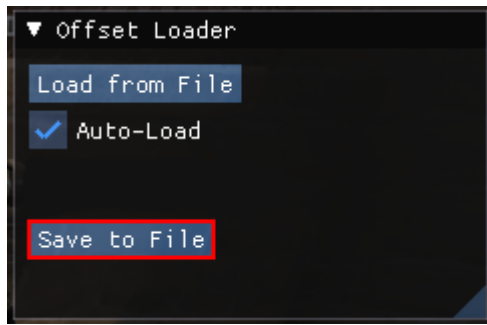


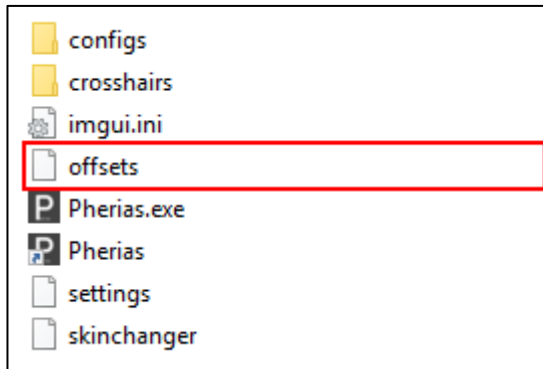
Handbook for Pherias

How to update offsets

1.



2.



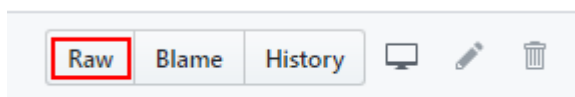
3. <https://github.com/frk1/hazedumper>

4.

ReactioN1337		Game Update 11.04.2020	Latest commit d097aa3 3 days ago
.gitignore	Update .gitignore		12 months ago
README.md	Updated README		15 months ago
config.json	Fixed dwClientState_MapDirectory		5 months ago
csgo.cs	Game Update 11.04.2020		3 days ago
csgo.hpp	Game Update 11.04.2020		3 days ago
csgo.json	Game Update 11.04.2020		3 days ago
csgo.min.json	Game Update 11.04.2020		3 days ago
csgo.toml	Game Update 11.04.2020		3 days ago
csgo.vb	Game Update 11.04.2020		3 days ago
csgo.yaml	Game Update 11.04.2020		3 days ago

Note: If there was an update for CS:GO today and here would be standing 5 days ago or something, the offsets would of course still be outdated

5.



6. Copy everything

7. Paste it into the "offsets" file

Done!

If you can't move your mouse

1. open the console
2. type "sensitivity [your sensitivity]"
3. press return

Done!

How to start with a higher CPU usage

1. create a shortcut of Pherias.
2. right click on the shortcut.
3. at Target: put " around the name ("[target]").
4. put after the " -high ► ("[target]" -high).
5. Apply

Done!