Empathy

Cronus Zen Script for PUBG: BATTLEGROUNDS

Anti-Recoil

For Controller Players Only

(Not Compatible for Mouse and Keyboard Players)

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Requirements

This script requires the use of the latest Cronus Zen Studio version (with 32-bit compiler enabled under 'Device' tab) as well as the latest firmware. Both of which can be found here: https://www.cronusmax.com/downloads/

This script also *optionally* uses a keyboard which would be plugged into the front left USB port (A3) of the Cronus Zen. The keyboard is used to set the current weapon you are using in-game for that profile on the script. It can also change the weapon in the Anti-recoil edit screen.

Keyboard Setup

If you are **not** using a keyboard, this section can be ignored. Keyboard use is *optional*.

It is recommended that you follow the instructions on the Cronus Zen website to determine if your keyboard is compatible with the Cronus Zen. Those instructions can be found here: https://beta.cronusmax.com/step1-setup-mouse-and-keyboard#YDOZm

It is also important that when the keyboard is determined to be compatible and recognized by the Cronus Zen, you goto the Device tab in Cronus Zen Studio, locate the Mapping section and unmap every keyboard key from being mapped to controller buttons. Without doing this, pressing a keyboard key to set a weapon in the script will also send a controller button press to the game which would most likely cause unwanted actions. When all buttons are unmapped, press the circular shaped button (black with a blue check mark in brackets) just to the left of the Mapping section to save the mapping settings to your Cronus Zen device.

Navigating the Script

Once the script is loaded use the following instructions to properly setup and configure the script.

PlayStation

Hold L2 and press the 'Options' button. The 'Options' button resides near the top on the front of the controller left of the 'Triangle' button.

Xbox

Hold LT and press the 'Menu' button. The 'Menu' button resides on the controller just to the lower right of the Xbox button.

Navigating Menus

Use the arrow pad on your controller to navigate the menu using the Up or Down buttons.

- **Enter into menu**
  - Press A (Xbox) or Cross (PlayStation).
- **Exit out of menu**
  - Press B (Xbox) or Circle (PlayStation).
  - Settings will automatically save upon exiting the menu.

Toggling Settings

Use the directional arrow pad to toggle settings within the script.

- **Toggle option On or Off**
  - Press Up or Down

Various menus listed below will interact differently and require further instruction(s). See their respective sections of this document for further explanation.

- *Anti-drift (Calibration)*
- *Anti-recoil*
- *Profiles*
- *Settings (Deadzone)*

Anti-drift

Anti-drift is a unique feature only found in various scripts developed by the author of this script.

Anti-drift enhances the user's experience as it allows proper joystick control and behavior by completely eliminating stick drift once configured properly.

Anti-drift allows the script to determine the drift values a joystick may (or may not) have when a joystick is released and returned to the center position. In order to use the Anti-drift feature, a calibration process must be thoroughly performed and followed by the specific directions.

Anti-drift is optional but highly recommended.

Calibration

Follow the instructions to perform the proper Anti-drift calibration:
- **Change the calibration *Joystick* by pressing LB/RB (Xbox) or L1/R1 (PlayStation).**
  - LB/L1 sets the *Joystick* to *Left.*
  - RB/R1 sets the *Joystick* to *Right*.
- **Change the calibration *Direction* by holding LT (Xbox) or L2 (PlayStation) and press the arrow pad.**
  - Hold LT/L2 and press Up to set the *Direction* to *Up*.
  - Hold LT/L2 and press Down to set the *Direction* to *Down*.
  - Hold LT/L2 and press Left to set the *Direction* to *Left*.
  - Hold LT/L2 and press Right to set the *Direction* to *Right*.
- **Performing the calibration**
  - Press A (Xbox) or Cross (PlayStation) to begin.
  - 'Waiting'
    - Slowly move the *Joystick* to the *Direction* until the LED turns green.
    - Release the *Joystick* and press A (Xbox) or Cross (PlayStation).
    - **Recommended to perform this process at least three times for each *Direction* of both *Joysticks*.**
  - 'Success'
    - Calibration was successful and the value was saved.
  - 'Failed'
    - Calibration failed and should be attempted again.
- **Post-calibration**
  - Press Right to navigate to the 'Drift Test' screen.

Press B (Xbox) or Circle (PlayStation) to cancel a calibration in progress.

To reset an Anti-drift value, press and hold View (Xbox) or Share (PlayStation).

All *Directions* must be calibrated for each *Joystick*.

Drift Test

'Drift Test' allows the user to see the actual values of their joysticks when the joysticks are at a resting position. Moving your joysticks around will display a real-time value of the position of the joysticks in the format (X, Y). X being the horizontal movement and Y for vertical movement. Both X and Y values range from -32768 to 32767. A value of -32768 would be maximum movement left or upwards, while 32767 would be maximum movement to the right or downwards.

If your Joystick is moved all the way to one direction and you do not see the maximum value previously described, your joysticks may need to be replaced or the thumbsticks may not be installed on the joystick correctly.

After a proper calibration process has taken place, the user should navigate to this screen to ensure that when the joysticks are at resting position the values shown are all 0.

If any values displayed are not 0 and the Joysticks are at resting position, the calibration process must be performed again to determine the appropriate drift range so the script can ignore those values from being processed.

Drift Values

This menu simply displays the drift values the script has recognized. It has no actual use to the end-user other than allowing them to see what high-resolution Joystick values are being used by the script.

Anti-recoil

This script comes pre-loaded with Anti-recoil patterns for all 30 (AR/SMG/DR/LMG) weapons.

Due to an individual's sensitivity settings, the Anti-recoil Correction Value may need to be adjusted within the script. To modify the Anti-Recoil Correction Value, navigate to the 'Anti-Recoil' menu.

Determining Anti-Recoil Correction Value

- Launch into Training Mode and select the AKM.
- Attach a Red Dot Sight and a Compensator muzzle attachment.
- Shoot at a wall without touching your aimer:
  - **If the weapon pulls up when shooting, increase the Correction Value**.
  - **If the weapon pulls down when shooting, decrease the Correction Value**.

It is important to understand that when weapons are found on the ground with no attachments, they may have a slight amount of recoil or when you are using a flash hider/suppressor as opposed to a compensator muzzle attachment.

Modifying Correction Value

Use the following instructions to modify the Correction Value while in the 'Anti-Recoil' menu:

- **Increasing Correction Value**
  - Hold LT/L2 and press Right (increases by 1).
  - Hold LT/L2 and press Up (increases by 10).
- **Decreasing Correction Value**
  - Hold LT/L2 and press Left (decreases by 1).
  - Hold LT/L2 and press Down (decreases by 10).

Rapid Fire

Rapid Fire allows you to rapidly fire a weapon that is not fully automatic. There is one setting for Rapid Fire which is Rapid Fire Speed. Rapid Fire Speed determines how many trigger pulls per second will be executed.

- **Increasing Rapid Fire Speed**
  - Hold LT/L2 and press Right (increases by 1).
  - Hold LT/L2 and press Up (increases by 10).
- **Decreasing Rapid Fire Speed**
  - Hold LT/L2 and press Left (decreases by 1).
  - Hold LT/L2 and press Down (decreases by 10).

Quick Edit Menu

Anti-recoil Correction Value can quickly be accessed by pressing the Anti-recoil quick edit menu button combination.

- **Enter Anti-recoil Correction Value Quick Edit**
  - Hold LT/L2 and press View (Xbox) or Share (PlayStation).

Controller

Button Layout

The script supports all three controller layout types: Type A, Type B and Type C.

It is recommended that Type B or Type C is used for maximum performance.

Custom controller settings are not supported at this time.

Bumper/Triggers

This setting may be left to 'Default' or set to 'Swapped'. Enabling this option by setting it to 'Swapped' will swap your triggers (LT/L2 & RT/R2) with your bumpers (LB/L1 & RB/R1).

This is for players who wish to remain on a standard Button Layout, such as Type B, but wish to use their bumpers to aim and fire their weapon instead of using the triggers.

Options

Options are additional modifications that the script can perform to enhance your gaming experience.

The script has built-in "hair triggers." When the script is not paused (in vehicle mode), any press to LT/L2 or RT/R2 will be converted into a maximum press.

Auto Focus

Set 'Auto Focus' to 'On' and the script will automatically hold breath to focus your aim.

'Auto Focus' will even engage if you aim while walking, running, strafing. Typically you would have to come to a complete stop to hold your breath to focus your weapon. The script will quickly halt your character and then resume moving.

This option will not work with the Type A controller button layout settings.

Fast Lean

Set 'Fast Lean' to 'On' and when you are ADS & Firing, by pressing RS (Xbox) or R3 (PlayStation), your character will quickly repeatedly lean back and forth from right to left. When you stop firing or stop aiming down sights, the automatic leaning will disengage.

This is helpful in shortrange situations where the opponent will see your player quickly leaning back and forth and it may throw off their aim.

Rapid Fire Speed

Set the speed for Rapid Fire when it is toggled on and engaged.

Profiles

The script uses two profiles which are to be set to the weapon you are currently using in the game. Profiles are set by using a keyboard attached to the Cronus Zen. Pressing the 'Switch' button set in the 'Profile Buttons' menu will switch the weapon the script is using.

It is recommended that the user sets the 'Switch' button to the same button used in-game to switch weapons, which is typically Y (Xbox) or Triangle (PlayStation). This means that everytime you switch weapons in-game, the script will also switch to the other recoil settings for that weapon.

In the event that the profile shown on the Cronus Zen is out-of-sync with the weapon used in-game, the user of the script can resync the script with the weapon in-game by holding the 'Resync' button and pressing the 'Switch' button.

Profile Buttons

Two controller buttons must be set that determine the 'Resync' and 'Switch' buttons. Select either 'Resync' or 'Switch' by pressing Up or Down then press and hold a controller button for one second to set that button as a hotkey.

The script will also display to the screen every 3.5 seconds which weapon the current profile on the script is set to in order to help remind and/or notify the user of the weapon the script is currently set to.

To reset a Profile Button, press and hold View (Xbox) or Share (PlayStation).

Profile Colors

This script allows the user to set customized colors for their profiles to help display to the user which weapon the script is operating on. By default, the Primary weapon will be set to blue and the Secondary will be set to purple.

- **Changing profile colors**
    - Select a profile color to edit by pressing the Up or Down button.
    - Hold LT/L2 and press Right or Left to cycle through the available colors.

Settings

Block Rumble

Set 'Block Rumble' to 'On' to disable rumble feedback to your controller from the game. This will stop your controller from vibrating with the exception of rumble created by the script as a notification such as when enabling/disabling Rapid Fire or when the settings are successfully saved.

In-game controller vibration must be enabled as the rumble feedback from the controller is used in the anti-recoil algorithm.

Deadzone

Although the game has deadzone settings, it is recommended that the deadzone is set on the script and the in-game settings are set to 0 for both Left and Right sticks. By using a deadzone on the script and removing it from the in-game settings, you can run lower Anti-recoil values.

Depending on your sensitivity, your Anti-recoil values may be much higher or lower than somebody else's. That being said, users who run high a high deadzone and low sensitivity may run into issues properly setting anti-recoil on high-recoil weapons such as the VSS. The lower the in-game deadzone and higher in-game sensitivity, the lower the anti-recoil values will need to be.

- **Editing Deadzone**
    - Select a deadzone to edit by pressing the Up or Down button.
    - The selected deadzone to edit will be highlighted with a white background.
    - Hold LT/L2 and press Right or Left to increase or decrease the value by 1.
    - Hold LT/L2 and press Up or Down to increase or decrease the value by 10.

Inverted

Set 'Inverted' to 'On' if you use an inverted Y-axis for aiming. This setting is very important to configure properly or else Anti-recoil cannot function correctly.

Weapon Display

Weapon Display, when enabled, will display to the device screen the name of the weapon you are currently using. This will execute every 3.5 seconds to "remind" you of what weapon you are set to.

Toggles

Toggles are combinations of buttons that could be used to enable an option in the script. A toggle is activated by holding a controller button and double-tapping another controller button.

For each individual toggle, two unique controller button combinations must be selected that determine the "hold" and "double-tap" buttons.

When a toggle is activated, the LED on your Cronus Zen device will be flashing.

Setting a Toggle Combination Button

- Press Up or Down to select either 'Button 1' or 'Button 2'
- Press and hold a button on your controller for about one second.

Auto Parachute

Auto Parachute is to be engaged when you are parachuting. When Auto Parachute is toggled on, it will lock your joystick to the angle that it is at when you have enabled this toggle.

You can adjust your parachute angle by tapping or holding the arrow pad on your controller while Auto Parachute is engaged. You may also still use your joystick to control your descent and it will return back to the locked value when you release your joystick.

It is important that when you are close to reaching (or on) the ground, you toggle off Auto Parachute or you will not be able to use your left joystick very well.

Auto Turbo

Auto Turbo can only be engaged when the script is in Vehicle Mode. Auto Turbo will automatically apply the turbo boost when you are accelerating the vehicle. If you are pressing the brake at any time, turbo boost will not engage and it will automatically re-engage as long as the toggle is enabled when you accelerate the vehicle.

If you wish Auto Turbo to automatically engage when entering vehicle mode, then set the toggle buttons to the following:

- Button 1: RT (Xbox) or R2 (PlayStation)
- Button 2: Up

To reset a toggle, press and hold View (Xbox) or Share (PlayStation).

Changing Weapons

Using a Controller

If you are using your controller to change weapons on the script, use the following instructions:

- **Enter into Weapon Select menu**
    - Hold L2/LT and press View (Xbox) or Share (PlayStation)
- **Exit out of Weapon Select menu**
    - Press B (Xbox) or Circle (PlayStation).
- **Change category of weapons**
    - Press Up or Down
- **Change weapon**
    - Press Left or Right

Using a Keyboard

If you are using a keyboard to change weapons on the script, use the following instructions:

- **Assault Rifles**
    - Keys **Q** through **}** (right brace)
- **Sub-machine Guns & Light Machine Guns**
    - Keys **A** through **K** (sub-machine gun weapons)
    - Keys **L**, **colon** and **quotation mark** (light-machine gun weapons)
- **DMR & Sniper & Shotguns**
    - Keys **Z** through **M** (DMR weapons)
    - Keys **<** and **>** (Sniper and Shotgun, respectively)

For example, if you want to set your primary profile on the script to use the AKM assault rifle, you would press the **Q** key on the keyboard. If you want to set your secondary weapon, press your Profile 'Switch' button (explained in a later section of this document) and then press, for example, **Z** to set your secondary weapon to a SLR designated marksman rifle.

Vehicle Mode

Vehicle Mode is necessary when driving a vehicle so no script features are enabled such as Anti-recoil which could be activated by simultaneously pressing the vehicle drive and brake buttons. Likewise, if Rapid Fire is enabled, Vehicle Mode must be enabled or the vehicle will not drive.

- **Enter Vehicle Mode**
    - Hold RT/R2 and quickly double-tap Up.
- **Exit Vehicle Mode**
    - Exit vehicle by pressing B (Xbox) or Circle (PlayStation).