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Introduction

The Xbox ONE KwikFire ONE 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.

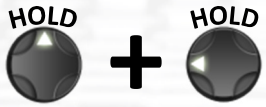
Feature access

The Xbox ONE KwikFire controller uses the **"LEFT" and "UP"** directions on the D-pad for accessing all of the controllers features.

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

D-PAD LEFT **D-PAD UP**

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 **"UP"** + **"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 **"UP"** + **"LEFT"**, then TAP **"Y",** the WHITE 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"**. The WHITE LED will start flashing indicating Rapid Fire is now activated. Repeat either of these to turn off Rapid fire. With the Optional **"MOD"** follow the same procedure using that button. You can also control how the LED flashes using the Advanced Feature Management (page 9).

Burst Fire

To activate/deactivate burst fire HOLD the "**X**" button and then TAP **"LEFT"**. The WHITE 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.

Mimic (Auto Akimbo)

To activate/deactivate HOLD the **"RIGHT TRIGGER"** and TAP **"UP"**. 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:	7.35sps	COD Ghosts: MK-14, Sniper Riffles
Mode 2:	9.6sps	COD Ghosts: Pistols
Mode 3:	14sps	COD Ghosts: Semi-Auto Riffles (not MK-14)
Mode 4:	16sps	GTA , RDR, COD: Autos, Left 4 Dead
Mode 5:	20sps	Halo series
Mode 6:	6.5sps	Gears of War - Hammerburst
Mode 7:	8.33sps	Gears of War – Pistols
Mode 8:	12.5sps	Open Mode – Default 12.5 SPS
Mode 9:	18sps	Open Mode – Default 18 SPS
Mode 10:	25sps	Open Mode – Default 25 SPS

Changing Modes

HOLD (4 sec)

There are 10 modes to select from. Each is pre-programed 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 WHITE LED flash, count the number of flashes. 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

HOLD X + TAP

To activate/deactivate HOLD **"X"** and TAP **"UP"**. 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

Jitter currently does not work with Ghosts but has been left in for Future COD games.

HOLD Y + TAP

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 = XYY Jitter (fast)
Sub Mode 2 = XYY Jitter (Slow)
Sub Mode 3 = YY Jitter

Drop Shot (standard Layout)

HOLD B + TAP

Drop Shot (Tactical Layout)

R + TAP

The KwikFire ONE supports both standard button layouts and tactical button layouts. 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. 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

HOLD A + TAP

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

HOLD L + TAP

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 thumstick automatically when you aim down the sights.

Quick Scope

To activate/deactivate HOLD the **"LEFT TRIGGER"** and TAP **"UP"**. 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 6 sub modes.

Sub Mode 1 = Rifles/snipers
Sub Mode 2 = Rifles/snipers + Rapid Fire
Sub Mode 3 = Rifles/snipers w/QuickDraw attachment
Sub Mode 4 = Rifles/snipers w/QuickDraw + Rapid Fire
Sub Mode 5 = Ultra Fast **(Does not work in COD Ghosts)**
Sub Mode 6 = Ultra Fast + Rapid Fire **(Does not work in COD Ghosts)**

Auto Run

To activate/deactivate auto run HOLD in the **"LEFT THUMBSTICK"** and TAP **"UP"**. 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. IT DOES NOT WORK WITH ONLINE MATCHMAKING GAMES. To activate/deactivate auto aim HOLD **"A"** and TAP **"UP"**. 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 CLICK the **"RIGHT THUMBSTICK"** and TAP **"UP"**. With auto spotting active the controller will automatically press the "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.

Sub Mode 1 = On only when Aiming down sights or Firing
Sub Mode 2 = On all the time

Reflex Remapping Buttons (Optional feature not found on all controllers)

Reflex buttons are additional buttons which can be added to and placed on the back of your controller at the time of purchase. Reflex buttons can replicate any of these standard controller buttons: A, B, X, Y, RB, LB, R3, L3, Right Trigger, Left Trigger, View, Up, Down, Left and Right.

These Buttons are set by default to replicate A or B. However they can be changed to any of the above mentioned buttons within the controllers programming mode. See page 7 for information on accessing the programming mode. Once in the programming mode just HOLD one of the Reflex buttons and TAP the button you want to assign to it. The main LED will flash 3 times quickly to confirm your change.

If you tap the controller button which is already assigned to the reflex button, this will disable the button and the main LED will have 1 long flash. The button will then not do anything when pressed until it is reassigned to a new controller button.

Competition Mode

Reflex buttons are **legal** for most competitions, because of this the KwikFire ONE also has a competition mode (see Advanced Feature Management on page 9) which can be enabled to make your controller competition legal. This option quickly disables all Mods and LED notifications and leaves only the reflex buttons active.

GOW Perfect Active Reloads

To activate/deactivate HOLD **"RB"** and TAP **"LEFT"**. 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 **"UP"** 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 WHITE LED will 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 24 different speed between 3 and 40 shots per second. You can also set the burst fire for each mode from 2 – 10 shots per burst.

Enter the Programming Mode: HOLD L + HOLD R + HOLD RT + HOLD LT (6 sec)

To enter the programming mode you must HOLD **"BOTH TRIGGERS"** and **"BOTH THUMBSTICK CLICKS"** . Continue to hold all four for 6 seconds. You will see the WHITE LED flash on for 2 seconds then go out.

Exit Programming Mode: TAP

To exit the programming mode just TAP the **"VIEW"** button. The LED will again Flash.

Change Rapid Fire Speed: TAP or TAP

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 WHITE LED will flash when increasing or decreasing the speed. Once you have reached the MIN or MAX speed the LED will no longer flash.

Change Burst Fire Quantity: TAP or TAP

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: TAP Y

To check the currently set rapid fire speed you only need to TAP **"Y"**. The WHITE LED will give a long flash for the "tens" position short flash the single digit. (example. 1 long flash, followed by 6 short flashes, indicates you are now at speed setting 16) Refer to the table on the next page for all of the speed settings.

Check Burst Fire Setting: TAP A

To check the currently set burst fire setting just TAP **"A"**. The WHITE LED will flash 2-10 times to indicate the number of shots set for the burst fire.

Reset Current Mode to Default Settings: HOLD X + HOLD B (7 sec)

To reset the rapid fire mode you are currently editing to the factory default you must HOLD **"X" and "B"** for 7 seconds. After 7 seconds the WHITE LED will flash very fast 10 times to indicate the Mode has ben reset.

MASTER RESET: HOLD L + HOLD R (7 sec)

Resets ALL modes, speeds and sub modes to their default settings. HOLD **"BOTH THUMBSTICK CLICKS"** for 7 seconds. You will see the WHITE LED flash in a pattern of , fast, slow, fast. After this all settings will be set to default , the programming mode will be exited and the chip reset.

Rapid Fire speed settings table

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	40	**13**	8.33
2	30	**14**	7.8
3	25	**15**	7.35
4	20	**16**	7
5	18	**17**	6.5
6	16	**18**	6
7	14	**19**	5.5
8	12.5	**20**	5
9	11.35	**21**	4.5
10	10.4	**22**	4
11	9.6	**23**	3.5
12	9	**24**	3

Important Rapid Fire Speed Information!

The KwikFire ONE rapid fire mod allows you to set rapid fire speeds up to 40 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 3.

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.

If you have questions regarding rapid fire or any feature please contact us at Contact@KwikBoyModz.com

Turn Off All Features HOLD L + HOLD R + TAP or TAP

To Quickly turn off all controller features that may be turned on you can HOLD **"BOTH THUMBSTICK CLICKS"** and then TAP either **"UP" or "LEFT"**. The WHITE LED will quickly flash 10 times and all features will be turned off.

Advanced Feature Management

All features of the KwikFire ONE 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) HOLD A + HOLD B + HOLD X + HOLD Y (7 sec)

To enter the AFM, rapid fire must be turned OFF. Then HOLD **"A + B + Y + X"** together all at the same time for 7 seconds. After 7 seconds you will see the WHITE LED flash 10 times very fast. After this you can release all of the buttons.

Exit Advanced Feature Management TAP

To exit AFM TAP the **"VIEW"** button. The WHITE LED will flash 10 times very fast.

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(s). When you tap one of the buttons you will see the WHITE LED flash either 1 or 2 times.
1 flash = Feature is ENABLED, 2 flashes = Feature is DISABLED.

- Jump Shot A
- Drop Shot B
- Fast Reload X
- Jitter Fire Y
- GOW Reloads RB
- Sniper Breath L
- Quick Scope LT
- Mimic RT
- Rapid Fire + RT
- Auto Run + L
- Auto Aim + LT
- Battlefield Spotting + RB
- Competition Mode

- **LED MODE**

There are 4 LED modes and the LED will flash 1-4 times when changing.

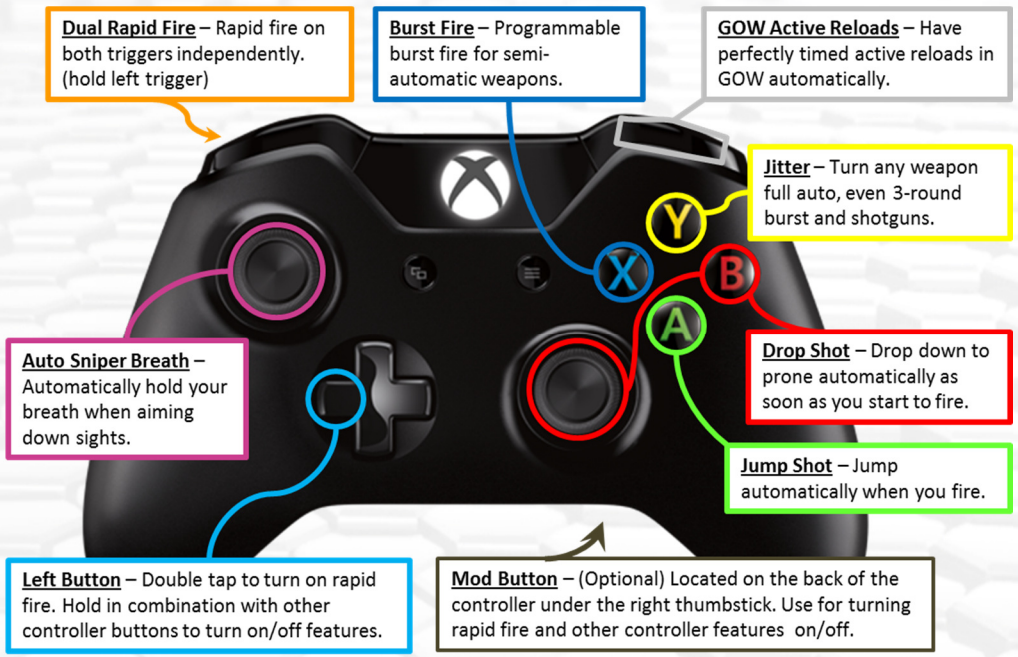
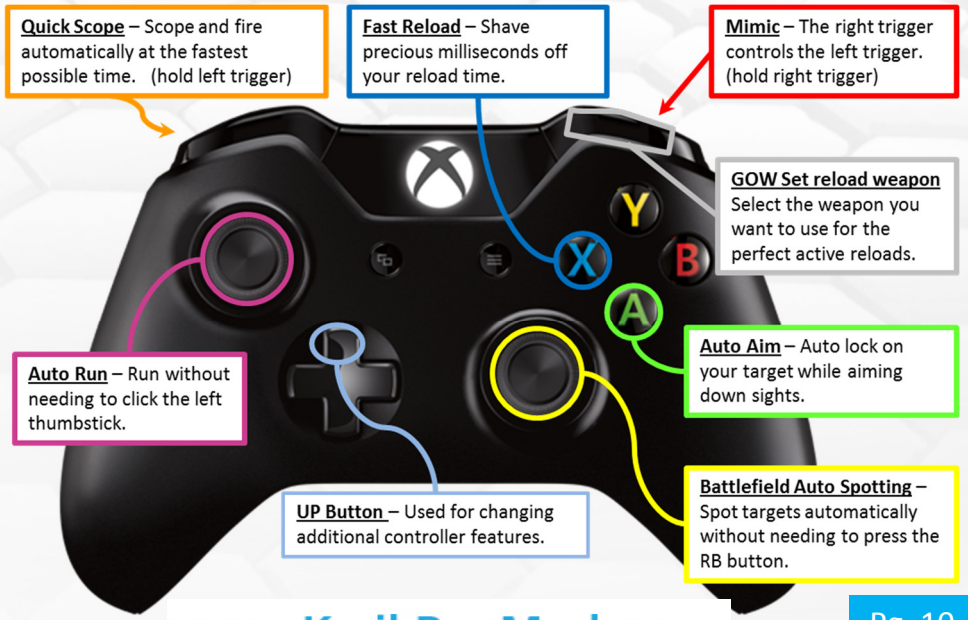
1. The LED is flashing while Rapid fire is on.
2. The LED is on Solid while Rapid fire is on.
3. The LED Flashes 1 or 2 times when turning Raid fire on or off.
4. The LED flashing is disabled for ALL feature activation.

- **FEATURE ACTIVATION** and +

This option changes which button(s) will be used to activate features. There are 3 options for the main button (LEFT) and 3 for the alternate button (UP). When changing an option the LED will flash 1-3 times

1. Only Left On D-pad. 2. Left and Mod button used. 3. Only Mod Button
2. Only UP On D-pad. 2. UP and ALT button used. 3. Only ALT Button +

Left on Dpad



UP or Alt Button Functions