



RaptorFire RaptorFire has access and usability unparalleled in the gaming industry. In a quick half hour you'll master the RaptorFire's user friendly modes and sub modes, giving you the gaming edge you yearn for.

The Optional Button, or **OB**, is mentioned often. You should note that if your controller doesn't have an OB, use your left D-Pad. The OB is located on the back of your controller. • There is no need to reset a mode once it's saved. That means you can remove or replace your batteries without worry. • Some of the modes and sub modes listed are optional and might not be included in your controller. • Some of the modes and sub modes can be used only with certain games.

BASIC OPERATIONS

CLASSES: The RaptorFire is organized into three classes. You can see which class you're in by looking at the color of LED2.

Click the OB button twice to move from one class to the next. At any given time you can move to the next class. The cycle will always follow the same path: Off/Class 1/Class 2/Class 3/Off/Class 1...



SLOTS: Each class has two slots: one for your primary mode and one for your secondary mode. To switch between the slots:

• Go to the class you want • Single click the OB • LED4 will flash once and then remain lit. You are now in your primary slot • Single click the OB a second time • LED4 will flash twice. You are now in your secondary slot • Single click the OB • The Set Slots function is now turned off and you're ready to Set a Mode (see Functions)



MODES: RaptorFire has six modes, each with its own function key. You can see which mode you're in by looking at the color of LED4:

MODE	COLOR	FUNCTION KEY
1. Rapidfire	Dark Blue	Right Trigger
2. Akimbo	Blue	Left Trigger
3. Jitter	Yellow	Y Button
4. Burst	Green	A Button
5. Sniper	Pink	Left Analog Stick
6. Drop shot	Red	B Button
Drop shot/tactical	Red	Right Analog Stick



SUB MODES : Five of the six modes have submodes :

DROP SHOT/2 SUB MODES

1. With aim disabled with rapidfire (WRF)
2. With aim disabled with no rapidfire (NRF)

AKIMBO/8 SUB MODES

1. Basic Akimbo – Use the right or left triggers individually for rapidfire or press both together for duals
2. Easy Akimbo with rapidfire – Right trigger also controls the left trigger
3. Easy Akimbo no rapidfire – Right trigger also controls the left trigger; also known as quick scope; use on fully automatic weapons
4. Auto Aim No Rapidfire – will auto track your closest target in Zombie, campaign and offline modes
5. Auto Aim With Rapidfire – has rapidfire built into it
6. Quick Scope Black Ops
7. Quick Scope MW3
8. Quick Scope With Rapidfire

JITTER/3 SUB MODES

1. Standard
2. Aim disabled without rapidfire
3. Aim disabled with rapidfire

BURST/4 SUB MODES

1. 2-round burst
2. 3-round burst
3. 4-round burst
4. 5-round burst

SNIPER/2 SUB MODES

1. Standard
2. 2-round burst – Adjustable 1 to 30 SPS but for best results and less recoil we suggest 3 – 5 SPS

FUNCTIONS

HOW TO SET A MODE : The process to set a mode in a class is the same for all six modes :

Cycle through to the Class and Slot you want (see Basic Operations) • Hold the mode's Function Key down • Hold the OB down • Wait until LED4 remains lit in the mode's color, then release the Function Key and the OB • Five quick white blinks will confirm your mode has been saved • Once saved, LED4 will remain lit in the Mode's corresponding color • To reset, simply repeat process • To continue to set modes, double click OB to move to next class or single click OB to go to the other slot

HOW TO SET A SUB MODE :

Follow the first three steps to Set a Mode (read above) • LED4 will flash the number of sub modes available (Ex) Burst will flash four times • Release the Function Key and OB at the number of the sub menu you want set (Ex1) Three flashes for 4-round Burst (Ex2) Two flashes for Easy Akimbo with rapidfire • Five quick white blinks will confirm your sub mode has been saved • Once saved, LED4 will remain lit in the mode's corresponding color • To reset, simply repeat the process

HOW TO ADJUST SHOTS PER SECOND (SPS) : You can adjust SPS from 1 to 30 on Drop Shot, Burst, Rapidfire, Jitter and Akimbo. Each class and slot can be adjusted for speed, so you can make a total of six adjustments.

To adjust SPS:

Set and save your mode/sub mode (five quick white blinks) • Hold OB down until LED2 flashes once red • Release OB • If there is a SPS set, LED3 and LED4 will count out that setting for you (LED3 blinks once for every 10 SPS - LED4 blinks once for every single SPS - Ex: For 12 SPS, LED3 will blink once followed by two blinks by LED4 • Lift the right trigger to increase SPS: LED2 will blink once for each added SPS, note that Blinks will speed up after five • Lift the left trigger to decrease SPS: LED2 will blink once for each deleted SPS, note that Blinks will speed up after five • When you have the SPS you want, hold the OB until LED4 remains lit • LED4 will remain lit in the corresponding color to the mode.

RELOADS :

Each class can have one Fast Reload AND one Active Reload

FAST RELOAD:

To activate the Fast Reload:

Tap X button three times to activate fast reload • LED3 will remain lit in red • Adjustable fast reload • To adjust the speed, hold the X button down and hit OB • Current SPS setting will be counted out by LED 3 and LED 4 • Lift right trigger to increase SPS • Lift left trigger to decrease SPS • Press OB to save • To fast reload, use the X button like a normal reload button • Hit X button three times to turn off Fast Reload • Now your X is back to normal reload

ACTIVE RELOADS :

(for GOW 1, 2, and 3)

Active Reload has seven sub modes:

1. Lancer • 2. Piston • 3. Shotgun, human You have to wait until the bullet is exiting the chamber, then press the right bumper for the perfect reload • 4. Sniper and long shot – Must fire using the right bumper or you won't have an active reload • 5. Sawed-off shotgun (GOW 3 only) – Must fire using the right bumper or you won't have an active reload • 6. Retro lancer (GOW 3 Only) • 7. Hammerburst (offline and solo mode only)

To activate Active Reload:

Press the right bumper three times • Now Active Reload is on • Hold down right bumper and OB • LED4 will flash • Hold until flashes signal the sub menu number you want (Ex: Five flashes for sawed-off shotgun) • Release OB

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WWW.RAPTORFIRE.COM

SNIPER
shoot & hold
breath at the
same time

FAST RELOAD
A turbo automatic reload for a
perfect timing and precious
time saved.

JITTER
turns semi-auto to fully
automatic rifles.

DROP SHOT
Duck & shoot at the
same time. You can
shoot and avoid being
killed with a lay low
move.

BURST
Single shooting
handguns become
semi-auto death
machines.

AKIMBO
Dual handguns in
rapid fire
mode

RAPID FIRE
Increase & boost
your firing rate to
become a war god.

**ACTIVE RELOADS
GEARS OF WAR**
A turbo automatic
reload for a
perfect timing and
precious time
saved.

JITTER
Jitter / 3 Sub MODES
1. Standard
2. Aim disabled without rapidfire
3. Aim disabled with rapidfire

DROP SHOT
Drop Shot / 2 Sub MODES
1. With aim disabled with rapidfire
(WRF)
2. With aim disabled with no rapidfire
(NRF)

BURST
Burst / 4 Sub MODES
1. 2-round burst
2. 3-round burst
3. 4-round burst
4. 5-round burst

FAST RELOADS
Jitter / 3 Sub MODES
1. Standard
2. Aim disabled without rapidfire
3. Aim disabled with rapidfire

Note: 1 - 255 delay adjustable
One Fast Reload per class

SNIPER
Sniper / 2 Sub MODES
1. Standard
2. 2-round burst – Adjustable 1 to 30 SPS but for best
results and less recoil we suggest 3 – 5 SPS

RAPID FIRE
1 to 30 shots per second
AKIMBO
AKIMBO / 8 Sub MODES

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GOW
COD



AKIMBO/8 SUB MODES

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