Auto Controller 2 Manual
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System: Custom Command

This program allows you to run pre-made commands, or make custom commands which can then be shared with others. Unlike Smart Commands in Auto Controller 1, this does not have any length restrictions, can do any button combinations, and able to do multiple nested loops.

Requirements

- **Serial Port:** Yes
- **Camera Device:** No
- **Audio Input:** No

Program Settings

- **Command Select:**
  A list of pre-made commands to choose from

- **Current Command:**
  Loads the pre-made command selected from above, you can also edit the command or make new commands here

- **Description:**
  Description of the current command

- **Save As:**
  Save the current command and description into a .customcommand file, located in *Resources\System\CustomCommand* folder, to import commands from others simply put the file in this folder and reload this program

- **Delete:**
  Deletes the current selected command

Making Custom Commands

Each command has the format BUTTON1|BUTTON2|...|DURATION, the separator | allows you to combine multiple buttons into a single command, each command must end with DURATION which is a number in milliseconds, then each command is separated with a comma. Note: duration less than 50ms may not get picked up by the Nintendo Switch system.

Here are the available buttons:
- None/Nothing
- **Buttons:** A, B, X, Y, L, R, ZL, ZR
- **System:** Plus, Minus, Home, Capture
- **Left Stick:** LClick, LUp, LDown, LLeft, LRight,
- **Right Stick:** RClick, RUp, RDown, RLeft, RRight
- **D-Pad:** DUp, DDown, DLeft, DRight
- **Stick with Amount:** LX, LY, RX, RY (see example 4)
- Spam (see example 3)

Example 1: LUp|1000,LUp|B|50,LUp|1000,None|500,A|50,None|100
This command holds left stick up for 1 second, then press B while still holding left stick up, continue for 1 more second, then press A

Example 2 (Looping): (A|50,None|50)5,None|1000,(B|50,None|50)0
This command presses A 5 times, pause for 1 second, then press B forever.

To make loops, wrap the looping commands with () then immediately follow with the loop amount, once the loop finished it continues with the rest. You can also put 0 then the command will loop forever, commands after an infinite loop will not run.

Example 3 (Spam): (LDown|A|Spam|10000)0
This is PLZA's bench reset command, it holds left stick down and spam A button for 10 seconds and loop forever.

To spam button simply add Spam as a button, note that Spam does not work with left/right sticks, only buttons and D-Pad.

Example 4 (Stick with Amount): LY1|1000,LX0.5|1000,RX-0.5|1000,RY-1|1000
This command hold left stick fully up for 1 second, hold left stick half way to the right for 1 second, hold right stick half way to the left for 1 second, finally hold right stick fully down for 1.

LX, LY, RX, RY "buttons" are special that must immediately follow with the amount, between -1 and 1. For X, 1 is right -1 is left; for Y, 1 is up -1 is down. You can still combine them with other buttons like LY-1|A|Spam|1000 which would be the same as PLZA bench reset.