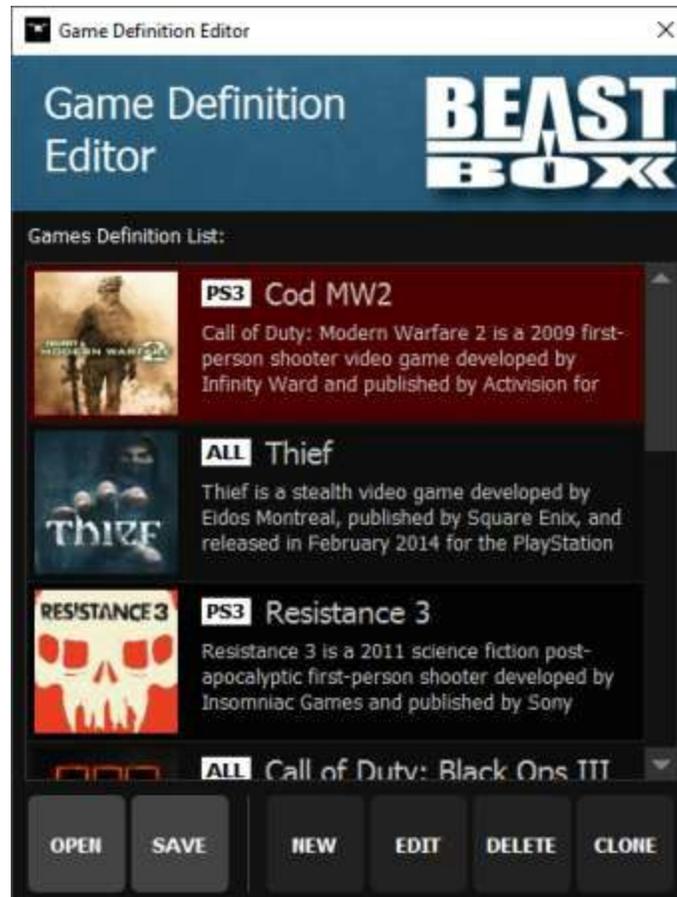


GDE Help



When program starts, it will be in “New Definition” mode, it mean that is ready to receive new game definitions.

Open: Load definitions saved in an existing file.

Save: Save current definitions in a current file.

New: Creates a new game definition.

Edit: Edit the selected profile. O mesmo efeito será obtido dando *dois cliques* sobre um perfil.

Delete: Remove selected profile..

Clone: Make a copy of selected profile.

Title: Call of Duty: Black Ops III

Description: Call of Duty: Black Ops III is a military science fiction first-person shooter video game, developed by Treyarch and published by Activision.

Image: [Image of Call of Duty: Black Ops III logo] ...

Consoles: PS3 PS4

Common Buttons Description

- Switch Weapon
- Crouch/Prone
- Use/Reload
- Jump
- Scorestreak Selection
- Scorestreak Selection
- Attachments

PS4 Buttons Description

PS3 Buttons Description

In the list above, use the checkbox to select ADS button

OK **CANCEL**

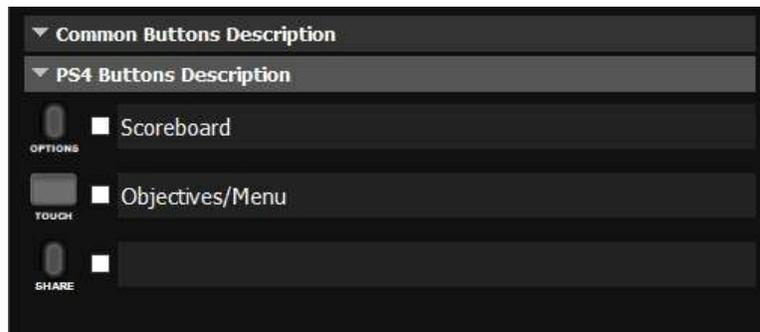
Title: Game name

Description: Optional

Image: Use “...” button to locate the image that you want to use to represent that game. The suggested dimension is 240x240.

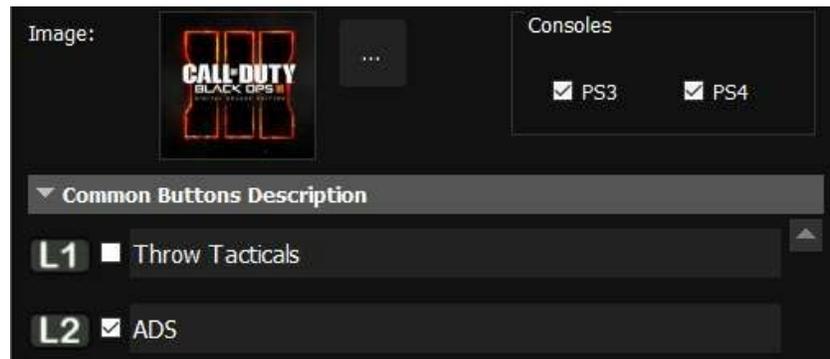
Consoles: Use to select available consoles for that game.

Common buttons description: Type the description of action executed when button is pressed. These buttons are common for both consoles.



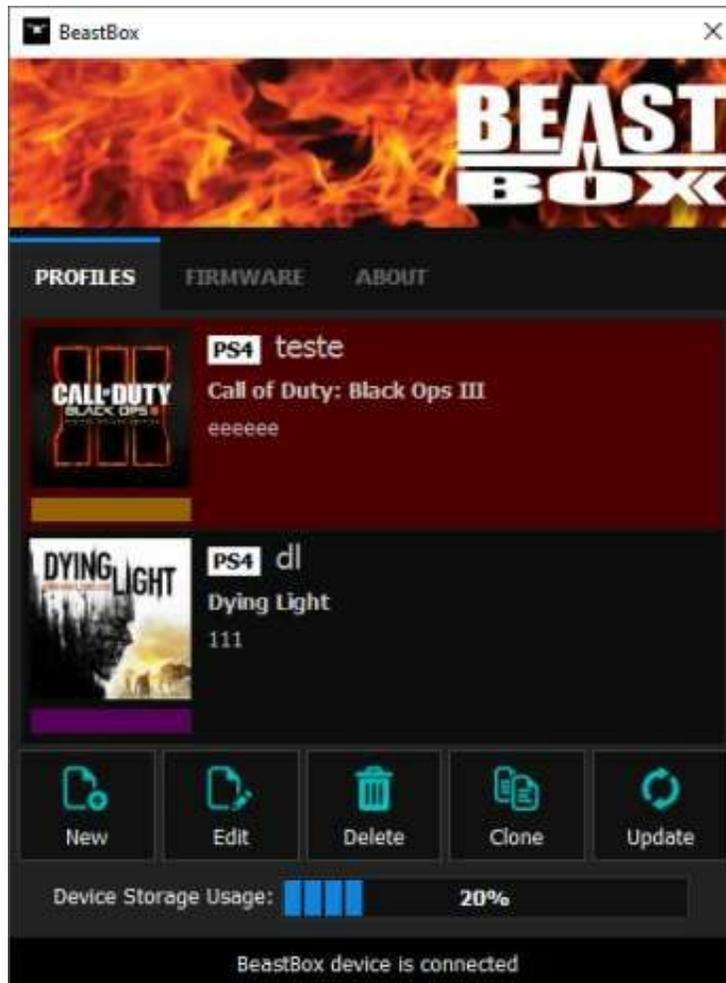
PS3 buttons description and PS4 buttons description: Type the description of action executed when button is pressed. Specific for each console.

When you are setting up a game profile, you can increase or decrease the aiming sensibility. To accomplish this, is fundamental to know which button is used to do it. Use the checkbox to configure this.



In this example, the L2 button is used as ADS..

BeastBox Help



This is the main screen showing some profiles and its details. You can see in the picture, the profile name, description, color and game as well.

New: Creates a new game profile.

Edit: Edits the selected profile. This can be done using the context menu.

Delete: Removes selected profile from list. This can be done using the context menu.

Clone: Creates a new profile using the selected one as source.

Update: Copy all enabled profiles to device.

Use the context menu to enable/disable profiles.

Storage usage: Shows the percentage of memory currently used by profiles on device. You can store up to 10 profiles (Combining PS3 and PS4 profiles). The profile selection will take into account the console where device is connected to.

Creating a new profile



Console: Console type PS3/PS4.

Profile Enabled: If checked the profile is ready to be copied to device.

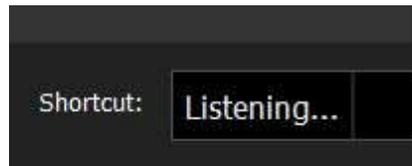
Game: This selection helps the program to select the right buttons description.

Name: A suggestive name for profile.

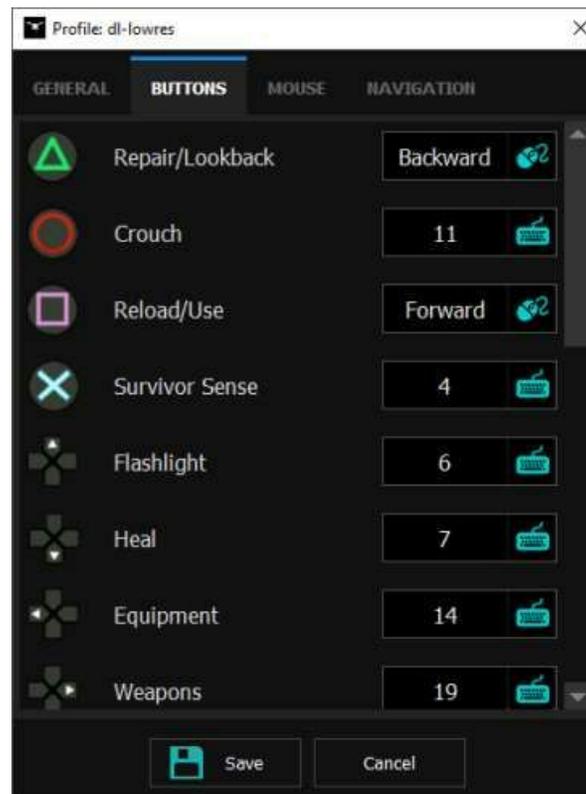
Description: A brief description for this profile. This information isn't transmitted to device.

Color: Select the color that will identify this profile on device. This is only useful if you build the RGB LED.

Shortcut: Key that you can use to switch directly to this profile..

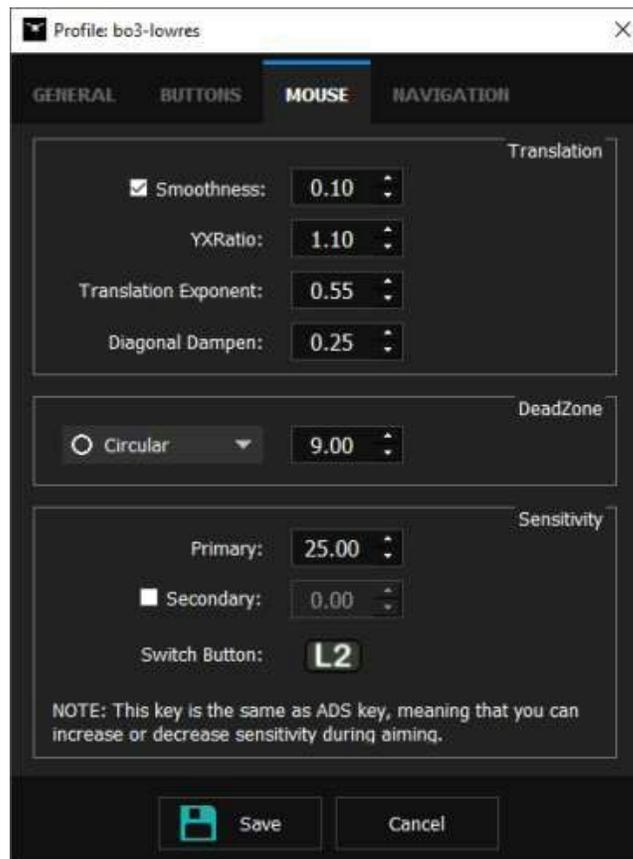


The key capture works reading keys directly from your attached device. Is not possible to assign two keys to one button (action).



Remember that buttons description can vary and are configured using GDE program.

In the following screen you can configure the mouse translation parameters.



Smoothness: Enables the smoothing of values read from mouse. More smooth means more slowly movements.

YXRatio: Relation between X and Y axis, 1,00 means that both axis have same sensibility.

Translation Exponent: exponential component added to simulate the speed of stick movement.

Diagonal dampen: sensibility applied to X and Y axis to improve diagonal linearity.

Deadzone: Shape and value of area where movements are ignored. This is done to compensate the mechanical effect on sticks that never back to 0,0 when released.

Sensitivity: General sensibility, increase or decrease the main value readed from mouse.

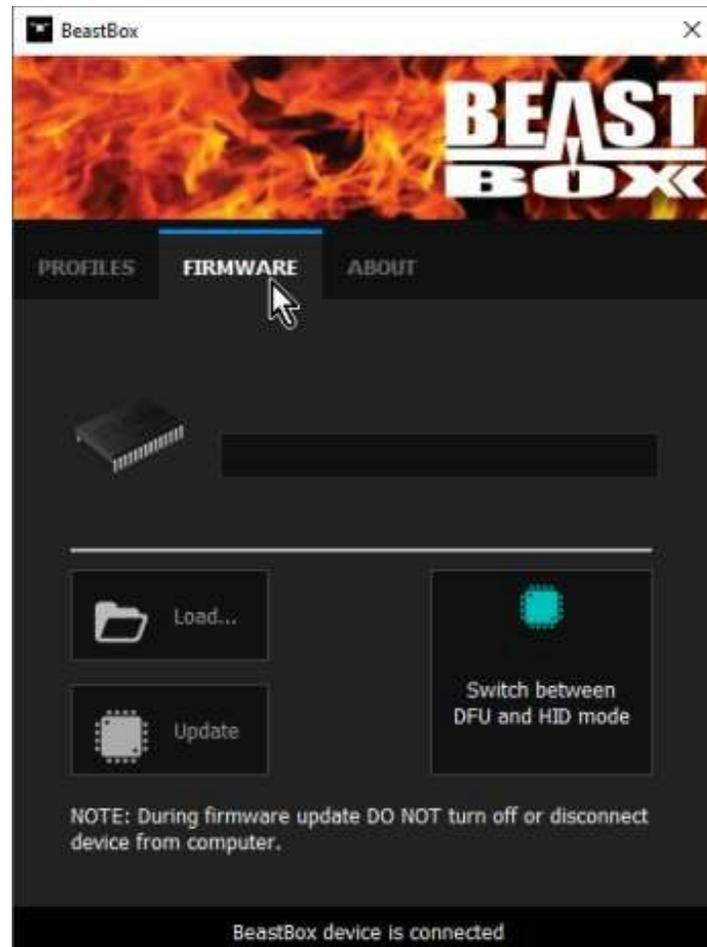
- Primary: Default sensibility used in every moment of play.
- Secondary: This sensibility is used during aiming. If configured the button used to aiming is showed bellow (Switch Button).

For those that use keyboard, here we have WASD configuration.



In case of Logitech G13, we have a mechanical joystick so a deadzone must be configured.

The firmware update are done using the FIRMWARE screen. Every time that you need to change the program inside device use this screen.

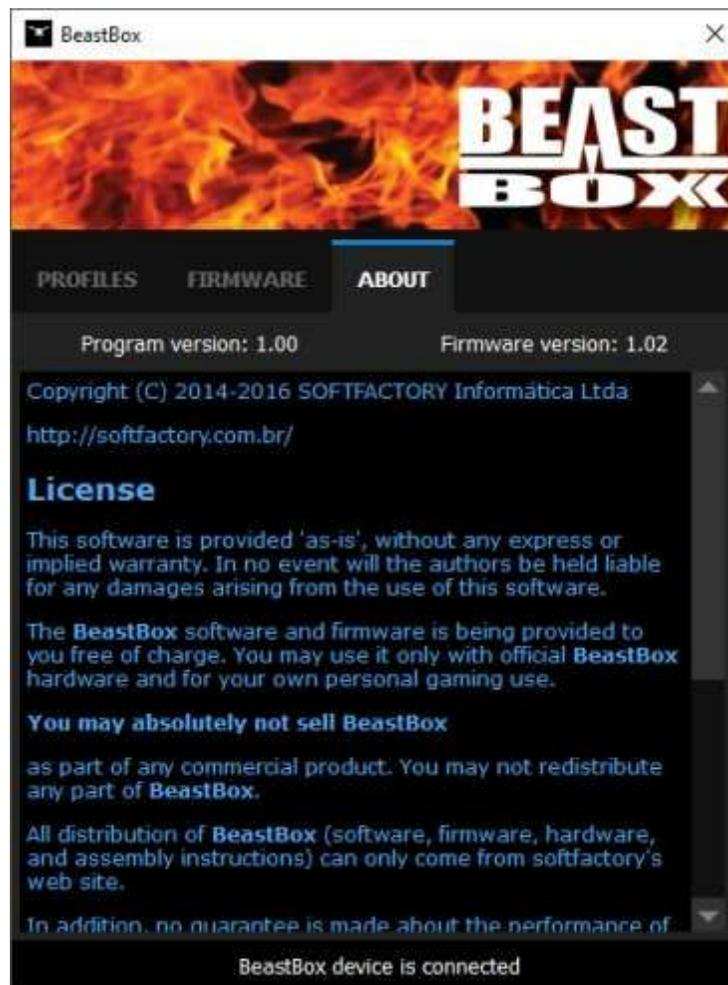


Switch between DFU and HID mode: Button to put device in bootloader mode or vice-versa.

Load: When in bootloader mode, you will allowed to load a firmware file (.dfu).

Update: After load the firmware, use this button to start the download.

In the about screen, I can see the currently installed firmware version and program version as well.



Documentation
version 1.0