## Trovesta BIONIC\_STORM OPTIMIZATION PDF

In Game Settings	Sens- 5/5	ADS Low- Provided in "Your Optimization"	ADS High- Provided in "Your Optimization"	AA- Standard	Aim curve - Standard	Play style- Pusher/ Sniper support	Optimization Set Up - WZ				
	With this option you don't want to have a laser beam because it will affect your AA & Tracking.	You want to 1st, find your Laser beam value, Then what you're going to want to do is for Rumble, Raise the value, for Dynamic lower the value. By 4-6 values so you still have recoil but it's easy for you to control	RUMBLE AR- With this AR if your gun is going straight up you want to lower the value for more anti recoil. If your gun is pulling down you want to raise the value for less anti recoil	DYNAMIC AR- With this AR if your gun is going up then you are going to raise the value for more Anti recoil, if your gun is pulling straight down then you are going to lower the value for less anti recoil	When adjusting both of these Anti recoil it is best to do this in multiples of 2, so either 2 up or 2 down every time you tweak anti recoil	*ALSO* !! there are saved recoil slots per gun, in order to switch the Profile Slots just press Dpad up or Down while in the Anti Recoil section of the menu					
	RADIAL- This AA shape is has a smooth scan with Very sticky AA. The Tracking is ok but AA is super sticky. Close - Mid range is pretty nice with this AA, & Extremely good in MP Modes	ERRATIC- This AA has Superb Tracking while still producing good AA. Does have a minor minuscule skip but not really a major notice & would affect your Aim or scan		SPEED- calculated speed of the shape being drawn, similar to "Slope" from previous scripts, with a max value of 12 & min value of 4, the lower values of 4,6,8 help with longer range engagements. 10,12 are best close to mid	Note! The Higher up you go in AA the more Screen Shake you will visually see. I wouldn't recommend going above 24 as 20-24 are very strong AA's, if the visual shake doesnt bother you then by all means you can try the max of 32						
	WEAK- This is the Lowest strength applied to your AA Shape Scan. Smoothest strength but this will offer the least amount of scan assist for tracking	NORMAL- This is a slightly stronger scan assist but while still providing a smooth scan. This scan is more suited for BR/Rebirth modes.	HIGH- Now this is this strongest scan that's going to give you the OP scan strength aka (Lock On) feeling, but it comes with a price. If you are not a more skilled player this may cause you to over aim, & increase visual skip during slow scan, if you aren't able to control it.	Now this feat will depict how strong your scans are. Meaning, how hard your Scan is grabbing a hold of the AA bubble. It plays a part with your tracking							
	- Now this is an Advanced scanning feature added for improved tracking	When this is on you will need to use lower values. Speed = 2 or 5 & Strength = 5, if you go up in strength you will start to notice skip & screen shake	Note you do not have to have this feature enabled to get good tracking. This is just an option to increase tracking	Modulation set to False works better CW, you can set this to False in WZ as well if you feel it's throwing you off your target alil bit	But Having it set on Low settings as explained before 2/5 this should still help with Tracking in WZ	You can also try a speed of 1, and strengths 4,6,8 you can test for strengths as well					
WHICH IS KNOW AS AIM PERFECTION	Now this feature here is a combination feature which uses a movement prediction feature to process the aim perfection	So it shifts the movement in the direction predicted & then it corrects itself with the same shift.	shifts in movement are corrected to perform horizontal scan	So think of it like this, when you add at your enemy, the movement shifts in the direction they are moving, then rebalances itself back over the target to get you in & keep you in the AA bubble while performing horizontal scan	Now the thing about Aim perfection is there are 2 different ranges, which also coincides with your in game ADS, Low & High Sens	Range #1 = Values 6 - 10. This is the Mid to Long range areas, with superb tracking and aim compensation at range. Also this works well with AR/ Sniper combo. Now in game ADS Low & High will need to be between 6 = 1.15-1.25. 8 = 1.10- 1.20. 10 = 1.05-1.15	anything after that	With AR/SMG, AR/SNIPER, SMG/SNIPER those ads low & high values do not have to be the same, but should be in the same parameters. Meaning ads low could be 1.05 but Ads high could be 1.10 but they both are still with long the parameter for that aim perfection value			
	This feature is the same as it always has been. Meant to keep your aim Steady while ADS'ing & While you shoot as well	Values to test are still 4,6, & 8. You still want to make sure you test this feature last, once you have found your other values that work for your set up	4 = Lowest amount of Restriction applied to keep your aim centered still gives you side to side freedom	6 = Medium amount of restrictions applied to your aim, note this will cause for the need of your crosshair placement to be more accurate	8 = This is the strongest amount of restriction applied on your aim while ADS'ing, & While shooting. Your aim will have to be precise when running this strength	*Note, if you start shooting before you are actively inside the AA bubble this will cause you to fight against the AA bubble					
RAPID FIRE	There are 3 types of RapidFire to enable	1. Regular RapidFire which is enable by holding Left Dpad + X on PlayStation & Left Dpad + A on Xbox	2. Akimbo Rapid Fire. This is for when you are running double Pistols. Active w/ Left Dpad + Square on PlayStation & Left Dpad + X on Xbox	3. Jitter Fire, this will allow you to keep firing & reloading without taking your Hand off of the Shoot button. Left Dpad + Circle on PlayStation & Left Dpad + B on Xbox	Now if you want to disable these mods you press the same buttons to disable						
testable Set ups	Run n Gun - AR/ SMG. Mostly engaging between 10-40m AA Type Radial-16-24 Speed - 8 Radial Effect- MID or HIGHT	Sniper Support- SMG/AR + Sniper engaging between 30-70m + AA Type Erratic -19-26 Speed - 6 Radial Effect- MID or HIGHT	All Around- Engaging between 10-70m+  AA Type Radial or Erratic -19-26 Speed - 6 Radial Effect- MID or HIGHT	Multiplayer. SMG/AR or Sniper  AA Type Eratic or Conjectural-19-26 Speed - 8-10 Radial Effect- MID or HIGHT							
	Modulation Speed = 2 or 5 Strength = 5 Aim Perfection =	Modulation Speed = 2 Strength = 5  Aim Perfection =	Modulation Speed = 2 Strength = 5 Aim Perfection =	Modulation Speed = 5 Strength = 5 Aim Perfection =							
	12-14 w/Ads L&H= refer to Range 2 column above	6-10 w/Ads L&H= refer to Range #1 column above	8-12 w/Ads L&H= refer to Ranges #1 & #2 columns	12-16 w/Ads L&H= refer to Range #2 Column above							
Your Optimization	AA TYPE- Radial	SPEED- 6,8,10	AIM ASSIST- 18,20,22	RADIAL EFFECT-	MODULATION- TRUE	TRACKING- 8,10					
	Erractic Conjectural	6,8	16,18,20	Mid or Hight	TRUE	8,10,12					
	ADS LOW & HIGH- If Radial Tracking= 8= 1.10-1.20 10= 1.05-1.15	AIM BOOST- TRUE- This Feature boost your AA & Tracking	STEADY AIM- Player Preference								
	If Erratic Tracking= 8= 1.10-1.20 10,12= 1.05-1.15	TRUE- This Featureboost your AA & Tracking	Player Preference		V						
	AMAX- Mono Suppressor longest Barrel Mando Foregrip 45 rnd Mag VLK or HOLO optic	KILO- Mono Suppressor longest Barrel Mando Foregrip 60 rnd Mag VLK or HOLO optic	M13- Mono Suppressor longest Barrel Mando Foregrip 60 rnd Mag VLK or HOLO optic	MP5 (MW)- Integral Suppressor Tac laser Commando or Ranger Foregrip 45 rnd Mag Stippled Grip Tape	MP7- Mono Suppressor Tac Laser Mando or Merc Foregrip 60 rnd Mag Longest Barrel	PKM- Mono Suppressor Tac Laser VLK or HOLO optic 26.9" Barrel Snatch grip underbarrel	Ram 7- Mono Suppressor VLK optic Last barrel Mando foregrip 50 rnd mag				
Rumble AR  Dynamic AR	12-15 22-26	20-24 12-18	20-24 12-16	15-20 20-22	22-26 12-16	20-26	18-22 20-24				
	KRIG 6- Agency Suppressor Ranger Barrel Field Agent Grip 3X or 4X optic 60 rnd Mag	FARA 83- Agency Suppressor liberator Barrel Field Agent Grip Iron sights/3X or 4X 60 rnd mag	AK47 (CW)- Gru Suppressor VDV Barrel Field Agent Grip 3X Optic 60 rnd mag	XM4- Agency Suppressor Ranger Barrel Field Agent Grip 3X Optic 60 rnd mag	RPD- Last suppressor Task force barrel Field Agent Grip 3X Optic Airborne Elastic	STONER- Last Suppressor Task Force Barrel Field Agent Grip 3X Optic Airborne Elastic	MP5 (CW)- Regular Suppressor Ranger Barrel Bruiser grip 50 rnd mag Raider Stock	BULLFROG - Regular Suppressor Task Force Barrel TigerTeam Spotlight 65 rnd mag Skeleton Stock	LC10 - Regular Suppressor Ranger Barrel TigerTeam Spotlight 55 rnd mag Raider Stock	PPSH - Regular Suppressor Task Force Barrel TigerTeam Spotlight 55 rnd mag Raider Stock	AK74u- Regular Suppressor Task Force Barrel TigerTeam Spotlight 50 rnd mag Last Stock
Rumble AR  Dynamic AR  Rumble AR	18-22	14-18  18-22  Alternate - Regular Suppressor RPK Barrel TigerTeam Spotlight 60 rnd mag Skeleton Stock  18-20	10-16 20-26  Alternate - Regular Suppressor Ultralight or RPK Barrel TigerTeam Spotlight Skeleton Stock 45 rnd mag  14-16	12-16 20-26 Alternate- Regular Suppressor Task Force Barrel TigerTeam Spotlight 45 rnd mag Raider stock	18-22 16-20	14-18 22-26	14-18 20-24	16-20 18-22	20-22	12-16 20-24	14-18 18-22
Dynamic AR		16-20	20-22	20-24							*
	RPRESSTIME = 8  AA	RPAUSETIME = 8  SPEED	RDYN = 20  AIM ASSIST	RADIAL EFFECT	TRACKING	MODULATION	ADS LOW & HIGH				