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## Rapid Fire



To enable rapid fire, tap the “**Mod**” button located on the bottom of the controller under the right thumbstick. You will see the player 4 LED start flashing indicating Rapid Fire is now activated. To turn off Rapid Fire tap the “**Mod**” button again and the Player 4 LED will stop flashing indicating rapid fire is turned off. You can change the rapid fire speed by using one of the 10 built in pre-set modes (see next page), or by programming your own custom speed (see “Adjusting and programming modes” on page 6).

## Burst Fire



To enable burst fire HOLD “**Right on D-Pad**” and tap the “**Mod**” button. The player 4 LED will then turn on solid. This indicates that burst fire is activated. While active you can quickly turn the burst fire on/off by just tapping the “**Mod**” button. The burst fire will fire at the current speed/burst settings which can be adjusted within programming mode. Each of the 10 modes has its own burst fire setting. The default setting for each mode is 3 rounds per burst.

## Mode and Default Speed Chart

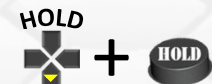
MODE	SPEED	COMPATIBLE GAMES
Mode 1:	7.7sps	COD MW2/MW3/Black Ops: Semi-Auto Rifles
Mode 2:	11.35sps	Call of Duty (ALL): Pistols/Snipers
Mode 3:	14.28sps	COD Black OPS 2: Semi-Auto Rifles
Mode 4:	16.67sps	GTA 4, RDR, COD: Autos
Mode 5:	8.33sps	COD - Word at War Only - Rifles
Mode 6:	10sps	COD - Word at War Only - Pistols
Mode 7:	5sps	Open Mode – Default 5 SPS
Mode 8:	10sps	Open Mode – Default 10 SPS
Mode 9:	15sps	Open Mode – Default 15 SPS
Mode 10:	20sps	Open Mode – Default 20 SPS

## Changing Modes



There are 10 modes to select from. Each is pre-programmed with a specific speed but can be independently programmed to a new speed (See page 6). To change to the next mode you must HOLD the “**Mod**” button on the back of the controller for 3 seconds. You will see the player 4 LED flash, count the number of flashes of the player 4 LED. This will indicate which mode you are currently in. (2 flashes = Mode 2) (3 flashes = Mode 3). You can also scroll back to the previous mode by holding “**R1**” along with the “**Mod**” button.

## Enabling/Disabling Controller Buttons



Any button (R1, R2, L1, L2, ▲, O, X, ■) can be used for rapid fire in any combination at any time. To enable or disable a button you must HOLD “**DOWN on D-pad**” + HOLD the “**Mod**” button. While holding both buttons you can tap any of the other buttons to Enable or Disable that button for rapid fire. When you press a button you will see the player 4 LED flash either 1 or 2 times. (1 flash = Enabled) (2 flashes = Disabled). When you are finished, just release all buttons. The Controller will remember which buttons are enabled or disabled even when the controller is turned off.

All remaining features will flash the player 4 LED when activating or deactivating. (1 flash = Activated) (2 flashes = Deactivated)

### Sub Modes (Jitter, Drop Shot, jump Shot & Quick Scope)

Several of the controller features have sub modes. Sub modes are modifications to the main feature allowing further control and customization. To change a sub mode HOLD "UP on D-Pad" + HOLD the "Mod" button, while holding both, tap the corresponding button to change the Sub-Mode. For example, to change the Jitter sub mode you would HOLD "UP on D-Pad" + HOLD the "Mod" button, then tap "Triangle", the Player 4 LED will flash to indicate which sub mode you are currently in. The sub mode is saved even when the controller is turned off.

### Drop Shot (Standard + ) or (Tactical + )

Drop shot allows you to automatically drop to prone as soon as you start firing and stand up when you stop. The TrueFire Fusion V3 supports both standard button layouts and tactical button layouts. To activate drop shot for standard button layouts HOLD "Circle" and tap the "Mod" button. To activate drop shot for tactical button layouts HOLD "R3" and tap the "Mod" button. Drop shot has 4 sub modes and you must always use "Circle" for changing the sub mode.

Sub Mode 1 (Default) = Always Drop/Stand automatically

Sub mode 2 = Drop/Stand, if NOT Aiming Down Sights

Sub Mode 3 = Drop Only (You must manually stand up)

Sub Mode 4 = Drop Only, if NOT Aiming Down Sights

### Quick Scope/Auto Aim +

To activate HOLD "L1" and tap the "Mod" button. With one of the quick scope sub modes active just hold "L1" and you will scope and automatically fire at the exact moment the accuracy of being scoped kicks in. There are 2 quick scope sub modes. With the auto aim sub mode active, when you press and hold "L1", the controller will automatically track and stay locked on the closest target to your crosshair. The auto aim can be used with or without rapid fire and can also be used in combination with "Mimic" feature allowing you to hold only "R1" and the mod will automatically scope lock-on and fire at your closest target. THE AUTO AIM FEATURE ONLY WORKS WITH LOCAL ZOMBIES/CAMPAIGN GAMES AND DOES NOT WORK ONLINE.

Sub Mode 1 = Quick Scope (DEFAULT)

Sub Mode 2 = Quick Scope + Rapid Fire

Sub Mode 3 = Auto Aim

### Jitter Fire (All COD Except MW3)



To activate Jitter Fire HOLD the "Triangle" button and tap the "Mod" button. Jitter takes advantage of a glitch in most COD games allowing for faster firing of just about all weapons including shotguns and 3-Round burst weapons. The only caveat is that all shots will be "hip shots" as while firing with the jitter you cannot aim down the sights. Jitter Fire has 3 sub modes.

Sub Mode 1 (Default) = Standard Jitter

Sub Mode 2 = Black Ops 2 Jitter

Sub Mode 3 = World at War Jitter

### Jump Shot



To activate jump shot HOLD "X" and tap the "Mod" button. Jump shot has 4 sub modes. With jump shot you will jump automatically as soon as you start to fire.

Sub Mode 1 (Default) = Jump only once

Sub Mode 2 = Continuous Jumping (Slow Jump Speed)

Sub Mode 3 = Continuous Jumping (Medium Jump Speed)

Sub Mode 4 = Continuous Jumping (Fast Jump Speed)

### Adjustable Fast Reload (All COD Except MW3)



To activate HOLD "Square" and tap the "Mod" Button. The adjustable fast reload allows you to shave precious milliseconds off your reload time. This works by cancelling the last part of the reload animation after the ammo has been added to your weapon.

The fast reload must be set for the weapon you are using, as all weapons have different reload times. To set the reload timing you must HOLD "Square" until you see your ammo indicator at the bottom of the screen show that you have full ammo (this will happen before the reloading animation completes), when you see this RELEASE "Square". This sets the timing and the next time you reload as normal by hitting "Square" the last part of the reload animation will be cancelled allowing you to begin firing again sooner than normally possible.

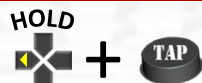
### Auto Sniper Breath



To activate HOLD "L3" and tap the "Mod" button. Auto sniper breath allows you to scope with L1 and automatically hold your breath without having to hold L3.



## Mimic (Auto Akimbo)



To activate mimic HOLD “Left on D-Pad” and tap the “Mod” button. When using mimic, “R1” controls both “L1” and “R1” at the same time. This is great for akimbo weapons to fire both at the same by only pressing “R1”.

If “L1” is enabled for rapid fire and rapid fire is turned ON than “L1” will also rapid fire, otherwise “L1” works as normal allowing you to aim down the sights.

## Advanced Feature Management

All features with the exception of rapid fire and burst fire have an advanced management option that allows you to disable them. This is especially useful if you find there are features you do not use and do not want the possibility to accidentally activate the feature.

### Enter (AFM) (7 sec)

To enter the advanced feature management you must have the controller ON and the rapid fire must be turned OFF. HOLD (right on the D-pad + Square + Triangle + Circle) together all at the same time for 7 seconds. After 7 seconds you will see the player 4 LED flash 8 times very fast. After this you can release all of the buttons.

### Managing features

Now that you are in the AFM you can enable or disable any of the features listed below by just tapping the corresponding button. When you tap one of the buttons you will see the player 4 LED flash either 1 or 2 times.

1 flash = Feature is now ENABLED, 2 flashes = Feature is now DISABLED.

- Mimic 
- Jitter Fire 
- Drop Shot 
- Jump Shot 
- COD Fast Reload 
- Auto Sniper Breath 
- Quick Scope/Auto Aim 

### Exit Advanced Feature Management

To exit AFM just tap the “UP” Direction on the D-pad. You will again see the player 4 LED flash 8 times.

## Programming the Adjustable Rapid/Burst Fire Settings

Each rapid fire mode can be programmed to one of 20 different speed between 4 and 50 shots per second. You can also set the burst fire for each mode from 2 – 10 shots per burst.

### Enter/Exit the Programming Mode: (5 sec)

To enter or exit the programming mode you must first press and HOLD (R1, R2, L1 and L2) all at the same time. Continue to hold all four buttons for 5 seconds. You will see the player 4 LED flash on for 2 seconds then go out. You have now entered or exited the programming mode and can release all of the buttons

### Change Rapid Fire speed: or

To change the rapid fire speed you only need to TAP “UP” or “DOWN” on the D-pad. Up will make the speed faster and down will make it slower. The player 4 LED will flash every time you press “UP” or “DOWN” to indicate you have made a change. Once you have reached the MIN or MAX speed the LED will no longer flash.

### Change Burst Fire Quantity: or

To change the number of shots fired with the burst fire you will TAP “LEFT” or “RIGHT” on the D-pad. Left will decrease the number of shots and right will increase the number of shots. The player 4 LED will flash every time you press “LEFT” or “RIGHT” to indicate you have made a change. Once you have reached the MIN or MAX quantity the LED will no longer flash.

### Check Rapid Fire speed Setting:

To check the currently set rapid fire speed you only need to TAP “TRIANGLE”. If the speed setting 10 or higher, the player 4 LED will have a longer flash to indicate 10 followed by shorter flashes to indicate the single digit. Example the LED flashing in a pattern of one long flash followed by 3 short flashes would mean a speed setting of 13. See the conversion table on the next page for each setting into shots per second.

### Check Burst Fire Setting:

To check the currently set burst fire setting just tap the “X” button. The player 4 Led will flash 2-10 times to indicate the number of shots set for the burst fire.

### Reset Current Mode to Default settings: (7 sec)

To reset the rapid fire mode you are currently editing to the factory default you must hold both “SQUARE” and “CIRCLE” together for 7 seconds. After 7 seconds the player 4 LED will flash very fast for 2 seconds indicating the default values for that mode are now set.

## Factory Master Reset

HOLD L3 + HOLD R3 (7 sec)

While in the programming mode HOLD "L3" and "R3" for 7 seconds until you see the Player 4 LED flash Fast, then slow, then fast again. The chip will then reset and all modes, sub modes, speed settings and advanced feature management settings back to the Factory default just like the day it was purchased. The chip will then automatically exit the programming mode and reset.

## Rapid Fire speed settings table

Rapid Fire Setting	Speed (SPS)	Rapid Fire Setting	Speed (SPS)
1	50	11	8.33
2	33.3	12	7.7
3	25	13	7.14
4	20	14	6.66
5	16.67	15	6.25
6	14.28	16	5.88
7	12.5	17	5.26
8	11.11	18	5
9	10	19	4.5
10	9	20	4

## Important Rapid Fire Speed Information!

The TrueFire Fusion rapid fire mod allows you to set rapid fire speeds up to 50 shots per second, but you must be aware that setting the rapid fire to the maximum will NOT work for most games. All games have limitations on the rates at which weapons can fire. Our default mode settings are already optimized to the fastest possible speeds for the games/weapons listed on page 2.

The possibility to change these settings are available for you to experiment with and find settings that best compliment your playing style and to be able to create modes for current and future games which are not part of the default setup.

## Rapid Fire speed settings table

Rapid Fire Setting	Speed (SPS)	Rapid Fire Setting	Speed (SPS)
1	50	11	8.33
2	33.3	12	7.7
3	25	13	7.14
4	20	14	6.66
5	16.67	15	6.25
6	14.28	16	5.88
7	12.5	17	5.26
8	11.11	18	5
9	10	19	4.5
10	9	20	4

## Function Overview

To activate or deactivate a feature hold the indicated controller button and tap the mod button on the back of the controller. When activating the player 4 LED will flash once, When deactivating it will flash twice.

