

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](mailto:support@consolecustoms.com). Below you will find information on all of the your controllers features.

## PS3 TrueFire-Lite 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](http://www.consolecustoms.com) and from our YouTube channel [www.youtube.com/consolecustoms](http://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.

# 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.