



GENERAL INFO ON XBOX MODS

LED Mods Indicator

Since Xbox One controller has no Player LEDs, we have installed our own LEDs indicator - custom lens. It is located in the middle of the bottom of the controller. It is a square with 4 LEDs: Player 1 - top left; Player 2 - top right; Player 3 - bottom left; Player 4 - bottom right.

Player 1 LED indicates the following shooting mods ONLY: Rapid Fire, Dual Trigger Rapid Fire, Jitter, Akimbo and Auto Burst. Each of these mods has a certain color associated with it so that users will be able to see which mod has been activated at any time. Only one shooting mod can be activated at once (for example, if you have activated Rapid Fire and want to enable Jitter, you will have to chose between them as both of them can not be used simultaneously). Each shooting mod can be easily replaced with any other shooting mod without any deactivation steps (for example, if you have Rapid Fire on and want to activate Jitter, you will only have to enable Jitter and it will automatically replace Rapid Fire on Player 1 LED).



Player 2, 3 and 4 indicate other special mods: Quick Scope, Sniper Breath, Fast Reload, Dropshot + Jumpshot, Zombie Auto Aim, Auto Spot, Auto Sprint and Turbo Melee. Each of these mods has a specific color associated with it and this color may coincide with the color of some shooting mods but you will never get confused since Special Mods are always indicated on Player 2, 3 or 4 and shooting mods are always shown on Player 1. Users can have 3 Special Mods activated simultaneously in addition to one shooting mod.

Xbox One modded controller by Mega Modz can have up to 4 different mods activated at the same time: one shooting mod (Player 1 LED) and 3 special mods (Player 2, 3 or 4 LEDs).

Once activated, Special mod on Player LEDs 2, 3 or 4 will always take an available slot in the following order: Player 2, Player 3 and then Player 4. For example, you haven't activated any Special mods and have Player 2, 3 and 4 LEDs available. You decide to activate Drop shot and after it has been enabled, it will take the first available slot according to the order - Player 2 LED and will stay lit with Dropshot special color. After that, you enable Sniper Breath and it will go to Player 3 LED and stay lit with Sniper Breath special color. If you want to activate Fast Reload in addition to Drop shot and

Sniper Breath, it will take Player 4 LED and stay lit with Fast Reload special color. Thus you have just taken all available LEDs and have 3 special mods enabled at the same time.

If you want to activate more special mods on Player 2, 3, 4 LEDs, you will need to “free up” a slot and disable one of activated mods. Therefore, you will be replacing mods on available slots with the mods you want to change them with. For example, you want to activate Turbo Melee and decide to replace Dropshot with it. You will first have to deactivate Dropshot, LED 2 will become available. Now you can activate Turbo Melee on Player 2 LED and it will lit with Turbo Melee mod special color indicating the mod is on.

If you want to replace all 3 special mods with new ones, you just hold down mod switch and tap X button. LEDs 2, 3 and 4 will turn off and now you have 3 available slots for new special mods.

The controller will always remember the last set up before powering down.

Sub-Modes and Custom Speeds Indication

Please note that this section is dedicated to the latest Xbox One S Modded Controllers. All controllers purchased prior 12/12/2018 have different indication functionality.

Mega Modz LED Indicator lets the user interact with the modchip and be aware of what functions are active at any time. It also helps to scroll between sub-modes and setting up custom values.

Sub-modes and custom speeds have a common way of indicating numbers. The modchip uses different color layers to reflect the numbers on the Indicator. Layers overlap each other.

The first color layer is RED.

It's good for showing numbers 1 - 4. Example: Sub-mode or speed = 1. One red light will flash and stay lit. Sub-mode or speed = 3. Three red lights will flash and stay lit. Anytime all 4 LEDs light up in yellow that means the digit number is 0 (not applicable for sub-modes indication)

**Speed
Digit is 0**

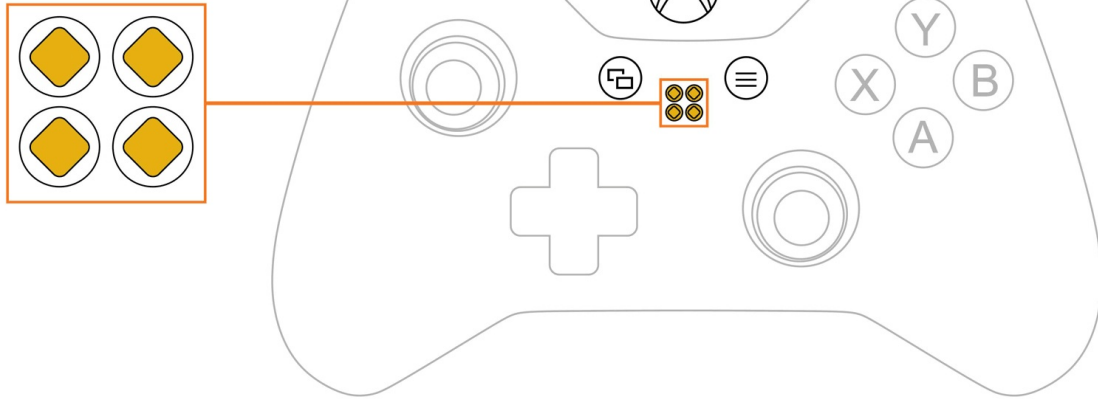


The second color layer is GREEN.

It's good for showing numbers 5 - 8. Green color LED's will overlap Red if the number of a sub-mode or speed is greater than 4 but less than 9. Example: Sub-mode or speed = 5. Only one green LED will overlap 4 RED color LED's.

If the sub-mode or speed is 8 then all 4 RED LED lights will be overlapped with Green.

Speed Digit is 0



The third color layer is Blue. It's good for showing numbers 9 -12. The maximum number for speeds is and will always be 9 (as 9 is the max digit, example 9.99).

The maximum number for a sub-mode is 10 currently (as 10 is the max number of sub-modes available for some mods). Blue color LED's will overlap Green.


Example: Sub-mode = 10. LED indicator will show all RED first (4), then RED will be overlapped with GREEN (8), then 2 GREENs will be overlapped with BLUE (10).

Example: Speed = 9. LED indicator will show all RED first (4), then RED will be overlapped with GREEN (8), then 1 GREEN will be overlapped with BLUE (9).


Speed Digit is 0



Color Sequence For Mods

Shooting Mods (Player 1 LED)	Color
Rapid Fire	Red 


Dual Trigger RF

Purple 

Akimbo

Blue 

Auto Burst

Green 


Jitter

Yellow 

Special Mods (Player 2, 3 and 4 LEDs)

Color


Auto Heal

Cyan 

Quick Scope

Red 


Sniper Breath

Green 

Fast Reload

Blue 

Dropshot + Jumpshot

Orange 

Zombie Auto Aim

White 


Auto Spot

Yellow 

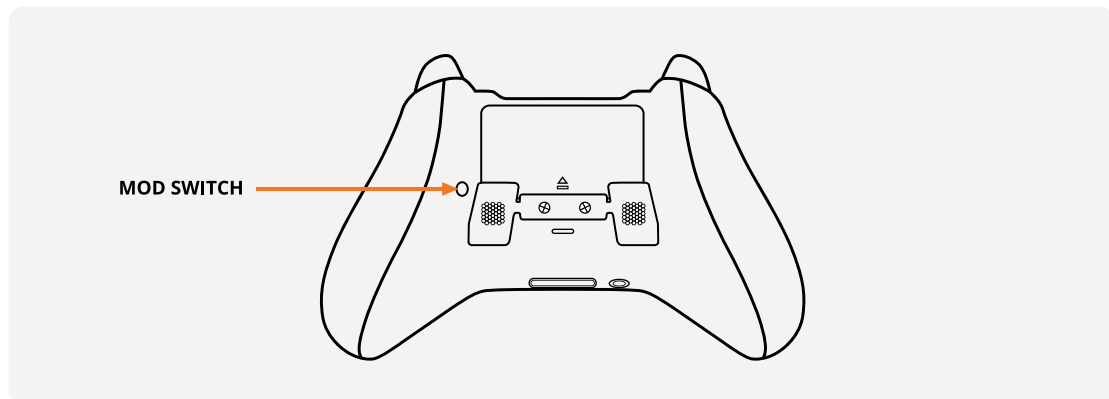
Auto Sprint

Aqua / Light Blue 

Turbo Melee

Pink 

Mod Switch



Holding down the mod switch will be your first step to perform any of these actions. You will always have to hold it down and then tap other corresponding buttons. Mod switch is only used for activating/deactivating modes, setting up custom setting and scrolling between sub-modes - you **DO NOT** have to press it for any other purposes during the game play.

Programming Mods

The following mods offer a programming mode: Rapid Fire, Dual Trigger RF, Akimbo, Jitter, Quick Scope, Fast Reload and Turbo Melee. The main purpose of a programming mode is that it allows users to re-write factory settings and set up the most effective speeds/unit delays for favorite weapons/games and that it allows to find the best speeds/unit delays for future games in case there will be any software changes in the game and factory settings won't deliver the fastest SPS/optimal unit delays.



Custom Rapid Fire Speed Programming (Rapid Fire, Dual Trigger RF, Akimbo, Auto Burst):

Users are welcome to re-write default speeds and set up custom fire rates for the favorite guns. Users can re-program speeds from 5 SPS to 99 SPS (keep in mind that every game has a speed cap pre-set by a manufacturer and if you go above it, your gun will shoot slower or won't shoot at all). Please refer to our Charts to learn more about max speeds for these mods. Custom speeds are programmed by setting tens, ones and decimals digits.(For example, 16.2 speed = 1 tens, 6 ones and 2 decimals).

Custom Delay Speed Programming (Quick Scope, Jitter, Fast Reload, Turbo Melee):

Users are welcome to re-program unit delays to ensure optimal performance for favorite weapons in Call of Duty games. To learn more info on unit delays programming go to instructional page of desired mod.

Your controller will always remember the last set up before powering down.

Reset To Factory Default

To reset all mods, modes, speeds and delays back to the factory default, follow these instructions:

- *Hold the mod switch and tap the Sync button and then release both buttons. All four LED's will glow WHITE, the mod is now awaiting further input.*
- *Hold the View button and then tap D-Pad down. A special WHITE blinking LED sequence will play back, the mod will erase all current settings and will reprogram itself to the factory default settings.*
- *Reboot the controller.*

