



The World's First Do-It-Yourself Full Mod Chip!

Designed, Patented and owned by GamerModz, LLC 2008

Read this entire document before proceeding!

First you need to be aware that there are 2 different boards in the controllers. One is called a "matrix" board, and the other is called a "CG" board. To determine which circuit board is in your controller, remove the battery back and look down at the bottom left of the battery compartment. On the circuit board there is a black "chip". If you see 3 "legs" on this chip then it is a "CG" style, if you see 4 legs, it's a "Matrix" style.

If you have a "matrix" style circuit board then it's just simple soldering. If you have a "CG" style circuit board **HERE IS YOUR WARNING!** On the "CG" circuit board you **MUST** grind or scrape epoxy off of the contact points in order to connect to the buttons. If you grind or scrape too far, you **WILL kill your controller!**

We are NOT responsible for damage to your controller, or personal injury while installing our Do-It-Yourself kits!

If you are not comfortable with the steps below or if you are worried about killing your controller, we do allow you to send in your controller to be modified, and we also carry controllers already modified. Remember, if you kill your controller, that's \$50. If you send in your controller to be modified, it only costs you \$30.00 more than the kit by itself! Trying to save \$30.00 could cost way more if you are not aware of what you are doing. **YOU HAVE BEEN WARNED!**

Instructions

1. Print **page 6** out for reference during this tutorial.
2. Print out the connection list for the mod type you are installing found at **page 4**
3. If you have a CG Style board, print or refer to **page 9** for the connections.
If you have a Matrix Style board, print or refer to **page 10** for the connections.
4. Open controller using supplied Torx screw driver. Don't forget the screw behind the serial number sticker! **See figure 1**
5. Take circuit board out of controller and set it to the side and place the back of the controller on the tables. See Figure 2
6. Now you need to install the supplied buttons. You can either use the supplied buttons or a buttons you have picked up somewhere else. **NOTE: Make sure if you use different buttons that there will be clearance. There is very little room inside the controller!** **See figure 3** for where we place our buttons.
7. Glue the buttons in place using hot glue with 2 prongs facing you, and the other two prongs facing away from you. We find it's best to hold the button in place, and glue one side at a time. **See figure 6**
8. Now put super glue, crazy glue in the spot where the mod chip will go. **See figure 4**
9. After the glue is dry make sure the mod chip is securely glued down.
10. Now clip the prongs facing away from you. **See figure 6**
11. Now you are ready to wire. Take a look at **figure 6** and copy it exactly.
12. Once you have completed step 10 you can move on to connecting the circuit board to the mod chip.
13. If you have a CG style board, you will need to connect to the button points from the list you printed in step 2 to the button points for the CG style board that you printed in step 1. Buttons A, B, X, Y, DPad Up, Down, Left, and Right are contacts that are covered by the boards epoxy. Only grind or scrape the points you "need" to connect to. This is a very delicate operation. You must grind or scrape the point till you can see the copper. Make sure you have all the epoxy off of the copper or solder won't stick to it and if you try to put solder on it and it doesn't stick quickly, grind or scrape a little bit more. You may have to repeat this step a few times before you get it to stick but it beats grinding or scraping too far and rendering the controller useless.
14. If you have a Matrix style board you need to remove resistors R1, R2, R3, and R4 from the mod chip you purchased from us. To do this heat one side of the resistor with the tip of your soldering iron till you can lift the resistor off with minimal force. Do NOT tear it off! If it pops up on one end but the other side is still stuck to the mod chip, simply heat the other side up and it will come off. Do this for R1 – R4.
15. For the Matrix style board some wires share a second connection. Example: If you have to connect RB1, you will need to connect RB2. If you need to connect A1, then you need to connect A2 which is the same thing as RB2. If you need to connect RB1 and A1, you only need to connect 1 wire from RB2/A2/DU2/DD2 to the mod chip.
16. Once you have everything connected it is advised that you test the controller before putting the lid back on. Once you have verified everything is working properly go a head and close up the controller. Make sure when doing this you don't crimp any wires, and make sure you do not jam the sync button in.

Notes:

Be careful connecting the wire to the LED! Bead a little bit of solder on to the bottom of the LED FIRST, then attempt to connect the LED wire to it. If you head the LED up to much it may come off, and you may not be able to get it back on! Also, use glue as to make sure that by pressing the power button it will never come loose. See Figure 10

After the installation, if you notice that your trigger seems to have a “sweet spot” (Trigger doesn’t rapid fire when all the way pulled in, but does when almost pulled all the way in) you will need to remove the resistor at “R5” on the mod chip. Be careful removing this resistor. Put the soldering tip on 1 side of the resistor and let is heat up for a couple seconds then use the tip to “lift” the resistor off. Once it is removed you will need to smear solder across the two pads that the resistor sat on.

Use caution when using the soldering iron, and keep your fingers as far away from the soldering iron as possible!

The microcontroller must redetect the type of controller every time the battery pack is removed and re-installed. You must turn the controller on within a couple seconds of re-installing the battery pack in order for the auto-detection to work.

If you need assistance or have questions about the installation you may contact our support team at 1-866-205-5268 and follow the prompts. If you are unable to reach the support team, please feel free to post your questions in our forums at <http://gamermodzforum.freeforums.org> and many other members will be able to help you.

Disclaimer:

GamerModz, LLC and it’s authorized distributors are not responsible for damage to your controller, or injury resulting from DIY installations of our products.

Button connections for modification types:

Halo 3 Full Mods Default Layout with or without Trigger Rapid Fire

- Power
- Ground
- B button
- Y button
- Right Trigger
- Left Trigger
- DPad Up (DU)
- 4th LED

Halo 3 Full Mods Bumper Jumper Layout with or without Trigger Rapid Fire

- Power
- Ground
- Right Bumper
- Y button
- Right Trigger
- Left Trigger
- DPad Up (DU)
- 4th LED

Halo 3 Full Mods Boxer Layout with or without Trigger Rapid Fire

- Power
- Ground
- B button
- Y button
- Right Trigger
- Left Trigger
- DPad Up (DU)
- 4th LED

Call of Duty 4 Full Mods with or without Trigger Rapid Fire

- Power
- Ground
- Right Trigger
- Left Trigger
- Right Thumb stick
- Left Thumb stick
- X button
- Y button

Gears of War 2 Full Mods

- Power
- Ground
- Right Trigger
- Right Bumper

Gears of War 2 Full Mods with Rapid B button

- Power
- Ground
- Right Trigger
- Right Bumper
- B button

Mod Chip Connections:

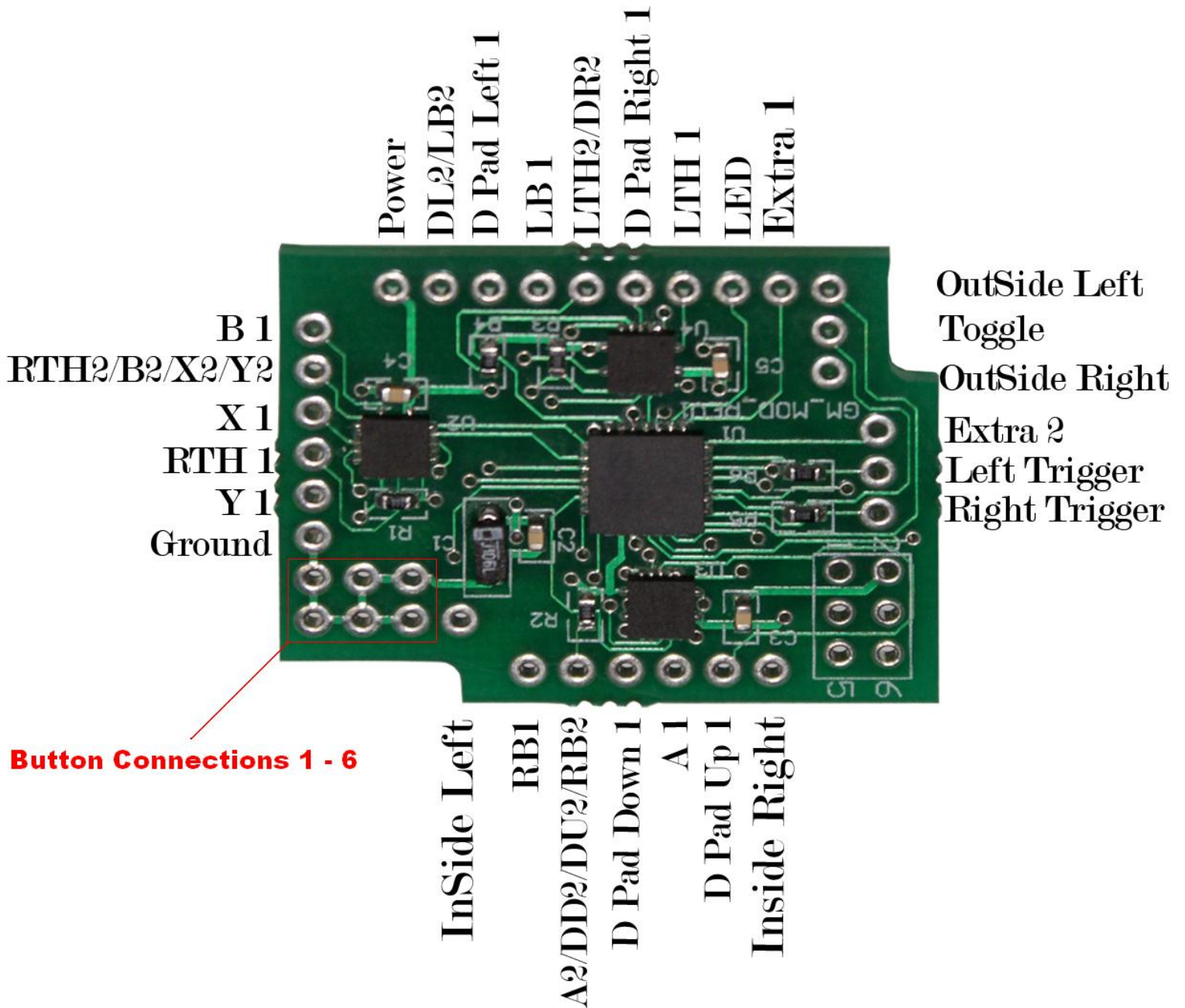


Figure 2



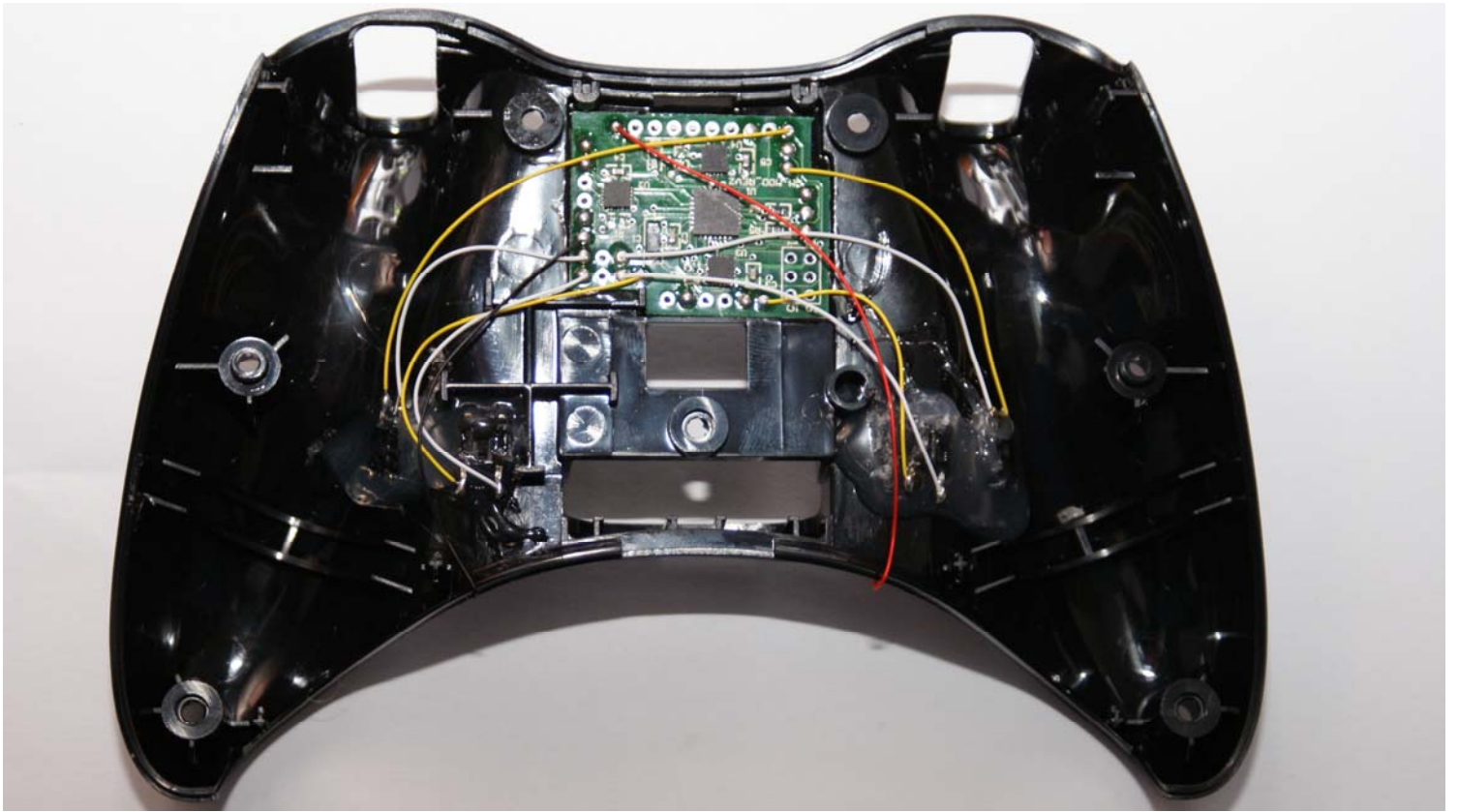
Figure3



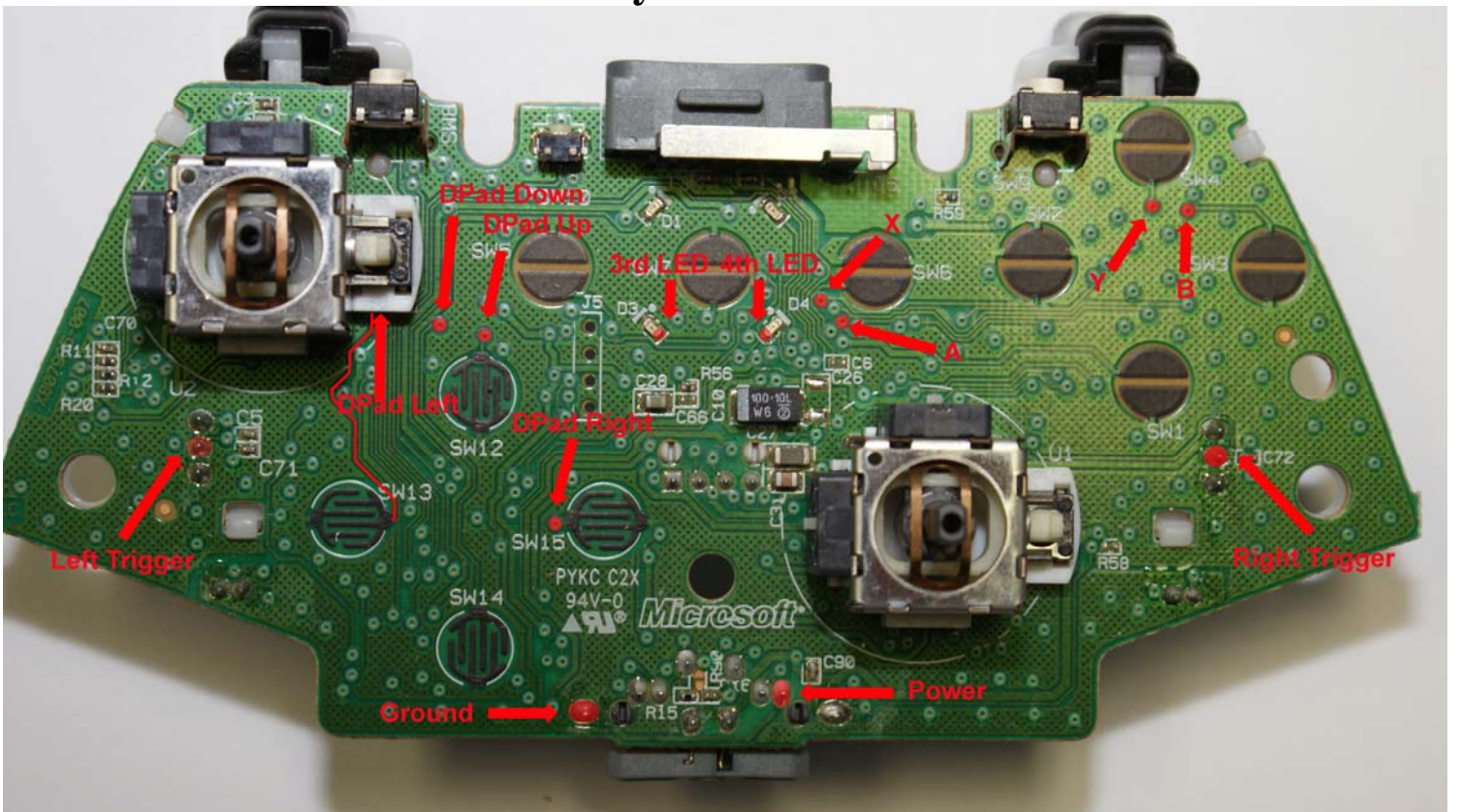
Figure 4



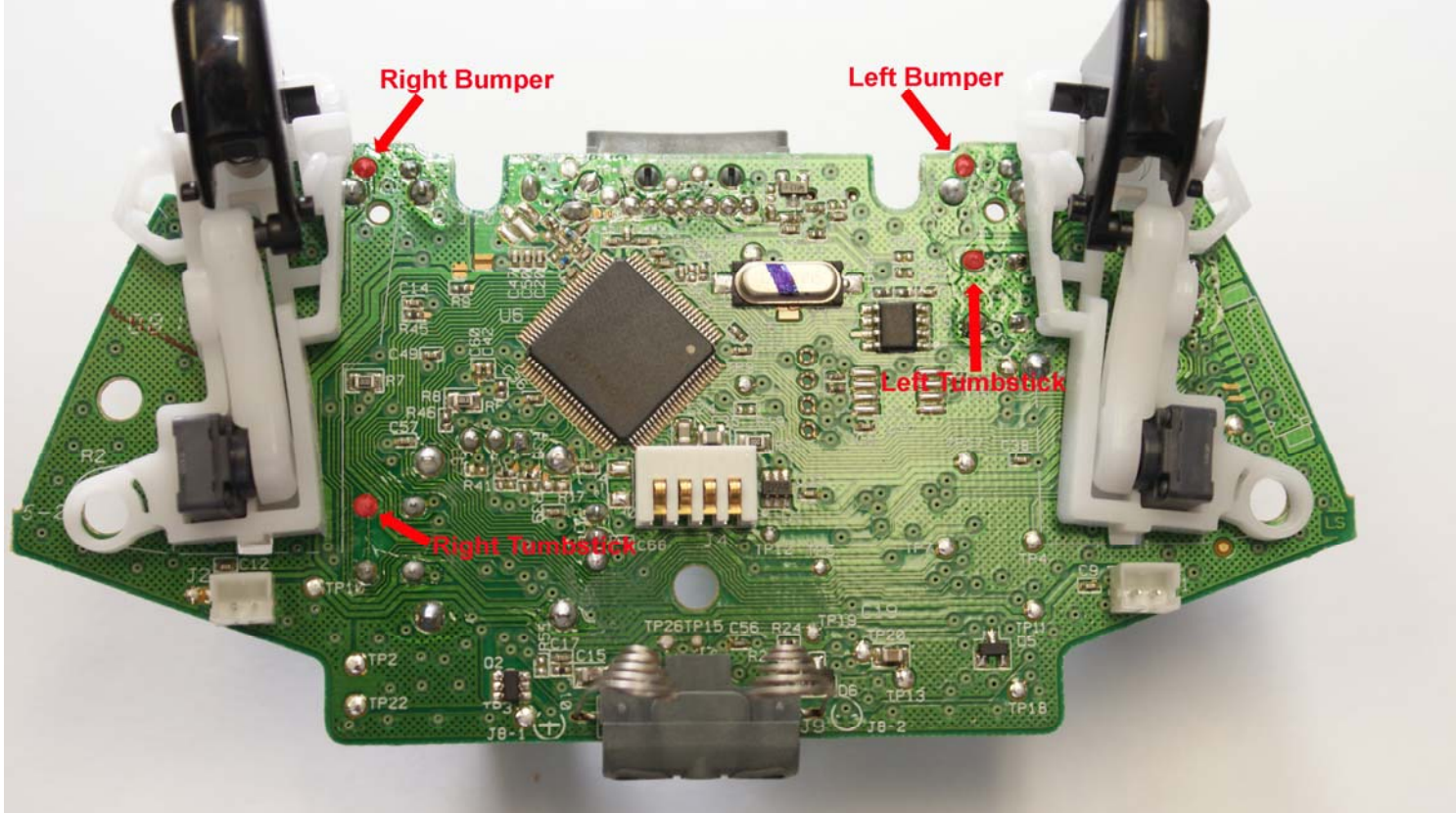
Figure 5



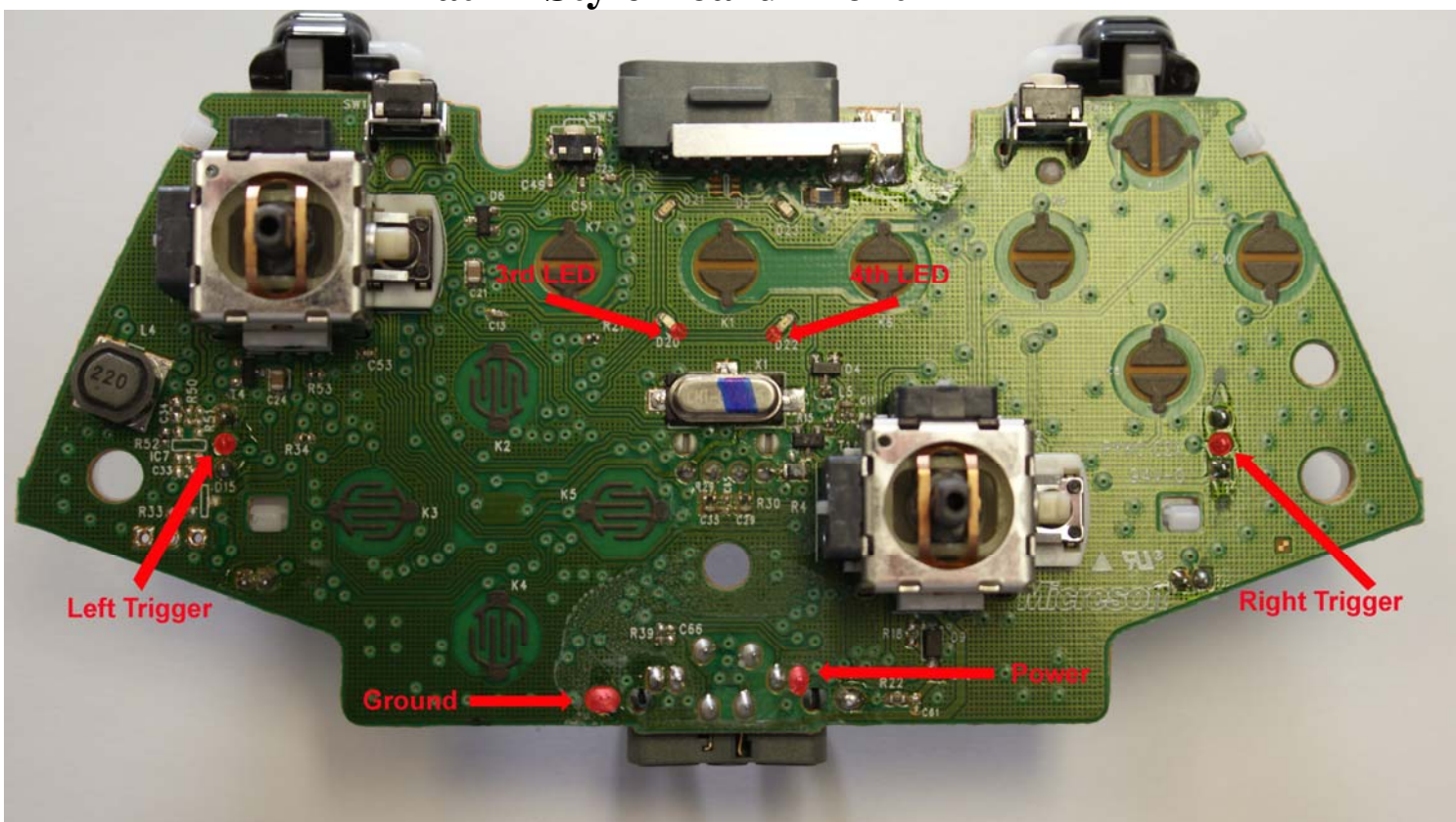
CG Style Board front



CG Style Board back



Matrix Style Board Front



Matrix Style Board Bank

