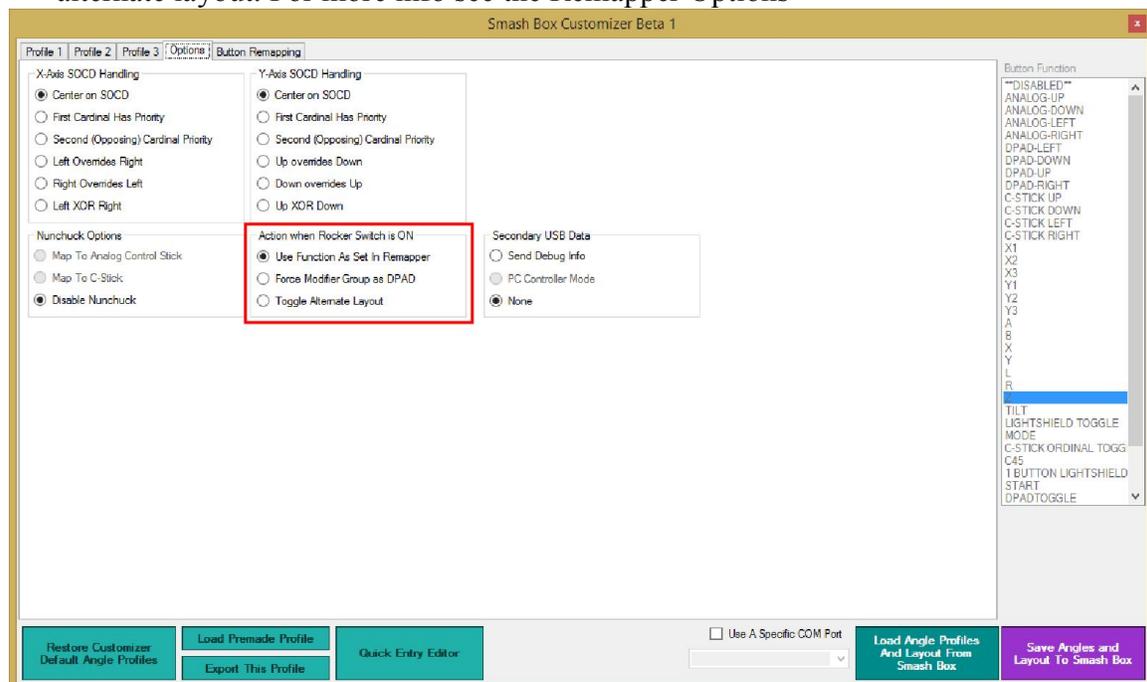## Remapper Usage

### Remapper Options and Terminology

- The Rocker Toggle - previously the DPAD Toggle - is a 2-way toggle switch located on the side of your controller next to the 3-way profile switch. The toggle offers you a button that can be set always on or always off. Clicking the "Rocker Toggle" label in the customizer will allow you to assign it any button function. It's intended to be set as MODE (to swap to your subprofile modifiers) or to DPAD Toggle which will convert X1/X2/Y1/Y2 to DPad Left/Down/Up/Right respectively.
- Rocker Toggle Options - additionally, the toggle can be set to a few other functions in the Options tab. An explanation of the dedicated options follows:
  1. Use Function as Set In Remapper - will make the toggle do whatever function you've set it to do in the remapper. Useful if you want MODE or DPAD TOGGLE on an on/off switch.
  2. Force Modifier Group as DPAD - will turn the group of 4 buttons on the lower left side (modifiers by default) into DPAD Up/Down/Left/Right when the toggle is on regardless of what you set the buttons to in the remapper.
  3. Toggle Alternate Layout - when set, will switch your button layout to your alternate layout. For more info see the Remapper Options

- There are 3 checkboxes in the remapper, their usage is explained

☐ Flip Modifier Rows   ☐ Show Alpha Design   ☐ Alternate Layout

1. Flip Modifier Rows - Some Smash Box Alpha controllers were wired incorrectly such that X1/X2 and Y1/Y2 are swapped. Checking this will correct the problem for affected users.

2. Show Alpha Design - will change the remapper panel to reflect the design (and button layout) used for the Smash Box Alpha controller. Check this box if you are programming a legacy Smash Box.
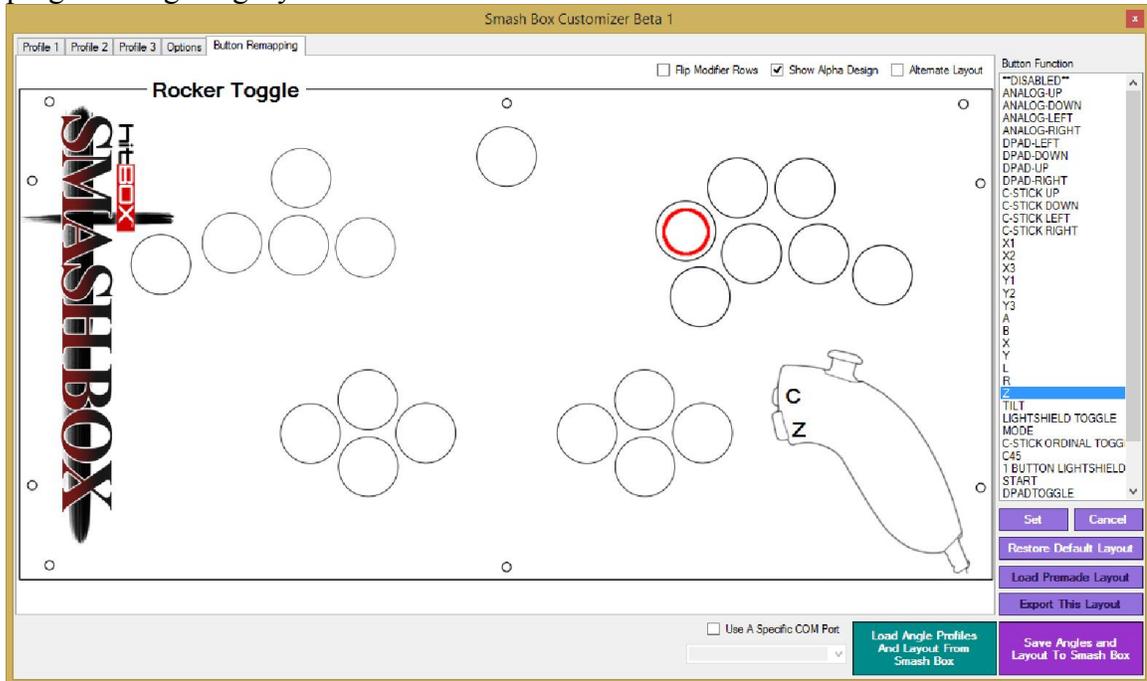


3. Alternate Layout - when this box is checked, buttons will be programmed for the secondary layout. The secondary layout can only be enabled by setting the toggle action to "Toggle Alternate Layout" in the Options tab.

## Programming Your Buttons

To program your button functions, start by clicking the button you want to set either on the Smash Box or the nunchuck. A red circle will appear inside the selected button.
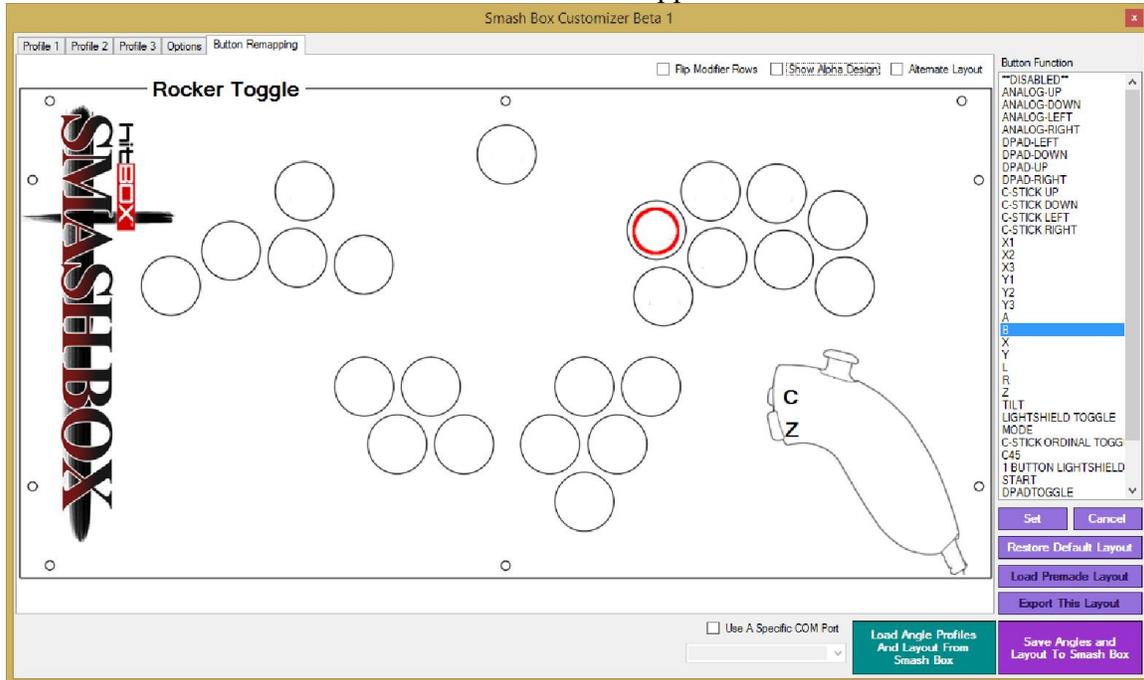


Select an item from the button function list. Click "Set" to set the button function, or "Cancel" to undo the assignment. Clicking on any other button or any other part of the remapper panel will also cancel the assignment. To restore the layout (and alternate layout) to the default, click "Restore Default Layout."

To save the layout, click the purple button "Save Angles And Layout To Smash Box." This will write all of your current profiles, options, and both layouts to your Smash Box. If you see an error message during the programming cycle, make sure your Smash Box is plugged in and consult the programming troubleshooting guide.

For more information on button functions, see the Button Functions section

## Button Functions

The Smash Box features functions that can be assigned to any button. These functions correlate to the face buttons of a gamecube controller as well as buttons necessary for the specifying magnitudes for the XY axes and shoulder buttons (ie, modifiers). There are also some functions that are unique to the Smash Box. Listed below are the button functions and their usage.

- Disabled - disables the button. Use this if you don't want to accidentally trigger a button or if you simply don't want a button to do anything.
- ANALOG UP/DOWN/LEFT/RIGHT - will specify an input corresponding to a cardinal direction on the analog control stick.
- DPAD Left/Down/Up/Right - will specify an input corresponding to a digital press of the DPAD.
- C-STICK Up/Down/Left Right - will specify an input corresponding to a cardinal direction on the C-Stick.
- X1/X2/X3 - modifiers for the X axis (left and right) - when pressed along with an analog direction button for left or right, will modify the magnitude of that direction. These values are specified in the profile editor. Although X1, X2 and X3 can be assigned to any button, the X3 modifier is also applied when you hold X1 and X2 at the same time. All of this also applies to the Y modifiers.
- A, B, X, Y, Z, START - these correspond to the digital face buttons on the Gamecube controller.
- L and R - buttons assigned to these two modifiers will register as a complete press of the corresponding shoulder button, as well as the digital "click" component.
- Tilt and Tilt2 - modifiers that affect both the X and Y axis at the same time. They have their own distinct programmable values in the profile editor.
- Lightshield Toggle - a modifier for the shoulder buttons. Pressing this in conjunction with an L or R button will give you a shoulder button value corresponding to the L-Tilt Shield Value (or R-Tilt Shield Value) in the profile editor. It will not trigger a digital click of that button.
- 1 Button Lightshield - pushes out an L shoulder button press at the L-Tilt Shield Value magnitude. Effectively the same as holding lightshield and L at the same time. This is a convenience function for players who wish to have a dedicated light shield button.
- C-Stick Ordinal Toggle - when pressed along with a C-Stick direction button, it will rotate the C-stick input by 45 degrees. This is a convenience function useful for Smash 4 where a perfect diagonal on C-stick helps some tech.
- C45 - produces a full magnitude UP and RIGHT C-stick direction. (Northeast or 45 degrees normal to the X axis). This is a convenience function useful for Smash 4. It helps you do nairs with the appropriate C-stick bindings in Smash 4.
- DPAD Toggle - when active, it turns the X1/X2/Y1/Y2 modifiers into DPAD Left/Down/Up/Right (respectively). Useful for navigating menus. By default, these modifier mappings are the default for the 4 buttons on the bottom left. It's recommended you assign this function to the Rocker Toggle. For more information on Rocker Toggle options, see the Remapper Options and Terminology section.

- MODE - each of the 3 profiles has 2 sets of modifier values. Of these, one set is only accessible when MODE is active. You can assign it to a face button on the Smash Box if you want a modifier hotswap button, or you can assign it to the Rocker Toggle if you want the profiles and subprofiles to be permanently swappable in conjunction with the profile switch. The 3 way switch selects a profile, the 2-way rocker toggle can then shift you into and out of mode. See the Remapper Options and Terminology Section for more information.
- Mirror - When held with any combination of other modifiers or analog direction buttons, it will flip your X axis quadrant. Effectively turning left inputs into right inputs and vice versa.
- Flip - When held with any combination of other modifiers or analog direction buttons, it will flip your Y axis quadrant. Effectively turning up  inputs into down  inputs and vice versa.
- Invert - Flips your X and Y axis directions, effectively rotating your analog stick direction by 180 degrees.