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# ADVANCED ACTION<sup>[PRO]</sup>

## CRONUS ZEN™

### GAMEPACK OVERVIEW

The Cronus Zen™ Advanced Action<sup>[PRO]</sup> GAMEPACK provides you with advanced yet simple to use combo (action) recording that you can use in MOST Action, 3D/2D Brawlers, Fighting, Sports, or any game where a sequence or combination of button presses may be desired...

**Action Repeat** provides you with the ability to record and playback any action, including analog stick movements.

Playback an action on a loop with **Action Loop**, create your own basic generators, and much more.

Setup your Action button to use one of the buttons on your controller, or your Elite paddles.

Easily clear current actions at any moment to regain recording space.

Turbo Assign, Turbo Button, Turbo Paddle, and more!

## CONTROLLER CONVERSION TABLE

PS4	PS3	XB1	360	SW	WII
					
					
					
					
					
					
					
					
L3	L3	LS	LS		
R3	R3	RS	RS		
 SHARE	N/A	SYNC	N/A		N/A
 OPTIONS	START		START		
	SELECT		BACK		
HOME	HOME	HOME	GUIDE	PS	PS

## GAMEPACK SETUP

This section covers the initial GAMEPACK setup that is **REQUIRED** for MODS to function correctly.

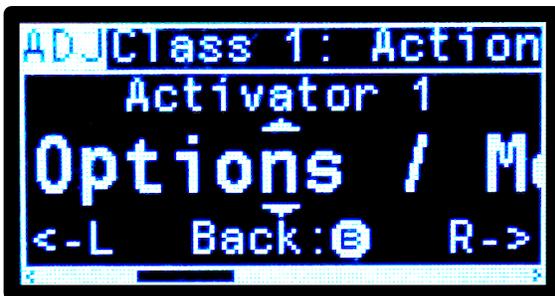
GAMEPACK Setup ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon



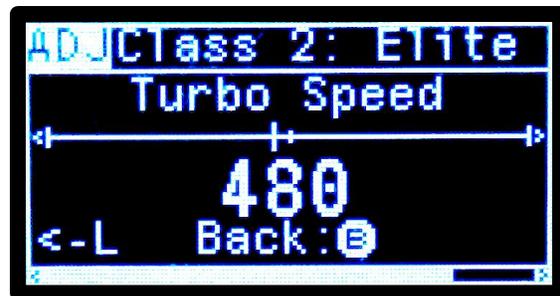
To open the **GAMEPACK Configuration Menu** on the OLED display, HOLD TOUCHPAD & OPTIONS together on PlayStation® or HOLD VIEW & MENU together on Xbox® until you feel a rumble. This menu provides you with

access to ALL adjustable settings and MODS.

Navigate between settings using **R1 / RB** and **L1 / LB** and adjust with the **D-PAD**.



Listed options: use **DOWN** and **UP**.



Numeric values: use **RIGHT** and **LEFT**.



Certain settings contain additional related options when you TAP  or .

For example, when you are selected on **Action Repeat**, you can enter the **Adjustment Menu** to setup your Activator

buttons and Analog Stick Record Mode. To go back, TAP  or .



To exit the GAMEPACK Configuration Menu.

TAP  or  until you see the **Save Changes Screen**. While selecting **Save**, TAP  or .

You will see a prompt confirming that your settings have been saved. If you select **Don't Save**, you will not see a confirmation prompt, and your changes will be reverted.

**You are now ready to use the GAMEPACK!**

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#### ADDITIONAL NOTES:

- **Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2.**
  - You **MUST** unmap or suspend any paddle mapping to prepare your controller for this GAMEPACK, as fully explained in the [PADDLE MODS section](#).

## CLASS 1 – ACTION REPEAT

Action Repeat ★ Advanced Action [PRO] ★ Cronus Zen  - video coming soon



**Action Repeat can record & playback actions including analog stick movements.**

Before you begin, it is important to understand that the GAMEPACK has a finite amount of recording space or storage. The remaining percentage of recording space is displayed on the OLED. There are up to four recordable actions, and the more complex an action is, the less space you will have available for the other three actions.



The default button for **ACTIVATOR 1** is **PS / HOME** but you can change this in the **Adjustment Menu** of Action Repeat. From here you can also add more **ACTIVATOR buttons** for a total of four recordable actions, and if you **DO NOT** wish to record analog sticks, you can change the **Stick Record Mode** to Pass

Thru or Blocked.

**TAP ACTION REPEAT** will allow you to **QUICKLY TAP** the **ACTIVATOR** to record or playback Action Repeat. If you **HOLD** the **ACTIVATOR** for more than a quarter of a second, the regular button press will be outputted.

**HOLD ACTION REPEAT** will allow you to **HOLD** the **ACTIVATOR** for more than half a second to record or playback Action Repeat. If you **QUICKLY TAP** the **ACTIVATOR**, the regular button press will be outputted.

**TOGGLE ACTION LOOP** is identical to the TAP ACTION REPEAT MOD; however, it will record the amount of time after the last button is pressed. On playback it will endlessly repeat the Action on a loop until the ACTIVATOR is TAPPED again. This MOD will automatically block rumble to protect your controller from falls as it can also be used to create simple idle generators.

**HOLD ACTION LOOP** is identical to the HOLD ACTION REPEAT MOD; however, it will record the amount of time after the last button is pressed. On playback it will repeat the Action on a loop for as long as you are HOLDING the ACTIVATOR.

**FACE BUTTONS – ACTION REPEAT** will disable ACTIVATORS 2, 3, and 4, and it instead allows you to record up to a total of four actions with the ACTIVATOR 1 button. WHILE HOLDING ACTIVATOR 1, TAP one of the four FACE buttons to record or playback Action Repeat on that FACE button.

**FACE BUTTONS – HOLD ACTION LOOP** is identical to the FACE BUTTONS - ACTION REPEAT MOD; however, it will record the amount of time after the last button is pressed. On playback it will repeat the Action on a loop for as long as you are HOLDING the FACE button.

**FACE BUTTONS – TOGGLE ACTION LOOP** is identical to the FACE BUTTONS - ACTION REPEAT MOD; however, it will record the amount of time after the last button is pressed. On playback it will endlessly repeat the Action on a loop until while ACTIVATOR 1 is HELD, the Face Button is TAPPED again. This MOD will automatically block rumble to protect your controller from falls as it can also be used to create simple idle generators.

**TURBO ASSIGN** is a turbo MOD that allows you to assign turbo directly to almost any button on the controller. WHILE HOLDING the ACTIVATOR, TAP any BUTTON to turn it into a turbo button that you can HOLD (Heavy Rumble). To disable the turbo, repeat the above action (Light Rumble).

- You will need to disable turbo whenever a gameplay function requires you to HOLD the same button.

## ACTION REPEAT SETUP

### TAP ACTIVATOR, HOLD ACTIVATOR, or ACTION REPEAT/LOOP PADDLE

If you are using TAP, TOGGLE, or ACTION REPEAT PADDLE, you should TAP. If you are using HOLD, or ACTION LOOP PADDLE, you should HOLD.

**RECORD ACTION:** TAP or HOLD the ACTIVATOR (Heavy Rumble) and perform the gameplay action. TAP the ACTIVATOR again to finish recording (Light Rumble), or if you run out of recording space, it will end on its own (Light Rumble).

Your timing, combination, sequence of buttons, and approximate analog stick movements will have been recorded. For Action Repeat, any spacing after the last button press will be removed. For Action Loop, the spacing will be retained for use in the loop.

**REPEAT ACTION:** TAP or HOLD the ACTIVATOR to perform the recorded action.

**ERASE ACTION:** WHILE HOLDING TOUCHPAD / VIEW, HOLD the ACTIVATOR (Two Heavy Rumbles). You will regain any recording space that was used by the action and you can retry recording.

### ACTIVATOR & FACE BUTTONS, or ACTION REPEAT/LOOP (FACE BUTTONS) PADDLE

**RECORD ACTION:** WHILE HOLDING the ACTIVATOR, TAP a FACE button (Heavy Rumble) and perform the gameplay action. TAP the ACTIVATOR to finish recording (Light Rumble), or if you run out of recording space, it will end on its own (Light Rumble).

Your timing, combination, sequence of buttons, and approximate analog stick movements will have been recorded. Any spacing after the last button press will be removed. For Action Loop, the spacing will be retained for use in the loop.

**REPEAT ACTION:** WHILE HOLDING the ACTIVATOR, TAP or HOLD the same FACE button to automatically perform the recorded action.

**ERASE ACTION:** WHILE HOLDING TOUCHPAD / VIEW, HOLD the same FACE button (Two Heavy Rumbles). You will regain any recording space that was used by the action and you can retry recording.

## CLASS 2 – PADDLE MODS

**Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2. To avoid issues, unbind your Elite paddles in the Xbox® Accessories App or Zen Studio Software.**

Alternatively, you can just suspend the paddle maps; for Series 1, DOUBLE TAP the SYNC button (Suspended: Four Rumbles / Resumed: One Rumble); for Series 2, TAP the button found below VIEW / MENU until the LEDS below that shut off.

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You can still map your paddles through the Cronus Zen™, using the GAMEPACK Configuration Menu.

- Upper Left Paddle (**P3**)
- Upper Right Paddle (**P1**)
- Lower Left Paddle (**P4**)
- Lower Right Paddle (**P2**)

Enter the Adjustment Menu for the paddle that you would like to map a button to, and then choose the button that will be mapped to the paddle. Any time a Paddle MOD is set to Disabled; you will have access to this mapping feature.

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**See Action Repeat Setup [here](#).** Please note that you can ONLY have one Paddle MOD on all paddles. This is to save space for recording.

**MOD 1 – ACTION REPEAT:** This MOD repeats the recorded action each time you TAP the ASSIGNED PADDLE.

**MOD 2 – ACTION LOOP - HOLD:** This MOD repeats the recorded action on a loop WHILE HOLDING the ASSIGNED PADDLE.

**MOD 3 – ACTION LOOP - TOGGLE:** This MOD allows you to toggle automatically repeating the action on a loop by TAPPING the ASSIGNED PADDLE. This MOD will automatically block rumble to protect your controller from falls as it can also be used to create simple idle generators.

See **Action Repeat Setup** [here](#). Please note that you can ONLY have one Paddle MOD on all paddles. This is to save space for recording.

**MOD 4 – ACTION REPEAT (FACE BUTTONS):** WHILE HOLDING the ASSIGNED PADDLE, this MOD repeats the action each time you TAP the FACE BUTTON that you recorded to.

**MOD 5 – ACTION LOOP – HOLD (FACE BUTTONS):** WHILE HOLDING the ASSIGNED PADDLE, this MOD repeats the action on a loop WHILE HOLDING the FACE BUTTON that you recorded to.

**MOD 6 – ACTION LOOP – TOGGLE (FACE BUTTONS):** WHILE HOLDING the ASSIGNED PADDLE, this MOD allows you to toggle automatically repeating the action on a loop by TAPPING the FACE BUTTON that you recorded to. This MOD will automatically block rumble to protect your controller from falls as it can also be used to create simple idle generators.

**MOD 7 –TURBO ASSIGN:** WHILE HOLDING the ASSIGNED PADDLE, TAP any BUTTON to turn it into a turbo button that you can HOLD (Heavy Rumble). To disable the turbo, repeat the above action (Light Rumble).

- You will need to disable turbo whenever a gameplay function requires you to HOLD the same button.

**MOD 8 – TURBO BUTTON:** WHILE HOLDING the ASSIGNED PADDLE, HOLD any number of buttons that you wish to turbo.

**MOD 9 – TURBO PADDLE:** HOLD the ASSIGNED PADDLE to turbo any SINGLE button that you have mapped to the PADDLE.

## BLOCK GAME RUMBLE

**Block Game Rumble** is an optional GAMEPACK Configuration Menu setting that blocks any feeling of controller vibration that is coming from the game itself.

Block Game Rumble ★ Advanced Action [PRO] ★ Cronus Zen  - Video Coming Soon

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**DISABLED:** All controller vibrations will passthrough to your controller as normal.

**ENABLED:** All controller vibrations coming from the game itself will be blocked.

- You will still feel indicator rumbles from the GAMEPACK when toggling MODS, etc.

## VIDEO PLAYLIST

Cronus Zen – ADVANCED ACTION [PRO] Playlist coming soon

GAMEPACK Setup ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon

Action Repeat ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon

Action Repeat (Face Buttons) ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon

Paddle MODS ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon

Block Game Rumble ★ ADVANCED ACTION [PRO] ★ Cronus Zen  - coming soon