



SNIPER BREATH MOD FOR PLAYSTATION 4

You're about to read the latest and up to date PS4 Pro Modded Controller instructions. If you've purchased your controller before 1/14/2019 then visit the [archived page](#) as you may not happen to have the updated version.

This article contains the following sections:

- [At Glance](#)
- [Turning the Mod ON & OFF](#)
- [Checking Current Sub-Mode](#)
- [Changing Sub-Modes](#)
- [Compatible Games](#)

AT GLANCE

Sniper Breath mod allows user to automatically hold the breath when aiming, thus significantly enhancing the accuracy. The mod is specially designed for Call of Duty and Battlefield games. When the user presses the "Aim Button" and the mod is active, the modchip will automatically hold the breath, eliminating the need to push in the Left Stick. That will allow the player to focus on aiming and shooting the enemy down more effectively.

There are a few things to keep in mind:

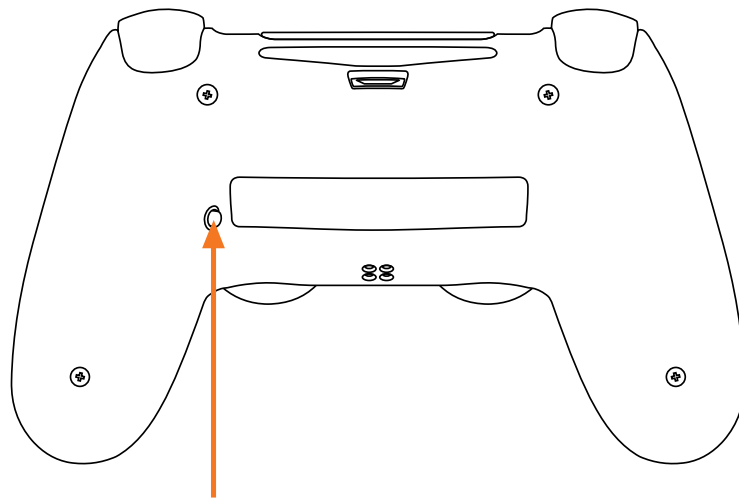
- **The modchip will hold the breath for the time allowed by the game, which is around 3 - 4 seconds usually. Some perks in the game may increase the "holding breath time". (Example: "Iron Lungs" in Blackout)**
- **In WW2 Sniper Breath feature is only available within "Mountain Division".**

IN DEPTH

TURNING THE MOD ON & OFF

To turn the Mod ON

- **Hold down the mod button and then push In the Left Stick**



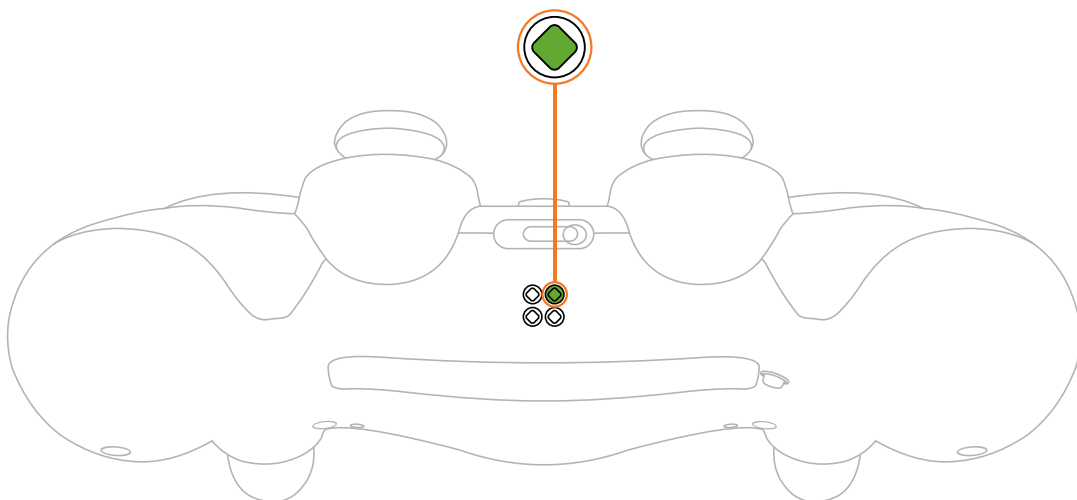
1 STEP. HOLD DOWN MOD BUTTON



2 STEP. PUSH IN LEFT STICK

One of the open LEDs will glow in Green indicating that special feature has been activated.

SNIPER BREATH Green



Want to learn more how LED MOD Indicator works? [Click here](#)

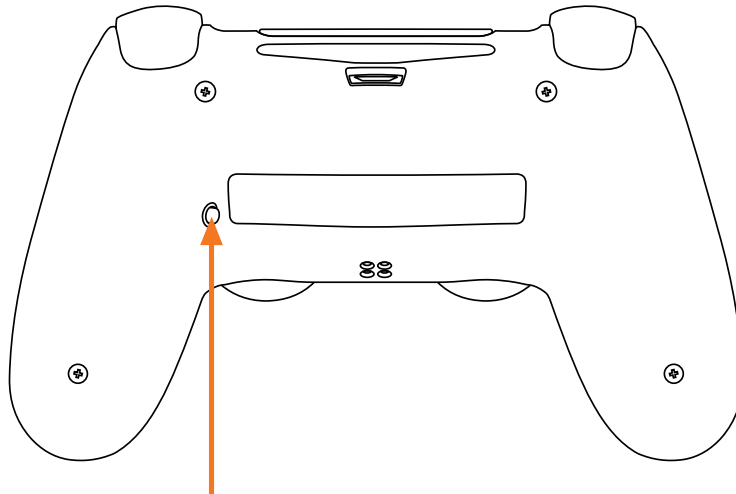
- **When Auto Sniper Hold Breath is enabled, all you have to do to make your sniper hold his breath is to hold the L2 button. The mod will automatically press the hold breath**

button for you.

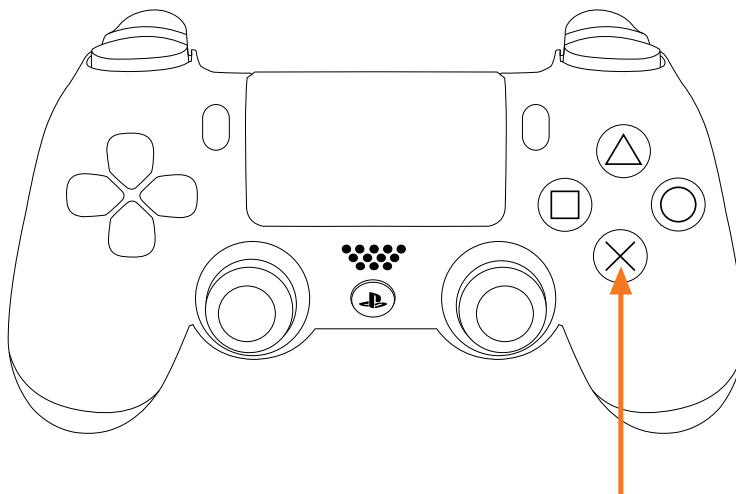
To turn the Mod OFF

The mod can be turned OFF the same way it has been turned ON (see above).

The mod can be turned OFF the same way it has been turned ON (see above). Modes located on 2 - 4 LED Indicator slots (Including Auto Spot) can be turned OFF all at once by holding down the mod button on the back and tapping the button X.



1 STEP. HOLD DOWN MOD BUTTON



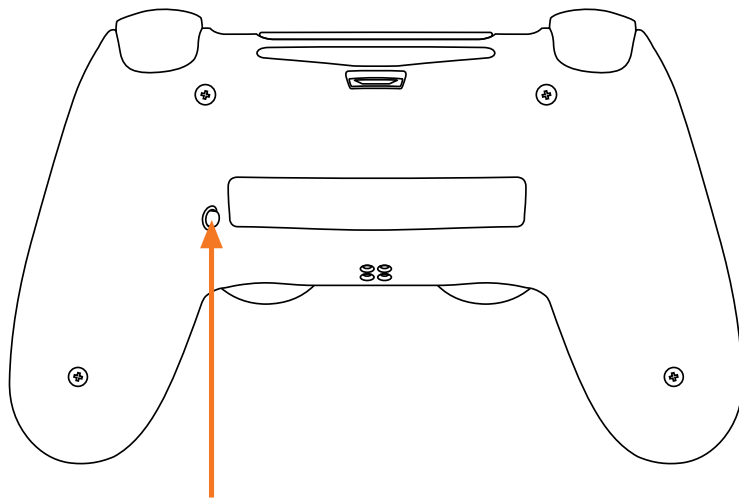
2 STEP. TAP X BUTTON

All 2, 3 and 4 LEDs will turn off indicating that all special features have been turned OFF.

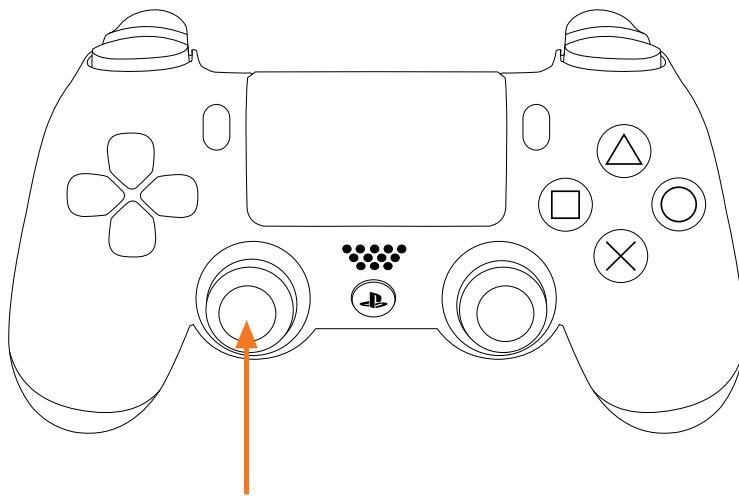
CHECKING CURRENT SUB-MODE

Sniper Breath offers 2 sub-modes. You can always check what sub-mode you have currently active by following these steps:

- **Hold down the mod button on the back.**
- **Hold down the Left Stick for 3 seconds.**



1 STEP. HOLD DOWN MOD BUTTON

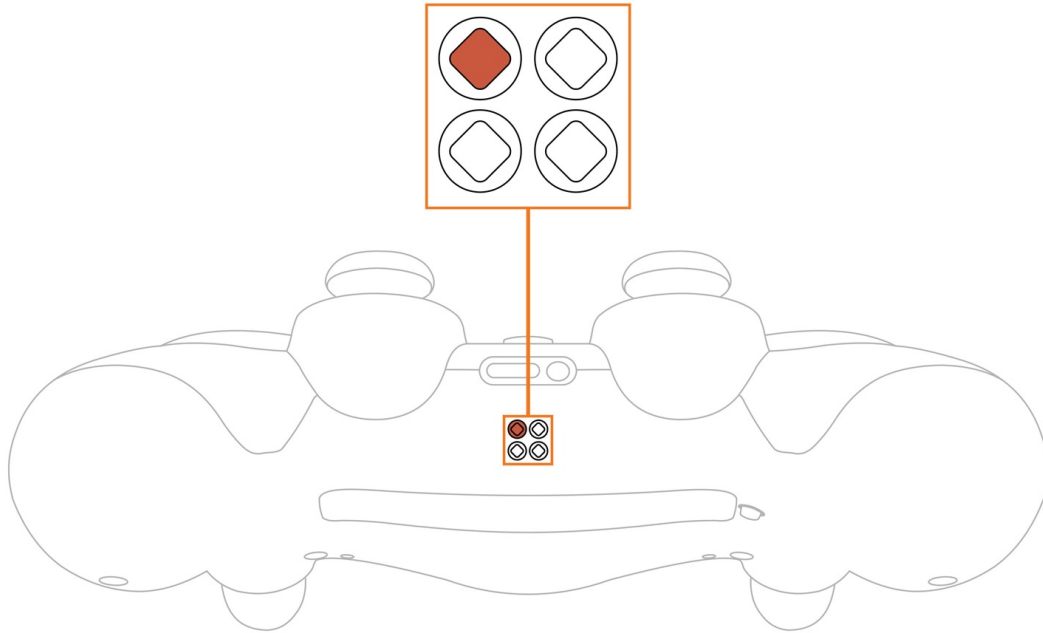


2 STEP. HOLD DOWN LEFT STICK FOR 3 SEC

The LED indicator will flash all 4 slots in WHITE indicating that the modchip entered the sub-mode menu. Then it will show the number of a sub-mode you have active:

- **1ST Sub-mode - 1 Red LED, the top left LED slot is taken**
- **2ST Sub-mode - 2 Red LEDs, top left and right slots are taken**

Sub-Mode Number is 1



Upon checking the sub-mode, the modchip will automatically take you to the place you were before in 3 seconds. You are welcome to expedite the process by pressing the mod button on the back and exiting the sub-mode menu.

CHANGING SUB-MODES

To change Sniper Breath sub-modes, you will have to go thru a sub-mode checking menu first (see above):

- **Hold down the mod button on the back.**
- **Hold down the Left Stick for 3 seconds.**

The LED indicator will flash all 4 slots in WHITE indicating that the modchip entered the sub-mode menu.

It will then show the number of a sub-mode you have active currently.

- **Use the R2 button to increase the number of a sub-mode or use the L2 button to go down on a sub-mode.**
- **To save the setting, you will have to press the Mod Button.**

NOTE: Keep in mind, there is a “3-second rule” that applies every time you check or change sub-modes. If you’ve been inactive for more then 3 seconds, the modchip will exit checking/changing sub-mode menu automatically.

There are 2 sub-modes available:

Sub-Modes	Games
1	Call Of Duty Games
2	Battlefield Games

NOTE: Sniper Breath Mod has no effect on any other weapons besides Sniper Rifles.

NOTIFICATIONS: Mega Modz modchip technology notifies you when mods get turned ON and OFF. The modchip will send a signal to rumble motors anytime you activate or deactivate mods. The feature will allow you to focus on gameplay and keep your eyes on the screen without looking at the LED Indicator.

Want to learn more about Mega Modz Haptic Technology? Click [Here](#)

COMPATIBLE GAMES

Sniper Breath is compatible with Call of Duty and Battlefield games.

Happy shooting!

Having issues operating your Sniper Breath Mod? Visit our [Help Desk](#) for troubleshooting.