

Troubleshooting Guide for Hott-Mods Xbox 360 Rapid fire Mod for Wireless controllers

General Operation:

1. When you power the controller up ... the mod will always power up mode-1
2. When you power the controller up ... the mod is in the on state, Mode-1 and will rapid fire the right trigger when you pull the right trigger.
3. Quick click (like a mouse click) the mod button on the bottom side of the controller to toggle the rapid fire on and off.
4. When rapid fire is on: pull the normal trigger and it should rapid fire.
5. When rapid fire is off: pull the normal trigger and it should fire single shot as normal, just like when you first bought it.
6. Press and hold the mod button for about 3 seconds. The light will blink a number of times that represents the mode it rolls into. One blink for mode-1, two blinks for mode-2, ect. Once you get to mode-4, it will roll back to mode-1 ... so the sequence is 1, 2, 3, 4, 1, 2, 3, ...
7. Each mode is for a different speed setting or game type. Mode-2 is undetectable on COD5 ... **Only Mode-2**. Mode-1 is for COD MW2 & Double Tap COD4 and other games. Mode-3 is for Deep Penetration COD4 and other games. Mode-4 is for Gears of War 1&2. Mode-5 is for Halo (all series of HALO) and other games.
8. In general, except for COD5, most other games can use any mode setting, so try them all to see which one you like best.

Contents

Contents 2

Read First !! 3

Shoots slow after shooting a clip in COD5?..... 4

Ring of Lights rotates and the controller never syncs or responds after powering up?..... 5

Led Lights up as soon as I put the battery in or as soon as the charge and play USB connector is connected to my controller?..... 6

[Home](#)

Read First !!

If you are having problems with your mod, please first understand how it is suppose to work. Read the [General Operation](#) section to get an understanding how the mod works. Our mods are custom designed by Hott-Mods and may be different than you are use to.

This is a hyper-linked document ... so look for hyperlinks to navigate.

The USB Charge & Play cable is a very handy tool for troubleshooting and can save lots of time. If you don't have one it is worth borrowing from anyone that has one or buying to use later as well. Basically you can take the controller board out of the plastic shell and then plug the USB Charge & Play cable into your modded controller. You can then place the rubber switch membrane (*probably still stuck on the top half of your controller plastic shell case*) over the ring of lights and press down directly on the rubber membrane to press power on, X, Y, A, B, start and menu so that you can see if your mod is working when disassembled (*sometime shorts are removed just by opening the case and relieving pressure against a part*), or if you find an error, you can power it up and try it immediately without having to close the controller back up to test.

A good starting point is to closely inspect the mod for any solder shorts that may be crossing a solder point to another point on the controller that is close. Also, check the points where you soldered the mod wires to the controller. Check the schematic on page 3 of the instructions to verify the location of the points you should be making contact to.

For bag-o-parts kits (not the pre-assembled mod board), make sure the chip is installed with the notch underneath pointing to the right. You can use strong light and a magnifying glass to peak under the edge of the chip without removing the glue. Also, see the instructions for the Pin-1 through Pin-8 pin layouts and make sure that the wires are going to the correct pins.

Any long uninsulated bare wire lengths can be a problem. If you see long unprotected lengths of wire, either hot glue them in place or wrap them with tap to prevent them from shorting when you close the controller and move things around in the process.

[Home](#)

Shoots slow after shooting a clip in COD5?

If you are in COD5 ... your mod is getting detected and is slowing your fire rate as a penalty for using a modded controller. The COD5 crew programmed this into the game. ONLY mode-2 is undetectable on COD5. We have a special signal that gets around the detection and shoots very fast in the game. Your single shot weapon should shoot faster than 13 shots per second ... so should empty a pistol clip in less than 1 second!

If your fire rate starts out fast, but then slows to like 1 shot per second, then your mod is switching out of Mode-2 (the COD5 mode). End the match and start over. Pull the battery out of the controller to power down ... then power back up which will boot the controller into mode-1. Then press and hold the mod button under the controller for 3 seconds until the LED blinks twice to indicate you're in mode-2 (if you've installed the LED indicator as part of your mod). Do not switch out to mode-2 on COD5 or you will be speed blocked by the game!

[Home](#)

Ring of Lights rotates and the controller never syncs or responds after powering up?

This is a common symptom if the mod switch is installed slightly off where it is suppose to be mounted. If the mod switch is mounted off mark, the switch leads can short against the rumble motor and cause a serious problem where the controller will simply not function. You will need to open the controller and **place tape over the switch leads and the rumble motor body case** that is exposed near the switch.

Also, this can be caused by reversing the power to the chip ... so please refer to the wiring diagram on the third page to verify that the power points on the controller (shown in red and black wires on the schematic) are the correctly points that you soldered to.

Also for bag-o-parts kits (not the pre-assembled mod boards), you should refer to the chip pin layout diagram that shows Pin-1 through Pin-8 locations once you flip the chip upside down. The key for this is that the notch is correctly placed on the right side of the chip once you flipped it over. You can use a strong light and a magnifying glass to look closely without having to unglue the chip to inspect. **If you did not mount the chip with the notch to the right side, then the pins you connected to may all be backwards.** Verity the chip orientation and the correct wiring as per the schematic on page 3 of your kit instructions.

[Home](#)

Led Lights up as soon as I put the battery in or as soon as the charge and play USB connector is connected to my controller?

Microsoft release another new version of it's controller board. It is a New New style controller. In order to save \$\$ and reduce the parts count on the board, Microsoft no longer fully powers down the controller when turned off ... so turning off the controller only turns of the ring-of-light LEDs in the center. All other chips remain powered on (including our mod when installed).

The good news is that all the chips don't drain you battery. They could remain on for a decade and not discharge your battery. So the solution is ... just turn the mod LED off by clicking the mod button underneath the controller when you're not using the controller. It's that simple.