

Gunner's Macro Management System

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Gunner's Macro Management system, or GMM, is a way to get a handle on command macros without having to type them in each time, or even cut and paste the command strings from a file.

It is, to be honest, a rather clumsy system, but the peculiar nature of macros makes it the best option. Unlike keybinds, which are stored and saved completely at the client end and can be managed using almost any file save and edit process, macros are stored with the character data on the server and are completely inaccessible to a sensible management system.

All you can do with macros is:

- 1) Create them one by one by entering (or copying) a command string into chat;
- 2) Edit them, with limitations, in the rather crummy individual editing window;
- 3) Delete them.

The GMM allows you to create, store and edit your macros and easily load them onto any alt, as well as store and share them. Cool, eh?

File Setup

- Enter the following keybinds. Don't worry, they're little, easy ones, won't bite and use a key that neither the game nor any player in history assigns.

```
/bind SHIFT+F12 "bindloadfile GMM.txt"
```

```
/bind ALT+F12 "bindsavefile MyOwnBinds.txt"
```

That will save your current keybind setup, with the GMM call command added.

(NOTE: If you already use a keybind save/load system, adapt this process to match it. Also, no, these commands can't be combined in one bind; they conflict. Bummer.)

- Now, press **Alt-F12**, and find where that file was saved:
 - If you are using the Tequila launcher, it is probably in **[GAME ROOT]\data**
 - If you are using the Homecoming launcher, it is probably in **[GAME ROOT]\settings\live**
 - If you want to be quick, do a search of that drive, or the game folder, for the file name.
- Copy the GMM.txt file to that folder. (I recommend that you make a shortcut to it for easy access and editing, and put the shortcut on your desktop or game icons folder.)

Now something simple will happen:

- When you press **Shift+F12**, the GMM.txt file will load new binds on all the **F**-unction keys, including all three shift levels, 48 keys in all.
- When you press each assigned **F**-key, a macro will be built.

- When you press **Shift+F12**, your default binds will be restored.
In other words, **Shift+F12** will now toggle between macro-build and play modes. A glitch here is that your *last saved keybind file* will be used, so if you make changes, you will need to remember to save your keybinds with **Alt-F12** before switching modes with **Shift-F12**. Sorry; the command conflict means I can't make it work any better than that. But if you're a macro maven, you're probably not a keybind kook who changes the binds often.
- A status text in SYSTEM chat will clue you to which state you've just put your keyboard in.

Macro Setup

Open GMM.txt in any text editor. (I highly recommend Notepad++; go download it now.)

There are 48 keybind definitions in the file, most with "nop" — do-nothing — commands assigned.

Your job is to edit up to 46 of them with your favorite macro creation strings. The ones you either slowly type in for each alt, or cut and paste from a note file somewhere.

The basic format is this:

```
[F key] macro_image [macro icon name] "Macro Label" "[command string]"
```

- **F key** can be any of the 48 keys, although I recommend you not use Shift-F12 and Alt-F12 except as the mode switch keys.
- You can use just **macro** and omit the macro icon if you are happy with gray icon buttons. In that case, "**Macro Label**" should be one to three characters.
 - The complete list of macro icons can be found on the website above. Note that you can right-click and copy the macro icon name for easy paste into your definitions. It should always be one word, with or without underscores.
- And **command string** is the bind/macro slash command set you want assigned to that macro.

Note the use of quotes above. It's very important to keep *each element grouped*, either as a single word (as is the slash command and the icon name) or with double quotes around it, as for the label and command string. If your macro doesn't work, it's probably a quote/grouping fault.

Examples

A few examples are included that most players will want to keep, with some modifications:

- **Shift+F1** creates the ever-popular "Cosmic Transport" macro.
 - And **Alt+F1** creates a macro to *post* this macro into the currently selected chat window, so you can instantly reply to the twice-hourly "wutz the travel macro agin?" posts. (Yeah, I'm tired of it, too!) I picked an icon that looks like an exclamation point.
- **Shift+F2** is preloaded for you to add your own SG's base entry code, for a quick entry macro instead of having to click "Enter My Own Darned SG Base Yet Again." —[Edit the base code at the end!](#)

- **Ctrl-F1** through **Ctrl-F3** are costume change macros. Edit these to change the slots and cc_emotes if you like, and you can add more if your alt is a clotheshorse.
- **F8**'s macro will toggle open/closed the Auction House and your Recipe and Salvage windows. Very useful for the sell-it-off crowd and recipe buyers.

Take it from there with your own macros.

If you're new to editing bind and command files, remember that every definition has to be on one line, with no hard breaks (you might turn off word wrap to be sure), and you cannot enter any extra lines such as for comments. And always "nop" out unused keys just to be sure.

GMM File Management

You can create multiple macro manager files—perhaps one per alt, or AT—but I doubt even the most macro-mad player has more than forty in all. Keep them sensibly grouped, and keep a notefile to remind you which are which. Loading one big file and only creating four or five macros for each need is more sensible, I think, than creating three or four or ten files with only a few macros in each.

Using GMM

To use the Macro Manager:

- Park somewhere safe, as you would for a respec.
- If you want to be safe, hit **Alt+F12** to save your keybinds. Otherwise, your last saved file will be reloaded at the end.
- Hit **Shift+F12** to load the GMM keybinds.
- If you don't have plenty of empty power slots visible, open one or more tearoff trays.
- Delete any old macros you will be replacing.
 - **This is important!** Macros do not overwrite each other and you can create ten copies of each one if you like or are very disorganized. I suggest you either delete ALL your macros and reload them, or use care to first delete the ones you are updating.
- Now press each appropriate **F** key to create the macros you desire for this alt.
- As noted, *each keypress will create another instance of the macro!*
- Finally, press **Ctrl+F12** to reload your original keybinds and delete the macro-creation ones.

Rearrange your power trays, and away you go!

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And a kindly PS to the anti-bind types: note that the command strings for binds and macros are *identical*. It's not that hard, and binds really do offer a lot of options for both smooth gameplay and easy management. Just sayin'.

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