



FAST RELOAD

These Fast Reload Instructions is an outdated version.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 Fast Reload Mod?](#)
- [How Do I Operate Fast Reload Mod?](#)
- [What Games Is Fast Reload Mod Compatible With?](#)
- [What Is Programming Mode?](#)
- [How do I program in my very own custom Fast Reload unit delays?](#)

What is Fast Reload Mod?

Fast Reload is a mod that allows players to reload the guns he/she is using faster than normally.

Technically, it is a glitch in the Call of Duty series of games. When you press the reload button, your character begins to reload. The ammo clip bar will actually reach a full bar before the animation sequence of the reload is done. If you hit your Change Weapon button twice very quickly just after the ammo reaches a full bar, but before the animation sequence has completed, you can start firing again sooner than your opponent. Thus you have just completed a "Fast Reload" because it's faster than letting the full reload animation sequence play out. Getting the timing down perfectly is very difficult. This is where the Fast Reload feature of the modded controller comes into play. It will automatically wait out this delay and press the Change Weapon Button for you at just the right time. You must enter the correct Fast Reload delay time for your gun, though.

NOTE : *Fast Reload does not work on some shotguns or sniper rifles. Fast Reload only works on guns that have a clip - it will not work on guns where the bullets are loaded one-at-a-time. There are several different factors that affect Fast Reload, including the perks that you select. Perks such as Sleight of Hand will actually change the Fast Reload timing. Different guns have different Fast Reload settings. And if you have the Sleight Of Hand perk enabled, your Fast Reload timings will change again.*

We encourage you to "tune in" the perfect Fast Reload speed for your favorite weapon. If your Fast Reload delay is set too quick, then the controller will interrupt the reload sequence before your ammo reaches a full bar. If the Fast Reload delay is set too slow,

then the controller won't interrupt the animation sequence soon enough (and you don't gain any advantage).

How Do I Operate Fast Reload Mod?

To activate:

- *Hold down mod switch on the back*
- *Tap Square button - one of the open LEDs will glow **BLUE**. Fast Reload is now primed and ready to go. To perform a Fast Reload, press the Reload button. The modchip will take over and perform the special Fast Reload every time you press the reload button. Be sure to tune in the timing for your particular gun and perk set (see below).*

There are several different types of Fast Reload mod available:

- **Modes 1 - 4: Traditional Fast Reload for all Call Of Duty games; Black Ops 4, WW2, Black Ops 3, MW Remastered.**
- **Modes 5 - 7: Semtex Fast Reload, for Ghosts. You must be holding a Semtex for these Fast Reload modes to work.**
- **Modes 8 - 10: Trophy Glitch Fast Reload; Ghosts, Infinite Warfare. You must be holding a trophy system for these Fast Reload modes to work.**

The default Fast Reload delay numbers are as follows:

- | | |
|-----------------------------------|---------------------------------------|
| ● Mode 1: Gun 1 Timing 33 | ● Mode 6:* Gun 6 Timing 54 |
| ● Mode 2: Gun 2 Timing 34 | ● Mode 7:* Gun 7 Timing 56 |
| ● Mode 3: Gun 3 Timing 36 | ● Mode 8:** Gun 8 Timing 63 |
| ● Mode 4: Gun 4 Timing 42 | ● Mode 9:** Gun 9 Timing 213 |
| ● Mode 5:* Gun 5 Timing 53 | ● Mode 10:** Gun 10 Timing 214 |

The timing for each mode can be custom tuned for your specific gun (see below).

To scroll to the next mode:

- *Make sure Fast reload Mode is ON in order to change to the next modes*
- *Hold down mod switch on the back*
- *Hold down Square button. A special LED (2, 3 or 4) will start blinking in BLUE. When the desired mode is reached released buttons to stop changing modes.*

To turn Off Fast Reload:

- *Hold down mod switch on the back*
- *Tap Square button. A special LED (2, 3 or 4) will turn OFF indicating that Fast Reload Mod has been turned OFF.*

You can turn OFF all special modes (2, 3 and 4 LEDs) at any time by holding down mod switch on the back and taping X button. All 2, 3 and 4 LED's will turn off indicating that all special features have been turned OFF.

What Games Is Fast Reload Mod Compatible With?

Fast Reload Mode is compatible with Call of Duty Black Ops 3 and Ghosts. It will be also compatible with future COD games.

What Is Programming Mod?

Don't like the pre-tuned fast reload unit delays we've provided? Create-your-own!

Reprogram your fast reload delay to work with virtually any gun in the Call of Duty series.

Fast reload delays are programmed by individually setting the hundreds digit, the tens digit, and the ones digit. For example, if the reload delay is 105 units, "1" is the hundreds digit, "0" is the tens digit, and "5" 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 Fast Reload unit delays?

You've mastered the use of Fast Reload and you're ready to dial in your own custom Fast Reload speed. Fast Reload can accept a "delay number" from 0 through 255. Smaller numbers are for weapons that naturally reload faster.

- **Turn on Fast Reload and scroll to the mode you would like to edit**
- **Hold the mod switch on the back and then tap the PS-Home button. All four LED's will light up in **WHITE** to let you know that it's waiting for further input.**
- **Tap the Square Reload Button. All four LEDs will blink in **BLUE** to let you know we're going to start programming the fast reload delay.**
- **Let's say your speed started at a speed number of 32. The mod will blink the "hundreds" digit on LED 1. The mod will do a very quick flash to indicate a "0" number. Now, you can →**
- **Tap the L2 Button to decrease the hundreds digit, or tap the R2 Button 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 L2 Button to decrease the tens digit, and tap the R2 to increase the tens digit.**
- **Tap the mod switch to save that digit and move to the ones place.**
- **Lastly, we're in the ones place. Digits will blink on LED3. Follow the procedure from above one last time;**
- **Tap the L2 Button to decrease the one's digit, and tap the R2 Button to increase the ones digit.**
- **Tap the mod switch to save your selection. The mod will blink all LEDs in **BLUE** 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.

Fast reload programming unit delays for COD BO4:

Assault Rifles	Delays
ICR - 7	48
RAMPART 17	62
KN-57	56

VAPR - XKG	54
MADDOX RFB	63

Submachine Guns

MX9	51
GKS	49
SPITFIRE	57
CORDITE	70
SAUG 9MM	47

Light Machine Guns

TITAN	155
HADES	107
VKM 750	178

Tactical Rifles

SWORDFISH	69
ABR 223	61
AUGER DMR	62

Fast reload programming unit delays for COD WW2:

Rifles	Delays
M1941	59
M1GARAND	44
STG44	46
M1A1CARBINE	55
FG42	66
BAR	46
SVT-40	56

Submachine Guns

GREASE GUN	43
PPCH-41	49
TYPE 100	43
WAFFLE 28	46
M1928	43
MP-40	43

Light Machine Guns

LEWIS	172
MG 15	149
BREN	172
MG 42	173

fast reload programming unit delays for cod infinite warfare:

Assault Rifles	Delays
NV4	52
R3K	Incompatible
KBAR-32	58
Type-2	60
Volk	60

Submachine Guns	
Erad	57
FHR-40	58
Karma-45	46
RPR Evo	63
HVR	51

Light Machine Guns	
R.A.W.	94
Mauler	148
Titan	85

Classic	
OSA	52
MacTav-45	50

fast reload programming unit delays for cod4 modern warfare remastered:

Assault Rifles	Delays
M16A4	52
AK-47	52
M4 Carabine	52
G3	52
G36C	52
M14	52
MP44	52

Submachine Guns	
MP5	60
Scorpion	75
Mini-Uzi	75
AK-74U	52
P90	61

Light Machine Guns	
M249 SAW	181
RPD	201
M60E4	238

fast reload programming unit delays for cod black ops 3:

Sub Machine Guns	Delays
Kuda	43
VMP	43
Weevil	50
Vesper	47
Pharo	52
Razorback	43

Light Machine Guns	
BRM	173
Dingo	150
Gordon	173
48 Dredge	173

Assault Rifles	
KN-44	46
XR-2	42
HVK-30	46
ICR-1	46
Man-O-War	61
Sheiva	56
M8A7	47

fast reload programming unit delays for cod ghosts:

Assault Rifles	Delays
SC-2010	50
AK-12	60

Sub Machine Guns	
CBJ-MS	64
Vector CRB	42

Light Machine Guns	
Ameli	145
LSAT	177
Chain SAW	175

Marksman Rifles

IA-2	57
SVU	50

Sniper Rifles

USR	68
Lynx	77
VKS	65

Shotguns

Bulldog	46
---------	----

IMPORTANT: If you don't see your weapon in the chart, it means it is incompatible with Fast Reload mod.