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Introduction

The KwikFire controller offers many features, more than you will find on any other mod available. While there are many features on this controller, we have developed a method of accessing them which makes it quick and easy.

On the following pages you will find information about each feature and how to access it. Many features can be used in combination allowing greater flexibility and a greater enhancement to your gaming experience. Only features which conflict with each other, such as jump shot and drop shot, cannot be used at the same time.

Feature access

The KwikFire controller uses the “LEFT” direction on the D pad and the controllers “BACK” button for accessing all of the controllers features. We also offer the option of a “MOD” button on the back of the controller. The mod button can be used instead of “LEFT” on the D-pad to allow faster access to features since you would not need to remove your thumb from the left thumbstick .

When enabling/disabling a feature, unless otherwise noted, you will see the player 3 LED flash 1 time for enabled and 2 times for disabled.

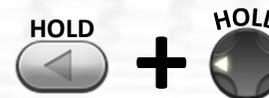
D-PAD LEFT



BACK BUTTON



Sub Modes



Several of the following controller features have sub modes. Sub modes are modifications to the main feature. These will be explained in the description of each feature. To change a features sub mode HOLD the “BACK” button + “LEFT” on the D-pad, while holding both, tap the corresponding features button to change the Sub-Mode. For example, to change the Jitter sub mode you would HOLD “BACK” + “LEFT”, then TAP “Y”, the player 3 LED will flash to indicate which sub mode you are currently in.

Rapid Fire



To activate/deactivate rapid fire you can either TAP “LEFT” two times very quickly or HOLD the “RIGHT TRIGGER” and TAP “LEFT”. You will see the player 4 LED start flashing indicating Rapid Fire is now activated. Repeat either of these to turn off Rapid fire.

Burst Fire



To activate/deactivate burst fire HOLD the “X” button and then TAP “LEFT”. The player 4 LED will turn on solid to indicate that burst fire is activated. The burst fire will fire at the current speed/burst settings which can be adjusted within programming mode. Once activated burst fire can be turned on/off using the same process as rapid fire. To deactivate again hold “X” and tap “LEFT”.

Akimbo (Dual Trigger Rapid Fire)



To activate/deactivate akimbo HOLD the “LEFT TRIGGER” and TAP “LEFT”. With akimbo activated you will have rapid fire on both the left and right triggers (independently), this is great for akimbo or dual weapons in Call of Duty and other FPS games. While active the player 3 LED will remain lit.

Mimic (Auto Akimbo)



To activate/deactivate HOLD the “BACK” button and TAP the “RIGHT TRIGGER”. When using mimic , the right trigger controls both the left trigger and the right trigger at the same time. If the akimbo is activated and rapid fire is turned ON than the left trigger will also rapid fire, otherwise it works as normal allowing you to scope automatically when firing.

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, Left 4 Dead
Mode 5:	20sps	Halo series
Mode 6:	6.85sps	Gears of War - Hammerburst
Mode 7:	8sps	Gears of War – Pistols
Mode 8:	8.33sps	COD - Word at War Only - Rifles
Mode 9:	10sps	COD - Word at War Only - Pistols
Mode 10:	20sps	Open Mode – Default 20 SPS

Changing Modes (4 sec)

There are 10 modes to select from. Each is pre-programmed with a specific speed, but can be independently programmed to an new speed (See page 6). To change to the next mode you must HOLD “LEFT” for 4 seconds. You will see the player 3 & 4 LEDs flash together, count the number of flashes of the LEDs. This will indicate which mode you are currently in. (2 flashes = Mode 2, 3 flashes = Mode 3, etc...). You can also go back to the previous mode by HOLDING “LB” along with “LEFT”.

Adjustable Fast Reload +

To activate/deactivate HOLD “BACK” and TAP “X”. 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 “X” 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 “X”. This sets the timing and the next time you reload as normal by hitting “X” the last part of the reload animation will be cancelled allowing you to begin firing again sooner than normal.

Jitter Fire (All COD Except MW3) +

To activate/deactivate jitter fire HOLD the “Y” button and TAP “LEFT”. 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. Jitter has 3 sub modes.

Sub Mode 1 = **XYX Jitter**

Sub Mode 2 = **XYX Jitter (Black Ops 2 Compatible)**

Sub Mode 3 = **YY Jitter (World at War)**

Drop Shot (standard Layout) +

Drop Shot (Tactical Layout) +

To activate/deactivate drop shot for standard button layouts HOLD “B” and TAP “LEFT”. To activate drop shot for tactical button layouts HOLD in the “RIGHT THUMBSTICK CLICK” and TAP “LEFT”. Drop shot allows you to automatically drop to prone as soon as you start firing and stand up when you stop. The MaxFire Fusion V4 supports both standard button layouts and tactical button layouts. Drop shot has 4 sub modes and you must always use “B” when changing the sub mode.

Sub Mode 1 = **Always Drop/Stand automatically**

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

Sub Mode 3 = **Drop Only**

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

Jump Shot +

To activate/deactivate jump shot HOLD “A” and TAP “LEFT”. With jump shot you will jump automatically as soon as you start to fire. Jump shot has 4 sub modes.

Sub Mode 1 = **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)**

Automatic Sniper Breath +

To activate/deactivate auto sniper breath HOLD in the “LEFT THUMBSTICK CLICK” and TAP “LEFT”. With Auto sniper breath activated the mod will press and hold the left thumbstick automatically when you aim down the sights.

Quick Scope



To activate/deactivate HOLD “BACK” and TAP the “LEFT TRIGGER”. With quick scope active just hold the left trigger and you will scope and automatically fire at the exact moment the accuracy of being scoped kicks in. Quick scope has 2 sub modes.

Sub Mode 1 = Quick Scope for Sniper Rifles

Sub Mode 2 = Quick Scope for Sniper Rifles + Rapid Fire

Sub Mode 3 = Quick Scope for Rifles with QuickDraw attachment

Sub Mode 4 = Quick Scope for Rifles w/QuickDraw + Rapid Fire

Auto Run



To activate/deactivate auto run HOLD “BACK” and CLICK the “LEFT THUMBSTICK”. With auto run active you no longer have to click the left thumbstick to start running, it is done automatically.

Sub Mode 1 = Always runs

Sub Mode 2 = Run suspended when prone/crouch with “B”

Sub Mode 3 = Run suspended when prone/crouch with “R3”

Auto Aim



The auto aim feature **ONLY WORKS WITH ZOMBIES & CAMPAIGN GAMES AND DOES NOT WORK WITH ONLINE MATCHMAKING GAMES**. To activate/deactivate auto aim HOLD “BACK” and TAP the “A” button. With auto aim active, when you press the left trigger, you will automatically lock on and track the closest target.

Battlefield Auto Spotting



To activate/deactivate HOLD “BACK” and TAP “B”. With auto spotting active the controller will automatically press the “BACK” or “RB” button. When you are aiming at an opponent they will be marked with an indicator above their head for you and your team to see, giving your team a significant advantage.

TO CHANGE THE SUB MODE YOU MUST USE THE “RIGHT THUMBSTICK”.



Sub Mode 1 = BF3 On only when Aiming down sights

Sub Mode 2 = BF3 On all the time

Sub Mode 3 = BF4 On only when Aiming down sights

Sub Mode 4 = BF4 On all the time

GOW Perfect Active Reloads



To activate/deactivate HOLD “RB” and TAP “LEFT”. While active the player 3 LED will remain Lit. Have perfectly timed active reloads for the most popular weapons in Gears of War, automatically. When using this mod you select the weapon you are using by following the process below. Once selected you reload as normal by pressing “RB” and the second press of “RB” will be timed automatically.

Sub Mode 1 = Gears of War 2

Sub Mode 2 = Gears of War 3

Set GOW Active Reload Weapon



To set the weapon you want to perfect active reload you must HOLD the “BACK” button and TAP “RB”. You will TAP “RB” 1-6 times depending on the weapon you want to select from the list below. When you release “BACK” the player 3 LED will quickly flash 1-6 times to confirm your selection.

Gears of War 2 Weapons

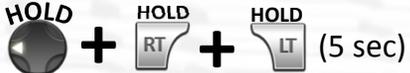
1. Lancer/Hammerburst
2. Pistols
3. Shotgun
4. Sniper/BoomShot

Gears of War 3 Weapons

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

Programming the Adjustable Rapid/Burst Fire Settings

Each rapid fire mode can be programmed to one of 55 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 the Programming Mode:  (5 sec)

To enter the programming mode you must first HOLD “BOTH TRIGGERS” then within 2 seconds HOLD “LEFT”. Continue to hold all three for 5 seconds. You will see the player 4 LED flash on for 2 seconds then go out.

Exit Programming Mode:  To exit the programming mode just TAP the “BACK” button.

Change Rapid Fire Speed:  or  To change the rapid fire speed you only need to TAP “UP” or “DOWN” on the D-pad. “UP” to make the speed faster and “DOWN” to make it slower. The player 4 LED will flash when increasing the speed and the player 3 will flash when decreasing. 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 must TAP “LEFT” or “RIGHT” on the D-pad. Left for fewer shots and Right for More shots.

Check Rapid Fire Speed Setting:  To check the currently set rapid fire speed you only need to TAP “Y”. The player 3 LED will flash the “tens” and position and the player 4 will then flash the single digit. (example. Player 3 flashes 3 times, followed by the player 4 flashing 6 times, you are now at speed setting 36) Refer to the table on the next page for all of the speed settings.

Check Burst Fire Setting:  To check the currently set burst fire setting just TAP “A”. 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 “X” and “B” together for 7 seconds. After 7 seconds the player 3 and 4 LED’s will both flash very fast for 2 seconds to indicate the Mode has ben reset.

MASTER RESET:  (7 sec)
Resets ALL modes, speeds and sub modes to their default settings. HOLD “BOTH THUMBSTICK CLICKS” for 7 seconds. You will see the player 3 LED flash then the player 4 LED, then both. All settings will be set to default and the programming mode will be exited.

Rapid Fire speed settings table

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	29	13.16
2	45.5	30	12.5
3	41.7	31	12.2
4	38.4	32	11.91
5	35.7	33	11.63
6	33.3	34	11.42
7	31.25	35	11.11
8	29.4	36	10.64
9	27.8	37	10.3
10	26.3	38	10
11	25	39	9.8
12	23.91	40	9.62
13	22.73	41	9.36
14	21.74	42	9.09
15	20.83	43	8.62
16	20	44	8.33
17	19.23	45	8.2
18	18.52	46	8
19	17.86	47	7.7
20	17.24	48	7.35
21	16.67	49	7
22	16.13	50	6.67
23	15.63	51	6.33
24	15.15	52	6
25	14.71	53	5.5
26	14.28	54	5
27	13.89	55	4
28	13.51		

Important Rapid Fire Speed Information!

The KwikFire 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.

Advanced Feature Management

All features of the KwikFire 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. Then HOLD the "RIGHT TRIGGER + LEFT TRIGGER + B + Y + X" together all at the same time for 7 seconds. After 7 seconds you will see both player 3 and 4 LEDs flash 10 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.

- **Jump Shot** 
- **Drop Shot** 
- **Fast Reload** 
- **Jitter Fire** 
- **GOW Reloads** 
- **Sniper Breath** 
- **Quick Scope** 
- **Rapid Fire** 
- **Auto Run**  + 
- **Auto Aim**  + 
- **Mimic**  + 
- **Battlefield Spotting**  + 
- **LED Notification** 
- **Competition Mode** 

• Feature Activation

This option changes which buttons will be used to activate features. There are 3 options, left only, mod button only or both. The default setting is both. When changing you will see the player 3 LED flash for left only, the player 4 LED flash for mod button only or both LEDs flash for Both buttons.

Exit Advanced Feature Management

To exit AFM TAP "UP" on the D-pad. You will again see the player 4 LED flash 10 times very quickly.

The following functions are controlled by holding the controller on and then tapping the corresponding button.



The following functions are controlled by holding the controller on and then tapping the corresponding button (left of the game buttons), then tapping the corresponding controller button.

