

Usage Instructions

1. Before starting, make sure you have:
 - Assault Cube application (Download Here: <https://assault.cubers.net/download.html>)
 - Assault Cube E-Z Mode DLL Injector tool
 - Assault Cube E-Z Mode's "Cheat Suite.dll" file
2. Start the Assault Cube application.
3. Start the Assault Cube E-Z Mode DLL Injector tool. The executable can be found in the AssaultCubeEZMode > Release > release folder.
4. In the Injector tool, click the Browse button.
5. Select the "Cheat Suite.dll" file in the file navigator. This file can be found in the Cheat Suite > Debug folder.
6. In the Injector tool, click the Inject button.

NOTE: In the Assault Cube window, a new user interface will appear in the top left corner. This user interface shows the state of the available game hacks - the text of enabled hacks will appear green in the user interface, and the text of disabled hacks will appear red in the user interface.
7. You can now enable/disable the available game hacks however you wish:
 - The F1 key enables/disables the invincibility hack.
 - The F2 key enables/disables the infinite ammo hack.
 - The F3 key enables/disables the no recoil hack
 - The F4 key enables/disables the speed boost hack
 - The F5 key enables/disables the ESP hack (AKA Wall hack)
 - The F6 key enables/disables the aimbot hack
 - To use the aimbot, hold the caps lock key.
8. To eject the DLL, click the End key on the number pad.
 - Ensure that the NumLock is turned off.

NOTE: The new user interface in the top left corner will disappear, and the hack toggling keys will no longer function.

Known Issues

- Ejection of the DLL using the END key will occasionally result in Assault Cube crashing
- Using the sniper rifle with the aimbot will miss the first shot. It is recommended that the player use an automatic weapon like the assault rifle or submachine gun.
- Closing and re-opening Assault Cube without restarting the injector can lead to improper detection of the new instance of Assault Cube. Clicking "inject" twice may be required.
- Changing window size can result in issues with the ESP hack drawing boxes in the wrong location due to the scaling changing. The recommended resolution is 1024x768 in windowed mode.