

Bionic Aim Optimization by Sweet Evil

For more detailed information and more explanation

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or private help support session with Mike

Your in-game setting must be the following:

- **Standard** responsive curve
- **Standard** aim assist
- **Enable vibration** if you want to use rumble features in the script
- Set **tactical sprint** for slide cancel
- Set up your sensitivity: Aim assist is more obvious when you run at lower values.
- **When you test I recommend to use an automatic weapon**

Compiler setting:

Configure your buttons layout before using script

```
define RESET_SLOT_DATA           = 1234; // change this value if you want to reset to default settings
define USE_QUICK_SCOPE           = TRUE;
define ADS_BUTTON                 = PS4_L2;
define FIRE_BUTTON               = PS4_R2;
define CROUCH_BUTTON             = PS4_CIRCLE;
define JUMP_BUTTON               = PS4_CROSS;
define SWAP_BUTTON               = PS4_TRIANGLE;
define MELEE_BUTTON              = PS4_R3;
define SPRINT_BUTTON             = PS4_L3;
define PING_BUTTON               = PS4_UP;
define MOD_TOGGLE_BUTTON         = PS4_LEFT;
define RAPID_FIRE_BUTTON         = PS4_CROSS;
define AKIMBO_RAPID_FIRE_BUTTON = PS4_SQUARE;
define JITTERS_BUTTON           = PS4_CIRCLE;
define MENU_BUTTON              = PS4_OPTIONS;
```

➔ For everyone having issues with slide cancel or sound issue, mainly the Xbox players go to **line 208** in the compiler, Change **vm ctrl** from **-9 to -4 or -6**. Note this will alter some of your AA values meaning you'll have to use lower AA.

Menu settings:

❖ **Controller:**

- Enable hair trigger (Slightest pull activates trigger like you pushed it to the 100% threshold.)
- Enable flipped trigger if needed
- Enabled inverted if needed
- Bypass vibration using rumble if you don't like vibration

- ➔ Before going ahead be sure all other features are disabled in the script
- ➔ Don't touch your controller when you load the script to not break drift calibration

❖ **Anti-Recoil:**

- Use Rumble or Dynamic
- Rumble is based on your controller vibration (still works if you have it turned off using the script to disable it) Values for rumble are strongest at lowest values, and weakest at highest values.
- Dynamic is a time based recoil. The strength of the recoil goes up the higher the value.

- ➔ Find the sweet spot for strength that allow you to use any weapon. Don't look for perfection or a laser beam because that will fight the aim assist. Aim Assist will help with your Anti-Recoil. AR is stronger when you hit the aim assist bubble compared when you test AR on the wall

❖ **Aim assist**

- For SPEED (also known as angle) I recommend a value between 8 to 20
- For Aim Assist (also known as strength) value between 12 to 24
- Start first by selecting your Rad-Effect (Radial, Weak, or Erratic) and for each type to find your setup you start with one Speed (lets say 8), and then start with Aim assist 12, then move up to 14, then up to 16, etc. Then move on to the Speed.
- Testing would look like this:
 - Speed 8, Aim Assist 12, 16, 20, 24
 - Speed 12, Aim Assist 12, 16, 20, 24
 - Speed 16, Aim Assist 12, 16, 20, 24
 - Speed 20, Aim Assist 12, 16, 20, 24

When you start having too much shaking or jitters stop, record that strength and speed, and then switch to changing the speed up 2 to 4 digits, and carry-on testing till you hit too much shaking or jitter for yourself and record those numbers.

Don't confuse shaking with micro movements stuttering, micro movement stuttering can be reduced.

When you find the best aim assist type speed and strength you can fine tune around those values. Let's say for example 10 (Speed) and 16 (Aim Assist) is your best setting you can test 9 16 and 11 16

- ➔ Now before moving to **modulation** deduce - 2 from your **Aim Assist**. For example, your best Aim Assist is 16 change it to 14

❖ **Modulation**

- Enable modulation
- Set speed to **1 or 2**
- Recommended strength between **4 to 8**
- If you notice shake at every value, disable **Modulation**

❖ **Tracking**

- Enable it
- Recommend values 6 8 10 12
- Test all of them
- If too much shake, or weirdness = disable Tracking

➔ If you didn't enable modulation or aim perfection don't forget to add +2 to your aim assist strength to get go back to the optimized settings, you find at the beginning

❖ **Aim boost**

- This enhances aim assist but adding polar movement to your right stick
- Enable this option and test
- Of course, you can disable if you don't like it.

❖ **Steady aim**

- Enable it
- Test resolution with 4 6 8
- Of course, you can disable if you don't like it.

This should take you 1 day of testing but once you follow this your settings are perfect

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