Ok, I played FPS games for quite a long time, and yes, I’m not that one guy who gradually becomes pro over time. However, I did have some basic aiming skills.

The script code that I made focuses specifically on jitter aiming. So, you still need to pull down when shooting.

However, pulling down is a very easy thing to do. Why recoil is hard is due to the pattern. It doesn’t just go up; it also goes left and right in specific pattern.

Jitter aiming for you guys who don’t know is a method where the mouse purposely moves left and right in a very short distance in such a short moment that it tricks the game that your able to counter all the left and right recoil. Which basically disables left and right recoil when you shoot. All you had to do is hold down when shooting which is easy to do.

This script sounds simple, however I modify it which make it randomly adjust the rate of the jitter aiming in certain times depends on the randomizer, to make it behave as human.

This way, you will not be ban and it won’t be detected.

You are welcome. Spread this script code. If Apex doesn’t care about this, why don’t all of us use it?