

HOW TO INSTALL HIGHWATER V5

The keys used will be those of PS4/PS5, with a default key configuration.

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1st tip: Read the entire compiler carefully, everything is explained there! Use google translation if you don't understand everything, it's English level A2 ;)

VERY IMPORTANT:

- Leave the vibrations activated and the key to crouch on hold in the menu.
- If you play in inverted configuration, you must modify in the compiler the value 1 in -1 at line of code 163 to: define INVERTED = 1
- If you have a configuration of your personalized keys you must modify directly on the compiler your keys, be careful to change directly in the compiler. to Set the key configuration on the CRONUS ZEN in CUSTOM (cronus controllers menu)
- Delete the two // at line 396
- Possibility to remove controller vibrations by inserting TRUE in line 389 instead of FALSE (always left vibrations ON in the game)

IF YOU HAVE A PROBLEM IN GAME:

Your crouching spam character, check that no mod is activated in your script (crouch shot, easy crouch),

Also check that your key configuration is on default in the cronus zen if you play on default (for my part, it was on advanced commands),

Check that your crouch key is of course hold in the game menu

How to navigate in the mod menu?

To activate the mod : L2 + Options

To navigate in the mod : Directional key

To change a parameter in the menu: L2 + up/down arrow key

To exit and save changes: L2 + Options

First when you go to activate the mod, you will have two things on the cronus screen

- Legends
- Custom

Legends will allow you to choose a legend of the game. Depending on the legend you will have shortcuts created by the script.

READ WELL ON THE COMPILER WHAT IS ACTIVE FOR YOUR LEGEND (from code line 263), if you don't want it, leave No Legends

How to navigate between the different mod menus?

Right or left directional arrows

1st meal:

Aim assist : There are a whole bunch of types of aim assist: TaylorDrift V1, V2, Batts etc....

There are two possibilities of aim assist either with a pre-record mode such as TaylorDrift etc or the aim assist by weapon, this aim assist is directly coded in the script, there are no settings to be made.

WARNING: You must choose the same type of aim assist for the main and secondary weapon (source I was able to exchange with the coder of the script)

2nd menu:

HeadShot Assist : This mode will allow you to target the heads of enemies at If the mode is activated, the anti-recoil of weapons will be completely modified

You can adjust the strength of the assist as well as the hold time of the assist

3rd meal:

Steady Aim : Still no idea of the usefulness of this mode

4th meal:

Shots mods : You have the choice between different shooting mods namely (for all these modes you can define the time of repetitions of the action)

- *Aim abuse* : This will continuously aim and de-aim.
- *Strafe Shot* : Your character will move from left to right
- *Crouch shot* : Your character will spam crouch
- *Auto-ping* : When you go to shoot it will automatically ping the place

5th meal:

Movement : Different types of movements in game to know

- *Wall bounce* : This mod makes it easier to manipulate the wall jump
- *Super Jump* : On a zipline, press CROSS + R1, to perform a double jump
- *Hyper Jump* : On a zipline, press R1 + SQUARE, to perform a triple jump
- *Super glide* : After climbing a wall, press R1, to perform a speed boost (TIMING to have in play)
- *Bunny Hop* : Allows you to jump while pressing the CROSS key while moving forward (Binding to climb very high walls, this cancels the climbing animation)
- *Slide Cancel/ Jump Slide* : I never used them, I don't know what it means
- *Herloom Spin* : Allows you to spin your herloom as you move forward, THIS MODE NEEDS TO CHANGE THE KEY IN SURVIVAL LOCATION AND SET NO. To use the survival slot a shortcut is present when the herloom spin mod is activated it is square + R3

6th menu:

Weapon Mods

Allows you to choose how you want to swap between your weapons, I will only describe the twotouch mode, which allows you to have access to all the weapons in the game:

This mode is a bit technical to master but once acquired it will go much faster:

To activate your weapon profiles with this mode there will be three essential keys:
The SHARE button, the touch PAD and the OPTIONS button

Each key will be associated with a weapon category:

- The SHARE button will be associated with energy weapons
- The Touch Pad will be associated with heavy and light weapons
- The OPTIONS button will be on the so-called "other" weapons

MANIPULATIONS TO ACTIVATE WEAPONS

**IMPORTANT TO NOTE THE HANDLING WILL BE THE SAME FOR THE MAIN WEAPON
AND SECONDARY. YOU WILL JUST PRESS ONCE FOR THE MAIN WEAPON
OR TWICE FOR THE SECONDARY WEAPON**

IF WE TAKE THE FIRST EXAMPLE

SHARE + R1 = Havoc in primary weapon / SHARE + R1 x2 = Havoc in secondary weapon

SHARE + TRIANGLE = Devotion

SHARE + ROUND = L-STAR

SHARE + CROSS = Devotion + Turbocharger

SHARE + SQUARE = Havoc + Turbocharger

SHARE + R3 = Single-shot hemlock

OPTIONS + L1 = Volt

OPTIONS + Up Arrow = G7 Scout

OPTIONS + Right Arrow = Arc Bocek (Also works for snipers, rapid fire)

OPTIONS + Down Arrow = Shotguns

OPTIONS + Left arrow = Sniper (Anti-recoil for snipers)

OPTIONS + L3 = No weapon (ideal for charge rifle)

PAD + R1 = R-301

PAD + TRIANGLE = R-99

PAD + ROUND = Alternator

PAD + CROSS = RE-45

PAD + SQUARE = Char

PAD + R3 = P-2020

PAD + L1 = Flatline

PAD + Up Arrow = Spitfire

PAD + Right Arrow = Rampage

PAD + Down Arrow = Prowler

PAD + Left Arrow = Hemlock

PAD + L3 = Wingman

à If your weapon profiles are reversed L2 + TRIANGLE to go to your profile 1 (main) / L2 + R3 to go to your profile 2 (secondary)

TO MODIFY WEAPON ACCESSORIES

Only the optical sights / cannon stab / laser sight are modifiable.

AS ABOVE, PERFORM THE MANIPULATION ONCE FOR THE MAIN WEAPON AND TWICE FOR YOUR SECONDARY WEAPON

For viewfinders:

L2 + Left Arrow: No Sights/Sights x1

L2 + Up arrow: Crosshair x2

L2 + Right Arrow: Crosshair x 3

No x2-x4 sight in this script

For cannon stabs/laser sights

X + Down Arrow: None

CROSS + Left arrow: Stab White

CROSS + Up Arrow: Blue Stab

CROSS + Right Arrow: Purple Stab

7th and 8th menus:

Quick primary / Quick secondary

These modes will allow you to pre-register up to 8 weapons with the accessories you want on them. You can also adjust the accessories in game with the manipulation described just above. To then find them in-game, the manipulation is as follows:

FOR THE MAIN WEAPON:

- PING + 1 press on the LEFT directional key
- PING + 1 press on the UP directional key
- PING + 1 press on the RIGHT directional key
- PING + 1 press on the DOWN directional key

FOR THE SECONDARY WEAPON:

- PING + 2 presses on the LEFT directional key
- PING + 2 presses on the UP directional key
- PING + 2 presses on the RIGHT directional key
- PING + 2 presses on the DOWN directional key

9th meal:
Miscellaneous

These are different modes available:

- Armor Swap: Allows you to quickly change your shield when you go to loot a box by pressing SQUARE + TRIANGLE, you have to adjust the speed, a bit hard to find and boring (impossible in firing range)
- BANG: This will cause your PING key to become a one-shot trigger
blow (for PING it will have to be done without aiming)
- Quick Swap: Your weapon change is faster
- Keep firin: This will automatically change weapons when your main weapon is at his empty magazine, while continuing to fire
- Easy crouch: Allows you to play with the crouch key in press mode instead of holding (ALWAYS KEEP THE CRUTCH KEY WHILE HOLDING)
- Loot Spam: Allows you to be a vacuum cleaner when looting on the ground, just press the L3 key continuously

10th meal:

Game settings

(MOST IMPORTANT THE ANTI-KICKBACK WORKS BASED ON YOUR SENSITIVITY IN GAME and your responsiveness curve and your view lock)

HERE ARE THE VALUES TO INDICATE

View lock

- None = 0
- Small = 10

IF YOU ARE PLAYING WITH SIGHT LOCK IN NONE, THE ANTI-RECOIL MAY WORKS BADLY, IT IS JUST JUST TO INCREASE THE VALUE SLIGHTLY BETWEEN 0 AND 10 ON THE SCRIPT UNTIL I HAVE SOMETHING SUITABLE

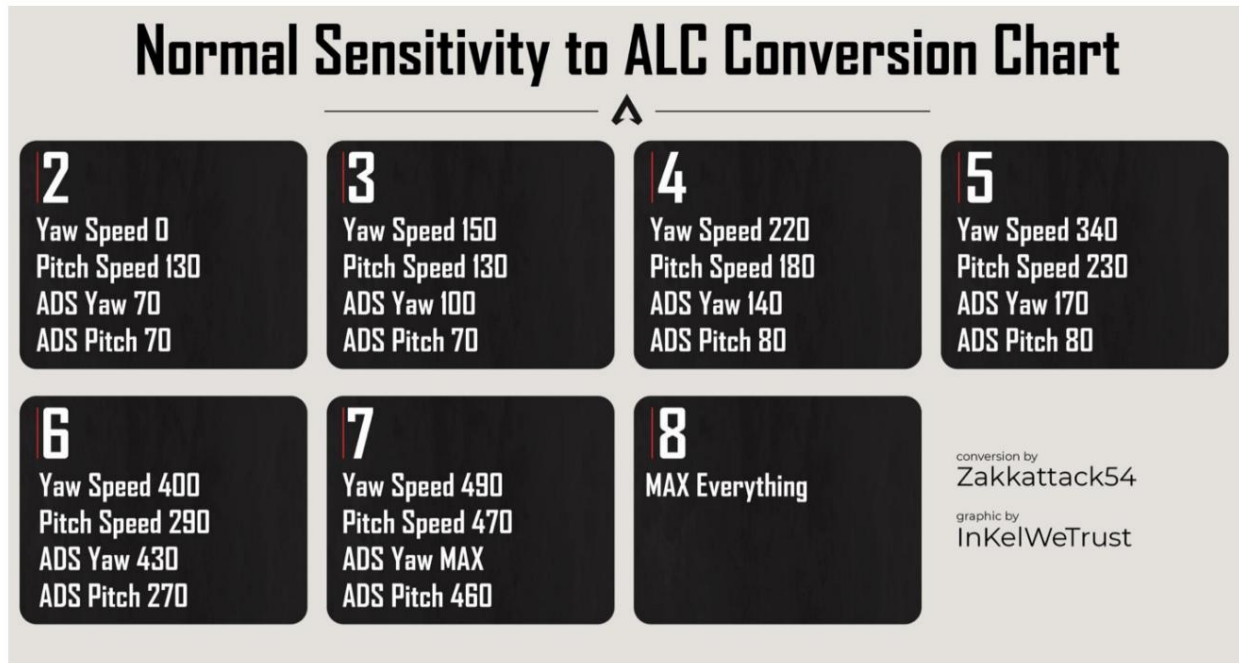
Reactivity curve

- Linear = 0
- Classic = 10

In-game sensitivity to be set well in-game and match with the values below in the script

The YAW SPEED and PITCH SPEED values correspond to the values for the sight sensi (so without pressing L2)

The ADS YAW and ADS Pitch values correspond to the values for the sensi in screwj@e (by pressing L2)



EXAMPLE OF SENSI

If for example I play in 4-3 then I will have
Yaw Speed = 220
Pitch Speed = 180
ADS YAW = 100
ADS PITCH = 70

If I'm in 4-4
Yaw Speed = 220
Pitch Speed = 180
ADS YAW = 140
ADS PITCH = 80

11th menu:

Controllers

Allows you to modify the values of your joysticks

**It is in this menu that you will indicate with which key configuration you are playing
(default, key controller, etc.)**

Last menu:

**GHOST MENU, HIGHWATERS CODING PROBLEM, HE TOLD ME
IT IS THEREFORE IMPOSSIBLE TO MANUALLY ADJUST THE ANTI-RECOIL OF WEAPONS**