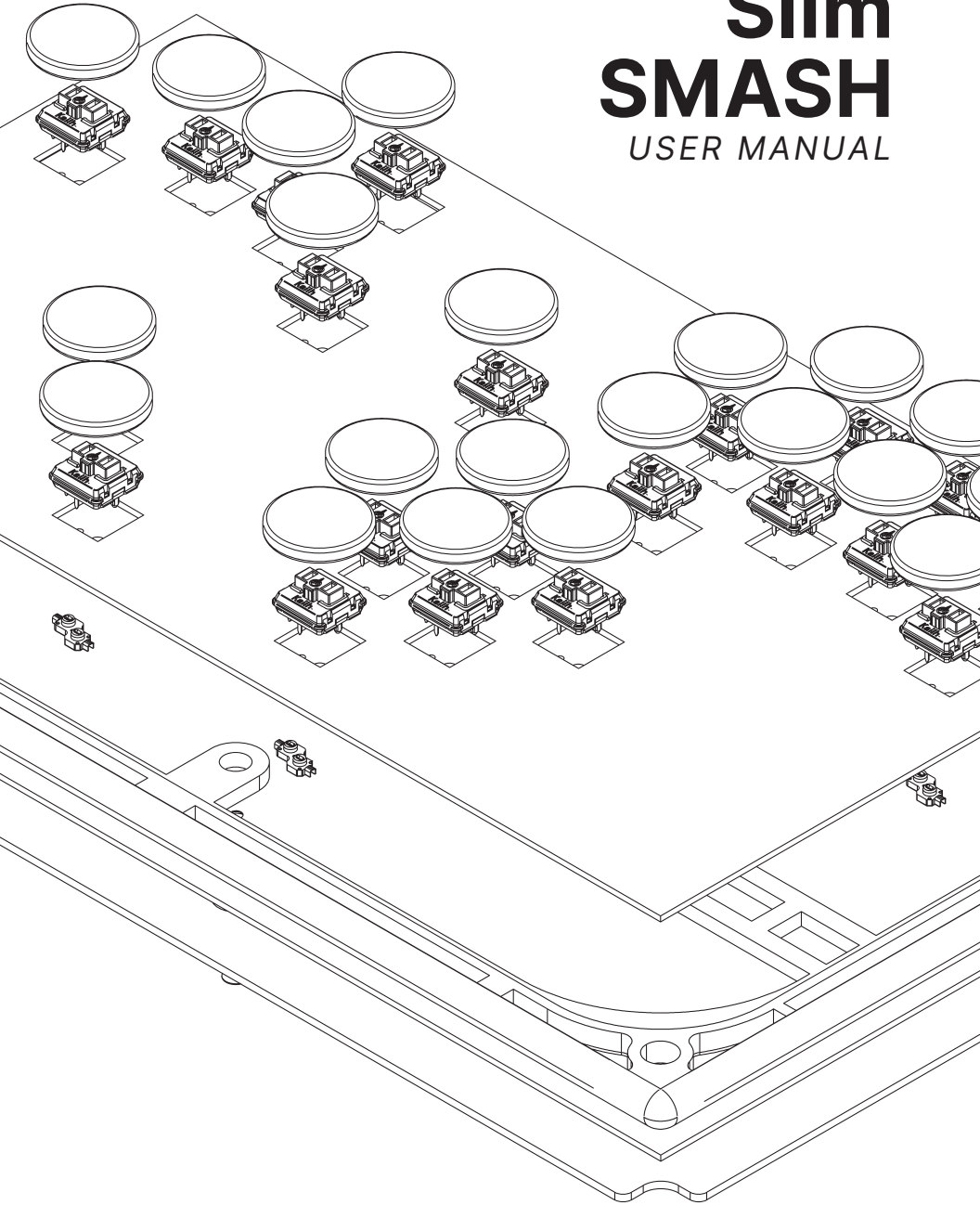


# GRAM Slim SMASH

USER MANUAL



SS24 EDITION





# Introduction

Your GRAM Slim SMASH is an premium, low-profile controller with incredible versatility and unmatched portability. This guide will get you up and running with your Slim and show you to all the game modes built into it. We will also give you an introduction to reflashing alternative firmwares, basic troubleshooting, and point you to any support resources available to you.

For more information, we suggest joining the discord to meet all the other members of the GRAM community. You can find an invite link at [discord.gg/gramctrl](https://discord.gg/gramctrl) or on our website, [gramctrl.com](https://gramctrl.com).

We highly recommend that you keep this manual with you so you can play any game on any console at any time.

Finally, we would like to thank you for supporting us in our passions and helping fund a small business in the Smash scene. When we started GRAM, we had one guiding motto: **MAKE COOL SHIT**. It's because of people like you that we get to continue to do that every single day.

Welcome to the Cheater's Club.

GRAMMY\$\$\$  
BRUISE

# Initial Setup

## Steam (PC)

1. Plug your GRAM Slim SMASH into your PC with the included USB-C to USB-A Cable.
2. Navigate to:  
*Steam > Settings > Controller*
3. Select "Xbox 360 Wireless Controller" and rename it to "GRAM Slim SMASH".
4. You can now switch game modes to match the game you are playing in Steam, and your controller will be recognized.

## Slippi (PC)

1. Go to GRAMCTRL.com/dolphin for the latest .ini for HayBox-based controllers.
2. Copy the .ini to:  
`%appdata%\Slippi Launcher\netplay\user\Config\Profiles\GCPad\`  
*(If this path does not exist, create it.)*
3. Plug your GRAM Slim SMASH in with the included USB-C to USB-A Cable.
4. Configure a port in Dolphin as "Standard Controller".
5. Refresh the device dropdown.
6. Select "HayBox" from the Profile drop-down.
7. Click "Load" (NOT Save).

## Gamecube/Wii

1. Plug your GRAM Slim SMASH into the GameCube port using the included USB-C to Game-Cube cable.
2. Switch to the desired mode and begin playing!

## Switch (USB)

1. Hold down "X" while plugging in your GRAM Slim SMASH into your Switch dock with the included USB-C to USB-A Cable.
2. Your controller will now be recognized as an Xinput Switch controller, and be defaulted into Ultimate mode.
3. Switch to the desired mode and begin playing!

## Switch (Adapter)

1. Plug your GRAM Slim SMASH into the GameCube adapter using the included USB-C to GameCube cable.
2. When connecting in-game, set the controller type as Game-Cube Controller.
3. Switch to the desired mode and begin playing!

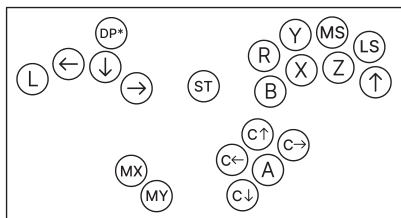
## PS4/5 (Wingman)

1. Plug the Brook Wingman that corresponds to your console into the USB-A port on your console.
2. When the Wingman starts flashing, hold down "X" while plugging your GRAM Slim SMASH into the Wingman's USB-A port.
3. Enter FGC Mode by pressing ModX+Right+Start.
4. Use the Home macro (ModY+Start) to log in to the console.
5. Switch to the desired mode and begin playing!

# Game Modes

All mode selections are based on the default "Melee" mode.

## Melee



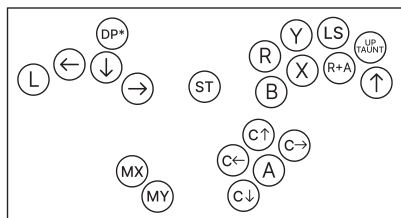
**DP\*:** While held down, this button turns the C-stick into your D-pad for taunting, Slippi quick chats, and more.

### Tip:

**MX** hugs the X-axis. **MY** hugs the Y-axis.

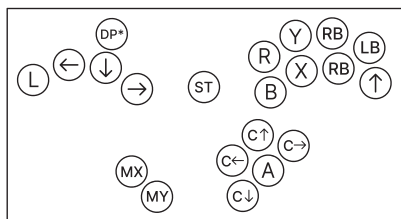


## PM/P+

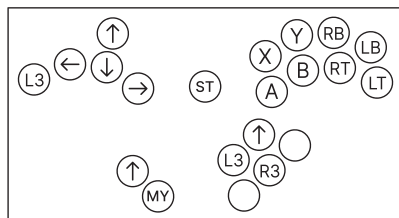


**MX**(R+A) = True Z

## Ultimate



## FGC

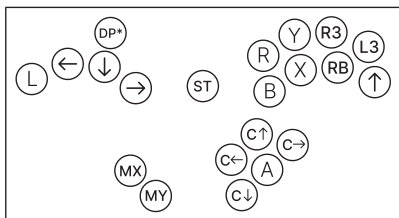


**MY:** While held down, creates a functional layer for PS4/5. Movement and C-stick become analog movement options for menu navigation.

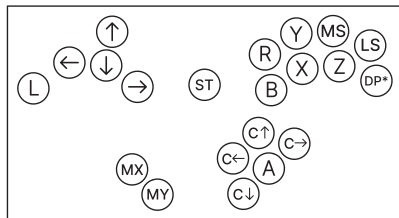
**MY**(ST) = Home

**MY**(LB) = Select

## Rivals



## WASD



**WASD Mode:** Functionally identical to **MELEE** mode, but DP\* and Up have been swapped to enable WASD movement.

### Tip:

All modes have optimized modifier angles for their respective games.

# Modification Guide

## Reflashing the Firmware

1. While plugging into your PC over USB, hold the “Start” button.
2. A new window will pop up, as if you plugged a flash drive into your PC.
3. Grab the UF2 file of the new firmware, and drag it into that window.
4. The window will disappear, and your controller is reflashed.
5. Unplug and replug while holding nothing.
6. Select your game mode and begin playing!

## Compatible Firmwares

By default, your GRAM is running a custom fork of HayBox, but it is compatible with several alternative options. These have various pros and cons, and we cannot guarantee tournament legality 3rd-party firmware. A few options are:

- Arte’s pico-rectangle
- Rana Digital pico-rectangle
- Tadpole config of GP2040-CE
- Haybox-LBX
- Bubblebox-WASD
- SkyFGCTrueZ

GRAM uses the standard OF1 pinout, so as new firmwares are released for pico-based rectangles, most will be compatible.

## Replacing Your Switches

1. Remove the PBT buttons by wiggling them out of the key switch.
2. Using a flathead screwdriver or thin knife, pop the switch out from the bottom edge (this requires some force).
3. Push the new switch into the hole in the PCB (make sure to line the pins up to the hotswap socket) until you feel it click into place.
4. Repeat for the entire controller.

## Replacing Your Panels

1. Remove the screws using an M2 hex driver.
2. Pull the back panel off of the frame.
3. Remove the top panel from the frame with the PCB attached.
4. With a bit of force, remove the PCB from the top panel.
5. Pull all switches from the top panel.
6. Add the switches to your new panel.
7. With the top panel face down, align the PCB with the switch pins and press down.
8. Once PCB is in place, reassemble the controller using the hardware from the original controller.





ASSEMBLED WITH ♥  
IN DALLAS, TX // 2023

Special thanks to:

- **Quark.works**, for designing the GRAM Slim PCB
- **Haystack**, for writing the original HayBox firmware
- **Bloojay**, for writing the first WASD HayBox fork
- **Luke Lacy** (@skywalker on Discord) for creating the GRAM Firmware fork
- The **GRAM Discord Community**, for supporting us in our endeavors
- **You** :)