



CONTROLLERMODZ<sub>AU</sub>

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# RAPID FIRE

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PS5

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## IMPORTANT INFORMATION!

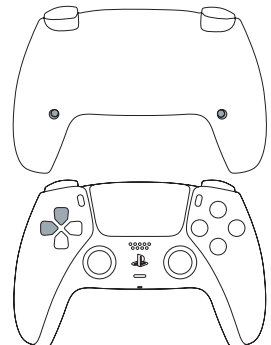
This manual assumes you are using the default button layout where R2/L2 are used for firing/aiming. While this mod also supports Flipped layouts for use with R1/L1 these buttons cannot be used with rapid fire. Corresponding features such as jump or drop shot will work with the flipped layout, however rapid fire does not. If you use a flipped controller layout you must change the trigger configuration to "FLIPPED" in the advanced feature management of the TrueFire-DS mod (see page 5). When the flipped layout is selected features which are turned on by the triggers will also be flipped. Example: with the default layout Quick Scope is turned on by holding LEFT and tapping L2. With the flipped layout you would hold LEFT and tap L1

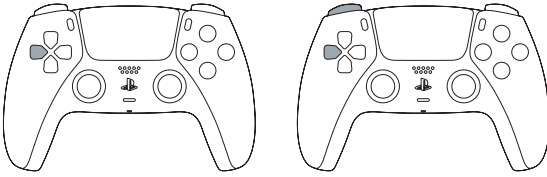
## Overview

The PS5 TrueFire-DS mod offers many features, more than you will find on any other mod available. While there are many features on this controller, we have developed a method of accessing them which makes it quick and easy. On the following pages you will find information about each feature and how to access it. Many features can be used in combination allowing greater flexibility and a greater enhancement to your gaming experience. Only features which conflict with each other, such as jump shot and drop shot, cannot be used at the same time.

## Feature access

The PS5 TrueFire-DS mod uses the "LEFT" and "UP" directions on the D-pad for accessing all of the controllers features. There is also an option of a "MOD" button on the back of the controller. The MOD button can be used instead of "LEFT" on the D-pad to allow faster access to many features as you would not need to remove your thumb from the left thumbstick. When enabling/disabling a feature, unless otherwise noted, you will see the main front LED, located at the mic mute button, flash GREEN when Enabling and RED when disabling.





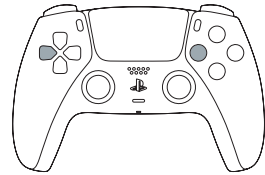
## Rapid Fire Modes

There are 10 built in modes to select from. Each is pre-programmed with a specific speed (see the chart to the right), these can be independently programmed to a new speed in the programming mode (See page 4). To change to the next mode you must HOLD "LEFT" for 4 seconds. Or with the MOD button installed you would HOLD the MOD button for 4 seconds. You will see the main LED flash AQUA (blue + green), count the number of flashes of the LED. This will indicate which mode you are currently in. (2 flashes = mode 2, 3 flashes = mode 3, etc...). You can also go back to the previous mode by HOLDING "L1" along with "LEFT".

MODE	SPEED
Model:	7.7sps
Mode 2:	9.3sps
Mode 3:	13.8sps
Mode 4:	16.67sps
Mode 5:	20sps
Mode 6:	16sps
Mode 7:	12sps
Mode 8:	10sps
Mode 9:	7sps
Mode 10:	5sps

## Rapid Fire

Rapid fire gives pistols and semi-auto rifles that extra kick they need to compete with the big guns. Most weapons have a sweet spot for the rapid fire speed and this is generally between 7 and 16SPS. Be aware that above this most weapons will start to fire slow and erratic. Rapid fire can be activated in several ways. 1. double tap "LEFT" on the D-pad, 2. Hold left on the D-pad and pull "R2". 3. Single tap the mod button (if installed). When activated the LED will flash blue.



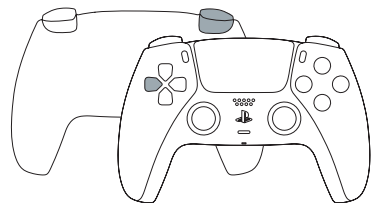
## BURST FIRE

Burst fire is by default a 3-round burst. This can be changed from 2-10 rounds in the programming mode. Burst fire works with semi-auto weapons. To activate burst fire hold "LEFT" on the D-pad and tap "□". When activated the LED will light up solid blue.



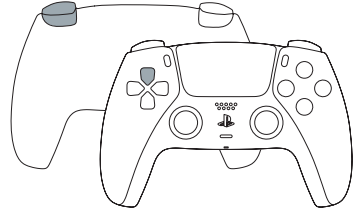
## Akimbo (Left Trigger Rapid Fire)

Akimbo, or left trigger rapid fire gives you rapid fire with dual weapons. This activation is separate from normal rapid fire which allows you to have left trigger only rapid fire. To activate akimbo hold "LEFT" on the D-pad and pull the "L2". When activated the LED will flash green.



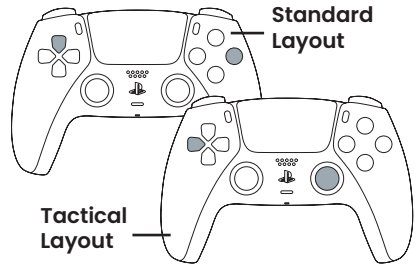
## Mimic (Auto Akimbo)

When using mimic the right trigger controls the left trigger. Just pull the right trigger and you will scope automatically. To activate mimic hold "UP" on the D-pad and pull the "R2".



## Drop Shot

Drop shot allows you to quickly drop to Prone position as soon as you start firing and stand back up as soon as you stop firing. To activate drop shot for standard layouts hold "LEFT" on the D-pad and tap "O". To activate drop shot for tactical layouts hold "LEFT" on the D-pad and tap "R3".



### DROP SHOT SUB MODES

Drop shot has multiple sub modes which can be changed by holding "LEFT + UP" on the D-Pad and tapping "O".

1. Always Drop/Stand automatically
2. Drop/Stand, if NOT Aiming Down Sights
3. Drop Only
4. Drop Only, if NOT Aiming Down Sights



## Jump Shot

Jump shot will make you jump while firing, automatically, making you a much harder target to hit. This feature cannot be used at the same time as drop shot. Turning this feature on while drop shot is already on will automatically turn off drop shot. Activate by holding "LEFT" on the D-pad and tapping "X".



### JUMP SHOT SUB MODES

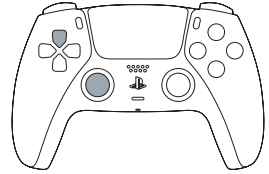
Jump shot has multiple sub modes which can be changed by holding "LEFT + UP" on the D-Pad and tapping "X".

1. Jump only once
2. Continuous Jumping (Slow Jump Speed)
3. Continuous Jumping (Medium Jump Speed)
4. Continuous Jumping (Fast Jump Speed)



## Auto Run

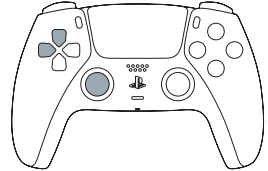
Auto run allows you to run without needing to tap "L3". To activate auto run hold "UP" on the D-pad and tap "L3".



### AUTO RUN SUB MODES

Auto Run has multiple sub modes which can be changed by holding "LEFT" + "UP" on the D-Pad and tapping "L3"

1. Always runs
2. Run suspended when prone with "O"
3. Run suspended when prone with "R3"



## Auto Sniper Breath / Zoom

Auto sniper breath will automatically hold your breath when you scope. To activate hold "LEFT" on the D-pad and tap "L3".



### AUTO SNIPER SUB MODES

There are 2 sub modes which can be changed by holding "LEFT" + "UP" on the D-Pad and tapping "L3", Auto Sniper Breath must be turned on.

1. COD/BF - auto hold sniper breath
2. The Last Of US - auto zoom



## Auto Spotting

For BF4 and The Last of Us, tag opponents automatically. To activate hold "LEFT" on the D-pad and tap "R1"



### AUTO SPOTTING SUB MODES

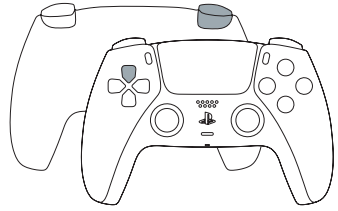
There are 3 sub modes which can be changed by holding "LEFT" + "UP" on the D-Pad and tapping "R1".

1. BF4 on only when aiming down sights
2. BF4 on all the time
3. The Last of Us, spotting while aiming



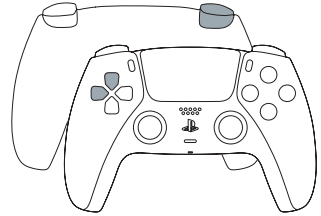
## Quick Scope

With quick scope active just hold the left trigger and you will scope and automatically fire at the speed set in the edit mode. To activate hold "UP" on the D-pad and tap "L2".



### QUICK SCOPE EDIT MODES

The edit mode is accessed by holding "UP + LEFT" on the D-pad and tapping "L2". The LED will Flash Orange 10 times when entering/exiting the edit mode. Within the edit mode you can perform the following functions.



#### Make shot earlier

UP on D-pad  
(LED flashes Green)

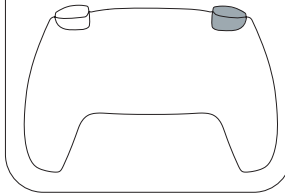


#### Make shot later

DOWN on D-pad  
(LED flashes Red)

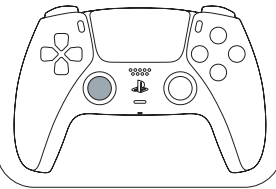
#### Test the set speed

Hold L2



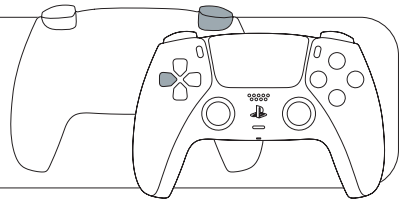
#### Exit Edit Mode

L3



#### Set new quick scope speed

Hold Left on D-pad then hold L2  
Recording starts when you press L2 and  
stops when you either release it or press R2.



## Zombie Aim Assist

This feature is only for early versions of COD (BO3 and older). The zombie aim assist will auto target the closest enemy when the left trigger is pulled. Aim assist must be enabled in the game options. To activate zombie aim assist hold "UP" on the D-pad and tap "X".



## Jitter

This feature is only for early versions of COD (BO3 and older). Jitter takes advantage of glitches in the game to allow for faster than normal firing. These glitches do not exist in all COD versions and have been corrected or never existed in all recent versions. Since you are able to play older PS4 games on the PS5 we have left this feature available. To activate Jitter hold "LEFT" on the D-pad and tap "Δ".



### JITTER SUB MODES

Jitter has multiple sub modes which can be changed by holding "LEFT" + "UP" on the D-Pad and tapping "Δ".

1. BO3 SHIVA/205 BRECCI HAYMAKER/48 DREDGE/DRAKON
2. BO3 PHARO
3. XYY Jitter (Fast)
4. XYY Jitter (slow)
5. YY Jitter



## Fast Reload

The adjustable fast reload allows you to shave precious milliseconds off your reload time. This works by cancelling the last part of the reload animation after the ammo has been added to your weapon. **Note this does not work for all games / weapons** The fast reload must be set for the weapon you are using, as all weapons have different reload times. To set the reload timing you must HOLD "□" until you see your ammo indicator at the bottom of the screen show that you have full ammo (this will happen before the reloading animation completes), when you see this RELEASE "□". This sets the timing and the next time you reload by just tapping "□" the last part of the reload animation will be cancelled. To activate Fast Reload hold "UP" on the D-pad and tap "□".



## Turn Off All Features

Quickly turn off any features that are turned on by holding both thumbstick clicks ("R3" and "L3") and tapping "UP" or "LEFT" on the D-pad.



## Master Reset

To reset the mod to factory default settings, turn off the controller hold "X" + "Δ" + "O" + "□" and turn on the controller. Continue to hold the buttons for approximately 5 seconds. You will see the LED flash very fast in a pattern of red, blue, green, red. After this the mod will restart and be set to factory defaults.



## Reflex Remapping Buttons

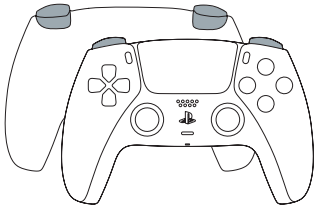
Reflex remapping buttons are optional buttons or paddles on the back of the controller which can be assigned to a standard controller button. These buttons can also be made turbo. See the programming mode instructions below for more information.

## Programming Mode

Within the programming mode you can setup the reflex buttons, change the rapid fire speed and change the burst fire shot amount.

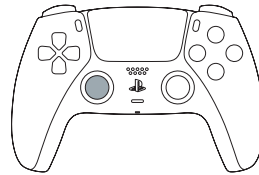
### Enter Programming Mode

HOLD R1 + R2 + L1 + L2 for 8 secs  
(The LED will flash white once)



### Exit Programming Mode

Tap L3



### Change Reflex Button Mapping:

HOLD one of the Reflex buttons and TAP the button you want to assign to it. The main LED will flash GREEN 3 times to confirm your change. If you tap the controller button which is already assigned to the reflex button, this will disable the button and the main LED will flash RED 3 times. The button will then not do anything when pressed until it is reassigned to a new controller button

### Set Reflex Button to Turbo Speed:

Double tap the reflex button to cycle through the 5 speed settings listed below. The LED will flash 1-5 times to indicate the setting.

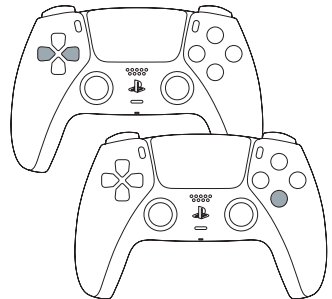
1. No Turbo
2. Turbo at the currently set rapid fire speed
3. Fixed 5sps turbo
4. Fixed 10sps turbo
5. Fixed 15sps turbo

### Check Burst Fire Setting:

To check the currently set burst fire setting just TAP "X". The main LED will flash BLUE 2-10 times to indicate the number of shots set for the burst fire.

### Change Burst Fire Quantity:

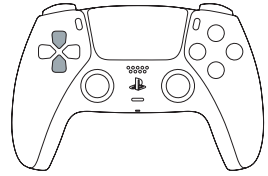
To change the number of shots fired with the burst fire you must TAP "LEFT" or "RIGHT" on the D-pad. Left for fewer shots and Right for More shots.





### Change Rapid Fire Speed:

To change the rapid fire speed you only need to TAP "UP" or "DOWN" on the D-pad. "UP" to make the speed faster and "DOWN" to make it slower. The main LED will flash GREEN when increasing the speed and RED when decreasing. Once you have reached the MIN or MAX speed the LED will no longer flash.



### Check Rapid Fire Speed Setting:

To check the currently set rapid fire speed you only need to TAP "Δ". The main LED will flash BLUE for the multiple of 10 and then flash GREEN for the single digit. (example: BLUE flashes 3 times, followed by GREEN flashing 6 times, you are now at speed setting 36) Refer to the table below for all of the speed setting options.



Rapid Fire Setting	Shots Per Second
1	50
2	45
3	40
4	36
5	33.33
6	30
7	28
8	26.67
9	25
10	23
11	22
12	21
13	20
14	19
15	18.2
16	17.4
17	16.67
18	16
19	15.4
20	14.8
21	14.3
22	13.8
23	13.33
24	12.9
25	12.5

Rapid Fire Setting	Shots Per Second
26	12
27	11.75
28	11.5
29	11.1
30	10.8
31	10.5
32	10.25
33	10.00
34	9.75
35	9.5
36	9.3
37	9
38	8.7
39	8.5
40	8.33
41	8.00
42	7.7
43	7.5
44	7.3
45	7
46	6.67
47	6
48	5.5
49	5
50	4

### Reset Current Mode to Default Settings:

To reset the rapid fire mode you are currently editing to the factory default you must HOLD "□" and "○" together for 7 seconds. After 7 seconds the main LED will flash AQUA very fast 20 times to indicate the Mode has been reset.



## Advanced Feature Management

All features of the PS5 TrueFire-DS have an advanced management option that allows you to disable them. This is especially useful if you find there are features you do not use and do not want the possibility to accidentally activate the feature.

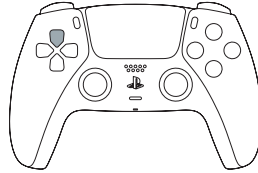
### Enter AFM

HOLD X + O + □ + △ for 8 secs  
(The LED will Flash Purple)

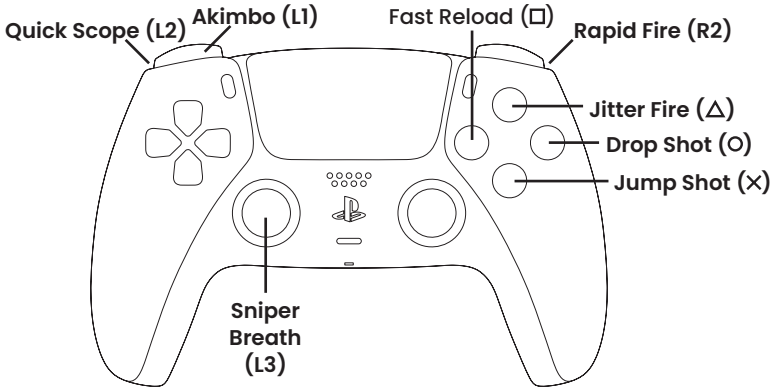


### Exit AFM

Tap UP on the D-pad

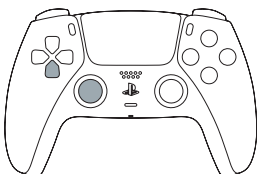


**Managing features:** Now that you are in the AFM you can enable or disable any of the features listed below by just tapping the corresponding button or button combination. When you tap a button the main LED will either flash GREEN for enabled or RED for disabled.



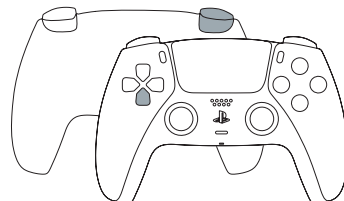
### Auto Run

D-Pad Down + L3

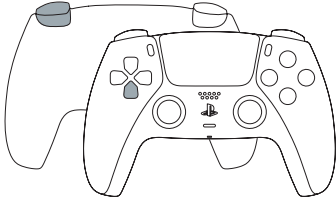


### Auto Aim

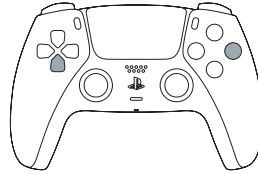
D-Pad Down + L2



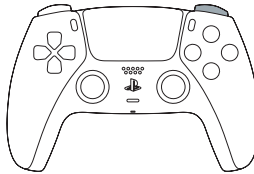
**Mimic**  
D-Pad Down + R2



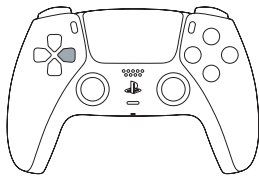
**Battlefield Spotting**  
D-Pad Down + O



**Competition Mode:**  
Competition Mode  
disables all features  
except for the Reflex  
buttons.



**Trigger Mode:** Changes  
trigger functions from  
default to flipped layout.  
The LED will flash ORANGE 1  
time for default and 2 times  
for Flipped. Please note that  
white the V1.00 mod has a  
flipped mode the rapid fire  
will not work with "R1"/"L1",  
however all corresponding  
features will work in this  
mode. To Change the  
Trigger mode just tap "R1"



**LED MODE** By default the LED is set to flash repeatedly when  
rapid fire or Akimbo is turned on. This behavior can be  
changed with the LED Mode. There are 3 possible settings  
indicated below. To change the LED mode Tap "RIGHT" on  
the D-pad. The LED will flash to indicate the setting.

1. The LED flashing is disabled for ALL feature activation.
2. The LED is flashing while Rapid fire is on.
3. The LED is on Solid while Rapid fire is on.



**FEATURE ACTIVATION** This option changes which  
button(s) will be used to activate the different features.  
If you are using a mod button and do not want "LEFT" on  
the D-pad to turn features on/off, this is the setting you  
will want to change. There are 3 options, "LEFT" on the  
D-pad only, both or MOD button only. The default is both.  
When changing the LED flash ORANGE 1, 2 or 3 times.

1. Only Left On D-pad.
2. Left and Mod button used.
3. Only Mod Button.



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If you have questions regarding rapid fire or any feature please visit our  
FAQ page or contact us at [support@controllermodzau.com.au](mailto:support@controllermodzau.com.au)