

# Proffieboard Saber Controls

This file contains all of the controls for your Proffieboard lightsaber based on selected options.

## Fett263 Prop 2 or 3 Button Controls

**Click** = do short click on button  
**Long Click** = hold button down for 1 second and release  
**Double Click** = click button twice quickly  
**Hold** = hold button down (at least 3 seconds)

### Controls While Saber is OFF

	Control	Notes
<b>Turn On / Ignite</b>	Click PWR	
	Swing On*	*gestures can be enabled or disabled via editing Note: if "Gesture Sleep" in active, gestures are ignored (see below).
	Twist On*	
	Thrust On*	
	Stab On*	
<b>Turn On (Muted)</b>	Double Click PWR	
<b>Special Ability 5</b>	Hold PWR + Turn Right	Controlled by Style (EFFECT_USER5)
<b>Special Ability 6</b>	Hold PWR + Turn Left	Controlled by Style (EFFECT_USER6)
<b>Special Ability 7</b>	Hold AUX + Turn Right	Controlled by Style (EFFECT_USER7)
<b>Special Ability 8</b>	Hold AUX + Turn Left	Controlled by Style (EFFECT_USER8)
<b>Change Preset (Next)</b>	Click Aux (parallel or pointing up)	
<b>Change Preset (Prev)</b>	Click Aux (pointing down)	
<b>Scroll Preset Menu</b>	Long Click Aux	
Next Preset	Turn Right	
Increment by 5	Hold PWR + Turn Right	
Previous Preset	Turn Left	
Increment by 5	Hold PWR + Turn Left	
Select Preset	Click PWR	
First Preset	Click AUX	
<b>Force / Quote*</b>	Hold PWR	*if "quote" sounds are included in font
Toggle Force / Quote*	Hold PWR (pointing down)	
<b>Play Default Track</b>	Long Click PWR (pointing up)	
<b>Track Player Menu*</b>	Long Click PWR (parallel or pointing down)	*requires tracks in "font/tracks/" or "common/tracks/" folders, otherwise will "Loop" default track
Next Track	Turn Right	
Previous Track	Turn Left	

<b>Play Selected Track Once</b>	Click PWR	
<b>Play Tracks Randomly</b>	Click Aux	
<b>Play Tracks in Order (Rotate)</b>	Hold PWR + Turn Right	
<b>Play Selected Track in Loop</b>	Hold PWR + Turn Left	
<b>Stop Track</b>	Long Click PWR	
<b>Gesture Sleep</b>	Hold PWR + Clash	Toggle Gesture Ignitions ON/OFF
<b>Volume Menu</b>	Hold PWR + Click AUX	
<b>Increase Volume</b>	Turn Right	
<b>Decrease Volume</b>	Turn Left	
<b>Set Volume</b>	Click PWR	
<b>Check Battery Level</b>	Hold AUX + Click PWR	requires EFFECT_BATTERY_LEVEL style for visual cue
<b>Change Font* (Next)</b>	Hold AUX + Long Click PWR (parallel or up)	*On-the-fly editing
<b>Change Font* (Prev)</b>	Hold AUX + Long Click PWR (pointing down)	*On-the-fly editing
<b>Copy Preset*</b>	Hold PWR + Long Click AUX	*On-the-fly editing

## Controls While Saber is ON

	Control	Notes
<b>Turn Off (Retract Blade)</b>	Click PWR*	*if Powerlock is not enabled
	Twist Off*	*gestures can be enabled or disabled via editing
<b>Blast Effect</b>	Click AUX	
<b>Multi-Blast Mode</b>	Long Click AUX	In Multi-Blast Mode, each swing will trigger a blast deflection.
	To exit, click AUX or clash saber	
<b>Clash</b>	Clash Saber	
<b>Stab</b>	Stab (thrust saber and impact tip of blade into object)	
<b>Lockup</b>	Hold PWR + Clash Saber	
<b>Drag</b>	Hold AUX + Stab Down	
<b>Melt</b>	Hold AUX + Stab (parallel or up)	
<b>Lightning Block</b>	Hold PWR + Click AUX	
<b>Force / Quote*</b>	Long Click PWR (parallel)	*if "quote" sounds are included in font
<b>Toggle Force / Quote*</b>	Long Click PWR (pointing down)	
<b>Special Ability 1</b>	Hold PWR + Turn Right	Controlled by Style (EFFECT_USER1)
<b>Special Ability 2</b>	Hold PWR + Turn Left	Controlled by Style (EFFECT_USER2)
<b>Special Ability 3</b>	Hold AUX + Turn Right	Controlled by Style (EFFECT_USER3)
<b>Special Ability 4</b>	Hold AUX + Turn Left	Controlled by Style (EFFECT_USER4)
<b>Play Default Track</b>	Long Click PWR (pointing up)	
<b>Stop Track</b>		
<b>Enter/Exit Battle Mode</b>	Hold AUX	Battle Mode allows Lockup, Drag and Melt to be triggered by clashes and gestures (no buttons). See controls below.
<b>Power Save*</b>	Hold AUX + Click PWR (pointing up)	*requires EFFECT_POWERSAVE in style
<b>Change Style (Next Style)*</b>	Hold AUX + Long Click PWR (parallel or up)	*On-the-fly editing
<b>Change Style (Prev Style)*</b>	Hold AUX + Long Click PWR (pointing down)	

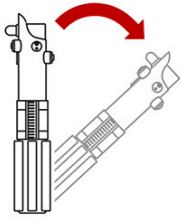
## Battle Mode Controls

Battle Mode	Control	Notes
Enter/Exit Battle Mode	Hold AUX	
Clash / Lockup	Clash Saber	Clash can be done by a quick clash and pull away or if CLASH_DETECT (Battle Mode 2.0) is set, clashes lighter than detection will trigger clash, harder will trigger Begin Lockup, hold blade still to remain in Lockup, pull away to End Lockup.
Drag	Stab Down (thrust saber and impact tip of blade into ground)	
Melt	Stab (thrust saber and impact tip of blade into object) (parallel or up)	
Lightning Block	Hold PWR + Click AUX	
Blast	Click AUX	
Multi-Blast Mode	Long Click AUX -or- Swing within 2 seconds of doing Blast	
	To exit Click AUX or do Clash	
Force Push	Push saber*	*see gestures, can be enabled or disabled by editing

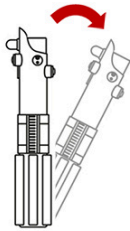
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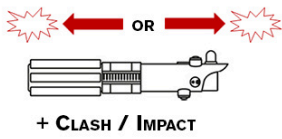
**SWING**



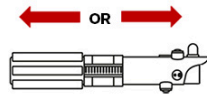
**PULL AWAY**



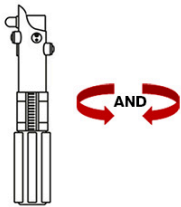
**STAB**



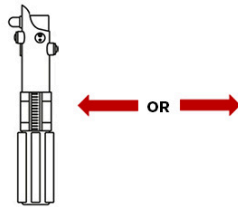
**THRUST**



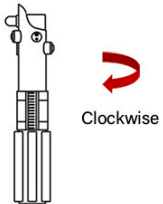
**TWIST**



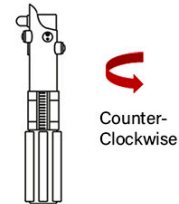
**PUSH**



**TURN RIGHT**



**TURN LEFT**



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