



JITTER

These Jitter Instructions is an outdated version. If you purchased your controller after 1/14/2019 or want to get familiar with the latest software update please visit [this page](#).

Navigate To:

- [What is Jitter Mod?](#)
- [How Do I Operate Jitter Mod?](#)
- [What Games Is Jitter Mod Compatible With?](#)
- [What Is Programming Mode?](#)
- [How do I program in my very own custom Jitter speed?](#)

What is Jitter Mod?

Jitter mod is an advanced feature of our modchip intended for use by experienced mod users. The mod uses a glitch in some Call of Duty games that allows weapons to shoot faster than normal.

How Do I Operate Jitter Mod?

To activate:

- *Hold down mod switch on the back*
- *Tap D-pad UP Button. First LED will turn On and stay illuminated in **YELLOW**.*

To scroll to the next mode:

- *Make sure Jitter Mode is ON in order to change to the next modes*
- *Hold down mod switch on the back*
- *Hold down D-pad UP button. LED 1 will blink **YELLOW**. Count the number of blinks on LED 1 and release the buttons when you arrive on the mode you want.*
- **Mode 1: "7" speed number. Jitter YY glitch.**
- **Mode 2: "7" speed number. Jitter YY glitch. While scoped, jitter turns off.**
- **Mode 3: "7" speed number. Jitter XYY glitch.**
- **Mode 4: "7" speed number. Jitter XYY glitch. While scoped, jitter turns off.**
- **Mode 5: "255" speed number. Jitter YY glitch.**

- **Mode 6: "255" speed number. Jitter YY glitch. While scoped, jitter turns off.**
- **Mode 7: "136" speed number. Jitter XYY glitch.**
- **Mode 8: "136" speed number. Jitter XYY glitch. While scoped, jitter turns off.**

* You can further customize each mode (see below)

NOTE: *Jitter Mod has been just recently patched for all shotguns and other semi auto guns in Black Ops 3.*

To turn OFF:

- *Hold down mod switch on the back.*
- *Tap D-pad down button. First LED will turn OFF. Jitter is OFF*

What Games Is Jitter Mod Compatible With?

Jitter is compatible with COD4 Modern Warfare Remastered.

What Is Programming Mode?

Don't like the pre-tuned speeds 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. Any time an LED flashes very quickly, this means one of your numbers is set to "0". Otherwise, it will slowly blink the number.

How do I program in my very own custom Jitter speed?

- Turn on jitter and scroll to the mode you would like to edit.
- Hold the mod switch 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 the D-pad Up button. All four LED's will blink in **YELLOW** to let you know we're going to start programming the Jitter speed. Let's say your speed started at a speed number of 136. The mod will blink the "hundreds" digit on LED 1.
- Tap the left trigger to decrease the hundreds digit, or tap the right trigger to increase the hundreds digit. The mod will blink 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 the tens digit will blink on LED 2. 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 ones place. Lastly, we're at the ones place. Digits will blink on LED 3. Follow the procedure from above one last time.
- Tap the Left Trigger to decrease the ones digit, and tap the right trigger to increase the ones digit.
- Tap the mod switch to save your selection. The mod will blink all LED's in **GREEN** three

more times to let you know that your new speed was saved.

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