MEGA MODZ AUTO HEAL MOD FOR PLAYSTATION CONTROLLER

This article contains the following sections:

- **At Glance**

- **Turning the Mod ON & OFF**

- **Checking Current Sub-Mode**

- **Changing Sub-Modes**

- **Compatible Games**

AT GLANCE

Auto Heal Mod has been specially designed for Black Ops 4 since the latest COD entry is the first game in the series that changes the character's healing process. In the previous Call of Duty entries, a health bar was regained automatically, while in BO4 the healing is dedicated to the L1 button. The process slightly varies based on the game mode. In the fast-paced "multiplayer mode" the user will need to briefly tap the L1 button to heal, and in Blackout self-healing process takes longer and depends on the healing items and perks available.

Here are the healing items and perks you can find in BO4 Blackout currently.

FIRST AID

It heals your character for 25 hp and takes about two seconds to complete.

MED KIT

The Med Kit heals your character for 50 health and takes about three seconds to complete.

TRAUMA KIT

It will heal you to the max health from any amount and will also give you 50 extra health points. If you currently start with 150 hp, the Trauma Kit you will get you up to 200 points.

CONSUMER PERK

When used, it decreases the time to heal by 20%.

Auto Heal Mod will let the user utilize the healing abilities in a smarter and

more economical way in the game.

In the Multiplayer, the healing button (L1) gets remapped to the Square button. The user will now be able to heal their character and reload at the same time by pressing only one button.

There are 3 scenarios available in the game:

- **If the character is in need to heal and has a full magazine of ammo, then pressing on the Square button will heal the character.**

- **If the character is in need to reload a gun and has a full health bar, then pressing the Square button will reload a gun.**

- **If the character needs to heal and reload a gun, then healing will be prioritized over reloading, however, when healing is complete, the modchip will take over and press the Square button again to reload your weapon.**

In the Blackout mode, the user will no longer need to hold the L1 button for up to 5 seconds as the modchip will take over and hold it for them once the L1 button is briefly tapped. This ability gives a number of advantages:

- **You can now free up your index finger for up to 5 seconds.**

- **You don't have to track the health meter bar on the screen and wait till it's complete. The modchip will hold the healing button as long as needed allowing you to focus on tracking enemies and finding a spot to get to cover quickly.**
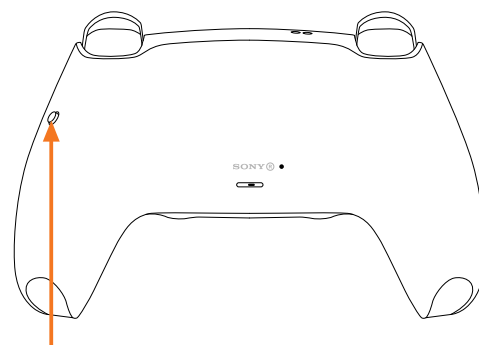
IN-DEPTH

Turning the Mod ON & OFF

To turn the Mod ON

- **Hold down the mod button on the back of the controller**

- **Hold down the R1 button and then tap the L1 button**
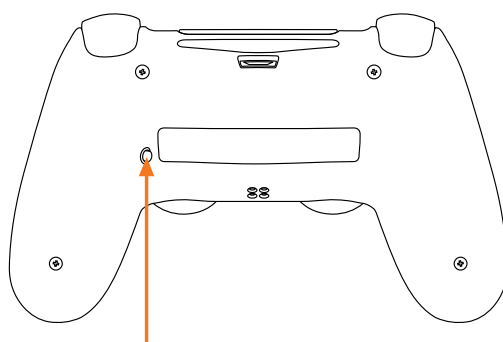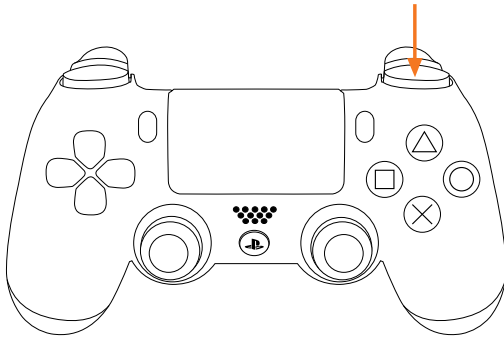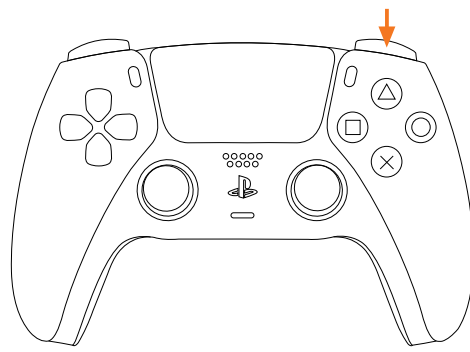

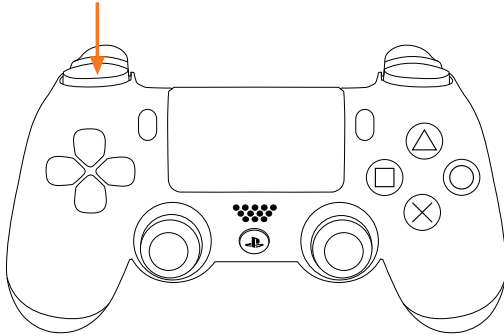1 STEP. HOLD DOWN MOD BUTTON

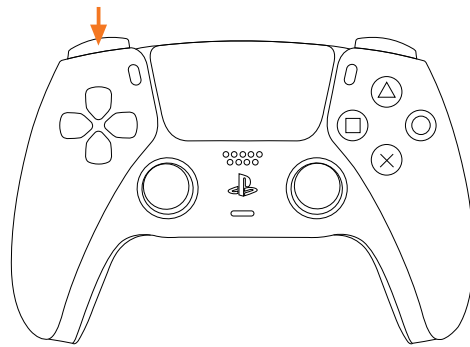1 STEP. HOLD DOWN MOD BUTTON

2 STEP. HOLD R1 BUTTON

2 STEP. HOLD R1 BUTTON
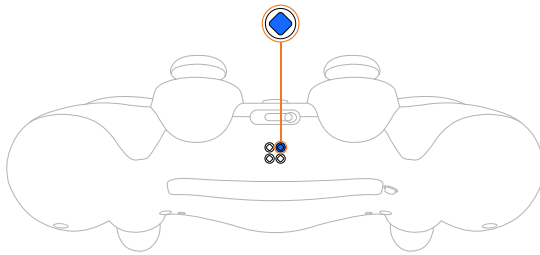
3 STEP. TAP L1 BUTTON
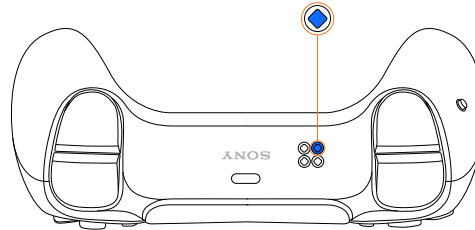
3 STEP. TAP L1 BUTTON

One of the open LEDs will glow in CYAN indicating that a special feature has been activated.
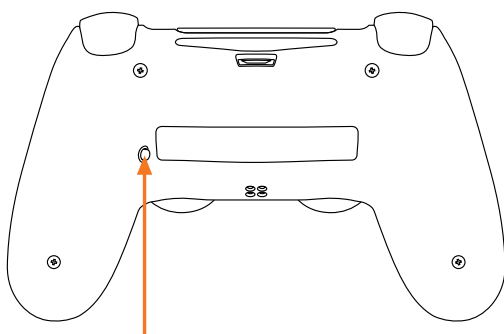
AUTO HEAL Cyan

AUTO HEAL Cyan

Want to learn more about how LED MOD Indicator works? Click here
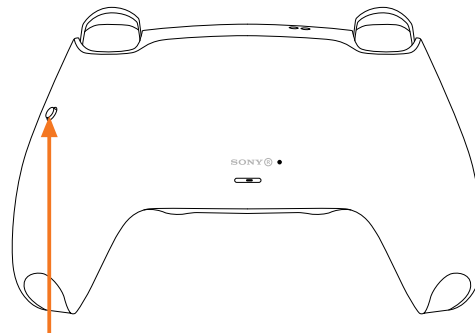
To turn the Mod OFF

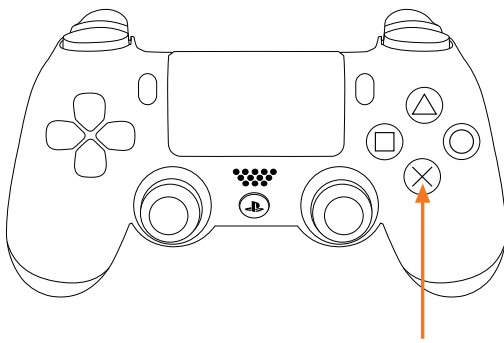The mod can be turned OFF the same way it has been turned ON (see above).

Modes located on 2 - 4 LED Indicator slots (Including Auto Heal) can be turned OFF all at once by holding down the mod button on the back and tapping the button X.
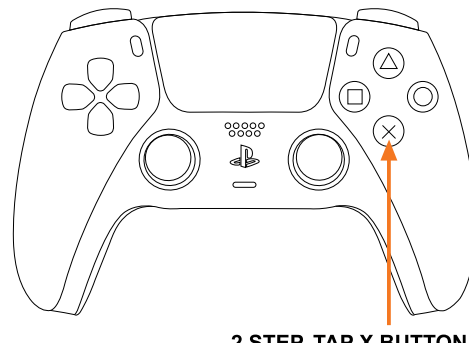
1 STEP. HOLD DOWN MOD BUTTON

1 STEP. HOLD DOWN MOD BUTTON

2 STEP. TAP X BUTTON

2 STEP. TAP X BUTTON

All 2, 3, and 4 LEDs will turn off indicating that all special features have been turned OFF.

Checking Current Sub-Mode

Auto Heal offers 3 sub-modes. You can always check what sub-mode you have currently active by following these steps:

- **Hold down the mod button on the back**

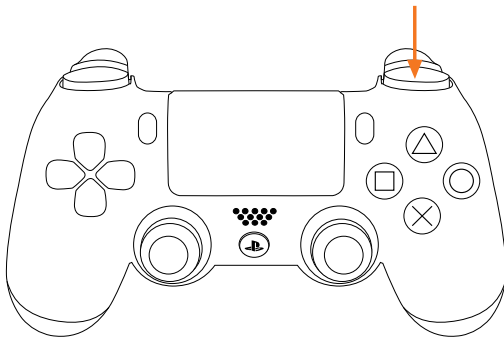- **Hold down the R1 button and then hold down the L1 button for 3 seconds**
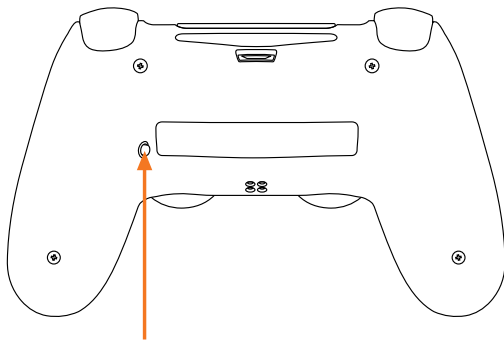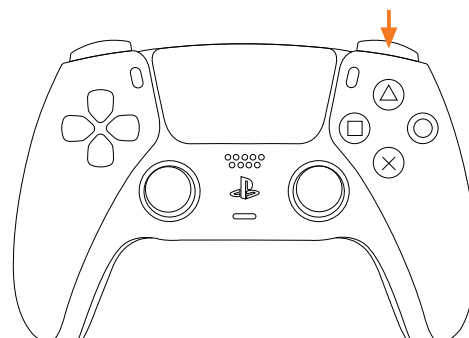

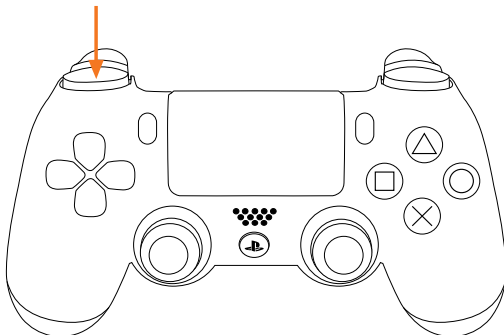1 STEP. HOLD DOWN MOD BUTTON
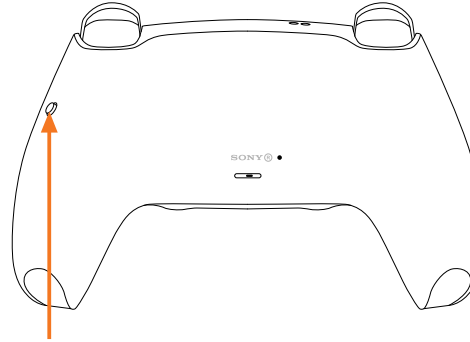
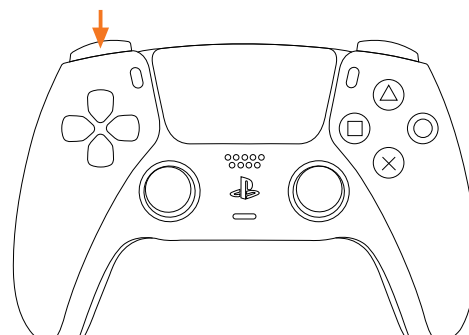1 STEP. HOLD DOWN MOD BUTTON

2 STEP. HOLD DOWN R1 BUTTON

2 STEP. HOLD DOWN R1 BUTTON

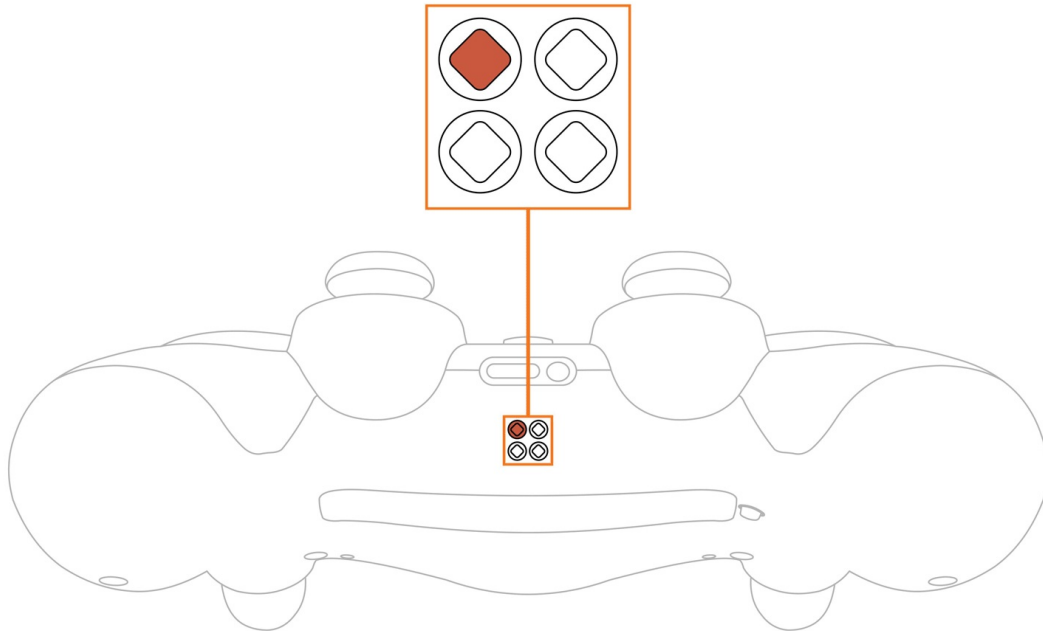3 STEP. HOLD DOWN L1 BUTTON FOR 3 SEC

3 STEP. HOLD DOWN L1 BUTTON FOR 3 SEC

The LED indicator will flash all 4 slots in WHITE indicating that the modchip entered the sub-mode checker menu. Then it will show the number of a sub-mode you have active:

- **1ST Sub-mode - 1 Red LED, the top left LED slot is taken**

- **2ST Sub-mode - 2 Red LEDs, top left and right slots are taken**

- **3RD Sub-mode - 3 Red LEDs, top left, top right, and bottom left slots are taken**

Sub-Mode Number is 1

Upon checking the sub-mode, the modchip will take you to the place you were before in 3 seconds automatically. You are welcome to expedite the process by pressing the mod button on the back and exiting the sub-mode menu.

Changing Sub-Modes

To change Auto Heal sub-modes, you will have to go thru the sub-mode checking menu first (see above).

- **Hold down the mod button on the back.**

- **Hold down the R1 button and then hold down the L1 button for 3 seconds.**

The LED indicator will flash all 4 slots in WHITE indicating that the modchip entered the sub-mode menu. It will then show the number of sub-mode you have active currently.

- **Use the R2 button to increase the number of sub-mode or use the L2 button to go down on a sub-mode.**

- **To save the setting, you will have to press the Mod Button.**

NOTE: *Keep in mind, there is a "3-second rule" that applies every time you check or change sub-modes. If you've been inactive for more than 3 seconds, the modchip will exit checking/changing the sub-mode menu automatically*

TIP: *There is a "Quick Sub-Mode Scroll" option available on every Mega Modz Controller allowing you to get to the desired sub-mod quickly and avoid waiting for the modchip to go through the sequence of sub-modes.*
Quickly tapping the R2 button a number of times increase the sub-mode number by

the number of times the R2 button was tapped, getting you to the desired sub-mode instantly.

Quickly tapping the L2 button a number of times decrease the sub-mode number by the number of times the L2 button was tapped, getting you to the desired sub-mode rapidly.

Example: You have sub-mode number 1 active, tapping the R2 button 2 times quickly will take you to sub-mode #3. Tapping on the R2 button 5 times quickly will take you to the sub-mode #6 (if available)

There are 3 sub-modes available:

Sub-Mode	Gaming Mode	Performance
1	Multiplayer	L1 (healing button) gets remapped to the Square button *
2	Multiplayer	L1 (healing button) gets remapped to the Square button **
3	Blackout	Tap L1 (healing button), the modchip will hold it down for you

NOTE: ** Using the first sub-mode in the event when your character is in need of healing and reloading simultaneously, tapping on the Square button won't automatically reload Light Machine Guns and Sniper Rifles after healing is done. You will have to tap on the Square button again in order to reload these types of weapons. The reason behind it is that light machine guns traditionally have a fair amount of ammo in one single magazine and a much longer reloading time as opposed to Assault Rifles and Submachine Guns. Therefore, it won't always be reasonable to reload Light machine guns after each healing. The same idea applies to Sniper Rifles.*

** Sub-mode 2 works the same way as the first one except for the part when Light Machine Guns and Sniper Rifles are not being reloaded automatically after each healing. It changes the algorithm the modchip works and always reloads every gun in Black Ops 4. The other advantage of the second sub-mode is when you pick up a gun from a dead enemy, it will be automatically reloaded as soon as picked up.

TIP: *In sub-mode 3, the user is able to cancel the L1 button press (healing) by tapping on the R1 button once. This may be required in particular gaming situations. For example, when you got shot by an enemy and have to enter a building while healing, but are unable to do so since the Square button (open the door command) is blocked by the L1 button being held. In this case, you will need to tap on the R1 button to cancel healing and open the door.*

LIMITATION: *Auto Heal sub-mode 3 won't perform in Default Flipped button layout. Auto Heal Mod and Fast Reload cannot be used simultaneously. Therefore it won't let the user activate them both at the same time. Choosing one over another will replace one by another on the LED Mod Indicator.*

NOTIFICATIONS: *Mega Modz modchip technology notifies you when mods get turned ON and OFF. The modchip will send a signal to rumble motors anytime you activate or deactivate mods. The feature will allow you to focus on gameplay and keep your eyes on the screen without looking at the LED Indicator.*

Want to learn more about Mega Modz Haptic Technology? Click [Here](#)

Compatible Games

Auto Heal Mod was exclusively designed for Call Of Duty Black Ops 4. It works on Multiplayer and Blackout gaming modes. Be sure to choose the right sub-mode as these modes work in a different way. Auto Heal Mod is not compatible with any other game!

Having issues operating your Mega Modz Controller? Visit our [Community Forums](#) for troubleshooting.