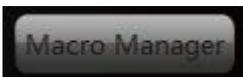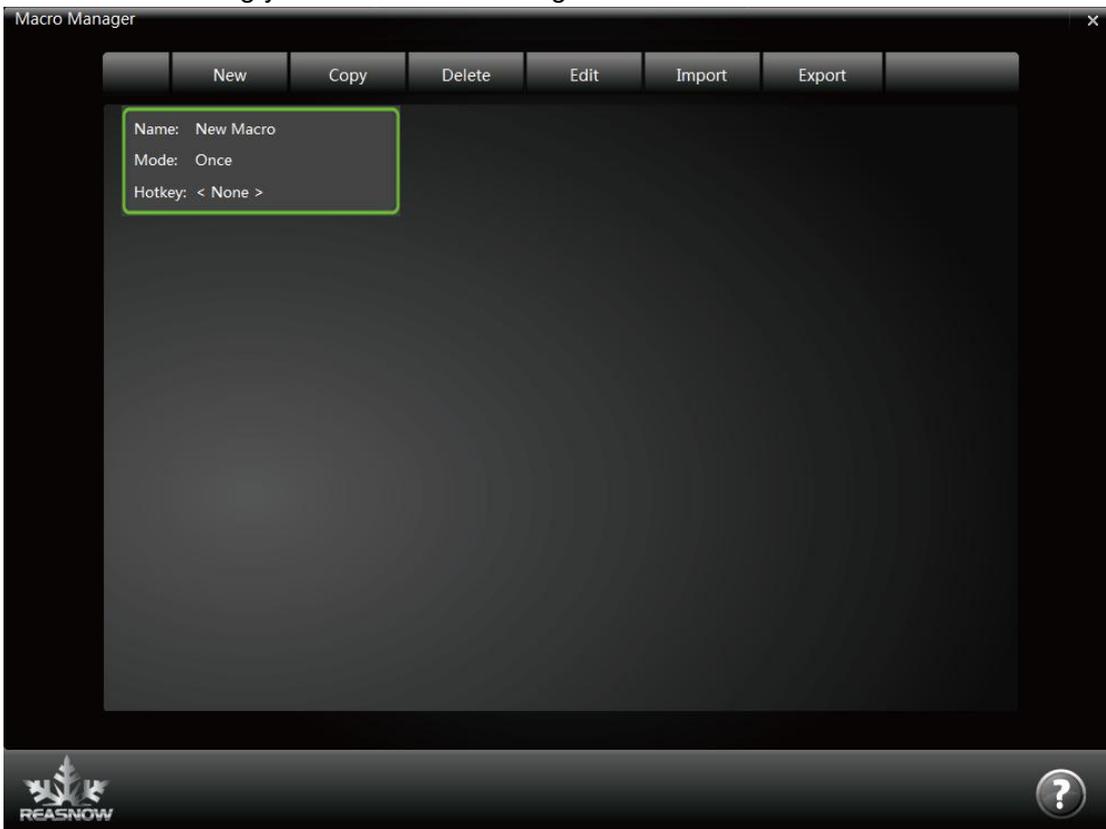# Instructions on Macro V1.2

Macro Manager

This button will bring you to the Macro Manager.

Macros can be managed well here, by the buttons on the top of the window, such as: New,

Copy, Delete, Edit, Import and Export.

Choose one Macro and click on the "Edit" button or just double click on the Macro, you will have the "Edit Macro" window.

Here you can edit your Macro as you see fit. Please remember to choose a Hotkey and a Mode for this Macro.

Here you can add 5 buttons, at the most, on controller to be activated at the same time, and set the corresponding Hold Time(ms) for these buttons.

PS1: To insert a release of some button, just do not add this button in the next line.
PS2: To keep a button pressed, there should be the same button in the next line.

Name：
Choose a easy to remember name here, It's suggested to state the function of Macro.

Hotkey:
It's the key used to activate the Macro, it can be keys from keyboard, mouse, controller or other joysticks.

Mode:
This option will decide how your Macro will be activated.

There are three choices: **Once, Hold, and Toggle**.

Once: The Macro is activated by clicking of the hotkey and runs for only one time.
Hold: The Macro is activated when its hotkey is pressed and it runs from start to finish repeatedly unless the hotkey is released.
Toggle: The Macro is activated after its hotkey is clicked and it runs from start to finish repeatedly unless the hotkey is clicked again.

Add and Sub
Add: To add ONE line next to the current one
Sub: To delete the current line

Macro Examples:

1. Rapid fire

Edit Macro						
Name: rapid fire		Hotkey: Left		Mode: Hold		

Step	Button1	Button2	Button3	Button4	Button5	Hold Time (ms)
1	R2	< None >	< None >	< None >	< None >	80
2	< None >	< None >	< None >	< None >	< None >	80

Function of this Macro:
Holding mouse left button, Macro will click R2 button repeatedly, unless you release mouse left button.

PS1: You can lessen the hold time to speed up the rate of fire.
PS2: There should be an ALL-NONE line at the end of this Macro, or R2 button will not be released.
PS3: Please note mouse left button is mapped to R2 button by default, so if you need this key as hotkey of Macro,

there will be a conflict between this two functions. Please assign NONE or other unused key to your R2 button to avoid it.

2. Ryu_Hodoken
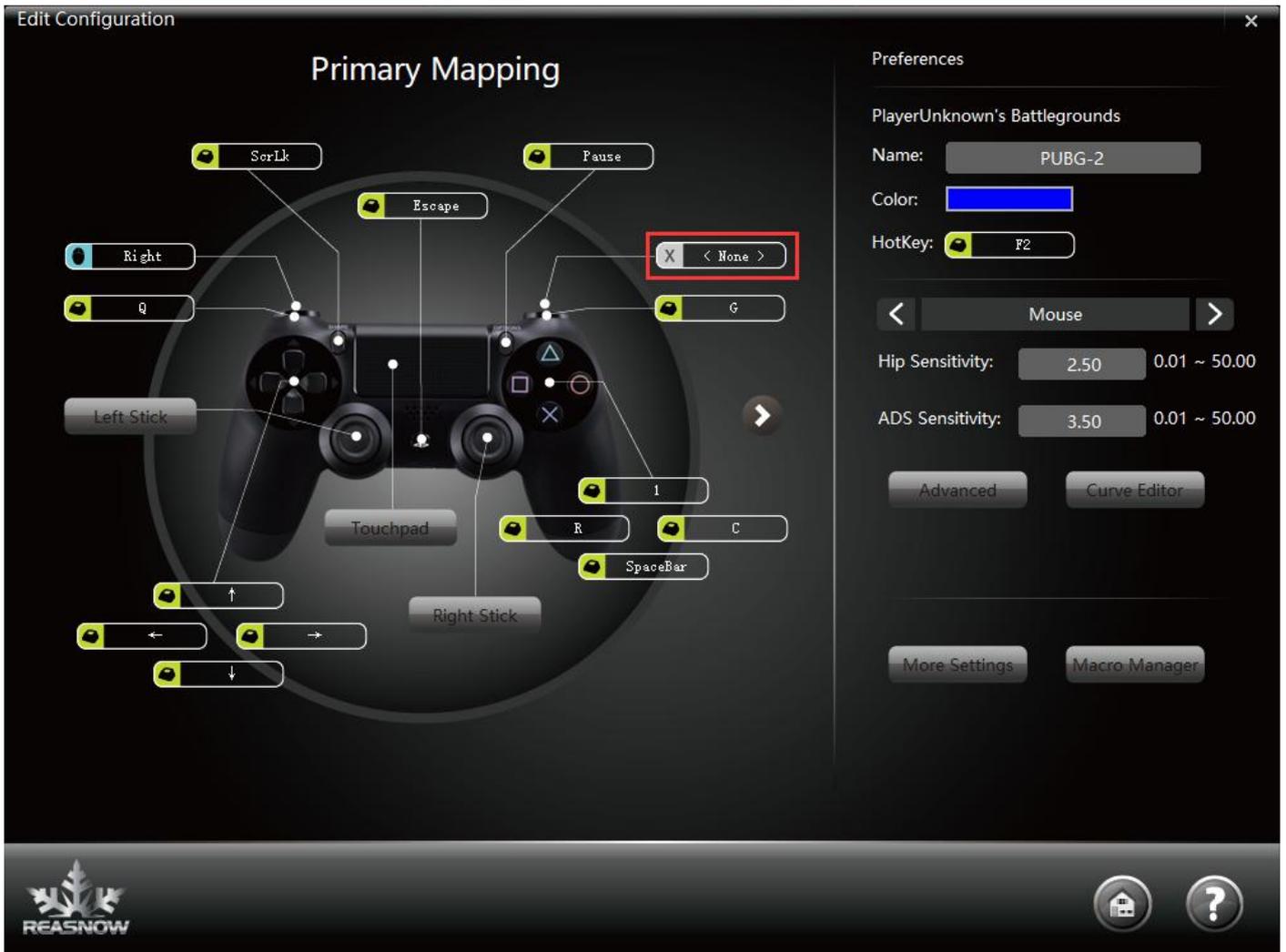

Function of this Macro:
After T key is clicked, these 6 steps will be execute sequentially for once.

This Macro is created for Ryu, main character in StreetFighter IV on Xbox 360, it can activate his special attack, Hodoken, when Ryu is in the left side of screen.

3. Anti Recoil

Strength of RS_Down will be effected by "Strength Percentage" in "Right Stick Settings", you can set a suitable value for anti-recoil macro, whatever this "Strength Percentage" be activated or not.

Cancel mouse left button's mapping to R2 to avoid conflict.

Function of this Macro:

Holding mouse left button, Macro will click R2 button and then do a RS_Down(right stick down movement) repeatedly, unless you release mouse left button.

PS1: You can lessen the hold time to speed up the rate of fire.

PS2: There should be an ALL-NONE line at the end of this Macro, or RS_Down will not be released.

PS3: Please note Left key of mouse is mapped to R2 button by default, so if you need this key as hotkey of Macro, there will be a conflict between this two functions. Please assign NONE or other unused key to your R2 button to avoid it.

PS4: Strength of RS_Down will be effected by "Strength Percentage" in "Right Stick Settings", you can set a suitable value anti-recoil macro, whatever this "Strength Percentage" be activated or not.

PS5: Strength of RS_Up/Down/Left/Right will all be effected by "Strength Percentage" in "Right Stick Settings" and similarily strength of LS_Up/Down/Left/Right will all be effected by "Strength Percentage" in "Left Stick Settings", whatever this "Strength Percentage" be activated or not.