

ModdedZone PS5 Modded Wireless Custom Controller



# ModdedZone PS5 Modded Wireless Custom Controller Instruction Manual

[Home](#) » [ModdedZone](#) » ModdedZone PS5 Modded Wireless Custom Controller Instruction Manual 

## Contents

- 1 ModdedZone PS5 Modded Wireless Custom Controller
- 2 Product Information
- 3 Product Usage Instructions
- 4 OVERVIEW
- 5 FEATURE ACCESS
- 6 SUB/EDIT MODES
- 7 FLIPPED LAYOUT INFORMATION
- 8 RAPID FIRE MODES
- 9 REFLEX REMAPPING BUTTONS
- 10 PROGRAMMING MODE
- 11 ADVANCED FEATURE MANAGEMENT
- 12 Documents / Resources
  - 12.1 References



**ModdedZone PS5 Modded Wireless Custom Controller**



## Product Information

### Specifications:

- **Model:** PS5 TrueFire-DS
- **Version:** V2.21 & V3.0
- **Features:** Rapid Fire, Burst Fire, Akimbo (LT Rapid Fire), Mimic (Auto Akimbo)
- **Speed Settings:** 7.7sps, 9.3sps, 13.8sps, 16.67sps, 20sps, 16sps, 12sps, 10sps, 7sps, 5sps

## Product Usage Instructions

### Feature Access:

The PS5 TrueFire-DS mod uses the LEFT and UP directions on the D-pad for accessing all of the controller's features. Alternatively, you can use the MOD button on the back of the controller instead of LEFT on the D-pad for faster access to many features without removing your thumb from the left thumbstick. By default, enabling/disabling a feature will cause the main front LED (located at the mic mute button) to flash GREEN when enabling and RED when disabling.

### Sub/Edit Modes:

Several of the mod features have sub-modes or edit modes. To change a feature's sub-mode, follow these steps:

1. HOLD UP + LEFT on the D-pad
2. While holding both, tap the corresponding feature's button to change the Sub-Mode
3. The LED will flash ORANGE to indicate the current sub-mode

### Rapid Fire Modes:

Rapid fire gives pistols and semi-auto rifles extra firing speed. Most weapons have an optimal rapid-fire speed between 7 and 16SPS (shots per second). To activate rapid fire, you can use any of the following methods:

1. Double tap LEFT on the D-pad
2. Hold LEFT on the D-pad and pull R2
3. Single-tap the MOD button (if installed)

When activated, the LED will flash blue.

### **Burst Fire:**

Burst fire allows semi-auto weapons to fire in bursts. By default, it is set to a 3-round burst, but it can be changed from 2 to 10 rounds in the programming mode. To activate burst fire:

1. Hold LEFT on the D-pad
2. Tap SQUARE

When activated, the LED will light up solid blue.

### **Akimbo (LT Rapid Fire):**

Akimbo, or left trigger rapid fire, enables rapid fire with dual weapons. This activation is separate from normal rapid fire and allows you to have left trigger only rapid fire. To activate akimbo:

1. Hold LEFT on the D-pad
2. Pull the LEFT TRIGGER

When activated, the LED will flash green.

### **Mimic (Auto Akimbo):**

Mimic allows the right trigger to control the left trigger, enabling automatic scoping. To activate mimic:

1. Hold UP on the D-pad
2. Pull the RIGHT TRIGGER

### **FAQ:**

- **Q: Can I use jump shot and drop shot at the same time?**

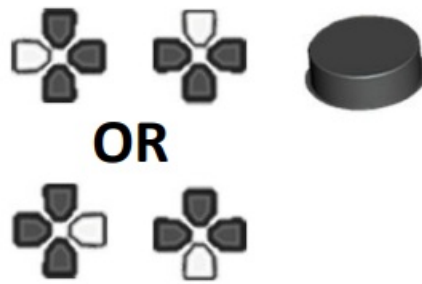
A: No, features that conflict with each other, such as jump shot and drop shot, cannot be used simultaneously.

## **OVERVIEW**

The PS5 TrueFire-DS mod offers many features, more than you will find on any other mod available. While there are many features on this controller, we have developed a method of accessing them that makes it quick and easy. On the following pages you will find information about each feature and how to access it. Many features can be used in combination allowing greater flexibility and a greater enhancement to your gaming experience. Only features that conflict with each other, such as jump shot and drop shot, cannot be used at the same time.

## **FEATURE ACCESS**

The PS5 TrueFire-DS mod uses the “LEFT” and “UP” directions on the D-pad for accessing all of the controller’s features. There is also an option of a “MOD” button on the back of the controller. The MOD button can be used instead of LEFT on the D-pad to allow faster access to many features as you would not need to remove your thumb from the left thumbstick. Additionally, LEFT and UP can be changed to RIGHT and DOWN in the advanced feature management described later in the guide. When enabling/disabling a feature, unless otherwise noted, you will see the main front LED, located at the mic mute button, flash GREEN when Enabling and RED when disabling.



## SUB/EDIT MODES

Several of the mod features have sub-modes or edit modes. Submodes are modifications to the main feature. These will be explained in the description of each feature. To change a features sub mode HOLD UP + LEFT on the D-pad, while holding both, tap the corresponding features button to change the Sub-Mode.

**Example:** to change the Jump Shot sub mode you would HOLD UP + LEFT, then TAP X, the LED will Flash ORANGE to indicate which sub mode you are currently in.

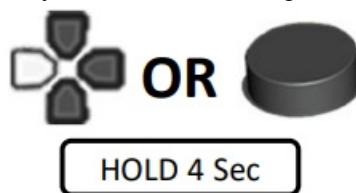


## FLIPPED LAYOUT INFORMATION

This manual assumes you are using the default button layout where R2/L2 are used for firing/aiming. If you use a flipped controller layout you must change the trigger configuration to “FLIPPED” in the advanced feature management of the TrueFire-DS mod (see page 5). When the flipped layout is selected features that are turned on by the triggers will also be flipped. Example: with the default layout Quick Scope is turned on by holding LEFT and tapping L2. With the flipped layout you would hold LEFT and tap L1

## RAPID FIRE MODES

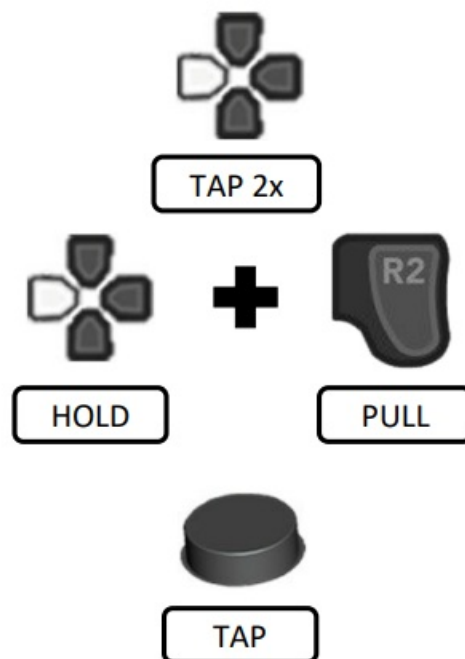
There are 10 built in modes to select from. Each is pre-programmed with a specific speed (see the chart to the right), these can be independently programmed to a new speed in the programming mode(See page 4). To change to the next mode you must HOLD LEFT for 4 seconds. Or with the MOD button installed, you would HOLD the MOD button for 4 seconds. You will see the main LED flash AQUA (blue + green), count the number of flashes of the LED. This will indicate which mode you are currently in. (2 flashes = mode 2, 3 flashes = mode 3, etc...). You can also go back to the previous mode by HOLDING L1 along with LEFT.



MODE	SPEED
Mode 1:	7.7sps
Mode 2:	9.3sps
Mode 3:	13.8sps
Mode 4:	16.67sps
Mode 5:	20sps
Mode 6:	16sps
Mode 7:	12sps
Mode 8:	10sps
Mode 9:	7sps
Mode 10:	5sps

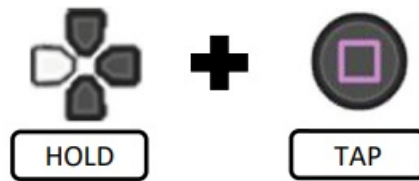
## RAPID FIRE

Rapid fire gives pistols and semi-auto rifles that extra kick they need to compete with the big guns. Most weapons have a sweet spot for the rapid-fire speed and this is generally between 7 and 16SPS. Be aware that above this most weapons will start to fire slow and erratic. Rapid fire can be activated in several ways. 1. double tap left on the D-pad, 2. Hold left on the D-pad and pull R2. 3. Single tap the mod button (if installed). When activated the LED will flash blue.



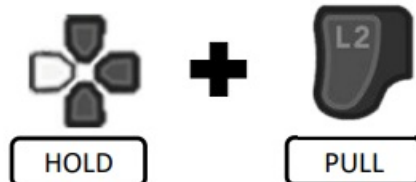
## BURST FIRE

Burst fire is by default a 3-round burst. This can be changed from 2-10 rounds in the programming mode. Burst fire works with semi-auto weapons. To activate burst fire hold LEFT on the D-pad and tap SQUARE. When activated the LED will light up solid blue.



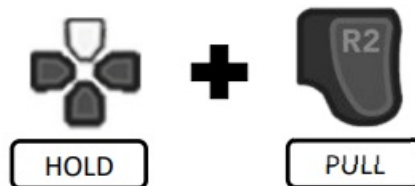
## AKIMBO (LT RAPID FIRE)

Akimbo, or left trigger rapid fire gives you rapid fire with dual weapons. This activation is separate from normal rapid fire which allows you to have left trigger only rapid fire. To activate akimbo hold LEFT on the D-pad and pull the LEFT TRIGGER. When activated the LED will flash green.



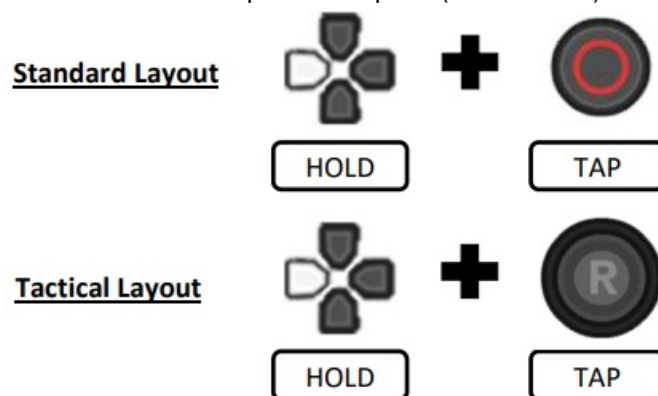
## MIMIC (Auto Akimbo)

When using mimic the right trigger controls the left trigger. Just pull the right trigger and you will scope automatically. To activate mimic hold UP on the D-pad and pull the RIGHT TRIGGER.



## DROP SHOT

Drop shot allows you to quickly drop to Prone position as soon as you start firing and stand back up as soon as you stop firing. To activate drop shot for standard layouts hold LEFT on the D-pad and tap CIRCLE To activate drop shot for tactical layouts hold LEFT on the D-pad and tap R3 (Thumb click).



### • DROP SHOT SUB MODES

Drop shot has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping CIRCLE.

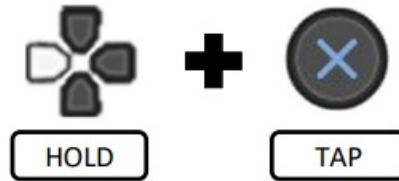
1. Always Drop/Stand automatically
2. Drop/Stand, if NOT Aiming Down Sights
3. Drop Only

#### 4. Drop Only, if NOT Aiming Down Sights



### JUMP SHOT

Jump shot will make you jump while firing, automatically, making you a much harder target to hit. This feature cannot be used at the same time as drop shot. Turning this feature on while drop shot is already on will automatically turn off drop shot. Activate by holding LEFT on the D-pad and tapping X.



### • JUMP SHOT SUB MODES

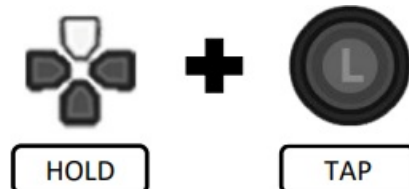
Jump shot has multiple sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping X.

1. Jump only once.
2. Jump only once if NOT Aiming Down Sights.
3. Continuous Jumping (Slow Speed).
4. Continuous Jumping (Slow Speed) if NOT Aiming Down Sights.
5. Continuous Jumping (Fast Speed).
6. Continuous Jumping (Fast Speed) if NOT Aiming Down Sights.



### AUTORUN

Auto run allows you to run without needing to tap L3. To activate auto run hold UP on the D-pad and tap L3 (Left thumbstick click).



### • AUTO RUN SUB-MODES

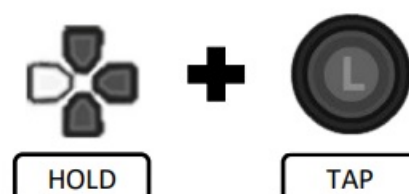
AutoRun has multiple sub-modes which can be changed by holding LEFT + UP on the D-Pad and tapping L3.

1. Always runs
2. Run suspended when prone with "CIRCLE"
3. Run suspended when prone with "R3"



### AUTO SNIPER BREATH / ZOOM

Auto sniper breath will automatically hold your breath when you scope. To activate hold LEFT on the D-pad and tap L3 (Left thumbstick click).



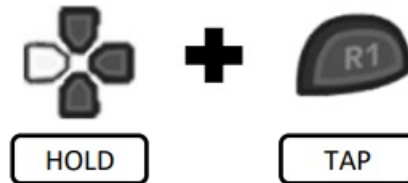
## • AUTO RUN SUB-MODES

2 sub modes can be changed by holding LEFT + UP on the D-Pad and tapping L3, Auto Sniper Breath must be turned on.

1. COD/BF – auto hold sniper breath
2. The Last Of US – auto zoom

## AUTO SPOTTING

For BF4 and The Last of Us, tag opponents automatically. To activate hold LEFT on the D-pad and tap R1



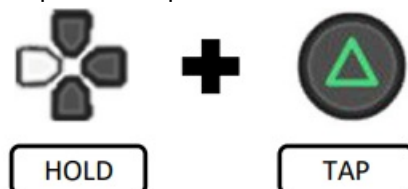
## • AUTO SPOTTING SUB-MODES

There are 3 sub modes which can be changed by holding LEFT + UP on the D-Pad and tapping R1,

1. BF4 on only when aiming down sights
2. BF4 on all the time
3. The Last of Us, spotting while aiming

## QUICK SCOPE

With quick scope active just hold the left trigger and you will scope and automatically fire at the speed set in the edit mode. To activate hold LEFT on the D-pad and tap TRIANGLE.



## • QUICK SCOPE EDIT MODE

The edit mode is accessed by holding UP + LEFT on the D-pad and tapping TRIANGLE. The LED will Flash Orange 10 times when entering/exiting the edit mode. Within the edit mode you can perform the following functions.

- Hold Only L2 – Test the currently set speed.
- Tap UP on D-pad – Makes shot happen earlier (LED flashes Green)
- Tap DOWN on D-pad – Makes shot happen later (LED flashes Red)
- Tap RIGHT on D-pad – Turn Rapid fire with quick scope ON/OFF
- Hold LEFT on D-pad, Then Hold L2 – Set new Quick Scope speed. Recording starts when you press L2 and stops when you either release it or press R2.
- Tap L3– Exit Edit Mode.

## FAST RELOAD

The adjustable fast reload allows you to shave precious milliseconds off your reload time. This works by canceling

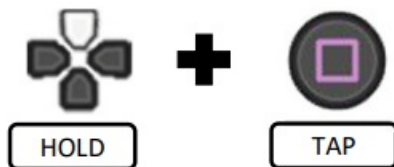


the last part of the reload animation after the ammo has been added to your weapon.

### Note this does not work for all games/weapons

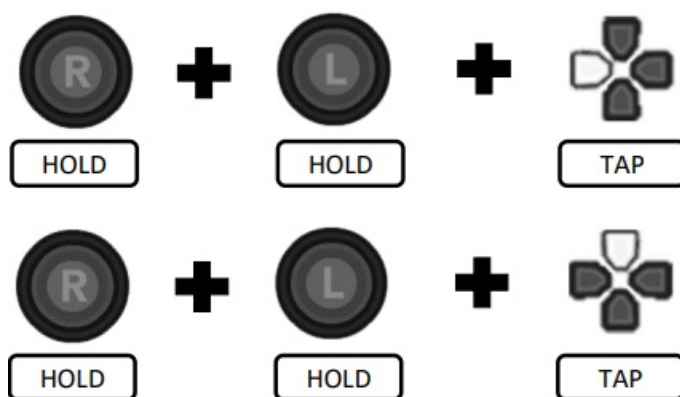
The fast reload must be set for the weapon you are using, as all weapons have different reload times. To set the reload timing you must HOLD SQUARE until you see your ammo indicator at the bottom of the screen show that you have full ammo (this will happen before the reloading animation completes), when you see this RELEASE SQUARE. This sets the timing and the next time you reload by just tapping SQUARE the last part of the reload animation will be cancelled.

To activate Fast Reload hold UP on the D-pad and tap SQUARE.



### TURN OFF ALL FEATURES

Quickly turn off any features that are turned on by holding both thumbstick clicks (R3 and L3) and tapping UP or LEFT on the D-pad.



### REFLEX REMAPPING BUTTONS

Reflex remapping buttons are optional buttons or paddles on the back of the controller that can be assigned to a standard controller button. These buttons can also be made turbo. See the programming mode instructions below for more information.

**MASTER RESET** – To reset the mod to factory default settings, turn off the controller hold X + Triangle + Circle + Square and turn on the controller. Continue to hold the buttons for approximately 5 seconds. You will see the LED flash very fast in a pattern of red, blue, green, red. After this the mod will restart and be set to factory defaults.



### PROGRAMMING MODE

Within the programming mode you can setup the reflex buttons, change the rapid fire speed and change the burst fire shot amount.

- **Enter the programming mode:** HOLD R1 + R2 + L1 + L2 for 8 seconds, the white LED will make one long flash.
- **Exit the programming mode:** Tap L3



- **Change Rapid Fire Speed:**

To change the rapid fire speed you only need to TAP “UP” or “DOWN” on the D-pad. “UP” to make the speed faster and “DOWN” to make it slower. The main LED will flash GREEN when increasing the speed and RED when decreasing. Once you have reached the MIN or MAX speed the LED will no longer flash.

- **Change Burst Fire Quantity:**

To change the number of shots fired with the burst fire you must TAP “LEFT” or “RIGHT” on the D-pad. Left for fewer shots and Right for More shots.

- **Check Rapid Fire Speed Setting:**

To check the currently set rapid-fire speed you only need to TAP “TRIANGLE”. The main LED will flash BLUE for the “tens” position and then flash GREEN for the single digit. (example: BLUE flashes 3 times, followed by GREEN flashing 6 times, you are now at speed setting 36) Refer to the table below for all of the speed-setting options.

- **Check Burst Fire Setting:**

To check the currently set burst fire setting just TAP “X”. The main LED will flash BLUE 2-10 times to indicate the number of shots set for the burst fire.

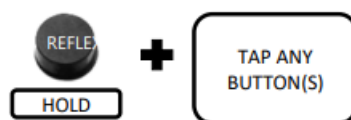
- **Reset Current Mode to Default Settings:**

To reset the rapid fire mode you are currently editing to the factory default you must HOLD “SQUARE” and “CIRCLE” together for 7 seconds. After 7 seconds the main LED will flash AQUA very fast 20 times to indicate the Mode has ben reset.

- **Change Reflex Button Mapping:**

To Configure a reflex button for standard button remapping, press and hold a reflex button, while holding tap any button you would like to assign, this can be multiple buttons if you like.

- **Example 1:** Hold reflex button, tap triangle, release reflex button. When the reflex button is pressed, Triangle will be pressed on the controller.



- **Example 2:** Hold reflex button, tap X, tap R1, tap UP on D-pad, release reflex button. When the reflex button is pressed, X, R1 and UP are all pressed on the controller at the same time.

- **Set Reflex Button to Turbo Speed:**

Double-tap the reflex button to cycle through the 5-speed settings listed below. The LED will flash 1-5 times to indicate the setting.

1. No Turbo
2. Turbo at the currently set rapid-fire speed
3. Fixed 5sps turbo
4. Fixed 10sps turbo
5. Fixed 15sps turbo

Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	18	16	35	9.5
2	45	19	15.4	36	9.3
3	40	20	14.8	37	9
4	36	21	14.3	38	8.7
5	33.33	22	13.8	39	8.5
6	30	23	13.33	40	8.33
7	28	24	12.9	41	8
8	26.67	25	12.5	42	7.7
9	25	26	12	43	7.5
10	23	27	11.75	44	7.3
11	22	28	11.5	45	7
12	21	29	11.1	46	6.67
13	20	30	10.8	47	6
14	19	31	10.5	48	5.5
15	18.2	32	10.25	49	5
16	17.4	33	10	50	4
17	16.67	34	9.75		

ADVANCED FEATURE MANAGEMENT

All features of the PS5 TrueFire-DS have an advanced management option that allows you to disable them. This is especially useful if you find there are features you do not use and do not want the possibility to accidentally activate the feature.



- **Enter AFM:** HOLD X + Circle + Square + Triangle for 8 seconds, the LED will Flash Purple.
- **Exit AFM:** Tap UP on the D-pad or L3



- **Managing Features:** Now that you are in the AFM you can enable or disable any of the features listed below by just tapping the corresponding button or button combination. When you tap a button the main LED will either flash GREEN for enabled or RED for disabled.

• **Jump Shot**

• **Drop Shot**

• **Fast Reload**

• **Akimbo (LT Rapid Fire)**

• **Rapid Fire**

• **Quick Scope**

+ • **Competition Mode**

+ • **Battlefield Spotting**

+ • **Burst Fire**

+ • **Sniper Breath**

+ • **Mimic**

+ • **Auto Run**

Competition Mode disables all features except for the Reflex buttons.

- **Trigger Mode:** Changes trigger functions from default to flipped layout. The LED will flash ORANGE 1 time for default and 2 times for Flipped. To Change the Trigger mode just tap R1



- **LED Mode:** By default the LED is set to flash repeatedly when rapid fire or Akimbo is turned on. This behavior can be changed with the LED Mode. There are 3 possible settings indicated below. To change the LED mode Tap RIGHT on the D-pad. The LED will flash to indicate the setting.



1. The LED flashing is disabled for ALL feature activation.
2. The LED is flashing while Rapid fire is on.
3. The LED is on Solid while Rapid fire is on.

- **Mod Button Activation:** This option changes which button(s) will be used to activate the different features. If you are using a mod button and do not want LEFT on the D-pad to turn features on/off, this is the setting you will want to change. There are 3 options, LEFT on the D-pad only, both or MOD button only. The default is both. When changing the LED flash ORANGE 1, 2 or 3 times.



1. Only LEFT on the D-pad.
2. LEFT and the MOD button can both be used.
3. Only the MOD button

- **Swap LEFT Activation to RIGHT:** This option changes which button will be used to activate the mod main features when using the D-pad. By Default, this is LEFT on the D-pad and can be changed to RIGHT. Clicking R3 toggles this option. A green LED flash indicates the mod is set to use LEFT on the D-pad and a red LED Flash indicates the mod is set to use RIGHT.



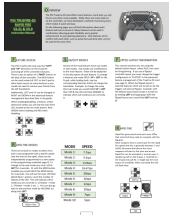
- **Swap UP Activation to DOWN:** This option changes which button will be used to activate the mod alternate features. By Default, this is UP on the D-pad and can be changed to DOWN. Holding DOWN and clicking R3 toggles this option. A green LED flash indicates the mod is set to use UP on the D-pad and a red LED Flash indicates the mod is set to use DOWN.



- **Disable Left Double Tap Rapid Fire Activation:** This option will disable the ability turn on rapid fire by double tapping left on the D-pad. You will only be able to turn it on with Left + R2. When this option is enabled (double tap does not work) the LED will flash green and when disabled will flash red.



## Documents / Resources



[ModdedZone PS5 Modded Wireless Custom Controller](#) [pdf] Instruction Manual  
PS5, PS5 Modded Wireless Custom Controller, Modded Wireless Custom Controller, Wireless  
Custom Controller, Custom Controller, Controller

## References

- [User Manual](#)

### Manuals+, Privacy Policy

This website is an independent publication and is neither affiliated with nor endorsed by any of the trademark owners. The "Bluetooth®" word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. The "Wi-Fi®" word mark and logos are registered trademarks owned by the Wi-Fi Alliance. Any use of these marks on this website does not imply any affiliation with or endorsement.