mode you want to reset. While in the programming mode press and hold Circle + Square for 8 seconds. After 8 seconds you will see the player 4 LED flash very fast for 2 seconds. This indicates that the default values are now set.
    - Please note that the COD World at war speeds (modes 4 and 5) use specific settings to bypass the detection in that game. Changing these modes from their default speed, even to the same setting, will make the rapid fire no longer work properly in WaW. You can use the master reset to set these modes back to the custom defaults that do work for WaW.