NO MODIFIER				
SHIFT - L	L2			define BTN_SHIFT_L _BV(ControlStick::BTN_L2)
SHIFT - R	R2			#define BTN_SHIFT_R _BV(ControlStick::BTN_R2)
WALK	A			#define BTN_WALK _BV(ControlStick::BTN_A)
GAIT	B			#define BTN_GAIT _BV(ControlStick::BTN_B)
BALANCE	X			#define BTN_BALANCE _BV(ControlStick::BTN_X)
FLASH	Y			#define BTN_FLASH _BV(ControlStick::BTN_Y)
STAND	START BTN			#define BTN_STAND _BV(ControlStick::BTN_START)
OFFSET DECREASE	D PAD LEFT			#define BTN_OFFSET_DEC _BV(ControlStick::BTN_DPAD_LEFT)
OFFSET INCREASE	D PAD RIGHT			#define BTN_OFFSET_INC _BV(ControlStick::BTN_DPAD_RIGHT)
HEIGHT - DECREASE	D PAD DOWN	+ L1		#define BTN_HEIGHT_DEC (_BV(ControlStick::BTN_L1) | _BV(ControlStick::BTN_DPAD_DOWN))
HEIGHT - INCREASE	D PAD UP	+ R1		#define BTN_HEIGHT_INC (_BV(ControlStick::BTN_R1) | _BV(ControlStick::BTN_DPAD_UP))
SAVE USER DATA	MENU BTN	+ LEFT THUMP		#define BTN_SAVE (_BV(ControlStick::BTN_LTHUMB) | _BV(ControlStick::BTN_MENU))
LOAD USER DATA	POWER BTN	+ RIGHT THUMB		#define BTN_LOAD (_BV(ControlStick::BTN_RTHUMB) | _BV(ControlStick::BTN_POWER))

WITH SHIFT_L			// with SHIFT_L
STEP DECREASE	L1	+ L2	#define BTN_STEP_DEC (BTN_SHIFT_L | _BV(ControlStick::BTN_L1))
STEP INCREASE	R1	+ L2	#define BTN_STEP_INC (BTN_SHIFT_L | _BV(ControlStick::BTN_R1))
Z DECREASE	X	+ L2	#define BTN_STEP_Z_DEC (BTN_SHIFT_L | _BV(ControlStick::BTN_X))
Z INCREASE	Y	+ L2	#define BTN_STEP_Z_INC (BTN_SHIFT_L | _BV(ControlStick::BTN_Y))
XC DECREASE	A	+ L2	#define BTN_STEP_XY_DEC (BTN_SHIFT_L | _BV(ControlStick::BTN_A))
XY INCREASE	B	+ L2	#define BTN_STEP_XY_INC (BTN_SHIFT_L | _BV(ControlStick::BTN_B))

WITH SHIFT-R			// with SHIFT_R
OFFSET DECREASE2	L1	+ R2	#define BTN_OFFSET_DEC2 (BTN_SHIFT_R | _BV(ControlStick::BTN_L1))
OFFSET INCREASE2	R1	+ R2	#define BTN_OFFSET_INC2 (BTN_SHIFT_R | _BV(ControlStick::BTN_R1))
CAMERA MOVE	A	+ R2	#define BTN_CAMERA_MOVE (BTN_SHIFT_R | _BV(ControlStick::BTN_A))

WITH SHIFT_L & SHIFT_R		// with SHIFT_L and SHIFT_R
CAMERA HOME	A	#define BTN_CAMERA_HOME (BTN_SHIFT_L | BTN_SHIFT_R | _BV(ControlStick::BTN_A))