

R2 QUICKSTART GUIDE

Last edited: 11/8/2023

Button-holds and Defaults

To start in a specific mode, hold the corresponding button before you plug in.

Game modes

| Default | Melee |
|---------|----------|
| | Ultimate |
| | Project+ |
| | Melee |
| | FGC |

USB Modes

Can be held in tandem with the Game Mode Button-holds

| Default | "Adapter" |
|---------|-----------|
| | Xinput |
| | Dinput |
| | Keyboard |

A note on Adapter mode: It's named "Adapter Mode" because it's acting like a Switch/Wii U GC adapter. **It is recommended that you plug your Framel into a PC directly, without an actual adapter**. More info can be found in the Dolphin setup section

Brook

| Hold this button to enter Brook Mode. You can choose the brook's mode as well by holding it in tandem with certain other buttons. Please refer to the manual for your specific Brook Board for more information |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Hold these buttons to enter Update Mode for the Brook Board (normally entered by holding Home and Select). Like with the other button-holds, this combination will not change regardless of your remap settings |

To use a Brook Wingman adapter instead of internally installing a Brook Board, we recommend you use Xinput Mode + FGC Mode.

Dolphin Setup

The controller settings should be set to the default setting: "GameCube Adapter"

| Dolphin Controller Configuration | | | | \times |
|----------------------------------|----------------------------|--------|-----------|----------|
| GameCube Controllers | | | | |
| Port 1 | GameCube Adapter for Wii U | \sim | Configure | |

If you can't use adapter mode for some reason (like trying to use 2 Framels on 1 Computer) you can instead:

- 1. Switch to Dinput Mode
- 2. Set your controller to "Standard Controller"

Port 2 Standard Controller ~

3. In the configuration menu, select "Framel" as the device and load the Framel profile

Configure

| Device | | Reset | ofile | |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
| DInput/0/Frame1 | ✓ Refresh | Default Clear Fr | ame1 ~ Load Save [| Delete |
| Buttons A 'Button 0' B 'Button 1' X 'Button 2' Y 'Button 3' Z 'Button 12' | Control Stick Up 'Axis Y+' Down 'Axis Y-' Left 'Axis X-' Right 'Axis X+' Modifier | C Stick Up [^] Axis Xr+ [^] Down [^] Axis Xr- [^] Left [^] Axis Z- [^] Right [^] Axis Z+ [^] Modifier | Triggers L `Button 14' R `Button 13' L-Analog `Slider 1-+' R-Analog `Slider 0-+' Threshold 0 | D-Pad Up 'Button 11' Down 'Button 10' Left 'Button 8' Right 'Button 9' Threshold 50 • |
| Start Button 4 Threshold 50 | Radius 100 - Dead Zone 0 - | Radius 100 - Dead Zone 0 - | L-Analog L R-Analog R Rumble Motor | Options Background Input Iterative Input |
| | | | | Close |

Additional Guides

- The latest Brook Guide can be found on the Brook Board Installation Kit product page
- The guide to changing switches and keycaps can be found on the Framel YouTube channel