

FOR XBOX ONE™

STRIKEPACK F.P.S. DOMINATOR™  
WIRED NEXT GENERATION  
**MOD PACK**



COLLECTIVEMINDS 

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**NOTE: THIS MANUAL HAS BEEN REVISED WITH INSTRUCTIONS THAT ARE VALID ONCE THE XB1 STRIKEPACK HAS BEEN UPDATED.**

## INTRODUCTION

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Thank you for purchasing the XBOX ONE™ StrikePack F.P.S. Dominator, one of the most advanced gaming adapter ever built for the XBOX ONE™ controller. We have taken the very best controller MODs available and built them into the device using our revolutionary technology so that you can focus on gaming and not worry about complicated PC software. Using that same technology, we give you the gamer, the ability to map any button on your controller on the fly to either of the paddles on the device. Again no app, or PC needed. We believe this is a real game changer and hope you agree. Just as important is the fact that all of the modifications made possible by the device are done so without voiding the warranty or making any permanent changes to your controller. The whole team at Collective Minds really hope you enjoy gaming with it, as much as we have enjoyed designing it for you.

We have spent countless hours, and sleepless nights, pushing the device through extreme game sessions, ensuring any bugs and issues have been eradicated. However, if you find any issues or have any difficulty operating the device, please reach out to us at [support@collectiveminds.ca](mailto:support@collectiveminds.ca) and we will be more than happy to help you out.

Also there are lots of videos to help you setup and maximize your fun over at [www.StrikePack.com](http://www.StrikePack.com) - please check it out!

To check out other Collective Minds products please visit [www.CollectiveMinds.ca](http://www.CollectiveMinds.ca)

## KIT INCLUDES:

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- StrikePack F.P.S. Dominator device
- 2 Paddles
- 10FT Connection Cable
- Instruction Manual

## GETTING STARTED

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### Attaching & Pairing the StrikePack F.P.S. Dominator

1. Remove the Battery Pack cover off the XBOX ONE™ controller.
2. If there are batteries, remove both AA batteries.
3. Place the StrikePack device into the battery compartment. It should securely snap into place.
4. Plug the USB end of the StrikePack device into the charging port on the XBOX ONE™ Controller. Make sure it is securely attached.
5. Plug the supplied USB cable to the USB port on the StrikePack and connect to your XBOX ONE™ console that is on. Please wait for the guide button to illuminate before usage. Some controllers may take 3-5 seconds to detect. If the guide button does not illuminate after 5 seconds, disconnect the USB cable from the StrikePack device and reattach it. The guide button should now illuminate. Your device is now successfully paired.



## IMPORTANT TERMINOLOGY

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Using the most advanced controller adapter ever could be confusing, but we have gone to great lengths to ensure that it is as user friendly and intuitive to use as possible. Getting familiar with some basics on the device and some basic terms is very helpful however.

**Classes** – these are the main controller MOD types that are possible with the StrikePack F.P.S. Dominator device. There are 8 main classes that are counted from left to right on the LED's of the device, with the left most LED being position or class 1.

**MOD** – these are the specific controller modifications possible within a given controller MOD class.

**Quick MOD** – a specific controller MOD, often for a specific game, that is simply turned on or off and does not have adjustable settings. These are activated with combinations of the D-PAD and controller buttons.

**Menu Navigation** – this is the method the user has to adjust the classes, MODs, and parameters of the device.

**Primary Menu** – This Primary Menu is selected by HOLDING the LEFT D-PAD. This is the main menu system that you will use to set up and navigate the device.

**Secondary Menu** – This Secondary Menu selected by HOLDING the RIGHT D-PAD for 5 seconds. This menu is restricted for rarely used adjustments like adjusting the button layout or swapping triggers and bumpers.

**Primary Weapon Fire** (Class 1/LED 1) – This is a series of controller modifications that affect the primary weapon in common shooters like the Call of Duty™ series.

**Secondary Weapon Fire** (Class 2/LED 2) - This is a series of controller modifications that affect the secondary weapon in common shooters like the Call of Duty™ series.

**Quick Scope** (Class 4/LED 4)- This is a series of controller modifications that affect the advanced tactic of zooming in quickly on a sniper rifle to maximize damage in common shooters like the Call of Duty™ series.

**Auto Run** (Class 5/LED 5) – This is a series of controller modifications that affect the ability to run continuously in common shooters like the Call of Duty™ series.

**Drop Shot** (Class 6/LED 6) – This is a series of controller modifications that affect the advanced tactic of dropping prone while firing in common shooters like the Call of Duty™ series.

**Left Paddle MOD** (Class 7/LED 7) – This is a series of controller modifications that can be applied to the left paddle for activation.

**Right Paddle MOD** (Class 8/ LED 8) – This is a series of controller modifications that can be applied to the right paddle for activation.

## MODODOLOGY

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**Rapid Fire** – A MOD that mimics a very high frequency of controller trigger presses, to enable the gamer to fire faster in the shooter than using the trigger naturally. It is designed for semi-automatic weapons.

**Optimized Rapid Fire** – This Rapid Fire is optimized to be as fast as possible but at the same time ensure that every single shot will be correctly registered by the game.

**Rapid Fire Adjustable** – With adjustable rapid fire you can always get the optimum firepower for your favorite weapon by being able to simply and on the fly adjusting the values up or down. See the menu system instructions for more information on how to adjust your rapid fire speed in this mode.

**Pulse Rapid Fire Adjustable** – Pulse Rapid Fire can reach a faster rate of fire with burst type weapons. See the menu system instructions for more information on how to adjust your Pulse Rapid Fire speed in this mode.

**Burst Fire** – Burst firing is designed to turn semi-automatic and automatic weapons into burst firing weapons. When this feature is enabled, your weapon will fire in bursts similar to the M16 and can be used with 1, 2, 3, 4, 5, or 6 round bursts. Burst firing can help reduce recoil and conserve ammunition.

**Black Ops 3 Jitter** (*Brecci/Shieva*) – This is an advanced MOD that allows the Brecci and Shieva to fire like an automatic rapid fire weapon as long as at least one LETHAL is equipped. This was designed for COD: Black OPS III though it may be effective in future games.

**IW Jitter** – This is an advanced MOD for COD: Infinite Warfare that allows the Reaver and DCM-8 weapons to fire with an enormous fire rate well beyond normal rapid fire. No tactical is required and no perk is required. However, adding the Dexterity perk will increase the fire rate to even more insane levels. The final clip of either weapon will not have Jitter. This was designed for COD: Infinite Warfare though it may be effective in future games.

**IW Jitter TAC** – This is an advanced MOD for COD: Infinite Warfare that allows the Reaver and DCM-8 weapons to fire with an enormous fire rate well beyond normal rapid fire. One tactical is required, however the PERSONAL RADAR will NOT work.

All other tactical selections will function correctly. No perk is required. However, adding the Dexterity perk will increase the fire rate to even more insane levels. The final clip of either weapon will not have Jitter. This was designed for COD: Infinite Warfare though it may be effective in future games.

**MW Jitter** – This is an advanced MOD for COD: Modern Warfare Remastered that allows the M1014 Shotgun to fire with an enormous fire rate well beyond normal rapid fire. This was designed for COD: Modern Warfare Remastered though it may be effective in future games.

**Anti-Recoil** – This MOD compensates for vertical recoil while firing a weapon by automatically moving the control stick in the opposite direction of the one your gun is moving while firing. The adjustable parameter sets how much the compensation should be. See the menu system instructions for more information on how to adjust the compensation in this mode.

**Quick Scope** – Quick Scope is widely used in shooters. The idea behind quick scope is to use a sniper rifle, scope IN and fire the shot as the gun scopes in. Perfecting the aiming and timing will allow you to become a one-man commando with your sniper rifle maximizing damage in most shooters.

**Auto Hold Breath** – This MOD is specially designed for sniper rifles in the COD™ series. It automatically holds the sniper's breath when scoping in (activated by depressing the left thumb stick (L3 in Default Layout). Upon activation the MOD will hold the sniper's breath when scoping. The player no longer has to push the left thumb stick (L3 in Default Layout) to hold breath. Also the MOD resets every time you fire so a Sniper can effectively continue to take out enemies. Be careful not to wait too long before firing as the game will only let you hold your breath for so long. Auto Hold Breath has been updated to work with most button layouts. In COD: Infinite Warfare when using the ADS Toggle based Nom4d layouts you must hold the ADS button in order to keep the Auto Hold Breath MOD active. As long as the ADS is held the player breath will be held and this will be reset every time the player fires. Again, be careful not to wait too long before firing as the game will only let you hold your breath for so long.

**Turbo Melee** – This MOD allow the Melee attack in most shooters to be rapidly pressed automatically by simply holding the Melee button in the game.

**Auto Sprint** – The perfect MOD if you are tired of constantly pressing the left thumb stick to make your character sprint. Auto Sprint is just what you have been looking for.

**Double Jump** – If this MOD is enabled, simply press and hold the jump button and it will automatically release and hold to activate double jump. This is a COD™ BOIII series specific MOD that allows the player to automatically jump at the maximum height.

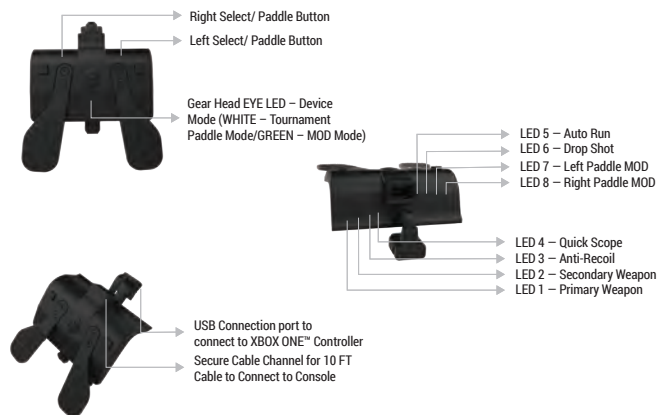
**Auto Spot** – This is a Battlefield™ series specific MOD that automatically keeps targeting the enemy. This is activated by looking at the target with ADS enabled.

**ADS** – This means Aim Down Sites and is usually performed by default by holding the left trigger.

**Hair Triggers** – This is a very handy MOD for shooters. It automatically sets the triggers to their maximum value the moment they are registered by the controller as pressed. This allows the gamer to simply tap the trigger instead of pressing all the way down saving precious time and achieving the same in-game result as if the trigger was fully depressed.

## THE STRIKEPACK F.P.S. DOMINATOR DEVICE

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### Operating the StrikePack F.P.S. Dominator

Once your device is paired with the console the first step is to choose which operation mode you want the device to be in. There are two operation modes; Tournament Mode and MOD Mode.

**Tournament Mode** – Each time the StrikePack F.P.S. Dominator is paired it starts in Tournament Mode by default. This is identified by the fact that the Gear Head Eyes are glowing WHITE. Tournament Mode allows you full access to map buttons to the paddles, but DOES NOT allow the use of any MODS.

**MOD Mode** – To enter MOD mode, simply HOLD the top LEFT SELECT/PADDLE button and press the top RIGHT SELECT/PADDLE button. You will know you have correctly entered MOD mode as identified by the Gear Head Eyes glowing GREEN.

## Mapping the Paddles

Paddle Mapping is a very simple process that take a fraction of a second and can be done in real time while playing. Choose which paddle you want to assign. To MAP that paddle, simply hold down the appropriate left or right SELECT/PADDLE button and while still holding the button simply PRESS the button you want to assign. To save that button as the designated choice simply LET GO of both buttons.

For Example: If say, you wanted to assign the "A" button to the right paddle, just press & hold the top RIGHT SELECT/PADDLE button and PRESS the "A" button. Once you release both buttons, "A" has been assigned to the right paddle. To map the left paddle, follow the same process, but use the top LEFT SELECT/PADDLE button instead.

Every button can be mapped, even the LS and RS stick buttons.

*NOTE: Two consecutive buttons can be mapped to any paddle. If say, you wanted to assign the "RB" & "Y" button to the right paddle, just press & hold the top RIGHT SELECT/PADDLE button and PRESS the "RB" button and then the "Y" button. Once you release the buttons, "RB-Y" is assigned to the right paddle. This can be very useful in games that require holding a button and pressing another frequently like MMO's.*

## Tournament Mode Re-Mapping

The XB1 Strike Pack has an advanced re-mapper built into the Tournament Mode (White Eyes). In order to enable this function simply HOLD the Left Trigger and Tap Up on the Directional Pad Twice. If done correctly the Left LED's will go WHITE so you know you are re-mapping and you can then proceed to re-map. To re-map a button simply press that button – you will notice the Right LED's flash GREEN to let you know that input has been accepted. Then press the button you want it swapped with. The Right LED's will flash GREEN twice so you know the swap has taken place. In order to reset you must be in remapping mode (White Left LED's) and Tap either the left or right top program buttons (small square buttons on the Strike Pack device). The Right LED's will flash GREEN three times to let you know all of the buttons have been RESET to default.

## MOD Navigation & Basic Control

To cycle through classes, HOLD D-PAD LEFT and use X to go up a class and A to go DOWN a class– small top LED's

To cycle through MODS in a Class HOLD D-PAD LEFT and use Y to go up a MOD number and B to go down a MOD number. Left Trigger rumbles to indicate MOD number.

To Reset to Class Defaults and any adjustable MOD, press MENU while HOLDING D-PAD LEFT. The controller will rumble to indicate class reset.

To Reset all Classes and MODs to Default and do a master reset: HOLD DOWN D-PAD for 5 seconds and ALL the GREEN LED's will be LIT and FLASHING to let you know you are preparing to do a master reset and then PRESS MENU, the triggers and controller will rumble on to indicate a master reset.

*NOTE: A master reset will also reset all secondary menu features including game layouts and flipped settings.*

**LOCK/UNLOCK** – To LOCK the F.P.S. StrikePack so that shortcuts and class/MOD navigation controls are not enabled simply HOLD D-PAD RIGHT and MENU (White LED's will Flash), to UNLOCK HOLD D-PAD RIGHT and PRESS MENU again (Green LED's will Flash)

**Secondary Weapon Fire** (Weapon Swap) – once the Dominator has been updated Weapon Swap will now be DISABLED as default. Each time the XB1 Dominator is turned on Weapon Swap will be disabled. In order to enable it, simply HOLD right D-Pad for 3 seconds to enter secondary menu and PRESS Y. The four right LED's will go GREEN to indicate that Weapon Swap is on. HOLD right D-Pad for 3 seconds to enter secondary menu and PRESS Y again to disable it and the four left White LED's will light up to indicate that Weapon swap is now off. This setting is not permanently saved.

**Understanding Weapon Swap** - Your secondary weapon fire is used when the player TAPS Y in the game and the XB1 F.P.S. Dominator uses this button press to determine weapons are being switched. If the cycle goes out of sync, simply HOLD right d-pad and tap Y while using your primary weapon to reset. This is an advanced mod that can be used very effectively to have two different fire modes on the Primary and Secondary weapons. When Weapon Swap is disabled (default) the Secondary Weapon Fire mod has no effect. All weapons will use the Primary Fire mode when weapon swap is disabled.

## SECONDARY MENU NAVIGATION

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### Adjusting Button Layouts – Secondary Menu

*NOTE: IN ORDER FOR ALL THE MODS TO WORK THE BUTTON LAYOUT CHOSEN IN THE GAME MUST MATCH THE BUTTON LAYOUT CHOSEN ON THE STRIKEPACK.*

*IT IS IMPORTANT TO REMEMBER NOT TO CHOOSE A “FLIPPED” LAYOUT IN THE ACTUAL GAME. FLIPPING THE BUMPERS AND TRIGGERS MUST BE DONE ONLY WITH THE STRIKEPACK DEVICE. SEE TRIGGER/BUMPER SWAP FOR MORE DETAILS. CHOOSING FLIPPED LAYOUT IN THE GAME WILL RENDER MANY OF THE MODS USELESS.*

### Selecting the Game for the Button Layouts

Secondary Menu Mode has been overhauled in order to simplify the numerous button layouts that are available to players. To select a different button layout you must first ENTER the SECONDARY MENU by simply HOLDING right D-Pad for 3 seconds until the LEFT 1&2 White LED's are lit to let you know it is in SECONDARY MENU MODE. You must stay holding the right D-Pad while you are selecting all options. If the 3&4 White LED's are lit that means you have entered Secondary Menu mode correctly, but the Bumpers and Triggers are “Flipped”.

As there are so many options available, a Quick Check feature of your current Game and Button layout has been implemented. At any time while in SECONDARY MENU MODE you can display what your current Game Selection is by pressing X. The Right Trigger will RUMBLE accordingly to show the game selection. Also, you can display what your current BUTTON LAYOUT is for that game by pressing B. The 4 GREEN LED's will flash to let you know the BUTTON LAYOUT selected.

*NOTE: Layouts are SAVED. This means that once your favorite layout is chosen, it will be remembered even when you disconnect the Strike Pack.*

### Choosing the Game & Layout

First you must select the GAME you are playing to choose the appropriate button layout selection. There are three GAME selections currently available: COD: Infinite Warfare (default, one Right Trigger Rumble), COD: Black Ops III (2 Right Trigger Rumbles) and Destiny (3 Right Trigger Rumbles). To choose the appropriate game you MUST enter Secondary Menu Mode by HOLDING right D-Pad for 3 seconds until the LEFT 1&2 White LED's are lit to let you know it is in SECONDARY MENU MODE. (If the 3&4 White LED's are lit, that means you have entered Secondary Menu

mode correctly but the Bumpers and Triggers are “Flipped”). Then simply press the right trigger (RT) to increase the game number and the Right Trigger will RUMBLE accordingly. Simply press the left trigger (LT) to decrease the game number and the Right Trigger will RUMBLE accordingly.

Once the game is chosen you can now choose from the below button layouts. Remember that the button layout chosen here MUST match the button layout in the game settings for the MODS to work correctly. To choose the layout simply press the MENU button (you must still be in Secondary Menu mode via holding the right D-Pad) to increase the layout number and the 4 Right GREEN LED's will flash accordingly. To decrease the layout number, press the VIEW button and the 4 Right GREEN LED's will flash accordingly. Once you reach the DEFAULT selection the LEFT LED's will FLASH WHITE once to let you know you are in the Default setting. REMEMBER THE BUTTON LAYOUT IS SAVED EVEN AFTER YOU DISCONNECT THE STRIKE PACK DEVICE.

### **Game 1 (DEFAULT) – COD: Infinite Warfare**

Default – WHITE LED's Flash  
Tactical (One GREEN Flash)  
Lefty (Two GREEN Flashes)  
Nomad (Three GREEN Flashes)  
Nomad Tactical (Four GREEN Flashes)  
Nomad Lefty (Five GREEN Flashes)  
Bumper Jumper (Six GREEN Flashes)  
Bumper Jumper Tactical (Seven GREEN Flashes)  
Charlie (Eight GREEN Flashes)  
One-Handed Gunslinger (Nine GREEN Flashes)  
Stick & Move (Ten GREEN Flashes)  
Brawler (Eleven GREEN Flashes)  
Beast (Twelve GREEN Flashes)

### **Game 2 (Two Right Trigger Rumbles) – COD: Black Ops 3**

Default – WHITE LED's Flash  
Tactical (One GREEN Flash)  
Lefty (Two GREEN Flashes)  
Nomad (Three GREEN Flashes)  
Charlie (Four GREEN Flashes)  
One-Handed Gunslinger (Five GREEN Flashes)  
Bumper Jumper (Six GREEN Flashes)  
Bumper Jumper Tactical (Seven GREEN Flashes)  
Stick & Move (Eight GREEN Flashes)

### **Game 3 (Three Right Trigger Rumbles) – Destiny**

Default – WHITE LED's Flash

Green Thumb (One GREEN Flash)

Cold Shoulder (Two GREEN Flashes)

Mirror (Three GREEN Flashes)

Jumper Gunslinger (Four GREEN Flashes)

Puppeteer (Five GREEN Flashes)

### **Game 4 (Four Right Trigger Rumbles) – Battlefield One**

Default – White LED's Flash

Alternate (One GREEN Flash)

Lefty (Two GREEN Flashes)

Lefty Alternative (Three GREEN Flashes)

### **Trigger/Bumper Swap - Secondary Menu**

To swap the triggers with L1/R1 Bumpers simply HOLD right D-Pad for 3 seconds until the LEFT 1&2 White LED's are lit entering Secondary Menu mode and tap L1 to swap. If activated the 3&4 White LED's are lit and stay lit to indicate they are swapped. Tap L1 again to swap back and the LEFT 1&2 White LED's are lit to indicate they are swapped back to default.

*THIS SETTING IS SAVED AND WILL REMAIN AFTER DISCONNECTING THE DEVICE. IT IS IMPORTANT TO REMEMBER NOT TO CHOOSE A "FLIPPED" LAYOUT IN THE ACTUAL GAME. FLIPPING THE BUMPER AND TRIGGERS MUST BE DONE ONLY WITH THE STRIKEPACK DEVICE. CHOOSING FLIPPED LAYOUT IN THE GAME WILL RENDER MANY OF THE MODS USELESS.*

## MOD CONTROL

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### Adjustable MOD Controls

For Adjustable MODs keep HOLDING the appropriate D-Pad direction while in that Class and MOD and use RB to increase value ( XB1 GREEN LED's FLASH) and LB to decrease ( XB1 WHITE LED's FLASH) and the RT to test. Values increase and decrease in increments of 10.

The exception is Quickscope as RB is used to increase value and LB to decrease BUT LT is used to test

### Adjustable Burst Fire (BASED ON COD:BOIII)

The current Burst Fire is based on the weapon selection from the Call of Duty: Black Ops III™ game. Most weapons used in other shooters will fall into one of the five bundle selections. We will leave it to you to have fun determining the best selection of what works for new weapons and upcoming games.

For Burst Fire, to select the appropriate weapon that burst will be used on, HOLDING D-Pad LEFT while in that Class and MOD and use RB to increase the weapon bundle number and LB to decrease the weapon bundle number. The XB1 RIGHT LED's FLASH GREEN the number of times to indicate the selected weapon bundle.

#### Bundle 1

MR6 60/40 (600 rpm)  
L-CAR9 60/40 (722 rpm)  
KUDA 60/40 (722 rpm)  
VMP 60/40 (909 rpm)  
WEEVIL 60/40 (722 rpm)  
RAZORBACK 60/40 (625 rpm)  
KN-44 60/40 (640 rpm)  
HVK-30 60/40 (FASTEST AR)  
ICR-1 60/40 (600 rpm)  
DINGO 60/40 (722 rpm)

#### Bundle 2

VESPER 50/40 (1200 rpm)

#### Bundle 3

MAN-O-WAR 70/40 (517 rpm)  
BRM 70/40 (517 rpm)

#### Bundle 4

SHEIVA 100/100 (257 rpm)  
HAYMAKER 12 100/100  
(300 rpm)  
GORGON 100/100 (327 rpm)  
DRAKON 100/100 (277 rpm)

#### Bundle 5

205 BRECCI 140/140  
(212 rpm)

To adjust the burst rounds, HOLDING D-Pad LEFT while in that Class and MOD and use RT to increase the burst rounds (0-6) and LT to decrease the number of rounds of burst selected. The Xbox Right Trigger rumbles the number of times of burst rounds selected.

## Adjustable Button Turbo 2.0

Turbo 2.0 is the latest breakthrough in turbo technology. Past turbo modes required specific buttons to be locked into a given turbo function. This old scheme proved problematic with today's new games that use the same buttons for different functions based on the game scenario at the time. Having turbo locked to a button prevented the proper button functionality as the button may need need to be tapped once or held in the game, and not turbo'd. Now with Turbo 2.0, the chosen paddle acts as the activator so that any button can be turbo'd at any time in a game simply by holding the appropriate paddle. This is a dream come true for games that use quick time sequence gameplay, or any rapid button press actions.

To use Turbo 2.0, simply choose the 7th option in Class 7/LED 7 for left paddle turbo 2.0, or the 7th option in Class 8/LED 8 for right paddle Turbo 2.0. With Turbo 2.0 activated, simply holding the paddle down will cause whatever button you press to turbo (rapidly press automatically) for the duration your paddle and that button is pressed.

To adjust the Turbo 2.0 speed keep holding the LEFT D-Pad direction while in that Class and MOD and use RB to increase value ( XB1 RIGHT LED's FLASH GREEN the number of times to indicate action value) and LB to decrease ( XB1 LEFT LED's FLASH WHITE the number of times to indicate action value). Values increase and decrease in increments of 10.

## MAIN MENU & DEVICE CONTROL

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### MOD Classes – Indicated by 8 top LED's

- |                           |                     |
|---------------------------|---------------------|
| 1. Primary Weapon Fire    | 5. Auto Run         |
| 2. Secondary Weapon Fire  | 6. Drop Shot        |
| 3. Adjustable Anti-Recoil | 7. Left Paddle MOD  |
| 4. Quick Scope            | 8. Right Paddle MOD |

### Class Use Instructions

- 1. Primary Weapon Fire** – LED 1 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
- 1 Rumble – Rapid Fire - default
  - 2 Rumbles – Adjustable Rapid Fire
  - 3 Rumbles – Optimized Jitter
  - 4 Rumbles – Adjustable Burst Fire
  - 5 Rumbles – Pulse Fire
  - 6 Rumbles – IW Jitter
  - 7 Rumbles – IW TAC Jitter (requires Tactical other than Personal Radar)
  - 8 Rumbles – MW Jitter (M1014 Shotgun)

Primary Weapon Fire can be assigned to the LT as well for Primary Akimbo weapons:

HOLD UP on D-Pad + LT – Primary Weapon Fire Mode is assigned to LEFT Trigger.

If Akimbo is active Scope MODs will automatically be disabled and will be automatically be re-enabled once Akimbo is turned off. Primary Akimbo MUST be assigned while using the Primary weapon.

- 2. Secondary Weapon Fire (ONLY available with Weapon Swap Enabled)**– LED 2 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
- 1 Rumble – Rapid Fire – default
  - 2 Rumbles – Adjustable Rapid Fire
  - 3 Rumbles – Optimized Jitter
  - 4 Rumbles – Adjustable Burst Fire
  - 5 Rumbles – Pulse Fire
  - 6 Rumbles – IW Jitter
  - 7 Rumbles – IW TAC Jitter (requires Tactical other than Personal Radar)
  - 8 Rumbles – MW Jitter (M1014 Shotgun)

Secondary Weapon Fire can be assigned to LT as well for Secondary Akimbo weapons:

HOLD UP on D-Pad + LT – Secondary Weapon Fire Mode is assigned to LEFT Trigger

If Akimbo is active Scope MODs will automatically be disabled and will be automatically be re-enabled once Akimbo is turned off. Secondary Akimbo MUST be assigned while using the secondary weapon.

**3. Adjustable Anti-Recoil** – LED 3 LIT when on – LEFT Trigger Rumbles MOD value when adjusting

- a. 1 Rumble - enabled- default
- b. 2 Rumbles - Scope Enable
- c. 3 Rumbles - Scope Disable
- d. 4 Rumbles - Inverted Y
- e. 5 Rumbles - Scope Enable Inverted Y
- f. 6 Rumbles - Scope Disable Inverted Y

**4. Quick Scope** – LED 4 LIT when on – LEFT Trigger Rumbles MOD value when adjusting

- a. 1 Rumble - Tap (300ms) - default
- b. 2 Rumbles - Press Sensitive Adjustable
- c. 3 Rumbles - Fully Auto Adjustable (Adjusts in increments of 10ms up and down)

**5. Auto Run** – LED 5 LIT when on – LEFT Trigger Rumbles MOD value when adjusting:

- a. 1 Rumble - Always On Traditional Auto Run
- b. 2 Rumbles - Press Sensitive Traditional Auto Run
- c. 3 Rumbles - Press Sensitive Destiny Auto Run

**6. Drop Shot Button Layout** – LED 6 LIT when on – LEFT Trigger Rumbles MOD value when adjusting

- a. 1 Rumble – Rapid Fire Drop -Activated via Circle Press & Hold or Paddle Hold if paddle enabled – Rapid Fires as you drop prone, stops firing upon release
- b. 2 Rumbles – Auto Drop - Activated via Circle Press or Paddle Press if paddle enabled – Drop to prone position

- 7. Left Paddle MOD** – LED 7 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
- a. 1 Rumble – Optimized Rapid Fire
  - b. 2 Rumbles – Pulse Fire
  - c. 3 Rumbles – Optimized Jitter
  - d. 4 Rumbles – Drop Shot Mode
  - e. 5 Rumbles – Reload & Slide
  - f. 6 Rumbles – Easy Double Jump
  - g. 7 Rumbles – Adjustable Button Turbo 2.0
  - h. 8 Rumbles – IW Jitter
  - i. 9 Rumbles – IW TAC Jitter (requires Tactical other than Personal Radar)
- 8. Right Paddle MOD** – LED 8 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
- a. 1 Rumble – Optimized Rapid Fire
  - b. 2 Rumbles – Pulse Fire
  - c. 3 Rumbles – Optimized Jitter
  - d. 4 Rumbles – Drop Shot Mode
  - e. 5 Rumbles – Reload & Slide
  - f. 6 Rumbles – Easy Double Jump
  - g. 7 Rumbles – Adjustable Button Turbo 2.0
  - h. 8 Rumbles – IW Jitter
  - i. 9 Rumbles – IW TAC Jitter (requires Tactical other than Personal Radar)

## QUICK MODS

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**Additional Quick MODs** – MODs that have no sub settings just on/off functionality

**COD – StrikePack Flashes GREEN ON/ WHITE OFF**

Enable/Disable: Easy Double Jump - HOLD DOWN D-PAD + A  
Game Usage: HOLD A for maximum jump height in COD

**F.P.S. SNIPER – StrikePack Flashes GREEN ON/ WHITE OFF**

Enable/Disable: Auto Hold Breath - HOLD DOWN D-PAD + L3  
Game Usage: When Aiming Down Sights (default LT) breath held.

**F.P.S. MELEE – StrikePack Flashes GREEN ON/ WHITE OFF**

Enable/Disable: Turbo Melee - HOLD DOWN D-PAD + R3  
Game Usage: Press and HOLD the melee button (default R3) for turbo melee.

### **Battlefield – StrikePack Flashes GREEN ON/ WHITE OFF**

Enable/Disable: Auto Spot – HOLD DOWN D-PAD + RB

Game Usage: When Aiming Down Sights (default LT) targets hovered over by the crosshairs will be marked.

### **Hair Triggers – StrikePack Flashes GREEN ON/ WHITE OFF**

Hair Trigger on Right Trigger – HOLD RIGHT D-PAD + RB

Hair Trigger on Left Trigger – HOLD RIGHT D-PAD + LB

### **RUMBLE ON/OFF – XB1 Controller RUMBLES when activated**

Turns Rumble ON/OFF – HOLD right d-pad + VIEW (controller rumbles when activated)

## **QUICK CONTROLS**

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Quick Controls are some of the most powerful and advanced features of the StrikePack F.P.S. Dominator. These controls allow the user to instantly disable and re-enable active MODs at will. For example, if the user in a shooter pick up a new temporary weapon but has rapid enabled, using the quick control of RIGHT D-PAD and RIGHT TRIGGER will quickly disable the rapid fire MOD. Just tap the sequence again to re-enable. This is a very flexible system allowing maximum compatibility in gameplay.

### **QUICK ENABLE/ DISABLE SHORTCUTS – MOD MUST BE ACTIVE VIA CLASS SECTION GREEN ON/ WHITE OFF**

1. Primary Fire – HOLD Right D-PAD + RT
2. Secondary Fire – HOLD Right D-PAD + LT
3. Anti-Recoil – HOLD Down d-pad + B
4. Quick Scope – HOLD Down d-pad + Y
5. Auto Run – HOLD Right D-PAD + R3
6. Drop Shot – HOLD Right D-PAD + B
7. Left Paddle MOD – HOLD UP D-PAD + LP
8. Right Paddle MOD – HOLD UP D-PAD + RP