

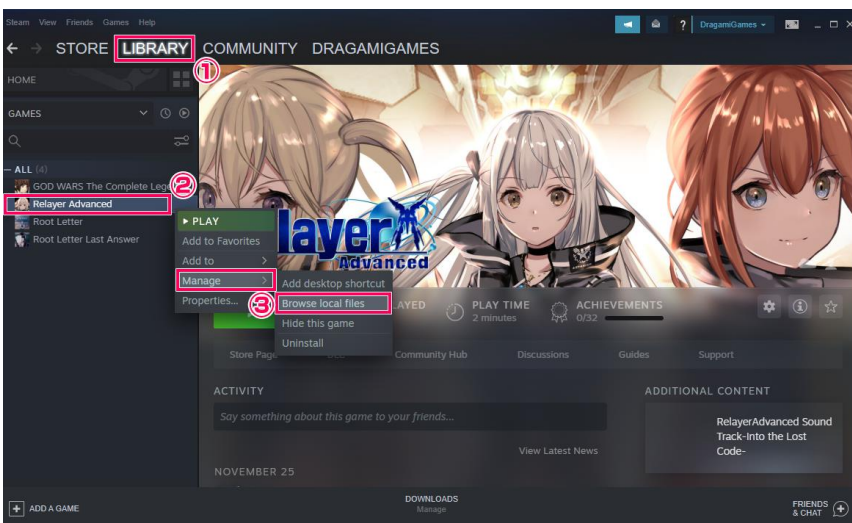
PC STEAM RELAYER ADVANCED : How To Change The Button Assignments

<How to change the button assignments for your controller(s)>

Key assignments for your controller(s) are changeable by editing **KeyConfig.json**

<Where is "KeyConfig.json" ?>

1. Select the LIBRARY tab from STEAM CLIENT.
2. Select "Relayer Advanced" from the games you own and right click on it.
3. Select "Browse Local Files" from "Manage".
4. The folder where the data of "Relayer Advanced" is saved will be displayed. Move to the "KeyConfig" folder.
5. There are 4 files: "KeyConfig.json", "KeyConfig_PS.json", "KeyConfig_Xbox.json", and "KeyConfigNameList.txt". The file to edit is "KeyConfig.json", but we recommend you save the other 3 files as backup.



<Please continue by following the steps below to set to "Disable (Deactivate)Steam input">

1. Select the LIBRARY tab from STEAM CLIENT.
2. Select "Relayer Advanced" from the games you own and right click on it.
3. Select "Property" from "Manage".
4. Select "Controller" from the left menu.
5. Go to the pulldown menu and select "Disable(Deactivate) Steam input".

<How to edit "KeyConfig.json" >

First, move the contents of either the "KeyConfig_Xbox.json" or "KeyConfig_PS.json" file to "KeyConfig.json" according to the controller you're using (by moving the contents/text by copy-pasting to "KeyConfig.json", changing the name of file, etc.).

(NOTE 1) The contents are the same as "KeyConfig_Xbox.json" by default.

(NOTE 2) Do not follow any of these steps if you are not using a controller.

From here on, please follow the instructions and reassign your gamepad buttons and keyboard keys to any key on your PC keyboard.

```
{
  "Enter": ①
  {
    "ButtonName": "joystick button 0" ②
    KeyCode : [ Return , Space ] ③
  },
}
```

① This is the key to change the assignment (In the above image, it's "Enter").

(NOTE 3) Do not change or add anything here. The assigned **functions by default** are as follows;

Enter	= Select
BackSpace	= Cancel
Shift	= Display danger zone, purchase confirmation, etc.
Tab	= Display backlog, detailed status, etc.
W	= Cursor "Up"
S	= Cursor "Down"
A	= Cursor "Left"
D	= Cursor "Right"
Q	= Switching unit: backward feed
E	= Switching unit: forward, fast forward
F	= Display Aggro List
R	= Auto mode ON/OFF
V	= Display stage detailed information
Esc	= Battle menu, skip cutscene, etc.
UpArrow	= Camera operation, cursor "Up"
DownArrow	= Camera operation, cursor "Down"
LeftArrow	= Camera operation, cursor "Left"
RightArrow	= Camera operation, cursor "Right"
WheelUp	= Zoom in camera
WheelDown	= Zoom out camera
Ctrl	=
Ctrl+W	= Cursor "Up"
Ctrl+S	= Cursor "Down"
Ctrl+A	= Cursor "Left"
Ctrl+D	= Cursor "Right"


② The gamepad button to assign. You can rewrite between " " (i.e. the quotation marks) right after the : (i.e. colon). In this case, you may rewrite, "joystick button 0" which is right after the colon.

③ Keyboard key to be assign. You can rewrite between [] (i.e. the brackets) right after the : (i.e. colon). In this case, you may rewrite, [Return, Space] which is right after the colon.

EXAMPLE 1) How to reassign “Cancel” to “Esc”(Escape) key on the keyboard:

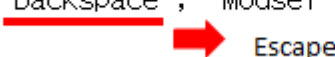
“Cancel” is initially assigned to “BackSpace” and “Esc” to “Battle Menu”. We will switch these in this example. First, go to the line where “Esc” is defined and change "Escape" to "Backspace" as shown right below.

```
},
"Esc":
{
  "ButtonName": "joystick_button_7",
  "KeyCode": [ "Escape" ]
},
"BackSpace":
```



Secondly, go to line where “BackSpace” is defined and change "Backspace" to "Escape" as shown right below.

```
"BackSpace":
{
  "ButtonName": "joystick_button_1",
  "KeyCode": [ "Backspace", "Mouse1" ]
},
```




(NOTE 4) The text of the keys are defined in [KeyConfigNameList.txt] in your "KeyConfig" folder. Please use these defined keys accordingly.

EXAMPLE 2) How to reassign “Cancel” to “]” (RightBracket) :

Since “]” (RightBracket) is not initially assigned to any function, just assign “Backspace” to “]” as shown right below.

```
"BackSpace":
{
  "ButtonName": "joystick_button_1",
  "KeyCode": [ "Backspace", "Mouse1" ]
},
```



<How to reflect the above in the game>

- 1 . Open “KeyConfig.json” with/on Notepad or similar.
- 2 . Reassign your keys by referring to <How to edit “KeyConfig.json” > explained above.
- 3 . Save the file name as it is.
- 4 . Go to “Option” and change the "Initial button placement" to "Customize" and change the "Select” button to "Down".

(NOTE 5) Some keys cannot be assigned depending on your keyboard.