

===== 1 BUTTON CONTROLS =====

| Sorted by ON or OFF state: (what it's like while using saber) |

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***** WHILE SABER BLADE IS OFF *****

Turn blade ON - Short click POW (or gestures if defined, uses FastOn)

Turn ON without preon - Short click POW while pointing up.

Turn blade ON Muted - 4x click and hold POW.

Next Preset - Long click and release POW.

Prev Preset - Double click and hold POW, release after a second.

(click then long click)

Play/Stop Track - 4x click POW.

Volume Menu:

Enter/Exit - Hold POW + Clash.

Volume UP - Long click and release POW while in Volume Menu. (just like next preset)

Volume DOWN - Double click and hold POW, release after a second while in Volume Menu.

(click then long click, just like next preset)

Spoken Battery Level

in volts - Triple click POW.

in percentage - Triple click and hold POW.

On-Demand Batt Level - Double click POW.

(requires EFFECT_BATTERY_LEVEL to be in blade style,
and uses battery.wav sound effect.)

***** WHILE SABER BLADE IS ON *****

Play/Stop Track - 4x click POW.

Next Preset - Long click and release POW while pointing up.

Prev Preset - Double click and release POW after a second

while pointing up. (click then long click)

Clash - No buttons, just hit the blade against something.

In Battle Mode, Hold POW and Clash to temporarily
override the auto-lockup and do regular Clash.

Stab - Either no button and just Thrust forward,
or Hold any button and physically stab something.

Works in Battle Mode!

Blaster Blocks - Click or Double click POW.

Auto Swing Blast - if #define ENABLE_AUTO_SWING_BLAST is active,
swinging within 1 second of doing button activated

Blaster Block will start this timed mode.

To trigger auto blaster blocks, swing saber

within 1 second of last Swing Blast block.

To exit, stop swinging for 1 second.

Lockup - Hold POW + Clash.

In Battle Mode, just Clash and stay there,
pull away or press POW to end lockup.

Drag - Hold POW + Clash while pointing down.

Melt - No button, just stab something. pull away or
press POW to end.

Lightning Block - Double click and hold POW.

Battle Mode - Triple click and hold POW to enter and exit.

Power OFF is disabled while in Battle Mode,

YOU MUST EXIT THE MODE WITH THIS COMBO FIRST.

Force Effect - Hold POW + Twist. (while NOT pointing up or down)

Monophonic Force - Hold POW + Twist. (while pointing up)

Color Change Mode - Hold POW + Twist. (while pointing down)

- Rotate hilt to cycle through all available colors, or

- Click POW to change if ColorChange<> used in blade style,

- Click + hold POW to save color selection and exit.

- Triple click POW to exit without changing color.

ColorChange explained:

If the style uses ColorChange<>, when you activate color change mode, there will be up to 12 steps per rotation with a little sound at each step.

If it does not use ColorChange<>, the color wheel will be activated, which has 32768 steps per rotation.

COLOR_CHANGE_DIRECT makes it so that IF the style uses ColorChange<>, when you activate color change mode, it will immediately go to the next color and exit color change mode. If the style does not use ColorChange<>, it has no effect.

Quote Player - Triple click POW.

Force Push - Push hilt perpendicularly from a stop.

Swap (EffectSequence) - 4x click and hold POW medium. (while NOT pointing up)

PowerSave Dim Blade - 4x click and hold POW medium. (while pointing up)

(To use Power Save requires AlphaL based EffectSequence in style)

Turn off blade - Hold POW and wait until blade is off,
or Twist if using #define BC_TWIST_OFF.