⚔ VENGEANCE AIMBOT ⚔

ADVANCED GUIDE TO NOTORIOUS SCRIPTZ

Introduction

VENGEANCE AIMBOT is a one of a kind script made by NOTORIOUS. To optimize the scripts full potential please follow these steps.

Go into a custom match or plunder match, for each step test all combinations.

If you don't like the feature disabled it, also don't hesitate to iterate this step to get the best value.

Step 0: Setup

Set the button layouts in the compiler (line 35 to 42) To activate the menu, you must long press the option button.

Once in the menu you can navigate through all the options. To enter a section press X and to return to the previous screen press O.

To exit the menu, long press the options button.

the script automatically saves your data. Also, after a period of inactivity, the script automatically exits the menu and saves your data.

The script also has the kill switch option. it totally disables the script.
This is useful for example when you are driving vehicles.

Quick toggles

To activate the kill switch press ADS BUTTON+ OPTION. The led
flashes red. To reactivate the script, do the same operation and the led
turns blue.

To toggle rapid fire, hold ADS BUTTON + Rapid fire toggle
button defined in the compiler, the led will blink green You can also enable all the mods you want to use

Step 1:Controller section

- **Flipped trigger** (If you use r1 to shoot, l1 to ads and you have configured your games this way, you will need to enable this option in the script)
- **Hair trigger** The slightest pressure on the trigger results in a full press in the script. this saves a considerable amount of time aiming at your target and shooting. this could save your life in certain situation

- **Rumble** This function allows to bypass the controller vibration if you have activated vibration in the game, it is useful in case you use the rumble anti recoil. If you don't like your controller to vibrate, however, vibration is mandatory for the rumble ar, you can bypass vibration by choosing rumble off

- **HIIT Move** This feature allows to adjust your turn speed Threshold the joystick movement threshold that separates Frontal and Drift sensitivity Frontal Sens. Frontal left movement sensitivity.

- **Drift Sens** Drift left movement sensitivity To reduce the sensitivity set a value less than 100 To rise it the value should be greater than 100 Default is 100

- **Anti-Recoil** AR Go into a custom match or plunder match to find your Anti Recoil settings choose between **VENGEANCE AR** or **Rumble AR** If you use VENGEANCE AR and your weapon pulls down decrease strength!!!

- If you want more AR assistance increase strength If you use **rumble AR** enable vibration in the game If your weapon pulls down increase **AR strength** If your weapon goes up and you need assistance decrease strength.

Step 2: Notorious Polar Aim

Once **Anti-Recoil** values have been found,
Test all the different aim assist types with default value and pick which one you like best do not choose more than one!!
(VERY IMPORTANT)
I recommend to keep max/min radius to 12/6 and max/min angle to
18/12 and just test with all types

Regular
Only max value is used for angle and radius, the value is steady
and does not vary over time RND Angle
Only max value is used for radius, angle vary randomly over time
(between min/max)
RND Radius
Only max value is used for angle, radius vary randomly over time
(between min/max) unbeatable
Radius and angle vary randomly over time (between min/max)

Step 3: Advanced sticky settings

HIIT Wave

This feature uses modulation which is a technical term to express the multiplication of the original signal by another, usually periodic, signal. Carrier wave in **AimAbuse.** It can be compared to music production, carrier signals can be controlled by a modulating signal to change the sound property of an audio recording and add a sense of depth and movement.

Test all **HIIT WAVE TYPE** with all **HIIT CARRIER WAVEs**
without changing the strength (27 Combinations in total)
Once you find the best **HIIT_CARRIER_WAVE + HIIT_WAVE_TYPE** combination FOR YOU, start to adjust MAX and MIN STRENGTH **Carrier wave** depends on strength and speed. Speed is fixed in the script and optimized

HIIT settings configuration

HIIT_WAVE_TYPE Regular Only max value is used for speed and strength, the value is steady and does not vary over time RND Speed

- Only max value is used for strength, speed vary randomly over time (between min/max) TNL Speed

- Only max value is used for strength, speed vary from min to max min ... like spire or tunnel effect RND Strength

- Only max value is used for speed, strength vary randomly over time (between min/max) TNL Strength

- Only max value is used for speed, strength vary from min to max min ... like spire or tunnel effect unbeatable
Strength and speed vary randomly over time (between min/max)
Synchronized

Strength and speed use tunnel effect

HIIT_CARRIER_WAVE Circular
The movement added to Notorious polar is **circular** shape

HIIT_CARRIER_WAVE Square
The movement added to Notorious polar is **square** shape

HIIT_CARRIER_WAVE Stairs
The movement added to Notorious polar is **stairs** shape

HIIT Scan

This feature allows maximum scan for the target.

Test all types if you notice any jitter or lose of control reduce the

strength Border!!!!!

- Add a contour movement Diagonal
- Add Diagonal movement Mixed
- Combine Border and Mixed

Step 4 Steady Aim

- Quantify the movement to achieve better precision
- Strength is only useful if you chose regular
- for random or HIIT, strength is handled automatically.

If you have questions or would like my settings to VENGEANCE Msg me on Discord GetSmoked0.o#0936