

PLAYER GUIDE // XBOX

RAPID FIRE COMMAND GUIDE

For standard Silent Modz rapid-fire controllers without a dedicated mod button.



XBOX CONTROL REFERENCE



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

ABBREVIATION KEY



LEFT TRIGGER



RIGHT TRIGGER



LEFT BUMPER



RIGHT BUMPER



PRESS LEFT STICK



PRESS RIGHT STICK



OVERLAPPING SQUARES



THREE-LINE BUTTON

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

01 // FEATURE ACCESS

Use the D-pad

Use D-pad Left and D-pad Up to access features. Unless noted otherwise, the guide LED flashes once when enabled



HOLD OR TAP



FEATURE ACCESS

02 // SUB / EDIT MODES

Change a sub-mode

Hold D-pad Up + Left, then tap the feature button. The LED flashes to identify the selected sub-mode.



HOLD



HOLD



FEATURE

03 // RAPID FIRE

Activate the mod

Double-tap D-pad Left, or hold it while pulling the Right Trigger (RT). The LED flashes while Rapid Fire is active.



TAP TWICE



PULL

PLAY NOTE

Find the speed that matches the game

Pistols and semi-automatic rifles often work best between 7 and 16 shots per second. Speeds above a weapon's supported rate may look slow or erratic. Features that conflict, such as Jump Shot and Drop Shot, cannot run at the same time.

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.

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

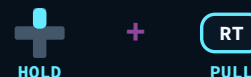
Akimbo gives the Left Trigger (LT) its own rapid-fire input for dual-weapon layouts. It is activated separately from normal Right Trigger rapid fire.



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

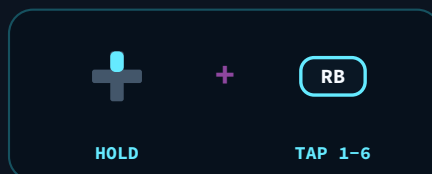
Select the game and weapon

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

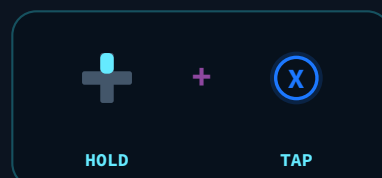
GOW 4

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.



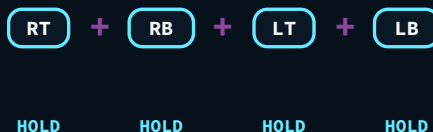
Tune Speed and Burst Size.

Programming Mode changes the current rapid-fire speed and burst quantity.

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 the View button to exit Programming Mode.



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: 3 long + 6 short = setting 36.

04 // CHECK BURST

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

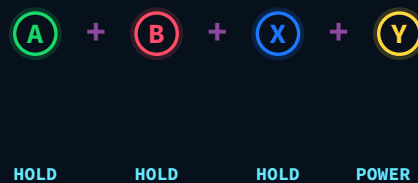
05 // RESET MODE

Hold X + B for 7 seconds. The LED flashes rapidly 20 times when the current mode returns 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. The LED flashes fast, slow, fast; the mod then restarts at 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.

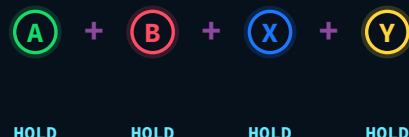
Enable Only What You Use.

AFM lets you disable individual features and reduce accidental activation.

ENTER / EXIT

Open Advanced Feature Management

Hold A + B + X + Y together for 8 seconds. The LED makes 10 fast flashes. Tap the View button to exit. Inside AFM, tap a control below: one LED flash means enabled; 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 OPTIONS

Change global activation behavior

- Feature Lockout (called Competition Mode in the original controls): tap D-pad Down to disable all mod features. This does not certify tournament or league compliance.
- LED Mode: tap D-pad Right to cycle 1) activation flashes disabled, 2) LED flashes while Rapid Fire or Akimbo is on, or 3) LED stays solid while either is on.
- Up/Menu activation: tap R3 (Right Stick Click) to choose D-pad Up only, both D-pad Up and Menu (default), or Menu only. The LED flashes 1, 2, or 3 times for the selection.
- Disable Left double-tap: tap D-pad Up + R3. Rapid Fire will then activate only by holding D-pad Left and pulling the Right Trigger (RT).

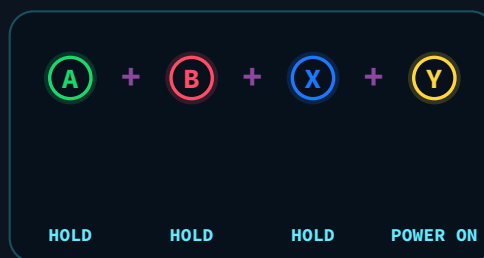
Reset First. Then Contact Support.

A master reset clears saved mod settings and returns the rapid-fire system to factory defaults.

MASTER RESET

Factory-default sequence

- Turn the controller completely off.
- Hold A + B + X + Y.
- While still holding all four buttons, turn the controller on.
- Continue holding for approximately 6 seconds.
- The LED flashes fast, slow, fast. The mod then restarts at factory defaults.



COMPATIBILITY CHECK

Use the guide that matches your controller

- This guide is for standard Silent Modz Xbox rapid-fire controllers without a dedicated mod button.
- Do not use it for Smart Click-only controllers; those triggers do not use these rapid-fire commands.
- Button-activated, LED, Elite Series 2, and remap models can require additional or different instructions.
- Controller behavior depends on the game, selected control layout, and supported inputs.

SILENT MODZ SUPPORT

Send the exact controller name and order number

If a reset does not solve the issue, open Customer Help and include the controller title, order number, game, control layout, and the command that is not working.

[OPEN CUSTOMER HELP](#)

Third-party game and platform names belong to their owners and identify compatibility only.