

PLAYER GUIDE // PS5 PRO MODDED

PADDLES + RAPID FIRE

One visual command guide for the documented Pro Modded system: rear-paddle mapping, optional paddle turbo, Rapid Fire, and supported auxiliary modes.

DUALSENSE CONTROL MAP // LOOK FOR THESE CONTROLS



The feedback LED is the mic-mute light below the PS button.

THE MIC-MUTE LIGHT IS THE MAIN FEEDBACK LED

01 // PADDLES

Rear inputs

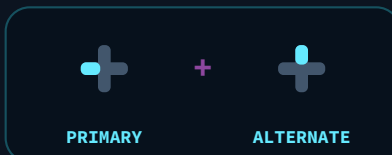
Program only the rear paddles or reflex buttons physically installed on your controller.



02 // ACCESS

Left and Up

D-pad Left controls primary features.
D-pad Up controls alternate features.



03 // OPTIONAL

MOD button

Use the rear MOD button only if your specific controller has one and it is enabled in AFM.



Hardware varies by listing. Do not assume LED lighting, Click Triggers, a MOD button, or a specific paddle count unless the product title says so.

REAR CONTROL SYSTEM

Map the Paddles.

Programming Mode stores supported controller inputs on the installed rear paddles and can optionally assign a turbo rate.

STEP 01 // ENTER

Hold all four shoulder controls

Hold R1 + R2 + L1 + L2 for 8 seconds. One long white LED flash confirms Programming Mode.



STEP 02 // MAP

Hold paddle + input

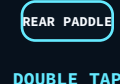
Hold one rear paddle. While holding it, tap one or more supported controller buttons, then release the paddle. Rapid green flashes confirm the assignment.



STEP 03 // TURBO

Double-tap the paddle

Optional: double-tap that paddle to cycle its turbo rate. Yellow flashes report the selected setting.



YELLOW FLASHES

1

No turbo

2

Current Rapid
Fire speed

3

Fixed 5 SPS

4

Fixed 10 SPS

5

Fixed 15 SPS

STEP 04 // SAVE + EXIT

Tap L3; one long white flash confirms exit.

Multiple mapped buttons are simultaneous inputs, not a timed macro. Paddle count and optional MOD-button hardware vary by product. Program only the controls physically present.

RAPID FIRE // CORE CONTROL

Set the Pulse.

Toggle Rapid Fire, choose one of ten presets, or fine-tune the pulse rate in Programming Mode.

ACTIVATE / DEACTIVATE

Use a supported access path

Double-tap Left, hold Left while pulling R2, or tap the rear MOD button where equipped and enabled. The LED flashes blue when activated.



PRESET NAVIGATION

Move through ten presets

Hold Left or the equipped MOD button for 4 seconds to advance. Aqua flash count identifies the mode. Hold L1 + Left to return to the previous mode.



MODE 01

7.7

PULSES / SEC

MODE 06

16

PULSES / SEC

MODE 02

9.3

PULSES / SEC

MODE 07

12

PULSES / SEC

MODE 03

13.8

PULSES / SEC

MODE 08

10

PULSES / SEC

MODE 04

16.67

PULSES / SEC

MODE 09

7

PULSES / SEC

MODE 05

20

PULSES / SEC

MODE 10

5

PULSES / SEC

Most weapons behave best around 7-16 pulses per second. Unsupported rates may become slow or uneven in-game.

COMBAT MODES // CORE

Three Firing Systems.

These controls generate controller inputs. Actual behavior depends on the game, weapon, and control layout.

01 // BURST FIRE

Controlled trigger pulses

Default is 3 pulses. Programming Mode supports 2-10. The mic LED glows blue while enabled.

- Designed for semi-automatic inputs.
- A pulse does not guarantee an in-game shot.



TAP

02 // AKIMBO

Left-trigger Rapid Fire

Runs Rapid Fire on the left trigger independently from normal right-trigger Rapid Fire.

- Mic LED flashes green when enabled.
- Requires a compatible dual-wield layout.



PULL

03 // MIMIC

Mirror the trigger input

The right trigger controls the left-trigger input. The source system also pairs this with automatic aiming behavior.

- Confirm the game supports the intended layout.
- Disable if aiming or firing behaves unexpectedly.



PULL

SUB-MODES

Change a feature variant

Hold D-pad Up + Left together, then tap the normal feature button. Orange flashes identify the selected sub-mode.



FEATURE

HOLD

HOLD

TAP

PLAY SAFE

Use one change at a time

If a sequence behaves differently from this guide, turn off all features and confirm the game's trigger and button layout before re-enabling anything.

MOVEMENT / SUPPORT

Automate Select Inputs.

These modes depend heavily on the game's bindings. Use the sub-mode that matches your crouch, sprint, aim, and spotting controls.

01 // DROP SHOT

Drop or prone input

Standard layout: Left + Circle. Tactical layout: Left + R3.

- Sub-mode: hold Left + Up, tap Circle.
- 4 variants: auto stand/drop, not-ADS versions, or drop only.



02 // JUMP SHOT

Jump input while firing

Toggle with Left + Cross. This feature cannot be active with Drop Shot.

- Sub-mode: hold Left + Up, tap Cross.
- 6 variants: one jump or continuous, slow/fast, with optional not-ADS condition.



03 // AUTO RUN

Sprint automation

Toggle with Up + L3.

- 3 variants: always; suspend for Circle; suspend for R3.



04 // BREATH / ZOOM

Aim support input

Toggle with Left + L3.

- 2 source variants: hold breath or auto zoom.



05 // AUTO SPOTTING

Spot input support

Toggle with Left + R1.

- 3 variants: while aiming, continuous, or alternate spotting behavior.



CONTROL-LAYOUT CHECK

Sub-mode access

For each feature above, hold D-pad Left + Up, then tap its normal feature button. Auto Run and Breath/Zoom both use L3, so confirm which feature you are adjusting by its current enabled state and LED feedback.

PRECISION / RECOVERY

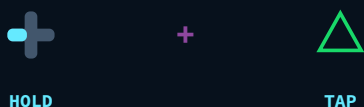
Scope, Reload, Reset.

Tune timing carefully. Fast Reload and Quick Scope do not behave identically in every game or with every weapon.

01 // QUICK SCOPE

Set the firing delay

Toggle with Left + Triangle. When active, hold the aim trigger to start the configured scope-to-fire sequence.

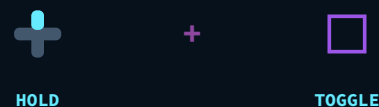


- Edit: hold Up + Left, tap Triangle.
- L2 tests; Up fires earlier; Down later.
- Right toggles Rapid Fire with Quick Scope.
- Record: hold Left, then L2; release L2 or press R2. Tap L3 to exit.

02 // FAST RELOAD

Record the cancel point

During a full reload, hold Square. When ammo becomes full, release Square before the animation completes. Later Square taps cancel at that recorded point.



Not supported by every game or weapon. If the reload is interrupted too early, record a later point or disable the feature.

03 // ALL FEATURES OFF

Immediate recovery

Hold R3 + L3, then tap Left or Up.



04 // MASTER RESET

Reset the mod system

Power off. Hold all four face buttons while powering on for about 5 seconds. Fast red-blue-green-red flashes confirm the mod reset.



SYSTEM BOUNDARY

Three different control layers

- Rear paddles: use the Programming Mode sequence on page 2.
- Rapid-fire system: use feature commands, AFM, or Master Reset.
- Rear MOD button: optional; use only where physically installed and enabled.
- Master Reset affects the mod system, not PS5 firmware or console settings.

PROGRAMMING MODE

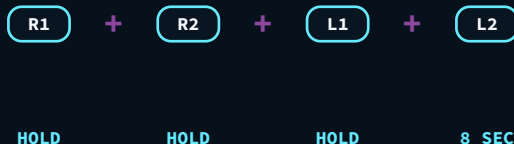
Tune the System.

Programming Mode changes the active Rapid Fire speed, Burst quantity, and selected-mode defaults.

ENTER / EXIT

Hold all four shoulder controls

Hold R1 + R2 + L1 + L2 for 8 seconds. One long white LED flash confirms entry. Tap L3 to exit.



01 // PROGRAM

Rapid Fire speed

Tap Up for faster; Down for slower. Green = increase, red = decrease. No flash means the limit was reached.



+



02 // PROGRAM

Burst quantity

Tap Left for fewer pulses; Right for more. Supported range: 2-10.



+



03 // PROGRAM

Read Rapid Fire setting

Tap Triangle. Blue flashes the tens digit; green flashes the ones digit. Example 36 = 3 blue + 6 green.



04 // PROGRAM

Read Burst setting

Tap Cross. Blue flashes 2-10 times to report the current pulse count.



Reset only the current edited mode: hold Square + Circle for 7 seconds. The LED flashes aqua rapidly to confirm.

PROGRAMMING REFERENCE

50 Pulse-Rate Steps.

Tap Up or Down in Programming Mode, then use Triangle to read the current setting number.

SETTING	PULSES / SEC	SETTING	PULSES / SEC	SETTING	PULSES / SEC
01	50	18	16	35	9.5
02	45	19	15.4	36	9.3
03	40	20	14.8	37	9
04	36	21	14.3	38	8.7
05	33.33	22	13.8	39	8.5
06	30	23	13.33	40	8.33
07	28	24	12.9	41	8
08	26.67	25	12.5	42	7.7
09	25	26	12	43	7.5
10	23	27	11.75	44	7.3
11	22	28	11.5	45	7
12	21	29	11.1	46	6.67
13	20	30	10.8	47	6
14	19	31	10.5	48	5.5
15	18.2	32	10.25	49	5
16	17.4	33	10	50	4
17	16.67	34	9.75		

SPS is the controller's output pulse rate. A game's effective fire rate may be lower or may become uneven at unsupported settings.

ADVANCED FEATURE MANAGEMENT

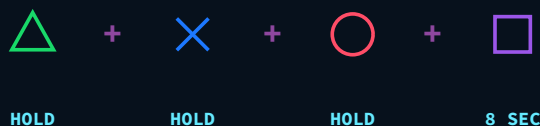
Control What Can Run.

AFM enables or disables entire features so they cannot be activated accidentally. Green = available; red = disabled.

ENTER / EXIT AFM

Hold all face buttons for 8 seconds

A purple LED confirms entry. Tap D-pad Up or L3 to exit.



CONTROL

FEATURE



Jump Shot



Drop Shot



Fast Reload



Akimbo



Rapid Fire



Quick Scope

CONTROL

FEATURE



+



Feature Lockout*



+



Spotting Mode



+



Burst Fire



+



Sniper Breath



+



Mimic



+



Auto Run

*The source calls this Competition Mode. It locks out most electronic features, but it does not guarantee compliance with any tournament, game, platform, or service rules. Verify the rules before play.

AFM // SYSTEM SETTINGS

Shape the Control Layer.

Enter Advanced Feature Management first, then use these commands to change how later feature sequences are interpreted.

01 // TRIGGER MODE

Default or flipped

Tap R1. One orange flash = default; two = flipped. Trigger-based commands move with the layout.



02 // LED MODE

Feedback behavior

Tap Right to cycle: activation flashing off; flashing with Rapid Fire; or solid with Rapid Fire.



03 // PRIMARY ACCESS

Move Left to Right

Click R3. Green means Left; red means Right.



04 // ALT ACCESS

Move Up to Down

Hold Down + click R3. Green means Up; red means Down.



05 // MOD BUTTON

Choose access method

Tap Left to cycle: Left only; Left + MOD button; or MOD button only. One, two, or three orange flashes report the state.



06 // DOUBLE-TAP

Disable shortcut

Hold Left + Triangle. Green means double-tap Rapid Fire is disabled; red means available.





COMMAND INDEX // SUPPORT

Ready for Launch.

Use this checklist before contacting support. Include the exact product title and order number so the installed hardware can be identified.

FEATURE	DEFAULT COMMAND
Paddle programming	R1 + R2 + L1 + L2 for 8 seconds
Rapid Fire	Double-tap Left, Left + R2, or MOD button*
Burst Fire	Left + Square
Akimbo	Left + L2
Mimic	Up + R2
Drop Shot	Left + Circle / R3 tactical
Jump Shot	Left + Cross
Auto Run	Up + L3
Breath / Zoom	Left + L3
Auto Spotting	Left + R1
Quick Scope	Left + Triangle
Fast Reload	Up + Square

TROUBLESHOOTING

If a command does not behave

- Confirm paddle count and optional hardware from the product title.
- Match Trigger Mode to the game's trigger layout.
- Turn all features off, then enable one feature at a time.
- Try a lower Rapid Fire pulse rate.
- Use Master Reset only when configuration is unknown.



SUPPORT SIGNAL

silentmodz.com/customer-help

*MOD button only where equipped and enabled. Automated inputs may not be allowed in every game, service, event, or competitive setting. Follow the applicable rules. Silent Modz is not affiliated with or endorsed by Sony Interactive Entertainment.