

## ModsRUs

### Xbox One 5000+ Mod

### Operation Instructions



**PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE**



**REFERENCE**

**IMPORTANT!** This controller has multiple reset configurations that our trained technicians use to troubleshoot any possible issue that may arise with your controller. Please contact us before opening a case to return your controller as greater than 99% of all customer concerns can be resolved through these testing methods.

### **\*\*\*5000+ MOD INSTRUCTIONS\*\*\***

If you haven't done so already, please hold in the sync button, situated on the front of your controller, and the sync button on your console at the same time. This "syncs" your new controller to your Xbox console. After doing this, your LED light will turn on and stay solid. This will be the only time that you'll need to perform this step.

#### **How to turn Rapid Fire on and off:**

When you first turn on your controller the LED light will be on and bright. This indicates that rapid fire is enabled. To disable rapid fire you simply press the sync button on the front of your controller (near LB button), and the LED will then go dim. This indicates that rapid fire is now disabled and the controller will now act as if it has not been modded. If you press the sync button again the LED will turn bright again, indicating that rapid fire is now enabled.

#### **How to Change Modes:**

You can cycle to any rapid fire mode at any time. To do this you may first want to pause your game session so that you don't fire off any bullets.

Next, **hold the right trigger down**, tap the sync button 1-16 times depending on what mode you would like to be in, and then release the right trigger. You will notice that the LED will blink after you release the right trigger. This number of blinks indicates the mode that you are now in. For example, if you hold down the right trigger and then tap the sync button 4 times in a row followed by a short pause before letting go of the right trigger, the LED will then blink 4 times to confirm you are now in mode 4.

#### **How to Change between A and B modes (sub modes):**

Each mode actually has 2 modes built into itself called mode A and mode B. To alternate between these "sub modes" you simply tap the sync button twice in a row quickly. You can move back and forth between sub modes by using this quick double tap feature at any time. The LED will blink twice for sub-mode B and once for sub mode A. If you're having difficulty changing between submodes, try double tapping the sync button with about a half a second delay between each tap as this will allow the changing of submodes (most customers double tap the sync too slowly).

You can also change modes and turn off the mod at any time during the game and the chip will remember your last mode. Meaning, your next controller power on will be in the same mode as you left it. The default mode configurations and speed charts are included in these instructions.

#### **How to Adjust Rapid Fire, Quick Scope, and Jitter Speeds:**

To adjust the speed of any mode, hold down the left trigger and tap the sync button. The LED will then turn dim and flash one time indicating that you are now in programming mode for the selected mode. If you want to check your current speed setting (while in programming mode), simply tap the sync button one time and you'll see the LED light flash a series of long and short flashes. Each long flash represents a base of 10 and each quick or short flash represents a base of 1. Meaning, three long flashes followed by 9 short flashes represents you're in rapid fire setting 39 (8.06 shots per second according to the rapid fire speed chart).

While in programming mode, you increase the speed by pressing the right trigger and decrease the speed by pressing the left trigger. The LED will blink once to indicate a speed change. Once you've reached the highest or lowest setting the LED will no longer blink. We recommend starting out at the lowest speed setting and moving up from there. Most weapons fire well between 7 and 10 shots per second. However, there are 96 different speed settings ranging from 5-100 shots per second built into the controller. A table of these speeds is included in these instructions.

Once you have modified the speed to your liking, you then tap the sync button twice in a row quickly (same as submode section posted above), which will save the speed you have chosen and take you out of programming mode and back into rapid fire mode. If you're having difficulty saving your speed setting, try double tapping the sync button with about a half a second delay between each tap as this will allow for the saving of your speed setting, (most customers double tap the sync too slowly).

#### **How to Adjust Burst Shots:**

When you are in Burst mode, entering programming mode will take you to the speed adjustment section as normal (explained above). However, once you double tap the sync button, which would normally exit programming mode, you will be taken to the burst shots adjustment section instead, (LED blinks fast to indicate section change) where you can select 1-8 shots in the burst. Just as before with normal speed adjustments, the RT will move up burst shots and the LT will move down burst shots and to exit you tap the sync button twice in a row quickly.

#### **Important Tips!**

LT Cancellation Drop Shot, Jump Shot, and Jitter have a LT cancellation feature. Meaning, if you aim in before firing, they will not activate. It's a required feature if you're hiding behind a barrier and have no need for drop shot, or are crouched and don't want to jump.

Default button layout Most specialty modes require the default button layout, so don't alter your controller settings if possible.

Aim Assist You will need to have this option enabled to use auto aim. If it's greyed out and you can't enable/disable it, then auto aim will not work.

### **Factory Reset**

To reset your controller back to the original settings upon receiving it, you first need to turn the controller off. You then hold down both the left and right triggers as you turn your controller back on. The LED will blink fast then turn on to indicate that the whole controller has been reset to default. You may now let go of both triggers.

Thanks again for your purchase, and we hope your new controller brings you many years of happy gaming. - WORDENE MODZ

## **\*\*\* FEATURES\*\*\***

### **About Rapid Fire**

Rapid fire is an enhancement that will turn a semiautomatic weapon into a fully automatic one. This means if you're using a semi-automatic weapon (FAL, M14, Shotguns, Snipers, Pistols, etc...) you won't need to continually hit the trigger as rapid fire will do it for you. Rapid fire has been improved over the years to include many other features as well. This controller comes equipped with these features in addition to rapid fire that allow you to use practically any weapon in any game.

### **Sub Modes**

This feature allows you to use multiple configurations for the same mode. You no longer have to change modes to use advanced features. For example, if you're playing any COD title and you switch to your secondary weapon, which is an akimbo pistol, you can now simply double tap the sync button to go from mode 2a to mode 2b, giving you automatic akimbo ability! Please read through the complete mode list to see what each sub mode has to offer.

### **Sniper Quick Scope**

This popular feature allows you to simply tap the LT button with a sniper rifle in hand and the mod will do the rest. How it works is after you quickly tap and release the LT button, an automatic bullet is fired from RT with pin point accuracy. You don't even need to hit the trigger! As with most snipers, anything in the upper chest area are one hit kills which makes this sniping mod easy for everyone! It even has adjustable timing between scope in and shot so you can use it with any sniper weapon in any COD title.

### **Sniper Breath**

This is an addition to the sniper quick scope as described above. Basically, if you hold in LT versus tapping it, you will automatically do a sniper breath! No more trying to hold down an analog stick to try and keep the sniper breath activated. Simply hold in LT and the mod will keep your steady sniper breath going for you. Now you can concentrate on perfect aiming, rather than fighting with the analog stick!

### **Jitter**

Jitter is an advanced feature for some COD titles as it does not work for all. It fires weapons faster than allowed by developers. It also has a LT cancellation feature which allows you to aim in first if you don't want to use the jitter feature. This mod is intended to spray bullets everywhere so there isn't much aiming going on when holding down RT.

### **Drop Shot**

Catch your enemy by surprise as they fire over your head! Also included is a LT cancellation mechanism that allows you to cancel the automatic Drop Shot if you aim in before firing. You simply hold in LT to aim in and the automatic Drop Shot feature is deactivated.

### **Jump Shot**

Just the opposite of Drop Shot. Catch your enemy by surprise as they fire below your feet! Just as before, included is a LT cancellation mechanism that allows you to cancel the automatic Drop Shot if you aim in before firing.

### **Quick Aim & Mimic**

These features will copy a right trigger pull to the left trigger as well. It's a feature that has a couple of great benefits. The first and most obvious being that if you have a pistol in both your right and left hands, pressing only the right trigger will fire both weapons. The other and more important feature is you can automatically aim in and fire at the same time! It works great on small fast paced maps as you run around picking off your opponents. Mimic gives you a sub mode option of having rapid fire on both triggers while Quick Aim gives you a sub mode option of having rapid fire on the right trigger only.

### **Adjustable (User Programmable)**

All modes are adjustable in some way. Meaning you can adjust your fire rate, quick scope delay and jitter speeds if you so desire. In all, there are 96 different speed settings for general rapid fire between the ranges of 5 and 100 shots per second.

This customization completely eliminates the need for a new controller/chip as you can just adjust your speed to the latest game or to a patch for an older one. It's completely future proof!

### **Adjustable Burst**

This gives you the ability to take virtually any weapon in any game and turn it into a burst. You can then change your rapid fire speed giving you the perfect combination for dead on accuracy across all maps. This represents mode 9 or 10 with a speed setting around 12.5 shots per second for fully automatic weapons and the default speed for semiautomatic weapons.

### **Auto Burst**

This is another great feature that goes along with the adjustable burst feature described earlier. Using both of these options together is simply the only way to play the game! It allows you to use burst shots with a right trigger tap but also gives you rapid fire with a right trigger hold. Simply put, if you need to conserve your ammo, then tap RT for burst shots and if you need to open fire on a close enemy, then hold down RT for continuous rapid fire. Default speeds are set up for semi-automatics in burst mode so if you want to use a fully automatic weapon start your speed change around 12.5 shots per second.

### **Auto Aim**

Auto Aim lets you automatically aim on an enemy by simply holding in the left trigger (aiming trigger). Make every bullet count when ammo is scarce! This mode works with Zombies, Special Ops, & Campaign missions only that allow the aim assist option. It will not work against other human players but does work online against AI or computer enemies. You can have rapid fire on/off while in sub modes and adjust the rapid fire speed setting, making it great for all player types.

### **Akimbo/Dual Trigger**

This feature allows you to use rapid fire with a weapon in both hands. Meaning if you equipped a pistol in your right and left hands, this mode will allow you to rapid fire them both.

### **\*\*\*DEFAULT MODES\*\*\***

- Mode 1A RIGHT TRIGGER RAPID FIRE** \_\_\_\_\_ Black Ops Series & Advanced Warfare
- Mode 1B DUAL TRIGGER/AKIMBO RAPID FIRE** \_\_\_\_\_
- Mode 2A RIGHT TRIGGER RAPID FIRE** \_\_\_\_\_ Modern Warfare Series & Ghosts
- Mode 2B DUAL TRIGGER/AKIMBO RAPID FIRE** \_\_\_\_\_
- Mode 3A RIGHT TRIGGER RAPID FIRE** \_\_\_\_\_ Halo Series & World at War
- Mode 3B DUAL TRIGGER/AKIMBO RAPID FIRE** \_\_\_\_\_
- Mode 4A RIGHT TRIGGER RAPID FIRE** \_\_\_\_\_ Grand Theft Auto & Battlefield Series
- Mode 4B DUAL TRIGGER/AKIMBO RAPID FIRE** \_\_\_\_\_
- Mode 5A RIGHT TRIGGER RAPID FIRE** \_\_\_\_\_ Gears of War Series
- Mode 5B DUAL TRIGGER/AKIMBO RAPID FIRE** \_\_\_\_\_
- Mode 6A JITTER** - Black Ops 1, MW2 & Black Ops 2 works at jitter speed setting of 95
- Mode 6B DUAL JITTER** - Player will jitter with either LT or RT press
- Mode 7A SNIPER BREATH** - All COD titles
- Mode 7B SNIPER QUICK SCOPE & SNIPER BREATH** - All COD titles
- Mode 8A AUTO AIM** - COD zombies/campaign - Aim assist must be enabled in game options
- Mode 8B AUTO AIM WITH RAPID FIRE** - Same as above
- Mode 9A BURST (3 ROUND)** - 1-8 Round Burst Available - Works on all weapons. Default speed is set for semiautos
- Mode 9B AUTO BURST (3 ROUND)** - Burst on trigger pull and rapid fire on trigger hold. 1-8 Round Burst Available
- Mode 10A BURST (5 ROUND)** - 1-8 Round Burst Available - Works on all weapons. Default speed is set for semiautos.
- Mode 10B AUTO BURST (5 ROUND)** - Burst on trigger pull and rapid fire on trigger hold. 1-8 Round Burst Available
- Mode 11A DROP SHOT** - Right trigger pull will drop/prone your character
- Mode 11B DROP SHOT WITH RAPID FIRE** - Same as above but with rapid fire enabled
- Mode 12A DUAL DROP SHOT** - Left or Right trigger pull will drop/prone your character
- Mode 12B DUAL DROP SHOT WITH RAPID FIRE** - Same as above but with rapid fire enabled
- Mode 13A JUMP SHOT** - Right trigger pull will make your character jump
- Mode 13B JUMP SHOT WITH RAPID FIRE** - Same as above but with rapid fire enabled
- Mode 14A DUAL JUMP SHOT** - Left or Right trigger pull will make your character jump
- Mode 14B DUAL JUMP SHOT WITH RAPID FIRE** - Same as above but with rapid fire enabled
- Mode 15A MIMIC** - Right trigger press will also press the Left trigger
- Mode 15B MIMIC WITH RAPID FIRE ON BOTH TRIGGERS** - Same as above but with rapid fire on both Left/Right triggers
- Mode 16A QUICK AIM** - Right trigger press will also press the Left trigger
- Mode 16B QUICK AIM WITH RAPID FIRE ON RIGHT TRIGGER** - Same as above but with rapid fire on Right trigger

### **\*\*\*FAQ HELP SECTION\*\*\***

**Q: Every time I try to fire my weapon the 4th player light goes out (mod stops working) and after a few seconds, it will flash and come back on, or my mod will turn off/on all by itself.**

**A: This happens when your batteries are too drained to properly operate all functions of the controller (mod, rumble motors, leds, etc). Please use brand new straight from their packaing Duracell AA's as this will prevent**

the mod from turning off/on by itself and keep the LEDs bright. Alternatively, you can turn off/disable the rumble/vibration feature under game settings and continue to use the drained batteries.

**Q: I can't change submodes or exit/save my programming:**

**A: Most customers with this issue are simply tapping the sync button either too slow or too fast. Try tapping the sync button (all by itself) two times in a row with about a half second delay between each tap which will get the submodes to switch properly (LED light flashes once for A and twice for B submode). It's also how you save and exit programming mode.**

**Q: My guns keep freezing up on me**

**A: Most games require you to be in the default speed setting. If you change the speed, your weapon may freeze up and not work correctly. A factory reset will bring you back to default speed settings. You can also start out at say 7 shots per second and move up from there until desired speed is found.**

**Factory Reset**

To reset your controller back to the original settings upon receiving it, you first need to turn the controller off by removing the battery pack. You then hold down both the left and right triggers as you turn your controller back on. The LED will blink fast then turn on to indicate that the whole controller has been reset to default. You may now let go of both triggers.

**Q: My quickscope is not working:**

**A: Quick scope is mode 7B. To change modes, you hold in the RT and tap the sync button 7 times in a row quickly, then let go of RT. You should see your LED light flash 7 times indicating that you moved to mode 7. From here you now switch from A submode to B submode by tapping the sync button all by itself twice in a row (not too fast or too slow). Try tapping it with about a half second pause between each tap. Your 3rd player light will flash once for A and twice for B. Next, to activate quick scope you tap the LT quickly (no aiming). If you aim in, then it will do sniper breath instead of quick scope.**

**RAPID FIRE SPEED CHART**

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	5.00	21	6.25	41	8.33	61	12.50	81	25.00
2	5.05	22	6.33	42	8.47	62	12.82	82	26.32
3	5.10	23	6.41	43	8.62	63	13.16	83	27.78
4	5.15	24	6.49	44	8.77	64	13.51	84	29.41
5	5.21	25	6.58	45	8.93	65	13.89	85	31.25
6	5.26	26	6.67	46	9.09	66	14.29	86	33.33
7	5.32	27	6.76	47	9.26	67	14.71	87	35.71
8	5.38	28	6.85	48	9.43	68	15.15	88	38.46
9	5.43	29	6.94	49	9.62	69	15.63	89	41.67
10	5.49	30	7.04	50	9.80	70	16.13	90	45.45
11	5.56	31	7.14	51	10.00	71	16.67	91	50.00
12	5.62	32	7.25	52	10.20	72	17.24	92	55.56
13	5.68	33	7.35	53	10.42	73	17.86	93	62.50
14	5.75	34	7.46	54	10.64	74	18.52	94	71.43
15	5.81	35	7.58	55	10.87	75	19.23	95	83.33
16	5.88	36	7.69	56	11.11	76	20.00	96	100.00
17	5.95	37	7.81	57	11.36	77	20.83		
18	6.02	38	7.94	58	11.63	78	21.74		
19	6.10	39	8.06	59	11.90	79	22.73		
20	6.17	40	8.20	60	12.20	80	23.81		

**JITTER SPEED CHART**

Rapid Fire Setting	Milli Seconds	Rapid Fire Setting	Milli Seconds	Rapid Fire Setting	Milli Seconds	Rapid Fire Setting	Milli Seconds	Rapid Fire Setting	Milli Seconds
1	100	21	80	41	60	61	40	81	20
2	99	22	79	42	59	62	39	82	19
3	98	23	78	43	58	63	38	83	18
4	97	24	77	44	57	64	37	84	17
5	96	25	76	45	56	65	36	85	16

6	95
7	94
8	93
9	92
10	91
11	90
12	89
13	88
14	87
15	86
16	85
17	84
18	83
19	82
20	81

26	75
27	74
28	73
29	72
30	71
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33	68
34	67
35	66
36	65
37	64
38	63
39	62
40	61

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59	42
60	41

66	35
67	34
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69	32
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71	30
72	29
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74	27
75	26
76	25
77	24
78	23
79	22
80	21

86	15
87	14
88	13
89	12
90	11
91	10
92	9
93	8
94	7
95	6
96	5
97	4
98	3
99	2
100	1

### **SNIPER QUICK SCOPE SPEED SETTINGS**

The speed settings range from 1-250 and each setting represents milliseconds multiplied by two. Meaning speed setting 1 is actually a 2 millisecond delay and speed setting 250 is a 500 millisecond delay (Whatever your setting is multiplied by 2). The default millisecond delay from scope in to fire is 124 milliseconds or a quick scope setting of 62.