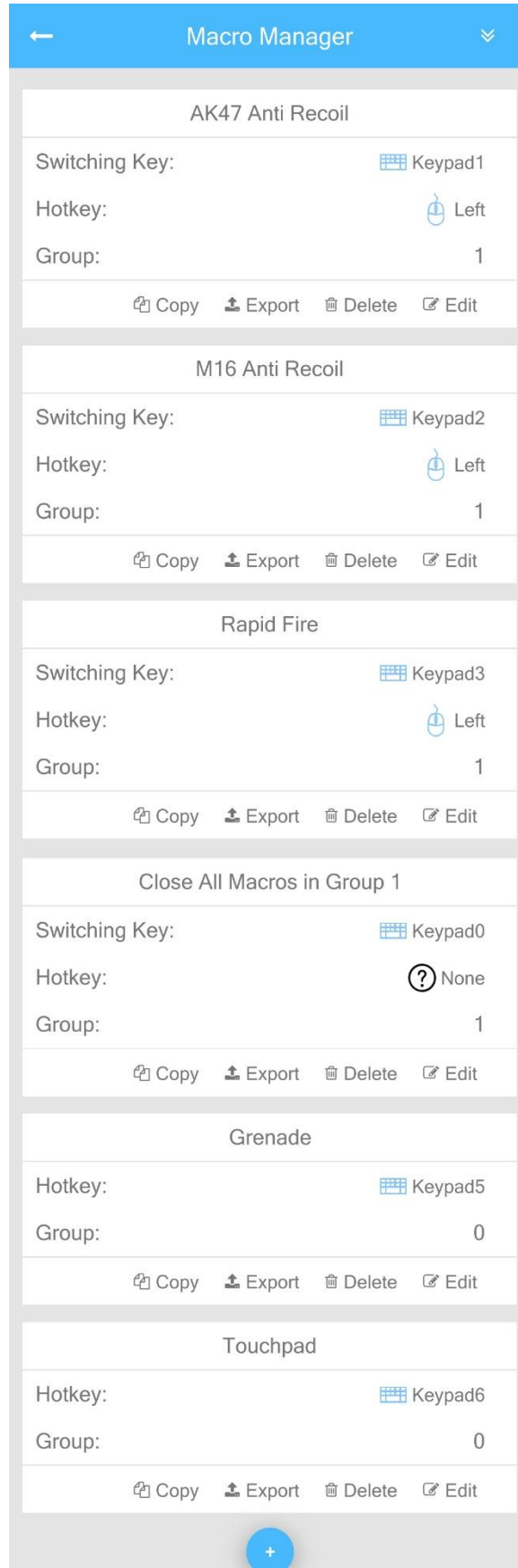


Macro V1.3

1. Macro Manager

Add/ delete/ edit/ export/ import macros.



2. Macro Glossary

Name:

Choose a suitable name for macro, so its function can be easily remembered.

Switching Key:

Switching key is used to force a macro into effective or ineffective state, Once it's effective, this macro can then be triggered by the **hotkey**.

Hotkey:

A key which is used to trigger a macro.

e.g.: Left mouse button is always used as a hotkey for anti recoil and rapid fire macros.

Type:

There are 2 options: **Common** , **Anti recoil(ADS)**.

Anti recoil(ADS): when a macro is created for anti recoil, please choose this type.

Some special optimization for mouse control will be added to this macro.

This macro is only effective in ADS scenario.

Common: choose this type for all macros which are not used for anti recoil.

Mode:

It defines how a Macro will be triggered by **Hotkey**.

There are 4 options: **Hold**, **Press**, **Release**, and **Toggle**.

Hold and Toggle are frequently used.

Hold: when the hotkey is pressed and held, macro will be executed repeatedly.

Toggle: Once the hotkey is pressed, macro will be executed repeatedly until the hotkey is pressed again.

Press: Once the hotkey is pressed, macro will be executed some times which is defined in **Count**.

Release: Once the hotkey is released, macro will be executed some times which is defined in **Count**.

Count:

It tells how many times a Macro will be executed repeatedly. Available in Press and Release mode.

Terminate:

The way how a Macro will be terminated.

There are 2 options: **Immediately** and **Until the last line**.

e.g. a Macro has 5 lines.

A terminate signal is generated by the hotkey, when the 3rd line is being executed.

If **Immediately** is used, this Macro will be terminated immediately.

If **until the last line** is used, this Macro will be terminated until the last line has been executed.

Group:

All macros in group 0 are always effective,

and for macros in other groups (1 ~ 250), only one of the macros will be effective.

you need to choose one macro with switching key before triggering a macro.

Group in Macro is designed for that if a gamer has several different guns, and these guns need different anti-recoil macros or rapid fire macros. they shall all be triggered by the same left mouse button.

These macros can be added in one group(e.g. Group 1), and assign different switching keys for them, such as

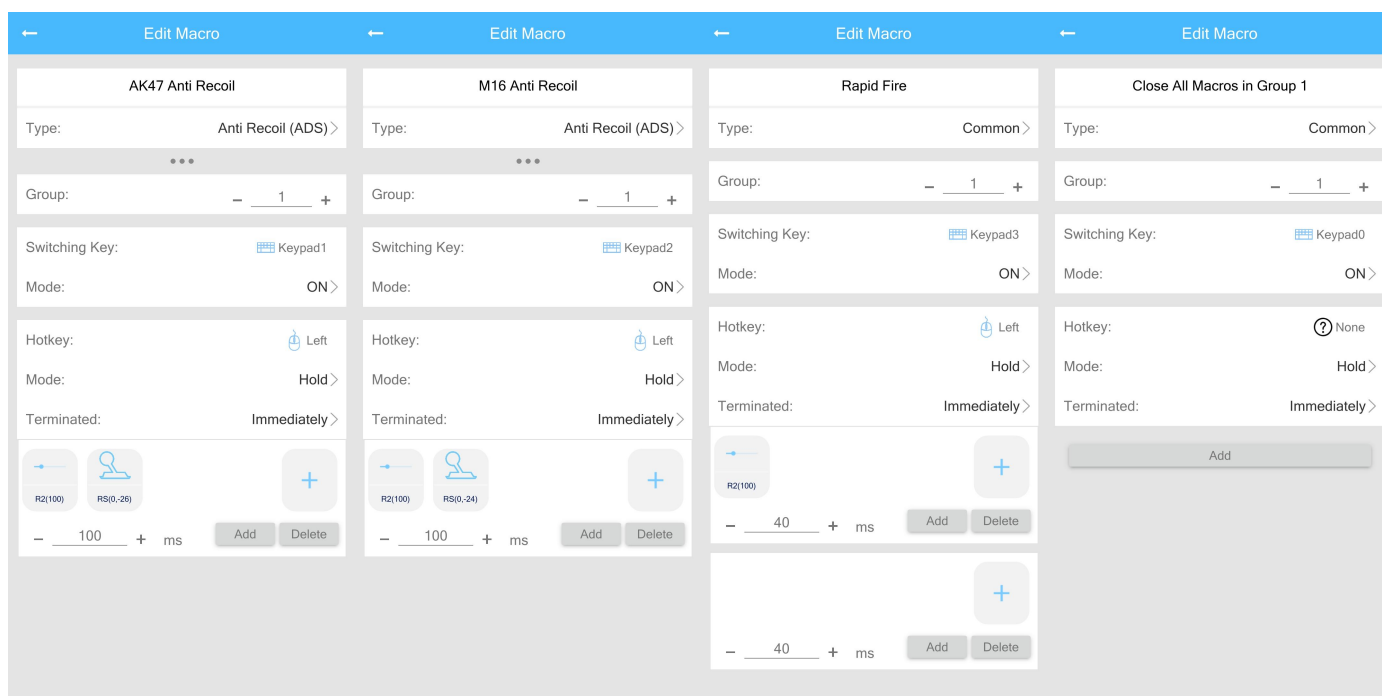
Keypad1 for AK47 anti-recoil macro,

Keypad2 for M16 anti-recoil macro,

Keypad3 for rapid fire macro,

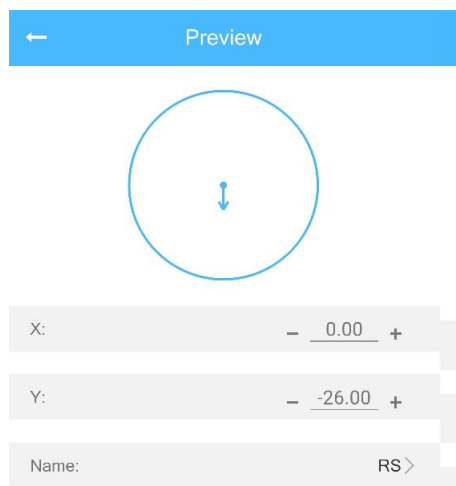
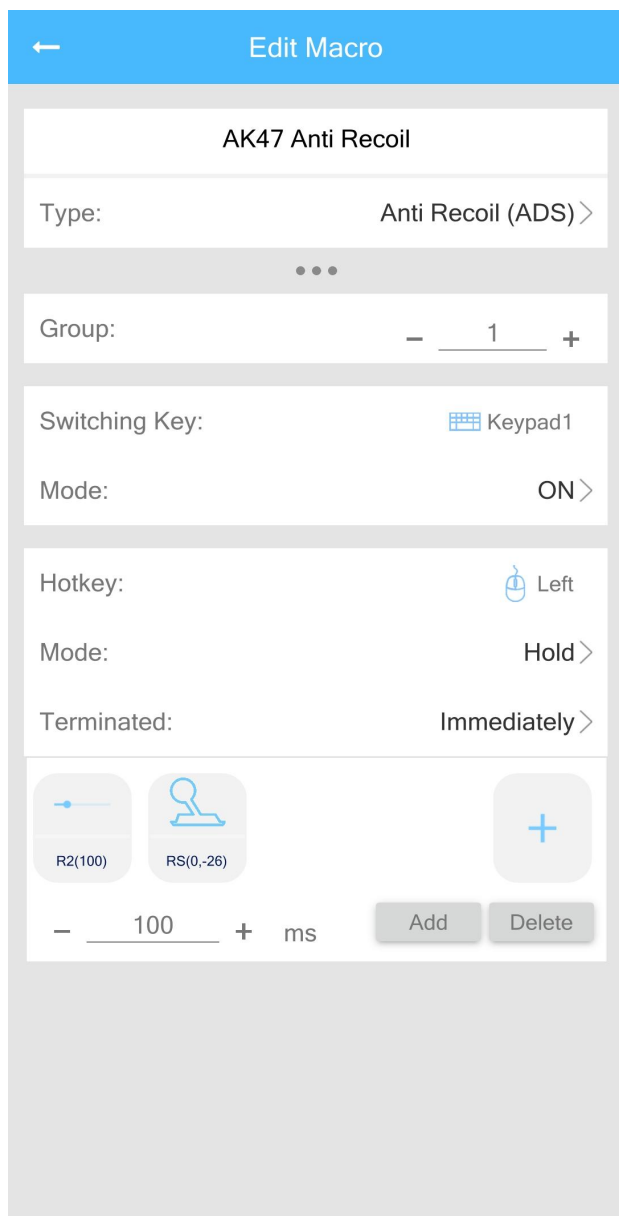
Keypad0 for closing all macros in group 1(an empty macro)

While switching between different weapons, one press on Keypad 1 ~ 3 will bring you suitable macro. To disable all these 3 Macros, just press Keypad 0, Then left mouse button can be used with no macro on it.



3. Macro Examples:

Anti Recoil



This is an anti-recoil macro, it belongs to Group 1.

When keypad1 is pressed, this macro will be turned into effective state.

And then it can be triggered by left mouse button.

When keypad1 is pressed again, this macro will be turned into ineffective state.

Line 1, Item 1

R2(100), it means R2 is pressed and the strength is 100%.

Line 1, Item 2

RS(0,-26), it means Right Stick is move down a bit, the strength is -26. This the strength of anti recoil.

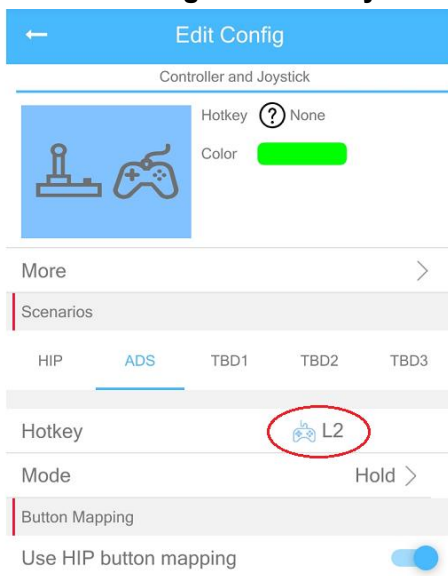
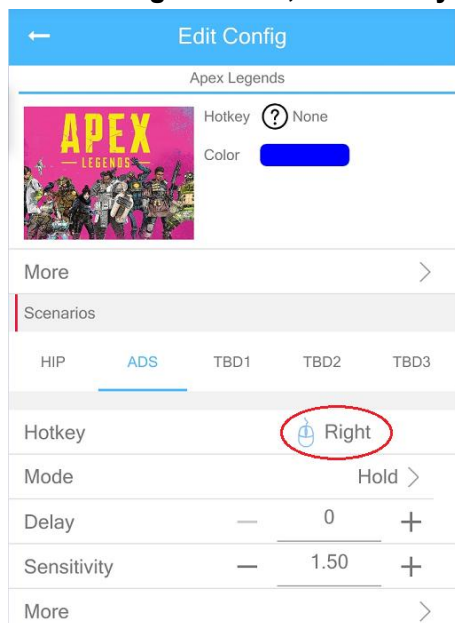
Different guns, different attachments, or different sensitivity settings in game will need different strengths for anti recoil. So it has to be changed according to actual situation.

These 2 items will be executed simultaneously for 100ms,

And if left mouse button is held, it will be executed repeatedly.

Since Anti Recoil(ADS) macro can only be triggered when ADS scenario is enabled, Please make sure there is a proper hotkey to activate ADS scenario in the config you are using. Do not leave it to None or some other improper buttons.

When using a controller, this hotkey should be LT or L2 or some others which are used to ADS in game. When using a mouse, this hotkey should be the right mouse key.



Rapid fire

← Edit Macro

Rapid Fire

Type: Common >

Group: - 1 +

Switching Key: Keypad3

Mode: ON >

Hotkey: Left

Mode: Hold >

Terminated: Immediately >

R2(100)

- 40 + ms Add Delete

- 40 + ms Add Delete

← Preview

Strength: - 100 +

Name: R2 >

This is an rapid-fire macro, it belongs to Group 1.

When keypad3 is pressed, this macro will be turned into effective state.

And then it can be triggered by left mouse button.

When keypad3 is pressed again, this macro will be turned into ineffective state.

Line 1, Item 1

R2(100), it means R2 is pressed and the strength is 100%. R2 will be held for 40ms

Line 2:

All buttons will be released for 40ms

when left mouse button is held, this macro will be executed repeatedly.

Grenade

The screenshot displays the 'Edit Macro' configuration for a macro named 'Grenade'. The settings are as follows:

- Type:** Common
- Group:** 0
- Hotkey:** Keypad5
- Mode:** Press
- Count:** 1

The macro consists of two actions:

- Line 1: Right button held for 600ms.
- Line 2: Right button and a movement of the right stick (RS(70.70)) held for 600ms.

The 'Preview' window shows a circular diagram with a diagonal arrow, representing the right stick movement. The X and Y coordinates are both set to 70.00, and the Name is RS.

This Macro(Grenade) is used in Apex Legends to choose a grenade,

Line 1: Right button will be held for 600ms

Line 2: Right button and a movement of the right stick will be held for 600ms.

When Keypad5 is pressed, this macro will only be executed for once(1 time).

Touchpad

← Edit Macro

Touchpad

Type: Common >

Group: - 0 +

Hotkey: Keypad6

Mode: Press >

Count: - 1 +

TP(-79,4)

- 100 + ms

Add Delete

← Preview

X: - -79 +

Y: - 4 +

press Touchpad:

This Macro(Touchpad) is to press some specific position on the touchpad.

Line 1: move to (-79,4) the left side, press and hold for 100ms

When Keypad6 is pressed, this macro will only be executed for once(1 time).