AREA 51 APEX LEGENDS by erba

VERSION 4.01

UPDATED S10:
-added s10 weapons
-new aim assist very aggressive "HACK AIM" (if active disable sweet evil)
-speedtoggle added for the rapidfire (ability to activate / deactivate quickly, by pressing 2 keys, the rapidfire)
- added the ability to activate / deactivate the releaseaim, strafe, dropshot and autoaim on the various profiles (primary / secondary)
-bug mod edit, when you went out you did not see the writing that turns
-bug in the progressive, did not show lantirecothe horizontal time

Instructions

1. Save the code in the cronus
2. Initial Explanation
3. Antirecoil setting
4. oled
5. screen
6. Explanation Mod
7. Saving Mod

    ATTENTION: only for some mod.

Save the code in the cronus:

a. Open the script in the zen program

    Hint: save a copy of the script on the desktop ---> open the cronus zen application ----> press "open" at the top left and open the file.

b. Go to "programmer"
c. Press "gpc scripts"
d. Drag the file into a slot of your choice
e. Press "program device"
f. Now you will have the code saved in the cronus

Initial explanation:

a. Insert the keys used in the game:

```
⊞①②③⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞
|                                        PERSONALIZZA A TUO PIACIMENTO                                         |
⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞

- TASTI IN GAME                                                                                            */

    define ERBA_JUMP           = PS4_CROSS;              define ERBA_TACTICAL  = PS4_L1;
    define ERBA_CROUCH         = PS4_CIRCLE;             define ERBA_PING      = PS4_R1;
    define ERBA_RELOAD         = PS4_SQUARE;             define ERBA_AIM       = PS4_L2;
    define ERBA_CHANGE_WEAPON  = PS4_TRIANGLE;           define ERBA_FIRE      = PS4_R2;
    define ERBA_SPRINT         = PS4_L3;                 define ERBA_MELEE     = PS4_R3;

/*
⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞①②③④⊞
```

b. Sensitivity:

The weapons are set for 4 di in-game sensitivity and zero dead zone. For different types of controllers, such as nacon or scuff..., the weapons will not be accurate due to the controller dead zone. For this the weapons must be set, in order to obtain perfection.

Suggestion: to set the antirecoil of the weapons go to the antirecoil setting section.

Antirecoil setting:

```
const int16 ERBA_erba00_397253503386216[][] = {
//                    Start    End    Time    Rapid
//Start,  End,  Time,  Horiz,  Horiz,  Horiz,  Fire
{     19,    0,    19,      0,      0,      0,    0  }, // Default
{     27,    5,    19,     -4,      2,     17,    0  }, // R-301 X1
{     21,    9,    19,   -1.7,     -1,     19,    0  }, // R-301 X2
{   30.5,  6.8,    19,   -2.3,   -2.8,     22,    0  }, // R-301 X3
{   30.5,  6.8,    19,   -2.3,   -2.8,     22,    0  }, // R-301 X2/4
{     23,   23,     2,      0,      0,      0,    0  }, // G7 X2
{     25,   25,     2,      0,      0,      0,    0  }, // G7 X3
{   34.8,    9,    20,  -0.58,    0.5,      1,    0  }, // R99 X2
{     20,    9,    20,   -0.5,    0.5,      1,    0  }  // R99 X1
};

    const string ERBA_erba00_397253503386214  = "Default";
    const string ERBA_erba00_396253503386214  = "R-301 X1";
    const string ERBA_erba00_393253503386214  = "R-301 X2";
    const string ERBA_erba00_392253503386214  = "R-301 X3";
    const string ERBA_erba00_391253503386214  = "R-301 X2/4";
    const string ERBA_erba00_390253503386214  = "G7 X2";
    const string ERBA_erba00_3902535032986214 = "G7 X3";
    const string ERBA_erba00_3902435032986214 = "R99 X2";
    const string ERBA_erba00_3902435032926214 = "R99 X1";
```

 Go to the shooting range and take the weapon you want to set (advice with full accessories). Select the weapon in use on the zen and test it against the mannequin. To test the code every time press F5 for "build and run".

the antirecoil setting is mainly divided into two parts:

➔ Vertical:

1. start: (these are the first shots you fire up to the middle of the magazine), increase the first value if you want the weapon to go down.
2. end: (from the middle of the magazine to the last few rounds), increase the second value if you want the weapon to go down.
3. time: it is the time it takes the weapon to finish a magazine (I recommend not to modify it since they are all already inserted). the time is multiplied by 100. so putting 19 will be 1900 milliseconds.

➔ Horizontal
1. start horiz: (these are the first shots you fire up to the middle of the magazine), increase the fourth value if you want the weapon to go to the right. if you want it to go to the left decrease it (even negative values).
2. end horiz: (from the middle of the magazine to the last shots), increase the fifth value if you want the weapon to go to the right. if you want it to go to the left decrease it (even negative values).
3. time horiz: you tell him the time to command the horizontal part. (for the **more** experienced I recommend modifying it for greater precision). the time is multiplied by 100. so putting 19 will be 1900 milliseconds.

➔ Rapid fire
1. putting "1" in the seventh column will activate rapid fire for that weapon only.
2. setting "0" will disable rapid fire for that weapon.

   If you want to add other weapons that are not present, replace the name of a present weapon. Example: I don't want the rifle with the 2/4 sight, on the right in the comments in green I will write the name of the weapon I want, and the same thing in the lower part.

Oled screen explanation

OLED while playing

```
——————————————————————
|            GAME              |
|            TITLE             |
|         profile in use       |
|      weapon name in use      |
——————————————————————
```

✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ

ModMenu L2 + PS:

```
                                    —————————————————
- First line:              |        Mod Name         |
- Second line:             |       profile in use     |
- Third line:              |       ON / OFF state     |
                                    —————————————————
```

⬅⬅⬅ PRESS RIGHT AND LEFT TO BROWSE THE MODES➡➡➡

⬆   PRESS UP AND DOWN TO ACTIVATE / DEACTIVATE ⬇

TO EXIT:
        ModMenu L2 + PS

How ModMenu works:

        Navigate between the MODS with the left and right arrows
                - press on to activate
                - press down to deactivate

If the mods have an editable value, press x to open ModEdit

✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠ⒺⓇⒷⒶ ✠Ⓔ

ModWeapon L2 + OPTIONS:

```
                                    —————————————————
- First line:                |        Profile in use      |
- Second line:               |       Weapons category |
- Third line:                |        Weapon name        |
```

_____

TO EXIT:
    ModWeapon L2 + OPTIONS

How ModWeapon works:

 Choose the profile you want to change (primary or secondary), to change press triangle.
 To switch between category and weapon name, press up and down.
 When the second line (weapon category) is large, you can navigate between the different categories by pressing right or left.
 When the third line (weapon name) is written large, you can navigate between the different names by pressing left or right.

✠ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷ Ⓐ ✠ ⒺⓇⒷⒶ

ModEdit by pressing x on some mods:

                              _____
    - First line: | NAME VALUE |
    - Second line: | Profile |
    - Third line: | number value |
                              _____

        Press L2 + Up / Down Arrow to Increase / Decrease by 10
        Press L2 + Right / Left Arrow to Increase / Decrease by 1

TO SAVE: Press R1

TO EXIT:
      Circle
       or
       L2 + PS

✠ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷ Ⓐ ✠ ⒺⓇⒷⒶ

Turn off L2 + SHARE script :

```
        ————————————————
        |      SCRIPT OFF        |
        |      Hold CIRCLE       |
        |        to turn ON      |
        ————————————————
```

TO EXIT:
      L2 + SHARE
      Or
      Press and hold circle

✠ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷ Ⓐ ✠ ⒺⓇⒷⒶ

Switch profile
     - In Game:
          - press TRIANGLE / Y to change profile 1 and 2 (primary and secondary)
           - press L2 + TRIANGLE / Y to change profile, without changing weapon
in game

     - In Mod Menu / Edit / Weapon
         - press TRIANGLE / Y to change profile 1 and 2

✠ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷⒶ ✠ ⒺⓇⒷ

Explanation of all mods presentbe

Can activated only on all profiles	Activatable for each profile
🔵 Aim assist: increase of the aim assist in game (by pressing x you can modify the values🔵)	Antirecoil progressive: weapon recoil control, to be set in the script
🔵Loot auto (automatic): pressing the down arrow opens the dead man's chest, changes shield and closes the case	🔵Antirecoil legacy: weapon recoil control, to be set via zen in the game. (by pressing x you can change the values)
🔵 Ar noscope: antirecoil without aiming (by pressing x you can change the values)	🔵Rapid Fire: for single shot weapons, just hold down the button to fire
🔵Auto ping: automatic ping when firing	🔵Aim auto : when firing without aiming, it removes and aims quickly, to let in more shots
🔵 Inspect: crunch your fingers even when you run, by pressing the left arrow	🔵Drop shot: lowers and rises when firing
🔵Car race: automatic run	🔵Straps shot: right and left when firing
🔵 Bunnyhop: holding down the key to lower it performs an up and down "running"	🔵release aim: release the aim 1 ms for exploding the aim assist better
🔵cancel slide: once the slide has been made, go back to your feet	
🔵Auto reload: reload the weapon automatically	

🔵Sweet evil: aim assist bad (by pressing x you can change the values 🔵)	
🔵Aim hack: aim assist very strong (dont use with Sweet evil)	
speed hack: speed increase **removed !!**	

SavingMod

AllMod with this ball 🔵 you can save in cronus, so if you turn off the cronus will remember the mods that you left active. To save just press R1 in the Modmenu.

If you discover any bugs or have any suggestions, please tell me. @Cronusapex

▪ ▪ ▪