
Muscle BEAM V3 (ZEN VERSION)

What's in this version?

- 1. 2 Profiles - Primary and Secondary.**
- 2. 5 Loadouts - 2 profiles each for loading/saving your AR values. (Only SmartRecoil at the moment)**
- 3. Weapon and Category choice for Primary and Secondary.**
- 4. Auto set for RapidFire, Fast Reload, Hold Breath and QuickScope and ADS Far mod based on
weapon.**
- 5. Slot System for multi-use the script.**
- 6. SafeScript feature - Support override slot with new versions without break stuff with leftovers.**
- 7. All Buttons Layout possible including Flipped and Bumper Ping, Bumper Ping Tactical.**
- 8. 2 Anti Recoils – SmartRecoil (Recommended), TrainerAr.**
- 9. 4 Aim Assists – Enhanced Polar with Steady Aim, Polar V2, Sticky Aim, Legit Aim.**
- 10. Weapon Swap (Primary/Secondary) Single button press and Two buttons press.

Two button press – L2 and Triangle for Primary, L2 and Circle for Secondary (Like in the Warzone Gamepack).**
- 11. ADS/Fire Mods: QuickScope, SmartGrenade, EasyFire, Prone Shot, Strafe Shot, Ghost Peek.**
- 12. Warzone Mods: Drive Mod, Enemy Ping, Easy Plates, Easy Revive.**
- 13. Global Mods: AutoRun, Turbo Melee, Cancel Slide, Bunny Hop**
- 14. Settings: AdvanceSens (Improved SnakeSens), AFK Mod, Inverted Y, Buttons Layout, BlockRumble.**
- 15. Support for PS4 and XBOX controllers.**

16. Kill Switch - Temporary disable all mods.

17. Gulag Mod - Only what is necessary for this situation.

18. RapidFire Quick Mode

19. ADS Control for Close and Far Range – Mainly for Sniping at ranges.

General Info:

1. There are 3 different menus:

- One is the Mods Menu with activating/disabling and adjusting mods. To activate/disable that menu

Hold L2 and OPTIONS.

- Two is the Weapon Chooser Menu. There you set your weapons for Primary and Secondary. To

activate/disable that menu Hold L2 and press PS.

If you are in the Mods Menu – Press Square button to go this Menu. You can exit by press Circle button too.

- Third is the Load/Save Loadout Menu – Hold OPTIONS and press L2 for Load Loadout, Hold OPTIONS and press L1 for Save Loadout.

2. To change Profile (Primary/Secondary) you press:

- If you are in Mods Menu or Weapons Chooser Menu – press Triangle Button.

- If you outside the Menus - press Triangle Button (if one_button_press is TRUE) or/and

Hold L2 and press Triangle for Primary, Hold L2 and press Circle for Secondary (Like in the

Warzone Gamepack).

- if one_button_press is TRUE (Set in the head of the script) - If you need to resync profile and you

outside the Menus – Double press Triangle Button will fix the unsync profile issue.

3. Title Screen Indicators - At the Main Title screen you will see:

- Title about this gamepack including version number.
- Your current profile. (Primary/Secondary)
- Your current weapon.
- On the left side a small number – That's current Loadout number.
- On the right side a small number – That's current Slot number.

4. How Saves/Load is working?

- If you are on Mods Menu and press PS button it will save All Profiles and Global Settings only.
- When exit Mods Menu (by Hold L2 and press OPTIONS, or going to other menus), It will save All

Profiles and Global Settings as well.

- TrainerAR right now count as Global Save which saves like before with press PS or exit Mods

Menu – So it's only for 1 loadout.

- When you going inside Save Loadout Menu you can choose where to save your data

(SmartRecoil Values and Weapons selected for each profile).

After selecting desired Loadout, Press X button will perform the Save.

- When you go inside Load Loadout Menu you can choose which loadout you want to load with the

data saved (SmartRecoil Values and Weapons selected for each profile).

After selecting desired Loadout, Press X button will perform the Load.

- Press Circle button will exit both Load and Save Loadouts Menus without doing anything.

5. Settings:

- Go into Settings Screen to set your playstyle. Inverted and Buttons Layout.
- At the head of the script you set your ingame: Sensitivity and Deadzone.

- Inside Buttons Layout Screen make sure you set the correct one you are using.

- For Flipped Users Press Square button. You will see 'Flipped' Text is showing.

6. Presets of data:

- I collect data for each weapon you can choose from so make sure you are using the correct gun

when you are playing.

- Each gun should have the correct Fast Reload delay so when you press Reload button it will

cancel the reload animation by the end of the reload.

- For Single fire weapons (Fal, FR 5.56, Shotguns, Rifles, Pistols) it will run RapidFire Mod

automatically.

- For Rifles and Snipers, it will run QuickScope automatically.

- For Rifles and Snipers, you can run Quick ADS Far by Double press Aim button.

- For Snipers, it will run Hold Breath automatically.

7. Mods that are On by default:

- FastReload, QuickScope, Block Rumble. (They can be turned off of course)

Weapon Chooser Menu:

1. You will choose weapon for Primary and Secondary.

2. The Categories and Weapons are sorted like in game.

3. General Categories has 3 weapons:

Regular fire (which has no presets of data),

RapidFire (Which has no presets of data, but has RapidFire mod On),

Sniper (Which has no presets of data, but has HoldBreath, QuickScope and Quick ADS Far On). Like in the Warzone Gamepack, but better.

4. In order to change Categories or Weapons you press Left / Right Arrows

In order to change from Categories to Weapons and vice versa you press Up / Down Arrows.

Mods (From the menu):

1. Anti-Recoil:

You can choose Smart Recoil and Trainer AR.

- In Smart Recoil you are settings Strength and Horizontal values.

Make sure ingame vibration is on.

If the weapon while firing goes up – Increase the Strength Value.

- If the weapon while firing goes down – decrease the Strength Value.

- In TrainerAr you are training the AR based on weapon's bullets pattern.

More info on this in the

info channel.

- You can use different AR per profile, but TrainerAr only saves and available for Loadout 1.

2. Aim Assist:

You can choose Polar, Polar V2, Sticky Aim and Legit Aim.

- Mess with the values and see what's suits you.

- Recommended to test: Legit Aim with values of 24/24 or 20/20.

- SteadyAim for Polar can be set On and Off, Change in the head of the script.

3. Fast Reload:

- When On and matching the weapon in the script to the one you are using, when press Reload

button at the end of the reload animation it will cancel and make you reload slightly faster.

- You can cancel this action by pressing Swap button.

- This mod activates Cancel Reload mod too.

- Cancel Reload mod - When Fast Reload mod is On and you match correct weapon in the script,

you can cancel reload by press Aim or Fire buttons.

It's useful when you start to reload and then getting into a fight so you going for firing or ADS, it will stop the reload and swap to your second gun so you can continue shooting.

- Fast Reload and Cancel Reload will only work if you manually Tap to Reload, not by fully empty the magazine.

4. Quick Scope:

- When On and choosing Rifle or Sniper in the script, when Release Aim button it will fire the

weapon. (Like Warzone Gamepack)

- To cancel the auto shot when Release Aim button, press Reload or Lethal button once.

- Press Sprint button will make Hold Breath mod recharge quicker.

5. Hold Breath:

- This mod is On when choosing Rifle or Sniper in the script automatically.

- Not shown in the menu.

6. Smart Grenade:

My idea, When On has Dual Mode:

- Single press Lethal button it will cook Grenade for about 2.6 seconds and then throw it (won't let

enemies get away :D)

- Safe Mode: Hold Lethal button as much as you want, it will throw the grenade automatically at

the end of the time so you won't get killed.

- You can cancel this action (like if you are getting in the middle of a fight) by pressing any main

button (Like ADS, Fire etc) or Double press Lethal button.

Cancel is only for single press mode.

7. Easy Fire:

- When On you will have 3 options for easier shooting with ADS.
- You can change option, it needs to be set pre load the script by modifying:

`int easyfire_mode = 2;`

- Possible options:

0 - On ADS, Fire .

1 - On Fire, ADS .

2 - Both (0) and (1) modes.

8. Prone Shot:

- When On and Activate switch from Stand to Prone and backwards.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS

9. Strafe Shot:

- When On and Activate move from side to side.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS

10. Ghost Peek:

- When On and Activate Crouch Stand fast.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS

11. Chicken Mod: For Chicken Mod, Activate Strafe Shot and Ghost Peek.

12. Drive Mod:

- When On, if you hold Tactical button it will disable all AA. It will allow you to drive without any screen shake.

13. Enemy Ping: When On you can ping enemies by On ADS or On Fire (you choose).

14. Easy Plates: Hold Swap button and it will continue to press Swap until you have full plates

automatically (can be cancel by Aim, Fire, Reload or Jump).

15. Easy Revive: Hold Reload/Use button and it will continue to press Reload/Use until teammate is

automatically (can be cancel by Aim, Fire, Swap or Jump).

16. Auto Run:

- When On you will be able to continues Tactical to normal Sprint run.

- Walk and Double press Sprint to activate, Walk backwards/Walk sideways/Press Aim/Press

Fire/Press Sprint to disable.

17. FastTurn (This feature is removed):

- Double press Right Arrow will do 180 rotation.

- You need to match your sensitivity within the script.

- You can change the Turn Time from the menu.

- You can Turn clockwise and counterclockwise. (change from the head of the script)

18. Turbo Melee Upgraded:

- This mod will continue to melee for you.

- When On, Double Press and Hold Melee button to activate Turbo Melee.

- This upgrade won't interfere executions and mounting.

19. Cancel Slide:

- This mod will cancel your slide allowing you to move slightly faster and better.

- We have here two activation options:

1. LEGACY – Just Walk and when Release Crouch button it will cancel the slide.

2. RUMBLE – Like LEGACY but working with InGame Rumble to detect slide. (Tested in PS4)

3. MUSCLE – My improvement, only when Walk, Sprint button detected (Hold or last pressed)

and Release Crouch button it will cancel the slide.

- Activate option need to be change from the head of the script.

- **NOTE:** If you are using InGame AutoRun – Choose LEGACY or RUMBLE only!!

- You can change Slide Delay from the head of the script. If you have problem change to 80.

- Default: RUMBLE

20. Bunny Hop: Pretty familiar.

21. AdvanceSens (Improved SnakeSens):

- Can adjust your sensitivity based on: General, ADS Close Range, ADS Far Range, Fire, ADS Fire, Grenade.

- When this mod is On, you can cycle fast from ADS Close to ADS Far by Hold Aim button and press Up Arrow.

- Second way to activate ADS Far: When this mod is On, you can cycle fast from ADS Close to ADS Far by Double press Aim button and Hold on that second press.

(This second way only works when you are on a Rifle/Sniper class from the script !!)

- You will see on the display those cycling and will see current mode (Close or Far)

- When Release Aim button it will revert back to ADS Close.

- ADS Close set to 100. ADS Far set to 50.

- This mod will allow sniper more precision when need micro movement at far ranges.

22. AFK Mod:

- Beta test.

- When On and 30 seconds has passed without any button press it will be activated AFK.

- When AFK is up it will press buttons for you while not touching anything.

- You should stay ingame and not get kicked.

23. Block Rumble: Will cancel vibration into your controller.

More Mods (Not from the menu):

• Hair Trigger: You can have hair triggers, change in the head of the script:
define toggle_hairtrigger = FALSE;

Mapping:

- Mod Menu: Hold L2 and OPTIONS

- Weapon Menu: Hold L2 and PS(XBOX)

- Load Loadout Menu: Hold OPTIONS + L2

- Save Loadout Menu: Hold OPTIONS + L1

- Kill Switch: Hold L2 and SHARE

- Gulag Mod: Hold OPTIONS and Triangle

- Navigate screen: Left /Right Arrows

- Activate / Deactivate Mods: UP/DOWN Arrows

- Change Values/Mode in Mods: Hold L2 and Up/Down/Left/Right Arrows.

Kill Switch:

- Disable all mods temporary

- Hold L2 and SHARE to activate/disable this mod.

Gulag Mod:

- Unique mod to give you the best experience while getting into the Gulag. This mod aim for fast response in gulag fights without any other interfering.

- Hold OPTIONS button and press Triangle to activate/deactivate this mod (Long press Circle button will exit too)

- When this mod is On you will see 'Gulag' text in the script and current weapon profile: RegularFire, RapidFire and Sniper.

- To cycle between them just use Left / Right Arrows.

- When this mod is On this stuff are forced Off: SmartRecoil, TrainerAR, FastReload, Drive Mod,

- Quick RapidFire mod: You can have quick RapidFire for any gun you currently using.

Hold Aim button and Right arrow to activate RapidFire, Do the same to deactivate. Just another

option to have RapidFire

- Quick RapidFire mod – Hold L2 and Right Arrow.

- ADS Far/Close modes (when AdvanceSens is On) – Hold L2 and Up Arrow.

EnemyPing, EasyPlate, EasyRevive.

- When this mod is On this stuff are stays On if they were On: AA (Polar, Polar V2, Sticky, Legit), Rapid fire (if choose RapidFire class in gulag mod will be forced On, Hair Triggers (small touch on triggers will go 100%)

- This mod aim for fast response in gulag fights without any other interfering. Slot System:

This script has unique slot system that I made.

- You can set the Slots number (that this script is going to run on)

-
- You can switch between Slots you are configured.
 - Switch to next Slot – Hold **OPTION** and press **Right Arrow**.
 - Switch to Previous Slot – Hold **OPTION** and press **Left Arrow**.

Read the example at the beginning of the script to understand how to setup the values for the slots.

Safe Script:

My new mechanic to detect if you are using newer script in the same slot you used with previous version. If so, it will reset to default all the values and toggles.

That way you won't have weird issues caused by previous script's leftovers.

Personal Config:

You can set these things in the beginning of the script: `int oled_bg_white = FALSE;`

```
const int8 slots[] = { SINGLE_SLOT };
```

```
define ingamesens = 5;
```

```
define ingamedz = 5;
```

```
define mod_menu_button_hold = PS4_L2;
```

```
define mod_menu_button_press = PS4_OPTIONS; define  
loadout_menu_button_hold = PS4_OPTIONS; define  
loadout_menu_button_load = PS4_L2;
```

```
define loadout_menu_button_save = PS4_L1;
```

```
define weapons_menu_button_hold = PS4_L2; define  
weapons_menu_button_press = PS4_PS; define gulag_button_hold =  
PS4_OPTIONS;
```

```
define gulag_button_press = PS4_TRIANGLE; define killswitch_button_hold  
= PS4_L2;
```

```
define killswitch_button_press = PS4_SHARE; define  
slot_system_button_hold = PS4_OPTIONS; define  
slot_system_button_next = PS4_RIGHT; define slot_system_button_prev =  
PS4_LEFT;
```

```
define one_button_press = TRUE;
```

```
define two_button_press = TRUE;

define profile_switch_button_hold = PS4_L2;

define profile_switch_button_prim = PS4_TRIANGLE;

define profile_switch_button_sec = PS4_CIRCLE;

int WAI_RAPIDFIRE = TRUE;

int toggle_steadyaim = TRUE;

int easyfire_mode = 2;

const int8 shotmods_mode[] = { 1, 1, 1 }; // { Prone Shot, Strafe Shot, Ghost
Peek } define toggle_hairtrigger = FALSE;

define smartgrenade_throwdelay = 2600;

define smartgrenade_safedelay = 3200;

int slide_cancel_mode = RUMBLE; // OR DJANGO OR LEGACY

define slide_delay = 80;
```

Todo next:

1. Warzone loot mod.
2. New Anti Recoil.