

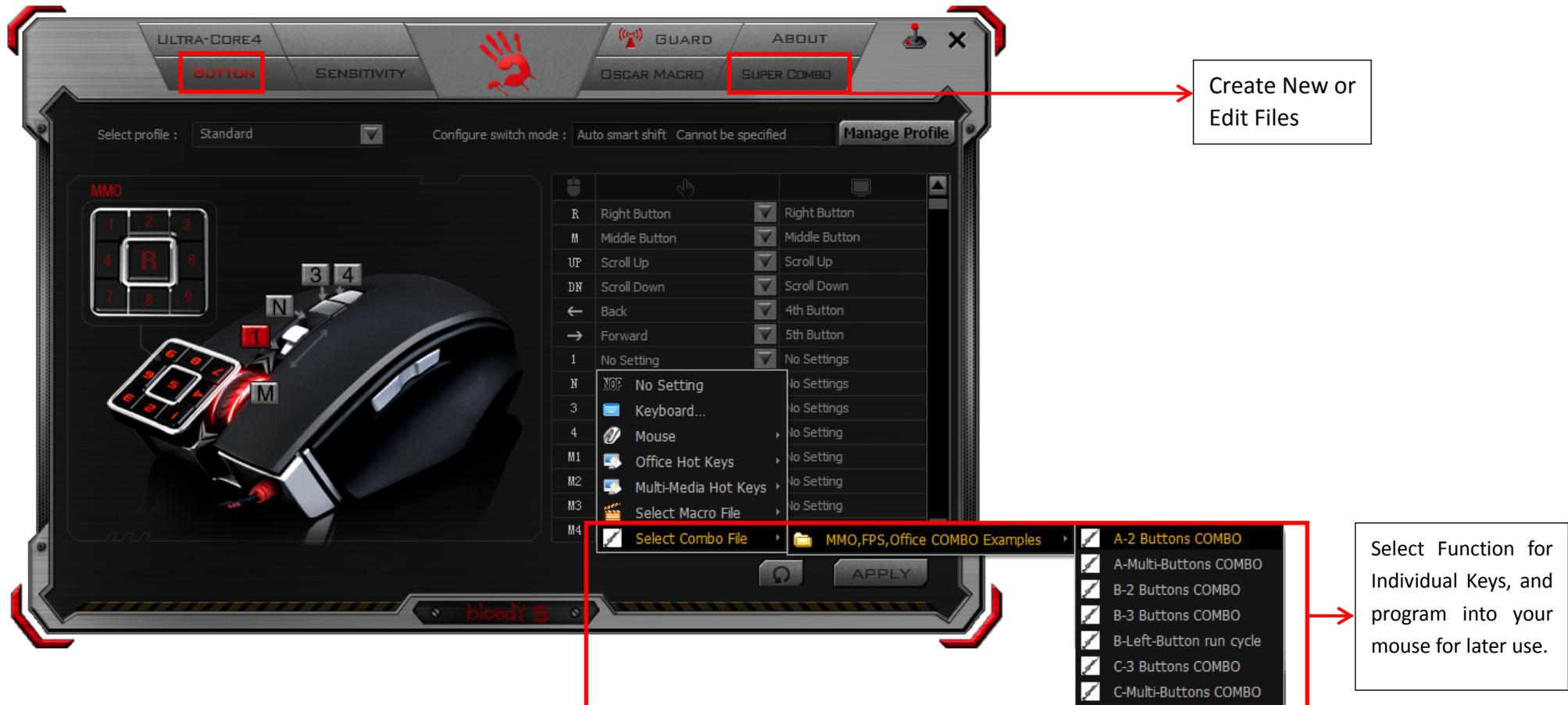
Bloody - Super Combo and Description

Feature Introduction:

Bloody 5 [Buttons] can be applied to games like MMO/RPG, integrate key directives, to simplify a button to complete a series of instructions, mode of operation can be selected A [One Click Assaults], /B [Cycling Assaults], /C [Auto Assaults] three executable models.

Users can handle macros before their tournament with Bloody 5 [Buttons]. You can program your important macros into your mouse directly, allow you to play with the same macro setting regardless of the computer you're using. Saving players the trouble of trying set up their hotkeys repeatedly, allow player to concentrate on the strategic command and dispatch.

Bloody 5 [Buttons] Interface Detail:



The screenshot displays the Bloody 5 software interface. At the top, there are tabs for 'ULTRA-CORE4', 'BUTTON', 'SENSITIVITY', 'GUARD', 'OSCAR MACRO', and 'SUPER COMBO'. The 'SUPER COMBO' tab is selected and highlighted with a red box. Below the tabs, there are options for 'Select profile : Standard' and 'Configure switch mode : Auto smart shift Cannot be specified'. A 'Manage Profile' button is visible. The main area shows a mouse with buttons 1-4 and M1-M4 highlighted. A dropdown menu is open for button 1, showing options like 'No Setting', 'Keyboard...', 'Mouse', 'Office Hot Keys', 'Multi-Media Hot Keys', 'Select Macro File', and 'Select Combo File'. The 'Select Combo File' option is selected, and a sub-menu is open showing a folder 'MMO,FPS,Office COMBO Examples' and a list of macro files: 'A-2 Buttons COMBO', 'A-Multi-Buttons COMBO', 'B-2 Buttons COMBO', 'B-3 Buttons COMBO', 'B-Left-Button run cycle', 'C-3 Buttons COMBO', and 'C-Multi-Buttons COMBO'. A red box highlights this sub-menu, and an arrow points to a text box that says 'Select Function for Individual Keys, and program into your mouse for later use.' Another red box highlights the 'SUPER COMBO' tab, with an arrow pointing to a text box that says 'Create New or Edit Files'.

Button	Function
R	Right Button
M	Middle Button
UP	Scroll Up
DN	Scroll Down
←	Back
→	Forward
1	No Setting
2	No Setting
3	No Setting
4	No Setting
M1	No Setting
M2	No Setting
M3	No Setting
M4	No Setting

MMO

1 2 3
4 R 6
7 8 9

3 4

N

1

M

Apply

bloody 5

Create New or Edit Files

Select Function for Individual Keys, and program into your mouse for later use.

Bloody 5 Interface Details:

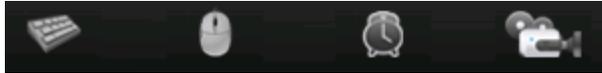
The screenshot shows the Bloody 5 software interface with several callout boxes:

- Manage Games/ Setting:** Points to the 'File' dropdown menu on the left side of the interface.
- File Details (Type/ Name/ Description):** Points to the 'Category', 'Name', and 'Remarks' fields in the left sidebar.
- Create New or Edit Files:** Points to the 'SUPER COMBO' button in the top right header.
- Select macro Type (A/B/C):** Points to the 'A> SINGLE', 'B> CYCLE', and 'C> AUTO' buttons in the top center.
- Select macro Details (Mouse/Keyboard/ Delay) insert here.:** Points to the icons for keyboard, mouse, delay, and mouse click in the top center.
- Macro Command Section:** Points to the central area containing buttons for 'Ctrl', '64 ms', '1', '64 ms', and 'A'.

The interface also features a top header with 'ULTRA-CORE4', 'BUTTON', 'SENSITIVITY', 'OSCAR MACRO', 'GUARD', and 'ABOUT' tabs. A red hand icon is visible in the center of the header. The main area displays a golden sword with a dragon head hilt. At the bottom, there is a 'Manual' button and a 'TEST' button. A warning message at the bottom center reads: 'Test it in the games, if loop cannot stop, please press mouse L/R/M buttons to release the loop, then check procedures again.'

How to Add/Edit macro command:

Select saved files from top left corner of your interface to edit your commands.



Method	Icon	Description
Keyboard		<p>Example: To add Press and/or Release Command on E key, instruction as follow:</p> <p>Select a key, and push E on your key board when box is green, Click the red arrow on the bottom left to indicate command is for Press/ or Release.</p> <p>Completed Sample :</p>
Mouse key		<p>Example: To add Press and/or Release command on Mouse key, Instruction as follow:</p> <p>Left click once, Click the red arrow on the bottom left to indicate command is for Press/ or Release.</p> <p>Completed Sample :</p>

Key Timer

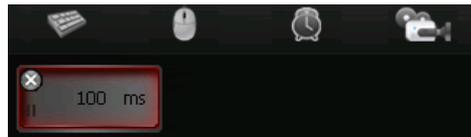


Example: To set a 100 mms delay on a command, instruction as follow:



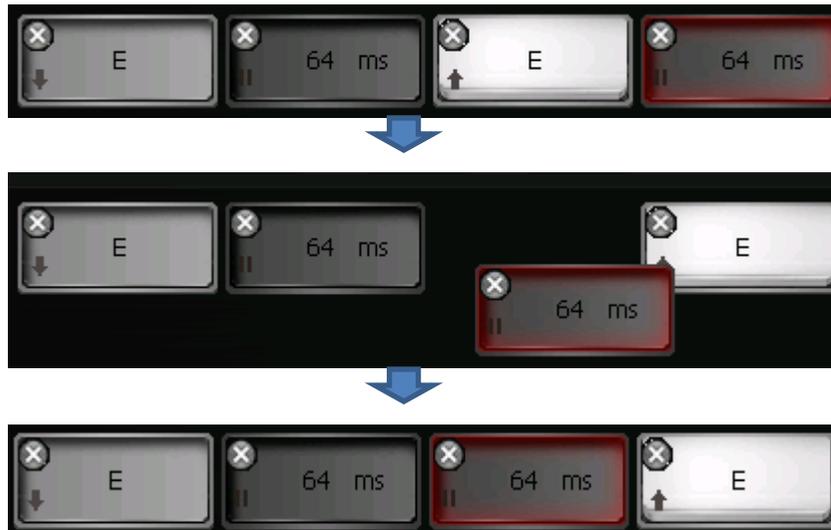
Click on the number and input 100, then click on an empty space to complete

Completed Sample :



To move a Command

To move red key below to front of the list, simply click and drag.



Delete a Command



Click on the red x on top left corner to delete a command.



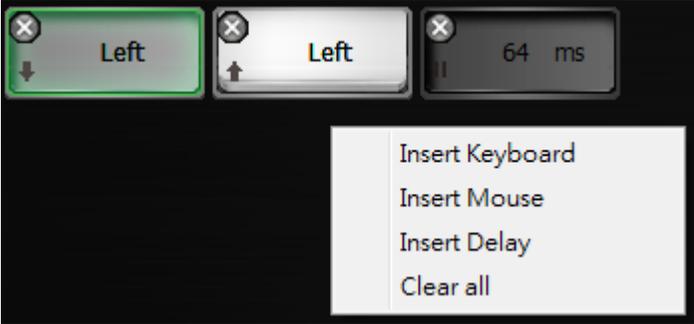
The image shows a sequence of four command blocks: a key 'E' with a downward arrow, a '64 ms' delay block, a '64 ms' delay block highlighted in red with a red 'X' in the top-left corner, and a key 'E' with an upward arrow. A blue arrow points from the red 'X' block to the next sequence, which consists of three blocks: 'E' (down), '64 ms' delay, and 'E' (up).

Insert Command



Click on one of these  icons.

Or Right Click on an empty area, see below:

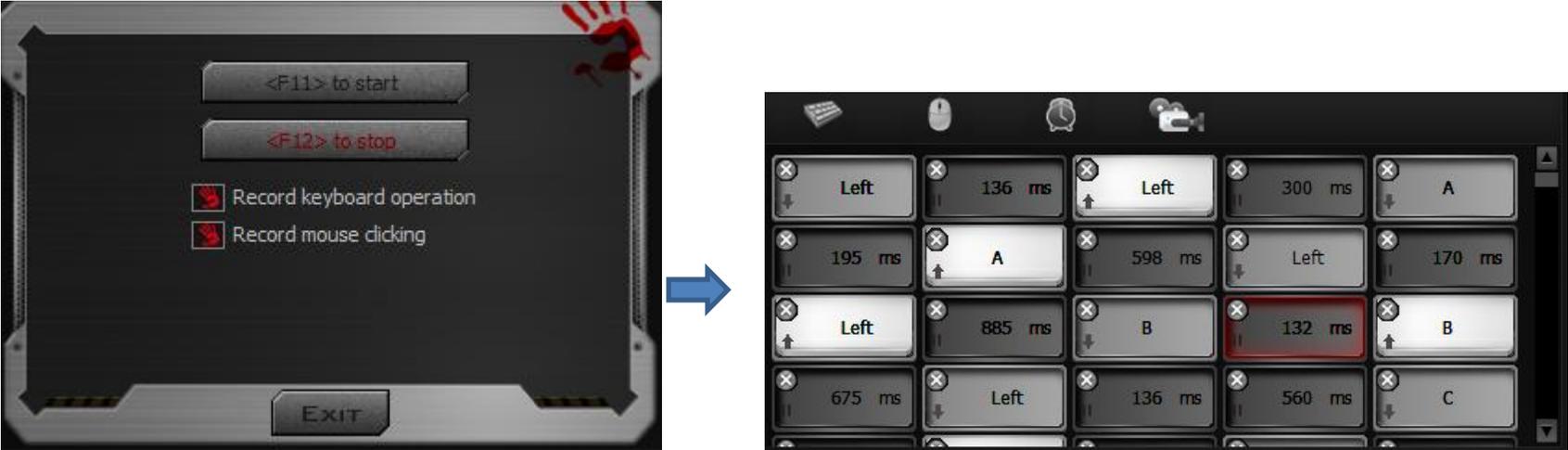


The image shows a sequence of three command blocks: 'Left' (down), 'Left' (up), and '64 ms' delay. A right-click context menu is open over the 'Left' (up) block, listing options: 'Insert Keyboard', 'Insert Mouse', 'Insert Delay', and 'Clear all'.

Record a Marco



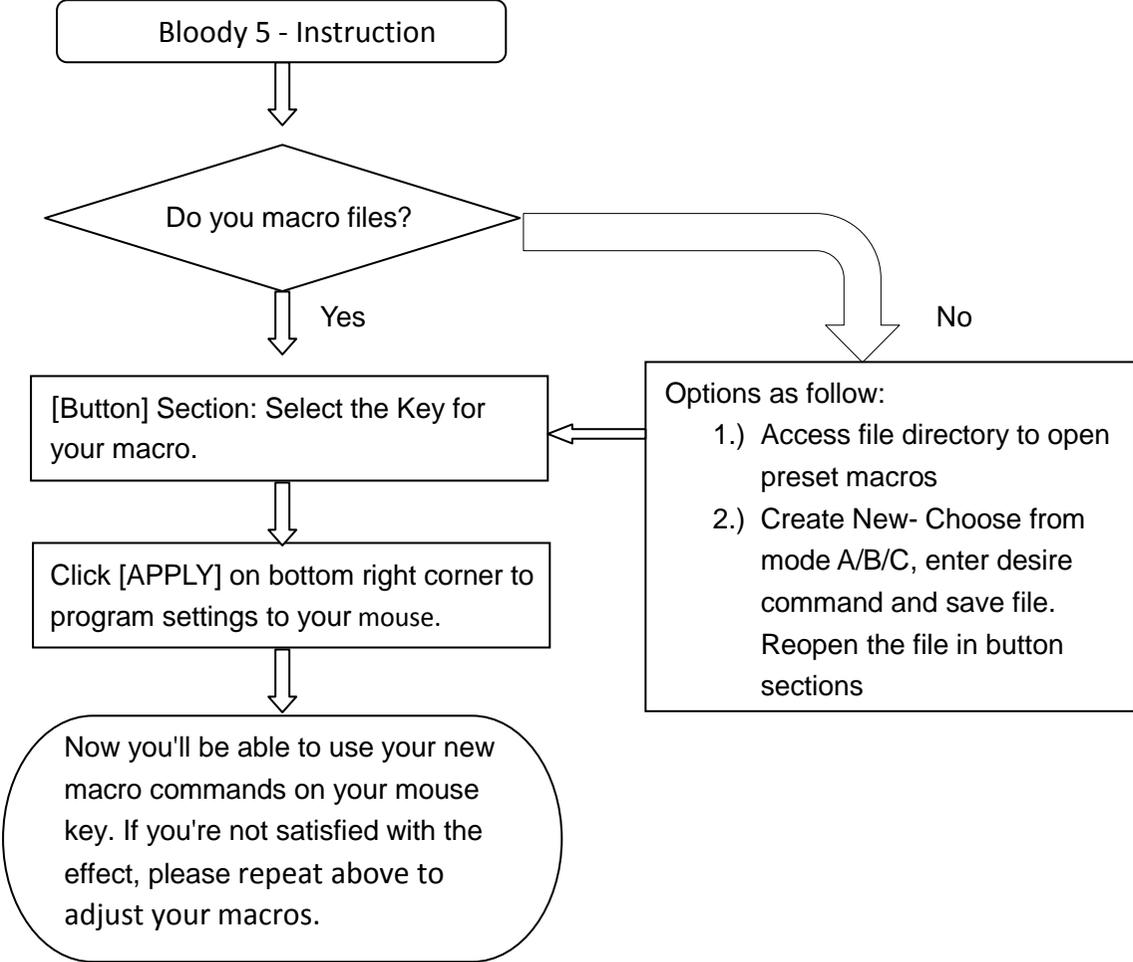
Push F11 to start, and F12 to end recording macro for your mouse or keyboard key, example as shown to on your right.



The image shows a recording interface on the left with buttons for '<F11> to start', '<F12> to stop', checkboxes for 'Record keyboard operation' and 'Record mouse dicking', and an 'EXIT' button. A blue arrow points to a macro sequence on the right consisting of a grid of command blocks: 'Left' (down), '136 ms' delay, 'Left' (up), '300 ms' delay, 'A' (down), '195 ms' delay, 'A' (up), '598 ms' delay, 'Left' (down), '170 ms' delay, 'Left' (up), '885 ms' delay, 'B' (down), '132 ms' delay (highlighted in red), 'B' (up), '675 ms' delay, 'Left' (down), '136 ms' delay, '560 ms' delay, and 'C' (down).

*You may stop macro function by holding down all 3 (Left/Center/Right) Mouse key.

Bloody 5 - Usage Direction:



Macro File Type and Settings:



Bloody 5 contains [MMO, FPS Macro Sample] archives to illustrate the A [One Click Assaults], /B [Cycling Assaults], /C [Auto Assaults] choice of three implementation models and settings.



A> One Click Assault, one click to perform combination of commands.

Press the key to start [One Click Assaults]; this function used in MMO/RPG, Fighting and FPS games can easily combine a combination of commands into one simple macro.

Example: Below is a sample from Bloody 5 archives, a Marco for MMO/RPG to perform preset actions while pressing Ctrl +1. After setting your Marco command, you can save by pushing the button on the top left, as shown in photo on the right hand side. Then click [Apply] to use macro in game.



Example: For FPS games, you can set up 1 click Weaponry Switch with the same method, sample as shown on screenshot to your right.





B> Cycling Assaults, repeat a series of commands by one press of a button.

Activating [Cycling Assaults] allow you to instantly and repeatedly perform a series of preset command by holding down a single key, and stop once you release.

Example: Below is a sample from Bloody 5 archives, a Marco for MMO/RPG games to repeatedly perform 3 skills in a cycle while pushing Ctrl +Shift +1, archives file can be edited and use in game.



Example: For FPS games, you can set up a single key to repeatedly jump until you release the preset key. Sample as shown on screenshot to your right.





C> Auto Assaults: Automatically perform a series of Action, until you decide to stop.

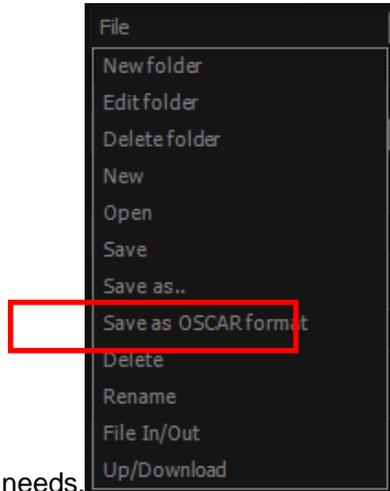
Press down to activate [Auto Assaults], this function allow user to repeatedly perform an action for a consistent period of time until you perform a stop command. This function is used in MMO/RPG/FPS or any games that needs repeated key pressing. Documents from Marco Archive can be transferred into the Oscar Script file format, and be edited within this format. Implementation of Oscar Scripts in order to better meet player's demands.

Example: C [Auto Assaults], while use in game this macro command allow user to repeatedly Left click by clicking your left mouse button one time. Action will repeat until you press down on your left mouse button again, as shown in screen shot to your right.



Edit Marco files with Oscar Script:

In the game sometimes players requires more complex macros commands, Marco files can be transferred into an Oscar Scripts file. The converted files can be modified to strengthen the content to become an advanced macro, add operation such as: loop, coordinates, and conditional usage macros to satisfy player's



needs.

Push down to active repeated action, while use in game this command allow user to repeatedly perform an action by clicking a button one time. Action will repeat until you press down on the same button again. Scripts can be transferred into the Oscar Script file format, and be edited within this format. Implementation of Oscar Scripts in order to better meet player's demands.

For example: for example, after the following macros are Bloody macro conversion to Oscar Script, then joined Oscar two coordinates (100,100), (300,300), the cursor between two points every 2 seconds continuously clicking on the right mouse button until the assigned key is pressed again to stop.

Macro File



Oscar Script File

