

PLAYER GUIDE // PS5

RAPID FIRE COMMAND GUIDE

For standard-control Silent Modz PS5 Rapid Fire controllers without a dedicated mod button.

DUALSENSE CONTROL MAP // LOOK FOR THESE CONTROLS



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

01 // ACCESS

Feature controls

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



PRIMARY

+



ALTERNATE

02 // FEEDBACK

Read the mic LED

Green means enabled; red means disabled. Other colors and flash counts identify modes.



WATCH FLASHES

03 // LAYOUT

Default triggers

This guide assumes R2 fires and L2 aims. Use Trigger Mode only if your in-game layout is flipped.

R2

FIRE

+

L2

AIM

Important: game settings, button layouts, updates, and service rules can change how automated inputs behave. Jump Shot and Drop Shot cannot run at the same time.

RAPID FIRE // CORE CONTROL

Set the Pulse.

Turn Rapid Fire on, choose a preset, or fine-tune the controller pulse rate in Programming Mode.

ACTIVATE / DEACTIVATE

Two ways to toggle Rapid Fire

Use either sequence. The mic LED flashes while Rapid Fire is active.

TAP TWICE

HOLD

PULL

PRESET NAVIGATION

Move through 10 factory presets

Hold Left for 4 seconds to advance. The LED flashes aqua, then green to show the mode number. Hold L1 + Left to return.

HOLD 4 SEC

HOLD

PREVIOUS

PRESET	PULSES / SECOND	PRESET	PULSES / SECOND
MODE 01	7.7 SPS	MODE 06	16 SPS
MODE 02	9.3 SPS	MODE 07	12 SPS
MODE 03	13.8 SPS	MODE 08	10 SPS
MODE 04	16.67 SPS	MODE 09	7 SPS
MODE 05	20 SPS	MODE 10	5 SPS

Pulse rate is not guaranteed in-game fire rate. Choose a setting the current game and weapon can accept cleanly.

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.



+



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.



+



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.



+



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.



+



+



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 work identically in every game or with every weapon.

01 // QUICK SCOPE

Set the firing delay

Toggle: hold Left and tap Triangle. With the mode active, holding the aim trigger starts the configured scope-to-fire sequence.



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

02 // FAST RELOAD

Record the cancel point

During a full reload, hold Square. When the ammo indicator is full and the cancel point is reached, release Square. Later reloads can use a Square tap at that timing.



Timing varies by game, weapon, animation, and update. If the reload is interrupted too early, record a later point or disable the feature.

03 // ALL FEATURES OFF

Instant kill switch

Hold both stick clicks, then tap either Up or Left.



04 // MASTER RESET

Return to factory settings

With the controller off, hold all four face buttons while turning it on. Keep holding about 5 seconds. The LED pattern is red, blue,



HARDWARE NOTE

Rear buttons are not part of this guide

Optional rear reflex buttons or paddles require their own hardware-specific instructions. This standard-control guide does not assume that rear controls or a dedicated mod button are installed.

PROGRAMMING MODE

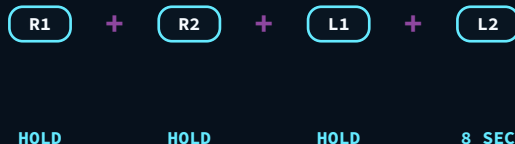
Tune the System.

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

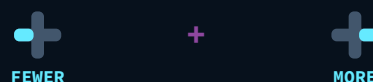
Tap Up for faster; Down for slower. Green = increase, red = decrease. No flash means the limit was reached.



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

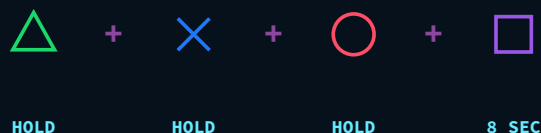
Control What Can Run.

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.

Use these settings only after confirming the standard commands work. Each change affects how later feature sequences are interpreted.

01 // TRIGGER MODE

Default or flipped

In AFM, tap R1. Orange flashes once for default (R2 fire / L2 aim) and twice for flipped. Trigger-based commands move with the layout.



02 // LED MODE

Feedback behavior

In AFM, tap Right to cycle: no activation flashing; flash while Rapid Fire is on; or solid while Rapid Fire is on.



03 // PRIMARY ACCESS

Move Left to Right

In AFM, click R3. Green means primary access is Left; red means it is Right.



04 // ALT ACCESS

Move Up to Down

In AFM, hold Down and click R3. Green means alternate access is Up; red means it is Down.



05 // DOUBLE-TAP LOCK

Disable the shortcut

In AFM, hold Up and tap Triangle. Green means double-tap Rapid Fire is disabled; red means the shortcut is available.



STANDARD-GUIDE BOUNDARY

Dedicated mod button settings are separate

This manual intentionally omits the AFM setting that changes activation to a dedicated mod button. If your controller has a dedicated button, stop here and use the button-model manual when provided.

COMMAND INDEX // SUPPORT

Ready for Launch.

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

FEATURE	STANDARD-CONTROL COMMAND
Rapid Fire	Double-tap Left, or hold Left + R2
Burst Fire	Hold Left + Square
Akimbo	Hold Left + L2
Mimic	Hold Up + R2
Drop Shot	Hold Left + Circle (or R3 tactical)
Jump Shot	Hold Left + Cross
Auto Run	Hold Up + L3
Breath / Zoom	Hold Left + L3
Auto Spotting	Hold Left + R1
Quick Scope	Hold Left + Triangle
Fast Reload	Hold Up + Square

TROUBLESHOOTING

If a command does not behave

- Confirm this is a standard-control model with no dedicated mod button.
- Return the game to the expected trigger/button layout or set Trigger Mode to match.
- Use the all-features-off command, then enable only one feature.
- Try a lower Rapid Fire pulse rate.
- Use Master Reset only when configuration is unknown or corrupted.



SUPPORT SIGNAL

silentmodz.com/customer-help

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