PS4

Ragnarok

Flex Mod Chip

Operation Instructions

ExtremeMods

Revised 11/26/2013

Introduction

The Viking "Ragnarok" software platform was developed to make it easier for customers to "mix and match" mods, on the fly, without needing to scroll through massive numbers of mods. Other mod chips advertise hundreds, or even thousands, of available modes that come with lengthy and confusing "setup tables".

The Ragnarok's custom LED indicator eliminates the need for confusing pre-canned setups and lengthy "mode combination lists", and allows the customer to choose any four mods at one time:
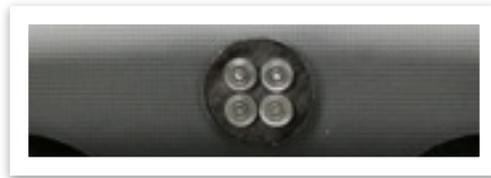
When a mod is activated on the Ragnarok, the mod is represented on the LED indicator by a custom color. "LED 1", in the upper left-hand corner, represents all "shooting mods" such as Rapid Fire or Jitter. The other three LED's represent the "special mods", such as Drop Shot or Auto Aim.

All mods are color-coded, so the colored titles below are meaningful, and will match up to the colors you will see when operating the mods.

Turning off the mods

To turn off the shooting mods, hold the mod switch and tap the D-Pad down button. The LED1 will turn off.

There are two ways to turn off the special mods. One way is to press the same button combination that was used to turn the mod on. The other way is to turn all special mods off at the same time, by holding the mod switch and then tapping the EX button. All LEDs will turn off.

Rapid Fire

What is Rapid Fire?

Rapid Fire mod turns virtually any semi-automatic gun into a fully-automatic gun. Basically, rapid fire pulls the trigger quickly for you. When you pull and hold the trigger, the mod takes over and presses the trigger quickly over and over again, until you release the trigger.

Rapid fire is referred to in "shots per second", meaning, how many bullets you can shoot per second. Many different factors can affect the performance of your rapid fire controller, including your console (newer models have more power and RAM), the quality of your internet connection, and whether or not you are the current host of the match.

How does Rapid Fire work?

First you must turn the rapid fire on. To turn on rapid fire, hold the mod switch and then tap your fire-weapon button. LED 1 indicator will glow RED. Then, equip your soldier with any semi-automatic gun. Once your soldier is equipped, press and hold your fire-weapon button. The mod chip will take over and continue pressing and releasing your weapon button on your behalf. Your semi-automatic gun will now unload the entire clip on the single press of the fire-weapon button.

How do the different Rapid Fire modes work?

The controller can remember up to ten different rapid fire speeds. Each different speed is called a mode. You can scroll to the next speed by holding down your mod switch, and holding your fire-weapon button. The mod comes with ten default speeds, but once you get the hang of the controller, you can customize these speeds to your exact liking. The ten default modes are as follows:

- Mode 1 – 6.5 shots per second
- Mode 2 – 7.0 shots per second
- Mode 3 – 7.5 shots per second
- Mode 4 – 8.0 shots per second
- Mode 5 – 8.5 shots per second
- Mode 6 – 9.0 shots per second
- Mode 7 – 9.5 shots per second
- Mode 8 – 10.0 shots per second
- Mode 9 – 10.5 shots per second
- Mode 10 – 11.0 shots per second

When you are ready to change modes, start by turning on Rapid Fire. Then, hold the mod switch and hold down the fire-weapon button. Continue holding until you see the LED 1 blink RED. Count the number of blinks. Let's say you want to go to Mode 5. Then you should release the buttons just before the mod is done blinking 5 times. The mod will save your selection even after you power off your controller.

It's also important to know that the software developers for each video game may have set a universal speed cap. The cap is different for every game. If you try to dial in your rapid fire speed above this cap, your gun will actually shoot slower, or not shoot at all. Always try starting out at a slower speed and increasing your speed in small pieces. For example, start out at a low speed such as 6 or 7 shots per second, then increase by 0.5 shots-per-second until you feel that the gun is starting to "sputter" or slow down. Once the gun starts sputtering, you are probably reaching the game's speed cap.

Rapid fire controllers are designed to make semi-auto or "single fire" guns shoot as fully-automatic guns. While rapid fire will not usually make a full-auto gun shoot any faster, rapid fire can have positive side affects on full-auto guns - such as eliminating recoil (especially in Rainbow 6 FPS games!), or helping you conserve ammo on full-auto guns to help achieve more headshots.

How do I program in my very own custom Rapid Fire speed?

You've mastered the use of rapid fire and you're ready to dial in your own custom speed in shots-per-second. First, turn on rapid fire and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the fire-weapon button. All four LED's will blink in RED to let you know we're going to start programming the rapid fire speed.

Let's say your speed started at 6.5 shots per second. The mod will blink the "tens" digit on LED 1. In this case the tens digit is 0 (since you're at 6.5 shots, there's no digit in the tens place). The mod will do a very quick flash to indicate a "0". Now you can tap the left trigger to decrease the tens digit, or tap the right trigger to increase the tens digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "ones" digit and they will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones digit. Tap the mod switch to save that digit and move to the decimal place.

Lastly, we're at the decimal place. Follow the procedure from above one last time; tap the left trigger to decrease the decimal, and tap the right trigger to increase the decimal. Tap the mod switch to save your selection. The mod will blink all LED's in RED three more times to let you know that your new speed was saved.

Dual-trigger Rapid Fire

What is Dual Trigger Rapid Fire?

Dual Trigger rapid fire is the sale as regular Rapid Fire, except you also get rapid fire on both of your weapons when you are holding two guns (one gun in each hand).

Rapid Fire mod turns virtually any semi-automatic gun into a fully-automatic gun. Basically, rapid fire pulls the trigger quickly for you. When you pull and hold the trigger, the mod takes over and presses the trigger quickly over and over again, until you release the trigger.

Rapid fire is referred to in "shots per second", meaning, how many bullets you can shoot per second. Many different factors can affect the performance of your rapid fire controller, including your console (newer models have more power and RAM), the quality of your internet connection, and whether or not you are the current host of the match.

How does Dual Trigger Rapid Fire work?

First you must turn the rapid fire on. To turn on dual-trigger rapid fire, hold the mod switch and then tap your scope-weapon button (secondary fire button). LED 1 indicator will glow PURPLE. Then, equip your soldier with dual-wielded semi-automatic guns. Once your soldier is equipped, press and hold your fire-weapon button or your scope-weapon button. The mod chip will take over and continue pressing and releasing your buttons on your behalf. Your dual-wielded semi-automatic guns will now unload both clips while all you have to do is hold down both shooting buttons.

How do the different Dual Trigger Rapid Fire modes work?

The controller can remember up to ten different dual-trigger rapid fire speeds. Each different speed is called a mode. You can scroll to the next speed by holding down your mod switch, and holding your scope-weapon button. The mod comes with ten default speeds, but once you get the hang of the controller, you can customize these speeds to your exact liking. The ten default modes are as follows:

- Mode 1 – 6.5 shots per second

- Mode 2 – 7.0 shots per second

- Mode 3 – 7.5 shots per second

- Mode 4 – 8.0 shots per second

- Mode 5 – 8.5 shots per second

- Mode 6 – 9.0 shots per second

- Mode 7 – 9.5 shots per second

- Mode 8 – 10.0 shots per second

- Mode 9 – 10.5 shots per second

- Mode 10 – 11.0 shots per second

When you are ready to change modes, start by turning on Rapid Fire. Then, hold the mod switch and hold down the fire-weapon button. Continue holding until you see the LED 1 blink RED. Count the number of blinks. Let's say you want to go to Mode 5. Then you should release the buttons just before the mod is done blinking 5 times. The mod will save your selection even after you power off your controller.

It's also important to know that the software developers for each video game may have set a universal speed cap. The cap is different for every game. If you try to dial in your rapid fire speed above this cap, your gun will actually shoot slower, or not shoot at all. Always try starting out at a slower speed and increasing your speed in small pieces. For example, start out at a low speed such as 6 or 7 shots per second, then increase by 0.5 shots-per-second until you feel that the gun is starting to "sputter" or slow down. Once the gun starts sputtering, you are probably reaching the game's speed cap.

Dual-trigger rapid fire controllers are designed to make semi-auto or "single fire" guns shoot as fully-automatic guns. While rapid fire will not usually make a full-auto gun shoot any faster, rapid fire can have positive side effects on full-auto guns - such as eliminating recoil (especially in Rainbow 6 FPS games!), or helping you conserve ammo on full-auto guns to help achieve more headshots.

How do I program in my very own custom Dual-Trigger Rapid Fire speed?

You've mastered the use of dual-trigger rapid fire and you're ready to dial in your own custom speed in shots-per-second. First, turn on dual-trigger rapid fire and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the scope-weapon button. All four LED's will blink in PURPLE to let you know we're going to start programming the rapid fire speed.

Let's say your speed started at 6.5 shots per second. The mod will blink the "tens" digit on LED 1. In this case the tens digit is 0 (since you're at 6.5 shots, there's no digit in the tens place). The mod will do a very quick flash to indicate a "0". Now you can tap the left trigger to decrease the tens digit, or tap the right trigger to increase the tens digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "ones" digit and they will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones digit. Tap the mod switch to save that digit and move to the decimal place.

Lastly, we're at the decimal place. Follow the procedure from above one last time; tap the left trigger to decrease the decimal, and tap the right trigger to increase the decimal. Tap

the mod switch to save your selection. The mod will blink all LED's in PURPLE three more times to let you know that your new speed was saved.

Burst Rapid Fire

What is Burst Rapid Fire, also known as Burst Mode or Burst Mod?

Burst rapid fire is the same as standard rapid fire, except it will shoot in "bursts". Burst Rapid Fire can turn any semi-automatic gun into a "military style" bursting rifle. For example, when using a single-fire semi-auto rifle such as the FAL, you can simulate the burst firing that is found on the M16.

How does Burst Rapid Fire work?

First you must turn the rapid fire on. To enable burst firing on your controller, hold your mod switch and tap d-pad right. LED 1 indicator will glow GREEN. Then, equip your soldier with a semi-automatic gun. Once your soldier is equipped, press and hold your fire-weapon button. The mod chip will take over and fire a burst of bullets. Whether you get a burst of 2 shots, 3 shots, 4 shots, or 5 shots depends on which mode you're in (see below).

How do the different Burst Rapid Fire modes work?

The controller can remember up to four different burst speeds. Each different speed is called a mode. You can scroll to the next speed by holding down your mod switch, and holding your fire-weapon button. The mod comes with four default speeds, but once you get the hang of the controller, you can customize these speeds to your exact liking. The four default modes are as follows:

- Mode 1 – Your gun will shoot a burst of 2 shots at 6.0 shots-per-second

- Mode 2 – Your gun will shoot a burst of 3 shots at 6.0 shots-per-second

- Mode 3 – Your gun will shoot a burst of 4 shots at 6.0 shots-per-second

- Mode 4 – Your gun will shoot a burst of 5 shots at 6.0 shots-per-second

How do I program in my very own custom Burst Rapid Fire speed?

You've mastered the use of bursting rapid fire and you're ready to dial in your own custom speed in shots-per-second. First, turn on burst rapid fire and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the d-pad right button. All four LED's will blink in GREEN to let you know we're going to start programming the rapid fire speed.

Let's say your speed started at 6.5 shots per second. The mod will blink the "tens" digit on LED 1. In this case the tens digit is 0 (since you're at 6.5 shots, there's no digit in the tens place). The mod will do a very quick flash to indicate a "0". Now you can tap the left trigger to decrease the tens digit, or tap the right trigger to increase the tens digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "ones" digit and they will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones digit. Tap the mod switch to save that digit and move to the decimal place.

Lastly, we're at the decimal place. Follow the procedure from above one last time; tap the left trigger to decrease the decimal, and tap the right trigger to increase the decimal. Tap the mod switch to save your selection. The mod will blink all LED's in GREEN three more times to let you know that your new speed was saved.

Akimbo Rapid Fire

What is Akimbo Rapid Fire?

Akimbo mod allows you to unleash the hidden power of dual-wielded pistols. It can also make it easier to fire dual-wielding fully-automatic weapons.

Normally, with both pistols in your hands, you have to pull both the left and the right triggers to fire both pistols, which is cumbersome. But when Akimbo mode is enabled, you can rapid fire both pistols at the same time just by holding down your fire-weapon button. Akimbo eliminates the need to press both buttons, and it adds the power of rapid fire to your pistols. Akimbo mode is absolutely deadly at close range.

How does Akimbo Rapid Fire work?

First you must turn the Akimbo rapid fire on. To enable Akimbo firing on your controller, hold your mod switch and tap d-pad left. LED 1 indicator will glow BLUE. Then, equip your soldier with dual-wielded pistols. While you are still learning how to use this mod, start with semi-automatic dual-wielded pistols. Once your soldier is equipped, press and hold your fire-weapon button. The mod chip will take over and unload the clips on both pistols.

How do the different Akimbo Rapid Fire modes work?

There are several different akimbo modes available that allow you to further customize your Akimbo experience. Use modes 1 through 3 if your pistols are semi-automatic and it will add rapid fire to your pistols. Use Mode 4 if your pistols are fully-automatic.

- Mode 1: 9.5 shots-per second. When you scope in your primary rifle, rapid fire stays turned on.

- Mode 2: 9.5 shots-per second. When you scope in your primary rifle, rapid fire turns off.

- Mode 3: 9.5 shots-per second. Akimbo mode stays turned on always.

- Mode 4: 9.5 shots-per second. Mimic mode. Pull the fire-weapon button, mod chip automatically presses scope button.

Start by turning on Akimbo rapid fire. Then, to change to a different akimbo mode during game play, hold the mod switch, and hold d-pad left. The LED 1 will blink in BLUE to indicate which mode you are changing to. Select the mode from the list above that is most appropriate for you. You can also customize the rapid fire speed of each mode (see below).

How do I program in my very own custom Akimbo Fire speed?

You've mastered the use of Akimbo rapid fire and you're ready to dial in your own custom speed in shots-per-second. First, turn on Akimbo rapid fire and then scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the D-Pad left. All four LED's will blink in BLUE to let you know we're going to start programming the rapid fire speed.

Let's say your speed started at 6.5 shots per second. The mod will blink the "tens" digit on LED 1. In this case the tens digit is 0 (since you're at 6.5 shots, there's no digit in the tens place). The mod will do a very quick flash to indicate a "0". Now you can tap the left trigger to decrease the tens digit, or tap the right trigger to increase the tens digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.-

Now we're at the "ones" digit and they will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones digit. Tap the mod switch to save that digit and move to the decimal place.

Lastly, we're at the decimal place. Follow the procedure from above one last time; tap the left trigger to decrease the decimal, and tap the right trigger to increase the decimal. Tap the mod switch to save your selection. The mod will blink all LED's in BLUE three more times to let you know that your new speed was saved.

Jitter Rapid Fire

What is Jitter?

Jitter mod takes advantage of a glitch in some Call of Duty games. This allows weapons to shoot faster than they were originally intended to shoot. Jitter mod was completely patched in MW3. Shotgun jitter was patched in BO2. Jitter does not work in the new Ghosts. Jitter

works in all other Call of Duty games. This is an advanced feature intended for experience mod users.

How does Jitter work?

To enable jitter during play, hod the mod switch and tap the d-pad up. LED 1 will turn YELLOW.

 How do the different Jitter modes work?

Start by turning on Jitter. Then, to change to a different jitter mod in the middle of gameplay, hold the mod switch and hold d-pad up. LED 1 will blink yellow. Count the number of blinks on LED 1 and release the buttons when you arrive on the mode you want:

- Mode 1: "7" speed number. Jitter YY glitch.

- Mode 2: "7" speed number. Jitter YY glitch. While scoped, jitter turns off.

- Mode 3: "7" speed number. Jitter XYY glitch.

- Mode 4: "7" speed number. Jitter XYY glitch. While scoped, jitter turns off.

- Mode 5: "255" speed number. Jitter YY glitch.

- Mode 6: "255" speed number. Jitter YY glitch. While scoped, jitter turns off.

- Mode 7: "136" speed number. Jitter XYY glitch.

- Mode 8: "136" speed number. Jitter XYY glitch. While scoped, jitter turns off.

You can further customize each mode (see below).

How do I program in my very own custom Jitter speed?

You've mastered the use of jitter and you're ready to dial in your own custom jitter speed. Jitter can accept a "speed number" from 0 through 255. The lower the number, the faster the mod will try to glitch shoot. First, turn on jitter and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the d-pad up button. All four LED's will blink in YELLOW to let you know we're going to start programming the rapid fire speed.

Let's say your speed started at a speed number of 136. The mod will blink the "hundreds" digit on LED 1. The mod will do a very quick flash to indicate a "0" number. Now, you can tap the left trigger to decrease the hundreds digit, or tap the right trigger to increase the hundreds digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "tens" digit and the tens digit will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the tens digit, and tap the right trigger to increase the tens digit. Tap the mod switch to save that digit and move to the ones place.

Lastly, we're at the ones place. Follow the procedure from above one last time; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones diigt. Tap the mod switch to save your selection. The mod will blink all LED's in GREEN three more times to let you know that your new speed was saved.

Hybrid Optic Rapid Fire

What is Hybrid Optic rapid fire?

This mod is currently not available.

Drop Shot and Jump Shot

What is Drop Shot and what is Jump Shot?

When drop-shot is enabled, and you fire your weapon, your soldier will automatically drop to the ground - making it very difficult for your opponent to shoot you, as he is left shooting in the air where you used to be!

When jump-shot is enabled, and you fire your weapon, your soldier will automatically jump up in the air - throwing your opponent's aim off.

How does Drop Shot or Jump Shot work?

First, enable the mod by holding the mod switch and tapping the crouch button. An ORANGE LED will illuminate on one of the three open LED slots. To initiate a jump shot or a drop shot, just press the fire-weapon button. Your soldier will jump or drop according to the mode you are currently in (see below).

How do the different Drop Shot and Jump Shot modes work?

Four different modes are available:

- Mode 1: Drop shot. Soldier drops automatically when you fire.

- Mode 2: Drop shot. Soldier drops automatically when you fire, except if you are scoping.

- Mode 3: Jump shot. Soldier jumps automatically when you fire.

- Mode 4: Jump shot. Soldier jumps automatically when you fire, except if you are scoping.

To change drop/jump shot to a different mode, hold the mod switch and hold the crouch button, then count the number of times the ORANGE LED blinks.

Fast Reload

What is Fast Reload mod?

Fast Reload is a glitch in the Call of Duty series of games. Fast Reload is most effective on Modern Warfare and Modern Warfare 2 and Black Ops 2 and even the latest Ghosts. It is not as effective on Black Ops, because Black Ops is using a different graphics engine that is not as susceptible to the Fast Reload glitch.

How does Fast Reload work?

When you press the reload button, your character begins to reload. The ammo clip bar will actually reach a full bar, before the animation sequence of the reload is done. If you hit your Change Weapon button twice very quickly just after the ammo reaches a full bar, but before the animation sequence has completed, you can start firing again sooner than your opponent. Thus you have just completed a "Fast reload", because it's faster than letting the full reload animation sequence play out.

Getting the timing down perfectly is difficult to impossible for some players. This is where the Fast Reload feature of the modded controller comes into play. The controller's fast reload feature will automatically wait out this delay and press the Change Weapon button for you at just the right time. You must enter the correct fast reload delay time for your gun*.

*Note: fast reload does not work on shotguns or sniper rifles. Fast reload only works on guns that have a clip - it will not work on guns where the bullets are loaded one-at-a-time. There are several different factors that affect fast reload, including the perks that you select. Perks such as Sleight of Hand will actually change the fast reload timing. Different guns have different fast reload timing. And if you have the sleight of hand perk enabled, your fast reload timings will change again. We encourage you to "tune in" the perfect fast reload speed for your favorite weapon.

If your fast reload delay is set too quick, then the controller will interrupt the reload sequence before your ammo reaches a full bar. If the fast reload delay is set too slow, then the controller won't interrupt the animation sequence soon enough (and you don't gain any advantage).

To turn on Fast Reload, hold the mod switch and then tap the reload button. One of the open LED's will glow BLUE. Fast Reload is now primed and ready to go. To perform a fast reload, press the reload button. The mod chip will take over and perform the special fast reload every time you press the reload button. Be sure to tune in the timing for your particular gun and perk set (see below).

How do the different Fast Reload modes work?

There are several different types of Fast Reload mod:

- Modes 1-4: Traditional Fast Reload for all Call of Duty games, except Modern Warfare 3.

- Modes 5-7: Semtex Fast Reload, for Modern Warfare 3. You must be holding a Semtex for these fast reload modes to work.

- Modes 8-10: Trophy Glitch Fast Reload, for Modern Warfare 3. You must be holding a trophy system for these fast reload modes to work

The default Fast Reload delay numbers are as follows:

- Mode 1:   Gun 1 - Timing 33

- Mode 2:   Gun 2 - Timing 34

- Mode 3:   Gun 3 - Timing 36

- Mode 4:   Gun 4 - Timing 42

- Mode 5:*   Gun 5 - Timing 53

- Mode 6:*   Gun 6 - Timing 54

- Mode 7:*   Gun 7 - Timing 56

- Mode 8:**   Gun 8 - Timing 63

- Mode 9:**   Gun 9 - Timing 213

- Mode 10:**   Gun 10 - Timing 214

The timing for each mode can be custom tuned for your specific gun (see below).

How do I program in my very own custom Fast Reload speed?

You've mastered the use of Fast Reload and you're ready to dial in your own custom Fast Reload speed. Fast Reload can accept a "delay number" from 0 through 255. Smaller numbers are for weapons that naturally reload faster. First, turn on Fast Reload and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the reload button. All four LED's will blink in BLUE to let you know we're going to start programming the fast reload delay.

Let's say your speed started at a speed number of 32. The mod will blink the "hundreds" digit on LED 1. The mod will do a very quick flash to indicate a "0" number. Now, you can tap the left trigger to decrease the hundreds digit, or tap the right trigger to increase the hundreds digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "tens" digit and the tens digit will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the tens digit, and tap the right trigger to increase the tens digit. Tap the mod switch to save that digit and move to the ones place.

Lastly, we're at the ones place. Follow the procedure from above one last time; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones diigt. Tap the mod switch to save your selection. The mod will blink all LED's in BLUE three more times to let you know that your new speed was saved.

Quick Scope

What is Quick Scope?

Quick scoping is used in Call of Duty games. The idea with a quick scope is to use a sniper rifle, scope in, and fire the shot just as the gun scopes in. Get the timing and the aiming down just perfectly, and you can become a one-man commando with your sniper rifle.

How does Quick Scope work?

Quick Scope is activated by holding the mod switch and then tapping your throw tactical button. An open LED will glow RED.

Once active, to fire a Quick Scope shot, TAP your scope button. The mod will automatically scope in, take the shot, and descope.

How do the different Quick Scope modes work?

The Quick Scope "Delay" (that is, the time from when you press the scope key to the time the shot is taken) can be programmed. Five customizable modes are available. These programmable modes can be used to tune in the quick scope for the various Call of Duty games. The delay might be slightly different for each game or even each gun.

Here are the factory default speeds for the five modes:

- Mode 1: 30 delay number

- Mode 2: 40 delay number

- Mode 3: 50 delay number

- Mode 4: 60 delay number

- Mode 5: 70 delay number

How do I program in my very own custom Quick Scope delay?

You've mastered the use of Quick Scope and you're ready to dial in your own custom Quick Scope speed. Quick Scope can accept a "delay number" from 0 through 255. The lower the

number, the "faster" the quick scope. First, turn on Quick Scope and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the throw tactical. All four LED's will blink in RED to let you know we're going to start programming the quick scope delay.

Let's say your speed started at a speed number of 30. The mod will blink the "hundreds" digit on LED 1. The mod will do a very quick flash to indicate a "0" number. Now, you can tap the left trigger to decrease the hundreds digit, or tap the right trigger to increase the hundreds digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "tens" digit and the tens digit will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the tens digit, and tap the right trigger to increase the tens digit. Tap the mod switch to save that digit and move to the ones place.

Lastly, we're at the ones place. Follow the procedure from above one last time; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones digit. Tap the mod switch to save your selection. The mod will blink all LED's in RED three more times to let you know that your new speed was saved.

Sniper Auto Breath Hold

What is Sniper Auto Breath Hold mod?

The Auto Sniper Breath hold mod is designed for Call of Duty games. It's a mod designed for snipers. Do you find it difficult to hold in the "hold breath" button while sniping? This Auto Sniper Breath mod will automatically make your sniper hold his breath when he aims.

How does Sniper Hold Breath work?

To enable auto sniper hold breath, hold down the mod switch, and then tap the sprint button. A GREEN will light up to let know that this special feature has been activated.

When Auto Sniper Hold breath is enabled, all you have to do to make your sniper hold his breath is hold your rifle scope-in button. The mod will automatically press the hold breath button for you.

Zombie Auto Aim (white)

What is Zombie Auto Aim?

In the special zombie arcade mode, repeatedly pulling the left trigger will cause the sights to lock on to the nearest zombie. The zombie mod allows you to auto-aim to the nearest zombie's head when you scope your rifle.

How does Zombie Auto Aim work?

To enter zombie mode on your controller, hold the mod switch, hold the throw lethal button, and then tap your ADS/scope button. A WHITE LED will illuminate to let you know zombie auto-aim is active. Pull your scope-weapon button like normal to aim and move the target near a zombie, the mod will pulse the scope-weapon button and cause the crosshairs to lock onto the nearest zombie.

Auto Spot

What is Auto Spot?

In Battlefield, you can help out your team by "spotting" an enemy. Once an enemy is spotted, he will show up on your teammate's radar and you may even get extra points when that enemy is vanquished. In Battlefield 4 on the new PS4 console, this is accomplished by manually pressing the right bumper (throw tactical). The Auto Spot mod will take care of pressing this button for you whenever you scope your weapon. The Auto Spot mod will spot enemies when you scope your weapon as this helps prevent the BF4 anti-cheater filter from blocking your mod.

When your modded controller's Auto Spot mod is turned on, you no longer have to manually press these buttons. Enemies will be automatically spotted (as the controller will automatically press the spotting button for you) when you pull the left trigger.

How does Auto Spot work?

To turn on Auto Spotting, hold the mod switch and hold the throw tactical button, then tap the D-PAD up. LED will glow YELLOW to let you know Auto Spot has been activated. Scope your weapon like normal and the controller will spot enemies for you.

Auto Sprint

What is Auto Sprint?

The Auto Sprint mod is designed for Call of Duty games. Are you tired of constantly mashing the left thumbstick to make your soldier sprint? Now you don't have to!

How does Auto Sprint work?

To enable auto sprint, hold down the mod switch, hold the throw lethal button, and then tap your sprint button.   Special LED will glow AQUA/LIGHT BLUE to let you know that this special feature has been activated.

When Auto Sprint is enabled, all you have to do to make your soldier sprint is flick your rifle scope-in button. Now you'll never have to press your left thumbstick again to make your soldier sprint. This will eliminate wear and tear on your thumb – and your thumbstick.

Turbo Melee

What is Turbo Melee?

Turbo Melee significantly decreases the time you have to wait between knife presses in Modern Warfare 2, Modern Warfare 3, and Black Ops 2. It can also be used to decrease the wait time between Riot Shield melee attacks. Turbo Melee is compatible with both the "standard" and "tactical" button configurations.

In Ghosts, Turbo Melee lets you knife again much more quickly in case you miss the enemy on your first knife attempt.

How does Turbo Melee work?

You must be equipped with Semtex grenade for this to work. To activate Turbo Melee, hold the mod switch and tap the melee attack button. A special LED will light up in PINK. Then perform a melee attack like normal by pressing the melee attack button. You may now execute repeated melee attacks more quickly.

How do the different Turbo Melee modes work?

To scroll to the next Turbo Melee mod, hold the mod switch and then hold the melee attack button. The PINK LED will blink to indicate which mode you are changing to:

- Turbo Melee Mode 1 – Delay number of 12

- Turbo Melee Mode 2 - Delay number of 13

- Turbo Melee Mode 3 - Delay number of 14

Once you've scrolled to the desired Turbo Melee mode and activated Turbo Melee, all you need to do to perform a Melee attack is take out your knife or riot shield and then press your

melee attack button. Get ready for knife attack multkill sprees! - or easier kills with the riot shield!

Please Note: Turbo Knife was patched in Black Ops 1, but tested and working in MW2, MW3, and BO2, and Ghosts.

How do I program in my very own custom Turbo Melee delay?

Turbo Knife can accept a "delay number" from 0 through 255. The lower the number, the "faster" the turbo knife. First, turn on Turbo Knife and scroll to the mode you would like to edit. Now, hold the mod switch and then tap the PS-Home button. All four LED's will light up in WHITE to let you know that it's waiting for further input. Tap the melee attack button. All four LED's will blink in PINK to let you know we're going to start programming the Turbo Melee delay.

Let's say your speed started at a speed number of 12. The mod will blink the "hundreds" digit on LED 1. The mod will do a very quick flash to indicate a "0" number. Now, you can tap the left trigger to decrease the hundreds digit, or tap the right trigger to increase the hundreds digit. The mod will blink to let you know what the current number is. When you're happy with the number, tap the mod switch to move to the next number.

Now we're at the "tens" digit and the tens digit will blink on LED 2. Follow the procedure from above; tap the left trigger to decrease the tens digit, and tap the right trigger to increase the tens digit. Tap the mod switch to save that digit and move to the ones place.

Lastly, we're at the ones place. Follow the procedure from above one last time; tap the left trigger to decrease the ones digit, and tap the right trigger to increase the ones diigt. Tap the mod switch to save your selection. The mod will blink all LED's in PINK three more times to let you know that your new speed was saved.

Selectable Button Layouts (white)

What is Selectable Button Layouts?

This mod supports more than just the standard button layouts. Rapid fire, drop shot, fast reload - all of the features of the mod chip will now work on your favorite button layout. Just remember to tell the mod chip what button layout you want by setting the appropriate mode from the list above.

How do Selectable Button Layouts work?

To switch to a different button layout, hold mod switch + tap PS home button to enter the mod programming menu.   All four LED's will turn white, and wait for you to enter a selection. Press the Triangle button to change your button layout. All four LED's will turn white, and wait for you to enter a selection. Press the Triangle button to change your button layout. The

mod will blink all four LED's in white to confirm that you are now about to change your button layout.

Press right trigger to go to the next button layout. Press left trigger to go to the previous button layout.

- Layout 1: Default

- Layout 2: Tactical

- Layout 3: Lefty

- Layout 4: Nom4d

- Layout 5: Nom4d Tactical

- Layout 6: Default Flipped

- Layout 7: Tactical Flipped

- Layout 8: Lefty Flipped

- Layout 9: Nom4d Flipped

- Layout 10: Nom4d Tac Flipped

*Note: some mods don't work correctly when in the Nom4d layouts

Tap the mod switch to save your selection. All four LED's blink three times to confirm that your selection was saved.