7-Mode XBOX 360 Rapid Fire Mod Kit Instructions

Thank you for your recent purchase of our Xbox 360 rapid fire mod kit! We hope this guide will answer any questions you may have during your installation of the kit. After completing this tutorial, you will have successfully applied the famous rapid fire mod!

This installation requires soldering several wires to extremely small confined spaces. We do not advise attempting this installation if you are a beginner at soldering. We recommend reading through all of the instructions and understanding them before beginning your installation.

IMPORTANT! Wordene Electronics accepts no liability for any damage caused to yourself or any other equipment while installing any of our products. If you are not 100% certain that you can install the chip, please ask someone to install it for you, or return the kit unused. Proceed with this installation at your own risk.

When you purchase our rapid fire mod kit you'll have everything you need to apply the mod except the two items posted below. You will **NEED** to purchase the following:

1. T8 Torx security screwdriver (you can get this at an auto parts store or on eBay).
2. 15-30 watt soldering iron (RadioShack or Wal-Mart)

The next three items are **OPTIONAL** but will make things easier.

1. 30 AWG wire stripper/cutter
2. Hot glue gun
3. Tape

Please visit our website at www.wordene.com

We offer the newest rapid fire and custom controller mods on the market!

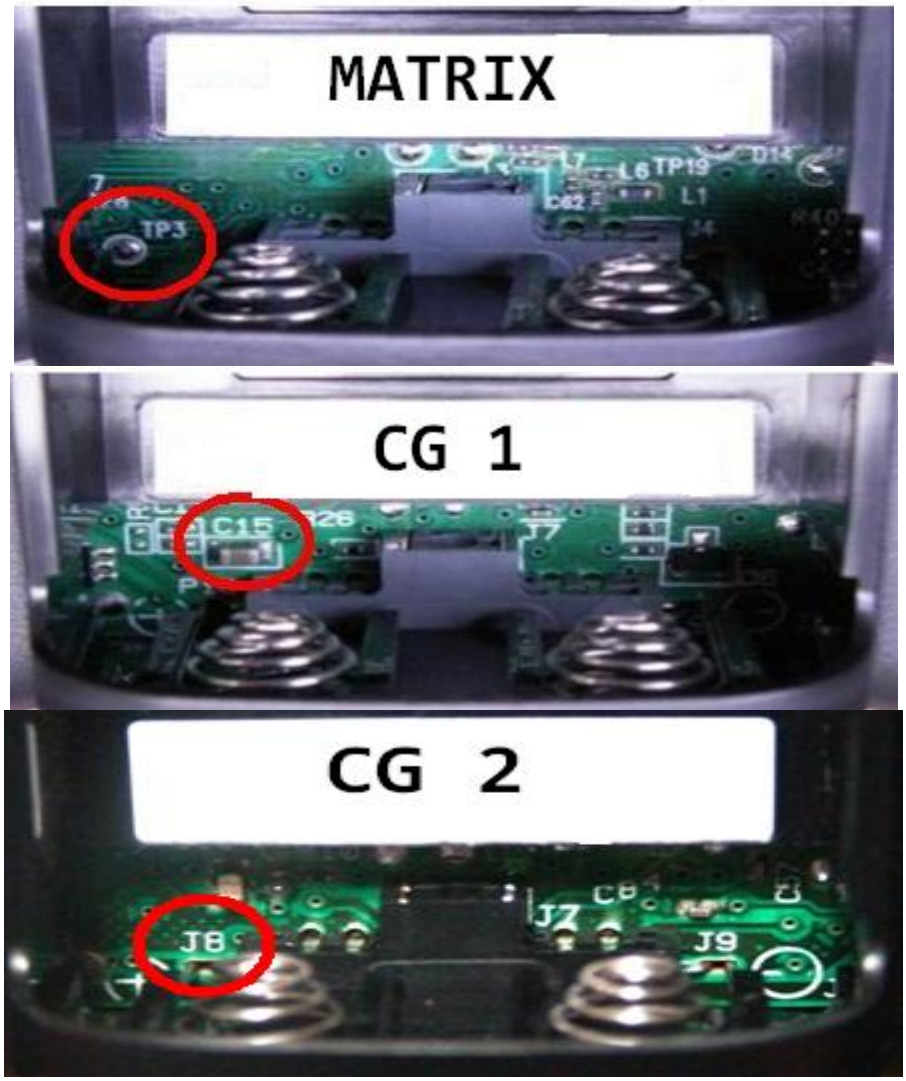
FREE LED'S
RAPID FIRE
DROPSHOT
JUMPSHOT
MODKITS

ADJUSTABLE
AUTO AIM
MIMIC
BURST
DUAL

FREE SHIPPING
THUMBSTICKS
SHELLS
DPADS
AND MORE!!!

Step 1: Determine your board type

First, you'll need to find out what type of board you have. Microsoft has released three different boards. The older one is called the matrix and the newer ones are called the CG1 and CG2. You will need to take off your battery cover to determine which board you have. Each board has a different identifier in the bottom left region. We've circled them in red in the pictures below. The Matrix board will have a TP3, the CG1 will have a C15, and the CG2 will have a J8 (please see pictures below). Also, both CG boards are wired the same way. Meaning, if you have either a CG1 or a CG2, you will still be using the same CG wiring diagram.

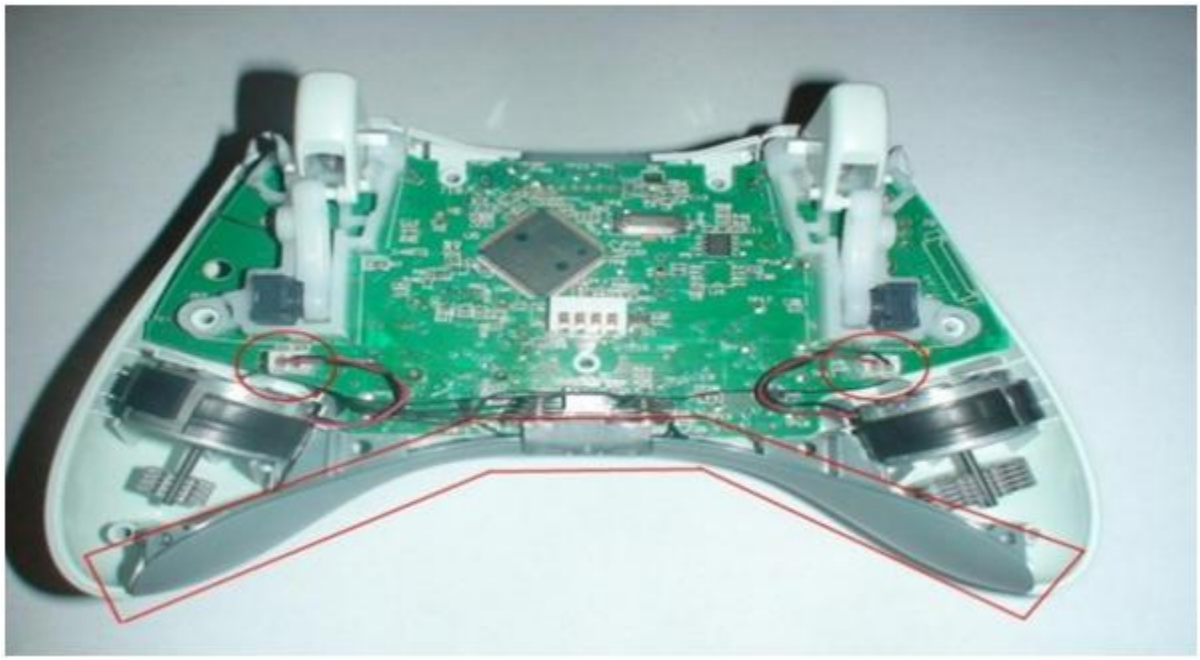


Step 2: Removing the outer shell

Ok, now were going to get the board out of its plastic casing. Use your T8 screwdriver and take out the 7 screws on the back side of your controller and remove the bottom case that these screws were in.

Step 3: Taking out the board

OK, now remove both rumble packs and the gray piece at the bottom (circled in red). Now you should be able to lift the board out of its shell.



Now that the board is out of its top shell, do not remove the rubber pads or tip the top shell upside down because all the buttons will fall out. Here's a picture of the top shell with the pads still in it.

Ok, now that the board is out of its shell we need to take off both thumb sticks. They get in the way of soldering. They are also very easy to damage with the iron so be sure to take them off. After this, the board is ready to be worked on and will look like our diagrams posted below.

STEP 4 IS FOR THE CG1/CG2 STYLE BOARDS ONLY. IF YOU HAVE A MATRIX PLEASE SKIP TO STEP 5.

Step 4a: Examine CG1/CG2 Wiring Diagram

It's best if you become familiar with your board type before beginning any actual soldering. Please examine the diagram for the CG/CG2 board type below.

The picture below is the wiring diagram for the CG1/CG2 board types. Use the information from step 1 to determine if this is the board you have.

Take note that the CG1/CG2 diagram has one 100 ohm resistor and the chip getting connected to the board by 7 wires. If the picture below is too small, please visit the link below for the original file size.

http://s669.photobucket.com/albums/vv57/wordene1/?action=view&current=CG.jpg

IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

Step 4b: Glue chip to board (CG1/CG2)

In this picture we show you where to hot glue the chip to the board and how we carefully bend the pins inward. It's easier to solder this way. Remember the notch should be glued down and facing you at the bottom of the chip.

Don't be rough with the pins as they are fragile and can snap off!

Step 4c: Resistor location (CG1/CG2)

Below is a picture that indicates where to place the 100 ohm resistor.

Step 4d: Cut & Strip wire lengths then attach to chip (CG1/CG2)

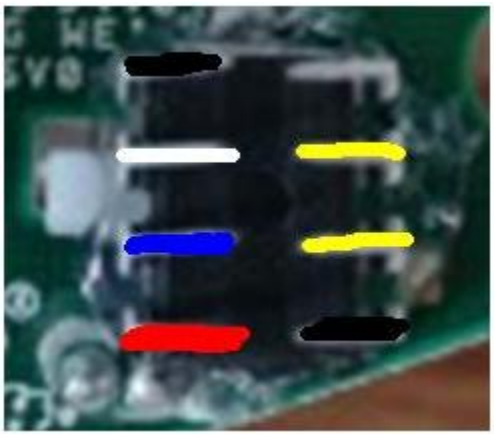
Cut 7 individual wires to the lengths below then strip both ends.

1. White wire (sync) = 5.5 inches
2. Blue wire (LED) = 4.5 inches
3. Red wire (power) = 2.25 inches
4. Black wire (ground) = 3.5 inches
5. Black wire (ground) = 3.5 inches
6. Yellow wire (left trigger) = 5 inches
7. Yellow wire (right trigger) = 1 inch

In your kit you will get one long wire. You can use this wire for all of the connections to the board and chip. You do not need all the different colored wires in the diagrams. They are there for easy identification.
NOTE: If you don't have a wire stripper, you can use a lighter to burn off the plastic on each end of the wire. You'll need at least 1/8 of an inch of bare wire showing.

Below is a color coded picture showing you which pin each wire will be soldered to. They are color coded according to the wires you cut above. Notice that the top right pin is unused. If you refer back to the diagram in step 4a, there is no wire attached to it.

Directly underneath the unused pin there is a yellow pin. This is the pin for the left trigger and is the longer of the yellow wires (5 inches). After attaching this wire, please finish attaching the remaining 6 wires according to the color code. For example, the first wire you were instructed to cut was the white wire (sync). Please attach this wire to the white pin in the picture below. Continue doing this until all wires have been attached.

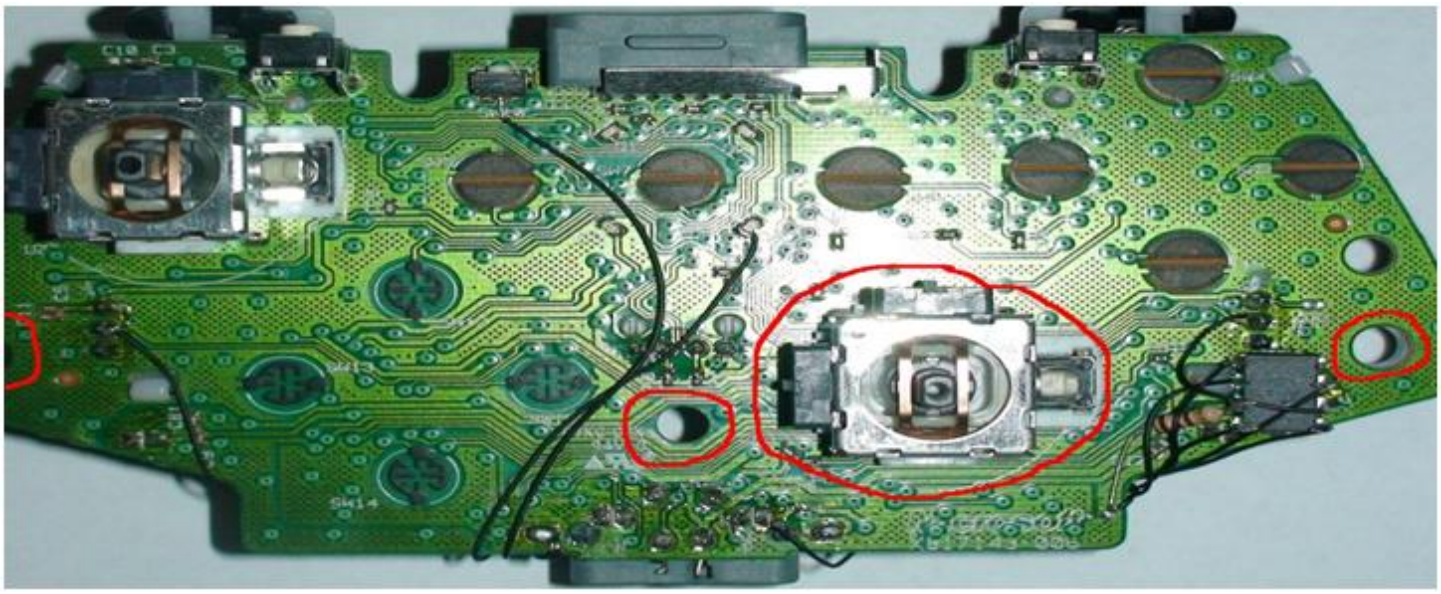


Step 4e: Attach wires to board (CG1/CG2)

This first picture is showing you how to run your wires underneath the board. It's best if you follow the same method as it keeps the wires from getting pinched when you put the shell back on. As you can see we run the wires underneath the board (bottom side) just behind the AA battery pins.

This next picture is actually the diagram we had you examine in step 4a. After you've ran the wires underneath the board (bottom side), simply connect the wire to its proper solder point on the board (top side). Meaning, please follow the diagram pictured below and the wire path pictured above to attach the wires to the board.

Finally, this last picture shows you how the board should look when everything has been attached. Keep away from the red circles as this will pinch your wires when the shell goes back together! You can use hot glue to keep the wires from moving around on you.



STEP 5 IS FOR THE MATRIX STYLE BOARDS ONLY. IF YOU HAVE A CG/CG2 PLEASE GO BACKTO STEP 4. If you've already completed step 4 continue to step 6.

Step 5a: Examine Matrix Wiring Diagram

It's best if you become familiar with your board type before beginning any actual soldering. Please examine the diagram for the Matrix board type below.

The picture below is the wiring diagram for the Matrix board type. Use the information from step 1 to determine if this is the board you have.

Take note that the Matrix diagram has two 330 ohm resistors, one 100 ohm resistor, a diode (1N4148), and the chip getting connected to the board by 7 wires. The Matrix board does require the use of the diode (1N4148) installed with the black band facing the chip. It won't work without this.

If the picture below is too small, please visit the link below for the original file size.

http://s669.photobucket.com/albums/vv57/wordene1/?action=view&current=Matrix.jpg

IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

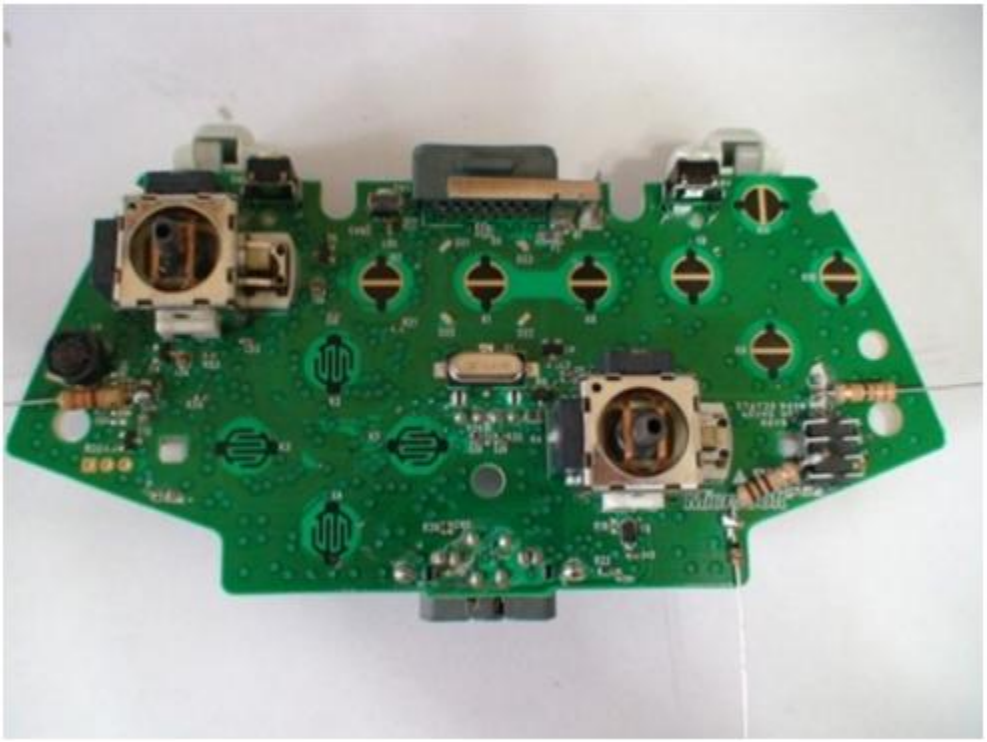
Step 5b: Glue chip to board (MATRIX)

In this picture we show you where to hot glue the chip to the board and how we carefully bend the pins inward. It's easier to solder this way. Remember the notch should be glued down and facing you at the bottom of the chip.

Don't be rough with the pins as they are fragile and can snap off!

Step 5c: Resistors and diode locations (MATRIX)

Below is a picture that indicates where to place the resistors and diode. Solder the two 330 ohm resistors on the left and right triggers and the 100 ohm resistor onto the chip. Finally, solder the diode with its black band facing the chip onto the 100 ohm resistor.



Step 5d: Cut & Strip wire lengths then attach to chip (MATRIX)

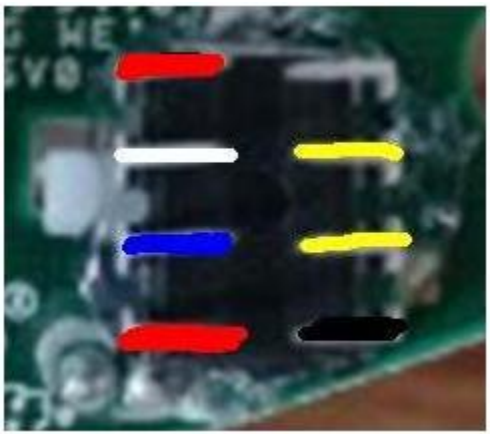
Cut 7 individual wires to the lengths below then strip both ends.

1. White wire (sync) = 5.75 inches
2. Blue wire (LED) = 4.5 inches
3. Red wire (power) = 4.5 inches
4. Red wire (power) = 4.5 inches
5. Black wire (ground) = 3.5 inches
6. Yellow wire (left trigger) = 5 inches
7. Yellow wire (right trigger) = None! The resistor, shown in step 5c, will act as the wire.

In your kit you will get one long wire. You can use this wire for all of the connections to the board and chip. You do not need all the different colored wires in the diagrams. They are there for easy identification.
NOTE: If you don't have a wire stripper, you can use a lighter to burn off the plastic on each end of the wire. You'll need at least 1/8 of an inch of bare wire showing.

Below is a color coded picture showing you which pin each wire will be soldered to. They are color coded according to the wires you cut above. Notice that the top right pin is unused. If you refer back to the diagram in step 5a, there is no wire attached to it.

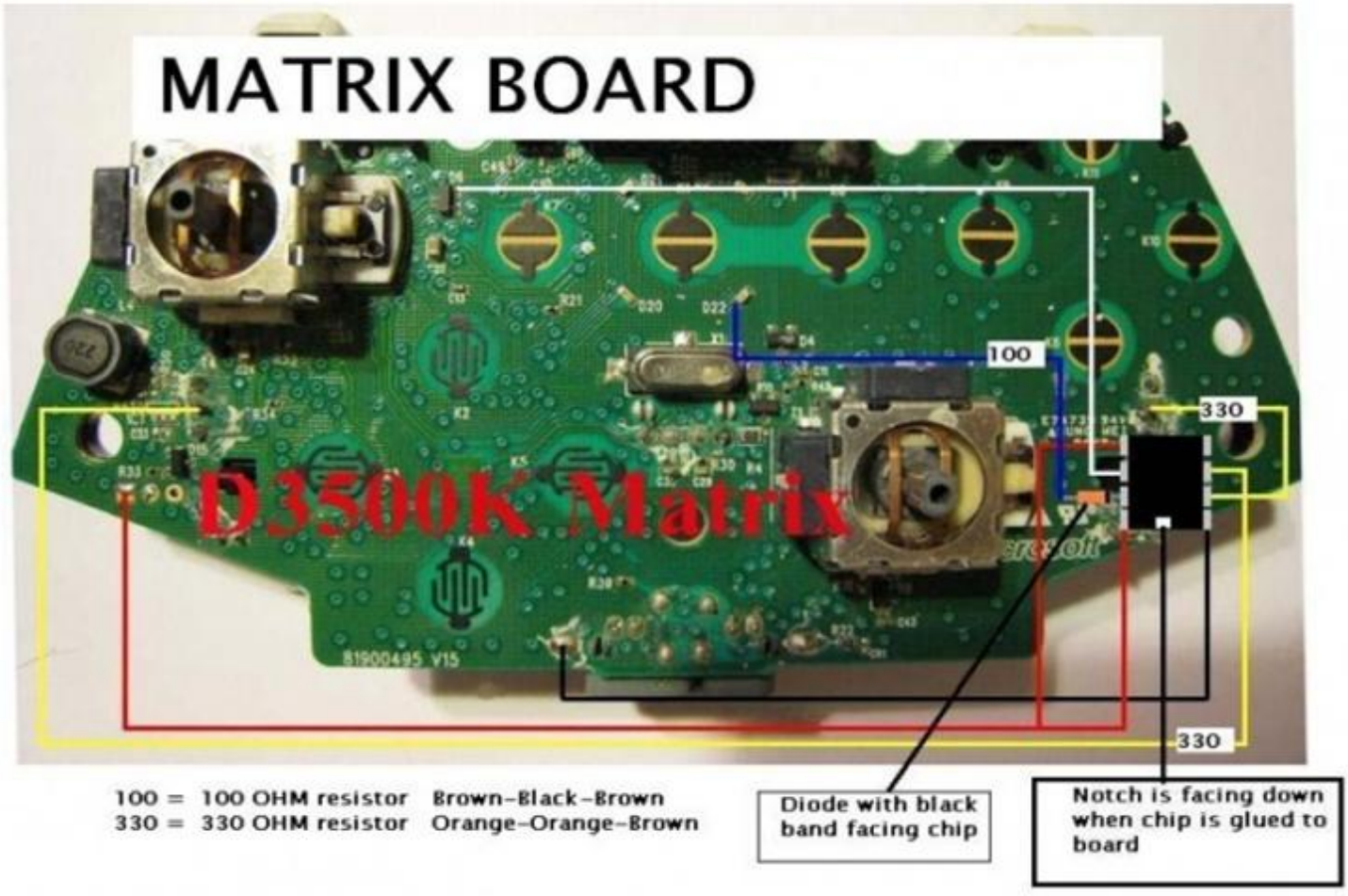
Directly underneath the unused pin there is a yellow pin. This is the pin for the left trigger and is the longer of the yellow wires (5 inches). After attaching this wire, please finish attaching the remaining 6 wires according to the color code. For example, the first wire you were instructed to cut was the white wire (sync). Please attach this wire to the white pin in the picture below. Continue doing this until all wires have been attached.



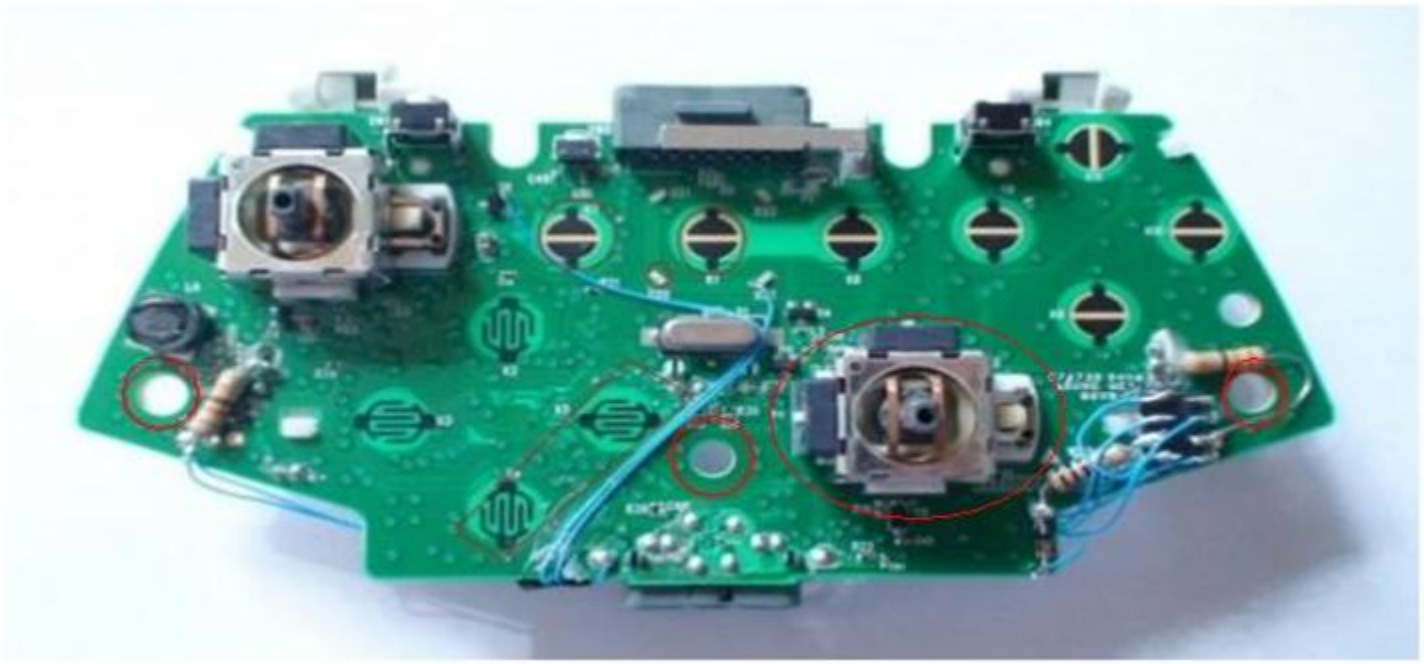
Step 5e: Attach wires to board (MATRIX)

This first picture is showing you how to run your wires underneath the board. It's best if you follow this same method as it keeps the wires from getting pinched when you put the shell back on. As you can see we run the wires underneath the board (bottom side) just behind the AA battery pins.

This next picture is actually the diagram we had you examine in step 5a. After you've ran the wires underneath the board (bottom side), simply connect the wire to its proper solder point on the board (top side). Meaning, please follow the diagram pictured below and the wire path pictured above to attach the wires to the board.



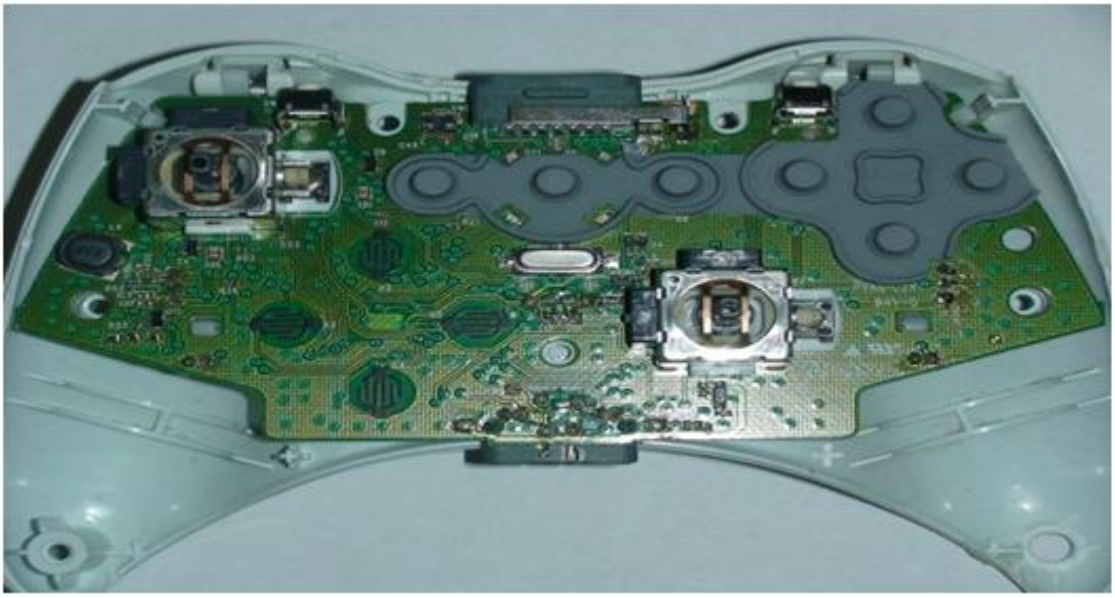
Finally, this last picture shows you how the board should look when everything has been attached. Keep away from the red circles as this will pinch your wires when the shell goes back together! You can use hot glue to keep the wires from moving around on you.



Step 6: Testing

Now we're going to check to see if the mod works. The easiest way to do this is to place your board in the bottom portion of the shell. Now put a battery pack in it. Take the rubber piece that the guide button presses to turn on the board and use it to turn on your controller (see picture below). Finally, tap the sync button one time. Does player four stay on? If so, while in the 360's dashboard hold the right trigger down. Does the menu keep scrolling over and over again? Test it with the left trigger as well. If so, you're rapid fire is working!

We recommend you hot glue all of the solder points except the LED one. There should be a total of six points on the board and then the whole chip should get glued as well. This isn't required but it will prevent any wires from coming loose. Congratulations, you're now ready for Xbox live domination!



Important tips!!! Please read!!!

IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

IMPORTANT! Each diagram shows two pins on the chip getting connected from the same spot on the board. For the CG it's the ground (black wires) and for the Matrix it's the power (red wires). The easiest way to do this is to just run 2 wires from that same spot on the board to the pins on the chip. Meaning, you would connect one of those wires to one of the pins on the chip and then connect the other wire to the other pin on the chip. Again, for the CG it's the ground (black wires) and for the Matrix it's the power (red wires).

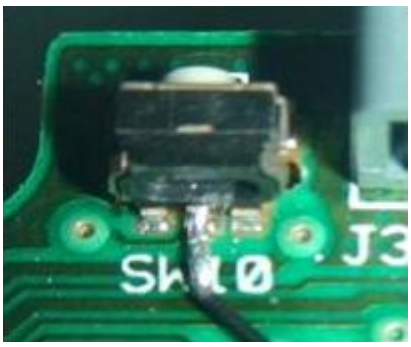
IMPORTANT! When soldering the wires to the chip, be sure you don't let the iron stay on the pins for too long. If you take too long to solder, the chip will get very hot and lose functionality. Our advice is to take your time and touch the chip after each pin you solder. If it feels warm, wait for it to cool down before soldering the next pin.

IMPORTANT! Make sure the Matrix's diode (1N4148) is facing the correct way. The black ring on the diode NEEDS to be facing the chip. If you put it in backwards it won't work.

There are two solder points that are tricky to solder. They are the LED point for all board types and the SYNC point for the CG1/CG2 boards. As far as the LED goes, don't touch your soldering iron directly on it or you may destroy it. Also, don't keep the iron near it for very long as they are fragile and may pop. The other tricky spot is the sync pin for the CG/CG2 boards. Make sure you solder your wire to the middle pin only. There are three on there and they are very close together. What we do is the following:

1. Take a sharp point like an x-acto knife and gently scrap the middle pin only. This will enable solder to stick easier.
2. Wet your iron with a sponge.
3. Melt 1/4 inch of solder onto your iron. It should stick because you wet it.
4. Quickly form a ball of solder and bring it as close to the tip of the iron as possible.
5. Quickly touch this ball to the middle pin only and pull back towards you.

You should now have a string of solder coming off of the middle pin only. This will be much easier to solder to with your wire. Keep in mind that once you touch the solder with your iron the rest of the process needs to happen kind of quickly. If you take too long, the solder won't stick to the middle pin. This is because the rosin (sticky material in the solder) burns up quickly. I've posted pictures below that show a correct connection to the sync solder point and the LED solder point.



7-Mode XBOX 360 Rapid Fire Controller Instructions

Thank you for your recent purchase of one of our 7-Mode rapid fire controllers. This is an instructional guide to show you how to use your new controller. There are 7 main operating modes as explained below.

MODE 1 -**Dual trigger for All COD Titles**

MODE 2 –**Black Ops 1 & 2, Halo Reach, & GOW**

MODE 3 – **MW 1, 2, & 3**

MODE 4 – **Halo 4, Halo 3/ODST, & COD5 WAW**

MODE 5 – Left for Dead, GTA, Battlefield, & Red Dead Redemption

MODE 6 - **3 Burst for All COD Titles**

MODE 7 - **5 Burst for All COD Titles**

How does it work?

When you get your controller press and hold the sync button until all lights flash in a circular motion, now hold the sync button on your Xbox 360. They will match up. Player one and player 4 lights should be on. You are now in mode one. Remember, this mode is dual and will have rapid fire on the left trigger. Tap the sync button one more time. Tap it this time; don't hold it like the first time. The player 4 light should flash twice and stay on. Ok, now you're in mode 2. Keep doing this until your reach mode 7. Tapping the sync button one more time after mode 7 will turn rapid fire off. If you want rapid fire again just press the sync button and you will cycle through the modes again.

IMPORTANT: In Call of Duty 5, if you pull the trigger when online and you're not in mode 4, 6, or 7, you will get capped. This will give the appearance of rapid fire not working. In order to reset the cap you have to restart the game. Make sure you're in mode 4, 6, or 7 to prevent this capping effect as they are the only modes with COD5 online capability. Now that you know how it works you can dominate on Xbox live. Have fun!