



 **CONTROLLERMODZ<sub>AU</sub>**

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# RAPID FIRE

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XBOX SX

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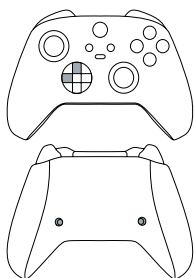
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## Introduction

The Xbox ONE MaxFire ONE v2 controller 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.

## Feature access

The Xbox ONE MaxFire ONE v2 controller uses the "LEFT" and "UP" directions on the D-pad for accessing all of the controllers features. We also offer the option of "MOD" buttons on the back of the controller. The mod buttons can be used instead of "LEFT" and "UP" on the D-pad to allow faster access to features since you would not need to remove your thumbs from the thumbsticks. When enabling/disabling a feature, unless otherwise noted, you will see the White Guide Button LED flash 1 time for enabled and 2 times for disabled.



Mod Buttons

## Turn Off All Features

To Quickly turn off all features that may be turned on you can HOLD in "BOTH THUMBSTICK" and then TAP either "UP" or "LEFT". The WHITE LED will quickly flash 10 times and all features will be turned off.



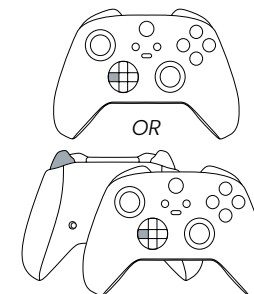
## Sub/Edit Modes

Several of the following controller features have sub modes. Sub modes are modifications to the main feature. These will be explained in the description of each feature. To change a features sub mode HOLD "UP" + "LEFT" on the D-pad, while holding both, tap the corresponding features button to change the Sub-Mode. For example, to change the Jitter sub mode you would HOLD "UP" + "LEFT", then TAP "Y", the WHITE LED will flash to indicate which sub mode you are currently in. If using the optional "MOD" buttons you would HOLD both "MOD" buttons.



## Rapid Fire

To activate/deactivate rapid fire you can either TAP "LEFT" two times very quickly or HOLD the "RT" and TAP "LEFT". The WHITE LED will start flashing indicating Rapid Fire is now activated. Repeat either of these to turn off Rapid fire. With the Optional "MOD" follow the same procedure using that button. You can also control how the LED flashes using the Advanced Feature Management (page 9).



## Burst Fire

To activate/deactivate burst fire HOLD the "X" button and then TAP "LEFT". The WHITE LED will turn on solid to indicate that burst fire is activated. The burst fire will fire at the current speed/burst settings which can be adjusted within programming mode. Once activated burst fire can be turned on/off using the same process as rapid fire. To deactivate again hold "X" and tap "Left".



## Akimbo (Dual Trigger Rapid Fire)

To activate/deactivate akimbo HOLD the "LT" and TAP "LEFT". With akimbo activated you will have rapid fire on both the left and right triggers (independently), this is great for akimbo or dual weapons in Call of Duty and other FPS games.



## Mimic (Auto Akimbo)

To activate/deactivate HOLD the "RT" and TAP "UP". When using mimic, the "RT" controls both the "LT" and the "RT" at the same time. If the akimbo is activated and rapid fire is turned ON than the "LT" will also rapid fire, otherwise it works as normal allowing you to scope automatically when firing.



## MODE SPEED & COMPATIBLE GAMES

Mode	Speed	Compatible Games
Mode 1:	7.35sps	COD Ghosts: MK-14, Sniper Rifles
Mode 2:	9.6sps	COD Ghosts: Pistols
Mode 3:	14sps	COD Ghosts: Semi-Auto Rifles (not MK-14)
Mode 4:	16sps	GTA , RDR, COD: Autos, Left 4 Dead
Mode 5:	20sps	Halo series
Mode 6:	6.5sps	Gears of War - Hammerburst
Mode 7:	8.33sps	Gears of War - Pistols
Mode 8:	12.5sps	Open Mode - Default 12.5 SPS
Mode 9:	18sps	Open Mode - Default 18 SPS
Mode 10:	25sps	Open Mode - Default 25 SPS

### Changing Modes

There are 10 modes to select from. Each is pre-programmed with a specific speed, but can be independently programmed to a new speed (See page 6). To change to the next mode you must HOLD "LEFT" for 4 seconds. You will see the WHITE LED flash, count the number of flashes. 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 "LB" along with "LEFT".



### Adjustable Fast Reload

To activate/deactivate HOLD "X" and TAP "UP". 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. 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 "X" 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 "X". This sets the timing and the next time you reload as normal by hitting "X" the last part of the reload animation will be cancelled allowing you to begin firing again sooner than normal.



### Battlefield Auto Spotting

To activate/deactivate CLICK the "RIGHT THUMBSTICK" and TAP "UP". With auto spotting active the controller will automatically press the "RB" button. When you are aiming at an opponent they will be marked with an indicator above their head for you and your team to see, giving your team a significant advantage.



- Sub Mode 1 = On only when Aiming down sights or Firing
- Sub Mode 2 = On all the time

### Jitter Fire

To activate/deactivate jitter fire HOLD the "Y" button and TAP "LEFT". Jitter takes advantage of a glitch in most COD games allowing for faster firing of just about all weapons including shotguns and 3-Round burst weapons. Jitter has 3 sub modes. (Jitter currently does not work with Ghosts but has been left in for Future COD games.)

- Sub Mode 1 = XYY Jitter (fast)
- Sub Mode 2 = XYY Jitter (Slow)
- Sub Mode 3 = YY Jitter



### Drop Shot

The MaxFire ONE V2 supports both standard button layouts and tactical button layouts. To activate/deactivate drop shot for standard button layouts HOLD "B" and TAP "LEFT". To activate drop shot for tactical button layouts HOLD in the "RIGHT THUMBSTICK" and TAP "LEFT". Drop shot allows you to automatically drop to prone as you start firing and stand up when you stop. Drop shot has 4 sub modes and you must always use "B" when changing the sub mode.

- Sub Mode 1 = Always Drop/Stand automatically
- Sub Mode 2 = Drop/Stand, if NOT Aiming Down Sights
- Sub Mode 3 = Drop Only
- Sub Mode 4 = Drop Only, if NOT Aiming Down Sights

#### Standard Layout



#### Tactical Layout

### Jump Shot

To activate/deactivate jump shot HOLD "A" and TAP "LEFT". With jump shot you will jump automatically as soon as you start to fire. Jump shot has 4 sub modes.

- Sub Mode 1 = Jump only once
- Sub Mode 2 = Continuous Jumping (Slow Jump Speed)
- Sub Mode 3 = Continuous Jumping (Medium Jump Speed)
- Sub Mode 4 = Continuous Jumping (Fast Jump Speed)



### Automatic Sniper Breath

To activate/deactivate auto sniper breath HOLD in the "LEFT THUMBSTICK" and TAP "LEFT". With Auto sniper breath activated the mod will press and hold the left thumbstick automatically when you aim down the sights.



## Quick Scope

To activate/deactivate HOLD the "LT" and TAP "UP". With quick scope active just hold the "LT" and you will scope and automatically fire at the speed set in the edit mode. Edit Mode is accessed the same as sub modes. The LED will Flash 10 times when entering/exiting the edit mode.



<p><b>Make shot earlier</b> UP on D-pad</p> <p><b>Make shot later</b> DOWN on D-pad</p>	<p><b>Test the set speed</b> Hold LT</p>	<p><b>Rapid fire with quick scope ON/OFF</b> RIGHT on D-pad</p>
<p><b>Set new quick scope speed</b> Hold "LEFT" on D-pad then hold "LT" Recording starts when you press "LT" and stops when you either release it or press "RT".</p>		<p><b>Exit Edit Mode</b> Tap VIEW BUTTON</p>

## Auto Run

To activate/deactivate auto run HOLD in the "LEFT THUMBSTICK" and TAP "UP". With auto run active you no longer have to click the left thumbstick to start running, it is done automatically.

Sub Mode 1 = Always runs

Sub Mode 2 = Run suspended when prone/crouch with "B"

Sub Mode 3 = Run suspended when prone/crouch with "R"



## Auto Aim

The auto aim feature ONLY WORKS WITH ZOMBIES & CAMPAIGN GAMES. IT DOES NOT WORK WITH ONLINE MATCHMAKING GAMES. To activate/deactivate auto aim HOLD "A" and TAP "UP". With auto aim active, when you press the "LT", you will automatically lock on and track the closest target.



## Halo 2 (Classic) Double Shot

To activate/deactivate HOLD "LB" and TAP "LEFT". This feature is only for Halo 2 Classic in the Master Chief Collection. Fire 6 round instead of 3 with a Battle Rifle. This version uses a button combination of RRYYY so there is no pause after the double shot and you can continuously fire. Due to the Increased Frame rate in MCC Some double shots are lost and so occasionally you will have a normal shot fired by a reload attempt.



Sub Mode 1 = Double Shot on Right Trigger

Sub Mode 2 = Double Shot on LB

## Halo 2 (Classic) BXR

To activate/deactivate HOLD "B" and TAP "UP". This feature is only for Halo 2 Classic in the Master Chief Collection. When enabled pressing B will Melee then immediately fire. Best used with Battle Rifle. BXR/BXRR require a full clip, BYRR/BYYRR work all the time but are slightly slower. To Change the Sub Mode BXR MUST be turned on, If it is off you will be changing the sub mode for drop shot.



Sub Mode 1 = BXR

Sub Mode 2 = BXRR (BXR with a double shot)

Sub Mode 3 = BYYR

Sub Mode 4 = BYYRR (BYYR with a double shot)

## GOW Perfect Active Reloads

To activate/deactivate HOLD "RB" and TAP "LEFT". Have perfectly timed active reloads for the most popular weapons in Gears of War, automatically. When using this mod you select the weapon you are using by following the process below. Once selected you reload as normal by pressing "RB" and the second press of "RB" will be timed automatically.



Sub Mode 1 = Gears of War 1

Sub Mode 3 = Gears of War 3

Sub Mode 2 = Gears of War 2

Sub Mode 4 = Gears of War 4

## Set GOW Active Reload Weapon

To set the weapon you want to perfect active reload you must HOLD "UP" and TAP "RB". You will TAP "RB" 1-6 times depending on the weapon you want to select from the list below. When you release the WHITE LED will flash 1-6 times to confirm your selection.



GOW 1 Weapons	GOW 2 Weapons	GOW 3 Weapons	GOW 4 Weapons
1. Lancer/Hammerburst	1. Lancer/Hammerburst	1. Lancer	1. Lancer/Hammerburst
2. Pistols	2. Pistols	2. Hammerburst	2. Snub/Enforcer
3. Shotgun	3. Shotgun	3. Pistols	3. Gnasher/MarkzaMK 1
4. Sniper/BoomShot	4. Sniper/BoomShot	4. Sniper/BoomShot	4. Longshot/Boomshot
		5. Shotgun	5. Retro Lancer
		6. Retro Lancer	6. Overkill

## Programming the Adjustable Rapid/Burst Fire Settings

Each rapid fire mode can be programmed to one of 24 different speed between 3 and 40 shots per second. You can also set the burst fire for each mode from 2 – 10 shots per burst.

### Enter Programming Mode

Hold **TRIGGERS** + Hold in **THUMBSTICK**  
(The LED will flash white for 2 secs)



### Exit Programming Mode

Tap **"View Button"**  
(The LED will flash)



## 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.



### Check Burst Fire Setting:

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



## Rapid Fire

### 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 WHITE LED will flash when increasing or decreasing the speed. 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 **"Y"**. The WHITE LED will give a long flash for multiple of 10 and a short flash for the single digit. (example. 1 long flash, followed by 6 short flashes, indicates you are now at speed setting 16) Refer to the table on the next page for all of the speed settings.



## Rapid Fire speed settings

Rapid Fire Setting	Shots Per Second
1	40
2	30
3	25
4	20
5	18
6	16
7	14
8	12.5
9	11.35
10	10.4
11	9.6
12	9

Rapid Fire Setting	Shots Per Second
13	8.33
14	7.8
15	7.35
16	7
17	6.5
18	6
19	5.5
20	5
21	4.5
22	4
23	3.5
24	3

### Important Rapid Fire Speed Information!

The Maxfire ONE rapid fire mod allows you to set rapid fire speeds up to 40 shots per second, but you must be aware that setting the rapid fire to the maximum will NOT work for most games. All games have limitations on the rates at which weapons can fire. Our default mode settings are already optimized to the fastest possible speeds for the games/ weapons listed on page 3. The possibility to change these settings are available for you to experiment with and find settings that best compliment your playing style and to be able to create modes for current and future games which are not part of the default setup.

### Reset Current Mode to Default:

To reset the rapid fire mode you are currently editing to the factory default you must HOLD **"X"** and **"B"** for 7 seconds. After 7 seconds the WHITE LED will flash very fast 10 times to indicate the Mode has been reset.



### Master Reset:

Resets ALL modes, speeds and sub modes to their default settings. HOLD in **"BOTH THUMBSTICK"** for 7 seconds. You will see the WHITE LED flash in a pattern of , fast, slow, fast. After this all settings will be set to default , the programming mode will be exited and the chip reset.



## Advanced Feature Management

All features of the MaxFire ONE 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 "A" + "B" + "Y" + "X" for 7 secs  
(Release after the LED will flashes purple 10 times)



### Exit AFM

Tap "VIEW"  
(The LED will flash 10 times)



## 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(s). When you tap one of the buttons you will see the WHITE LED flash either 1 or 2 times.

1 flash = Feature is ENABLED, 2 flashes = Feature is DISABLED.

Halo 2 Double Shot (LB)

Fast Reload (X)

Quick Scope (LT)

GOW Reloads (RB)

Sniper  
Breath  
(L)

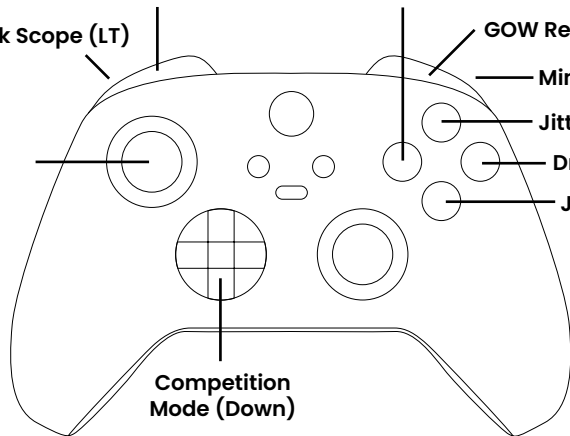
Mimic (RT)

Jitter Fire (Y)

Drop Shot (B)

Jump Shot (A)

Competition  
Mode (Down)



Auto Run  
D-Pad UP + L



Auto Aim  
D-Pad UP + LT



Rapid Fire  
D-Pad UP + RT



Battlefield Spotting  
D-Pad UP + RB



Halo 2 BXR  
D-Pad UP + B



## LED MODE

The LED will flash ORANGE when changing the LED mode

1. The LED is flashing while Rapid fire is on.
2. The LED is on Solid while Rapid fire is on.
3. The LED Flashes 1 or 2 times when turning Raid fire on or off.
4. The LED flashing is disabled for ALL feature activation.



## FEATURE ACTIVATION

This option changes which button(s) will be used to activate features. There are 3 options for the main button "LEFT" and 3 for the alternate button "UP". When changing an option the LED will flash 1-3 times

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



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

## Left or Mod Button Functions

The following functions are controlled by holding the indicated controller button and then tapping the mod button on the back of the controller.

**Dual Rapid Fire** - Rapid fire on both triggers independently. (hold "LT").

**Burst Fire** - Programmable burst fire for semi-automatic weapons.

**GOW Active Reloads** - Have perfectly timed active reloads in GOW automatically.

**Auto Sniper Breath**  
- Automatically hold your breath when aiming down sights.

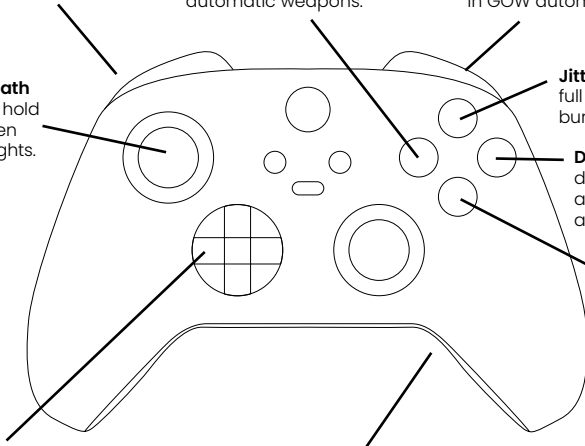
**Jitter** - Turn any weapon full auto, even 3-round burst and shotguns.

**Drop Shot** - Drop down to prone automatically as soon as you start to fire.

**Jump Shot** - Jump automatically when you fire.

**LEFT D-PAD** - Double tap to turn on rapid fire. Hold in combination with other controller buttons to turn on/off features.

**MOD BUTTON** - (Optional) Located on the back of the controller under the right thumbstick. Use for turning rapid fire and other controller features on/off.



## Touchpad Button Functions

The following functions are controlled by holding in the "Touchpad" click, then tapping the indicated controller button

**Quick Scope** - Scope and fire automatically at the fastest possible time. (hold "LT")

**Fast Reload** - Shave precious milliseconds off your reload time.

**Mimic** - "RT" controls "LT". (hold "RT")

**GOW Set Reload Weapon** - Select the weapon you want to use for the perfect active reloads

**Auto Run** - Run without needing to click the left thumbstick.

**Auto Aim** - Auto lock on your target while aiming down sights.

**Battlefield Auto Spotting** - Spot targets automatically without needing to press RB.

**UP D-pad** - Used for changing additional controller features.

