

To do (issues):

check differences between seed files and generated files
update TheCore Visualizer for 3.0 (DrennoC knows Coffee script!)

Alt+Ctrl+Shift instead of Alt+Ctrl for banished CG function
Check the building of tech reactors in coop and camp
Remove alternate on widow mine activate
Remove alternate on photon overcharge
TAB cannot RF

Steady Targeting is not RF

Restore Start Sequence Synergy from 2.0

RLM

MothershipCoreWeapon/Mothership = F,2 six F

WarpinDisruptor/RoboticsFacility = F six 5

TLM

BurrowLurkerMP = R six 4

WarpinDisruptor/RoboticsFacility = D six S

WarpinDisruptor/RoboticsFacility=5

CONFLICT AdeptResearchPiercingUpgrade/TwilightCouncil race: Z six value: S JaK value is default: A

CONFLICT LiberatorAAMode/Liberator race: P six value: 4 JaK value is default: D

CONFLICT LiberatorAGMode/Liberator race: P six value: D JaK value is default: E

CONFLICT ResearchHighCapacityFuelTanks/StarportTechLab race: T six value: E JaK value is default: R

CONFLICT WarpinDisruptor/RoboticsFacility race: T six value: 5 JaK value is default: D

CONFLICT WarpinDisruptor/RoboticsFacility race: R six value: 5 JaK value: F

ResearchLab Starport

Notes

BACKUP YOUR HOTKEY FILES!!!!!!!!!!

The order of Control Groups and Cameras is from fastest to slowest.

Modifier Synergy

Shift - Recall Camera

Worker Transfer

1. box workers at base 1
2. shift click wireframe until desired amount is reached
3. **continue to hold shift, press key to recall location for base 2**
4. right click geyser 1
5. **continue to hold shift, click 3 workers out of wireframe**
6. let go of shift, right click geyser 2
7. shift click 3 workers out of wireframe
8. right click mineral patch

Expand

1. Left click a worker about to return minerals
2. **hold shift, press key to recall location for base 2**
3. right click mineral patch

Rapid Fire

Protoss

Terran

Zerg

Banished keys

explanation

list

Customizations to Consider

Remove from Control Group

1. Remove all binds for a Control Group (probably the 10th one)
2. Use the key that was once the recall control group (no modifier) as create/steal

Now you effectively have a fast “remove from control group function” This comes at the cost of a single control group, but you may find a net gain in utility.

Probe - Use steal on specific control groups

Why did we do that?

Why did we set up TheCore on the unorthodox side of the keyboard?

Why did we put the control groups and ability keys in unorthodox locations?

Control groups and ability keys often follow one another. You select your command center (control group) and build an SCV (ability). By splitting up the duties of control groups and abilities we can increase the number of action sequences that **avoid finger repetition**. (using the same finger two or more times in a row) Not only does this make the experience of playing Starcraft feel smoother, but it also increases the speed potential for the action sequence.

Why do layouts have different keys for control groups and abilities?

Two Fingers are dedicated to pressing control groups while the other two are dedicated for abilities. TheCore team created an extensive analysis of the overall effort of the 6 possible combinations of this set up and assigned them the names of colors (2 fingers for each). In the end our main takeaway was that the two set ups that split the keys left and right were the worst (blue and teal) while the others were relatively close to one another. We used the tendencies of each race to assign a finger split and coincidentally each race was found to benefit slightly from a different set up. So terran and zerg feature an “outside inside” set up whereas protoss and random feature an “alternating” set up.

Why are there 2 keys for build basic?

The Definitive Efficient Action Sequence List