

# TURBO FIRE 2

## Customizer

# User Guide

v1.0

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## 1. Introduction

The TurboFire 2® Customizer is designed for use with the Xbox 360 TurboFire®, TurboFire 2®, WildFire™ and WildFire 2™ wireless controllers. The TurboFire 2® Customizer allows the customizing of your controllers feature (Turbo) button or buttons. If you own the WildFire™ or TurboFire® wireless controller your controller has one programmable feature (Turbo) button. If you own the WildFire 2™ or TurboFire 2® wireless controller your controller has two programmable feature (Turbo) buttons.

The TurboFire 2 Customizer as well as allowing the downloading of a whole host of features, also allows the changing of a variety of settings and the updating of your controllers firmware.

Please be aware that the TurboFire 2 Customizer is not designed for use with the Xbox 360 TurboFire, TurboFire 2, WildFire and WildFire 2 wired controllers or any PS3 controllers.

## 2. Getting Started

The following sections explain how to install the TurboFire 2 Customizer, the basic layout of the TurboFire 2 Customizer, connecting your controller, updating the TurboFire Customizer, updating your controller and controller feature indicator lights.

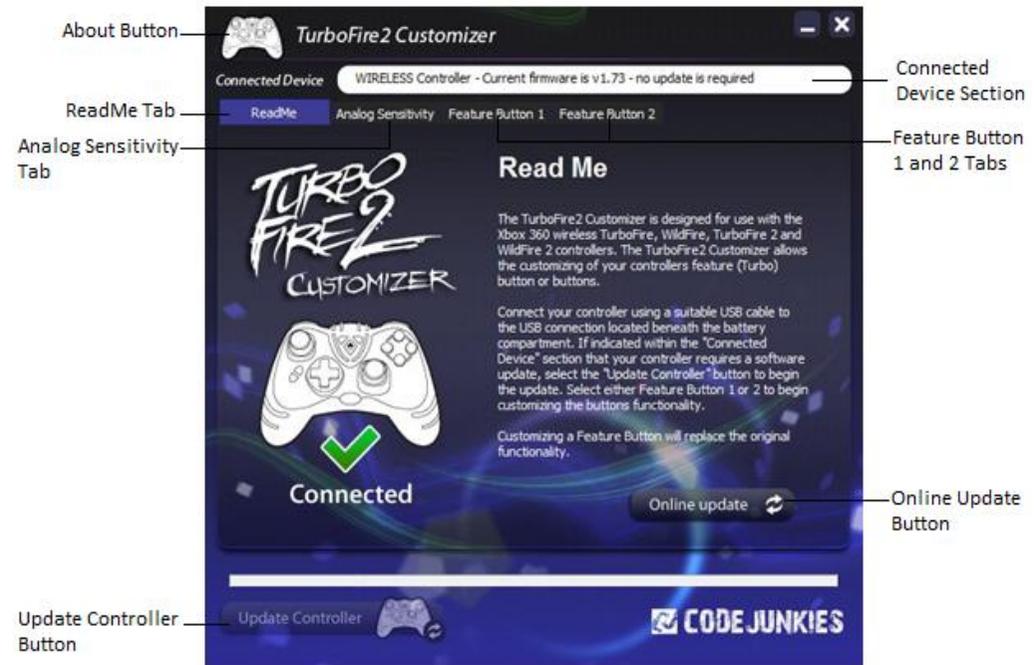
### 2.1. Installation

The TurboFire 2 Customizer is downloadable from Dattel's website, [www.codejunkies.com](http://www.codejunkies.com). Download the Customizer to a location of your choice, after downloading double click the setup file to begin the installation. Follow the on-screen prompts to install the software to a location of your choice.

Once complete locate the software in your start menu to run it. If you are using Windows Vista or Windows 7 it is a requirement for you to run the software as an administrator. To do this, locate the software in your start menu, right click on the program and select the option 'Run as Administrator'.

If newer versions of the TurboFire 2 Customizer are made available, software updates will be downloadable via the TurboFire 2 Customizer.

### 2.2. Overview of Readme Screen



<b>About Button</b>	Use to view about screen
<b>ReadMe Tab</b>	Use to view 'ReadMe' screen and 'Online Update' button
<b>Analog Sensitivity Tab</b>	Use to view 'Analog Sensitivity' screen
<b>Connected Device Section</b>	Used to indicate status of controller
<b>Feature Button 1 and 2 Tab</b>	Use to view 'Feature Button 1' and 'Feature Button 2' screen
<b>Online Update Button</b>	Use to check for updated versions of TurboFire 2 Customizer
<b>Update Controller Button</b>	Use to update your controllers firmware

## 2.3. Overview of Feature Button 1 and 2 Screen

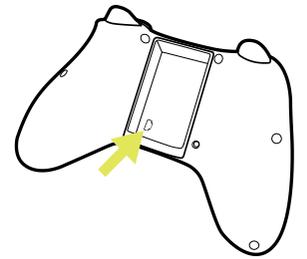


<b>Features List</b>	Lists features which can be assigned to Feature Button 1 or 2
<b>Assign Settings Button</b>	Assigns the selected Feature
<b>Feature Button 1 and 2 Tab</b>	Use to view 'Feature Button 1' and 'Feature Button 2' screen

## 2.4. Connecting your Controller

Please follow these steps to connect a controller to your computer:

1. Press the 'Battery Compartment Button' and remove the battery compartment from the back of the controller
2. Connect the USB cable to the USB connection located beneath the battery compartment
3. Connect the other end of the USB cable to your computers USB connection



When connecting your controller Windows should automatically install the necessary drivers.

## 2.5. Updating the TurboFire 2 Customizer

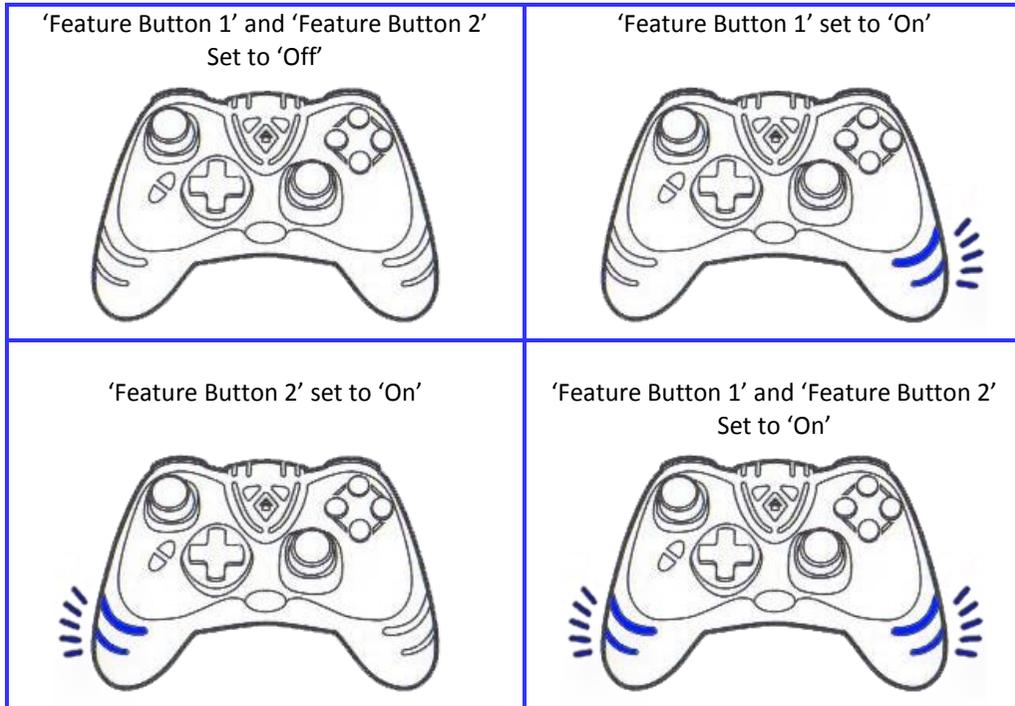
From time to time Datel may release updated versions of the TurboFire 2 Customizer. Check for updates at any time by selecting the 'Online Update' button from the 'ReadMe' screen. If an online update is available you will be directed to Datel's website, [www.codejunkies.com](http://www.codejunkies.com) to download the updated TurboFire 2 Customizer.

## 2.6. Updating your Controllers Firmware

When connecting your controller (see section 2.4), the 'Connected Device' section will indicate your controllers current firmware version and confirm if an update is required. If you are informed that an update is required select the 'Update Controller' button located at the bottom left of the TurboFire 2 Customizer. If an update is not required you will be informed that no update is required and the 'Update Controller' button will not be selectable.

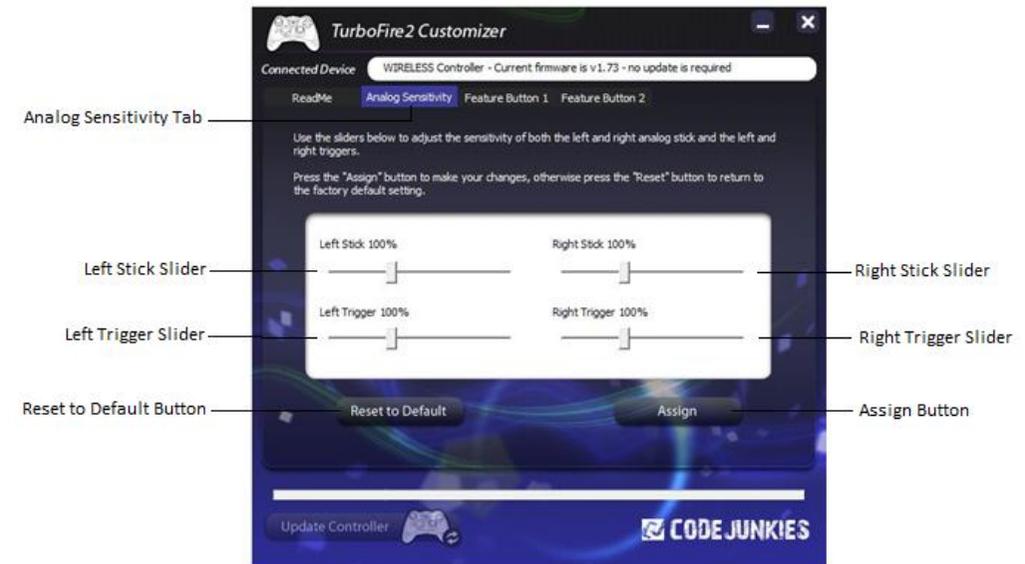
## 2.7. Controller Feature Indicator Lights

**TurboFire 2 and WildFire 2 wireless controller:** The Feature indicator lights on the handles of the pad will illuminate to indicate if you are using 'Feature Button 1' or 'Feature Button 2' as shown in the following illustrations. If you assign the same feature to both 'Feature Button 1' and 'Feature Button 2' the light will only illuminate on one handle of the pad.



**TurboFire and WildFire Wireless Controller:** The feature indicator light will only illuminate on the left handle of the pad when the 'Feature Button 1' is set to 'On'.

## 3. Analog Sensitivity



Using the 'Analog Sensitivity' screen you can adjust the sensitivity of your controllers 'Left Analog Stick', 'Right Analog Stick', 'Left Trigger' or 'Right Trigger'. To do this, please follow these steps:

1. Select the 'Analog Sensitivity' tab
2. Adjust the sensitivity of the 'Left Analog Stick', 'Right Analog Stick', 'Left Trigger' or 'Right Trigger' by moving the relevant slider right or left
3. Once you have set any of the sliders to the desired position, select the 'Assign' button to save the changes
4. Disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly

By moving any of the sliders right you are increasing the sensitivity and by moving any of the sliders left you are decreasing the sensitivity. Restore the sensitivity of the 'Left Analog Stick', 'Right Analog Stick', 'Left Trigger' and 'Right Trigger' to default by selecting the 'Reset to Default' button and selecting the 'Assign Button' to save the changes.

## 4. No Function

The TurboFire 2 Customizer allows you to remove any assigned functionality from either 'Feature Button 1' or 'Feature Button 2'. To do this, please follow these steps:

1. Connect your controller to your computer (see section 2.4)
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'No Function' from the features list (see section 2.3)
4. Select the 'Assign Setting' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly

You can restore functionality to either 'Feature Button 1' or 'Feature Button 2' at anytime. If you have not assigned a feature to 'Feature Button 1' or 'Feature Button 2', the Feature Indicator lights will not illuminate on either handle of the pad when you set 'Feature Button 1' or 'Feature Button 2' to 'On'.

## 5. Turbo Rapid Fire

The unique programmable Turbo Rapid Fire feature can boost your firepower in any Xbox 360 game. The Turbo Rapid Fire can be set to operate at different speeds and can be assigned to wide range of buttons.

The TurboFire 2 Customizer allows you assign Turbo Rapid Fire feature to either 'Feature Button 1' or 'Feature Button 2'. If you have upgraded your controller's firmware to the v1.73, Turbo Rapid Fire is pre-set to either 'Feature Button 1' if you own the WildFire or TurboFire controller, or 'Feature Button 2' if you own the WildFire 2 or TurboFire 2 controller.

### 5.1. Assigning Turbo Rapid Fire

Assign Turbo Rapid Fire to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4).
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Turbo On/Off' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 5.2. Set Turbo Rapid Fire to 'On' or 'Off'

Turbo Rapid Fire can be set to 'on' or 'off' by pressing the assigned feature button. When set to 'on' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

When pressing the buttons which are assigned Turbo Rapid Fire the Feature Indicator Light will flash at the speed of which Turbo Rapid Fire is operating.

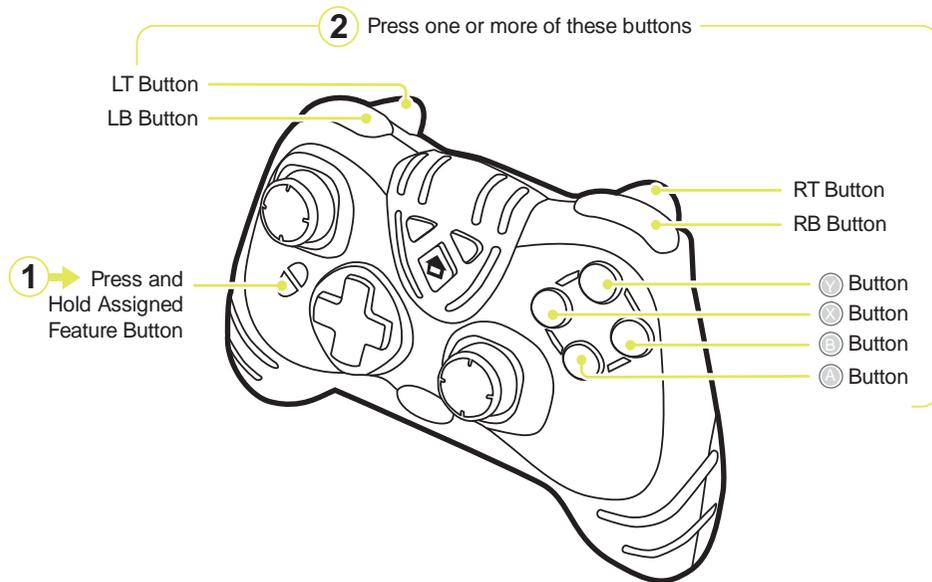
### 5.3. Choose Rapid Fire Buttons

By default, Turbo Rapid Fire is assigned to the right trigger button but different games will use different buttons for actions such as jump, shoot, block etc. In order for you to get the most out of the Rapid Fire feature you can choose exactly which button or buttons it is assigned to.

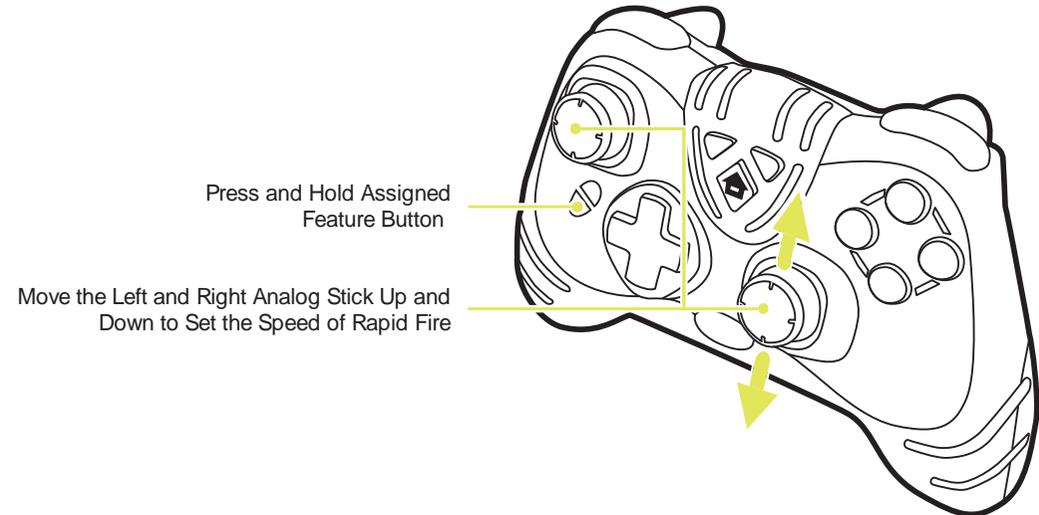
To program which buttons will use Rapid Fire, press and hold the assigned feature button and then any one of the buttons shown in the following illustration. When you have made your selection, release the assigned feature button.

When making your selection, the Feature Indicator Light on the left or right handle of the pad will flash to indicate the speed at which Rapid Fire is operating.

Turbo Rapid Fire can be enabled on the following 8 buttons:



### 5.4. Set Turbo Rapid Fire Speed



After assigning Turbo Rapid Fire to one or more buttons (see previous section), you can now set the speed at which Turbo Rapid Fire operates. To program the speed at which Rapid Fire operates, press and hold the assigned feature button and move the right analog stick up to increase the speed and down to decrease the speed. Once you have set the speed which you would like, release the assigned feature button.

When increasing and decreasing the speed at which Rapid Fire operates the Feature Indicator Light on the left or right handle of the pad will flash increasing in speed until remaining solid to indicate maximum speed and decreasing in speed until flashing at a constant low speed indicating the lowest speed.

## 6. Black Ops – Zombie Turbo Fire

Experience a new level of Turbo Zombie blasting by using the Black Ops – Zombie Turbo Fire feature which is specifically designed for usage with 'Call of Duty – Black Ops'. The TurboFire 2 Customizer allows you assign Black Ops – Zombie Turbo Fire to either 'Feature Button 1' or 'Feature Button 2'.

### 6.1. Assigning Black Ops – Zombie Turbo

Assign Black Ops – Zombie Turbo Fire to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4).
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Black Ops – Zombie Turbo' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 6.2. Set Black Ops – Zombie Turbo Fire to 'On' or 'Off'

Black Ops – Zombie Turbo Fire can be set to 'on' or 'off' by pressing the assigned feature button. When set to 'on' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

When enabled Black Ops – Zombie Turbo Fire will run at maximum speed.

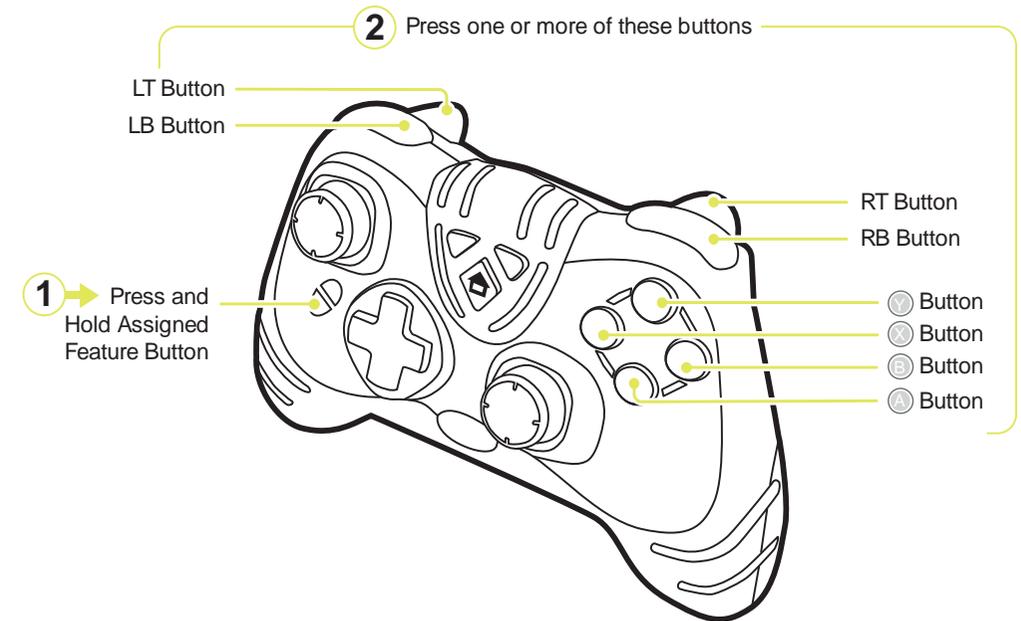
### 6.3. Choose Rapid Fire Buttons

By default, Black Ops – Zombie Turbo Fire is assigned to the right trigger button but different games will use different buttons for actions such as jump, shoot, block etc. In order for you to get the most out of the Black Ops – Zombie Turbo Fire feature you can choose exactly which button or buttons it is assigned to.

To program which buttons will use Turbo Fire, press and hold the assigned feature button and then any one of the buttons shown in the following illustration. When you have made your selection, release the assigned feature button.

When making your selection, the Feature Indicator Light on the left or right handle of the pad will flash to indicate the speed at which Rapid Fire is operating.

Black Ops – Zombie Turbo Fire can be enabled on the following 8 buttons:



## 7. Sniper Mode

The unique programmable Sniper Mode feature allows you to slow down the movement of either analog stick. Slowing down the movement of either analog stick allows slower more precise movements, which is an advantage when playing in a sniper situation which requires accurate aiming.

The TurboFire 2 Customizer allows you assign Sniper Mode to either 'Feature Button 1' or 'Feature Button 2'. If you have upgraded your WildFire 2 or TurboFire 2 controller's firmware to v1.73, Sniper Mode is pre-set to your controllers 'Feature Button 1'.

### 7.1. Assigning Sniper Mode

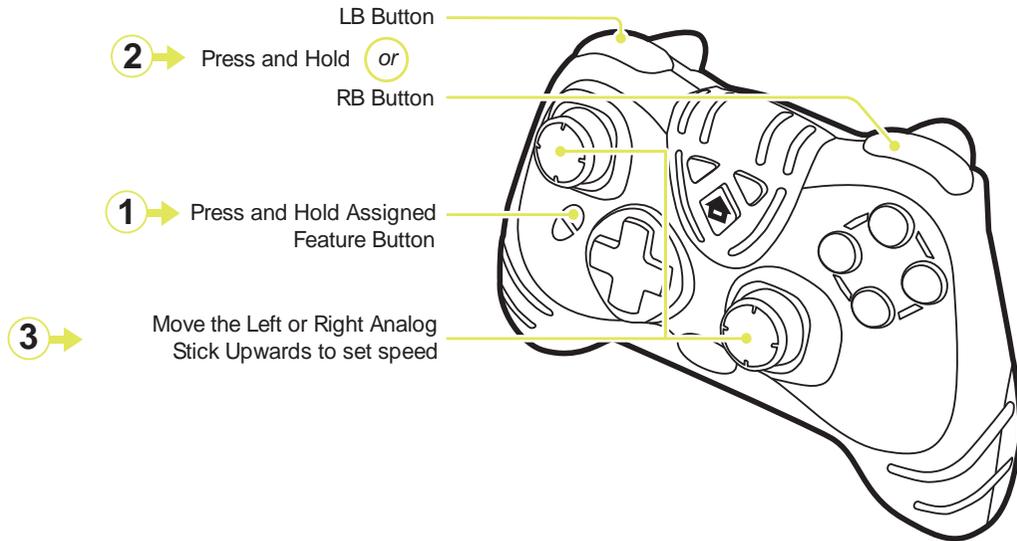
Assign Sniper Mode to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4)
2. Next select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Sniper Mode' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

## 7.2. Set Sniper Mode to 'On' or 'Off'

Sniper Mode can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

## 7.3. Set Sniper Mode Speed



When programming the Sniper Mode speed you need to set the speed at which either of the analog sticks will operate. When holding either of your analog sticks at the furthest point this is full speed. Sniper Mode allows you to set the speed, so instead of the furthest point being full speed you can set a lower speed of your choice.

To program the Sniper Mode speed, first ensure that Sniper Mode is set to 'off'. Next press and hold the assigned feature button, press and hold either 'LB' or 'RB' and set the full speed by moving either of your analog sticks upwards. Once you have positioned either of your analog sticks in the position which you would like as the full speed release the assigned feature button and 'LB' or 'RB'.

While programming Sniper Mode, the Feature Indicator Light on the right handle of the pad will flash if the feature is assigned to 'Feature Button 1'. If assigned to 'Feature Button 2' Feature Indicator Light on the left handle of the pad will flash.

## 8. Low Recoil

Low Recoil allows you to reduce the vibration feedback on either handle of the pad. The TurboFire 2 Customizer allows you assign Low Recoil to either 'Feature Button 1' or 'Feature Button 2'.

### 8.1. Assigning Low Recoil

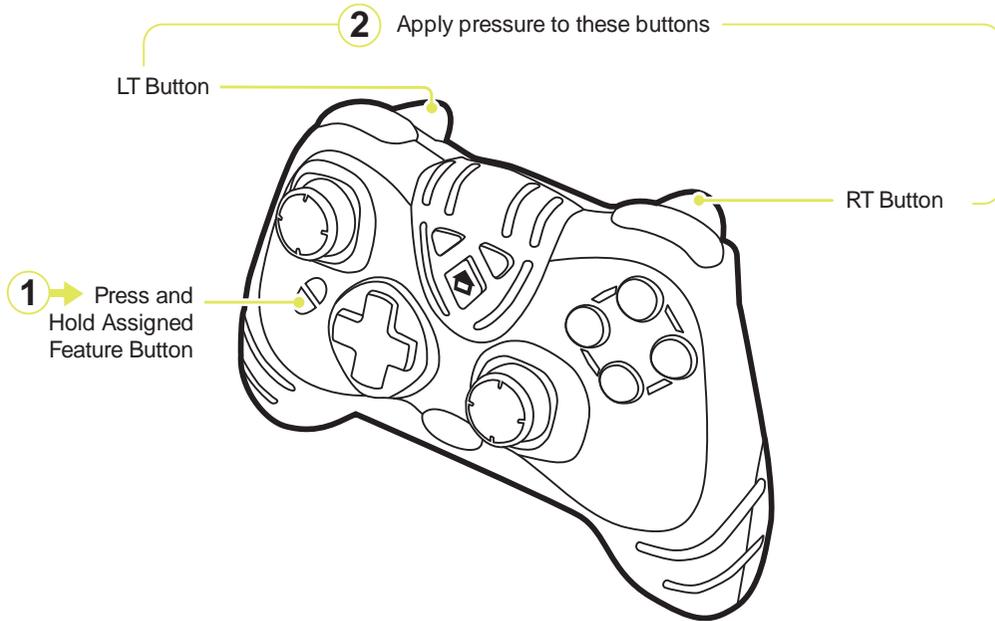
Assign Low Recoil to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4)
2. Next select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Low Recoil' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 8.2. Set Low Recoil to 'On' or 'Off'

Low Recoil can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

### 8.3. Set Level of Vibration



You can set the level of vibration on either handle of the pad at anytime. To do this, first ensure that Low Recoil is set to 'Off'. Next press and hold the assigned feature button and set the level of vibration by applying pressure to the 'RT' and 'LT' Button. Once you have set your preferred level of vibration release the assigned feature button.

Applying pressing to the 'RT' button sets the level of vibration on the right handle of the pad. Applying pressing to the 'LT' button sets the level of vibration on the left handle of the pad.

### 9. Sound Player

The sound player allows for you to playback eight pre-set sound clips during online game-play. The TurboFire 2 Customizer allows you assign the Sound Player to either 'Feature Button 1' or 'Feature Button 2'.

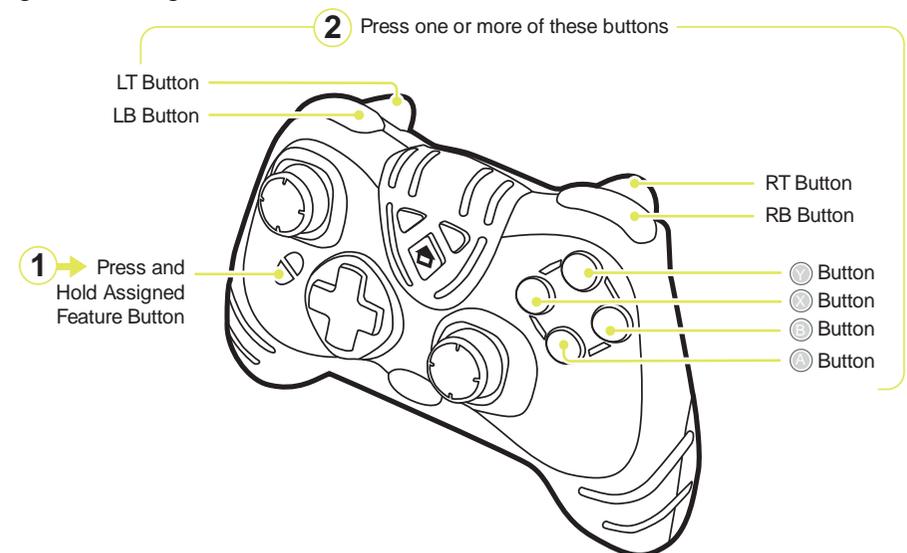
#### 9.1. Assigning the Sound Player

Assign Sound Player to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4).
2. Next select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Sound Player' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

#### 9.2. Playback Sound Clips

To playback each of the pre-set sound clips, press and hold the assigned feature button and then any one of the buttons shown in the following illustration. When you have finished playing back sound clips release the assigned feature button. Playback the pre-set sound clips by pressing the following 8 buttons:



## 10. CoD Remap for Halo Reach

If you prefer the controller layout of 'Call of Duty' over the controller layout of 'Halo Reach', assign the CoD Remap for Halo Reach. The TurboFire 2 Customizer allows you assign the CoD Remap for Halo Reach to either 'Feature Button 1' or 'Feature Button 2' to allow you to play 'Halo Reach' with the controller layout of 'Call of Duty'.

### 10.1. Assigning CoD Remap for Halo Reach

Assign the CoD Remap for Halo Reach to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4)
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'CoD Remap for Halo Reach' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 10.2. Set CoD Remap for Halo Reach 'On' or 'Off'

The CoD Remap for Halo Reach can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

## 11. Halo Reach Remap for CoD

If you prefer the controller layout of 'Halo Reach' over the controller layout of 'Call of Duty', assign the Halo Reach Remap for CoD. The TurboFire 2 Customizer allows you assign the Halo Reach remap for CoD to either 'Feature Button 1' or 'Feature Button 2' to allow you to play 'Call of Duty' with the controller layout of 'Halo Reach'.

### 11.1. Assigning Halo Reach Remap for CoD

Assign the Halo Reach Remap for CoD to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4)
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Halo Reach Remap for CoD' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 11.2. Set Halo Reach Remap for CoD to 'On' or 'Off'

The Halo reach remap for CoD can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

## 12. Halo Remap for Black Ops

If you prefer the controller layout of 'Halo Reach' over the controller layout of 'Call of Duty Black Ops', assign the Halo Remap for Black Ops. The TurboFire 2 Customizer allows you assign the Halo Remap for Black Ops to either 'Feature Button 1' or 'Feature Button 2' to allow you to play 'Call of Duty Black Ops' with the controller layout of 'Halo Reach'.

### 12.1. Assigning Halo Reach Remap for Black Ops

Assign the Halo Remap for Black Ops to either 'Feature Button 1' or 'Feature Button 2' by following these steps:

1. Connect your controller to your computer (see section 2.4)
2. Select either the 'Feature Button 1' tab or the 'Feature Button 2' tab
3. Select 'Halo Remap for Black Opps' from the features list (see section 2.3)
4. Select the 'Assign Settings' button
5. Having assigned the feature disconnect the USB cable from the controller and re-attach the battery compartment to the controller, ensuring that it latches correctly.

### 12.2. Set Halo Reach Remap for Black Ops to 'On' or 'Off'

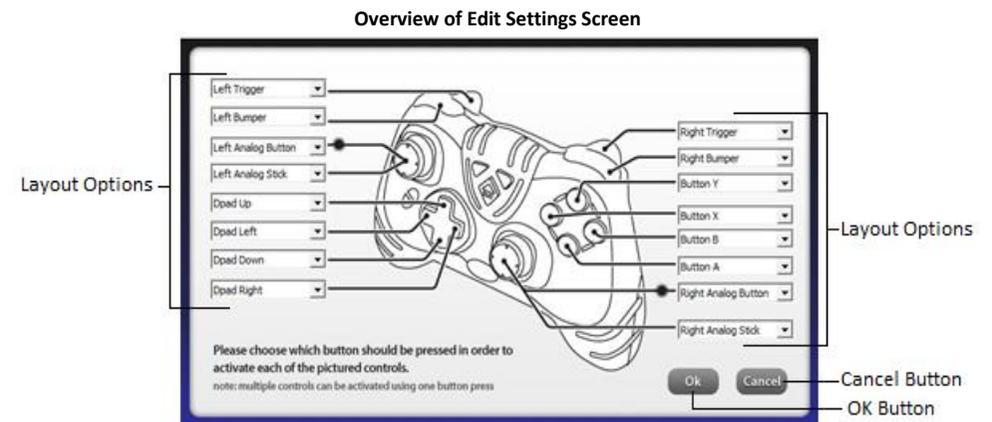
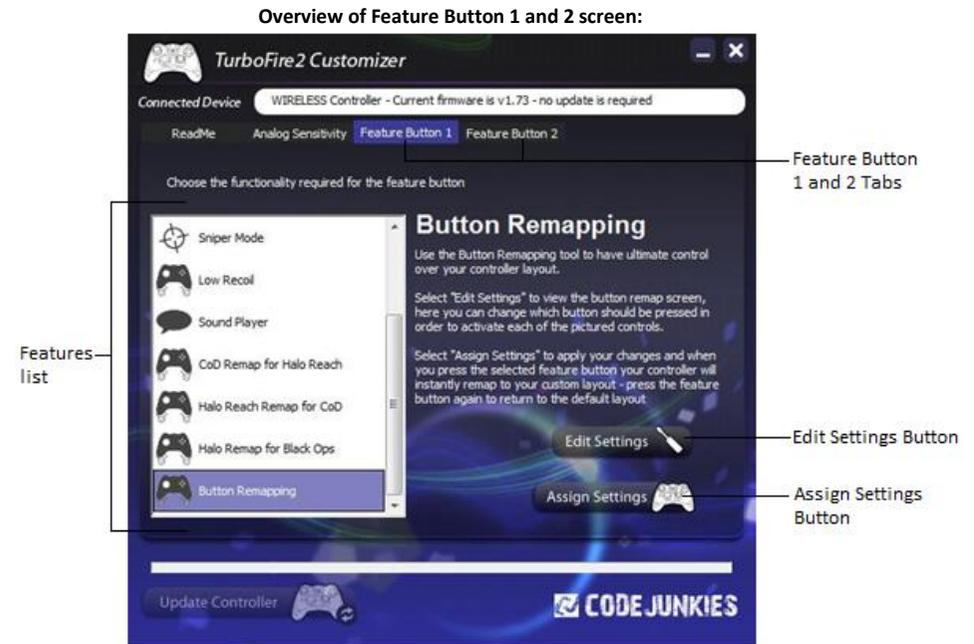
In order to correctly use the Halo Remap for Black Ops you must choose the 'Charlie' controller layout which allows you to access the 'Toggle ADS' feature by pressing 'R-Click' instead of pressing the 'RB' Button.

The Halo Remap for Black Ops can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

## 13. Button Remapping

Button remapping gives you the ultimate control over your controller layout by allowing you to choose which buttons should be pressed to activate each control. The TurboFire 2 Customizer allows you assign the Button Mapping to either 'Feature Button 1' or 'Feature Button 2'.

### 13.1. Button Remapping Overview



## 13.2. Configuring and Assigning Button Remapping

Please refer to the previous section which shows the overview of the screens which you will be using. Access the edit settings screen, to do this, select the 'Feature Button 1' tab or 'Feature Button 2' tab. Next select 'Button Mapping' from the features list and select the 'Edit Settings' button' to view the edit settings screen.

Using the edit settings screen you can now set which buttons should be pressed to activate each control. Select the corresponding drop down tab from either of the layout option lists for the buttons which you would like to change and set the control which you would like the button to activate. When you have finished setting the desired controls select the 'OK' button to return to the 'Feature Button 1' or 'Feature Button 2' screen. To assign your chosen button mapping to the selected feature button select the 'Assign Settings' button.

## 13.3. Set Button Remapping to 'On' or 'Off'

Button Remapping can be set to 'On' or 'Off' by pressing the assigned feature button. When set to 'On' the Feature Indicator Light on the right handle of the pad will illuminate if the feature is assigned to 'Feature Button 1'. The Feature Indicator Light on the left handle of the pad will illuminate if the feature is assigned to 'Feature Button 2'.

## 14. Technical Support and Customer Services

Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this user guide. Please ensure that you have information on when and where you purchased your controller to hand.

### Datel Customer Services Europe

Customers Services, Datel Design & Development Ltd  
Stafford Road, Stone, STAFFS, ST15 0DG  
UNITED KINGDOM

Email: [support@datel.co.uk](mailto:support@datel.co.uk)  
Web: <http://uk.codejunkies.com>

### Datel Customer Services USA

ATTN: Customer Services, Datel Design & Development Inc  
33 North Garden Avenue, Suite 900, Clearwater, FL 33755  
UNITED STATES

Email: [support@dateldesign.com](mailto:support@dateldesign.com)  
Knowledgebase: <http://www.datelcustomerservice.com>  
Web: <http://us.codejunkies.com>

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