



PLAYER GUIDE // DEDICATED MOD BUTTON

RAPID FIRE + BUTTON COMMAND GUIDE

Use the dedicated MOD button or documented D-pad access commands to control the installed rapid-fire system.

• HARDWARE SIGNAL VERIFIED



CONFIRM YOUR CONTROLLER

01

This guide is for an Xbox controller with the dedicated MOD button installed.

02

D-pad Left or D-pad Up act as access controls unless changed in AFM.

03

Rear paddle or Reflex mapping is not included in this hardware version.

QUICK START // BUTTON MAP



MOD

RAPID FIRE



LEFT

+



RT

RAPID FIRE



LEFT

+



X

BURST



UP

+



RT

MIMIC



CORE COMMANDS // FIRE CONTROL

Rapid fire, burst, and Mimic

The dedicated MOD button is the fastest rapid-fire control. D-pad commands remain available for full feature access.

01 // RAPID FIRE

Three documented activation paths

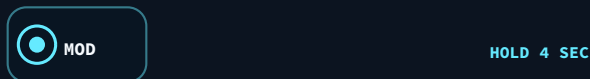
Double-tap D-pad Left, tap D-pad Left + RT, or tap the dedicated MOD button.



02 // NEXT PRESET

Advance the stored speed

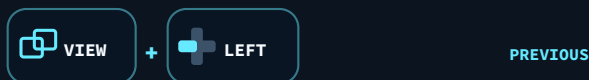
Hold D-pad Left or the MOD button for 4 seconds. Count flashes to identify the preset.



03 // PREVIOUS PRESET

Move backward one speed

Hold View and D-pad Left to select the previous stored speed.



04 // BURST / MIMIC / AKIMBO

Choose an alternate fire behavior

Burst uses D-pad Left + X. Mimic uses D-pad Up + RT. Akimbo uses D-pad Left + LT for supported dual-wield layouts.



GAMEPLAY COMMANDS // MOVEMENT

Drop, jump, run, and spotting

Use only the command that matches the current in-game control layout.

05 // DROP SHOT

Standard or tactical crouch

Use B for a standard layout or R3 when crouch is assigned to the right stick.



STANDARD



TACTICAL

06 // JUMP

Repeat the A input

Enable the documented jump behavior for supported games and layouts.



TOGGLE

07 // AUTO RUN

Sustain the L3 movement input

Behavior depends on the game's sprint and movement settings.



TOGGLE

08 // SNIPER / SPOT

Two support commands

Sniper Breath uses D-pad Left + L3. Auto Spotting uses D-pad Up + R3.



SNIPER



SPOT



ADVANCED COMMANDS // AIM + RELOAD

Quick Scope and reload assists

Confirm the in-game layout before enabling any command. Legacy game-specific functions may not survive game updates.

09 // QUICK SCOPE

Enable the stored timing

Toggle Quick Scope with D-pad Up + LT.



TOGGLE

10 // QUICK SCOPE EDITOR

Change the aim-to-fire delay

Press D-pad Up + D-pad Left + LT. Test with LT; use Up/Down for earlier/later timing, Right to toggle rapid fire, and View to save/exit.



EDIT

11 // GEARS RELOAD

Legacy RB reload behavior

Toggle the documented Gears reload input with D-pad Left + RB. Compatibility is game- and update-sensitive.



TOGGLE

12 // FAST RELOAD / ALL OFF

Reload assist and recovery command

Fast Reload uses D-pad Up + X. To stop every active mod function, press L3 + R3, then press D-pad Up or D-pad Left.



FAST RELOAD

THEN UP / LEFT



SYSTEM COMMAND // PROGRAMMING

Tune speed and burst length

Enter programming while the rapid-fire mode you want to edit is selected.

13 // ENTER PROGRAMMING

Hold triggers and bumpers

Hold RT + RB + LT + LB until the controller confirms programming mode.



HOLD

14 // TUNE VALUES

Change one step per press

D-pad Up increases speed; Down decreases speed. Left shortens the burst; Right lengthens it.



FASTER



LONGER BURST

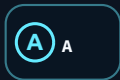
15 // READ VALUES

Use flash-count feedback

Y reads the speed setting. A reads the burst setting.



READ SPEED



READ BURST

16 // RESET / EXIT

Reset only the selected mode

Hold X + B to reset the current mode. Press View to save and exit.



RESET MODE



SAVE / EXIT



PULSE LIBRARY // PRESETS

Ten stored rapid-fire speeds

Hold D-pad Left or the dedicated MOD button for 4 seconds to move to the next preset.

SETTING	CONTROLLER PULSE RATE
1	7.7 SPS
2	9.3 SPS
3	13.8 SPS
4	16.67 SPS
5	20 SPS

SETTING	CONTROLLER PULSE RATE
6	6.85 SPS
7	8 SPS
8	12.5 SPS
9	18 SPS
10	25 SPS

COMPATIBILITY NOTE

A game's own fire-rate cap can limit results even when the controller is set faster.



PULSE LIBRARY // PROGRAMMABLE

Twenty-four programming values

Use the programming controls to step through the documented signal rates.

SETTING	CONTROLLER PULSE RATE
01	40 SPS
02	30 SPS
03	25 SPS
04	20 SPS
05	18 SPS
06	16 SPS
07	14 SPS
08	12.5 SPS
09	11.35 SPS
10	10.4 SPS
11	9.6 SPS
12	9 SPS

SETTING	CONTROLLER PULSE RATE
13	8.33 SPS
14	7.8 SPS
15	7.35 SPS
16	7 SPS
17	6.5 SPS
18	6 SPS
19	5.5 SPS
20	5 SPS
21	4.5 SPS
22	4 SPS
23	3.5 SPS
24	3 SPS

SPS

SPS means signals per second. Actual in-game output depends on game, weapon, and update state.



AFM // FEATURE MATRIX

Assign and manage installed functions

Hold A + B + X + Y for 8 seconds to enter AFM. Press View to save and exit.

JUMP	A	Toggle Jump
DROP	B	Toggle standard-layout Drop Shot
BURST	X	Toggle three-round burst
GEARS	RB	Toggle legacy Gears reload
SNIPER	L3	Toggle Sniper Breath
AKIMBO	LT	Toggle Akimbo
MIMIC	Left + RT	Toggle Mimic fire
QUICK SCOPE	Left + LT	Toggle Quick Scope
FAST RELOAD	Left + X	Toggle Fast Reload
AUTO RUN	Left + L3	Toggle Auto Run
SPOTTING	Left + RB	Toggle Auto Spotting
RAPID FIRE	RT	Toggle Rapid Fire



AFM // SYSTEM SETTINGS

Access source, layout, LED, and reset

Enter AFM before changing these settings. Save and exit with View.

PROFILES AND LED

D-pad Down selects the documented competition profile. D-pad Right changes the documented LED mode.

ACCESS SOURCE

D-pad Left selects the activation source. R3 changes the Up/Menu source. D-pad Left + R3 controls the documented double-tap lock; behavior can vary by firmware.

MASTER RESET

Turn the controller off. Hold A + B + X + Y while powering it on to restore the documented mod settings.

HARDWARE BOUNDARY

This manual is only for a controller with the dedicated MOD button. It does not include rear paddle or Reflex mapping. Battlefield- and Gears-named legacy functions remain update-sensitive.

NEED A HAND?

Send us your order number and controller version.

[SILENTMODZ.COM/CUSTOMER-HELP](https://silentmodz.com/customer-help)