User Guide For TAYLORDRIFT21
INSIDIOUS 1.01

All **TAYLORDRIFT21** Scripts Are FREE!!!

CALL OF DUTY SERIES

Script Made by

TAYLORDRIFT21 & TEAM EXECUTIVES

The script is 32bit so you need the latest Zen and Zen Studio software to load the script into your Zen !!! If you use an older version of the software then it will not be possible to compile the script and load it into your Zen !!!

This manual is not an official ZEN manual. It won't help you with your Zen problems. These are only instructions for the Insidious 1.0 script.

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Where To Find TAYLORDRIFT21 Scripts

If you are reading this manual, you have come to the best place to help you understand how my scripts work. If you are not yet a member of our community. You can join us with one click using this link

TAYLORDRIFT21 . You will receive 24/7 help on our discord. We have the best team that is always ready to help. After joining our discord you will have to read and accept our rules and you will have full access to the server. You will be able to use all **TAYLORDRIFT21** scripts, support and all available script information.

On discord you will also find - movies - tutorials and everything you need to use the full capabilities of the script.

There are also channels from other creators who publish scripts for other games:

Noozbar- The Division 2 - RDR2

DoGzTheFiGhTeR - Fortnite - CallOfDuty - and many others

Excalibur- FIFA - ZEN scripter App (Make your very own Script for the ZEN)

So if you are not with us yet, you have to change that and see what you missed!

Click on this link and join today! **TAYLORDRIFT21**

Before proceeding to the next step, if you are new to Cronus Zen. Please see the Zen user manual that you can read by clicking on this link **Zen User Guide.**

If you are having problems with ZEN and are looking for a solution, please click **HERE!**

You don't know how to update / downgrade the software, click **HERE!**

You don't know how to configure Zen Studio, click **HERE!**

You can find help in configuring the M&K, click **HERE!**

Zen studio is the basic program where you can download, edit and load scripts for your Zen. Zen Studio is required if you want to use scripts on Zen. You can download Zen studio by clicking **HERE!**

You can find lots of helpful videos here:

Video Guide

WayneO
LM Gaming

Scripts Are FREE Do Not Pay For Scripts Or This User Manual Special Thanks To the Cronus Creators/Developers For Their Support Nozzbar – DogzTheFighter – Batts – Excalibur – Swizzy – DoNotAtMe

Zen Clean-up Procedure

Zen procedure is something that can help you avoid problems with using scripts. Generally, if you reprogram your scripts often, you may have problems using them and you haven't cleaned your Zen in a while. For best script performance, please follow this procedure.

Step 1   Open Zen Studio

Step 2   Go to the Device Tab

Step 3   Erase Memory Slots (This procedure wipes all slots so you will lose everything including saved scripts)

Step 4   Factory Reset

We recommend that you go through the first four steps. Then check if you can use Zen after programming your scripts and use it without problems. If you still see problems, start from step one and then go to step five.

Step 5   Close Zen Studio

Step 6   Open C:\Users\USERNAME\AppData\Roaming

Step 7   Delete CronusZen folder

Step 8   Open Zen Studio

Step 9   Re-program Script/Game Pack

Step 10   Enjoy Playing The Zen With No Issues

If this procedure does not work, you must and are still having problems, you must refer to the User's Guide **HERE!**

How [TAYLORDRIFT21](#) Scripts Work

Navigation In The OLED Menu

Buttons Layout PlayStation vs Xbox

ENTER MOD MENU – HOLD ADS (L2/LT) + OPTIONS/MENU

EXIT MENU – CIRCLE/B

ENTER EDIT MENU TO CHANGE VALUES – CROSS/A

EXIT EDIT MENU TO MODE MENU – CIRCLE/B

CHANGE PROFILES IN THE MENU – TRIANGLE/Y

CHANGE VALUES IN EDIT MENU – HOLD ADS & LEFT OR RIGHT OR UP OR DOWN

TURN MODS ON/OFF – PRESS UP / DOWN TO CYCLE TOGGLE OPTIONS IF APPLICABLE

NAVIGATE THE MAIN MENU – PRESS UP / DOWN

NAVIGATE MODE MENU & EDIT MENU – PRESS LEFT / RIGHT

CHOOSING BUTONS FOR PROFILES/QUICK TOGGLES – HOLD ADS & PRESS LEFT OR RIGHT

DRIVE MODE ON – HOLD ADS + DOUBLE TAP RIGHT

DRIVE MODE OFF – TAP SQUARE(PS) / X (XBOX)

Anti Recoil

AR Basic:

We have different versions of this type of Anti Recoil in the scripts. They all do the same but on different ways how to counter the recoil.

AR Legacy/Rumble:

Pure stick output adjustments, the values you put in will be what the script will send to the game.

AR Polar v2.0:

The new Polar Rumble v2.0 has vertical and horizontal adjustments options but also Boost Time and Deadzone. Boost Time gives your gun additional Anti Recoil for certain time, to counter the first initial kick of the gun. Deadzone need to much your in game deadzone(minimum threshold). The value you put in will be further enhanced by the rumble feedback when shooting. Doesn't need to be as exact as Standard/Legacy. Same values might work for multiple weapons that got similar recoil pattern. We also got polar versions of above, which basically have a higher range of values, which might give it a more natural feeling from the right stick, nothing you need to think about, all of this are done in the background.

AR Advanced:

We have different versions of this type of Anti Recoil in the scripts. They all do the same but on different ways how to counter the recoil, which is: In multiple steps counter the different stages in the guns recoil pattern. This is the most detailed for of Anti Recoil. How many adjustments points there is depends on which script you are running. Start, Mid, End, and a Time value on both vertical and horizontal axis.

AR Hybrid:

This is an combination of above two, where rumble feedback will enhance the vertical start value, then go over to standard/legacy on the other values. We also got polar versions of above, which basically have a higher range of values, which might give it a more natural feeling from the right stick, nothing you need to think about, all of this are done in the background.

Polar Versions of Standard/Legacy, Rumble, and Hybrid:

Uses a more precise calculation due to higher range of values, that some users might find to provide better precision AR.

AR Adjustments:

If the gun shoots up, increase vertical strength.

If the gun shoots down, decrease vertical strength.

If the gun shoots to the left, increase horizontal strength.

If the gun shoots to the right, decrease horizontal strength.

Inverted players do the opposite for the vertical values.

AR Time Value:

Watch how the recoil pattern changes and when and adjust the time to match that is the most accurate way. The more simple way is to take you magazine size and multiply it by 50 which work but might need to be adjusted. Learn how your gun behaves.

Start, Mid and End and time. The time value is defining how long time it will take for the AR to go from Start to End. Mid value will be applied in the middle of the time.

Example:

Start: 10

Mid: 15

End: 12

Time 2600(2.6sec)

On these example values it will take the AR 2.6sec to go from 10 to 12. On the 1.3sec mark it will apply the mid value of 15. These changes will happen progressively or by pure steps depending on which script you are using.

If you have dialled it in on a wall, you will need to do some tweaking against moving enemies since then the

AA slowdown kicks in and your AR values might be too high.

Aim Assist

Taylor Aim Assist

Aim Assist:

The concept of all AA versions provided in the scripts here are the same. They all manipulates the right stick to trigger the in game Slowdown AA. They all share the same way to adjust values, so can you find values with one of them, it should be easy to find values that work with all of them.

Shape:

Different script versions included different AA shapes. The shape is drawn when using ADS. The shape drawing size and settings are dependent on the Radius / Speed setting. Try out different shapes and see which one will suit your playing style. If you select a shape and set values and your screen shakes then you set the Radius / Speed values too high then you just have to lower them. The best way to set AA is to find the value that the slightly shaking screen gives you. If you set the values so that the screen does not shake then you will not get any benefit from using AA. If you set the values too high and the screen shake too strong, you will also not get the benefit because then you will be pushed out of AA bubble.

Radius:

Radius determine the size of the whatever shape you choose. Larger values = Larger radius. Smaller values = smaller radius. You will use more values better on a shorter distance for weapons such as SMGs. Smaller values are better for long / medium range for weapons like AR.

Speed:

This is the time it takes to draw a shape. A high value means that the shape is drawn quickly. A low value means the shape is drawn slowly.

Boost On Fire:

Reduce the Radius values to reduce screen shake and then use Boost On Fire to increase the Radius only while shooting which will allow you to get extra benefits from using Aim Assist. If you set the value of Radius 10 and the Boost Max is also set to 10 then your value will be 20 only when you fire. The Boost Max value is not applied when you only use ADS.

ONLY FOR F4D3 AIM ASSIST: Min Radius is only used with the Spiral Shape. Min Radius will increase the minimum radius to which the Spiral Shape will be reduced. Max Radius works like it was explained for Boost On Fire, this will increase the maximum radius to which the Spiral Shape will increase. When the Spiral Shape is on then the min and max Radius will be randomized between the value you set with the possibility of changing during Fire

Spiral:

The base is the Radius which will go into the Mini Radius. This means your shape will go from outside to inside, you can compare it to a cyclone. If you use Radius, your Shape will go from the value you set to the minimum value and then start coming back.

AA Taylor Tracking:

We call for your imagination. Think of the earth, how it rotate around its own axis. This is Taylor AA and the shape of your choice. Now imagine how the earth orbits around the sun, this is Taylor Tracking.
The higher the value on Size is the bigger the orbit.
The higher the value on Speed, the faster the rotation of the orbit.
If you want to see a visualization of how Taylor Tracking works, you can check it out on our discord server.

Rotational AA:

This is the second type of Aim Assist the game provides, only activates if you move left stick enough. It is the strongest from of Aim Assist available. This mod will move your left stick just enough to slight engage this Aim Assist without affecting your overall aim. Add it together with the rest of the script Aim Assist and you will have an advantage.

Head Shot AA:

Head shot assist will pull your RS up when you use fire. you can set here how long the head shot assist will work and with what strength it will work.

Strafe Assist:

Strafe Assist is moving the feet very fast a small amount to initiate the rotational/standard aim assist. Strafe assist will help you get to the aim assist bubble. Here you can choose the time in which strafe assist will be active and the strength with which it will work.

Tips:

Leave Rotational, Head Shot, Strafe Assist off when you want to set Anti Recoil!!!

AA Bats

Size:

Size of the shape drawn (diamond) Higher Value = Bigger Size = Increased Shake

Time:

Time of the shape drawn , Higher Value= Slower drawing speed , Lower Value/Faster drawing speed. Use even 10s. 10-20-30

Tips:

Batts are best used by setting the mod to activate for FIRE ONLY.

Fire Mods

Rapid Fire:

Rapid fire is for weapons such as pistols that fire single rounds. Do not use rapid fire with automatic and semi-automatic weapons. You can set the number of shots per second here. The recommended setting is between 11-15. Rapid Fire is available for each profile separately. Here you will also set Anti Recoil for Rapid Fire mode. Select the type of Anti Recoil (Legacy / Rumble) you want to use and set the values to Vertical for recoil.

Snake Shot:

Snake Shot works just like you would use Crouch Shot with the addition of a jump. To activate the mod, hold down Fire.

Crouch Shot:

You can set the Speed value here. This setting will determine how quickly the crouch will be repeated. Crouch Shot is available for each profile separately, but the Speed value is set for all profiles. Crouch Shot automatically crouches and raises while shooting.

Jump Shot:

Jump Shot is available for each profile separately. There are no additional values to set here. Jump Shot works when you start shooting then you will automatically jump and shoot at the same time.

Insta Drop:

Insta Drop is available for each profile separately. There are no additional values to set here. When you use Insta Drop, your character will lay down automatically

Enemy Ping:

When you use ADS+Fire then the enemy will be marked automatically. Here you can set Ping Delay values which will allow you to choose how often Ping will be repeated. Enemy Ping is only available for all profiles.

Sniper Setting

Hold Breath:

You can set Hold Breatfor each profile separately. Use Hold Breath only for weapons such as sniper rifles. When you turn on the mod you just need to use ADS then your breath will be automatically hold.

Quick Scope:

You can set Quick Scop for each profile separately. Use Quick Scop only for such as sniper rifles. You can set delay values here, high values delay the use of the shot. If you set low values Quick Scop will be realized faster. The values are applied to all profiles.

Misc Mode

Cancel Slide:

There are two Cancel Slides to choose. For Modern Warfare/Warzone/Vanguard, choose MW/Vanguard. If you play Cold War then select Cold War. You can set a value for Slide Delay here. High values will extend your slide. Low values will shorten your slide. Cancel Slide is only available for all profiles. The values we recommend to use are between 80-120

Cancel Slide MW2:

It works the same as the previous cancel slide but is only for MW2. Don't use it in previous games. The values we suggest here are between 250-300

Bunny Hop:

Bunny Hop is only available for all profiles. There are no additional settings here. To use Bunny Hop, hold the jump button.

Dolphin Jump:

Ten mods are only usable for MW2. When you use this mod while doing a Dolphin Dive, your character will jump towards the end to regain your movement.

Fast Melee:

Fast Melee available for each profile separately. There are no additional settings here. Fast Melee will simply spam the Melee button when it is held down

Snake Plate:

Snake Plate uses crouching and moving back and forth when using the plates. To activate the mod, hold down the triangle / Y.

VM Speed:

VM Speed changes the speed of a virtual machine (The input lag). We do not recommend using it if you do not have a lag between the controller and what is being done on your monitor. VM Speed is used for the script and cannot be set separately for a single profile. Faster is not always better. When using Zen and Scripts, remember that. Test and see what you think feels best. If you use wrong VM speed. With scripts you can get input delays and other error. Even if you match VM Speed with your platform it can cause issues. Other things then Zen can give Input Lag, length of cables if they are bad quality for example can cause input lag. For advance users. The default speed of the Cronus VM is 10ms.

Values to try:
-2 = 8ms

-4 = 6ms

-6 = 4ms

Custom Sensitivity:

You can only set Custom Sens for all profiles. Here you can select settings such as General, ADS, Fire or ADS + Fire. Values set to 100 mean you have 100% of the values you set in the game. If you add values your sensitivity will be increased. If you subtract the values your sensitivity will be reduced.

Controller Configuring

Button Layout:

You can choose from all the settings that you can find in the game. Choose exactly the same setting you use in the game, otherwise the script will not work properly.

Stick Layot:

Same as for button layout, choose the same settings you use in the game.

Inverted:

Inverted is an option for people who play using the Inverted controller settings in the game.

Block Rumble:

With Block Rumble, you can turn OFF controller vibration. It will not turn OFF vibration when changing script settings in the OLED menu. Remember to leave vibration ON in the game for mods such as Rumble AR to work properly.

Zoom Cancel:

Zoom Cancel disables the L3 / LS button when using ADS & Fire if you accidentally press it. This means that you will not accidentally use the zoom when shooting with sights that have zoom options.

Melee Cancel:

Melee Cancel is supposed to block the Melee button when you ADS and FIRE

Profiles

Profile Button:

Choose here the button you want to use to switch between the Primary and Secondary profiles. The recommended setting is to select the button with which you can change the weapon in the game.

ReSync Button:

This setting will help you sync the profiles in the script with the weapon you are using if you have the selected weapon and the wrong profile. Select one button here and then use the combination: selected button + button you selected to change the profile.

An example of using ReSync if Triangle/Y is your choice for profile change and for ReSync it is L2/LT:

Hold down the L2/LT button

Then press the triangle/Y

Quick Toggles

Thanks to the Quick Toggles setting, you can turn on or off your favourite mods using button shortcuts without going to the OLED Menu. Select two buttons which will activate and deactivation the mod. Make sure you are not using the same layout for another mod. You can set Quick Toggles for:

- Rapid Fire
- Crouch Shot
- Jump Shot
- Hold Breath
- Quick Scope
- Fast Melee

Recoil On The Fly is available for this script by using the ADS + Share / View button combination. They don't need to select anything in QT to use Recoil On The Fly. This option is permanently assigned.

Mods Activation

Here you can set how you want to activate the mods you use. The settings you can choose are:

- – Basic AR: ADS&Fire, Fire Only, ADS+Fire & Fire
- – Advanced AR: ADS&Fire, Fire Only, ADS+Fire & Fire
- – TD21 AA: ADS or Fire, ADS&Fire, Fire Only, ADS&Fire or Fire
- – Rotational AA: ADS or Fire, ADS&Fire, Fire Only, ADS&Fire or Fire
- – Batts AA: ADS or Fire, ADS&Fire, Fire Only, ADS&Fire or Fire
- – Rapid Fire: Fire Only, ADS+Bumper
- – Quick Scope: On ADS,Release On ADS
- – Crouch Shot: Fire Only, ADS&Fire, Fire&Crouch
- – Jump Shot: Fire Only, ADS&Fire
- – Insta Drop: Fire Only, ADS&Fire, ADS&Fire&Crouch

An example of how the available options work:

ADS or Fire – AA works when you press ADS or Fire and together

ADS & Fire – AA only works when you press ADS & Fire

ADS & Fire or Fire – AA works when you press ADS & Fire or Fire only

Fire Only – AA only works when Fire is pressed

Special Thanks To The TD21 Team

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