

MAKE A TARGET MARKER HOTKEY COMBO FOR SETTING SABER ICON WHEN
INTERROGATION PROBE OR THERMAL DET ARE ON YOU

Even during good guard swaps you have a duty to doing optimal damage and retaliation combos. Hitting the BEST target possible during each and every one of your guard swaps

Even when doing max damage and good guard swaps. You gotta be getting GREAT intercedes and single target taunts to either extinguish scary damage else where whilst your guard is needed else where OR to keep guard on something thats about to happen whilst still meditating

[This will make kyrai an amazing rage jugg/AP for me to train..... you can start calling for mass taunts and single target taunts]

When you find down time its super important

Long press medical probe/rapid scan

Long press nearest enemy

Long press acquire Center target

Long press next target (friend)

Long press previous target (friend)
use some double tap sequence for kolto bomb + left click.

use some double tap sequence for mortar volley + left click.

use some double tap sequence for supercharge cells + kolto shot .

use some double tap sequence for supercharge cells + trauma probe

use some double tap sequence for advanced medical probe + 15 second timer (resets whenever this keybind sequence is called again)

use some double tap sequence for supercharge cells + reactive shield

use some double tap sequence for focus target modifier + net

use some double tap sequence for focus target target of target + net

use some triple tap sequence for group member 1 + target of target + net

use some triple tap sequence for group member 2
+ target of target + net

use some triple tap sequence for group member 3
+ target of target + net

use some triple tap sequence for group member 1
+ bacta infusion + supercharged cells

use some triple tap sequence for group member 2 +
bacta infusion + supercharged cells

use some triple tap sequence for group member 3
+ bacta infusion + supercharged cells

use some triple tap sequence for group member self
+ bacta infusion + supercharged cells

use some triple tap sequence for supercharge cells + diversion/chaff-flare + supercharged cells

use some triple tap sequence for group member 1 + Tech Override + supercharged cells

use some triple tap sequence for group member 2 + Tech Override + supercharged cells

use some triple tap sequence for group member 3 + Tech Override + supercharged cells

use some triple tap sequence for group member self + Tech Override + supercharged cells

use some triple tap sequence for supercharge cells + wz adrenal + supercharged cells (use this
3 seconds after chaff flare)

use some triple tap sequence for stun break + interrupt + supercharged cells

use some triple tap sequence for focus target modifier + interrupt + supercharged cells

use some triple tap sequence for focus supercharged gas + medpack + supercharged cells

use some triple tap sequence for focus target modifier + interrupt + supercharged cells

Maybe use some quadruple tap with the fourth tap being a long press : group member 1, target of target, target of target, Bacta infusion

use some triple tap sequence for target nearest target + interrupt + target previous target

use some triple tap sequence for target acquire center target friend + ressuregence +target previous target

use some triple tap sequence for target acquire center target friend + innervate+ target previous target

use some single tap sequence for overload/knock

use some single tap sequence for phase walk

Maybe use some double tap with the second tap being a long press : saber ward, mass taunt

Maybe use some double tap with the second tap being a long press :

Maybe use some double tap with the second tap being a long press : invincible, mass taunt

Maybe use some inv tap with the third tap being a long press : retaliate, force choke, retaliate, mass taunt

Maybe use some quadruple tap with the fourth tap being a long press : retaliate, force choke, retaliate, mass taunt

Maybe use some quadruple tap with the fourth tap being a long press : focus target modifier, single taunt, mass taunt, THREATENING RAGE

Maybe use some quadruple tap with the fourth tap being a long press : retaliate, backhand, retaliate, mass taunt

Maybe use some triple tap third tap being a long press : nearest enemy, flame icon, phasewalk (sets an icon to follow them tryna chase down your sorc healer)

use some single tap sequence for innervate

use some single tap sequence for reflectoguard

use some single tap sequence for barrier

use some single tap sequence for successive treatment

use over flow button presses that signify different combinations to execute different sequences. never macro in the unfair of ways. always have the buttons i press count to the max total of outputs i create, its just that i am pairing them with sequences

Quadruple tap HOLD 4TH TAP : aegis, retaliate, retaliate, mass taunt

Quadruple tap NO HOLD ON ANY TAP : aegis, focus target modifier, single target taunt, aegis

Make guard, static barrier, trauma probe. all have the same keybind

Make center target enemy+ target of target + resurgence , center target enemy+ target of target + innervate, center target enemy +target of target + intercede, center target enemy +target of target+ guard, center target enemy + target of target + successive treatment. All have the same keybind

nearest enemy(between 47-54ms) + crushing blow(pressed 6 times over 150ms so 25 ms per click, then wait additional 40ms til next ability which is previous enemy) + previous enemy (between 33ms-41ms) + target of target

turn this into a category combo for code, but allow the crushing blow ability to be interchanged with force scream, smash, aegis strike, vicious throw

then make another sequence for this below

group member 1 (between 47-54ms) + target of target (30ms)+ force choke(pressed 4 times over 100ms so 25 ms per click, then wait additional 40ms til next ability which is previous enemy) + previous enemy (between 33ms-41ms) + target of target

group member 2 (between 47-54ms) + target of target (30ms) + force choke(pressed 4 times over 100ms so 25 ms per click, then wait additional 40ms til next ability which is previous enemy) + previous enemy (between 33ms-41ms) + target of target

group member 3 (between 47-54ms) +target of target (30ms)+ force choke(pressed 4 times over 100ms so 25 ms per click, then wait additional 40ms til next ability which is previous enemy) + previous enemy (between 33ms-41ms) + target of target

leap (pressed 7 times, each awaiting 24-29ms till next press) + previous target

force choke(pressed 3 times over 100 ms period, so every 33 ms, then 23-28 ms wait before retaliate) + retaliation

turn this into a category combo for code, but allow the force choke ability to be interchanged with backhand, force push, and ravage