

CYBORG PDF

IN GAME SENS		ADS ZOOM L&H	1.00	AA & AIM CURVE	STANDARD	PLAY STYLE- WZ
Evil Bot Type	Circular - Gives you maximum Vertical & Horizontal scanning	Circular is good when you don't have good crosshair placement as you can still land headshots but I would only recommend having circular on ADS Only frontal	Oval- is going to give you the maximum Tracking as it puts most of its attention to horizontal scanning.	Oval is also suggested for a skilled player with good crosshair placement because whenever you place your crosshair is when it's going to track, so yes you can still land headshots		
SPIRAL	- Strength of the scan of the shape	Low- Low Strength Mid - Mid Strength High - Strongest	Low- Lowest amount of scanning strength applied, would only use in MP - but the most smooth out of the 3	Mid - Medium amount of scanning strength applied. Still a pretty strong scan but a smoother ADS scan	High- Strongest scanning strength applied, may cause more Skip but is the strongest scan to get the "Lock on" feature	The Scan is from the Outside of the hit box to the center of the enemy
SCAN	- the speed of how fast the shape is scanning	Low- Slow Speed Mid - Mid Speed High - Fastest Scan	Low - Maybe 1-2 scans on an enemy	Mid- around 3-4 scans on an enemy	High - 4-7 scan on an enemy	
Steady Aim	- Is to keep your aim steady while ADS'ing & Shooting	Low,Mid,High work like the strengths. This is the last feat to test	*this option is better for mid to long range	If you are someone that likes to prefire, hipfire into ADS, or Shoot as you see an enemy then I wouldn't recommend using	If your crosshair placement isn't accurate then it will feel like you're fighting the AA bubble or stuck outside the AA Bubble	
Threshold	- The amount of movement pressure applied to your right joystick	So default Threshold is 30, so after you hit 30% it activates your "DRIFT" feature	Every time you reset your joystick position you will be back in frontal until hittin the threshold			
FRONTAL	- Think of frontal as initial contact	This is when you are ADS straight forward with little movement under your Threshold limit	So if you spot an enemy in front of you and you ads without moving your right stick alot			
DRIFT	- This is your secondary contact which works hand & hand with the main portion of your Tracking and boost aka "Script Sens	So after you hit that threshold Drift is where your main part of tracking is going to come from along with working with your boost to get you to the AA bubble	So this is after the enemy starts moving & you're moving your joystick to stay on target, Your drift initiates the main portion of your tracking	It works along with your script sens aka your boost, to get you to the AA bubble & keep you there. I'll go over the boost (Script Sens as well		
SLOPE	- this is the actual drawing speed of the shape which is a Spiral	Lower slopes which are slower drawing speeds ten to give better tacking for longer ranges	4,6 - would be considered Lower slopes & 8+ are higher slopes. They do go all the way up to 20 in multiple of 2's evenly	You won't notice the difference between higher and lower slopes up to about 40m but any after you'll see the difference in tracking	Now a Lower slope on ADS Only will Decrease the amount of "Jump or Skip" you're seeing while slow scanning with the right AA Set up as well	
Aim Assist	- Of course everyone knows what Aim Assist is but the value is to change how Strong it is applied to your in game play	Now of course a higher AA value in ADS Only is going to increase the strength and how much you're seeing the shape being drawn on screen.	People revert that to "Screen Shake" but what they're really seeing is the drawing of the shape. Which will also increase the "Jump or Skip" you're seeing while slow scanning	But this plays into your slope as well as I described above. Now if the shape Drawing doesn't bother you, You can run higher Values for AA with the Max being "32"	Now with that being said, Your Frontal Aim Assist should always be 2 less than your Drift Aim assist. You want that magnet pull feel when your Frontal goes into your Drift. That (Drag feel)	
SCRIPT SENS	- Now the script Sens acts as a Boost multiplier	Now with a higher in game sensitivity your script Sens values should be below 100 as it will give you deceleration first the acceleration to the AA bubble	With lower in game Sens settings you should be running Script Sens values 100 and above as it will give you a boost of Accel first then Deceleration inside the AA Bubble	These play a major part in tracking, Please see the #Jet_Wick_Script_Help channel for video examples of Boost help on tracking	Note- Camera Sens should be the 1st you find, Then ADS Sens as your AdsFire Sens & Hipfire Sens is going to be based off of ADS Sens	I will explain the difference in value calculations for Sens below
ADS ONLY	This is when you are only ADS'ing and not firing your Gun	Frontal & Drift AA and tracking will start here				
ADS + FIRE	- This is once you have fired your weapon, You will no longer be in ADS Only, Your Slope, AA Values and Tracking will then start	*You can use Max AA Values for ADS+Fire as you won't worry about screen shake nor scanning	But depending on the play style the slopes will play a main part in tracking while shooting			
HIPFIRE	- When you are firing your weapon from the hip	You can use higher slope due to you not having to ads on your enemy	Also higher Values will be more powerful for tracking in Close range engagements			
SCRIPT SENS	Camera Sens should be found 1st	ADS Sens should be 2nd to find	Depending on in game Sens- if your script Sens is 100+ then you ADS+FIRE Sens is going to be 5 or 10 more than ADS Sens	If you're on 99 & below then your ADS FIRE Sens will be 5 less or 10 less than ADS SENS	HIPFIRE Sens is going to be equal to or 5 more than ADSFIRE for 100+ & for 99 below it will be Equal to or 5 less than ADS SENS	
EXTRAS	If you're having issues with Stick Drift you can increase your Magnitude to 100 if you're having no stick drift try lowering to 50	If you want to increase scanning speed then increase in game ADS Low & High zoom to 1.05 for both but never lower it below 1.00				
SETUPS TO TRY	ADS ONLY. Frontal & Drift Slope values to test	ADS ONLY. Aim Assist Frontal & Drift to test	ADS FIRE. Frontal and Drift slope	ADS FIRE Aim Assist Frontal & Drift to test	HIPFIRE Frontal & Drift Slopes to test	HIPFIRE Aim Assist Frontal & Drift to test
	F/D 4/4,4/6,6/6	F 20,22,24 D- is going to be 2 more than Frontal	F/D 6/6,6/8	F 26,28,30 D- is still going to be 2 more than Frontal	6/8, 8,8, 8/10	F - 26,28,30 D- is still going to be 2 more than Frontal
	ADS ONLY BOT TYPE	ADS FIRE BOT TYPE	HIPFIRE BOT TYPE	SCRIPT SENS to Test		
	Circular- on Frontal is good when you are sniping I still Recommend leaving Drift set to - Oval. If you want maximum tracking then set both to - Oval	Honestly both of these should remain set to oval for maximum tracking	Both of these should also remain set to oval for maximum tracking	Camera Sens - 100-105. ADS Sens - 100-110. ADS Fire - is 5 or 10 more than ADS Sens. HIPFIRE is equal to or 5 more than ADS Fire Sens		
	SPIRAL & SCAN both depend on you and what feels better, but Mid spiral high scan on ADS Only feels 🔥 when running sniper support	Steady Aim also is going to depend on your preference as well				
CW CHANGES	ADS ONLY	ADS FIRE SLOPES	Evil Bot Type	Scan & Spinal	Steady Aim	
6/6	4/4,4/6	6/6,6/8	For your play style- I would set all to oval	Set to High	I would leave Disabled for CW	