



MEGA MODZ JITTER MOD FOR XBOX ONE

You're about to read the latest and up to date Xbox One S Modded Controller instructions. If you've purchased your controller before 4/19/2019 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](#)
- [Setting Up Custom Values](#)
- [Compatible Games](#)

AT GLANCE

Jitter mod takes advantage of a glitch in some Call of Duty games allowing weapons to shoot faster than they were originally intended to do.

Since the Jitter Mod is a glitch, game developers find a way to patch it almost every time, therefore the mod has a very short period of life.

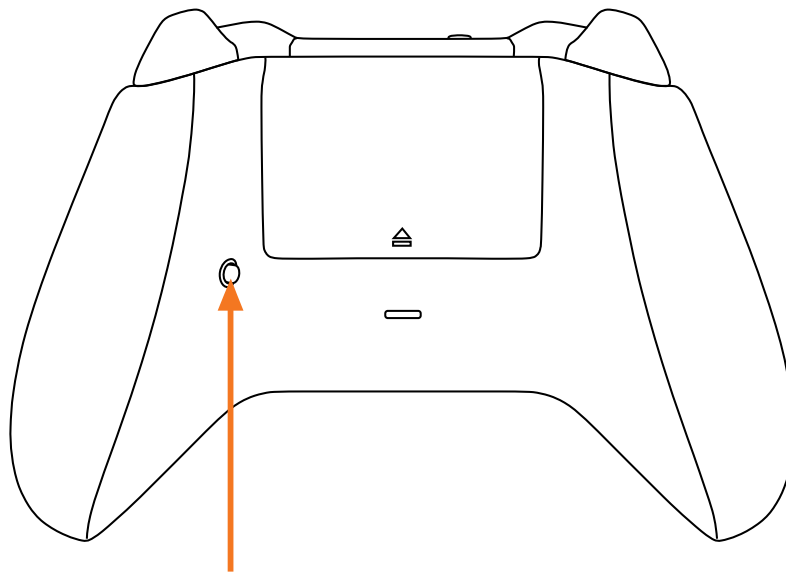
NOTE: *Mega Modz Jitter hasn't been updated since Black Ops 3. Although, It may still work on "old school" Call Of Duty games such as MW Remastered and MW2. It is not as effective on newer COD installments.*

IN DEPTH

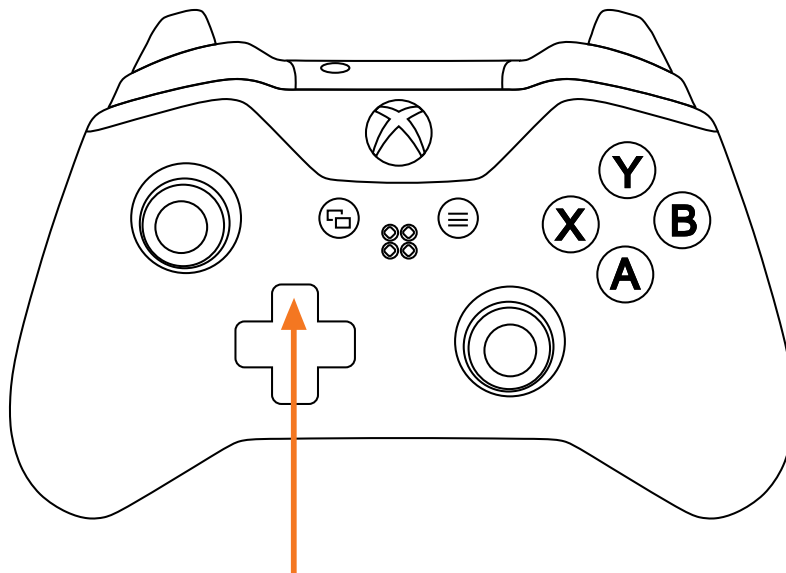
Turning the Mod ON & OFF

To turn the Mod ON

- Hold down the mod switch and then tap UP on the D-pad.



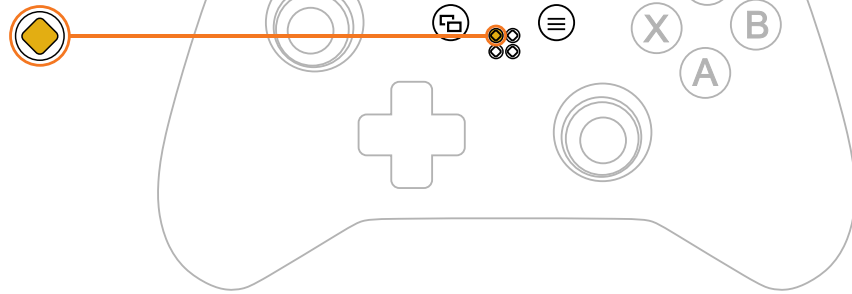
1 STEP. HOLD DOWN MOD BUTTON



2 STEP. TAP UP ON D-PAD

The LED 1 indicator (top left) will flash and stay lit in YELLOW.

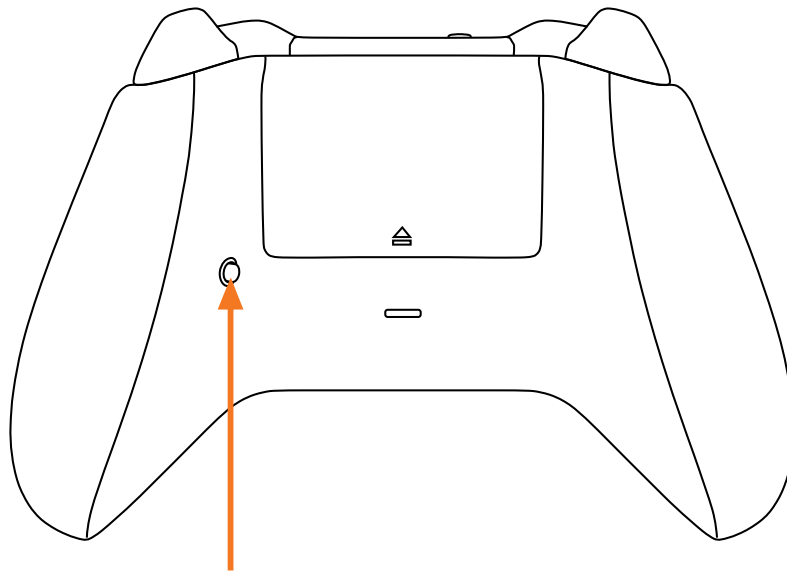
JITTER Yellow



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

To turn the Mod OFF

- Hold down the mod switch on the back.
- Tap D-pad down button.



1 STEP. HOLD DOWN MOD BUTTON



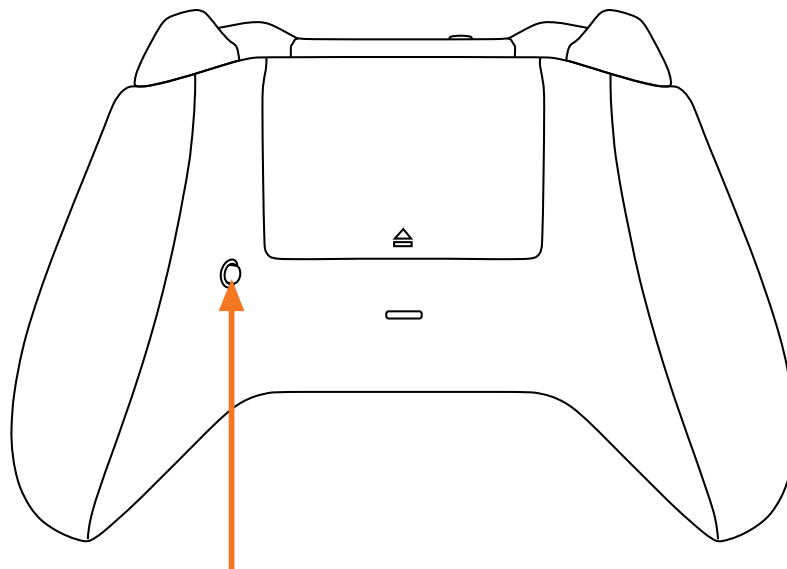
2 STEP. TAP DOWN ON D-PAD

First LED will turn OFF. Jitter is OFF.

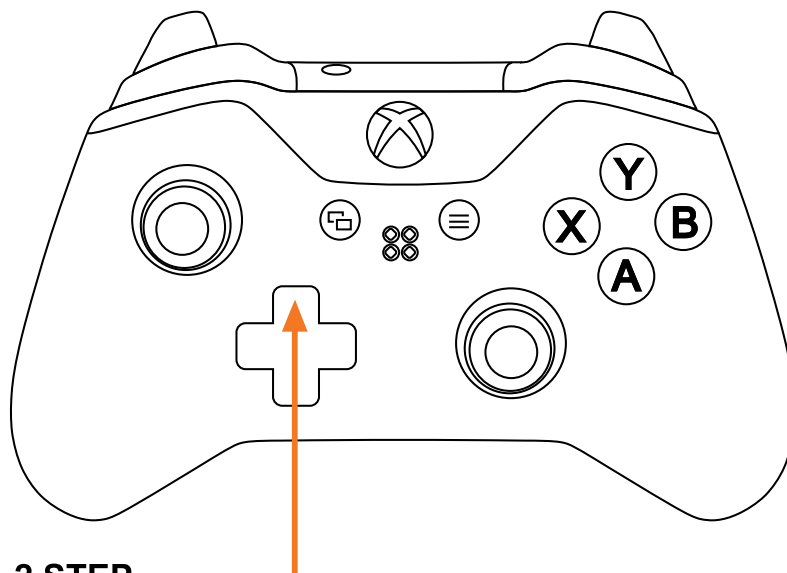
Checking Current Sub-Mode

Jitter offers 8 sub-modes. You can always check what sub-mode you have currently active by following these steps:

- **Make sure Jitter Mod is ON.**
- **Hold down the mod button on the back.**
- **Hold down the D-pad UP button for 3 seconds.**



1 STEP. HOLD DOWN MOD BUTTON

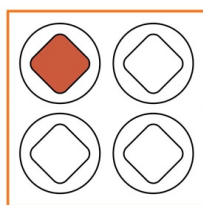


**2 STEP.
HOLD DOWN D-PAD UP BUTTON FOR 3 SEC**

The LED indicator will flash all 4 slots in WHITE indicating that the modchip entered the sub-mode checking menu. It will then 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
- **3RD Sub-mode** - 3 Red LEDs, top left, top right, and bottom left slots are taken
- **4TH Sub-mode** - 4 Red LEDs
- **5TH Sub-mode** - Top Left is in Green, all the rest are in Red
- **6TH Sub-mode** - Top Left and Right are in Green, bottom Left and Right are in Red
- **7TH Sub-mode** - All LEDs are in Green except for the 4th (bottom right) 4th one is in Red
- **8TH Sub-mode** - 4 Green LEDs

**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 Jitter sub-modes, you will have to go thru sub-mode checking menu first (see above).

- **Hold down the mod button on the back.**
- **Hold down the D-pad UP button for 3 seconds.**

The LED indicator will flash all 4 slots in WHITE showing that the modchip entered the sub-mode menu. It will then show the number of a sub-mode you have active currently.

- **Use the Right Trigger to increase the number of a sub-mode or use the Left Trigger 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.

TIP: There is “Quick Sub-Mode Scroll” option available on every Mega Modz Controller allowing you to get to the desired sub-mod quickly and avoid waiting for the modchip to go through the sequence of sub-modes. Quickly tapping the Right Trigger will increase the sub-mode number by the number of times the Right Trigger was tapped, getting you to the desired sub-mode rapidly. Quickly tapping the Left Trigger will decrease the sub-mode number by the number of times the Left Trigger was tapped, getting you to the desired sub-mode instantly. Example: You have sub-mode number 1 active, tapping the Right Trigger 2 times quickly will take you to the sub-mode #3. Tapping on the Right Trigger 5 times quickly will take you to the sub-mode #6 (if available)

There are 8 sub-modes available:

Sub-Modes	Speeds	Configurations	Notes
1	7	YY glitch	Jitter always works
2	7	YY glitch	While scoped, jitter turns off
3	7	XYX glitch	Jitter always works
4	7	XYX glitch	While scoped, jitter turns off
5	255	YY glitch	Jitter always works
6	255	YY glitch	While scoped, jitter turns off
7	136	XYX glitch	Jitter always works
8	136	XYX glitch	While scoped, jitter turns off

TIP: Jitter Mod is deadly at a close range and not as effective at a long range, therefore, you may wanna use sub-modes 2,4,6 and 8 as the Mod will be turned off any time you scope your rifle in. Press your aim button and shoot normally to neutralize the enemy at a long range.

Setting Up Custom Values

Don't like the pre-tuned speed we've provided? Create-your-own!

Jitter can accept a "speed number" from 0 through 255. The lower the number, the faster the mod will try to glitch shoot.

Jitter speed is programmed by individually setting the hundreds digit, the tens digit, and the ones digit. For example, if the speed is 162 shots per second. "1" is the hundred digit, "6" is the tens digit, and "2" is the ones digit.

If you haven't done so already, we strongly recommend learning how custom speeds indication works [here](#) before entering a "Programming Mode".

Let's begin!

- Turn ON Jitter and scroll to the mode you would like to edit.
- Hold the mod switch on the back and then tap the Sync button. All four LED's will light up in WHITE to let you know that it's waiting for further input.
- Tap UP on D-pad and the modchip will take to the hundreds digits slot. Let's say your speed started at 136. The mod will light up the "hundreds" digit on all 4 LEDs
- Tap the Right Trigger to increase the hundreds digit or tap the Left Trigger to decrease the hundreds digit. The mod will blink LEDs to let you know what the current number is. When you're happy with the number →
- Tap the mod switch to move to the next number. Now we're at the "tens" digit and you can adjust the numbers here. Follow the procedure from above.
- Tap the Left Trigger to decrease the tens digit, and tap the Right Trigger to increase the tens digit.
- Tap the mod switch to save that digit and move to the one's digits place.
- Lastly, we're at one's place. Follow the procedure from above to change the numbers (if needed) one last time.
- Tap the Left Trigger to decrease the ones, and tap the Right Trigger to increase the ones.
- Tap the mod switch to save your selection. The mod will blink all 4 LEDs in red 3 times very quickly and exit the programming menu saving the last settings

NOTE: The controller will always remember the last programming speed you have before powering down.

There is an "8-second rule" that applies every time you enter "Programming Mode". If you've been inactive for more than 8 seconds, the modchip will exit programming menu automatically.

TIP: There is "Quick Speed Scroll" option available on every Mega Modz Controller allowing you to get to the desired speed quickly and avoid waiting for the modchip to go through the sequence of speeds.

Quickly tapping the Right Trigger a number of times increases the speed number by the number of times the Right Trigger was tapped, getting you to the desired speed quickly.

Quickly tapping the Left Trigger a number of times decrease the speed number by the number of times the Left Trigger was tapped, getting you to the desired speed quickly.

Example: You have speed number 1 active, tapping the Right Trigger 2 times quickly will take you to the speed 3. Tapping on the Right Trigger 5 times quickly will take

you to the speed 6.

If you would like to only check custom numbers in a certain sub-mode, then, after entering a programming mode and pressing UP on the D-pad, you can see the numbers in the slots without changing them by pressing the mod button and skipping the adjustment part.

It will look like this:

1. Scroll to the sub-mode you would like to check
2. Enter a programming Mode
3. Tap UP on the D-pad to get into Jitter custom speeds
4. First digit slot you'll see is the hundreds. See the number and press the mod button
5. Second digit slot is the tens. See the numbers and press the mod button.
6. Third digit slot is the ones. See the numbers and press the mod button to exit the programming menu.

Compatible Games

Jitter is compatible with COD4 Modern Warfare Remastered and MW2.

Happy shooting!

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