XBOX One

Berserker

Operation Instructions

Revised 3/2/2014

www.Viking360.com
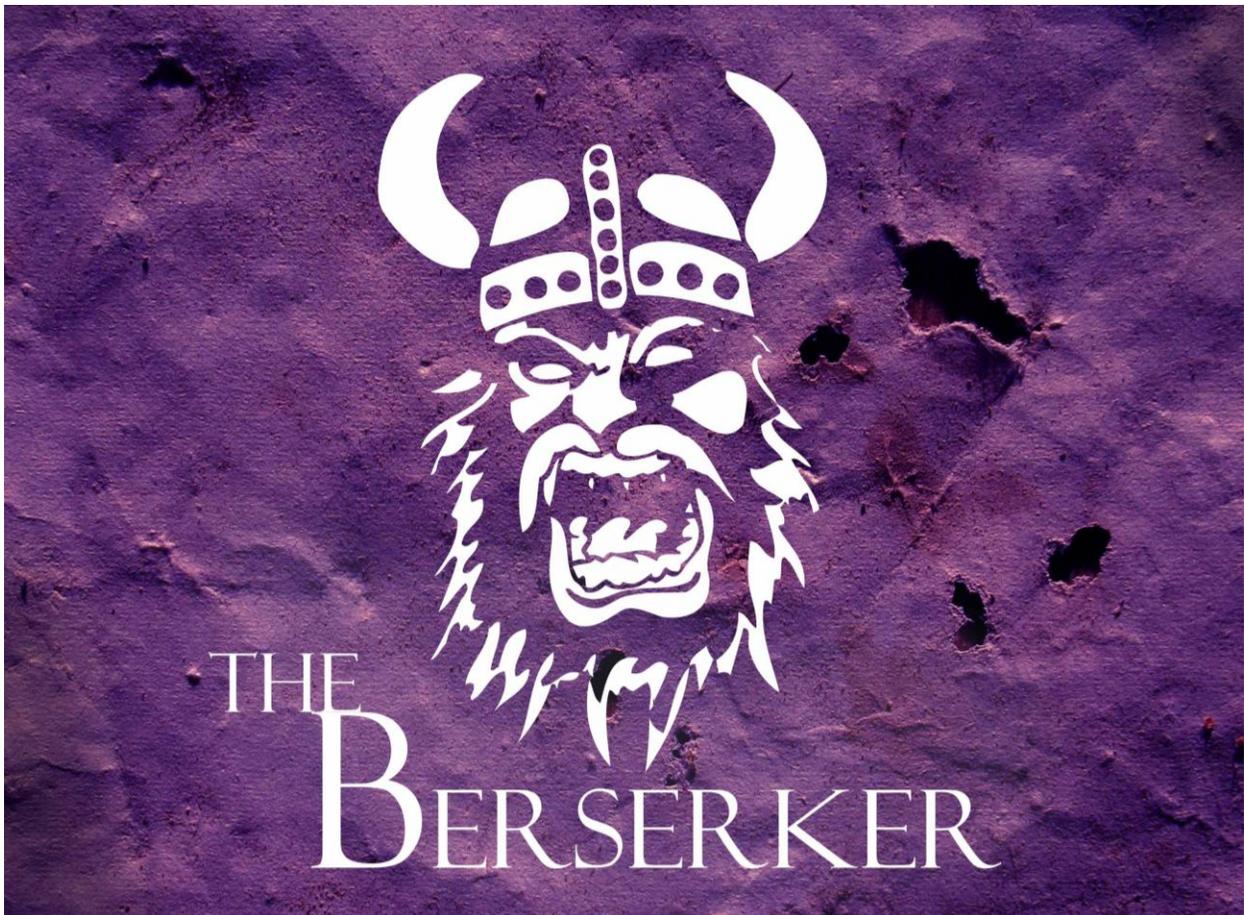
Introduction

The Viking "Berserker" software platform was developed to give the customer control over creating and building their own "Runes". A "rune" is a collection of button presses, trigger presses, or analog stick movements. Many runes can be bundled together into a "Rune Pack", which is a collection of runes.

The "Viking Forge", currently located at https://viking-one-prod.herokuapp.com, is a web-baed Rune and RunePack editor.

When editing and creating runes and runepacks, the customer may control the Berserker's custom LED indicator in different ways to help keep track on which Runes are being used.

The indicators are capable of reproducing nine different colors individually on each of the four quadrants. The colors can be assigned using the various "color pickers" within the Viking Forge.

Connecting Berserker to Windows

Download and install the latest version of the Windows App to your computer. Launch the Windows App. At first you'll be disconnected:

Device Detached.

To connect your Berserker to Windows, you'll need the Windows App, your Berserker controller, and a standard USB-to-micro-USB cable.

Begin with your Berserker powered off. Plug the USB cable into your Berserker and the other end into your Windows PC. Hold down the Left Bumper and Right Bumper, and then power on your Berserker. The LED's should flash purple and your computer should connect to the Berserker.

Device Attached.
Connecting...
Device Ready (0.003s)

Loading a Firmware Update (.HEX) File

To update the firmware on your device, go to File, Open RunePack or Firmware Update File:

Viking Berserker Controller Utility v2-20-2014

| File | Program | Help |

Open RunePack or Firmware Update File   Ctrl+O

1 TestPack-with-new-key.drm.vrp

2 Trying all over again, again.drm.vrp

3 TestPack-with-new-key.vrp

Exit   Ctrl+Q
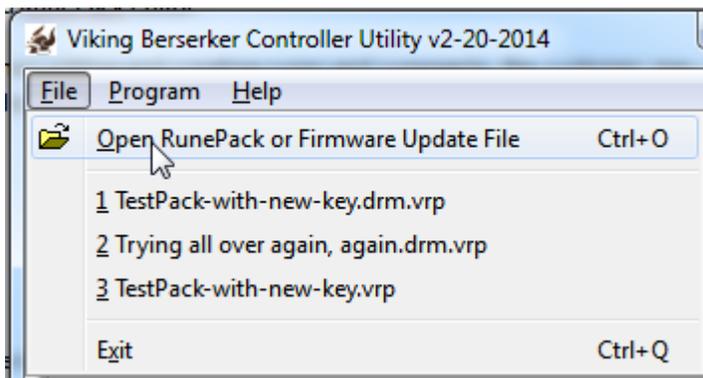
Then, navigate on your computer to select the .HEX file that the Viking Team provided:

Berserker-Firmware-Update-3-1-2014.hex
BOOTLOADER-2-28-2014.hex
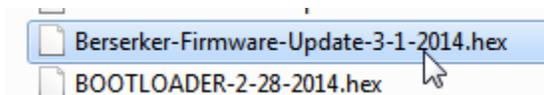
If opening the file was successful, you'll see this message:

Opened: Berserker-Firmware-Update-3-1-2014.hex
Ready to program this file as a controller firmware update.

To update your firmware, click on the programming button:
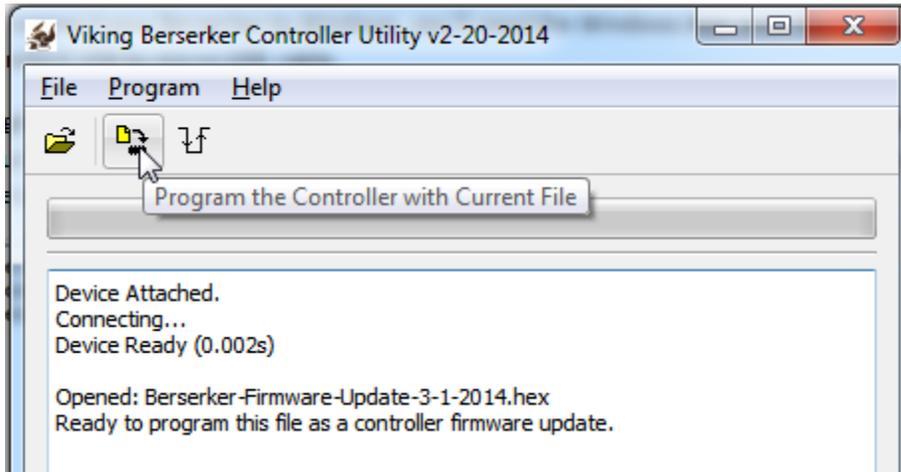
The software will go through the process of updating your firmware. We are looking to see the "Erase/Program/Verify sequence completed successfully" message.
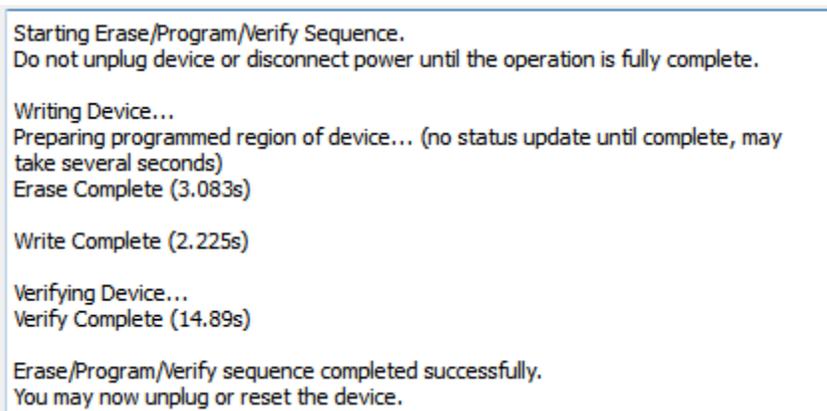

Loading a Viking Rune Pack (.VRP) File

The process for loading a Viking Rune Pack into your controller is as follows. Download the .VRP file from the Viking Forge. Go to File, Open RunePack or Firmware Update File:
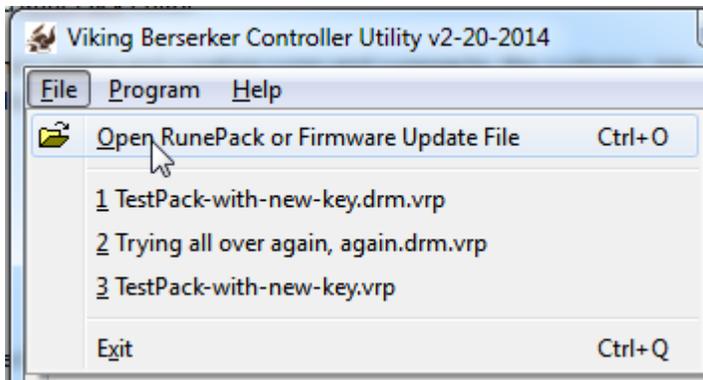
In the file navigator, select the .VRP file that you want.
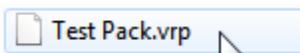
You'll see a message similar to this:

Opened: Test Pack.vrp
Ready to program this file as a RunePack file.

To proceed with sending this rune pack to your controller, click on the programming button:
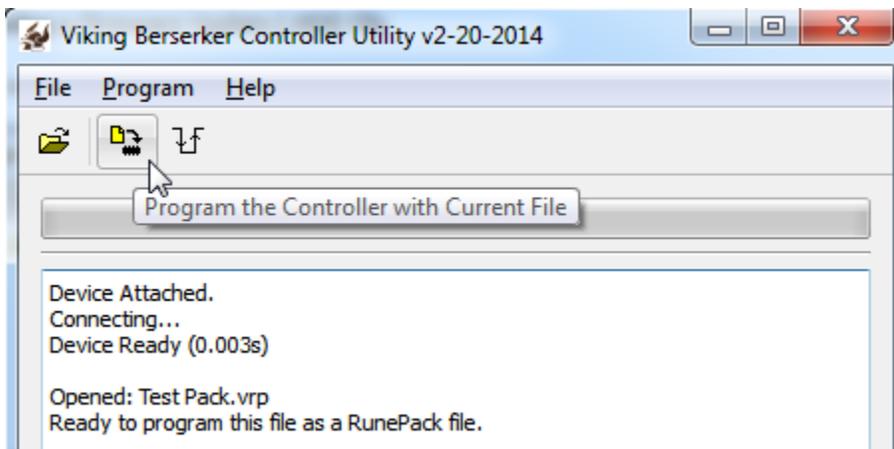
The software will go through the process of sending your rune pack file. We are looking to see the "Erase/Program/Verify sequence completed successfully" message.

```
Starting Erase/Program/Verify Sequence.
Do not unplug device or disconnect power until the operation is fully complete.

Writing Device...
Preparing programmed region of device... (no status update until complete, may
take several seconds)
Erase Complete (10.257s)

Write Complete (3.197s)

Verifying Device...
Verify Complete (50.134s)

Erase/Program/Verify sequence completed successfully.
You may now unplug or reset the device.
```

Reboot the controller.

Reboot the Controller
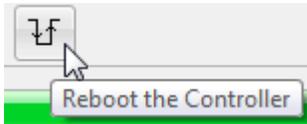
Viking Forge

If you have not already received your Viking Forge login name and password, please contact Viking. The login name and password should be issued once your controller has been built and shipped from our facility. To log into the forge and start creating runepacks, surf to https://viking-one-prod.herokuapp.com, enter your username (which is a full e-mail address) and password, and click login:
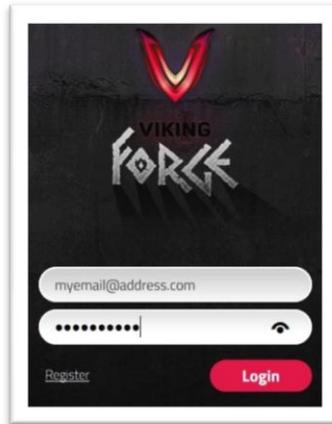
Viking Forge Home Screen

Once logged into the Viking Forge, you will be greeted by the home screen. There are three main categories on the home screen: Public Packs, My Packs, and My Runes.
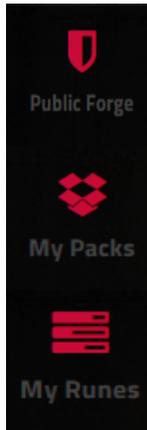
The Public Forge will list any rune packs that have been officially published by the Viking Staff. To use or edit a Public Rune Pack, copy it into your "My Packs" area first.

The My Packs area shows you all of your private rune packs, including any packs that you may have already copied from the public area.

This list shows all of the runes that can be used to make runepacks. When you copy a public rune pack to your private area, all of the necessary runes are copied over with it and placed into the My Runes list.

There are a few command buttons available from the home screen:
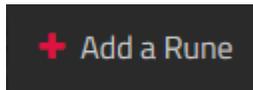
To create a new rune, click on the Add a Rune button.
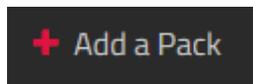
To create a new Rune Pack, click on the Add a Pack button.
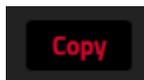
To copy a Public runepack to your private library, hover over the rune you'd like to copy, and click on the Copy button that appears.

Rune Editing Screen

To create a new rune, click on the "Add a Rune" button under the My Runes list. You will see a prompt, for now, just select XBOX One:

What kind of Rune?

Xbox One   LED Sequence

If you just want to edit an existing rune, then just click on its name on the My Runes list. You will now be brought to the rune editor screen. The function of the various elements of the rune editor are as follow.
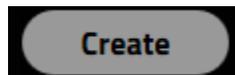
Create   **Create Rune (Save Rune for the First Time)**

When you have just started a fresh rune, you will need to click on the Create button to save it for the first time. You must always click Save to save your work before navigating away to a different page, else you will lose your work.
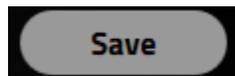
Save   **Save Rune**

Once your rune already exists in the system, the Create button will change to a Save button. You must always click Save to save your work before navigating away to a different page, else you will lose your work.

Name this XboxOne Rune   **Rune Title Bar**

The Rune Title bar contains the name of your rune. Typically this is a shorter description, such as "Rapidfire at 5.0 SPS" or "Fifa Attack Spin Move".

Rune Extended Description

To enter a more detailed description of the rune, or to write some notes to yourself regarding the function of the rune, click on the extended description button.

Time Navigation

To move forwards or backwards in time on the timeline editor, click on the time navigation buttons.

Zoom Scale

To zoom in and expand the timeline editor window, drag the zoom level slider. Note, this does not affect the playback speed of the macro, it's just for zooming in to view your rune more closely.

Playback Speed

The Playback Speed slider is an easy way to make your rune play faster or slower, without having to redraw your entire rune from scratch. This speed slider comes in useful for creating a series of similar runes that just need small changes to timing.

Playback Looping Method

You have a lot of control over if, and how, a rune will loop. Loop just means to continue playing over and over.

Add a Button

When you are ready to add a sequence of button presses or joystick movements to your rune, use Add a Button.
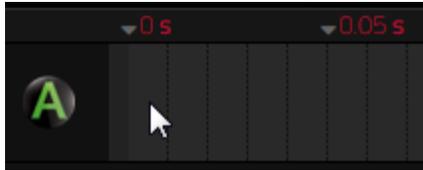
Insert Action into Track

To insert a new action to a track, click anywhere on the track.
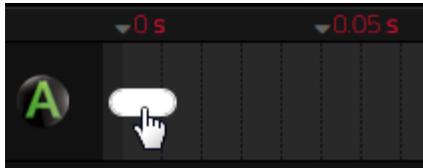
Drag Action

To drag an action forward or backwards in time, hover over the center of the action until you see the hand with finger. Click, then drag the action to where you want it to go.
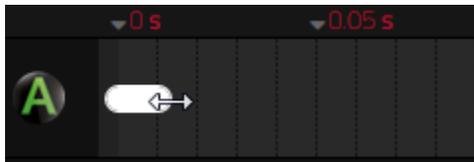
Grow or Shrink Action (Buttons and LEDs)

To grow or shrink an action, place your cursor at the very edge of the action and wait for the cursor to turn into two arrows. Click, hold, and grow or shrink the action.

Grow or Shrink Action (Triggers and Joysticks)

To grow or shrink an action, whenever the action is a joystick direction or a trigger press, you must first click once on the circle at the end of the action. Then click and hold a second time, and shrink or grow the action by dragging the circle.

Add a Direction to a Joystick Action

To add directionality to a joystick action, click twice on the circle. A direction picker will pop-up:
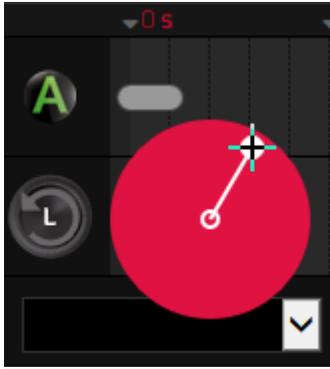
Move your mouse to the desired joystick position, then click to save the direction. A preview of the directionality will now be shown on the track. Be sure to always choose a starting and ending directionality:

   Add a Depth to a Trigger Action

To add a depth to the button press of a trigger action, click twice on the circle. A trigger press depth picker will pop-up. The "fat" end of the bar means a fully pressed trigger, while the "skinny" end of the bar means a fully released trigger (released meaning the trigger isn't being held at all):
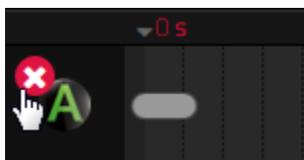
   Remove Track from Rune

To remove an entire track from your rune, hover over the button to reveal the "X" remove track button, then click on the "X".

Delete an Action from Track

To delete just one action from the track, highlight the action by clicking on it, and then hit the "D" or "DEL" keys on your keyboard. (The backspace key on your keyboard cannot be used as a delete key)

Limit Joystick Playback to X or Y Axis Only

You may restrict the controller so that it will only control your x-axis movement, or y-axis movement, or both axes. This can be useful for specialty runes such as "Anti-recoil". To change this setting, hover over a joystick button to reveal the axes button, and then click on the axes button.

Add Color to an LED Action

To add color to an LED action, click on the action to reveal the LED color picker, and then click on the desired color.

Rune Pack Editing Screen

To create a new runepack, click on the "Add a Pack" button under the My Runes list. To edit an existing rune pack, just click on its name under the My RunePacks. You will be brought to the Rune Editing Screen. The various elements of the rune editing screen are as follows:
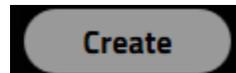
Create Rune Pack (Save Rune Pack for the First Time)

When you have just started a fresh rune pack, you will need to click on the Create button to save it for the first time. You must always click Save to save your work before navigating away to a different page, else you will lose your work.

Save Rune Pack

Once your rune pack already exists in the system, the Create button will change to a Save button. You must always click Save to save your work before navigating away to a different page, else you will lose your work.
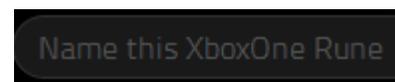
Rune Pack Title Bar

The Rune Pack Title bar contains the name of your rune. Typically this is a shorter description, such as "My Favorite Rune Pack".

Download Rune Pack

To download a rune pack, click on the download button. It will save a .VRP file to your computer.

Delete Rune Pack

To permanently delete the entire rune pack from the library, click the delete button.

Download Rune Pack

To download a rune pack, click on the download button. It will save a .VRP file to your computer.

Rune Pack Pages
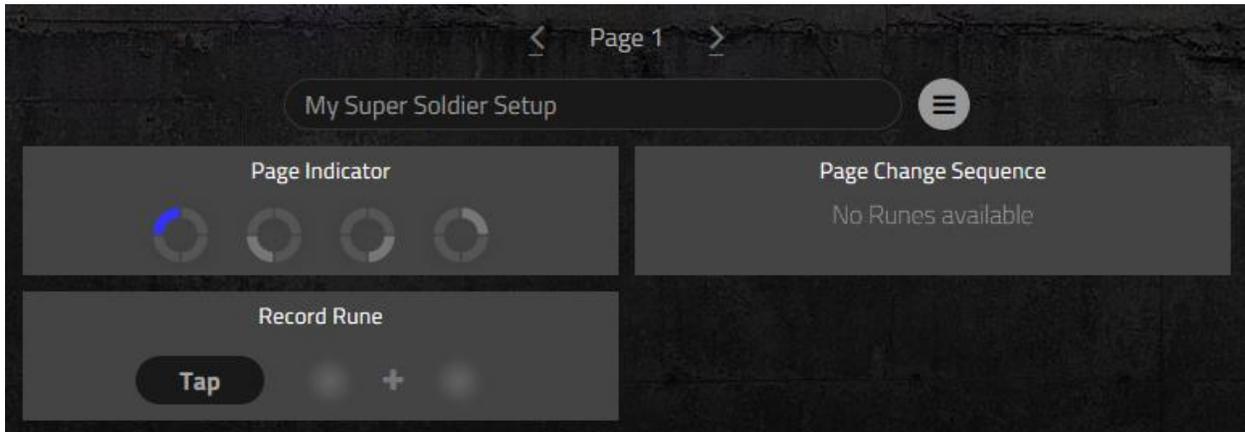
Each rune pack can contain up to 10 pages. The pages are completely independent of each other. You'll typically want to set up a different page for each soldier, fighter, or player that you use in your favorite games.

For example, a good way to use the pages in Fifa, for example, would be to create one page for offense and one page for defense, or to create multiple pages for offense depending on which direction you are attacking (East to west, west to east). Or set up Page 1 for Ronaldo, set up Page 2 for Mata, etc.

For first person shooters, a good way to use pages is to create a different page for each soldier class you might use during combat. Set up Page 1 for Snipers, set up Page 2 for Medics, etc.

For fighting games, a good way to use pages would be to set up a unique page for each fighter you might use. Set up Page 1 for Sub-Zero, set of Page 2 for Scorpion, etc.
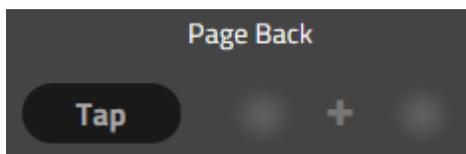
Move Back One Page Button

You may define a combination of buttons that must be tapped or held in order to make your mod navigate backwards (down) one page. For example if you are on Page 2, and you press or hold the defined combination of buttons, the controller will move down/backwards to Page 1.
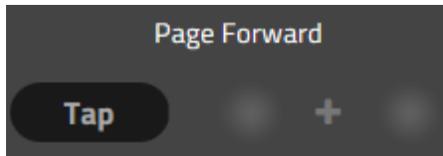
Move Forward One Page Button

You may define a combination of buttons that must be tapped or held in order to make your mod navigate forwards (up) one page. For example if you are on Page 2, and you press or hold the defined combination of buttons, the controller will move up/forwards to Page 3.
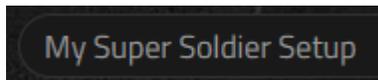
Page Title Bar

The Page Title bar contains the name of your page. Typically this is a shorter description.

Page Extended Description

To enter a more detailed description of for this page, or to write some notes to yourself regarding how this page works, click on the extended description button.

Page Navigation Arrows

To navigate through different pages when editing, click on the navigation arrows.
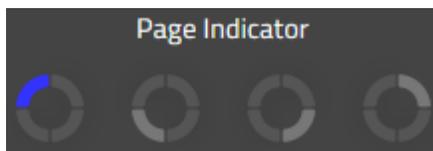
Page Indicator

Once you are playing on your controller, this indicator will let you know which page you are in. In the example above, when we are on this page, the LED 1 will illuminate in blue. So, when we see blue on LED 1, we'll know that we're on the page 1.
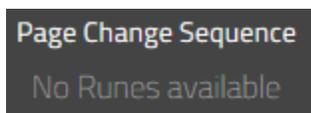
Page Change Sequence

This is a future "to be added" function and is not currently available.
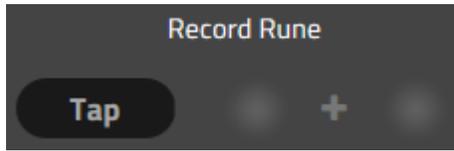

Define Record Button

This is a future "to be added" function and is not currently available.

Rune Pack Groups

Each page can hold up to 50 Groups or "Slots". Each group can hold anywhere from 1 to 10 runes. Note that only ONE rune within each group may have the "focus" at any time. Meaning only one rune within each group can be active at any time. If you want multiple runes active at the same time, then assign each rune you want to a different group. Groups are mostly used by first-person shooter gamers.
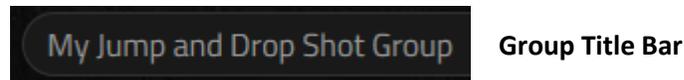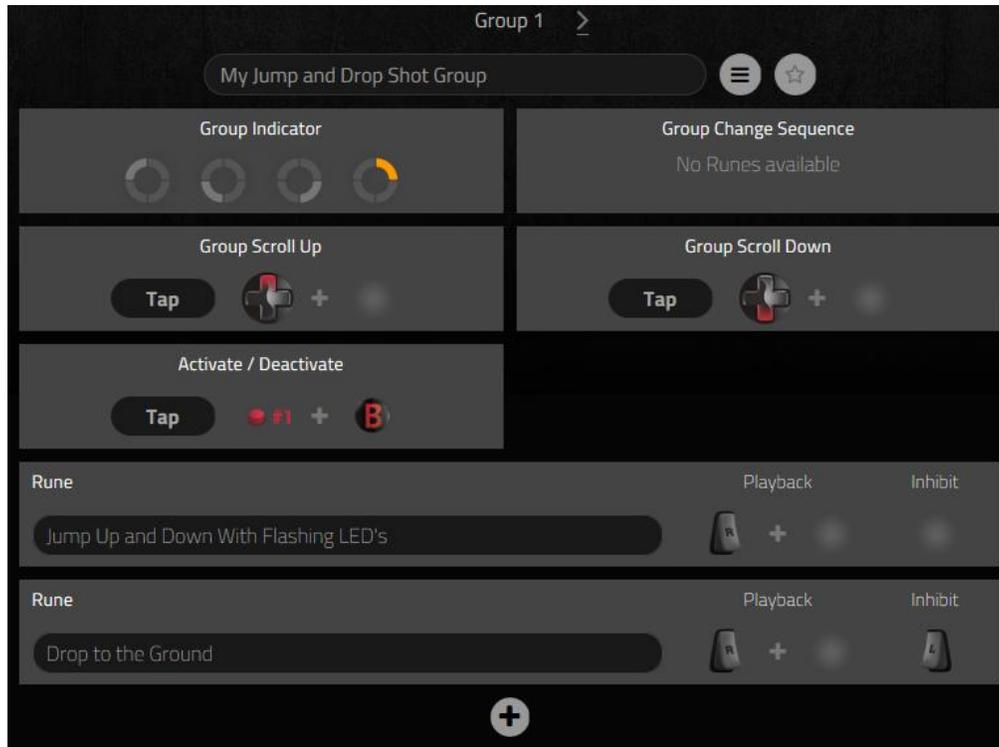

  Group Title Bar

The Group Title bar contains the name of your group. Typically this is a shorter description.

  Group Extended Description

To enter a more detailed description of for this group, or to write some notes to yourself regarding how this group works, click on the extended description button.

Group Navigation Arrows

To navigate through different groups when editing, click on the navigation arrows.
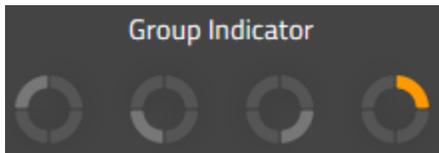
Group Indicator

Once you are playing on your controller, this indicator will let you know if a group is active. Also, when changing between the (up to) ten runes within this group, the group indicator will blink to let you know which rune has the focus. In the example above, when this group is enabled, the LED 2 will illuminate in orange.

Group Enabled/Disabled

If you want this group enabled (which means the group LED indicator will turn on), the next time you power on your controller, click the star box. If you want the group to start out as disabled (with the group LED indicator turned off), clear the star box. You may use the "Activate/Deactivate" button combination to change this on-the-fly while you are playing in the game.
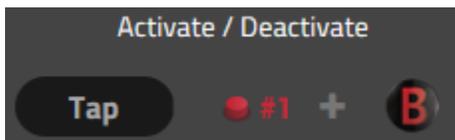
Group Enable/Disable Button Combination

You may define a button combination that is used to enable or disable this group on-the-fly while you are playing in your game. When a group is enabled, the group LED indicator will illuminate. When a group is disabled, the group LED indicator will extinguish.

Group Enable/Disable Button Combination

You may define a button combination that is used to enable or disable this group on-the-fly while you are playing in your game. When a group is enabled, the group LED indicator will illuminate. When a group is disabled, the group LED indicator will extinguish.
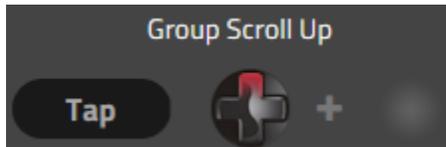
Move to Next Rune in Group (Group Scroll Up)

When you have defined more than one rune for this group, only one rune may have the "Focus" at any time. To change focus to the next rune in the list, define a button combination for the group scroll up.
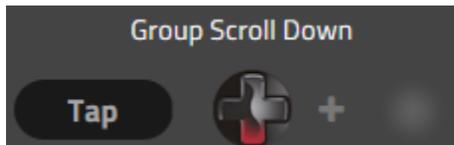
Move to Previous Rune in Group (Group Scroll Down)

When you have defined more than one rune for this group, only one rune may have the "Focus" at any time. To change focus to the previous rune in the list, define a button combination for the group scroll down.

Select Rune Drop-down

To add a rune to your group, select it from the rune selection drop-down.

 Add More Runes

To add another rune to this group, click the plus button.
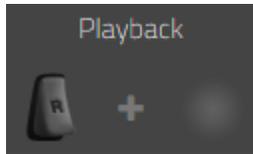
Rune Playback Button

This determines what button or buttons must be pressed in order to play back a rune. In the example above, when the right trigger is pressed, the rune will be played back, provided that this rune currently has the focus.

Rune Inhibit/Block Button

You may want to define a special button that will block the playback of a rune. For example, if you want dropshot, but you don't want dropshot when you are aiming (pulling the left trigger), then you would define left trigger as your Rune Inhibit/Blocking button.

Group Change Sequence

This is a future "to be added" function and is not currently available.