

## System: Command Recorder

Records a command sequence from user input, this can then be used in **Custom Command** program. **The longer the command, the less accurate it will become, especially for Gamepad.** Unless you are able to normalize movements.

### Requirements

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

### Program Settings


- **“Nothing” Setting:**  
Allows the program to add “Nothing” command at the start/end, this is useful for commands that require long waits at the start/end. If this is disabled, the program only starts recording command after the first input.

### Setup Instructions

1. You must have serial connected in order to start the program, camera is optional
2. It is recommended to view your game’s direct output rather than using Media View within Auto Controller 2, as there can be delays

### Expected Results

When the program starts, if you have camera on it should auto focus on Media View. Otherwise it should bring up the Virtual Controller window. For keyboard you must have one of the two windows focused otherwise keyboard input will not work. Make sure either Keyboard or Gamepad input is active by checking the red/green circle.

**Keyboard:**  **Gamepad:** 

The program should show the command you have inputted along the way. Stop the program then you can copy it, modify it and use it in **Custom Command** program.