

PS5 TRUEFIRE-DS RAPID FIRE V1.00 Instruction Manual

OVERVIEW

The PS5 TrueFire-DS mod 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 PS5 TrueFire-DS mod uses the “LEFT” and “UP” directions on the D-pad for accessing all of the controllers features. There is also an 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 many features as you would not need to remove your thumb from the left thumbstick .

When enabling/disabling a feature, unless otherwise noted, you will see the main front LED, located at the mic mute button, flash GREEN when Enabling and RED when disabling.



SUB/EDIT MODES

Several of the mod features have sub modes or edit 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. Example: to change the Jump Shot sub mode you would HOLD UP + LEFT, then TAP X, the LED will Flash ORANGE to indicate which sub mode you are currently in.

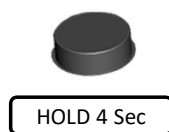
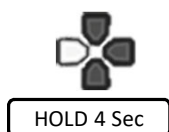


FLIPPED LAYOUT INFORMATION

This manual assumes you are using the default button layout where R2/L2 are used for firing/aiming. While this mod also supports Flipped layouts for use with R1/L1 these buttons cannot be used with rapid fire. Corresponding features such as jump or drop shot will work with the flipped layout, however rapid fire does not. If you use a flipped controller layout you must change the trigger configuration to “FLIPPED” in the advanced feature management of the TrueFire-DS mod (see page 5). When the flipped layout is selected features which are turned on by the triggers will also be flipped. Example: with the default layout Quick Scope is turned on by holding LEFT and tapping L2. With the flipped layout you would hold LEFT and tap L1

RAPID FIRE MODES

There are 10 built in modes to select from. Each is pre-programmed with a specific speed (see the chart to the right), these can be independently programmed to a new speed in the programming mode(See page 4). To change to the next mode you must HOLD LEFT for 4 seconds. Or with the MOD button installed you would HOLD the MOD button for 4 seconds. You will see the main LED flash AQUA (blue + green), count the number of flashes of the LED. 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 L1 along with LEFT.

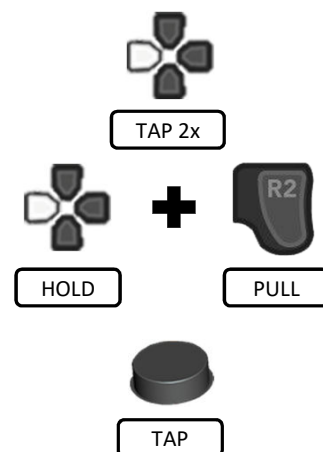


MODE	SPEED
Mode 1:	7.7sps
Mode 2:	9.3sps
Mode 3:	13.8sps
Mode 4:	16.67sps
Mode 5:	20sps
Mode 6:	16sps
Mode 7:	12sps
Mode 8:	10sps
Mode 9:	7sps
Mode 10:	5sps

RAPID FIRE



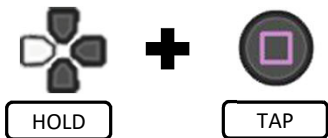
Rapid fire gives pistols and semi-auto rifles that extra kick they need to compete with the big guns. Most weapons have a sweet spot for the rapid fire speed and this is generally between 7 and 16SPS. Be aware that above this most weapons will start to fire slow and erratic. Rapid fire can be activated in several ways. 1. double tap left on the D-pad, 2. Hold left on the D-pad and pull R2. 3. Single tap the mod button (if installed). When activated the LED will flash blue.



BURST FIRE



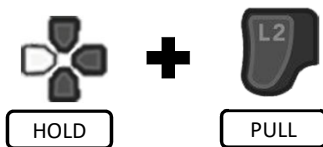
Burst fire is by default a 3-round burst. This can be changed from 2-10 rounds in the programming mode. Burst fire works with semi-auto weapons.
To activate burst fire hold LEFT on the D-pad and tap SQUARE. When activated the LED will light up solid blue.



AKIMBO (LT RAPID FIRE)



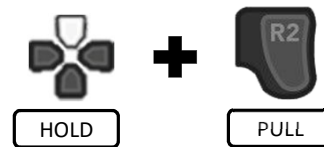
Akimbo, or left trigger rapid fire gives you rapid fire with dual weapons. This activation is separate from normal rapid fire which allows you to have left trigger only rapid fire.
To activate akimbo hold LEFT on the D-pad and pull the LEFT TRIGGER. When activated the LED will flash green.



MIMIC (Auto Akimbo)



When using mimic the right trigger controls the left trigger. Just pull the right trigger and you will scope automatically.
To activate mimic hold UP on the D-pad and pull the RIGHT TRIGGER.



DROP SHOT

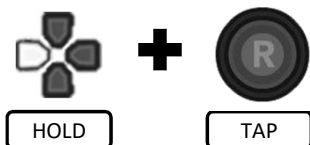


Drop shot allows you to quickly drop to Prone position as soon as you start firing and stand back up as soon as you stop firing.
To activate drop shot for standard layouts hold LEFT on the D-pad and tap CIRCLE
To activate drop shot for tactical layouts hold LEFT on the D-pad and tap R3 (Thumb click)

Standard Layout



Tactical Layout



DROP SHOT SUB MODES

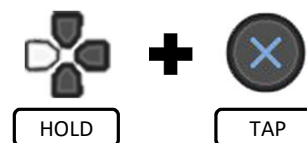
Drop shot has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping CIRCLE.

1. Always Drop/Stand automatically
2. Drop/Stand, if NOT Aiming Down Sights
3. Drop Only
4. Drop Only, if NOT Aiming Down Sights

JUMP SHOT



Jump shot will make you jump while firing, automatically, making you a much harder target to hit.
This feature cannot be used at the same time as drop shot. Turning this feature on while drop shot is already on will automatically turn off drop shot.
Activate by holding LEFT on the D-pad and tapping X.



JUMP SHOT SUB MODES

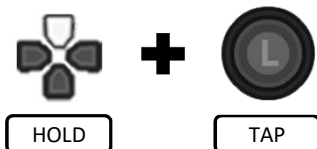
Jump shot has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping X.

1. Jump only once
2. Continuous Jumping (Slow Jump Speed)
3. Continuous Jumping (Medium Jump Speed)
4. Continuous Jumping (Fast Jump Speed)

AUTO RUN



Auto run allows you to run without needing to tap L3.
To activate auto run hold UP on the D-pad and tap L3 (Left thumbstick click).



AUTO RUN SUB MODES

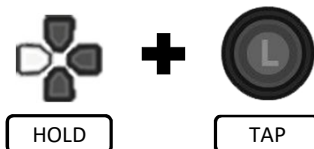
Auto Run has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping L3.

1. Always runs
2. Run suspended when prone with "CIRCLE"
3. Run suspended when prone with "R3"

AUTO SNIPER BREATH / ZOOM



Auto sniper breath will automatically hold your breath when you scope.
To activate hold LEFT on the D-pad and tap L3 (Left thumbstick click).



AUTO RUN SUB MODES

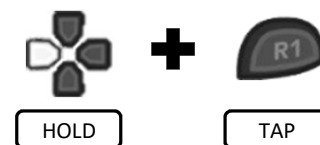
There are 2 sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping L3, Auto Sniper Breath must be turned on.

1. COD/BF - auto hold sniper breath
2. The Last Of US – auto zoom

AUTO SPOTTING



For BF4 and The Last of Us, tag opponents automatically.
To activate hold LEFT on the D-pad and tap R1



AUTO SPOTTING SUB MODES

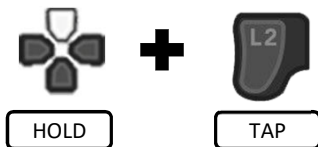
There are 3 sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping R1,

1. BF4 on only when aiming down sights
2. BF4 on all the time
3. The Last of Us, spotting while aiming

QUICK SCOPE



With quick scope active just hold the left trigger and you will scope and automatically fire at the speed set in the edit mode. To activate hold UP on the D-pad and tap L2



QUICK SCOPE EDIT MODE

The edit mode is accessed by holding UP + LEFT on the D-pad and tapping L2. The LED will Flash Orange 10 times when entering/exiting the edit mode.

Within the edit mode you can perform the following functions.

Hold Only L2 – Test the currently set speed.

Tap UP on D-pad – Makes shot happen earlier (LED flashes Green)

Tap DOWN on D-pad – Makes shot happen later (LED flashes Red)

Tap RIGHT on D-pad – Turn Rapid fire with quick scope ON/OFF

Hold LEFT on D-pad, Then Hold L2 – Set new Quick Scope speed.

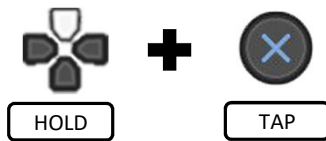
Recording starts when you press L2 and stops when you either release it or press R2.

Tap L3– Exit Edit Mode.

ZOMBIE AIM ASSIST



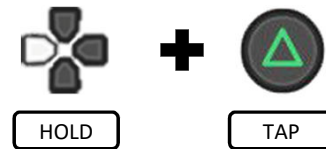
This feature is only for early versions of COD (BO3 and older). The zombie aim assist will auto target the closest enemy when the left trigger is pulled. Aim assist must be enabled in the game options. To activate zombie aim assist hold UP on the D-pad and tap X.



JITTER



This feature is only for early versions of COD (BO3 and older). Jitter takes advantage of glitches in the game to allow for faster than normal firing. These glitches do not exist in all COD versions and have been corrected or never existed in all recent versions. Since you are able to play older PS4 games on the PS5 we have left this feature available. To activate Jitter hold LEFT on the D-pad and tap TRIANGLE.



JITTER SUB MODES

Jitter has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping TRIANGLE.

1. **BO3 SHIVA/205 BRECCI HAYMAKER/48 DREDGE/DRAKON**
2. **BO3 PHARO**
3. **XYX Jitter (Fast)**
4. **XYX Jitter (slow)**
5. **YY Jitter**

FAST RELOAD

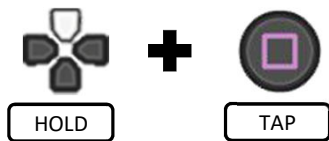


The adjustable fast reload allows you to shave precious milliseconds off your reload time. This works by cancelling the last part of the reload animation after the ammo has been added to your weapon.

Note this does not work for all games / weapons

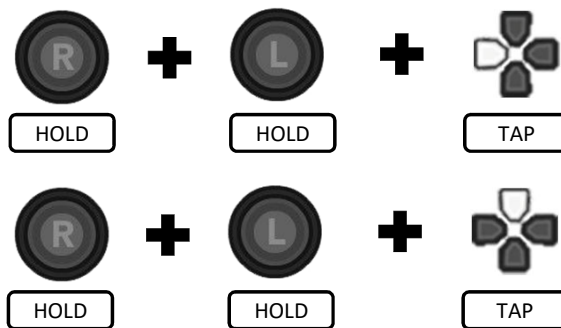
The fast reload must be set for the weapon you are using, as all weapons have different reload times. To set the reload timing you must HOLD SQUARE until you see your ammo indicator at the bottom of the screen show that you have full ammo (this will happen before the reloading animation completes), when you see this RELEASE SQUARE. This sets the timing and the next time you reload by just tapping SQUARE the last part of the reload animation will be cancelled.

To activate Fast Reload hold UP on the D-pad and tap SQUARE.

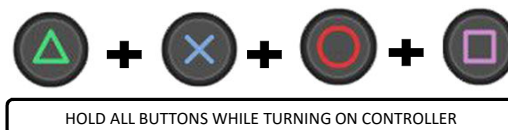


TURN OFF ALL FEATURES

Quickly turn off any features that are turned on by holding both thumbstick clicks (R3 and L3) and tapping UP or LEFT on the D-pad



MASTER RESET – To reset the mod to factory default settings, turn off the controller hold X + Triangle + Circle + Square and turn on the controller. Continue to hold the buttons for approximately 5 seconds. You will see the LED flash very fast in a pattern of red, blue, green, red. After this the mod will restart and be set to factory defaults.



REFLEX REMAPPING BUTTONS

Reflex remapping buttons are optional buttons or paddles on the back of the controller which can be assigned to a standard controller button. These buttons can also be made turbo. See the programming mode instructions below for more information.

PROGRAMMING MODE

Within the programming mode you can setup the reflex buttons, change the rapid fire speed and change the burst fire shot amount.

Enter the programming mode: HOLD R1 + R2 + L1 + L2 for 8 seconds, the white LED will make one long flash.

Exit the programming mode: Tap L3



Change Rapid Fire Speed:

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 main LED will flash GREEN when increasing the speed and RED when decreasing. Once you have reached the MIN or MAX speed the LED will no longer flash.

Change Burst Fire Quantity:

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 “TRIANGLE”. The main LED will flash BLUE for the “tens” position and then flash GREEN for the single digit. (example: BLUE flashes 3 times, followed by GREEN flashing 6 times, you are now at speed setting 36) Refer to the table below for all of the speed setting options.

Check Burst Fire Setting:

To check the currently set burst fire setting just TAP “X”. The main LED will flash BLUE 2-10 times to indicate the number of shots set for the burst fire.

Reset Current Mode to Default Settings:

To reset the rapid fire mode you are currently editing to the factory default you must HOLD “SQUARE” and “CIRCLE” together for 7 seconds. After 7 seconds the main LED will flash AQUA very fast 20 times to indicate the Mode has ben reset.

Change Reflex Button Mapping:

HOLD one of the Reflex buttons and TAP the button you want to assign to it. The main LED will flash GREEN 3 times 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 flash RED 3 times. The button will then not do anything when pressed until it is reassigned to a new controller button.

Set Reflex Button to Turbo Speed:

Double tap the reflex button to cycle through the 5 speed settings listed below. The LED will flash 1-5 times to indicate the setting.

1. No Turbo
2. Turbo at the currently set rapid fire speed
3. Fixed 5sps turbo
4. Fixed 10sps turbo
5. Fixed 15sps turbo

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	18	16	35	9.5
2	45	19	15.4	36	9.3
3	40	20	14.8	37	9
4	36	21	14.3	38	8.7
5	33.33	22	13.8	39	8.5
6	30	23	13.33	40	8.33
7	28	24	12.9	41	8
8	26.67	25	12.5	42	7.7
9	25	26	12	43	7.5
10	23	27	11.75	44	7.3
11	22	28	11.5	45	7
12	21	29	11.1	46	6.67
13	20	30	10.8	47	6
14	19	31	10.5	48	5.5
15	18.2	32	10.25	49	5
16	17.4	33	10	50	4
17	16.67	34	9.75		

ADVANCED FEATURE MANAGEMENT

All features of the PS5 TrueFire-DS 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 X + Circle + Square + Triangle for 8 seconds, the LED will Flash Purple.



Exit AFM: Tap UP on the D-pad



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 or button combination. When you tap a button the main LED will either flash GREEN for enabled or RED for disabled.



• **Jump Shot**



• **Drop Shot**



• **Fast Reload**



• **Jitter Fire**



• **Sniper Breath**



• **Quick Scope**



• **Auto Run**



• **Auto Aim**



• **Mimic**



• **Battlefield Spotting**



• **Rapid Fire**



• **Akimbo (Left Trigger Rapid Fire)**

Competition Mode: Competition Mode disables all features except for the Reflex buttons.



Trigger Mode: Changes trigger functions from default to flipped layout. The LED will flash ORANGE 1 time for default and 2 times for Flipped. Please note that while the V1.00 mod has a flipped mode the rapid fire will not work with R1/L1, however all corresponding features will work in this mode. To Change the Trigger mode just tap R1



LED Mode: By default the LED is set to flash repeatedly when rapid fire or Akimbo is turned on. This behavior can be changed with the LED Mode. There are 3 possible settings indicated below. To change the LED mode Tap RIGHT on the D-pad. The LED will flash to indicate the setting.



1. The LED flashing is disabled for ALL feature activation.
2. The LED is flashing while Rapid fire is on.
3. The LED is on Solid while Rapid fire is on.

Feature Activation: This option changes which button(s) will be used to activate the different features. If you are using a mod button and do not want LEFT on the D-pad to turn features on/off, this is the setting you will want to change. There are 3 options, LEFT on the D-pad only, both or MOD button only. The default is both. When changing the LED flash ORANGE 1, 2 or 3 times.



1. Only LEFT on the D-pad.
2. LEFT and the MOD button can both be used.
3. Only the MOD button