Mega Modz Fast Reload Mod For Xbox Series X/One

You're about to read the latest and up to date Xbox One S Modded Controller instructions. If you've purchased your controller before 4/19/2019 then visit the archived page as you may not happen to have the updated version.

This article contains the following sections:

At Glance

Fast Reload can technically be called a glitch in the Call of Duty games. When you press the reload button (X), your character begins to reload. The ammo clip bar will actually reach a full bar before the animation sequence of the reload is done. If you hit your "Change Weapon" button (Y) twice very quickly just after the ammo reaches a full bar, but before the animation sequence has completed, you can start firing again sooner than your opponent. Thus you have just completed a "Fast Reload" because it's faster than letting the full reload animation sequence play out. Getting the timing down perfectly is very difficult. This is where the Fast Reload feature of our modded controller comes into play. It will automatically wait out this delay and press the "Change Weapon" button for you just at the right time.

There are a few things to keep in mind:

- Fast Reload offers 10 sub-modes and 3 different configurations that work differently. Choosing the right sub-mode for the game you play is critical.
- There is no such a thing as a universal Fast Reload sub-mode. Depending on the gun you play with, each sub-mode has to be configured with custom timing.
- Fast Reload will cut reloading time by roughly 30% from normal reloading. Let's say if an average reloading time for Assault Rifle in COD games is 4 seconds, Fast Reload feature will reload your gun as soon as 2.8 seconds.

In Depth

Turning the Mod ON & OFF

To turn the Mod ON

- Hold down the mod switch and then tap the X button.

One of the open LEDs will glow in BLUE indicating that special feature has been activated.

- Fast Reload is now primed and ready to go. To perform a Fast Reload, press the reload button (X). The modchip will take over and perform the special Fast Reload every time you press the reload button.
  Be sure to tune in the timing for your particular gun (see below).

Want to learn more 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 Fast Reload) can be turned OFF all at once by holding down the mod button on the back and tapping the button A.

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

Checking Current Sub-Mode

The mod offers 10 sub-modes. You can always check what sub-mode you have currently active by following these steps:

- Make sure Fast Reload mod is ON
- Hold down the mod button on the back.
- Hold down the X button for 3 seconds.

The LED indicator will flash all 4 slots in WHITE indicating that the modchip has entered a sub-mode checking menu. It will then show the number of a sub-mode you have currently 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
- 4TH Sub-mode - 4 Red LEDs
- 5TH Sub-mode - Top Left is in Green, all the rest are in Red
- 6TH Sub-mode - Top Left and Right are in Green, bottom Left and Right are in Red
- 7TH Sub-mode - All LEDs are in Green except for the 4th (bottom right) 4th one is in Red
- 8TH Sub-mode - 4 Green LEDs
- 9TH Sub-mode - Top Left in Blue, all the rest are in Green
- 10TH Sub-mode - Top Left and Right are in Blue, Bottom Left and Right are in Green
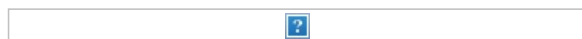
Upon checking the sub-mode, the modchip will automatically take you to the place you were before in 3 seconds. You are welcome to expedite the process by pressing the mod button on the back and exiting the sub-mode menu.

Want to learn more about the Sub-Modes Indication? [Click here](#)

Changing Sub-Modes

To change Fast Reload 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 X button for 3 seconds.

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

- Use the Right Trigger to increase the number of a sub-mode or use the Left Trigger 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 then 3 seconds, the modchip will exit 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 Right Trigger will increase the sub-mode number by the number of times the Right Trigger was tapped, getting you to the desired sub-mode rapidly. Quickly tapping the Left Trigger will decrease the sub-mode number by the number of times the Left Trigger was tapped, getting you to the desired sub-mode instantly. Example: You have sub-mode number 1 active, tapping the Right Trigger 2 times quickly will take you to the sub-mode #3. Tapping on the Right Trigger 5 times quickly will take you to the sub-mode #6.

There are 10 sub-modes available:

Sub-Modes	Unit Delays	Modern Warfare Weapons
1	42	Assault Rifles: AK-47
2	48	Assault Rifles: Killo 141, M4A1, M13 Marksman Rifles: EBR-14
3	52	SMG"s: Uzi, MP7
4	53	Assault Rifles: FN Scar 17
5	58	SMG"s: AUG
6	59	Assault Rifles: FR 5.56 SMG"s: PP 19 Bizon
7	62	SMG"s: MP5
8	80	LMG"s: SA 87
9	208	LMG"s: M92
10	231	LMG"s: PKM

NOTE: The latest software update that has been released on 2/5/2020 eliminates the need for configuring unit delays in programming mode. All 10 sub-modes are already preset for Modern Warfare Guns.

NOTE: The timing for each mode can be custom tuned for your specific gun via a programming mode (see diagrams below). You must select the right sub-mode depending on the game you play and enter the correct Fast Reload unit delay time for your gun. One unit delay is 10 ms (1UD = 10ms)

NOTE: Fast Reload does not work on some shotguns or sniper rifles. Fast Reload only works on guns that have a clip - it will not work on guns where the bullets are loaded one-at-a-time. There are several different factors that affect Fast Reload, including the attachments that you select. An attachment such as Fast Mag will actually change the Fast Reload timing. Different guns have different Fast Reload settings, and if you have the Fast Mag attachment selected, your Fast Reload timings will change again. It's recommended to trade for any other attachment rather than using Fast Mag while having Fast Reload mod ON.

LIMITATION: Fast Reload and Auto Heal mods 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.

Setting Up Custom Values

Don't like the pre-tuned speed we've provided? Create-your-own!

Fast Reload delays are programmed by individually setting the hundreds digit, the tens digit, and the ones digit. For example, if the reload delay is 105 units, "1" is the hundreds digit, "0" is the tens digit, and "5" is the ones digit.

If you haven't done so already, we strongly recommend learning how custom speeds indication works here before entering a "Programming Mode".

You've mastered the use of Fast Reload and you're ready to dial in your own custom Fast Reload speed. Fast Reload can accept a "delay number" from 0 through 255. Smaller numbers are for the weapons that naturally reload faster.

Let's begin!

- Turn ON Fast Reload.
- Hold the mod switch on the back and then tap the Sync (Connect) button. All four LEDs will light up in WHITE to let you know that it's waiting for further input.
- Tap the button X and the modchip will take to the hundred digits slot. Let's say your values started at 130 unit delays. The mod will light up the "hundreds" digit on all 4 LEDs.
- Tap the Right Trigger to increase the "hundreds" digit or tap the Left Trigger to decrease the "hundreds" digit. The mod will blink LEDs to let you know what the current number is. When you're happy with the number →
- Tap the mod switch to move to the next number. Now we're at the "tens" digit and

you can adjust the numbers here. Follow the procedure from above.
- Tap the Left Trigger to decrease the "tens" digit, and tap the Right Trigger to increase the "tens" digit.
- Tap the mod switch to save that digit and move to the "ones" place.
- Lastly, we're at the "ones" digits place. Follow the procedure from above to change the numbers (if needed) one last time.
- Tap the Left Trigger to decrease the "ones", and tap the Right Trigger to increase the "ones".
- Tap the mod switch to save your selection. The mod will blink all 4 LEDs in red 3 times very quickly and exit the programming menu saving the last setting.

NOTE: The controller will always remember the last programming speed you have before powering down.

There is an "8-second rule" that applies every time you enter the "Programming Mode". If you've been inactive for more then 8 seconds, the modchip will exit the programming menu automatically.

TIP: There is a "Quick Speed Scroll" option available on every Mega Modz Controller allowing you to get to the desired speed quickly and avoid waiting for the modchip to go through the sequence of speeds.
Quickly tapping the Right Trigger a number of times increase the speed number by the number of times the Right Trigger was tapped, getting you to the desired speed rapidly.
Quickly tapping the Left Trigger a number of times decrease the speed number by the number of times the Left Trigger was tapped, getting you to the desired speed instantly.
Example: You have speed number 1 active, tapping the Right Trigger 2 times quickly will take you to the speed 3. Tapping on the Right Trigger 5 times quickly will take you to the speed 6.

If you would like to only check custom numbers then, after entering a programming mode and pressing the X button, you can see the numbers in the slots without changing them by pressing the mod button and skipping the adjustment part.

It will look like this:
1. Turn ON Fast Reload Mod.
2. Enter a programming Mode.
3. Tap the button X to get into Fast Reload custom speeds.
4. First digit slot you'll see is the hundreds. See the number and press the mod button.
5. Second digit slot is the tens. See the numbers and press the mod button.
6. Third digit slot is the ones. See the numbers and press the mod button to exit the programming menu.

Compatible Games

Fast Reload Mod is compatible with all recent Call of Duty games. It will also be compatible with future COD titles.

Happy shooting!

Having issues operating your Fast Reload Mod? Visit our [Help Desk](#) for troubleshooting.

Fast Reload Programming Unit Delays For COD MW:

Assault Rifles	Delays
Kilo 141	48
FAL	Incompatible
M4A1	48
FR 5.56	59
Oden	Incompatible
M13	48
FN Scar 17	53
AK-47	42
SMGS	
AUG	58
P90	Incompatible
MP5	62
Uzi	52
PP19 Bizon	59
MP7	52

LMGS

PKM   231

SA87   80

M92   208

MG34 Incompatible

Marksman Rifles

EBR-14   48

MK2 Carbine   Incompatible

Kar98K   Incompatible

Fast reload programming unit delays for COD BO4:

Assault Rifles Delays

ICR - 7   48

RAMPART 17   62

KN-57   56

VAPR - XKG   54

MADDOX RFB 63

Submachine Guns

MX9   51

GKS   49

SPITFIRE   57

CORDITE   70

SAUG 9MM   47

Light Machine Guns

TITAN   155

HADES   107

VKM 750   178

Tactical Rifles

SWORDFISH   69

ABR 223   61

AUGER DMR   62

Fast reload programming unit delays for COD WW2:

Rifles	Delays
M1941	59
M1GARAND	44
STG44	46
M1A1CARBINE	55
FG42	66
BAR	46
SVT-40	56

Submachine Guns

GREASE GUN   43

PPCH-41   49

TYPE 100   43

WAFFLE 28   46

M1928   43

MP-40   43

Light Machine Guns

LEWIS   172

MG 15   149

BREN   172

MG 42   173

fast reload programming unit delays for cod infinite warfare:

Assault Rifles   Delays

NV4   52

R3K	Incompatible
KBAR-32	58
Type-2	60
Volk	60

Submachine Guns

Erad	57
FHR-40	58
Karma-45	46
RPR Evo	63
HVR	51

Light Machine Guns

R.A.W.	94
Mauler	148
Titan	85

Classic

OSA	52
MacTav-45	50

fast reload programming unit delays for cod4 modern warfare remastered:

Assault Rifles Delays

M16A4	52
AK-47	52
M4 Carabine	52
G3	52
G36C	52
M14	52
MP44	52

Submachine Guns

MP5	60
Scorpion	75
Mini-Uzi	75
AK-74U	52
P90	61

Light Machine Guns

M249 SAW	181
RPD	201
M60E4	238

fast reload programming unit delays for cod black ops 3:

Sub Machine Guns Delays

Kuda	43
VMP	43
Weevil	50
Vesper	47
Pharo	52
Razorback	43

Light Machine Guns

BRM	173
Dingo	150
Gordon	173
48 Dredge	173

Assault Rifles

KN-44	46
XR-2	42
HVK-30	46
ICR-1	46

Man-O-War   61
Sheiva   56
M8A7   47

fast reload programming unit delays for cod ghosts:

Assault Rifles Delays

SC-2010   50
AK-12   60

Sub Machine Guns

CBJ-MS   64
Vector CRB   42

Light Machine Guns

Ameli   145
LSAT   177
Chain SAW   175

Marksman Rifles

IA-2   57
SVU   50

Sniper Rifles

USR   68
Lynx   77
VKS   65

Shotguns

Bulldog   46