

PLAYER GUIDE // XBOX 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.



XBOX CONTROL REFERENCE



D-PAD + STICKS + VIEW + MENU + FACE BUTTONS

ABBREVIATION KEY

LT LEFT TRIGGER

LB LEFT BUMPER

LS PRESS LEFT STICK

OVERLAPPING SQUARES

RT RIGHT TRIGGER

RB RIGHT BUMPER

RS PRESS RIGHT STICK

THREE-LINE BUTTON

D-PAD = DIRECTIONAL PAD / SPS = SHOTS PER SECOND

01 // PADDLES

Rear inputs

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



REAR INPUTS

02 // ACCESS

Left and Up

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



PRIMARY



ALTERNATE

03 // OPTIONAL

Rear MOD button

Use the MOD button only if your specific controller has one and it is enabled in Advanced Feature Management.



OPTIONAL MOD

Hardware varies by listing. Do not assume Click Triggers, LED lighting, 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

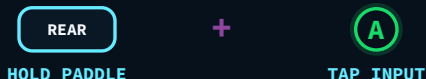
Hold RT + RB + LT + LB for 8 seconds. One long LED flash confirms Programming Mode.



STEP 02 // MAP

Hold paddle + input

Hold one rear paddle. While holding it, tap the supported controller button you want to assign, then release the paddle. One LED flash confirms the assignment.



STEP 03 // TURBO

Double-tap the paddle

Optional: double-tap that paddle to cycle its turbo rate. The LED flashes one to five times to report the selected setting.



LED FLASHES

1

No turbo

2

Current Rapid Fire speed

3

Fixed 5 SPS

4

Fixed 10 SPS

5

Fixed 15 SPS

STEP 04 // SAVE AND EXIT

Tap View. One long flash confirms exit.

If the same controller input is already assigned to that paddle, repeating the mapping disables it and the LED flashes three times. Program only installed controls.

RAPID FIRE // PRESET MODES

Choose a Built-In Speed.

Ten preset modes provide a fast starting point. Custom settings are available in Programming Mode.

MODE CONTROL

Advance or return

Hold D-pad Left for 4 seconds to move to the next preset. Count the main LED flashes to identify the active mode. To return to the previous mode, hold the View button and D-pad Left together.



HOLD 4 SEC



HOLD VIEW

PREVIOUS

PRESET	SHOTS / SECOND	PRESET	SHOTS / SECOND
MODE 01	7.7 SPS	MODE 06	6.85 SPS
MODE 02	9.3 SPS	MODE 07	8 SPS
MODE 03	13.8 SPS	MODE 08	12.5 SPS
MODE 04	16.67 SPS	MODE 09	18 SPS
MODE 05	20 SPS	MODE 10	25 SPS

The preset table is a reference, not a promise that every game or weapon accepts every firing rate.

COMBAT AUTOMATION // CORE MODES

Build the Response You Want.

Enable only the modes that fit the game and selected controller layout.

01 // BURST FIRE

Set a controlled burst

Burst Fire defaults to a 3-round burst and works with semi-automatic weapons. The burst can be adjusted from 2 to 10 rounds in Programming Mode.



02 // AKIMBO

Left-trigger rapid fire

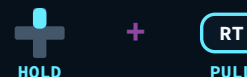
Akimbo gives the Left Trigger (LT) its own rapid-fire input for dual-weapon layouts. It is activated separately from normal Right Trigger rapid fire.



03 // MIMIC

Mirror the left trigger

Mimic makes the Right Trigger (RT) also send the Left Trigger input. In supported games, pulling RT can automatically aim or scope before firing.



04 // DROP SHOT

Drop while firing

Drop Shot moves the player to prone as firing begins and returns the player when firing stops.

- Tactical layout: hold D-pad Left and tap R3 (Right Stick Click).
- Sub-modes: hold D-pad Left + Up, then tap B.
- 1 Always Drop/Stand automatically
- 2 Drop/Stand only when not aiming down sights
- 3 Drop only
- 4 Drop only when not aiming down sights



05 // JUMP SHOT

Jump while firing

Jump Shot automatically jumps while firing. It cannot run at the same time as Drop Shot; enabling either mode turns the other off.

- Sub-modes: hold D-pad Left + Up, then tap A.
- 1 Jump only once
- 2 Continuous jumping - slow speed
- 3 Continuous jumping - medium speed
- 4 Continuous jumping - fast speed



REVISION NOTE: The supplied guide shows more than one global quick-shutdown input, which may vary by installed mod revision. Use Feature Lockout inside AFM or Master Reset instead of assuming one universal shortcut.

Keep the Inputs Moving.

Use these features only when the selected game and control layout support the required action.

01 // AUTO RUN

Run without L3

Auto Run keeps the run input active without repeatedly tapping L3 (Left Stick Click).

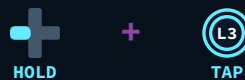
- Sub-modes: Left + Up, then tap L3.
- 1 Always runs
- 2 Pauses while prone with B
- 3 Pauses while prone with R3



02 // SNIPER BREATH

Auto hold breath

Auto Sniper Breath automatically applies the game's hold-breath command while scoped, where supported.



03 // AUTO SPOTTING

Repeat spot input

Auto Spotting repeatedly sends the supported spotting command through R3 (Right Stick Click).

- Sub-modes: hold Left + Up, then tap R3.
- BF4: on only while aiming down sights
- BF4: on continuously



04 // QUICK SCOPE

Set an automatic scope-and-fire delay

Toggle Quick Scope by holding D-pad Up and tapping the Left Trigger (LT). When active, hold LT to scope and automatically fire at the saved delay.



QUICK SCOPE EDIT MODE

- Enter: hold D-pad Up + Left and pull the Left Trigger (LT). The source guide documents 10 rapid flashes when entering. Exit feedback can vary by firmware; after tapping View, confirm that Edit Mode has closed before play.
- Hold the Left Trigger (LT): test the current delay.
- Tap Up: fire earlier. Tap Down: fire later.
- Tap Right: toggle Rapid Fire with Quick Scope on or off.
- Hold D-pad Left, then hold LT: record a custom delay. Recording stops when LT is released or the Right Trigger (RT) is pressed.
- Tap the View button: exit Edit Mode.

Quick Scope timing varies by game, weapon, animation, and connection conditions.

Time the Reload Window.

Reload timing is game and weapon specific. Save the setting for the exact weapon being used.

01 // GOW PERFECT ACTIVE RELOAD

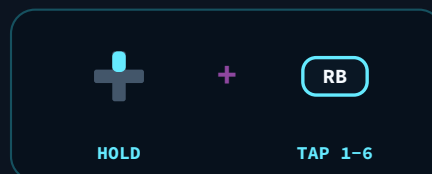
Select the game and weapon

The GOW Active Reload mode automatically times the second Right Bumper (RB) press after you initiate a reload with RB. Activate the mode with D-pad Left + RB.



SET THE RELOAD WEAPON

Hold D-pad Up, then tap the Right Bumper (RB) 1 to 6 times for the weapon number. Release D-pad Up; the LED repeats the selected number to confirm. Change GOW sub-modes with D-pad Left + Up and RB.



GOW 1

1. Lancer/Hammerburst
2. Pistols
3. Shotgun
4. Sniper/Boomshot

GOW 2

1. Lancer/Hammerburst
2. Pistols
3. Shotgun
4. Sniper/Boomshot

GOW 3

1. Lancer
2. Hammerburst
3. Pistols
4. Sniper/Boomshot
5. Shotgun
6. Retro Lancer

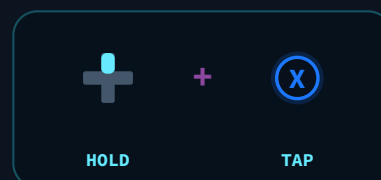
GOW 4

1. Lancer/Hammerburst
2. Snub/Enforcer
3. Gnasher/Markza MK 1
4. Longshot/Boomshot
5. Retro Lancer
6. Overkill

02 // FAST RELOAD

Cancel the end of the reload animation

To program Fast Reload, hold X and release it when the ammo indicator first shows full. On later reloads, tap X normally once; the mod supplies the saved timed follow-up X. Activate Fast Reload with D-pad Up + X. It is not supported by every game or weapon.



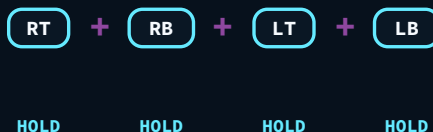
Tune Speed and Burst Size.

Programming Mode changes the current Rapid Fire speed and burst quantity. Rear Reflex mapping remains a separate sequence on page 2.

ENTER / EXIT

Open the programming layer

Hold Right Trigger (RT) + Right Bumper (RB) + Left Trigger (LT) + Left Bumper (LB) together for 8 seconds. The LED makes one long flash. Tap View to save and exit.



HOLD ALL FOUR TOGETHER / 8 SEC

01 // SPEED

Tap D-pad Up to increase speed or Down to decrease speed. The LED stops flashing at the minimum or maximum.

02 // BURST

Tap D-pad Left for fewer shots or Right for more shots.

03 // CHECK SPEED

Tap Y. Long flashes indicate tens; short flashes indicate single digits. Example: 1 long + 6 short = setting 16.

04 // CHECK BURST

Tap A. The LED flashes 2 to 10 times for the saved burst quantity.

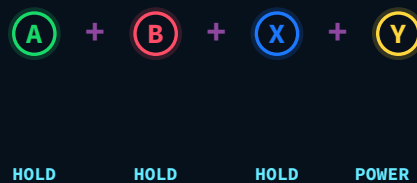
05 // RESET MODE

Hold X + B for 7 seconds. Twenty rapid flashes confirm the current mode has returned to its default.

MASTER RESET

Return the mod to factory defaults

Turn the controller off. Hold A + B + X + Y while turning the controller on. Keep holding for approximately 6 seconds. A fast-slow-fast LED sequence confirms the mod is returning to factory defaults.





RAPID FIRE // CUSTOM SPEED REFERENCE

Twenty-Four Speed Settings.

Use Programming Mode to move through these settings. Verify the current setting with Y.

SETTING	SHOTS / SEC	SETTING	SHOTS / SEC
01	40	13	8.33
02	30	14	7.8
03	25	15	7.35
04	20	16	7
05	18	17	6.5
06	16	18	6
07	14	19	5.5
08	12.5	20	5
09	11.35	21	4.5
10	10.4	22	4
11	9.6	23	3.5
12	9	24	3

If a weapon fires slowly, inconsistently, or not at all, select a lower shots-per-second setting. Game updates may change supported timing.

AFM // ADVANCED FEATURE MANAGEMENT

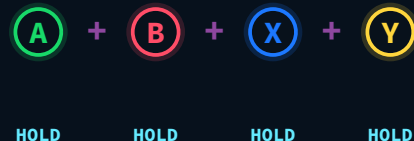
Enable Only What You Use.

AFM lets you disable individual features and reduce accidental activation. Global activation settings continue on page 10.

ENTER / EXIT

Open Advanced Feature Management

Hold A + B + X + Y together for 8 seconds. Ten fast LED flashes confirm entry. Tap View to save and exit. Inside AFM, one flash means enabled and two flashes mean disabled.



HOLD ALL FOUR TOGETHER / 8 SEC

INSIDE AFM - FEATURE TOGGLE MAP

	Jump Shot		Mimic
	Drop Shot		Quick Scope
	Burst Fire		Fast Reload
	GOW Active Reload*		Auto Run
	Sniper Breath		BF Auto Spotting*
	Akimbo		Rapid Fire

AFM BOUNDARIES

Read before changing the system

- Feature Lockout disables electronic mod features but does not certify tournament or league compliance.
- Rear Reflex controls use the separate paddle-mapping sequence on page 2.
- The MOD button works only on products where that optional button is installed and enabled.
- *Legacy game-specific functions may change or stop working after game updates.

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 // FEATURE LOCKOUT

Disable mod features

Tap D-pad Down to disable all mod features except the rear Reflex controls. This does not certify tournament or league compliance.



02 // LED MODE

Feedback behavior

Tap D-pad Right to cycle: activation flashing off; flashing with Rapid Fire or Akimbo; or solid while either is active.



03 // PRIMARY ACCESS

Left / MOD button

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



04 // ALT ACCESS

Up / Menu button

Press R3 to cycle: D-pad Up only; Up + Menu; or Menu only. One, two, or three flashes report the state.



05 // DOUBLE-TAP

Firmware-specific shortcut

The source diagram associates D-pad Left + R3 with disabling Left double-tap Rapid Fire, but this command can vary by firmware. Confirm your controller revision with Silent Modz support before using it.



SYSTEM BOUNDARY

Optional hardware stays optional

- Rear paddles use the Programming Mode sequence on page 2.
- The rear MOD button works only where physically installed and enabled.
- Master Reset affects the mod system, not Xbox firmware or console settings.



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	RT + RB + LT + LB for 8 seconds
Rapid Fire	Double-tap Left, Left + RT, or MOD button*
Burst Fire	Left + X
Akimbo	Left + LT
Mimic	Up + RT
Drop Shot	Left + B / R3 for tactical layout
Jump Shot	Left + A
Auto Run	Up + L3
Breath / Zoom	Left + L3
Auto Spotting	Up + R3
Quick Scope	Up + LT
Fast Reload	Up + X

TROUBLESHOOTING

If a command does not behave

- Confirm paddle count and optional hardware from the product title.
- Turn all mod features off, then enable one feature at a time.
- Try a lower Rapid Fire shots-per-second setting.
- Check the selected game layout before using Drop Shot.
- Use Master Reset only when the saved 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. Third-party names identify compatibility only.