AI EVIL CYBORG

****

By Mike and Jet

Firmware for Zen should be 2.08 or 2.09 beta 12.

HOW TO:
Load your script, edit it, and compile:

https://youtu.be/9AKkMrh9_tw

Live test your script for any section (Build and Run):

https://youtu.be/xijMXap6RpI

ALSO READ YOUR DANG COMPILER.

IN GAME SETTINGS:
FOV: 80-95 (90 max for me)
ADS high and low = 1.0-1.5 max
Dead-zone as low as possible.
Aim assist and your aim curve should be set to "Standard".

****

1. BUTTON CONFIGURATIONS:

```
35  define ADS_BUTTON                   = PS4_L2;
36  define FIRE_BUTTON                  = PS4_R2;
37  define CROUCH_BUTTON                = PS4_CIRCLE;
38  define JUMP_BUTTON                  = PS4_CROSS;
39  define SWAP_BUTTON                  = PS4_TRIANGLE;
40  define MELEE_BUTTON                 = PS4_R3;
41  define SPRINT_BUTTON                = PS4_L3;
42  define PING_BUTTON                  = PS4_UP;
```

Pay attention to this line right here: which is line 35 in the picture. To activate the kill switch basically when you are driving you press the ADS button and Option (Start) and then it will activate the kill switch, so you do not have to worry about the shaking when you are driving. You can turn it back on by pressing those two buttons again.

Your lines 35 through 42 in the picture is your button configuration you can go in and change your button layout.

2. INVERTED PLAYERS:

```
43
44  int INVERTED                        = 0;    // 1 if you play inveted
```

if you put it to 1 then it inverts your stick layout for you

3. MODS:

```
int USE_RUMBLE                          = FALSE;
int USE_HAIR_TRIGGER                    = TRUE;
int USE_EASY_PLATE                      = FALSE;
int USE_TURBO_MELEE                     = FALSE;
int USE_BUNNY_HOP                       = FALSE;
int USE_HOLD_BREATH                     = FALSE;
int USE_AUTO_PING                       = FALSE;
int USE_AUTO_RUN                        = FALSE;
```

FALSE means they are disabled – TRUE: means they are enabled.:

Rumble: Turn off in game vibration =FALSE – Leave it on = TRUE
Hair Trigger: Lightly press trigger and it acts as if it is fully pressed
Easy Plate: Press the plate loading button once and it loads all the plates
Turbo Melee: Hold melee button and your character melee's over and over
Bunny Hop: Hold the jump button and your character jumps over and over
Hold Breath: Every time you pull up a sniper scope it automatically holds your breath for you
Auto Ping: As soon as you shoot/or ADS your character will mark a target
Auto Run: Character always tries to run instead of walking.

4. SLIDE CANCEL:

```
int USE_SLIDE_CANCEL                    = 1; // 0 disable, 1 MW, 3 CW

define CW_Slide_Delay                   =  80;
define MW_Slide_Delay                   =  80;
```

For modern warfare select "1" and the number "3" for cold war. you can optimize your values. Personally, I found 40 or 30 to 40 for slide delay to work the best in cold war, and 70/80 works perfectly fine in modern warfare,

5. QUICK SCOPE MOD

```
int USE_QUICK_SCOPE                     = FALSE;
int quickscope_press_time               = 320;
define quickscopedelay                  = 360;
```

To activate it just set it to TRUE. if not just leave it FALSE. You have your quick your quick scope press time and your quick scope delay.

6. STRAFE MOD

```
•   New Strafe/drive Zigzag mode based on random algorithm to bring more natural movement and feeling also unpredictable
      * To get into strafe zigzag double tap left Dpad.
      * To disable it double tap again
      * You can change this button using the compiler
      * works when you hold fire button
*/

define  STRAFE_DOUBLE_TAP_BUTTON    = PS4_LEFT;
int STRAFE_DELAY                    = 400;
```

To use strafe mod of course here is double tap left, or whatever button you set it to. Try to pick a button you will not accidently press, as the script/lights/oled menu will not let you know when it is activated. All you do is double tap left to activate it, and double tap it again to deactivate it. Your STRAFE DELAY is how much your character moves side to side.

7. RAPID FIRE

```
77   // Rapid fire section
78
79   int RAPID_FIRE_FOR_PRIMARY_AND_SECONDARY_WEAPON        = FALSE;
80
81   define MOD_TOGGLE_BUTTON            = PS4_LEFT;
82   define RAPID_FIRE_BUTTON            = PS4_CROSS;
83   define AKIMBO_RAPID_FIRE_BUTTON     = PS4_SQUARE;
84   define JITTERS_BUTTON               = PS4_CIRCLE;
85
```

Having line 79 TRUE means both of your equipped guns will have rapid fire set for them when turned on in the game.

MOD TOGGLE BUTTON is going to be the left on d-pad (or whatever you want to change it to), and you are going to press LEFT + CROSS now on ps4 (or whatever you want to change it to) so it's going to be left + cross (or whatever you want to change it to) at the same time to activate rapid fire just to turn it off you do the same thing.

LINE 83 is **AKIMBO RAPID-FIRE BUTTON** which means if you are running double pistols both guns will be rapid fire at the same time you just press left on the d-pad and square (or whatever you want it to be) at the same time.

JITTER MOD is left d-pad and circle (or whatever you want to change it to) at the same time.

7a. RAPID FIRE OPTIONS

```
110   define BASIC                          = 0x00;
111   define DYNAMIC                        = 0x01;
112   define STEP_MODE                      = 0x02;
113   define FAST_TRIG                      = 0x03;
114   define SLOW_TRIG                      = 0x04;
115   define RANDOM                         = 0x05;
116
117   int RMode                             = FAST_TRIG;
118
119   int RPressTime                        = 16; // 8 16 24 32 ...
120   int RPauseTime                        = 16; // 8 16 24 32 ...
121
122   int RPressure                         = 25;
123   int RStep                             = 8; // 8 16 24 32 ...
124   int RDyn                              = 40; // \FIXME
125
126   int min_random                        = 2;
127   int max_random                        = 6;
128
129
```

There is basic, dynamic, step mode, fast trick, slow trig, and random.
This is going to totally depend on you and the type of rapid fire you like. Personally, I go with dynamic, but others run basic. Like I said, test see which one's you guys like, and you can play around with the values here. Value ranges from 8 to 32, and see you know what works for you.

8. ANTI RECOIL

```
132   define DISABLED                    = 0;
133   define USE_RUMBLE_EVIL_AR          = 1;
134   define USE_DYNAMIC_EVIL_AR         = 2;
135
136   int EVIL_AR                        = DISABLED;
137   int AR_STRENGTH                    = 20;
138
```

How to live test your recoil:
https://youtu.be/xijMXap6RpI

You must copy and paste the words “USE_RUMBLE_EVIL_AR” or “USE_DYNAMIC_EVIL_AR” where “DISABLED” is listed on this script.

Rumble AR uses the in-game vibration in your controller to calculate the recoil. This is most used in WZ, but it is of preference.
To bypass the vibrations all you do is go up to your mods you set RUMBLE to FALSE. Doing that will deactivate the vibration but still give you the rumble that you need in game to activate your AR.

The values for RUMBLE to try are -25 to 50. With -25 being the strongest and 50 being the weakest.

Dynamic AR is a time-based recoil control, and is most popular in Cold War, but it is of preference.

The values to try for this is 0-50. 50 being the strongest, and 0 being the weakest.

You will want to live test, if possible, your recoil. Once you found your laser recoil, change it by 2 digits up or down, so it is still great, but will not wreck your Aim Assist.

9. EVIL BOT

```
140
141   int USE_EVIL_BOT                   = TRUE;
142
143   //#############################################################
```

I advise you guys to leave this to true for your maximum aim assist tracking potential.

9a. CIRCULAR AND OVAL

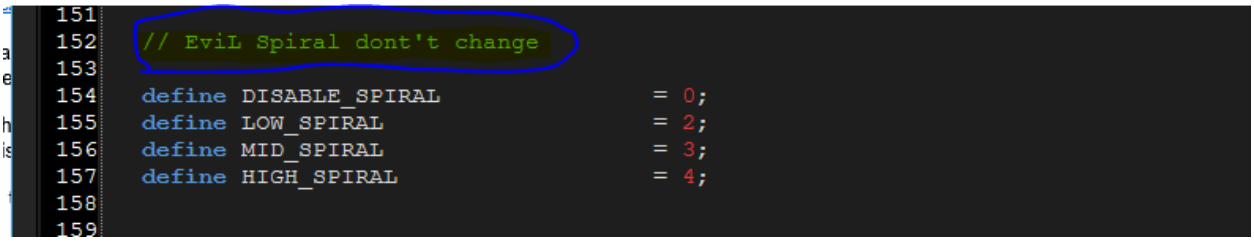
```
146
147   define CIRCULAR                    = 1;
148   define OVAL                        = 2;
149
150   //#########################################################################
```

Don't touch

Circular you are going to get the maximum vertical and horizontal scanning of the target.
Oval you are going to get the maximum horizontal.

oval is usually better for better tracking and circular is better for if you guys are a head shot type person. Circular is an easier version of oval to use where you still get decent tracking, but you will find yourself getting a lot of head shots because you get the full vertical scanning. If you are a more skillful player and you are skilled at placing your crosshairs correctly then oval is going to be super op for you because you will still be able to get crazy number of headshots with also the
maximum tracking

9b. SPIRALS

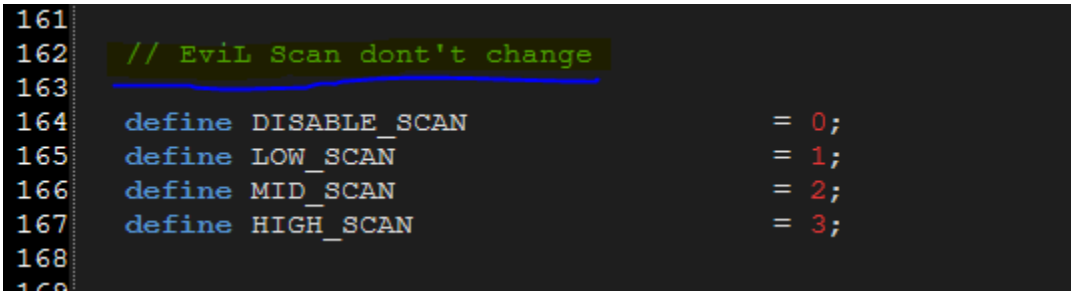


```
// EviL Spiral dont't change

define DISABLE_SPIRAL               = 0;
define LOW_SPIRAL                   = 2;
define MID_SPIRAL                   = 3;
define HIGH_SPIRAL                  = 4;
```

You have your low spiral, mid spiral, and your high spiral.
the best way to describe a spiral: think of it as like a cone, it is going in and out, in and out it. It goes from a big diameter to a small circumference and then back to a big diameter.
LOW, MID, and HIGH describe the strength of the spiral.
Test out all of them because it is going to solely depend on you and your play style. I prefer MID, and HIGH.

9c. SCAN



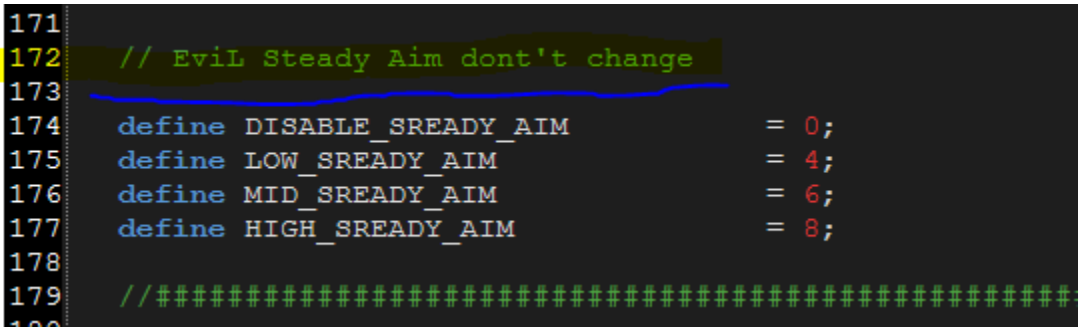
```
// EviL Scan dont't change

define DISABLE_SCAN                 = 0;
define LOW_SCAN                     = 1;
define MID_SCAN                     = 2;
define HIGH_SCAN                    = 3;
```

Your scan is the strength of the scanning of the opponent or aim assist. LOW, MID, and HIGH describe the strength of the scan. I would not advise LOW_SCAN in battle BR modes, rebirth, or plunder. LOW_SCAN is better on multiplayer matches, the core game. When you get into your BR game types, you are going to run MID_SCAN or HIGH_SCAN, and once you get to testing you will see why.

MID_SCAN is a nice strong scan, but you can run a higher Aim Assist without worrying about the the screen skip or the shake.
HIGH_SCHAN is going to offer you the strongest amount of aim assist scanning. However, this depends on how skillful you are, and how much screen you can deal with.

9d. STEADY AIM



```
// EviL Steady Aim dont't change

define DISABLE_SREADY_AIM           = 0;
define LOW_SREADY_AIM               = 4;
define MID_SREADY_AIM               = 6;
define HIGH_SREADY_AIM              = 8;

//#####################################################
```

Now let me explain this for you, I know a lot of you guys get confused about steady aim or hear people talking about, “you know I feel like I’m fighting the aim assist bubble. I'm getting locked outside the bubble!” Your steady aim is going to kick in once you fire your weapon.

The reason steady aim was made so you can keep a precise line of aim on your target. Personally, I do not run it. For the guys that do, I know when you get to you know mid to long range that's where this really kicks in. Short range or close range just note, and even at mid and long range, if you shoot outside of the aim assist bubble it will give you the effect or you will feel like you are fighting to get inside the aim assist bubble. Like you are locked outside of the assist bubble. If that ever happens, what you want to do is let go of your ads, stop shooting, and ads back in let your aim assist connect or catch the aim assist bubble, then shoot.

Think of those as strengths as streets. If your HIGH_STEADY_AIM is a one lane street, MID_STEADY_AIM is a two to three lane street, and your LOW_STEADY_AIM is a four-lane street and thus giving you a little more wiggle room.

10. SENSITIVITY SETTINGS

```
185   //Sensitivity settings
186   int ADS_SENS                                = 100;
187   int ADS_FIRE_SENS                           = 100;
188   int HIP_FIRE_SENS                           = 100;
189   int CAMERA_SENS                             = 100;
190
```

Try your best to lower your sensitivity as low as you can stand it, because you get a better aim assist the lower you are. Use these settings listed above to artificially boost your sensitivity back up.

Start on 4/4 in game sensitivity, in a custom game or a plunder game and mess with these settings using Build and Run. The max any of these settings can go is a value of 150. So, if it still feels to slow, move up to 5/5, 6/6, etc. until you hit the right feeling for your controlling of your character. Of course, if it is too fast, move down.

11. THRESHOLD

```
183   int SWEET_EVIL_AI_THRESHOLD                 = 30;
```

Threshold is going to apply to once you fire your gun.
values the ranges for threshold is 25 to 40. Test it increasing in increments of 5. The higher you go the more restriction you are going to feel when you are firing your weapon. If you want a looser feeling, keep it around 25 or 30.

12a. AIM ASSISTSETTINGS

```
//ADS ONLY
int FRONTAL_ADS_EVIL_SLOPE              = 6;
int FRONTAL_ADS_EVIL_ASSIST             = 10;
int FRONTAL_ADS_EVIL_BOT_TYPE           = OVAL;
int FRONTAL_ADS_EVIL_SPIRAL             = DISABLE_SPIRAL;
int FRONTAL_ADS_EVIL_SCAN               = DISABLE_SCAN;
int FRONTAL_ADS_EVIL_STEADY_AIM         = DISABLE_SREADY_AIM;
   // range 25 to 300 less than 100 reduce sensitivity like negative boost

int DRIFT_ADS_EVIL_SLOPE                = 6;
int DRIFT_ADS_EVIL_ASSIST               = 10;
int DRIFT_ADS_EVIL_BOT_TYPE             = OVAL;
int DRIFT_ADS_EVIL_SPIRAL               = DISABLE_SPIRAL;
int DRIFT_ADS_EVIL_SCAN                 = DISABLE_SCAN;
int DRIFT_ADS_EVIL_STEADY_AIM           = DISABLE_SREADY_AIM;

//ADS + FIRE
int FRONTAL_ADS_FIRE_EVIL_SLOPE         = 6;
int FRONTAL_ADS_FIRE_EVIL_ASSIST        = 20;
int FRONTAL_ADS_FIRE_EVIL_BOT_TYPE      = OVAL;
int FRONTAL_ADS_FIRE_EVIL_SPIRAL        = DISABLE_SPIRAL;
int FRONTAL_ADS_FIRE_EVIL_SCAN          = DISABLE_SCAN;
int FRONTAL_ADS_FIRE_EVIL_STEADY_AIM    = DISABLE_SREADY_AIM;

int DRIFT_ADS_FIRE_EVIL_SLOPE           = 6;
int DRIFT_ADS_FIRE_EVIL_ASSIST          = 20;
int DRIFT_ADS_FIRE_EVIL_BOT_TYPE        = OVAL;
int DRIFT_ADS_FIRE_EVIL_SPIRAL          = DISABLE_SPIRAL;
int DRIFT_ADS_FIRE_EVIL_SCAN            = DISABLE_SCAN;
int DRIFT_ADS_FIRE_EVIL_STEADY_AIM      = DISABLE_SREADY_AIM;


//HIP FIRE
int FRONTAL_HIP_FIRE_EVIL_SLOPE         = 6;
int FRONTAL_HIP_FIRE_EVIL_ASSIST        = 20;
int FRONTAL_HIP_FIRE_EVIL_BOT_TYPE      = OVAL;
int FRONTAL_HIP_FIRE_EVIL_SPIRAL        = DISABLE_SPIRAL;
int FRONTAL_HIP_FIRE_EVIL_SCAN          = DISABLE_SCAN;
int FRONTAL_HIP_FIRE_EVIL_STEADY_AIM    = DISABLE_SREADY_AIM;

int DRIFT_HIP_FIRE_EVIL_SLOPE           = 6;
int DRIFT_HIP_FIRE_EVIL_ASSIST          = 20;
int DRIFT_HIP_FIRE_EVIL_BOT_TYPE        = OVAL;
int DRIFT_HIP_FIRE_EVIL_SPIRAL          = DISABLE_SPIRAL;
int DRIFT_HIP_FIRE_EVIL_SCAN            = DISABLE_SCAN;
int DRIFT_HIP_FIRE_EVIL_STEADY_AIM      = DISABLE_SREADY_AIM;
```

Go into a custom game with bots, plunder training, BR training, custom multiplayer games with bots- now yes, I know their bots but the goal here is: to find your slope, aim assist, spiral type, scan type, and steady aim that works best for YOU! Start only with trying to find your slope and aim assist. You can leave every BOT_TYPE as OVAL, and everything else disabled to start.

12b. SLOPE RANGES

Slope values:

4, 6, 8, and 10

SLOPE is equal to the drawing speed AKA the angle. Two things one with a lower slope

it is a slower drawing speed, but you get more tracking once you start to get out at ranges. Meaning, from mid to long range and even at close range you will notice it once you get from 60 meters to the long range to 100 or 100 meter plus that the lower slopes induces more tracking. If you get up 8 or to 10 slopes, which would be considered higher slopes or faster drawing speeds are super OP if you are a pusher or rusher. If you mostly engage in close to mid-range gunfights, 8-10 is great for that, but note a higher slope is going to produce more skip or jump when you ADS.

Parameters to test for SLOPE are 4, 6, 8, and 10.

12c. AIM ASSIT RANGES AND TESTING

Aim assist values:

14, 16, 18, 20, 22, and 24

The lowest I would personally go is 14. We tested and found you can go all the way up to 32 if you want to, but just note when you start getting those higher registers of values for aim assist, you are going to notice screen shake.

start at 16 and 18 as that is normally a general range where everybody tests and finds most of their values. If you guys feel those are too strong after testing those and you can drop it down to 14. If you feel it is not enough at the testing 18 then go up to 20, 22 etc. Now with that being stated, you are going to want to test these with everything else disabled: **Spiral disabled, Scan disabled, Steady Aim disabled.**

If you want to find what Aim Assist is the strongest you want to go back up here:

Set USE_EVIL_BOT to = **FALSE** and then go in and test your aim assist and your slopes. Once you found your aim assist and your slopes for ADS only then you want to go back up set USE_EVIL_BOT to = **TRUE**, and then you want to test ADS: Frontal_ADS_EVIL_BOT_TYPE and DRIFT_ADS_EVIL_BOT_TYPE with **CIRCULAR** and **OVAL** to see which ones feel the best for you. This is with *ADS ONLY.* Which means when you are aiming down sites and you are trying to get your tracking.

Yes, it is going to seem like a lot to test, and yes, it is going to take some time to do. However, once you follow these steps, you will see why we explain them the way we did.

Now once you find which EVIL_BOT_TYPE, Aim Assist, and Slope settings you want to use for your ADS ONLY: that is when you want to go in and you want to test your FRONTAL_ADS_EVIL_SPIRAL and DRIFT_ADS_EVIL_SPIRAL strengths**. LOW_SPIRAL**, **MID_SPIRAL**, **HIGH_SPIRAL** are the three options.

After you have found your SPIRAL settings, you are going to want to test your FRONTAL and DRIFT ADS_EVIL_SCAN settings the same way as you did your spiral. Again, the settings to test are **LOW_SCAN, MID_SCAN**, and **HIGH_SCAN.**

RINSE AND REPEATE FOR ADS+FIRE, AND HIP+FIRE.

12d. ADDITIONAL AIM ASSIST INFO

If you want a smoother experience when you are ADS scanning, you will run a lower a lower slope, and let's say when you ADS you are getting a crazy amount of shaking on aim assist "16" - then drop it to 14.

You can run a higher slope and a higher aim assist for ADS+FIRE, because once you begin shooting your weapon, ask yourself this question: how many of you are really worried about screen shake? How many of you are really going to even notice screen shake? After you fire your weapon your goal for ADS+FIRE should be to get the most aim assist that you possibly can along with the best tracking that you possibly can. Not saying go crazy and then put 10 for slope and 32 for aim assist in ADS+FIRE.

For those that want headshots then you would go a CIRCULAR bot type for both, but
just remember your OVAL bot type is going to give you that more horizontal tracking, meaning left to right. tracking.

Also remember, you do not want a big giant difference in slopes and aim assist between FRONTAL SLOPE, and DRIFT SLOPE, and same for the aim assists. Reason being is that once your DRIFT kicks in, you do not want there to be a big "skip" in your aiming when the DRIFT kicks in from the FRONTAL. the same