

## PROJECT X TITAN 2 PDF

THIS SCRIPT IS NOT LIKE ANY OTHER, THIS PDF WILL NOT BE LIKE ANY OTHER						
IN GAME SENS	In this particular script, in game sensitivity does not matter, what does matter is your play style, ADS sens which depends on the type of AA you are using and plays off your Coefficients, & Lastly your Deadzone. There are 2 Distinct Set ups for each AA Type. You have 1 set up with Ballistic Curve on, & The Other with Ballistic Curve Off.					
CHANGING BALLISTIC CURVE	Now as I mentioned above, Ballistic Curve is going to be one of your key Features, As 1 AA Type with it on is Dominant but the Other with it off is Just as Dominant. 1 is Better for Sniping or Sniper Support, The Other is better for AR SMG. Now in order to Deactivate the Feature you want to Follow the steps Below 📌					
Steps to Follow-	1. Go to the top of the script. Click in the Script & Hit "CTRL + F"	2. In the bottom left hand corner you'll see a box that says "Find What & Replace with"	3. Within the Find What box you will type <b>Ballistic_Curve</b> just as its typed here	4. You're going to then Press enter 2 times, only 2 times not more	5. You will see Ballistic_Curve(rs_b ) or something to that nature & what you are going to do is <b>ONLY</b> delete the Ballistic_Curve Phrase.	6. Once you have done that & hit the Play button and the top to build & Run the Script. In the details it will say " <b>Unreferenced</b> Ballistic Curve"
	7. You will know this is done correctly because the script will still configure and Run with 0 errors.	8. Now to put it back in you will follow the same steps 1-3 but instead enter " <b>BS</b> " & it should be 2 enter key presses	9. You just type <b>Ballistic_Curve</b> back in front of those parentheses and boom BC is active again.			
TYPES OF AIM ASSIST TYPES	I'm going to say this outright, There's on 2 Types you should be using 📌		These are the 2 smoothest but Stickiest AA Types	Depending on the game and play style these are interchangeable	I'll explain below	
	ORBITAL			ROTATED ELLIPSE		
Explanation	Orbital is exactly what it sounds like, this is a circular orbital pattern that is great for you Aggressive Snipers & Sniper support users. Now this AA type is more useful in WZ than it is CW, and more useful with Ballistic curve of as you can raise the Coef & ADS sens more to help with your tracking boosts			Now this is a unique tracking machine, it uses a ellipse shape aka oval but it constantly rotates it in a circular motion. Now this particular AA dominates in WZ for AR/SMG but, with Ballistic Curve active, & it dominates in CW with Ballistic curve disabled.		
The other 2 AA Types	Hypochooides & Cardiodes now these two AA's no matter what you do will have a stutter to it even on lower values, & the 2 above still out perform them by a mile & 1/2. I wouldn't even recommend these 2 AA types in MP.					
AIM RADIUS	This is going to be the strength of your AA. Too much and shake is produced, too less & not enough AA is Applied to track your enemy	Now with this script you can fine tune each feature to the decimal. <b>Example:</b> 0.05, 0.50, 1.0, 1.05, 1.50, even 1.28, 1.31- they do not all have to be even decimals but give you the Fine tune you're looking for	<b>Minimum Value Amount-</b> I would not Suggest going any lower than 14.5 for either AA Type, Orbital or Rotated Ellipse. As I stated you can fine tune to the Decimal but this should be you Min Value	<b>Maximum Value Amount-</b> Your max value on Orbital AA should be no higher than 30.0. Your max value on Rotated Ellipse is between 26.5-28.5, this is more user preference to the visual strength	⚠️Just keep in mind this isn't something that's going to Automatically Pop, the values that will be given will be a certain range that will still need to be tested and dialed in by the user. ⚠️	
ROTATION SPEED	Now this solely only takes effect when you are using <b>Rotated Ellipse</b> AA Type	The speed of how fast the Shape pattern is being rotated is depending on the value you have set for this feature	A value too high will complete throw your Aim off & have you feeling like you've lost control of your aim	A value too low will have your tracking feeling more so like you have to force it to stay on target & like it doesn't want to track	After testing both games, for CW when you have Ballistic Curve disabled I wouldn't go Higher than 4.85 & no lower than 3.50	Now on WZ I which is better to have Ballistic Curve active with Rotated elllipse, I would go higher than 3.25, & lower than 2.85
AIM COEFFICIENT	Now I know this says "Aim Coefficient" but this is not for your ADS Scan.	This Particular Feature is for the amount of boost applied when shooting your weapon.	So in other words, When you start shooting and your enemy starts moving, how fast or slow your guns is going to track that enemy while still shooting.	Now this one is very tricky because this feature and Curve Coefficient are going to play Directly off of your ADS Sens, which I'll explain Curver Coefficient as well	Now for any Coefficient <b>WITHOUT</b> Ballistic Curve active that is 1.15 or Below, a higher ADS Sensitivity is needed, but not exceeding 1.25 in WZ, & 1.35 in CW	For any coefficient <b>WITHOUT</b> Ballistic Curve active, That is 1.20-2.50, with 2.50 being the max for Aim Coef, the ADS Sensitivity will need to be lower to medium. No lower than 1.05, no higher than 1.15 in WZ & 1.10-1.20 in CW
	For Any Coef <b>WITH</b> Ballistic Curve Active which will mainly be WZ, but there's a curve ball here... with BC Active your Coef should not be above 1.20, and not lower than 0.90 Therefore your in game sens will be lower with BC active	With Ballistic Curve Active your Coefficients for Aim & Curve Coef should be between 0.90-1.20 & your ADS Sens, will be low to Mid range 1.05-1.15. Ballistic curve initiates an initial boost which is applied with your Aim & Curve Coef's.	Too much boost you completely lose control of not only your aim but it will make sure shots feel bouncy while shooting an enemy, & too low, Well you can guess what's going to happen, you'll lose more gunfights than win.			
CURVE COEFFICIENT	Now this coefficient follows Every detail I stated above but the difference is	This Coefficient is applied to your ADS Scanning. For anyone that used Cyborg script the same functionality of boost is applied while scanning	Too much booth, you get a Wavy loose scan & Too little you don't get enough boost for the scan to track once you do see an enemy	You want an even balance when you are & even aren't running Ballistic Curve with these coefficients, the goal is to keep your Scans as smooth as Possible	With ample amount of tracking as possible as well without losing control of your AR or Sniper While doing so.	
POSITIVE & NEGATIVE BOOSTS	To be 100% with you all I would not touch neither of these as the can Greatly affect other values in your script	If you change one then Positive boost would be the only one & I would take it no higher than 1.10, anything more causes an imbalance in speed & slow down of the 2 Boost	In all the videos my Positive & Negative boosts are 1.00			
GAME DEADZONE	Plain & Simple this needs to match your Exact Deadzone as your in game Deadzone.					
STEADY AIM RESOLUTION	Now a lot of people a pretty used to steady aim by now, but this Steady aim is a tad bit different	Instead of Kicking in when you are aiming and shooting, This Steady aim mainly applies to once you've fired your first shot	This is particularly good when using <b>Ballistic Curve</b> because while shooting it's maintaining it's straight line strength but instead of Fighting the AA bubble, BC is helping boost to e in the AA bubble e en when Shooting.	Still if you have this too high it will feel like your shots are locked to that position, and at 0.0 you lose all movement of the player.	The ideal range is 1.0-2.0, that ranges still keeps it smooth enough even while giving you the OP tracking you're looking for 📌	
SET UP EXAMPLES	ORBITAL			ROTATED ELLIPSE		
	Warzone Sniping, Sniping Support			Warzone AR SMG		
	1. Ballistic Curve Deactivation	2. Aim Radius Between 24.5-28.5		1. Ballistic Curve Active	2. Aim Radius between 22.5-27.0	
	3. Aim Coef Between 2.0-2.45	4. Positive & Negative Boost = 1.00		3. Aim Coef between 1.05-1.20	4. Positive & Negative Boost = 1.00	
	5. Game Deadzone Matches in game	6. Curve Coef = 1.95-2.35		5. Game Deadzone Matches in Game	6. Curve Coef between 1.00-1.15	
	7. Steady Aim between 1.0-1.25	8. Ads Sens = 1.10-1.20 for Low & High would be 1.10-1.15		7. Steady aim between 1.5-2.10	8. ADS Sens low = 1.05-1.10 & High would be 1.08-1.15	
	THIS IS FOR COLD WAR ROTATED ELLIPSE					
ALTERNATE AIM CURVE TYPE	ROTATED ELLIPSE 2ND SET					
	CW- AR/SMG, SNIPER SUPPORT/ STANDARD AIM CURVE					
	1. Ballistic Curve Disabled	2. Aim Radius 25.0-30.0	3. Aim Coef= 1.8-2.5			
	4. Positive Boost = 1.05 Negative Boost = 1.00	5. Game Deadzone matches in game	6. Curve Coef = 1.80-2.5			
	7. ADS Sens 1.10-1.15					
	WITH LINEAR AIM CURVE					
	1. Ballistic curve Active	2. Aim Radius 20.0-25.0	3. Aim Coef= 1.10-1.15			
	4. Positive & Negative Boost = 1.00	5. Game Deadzone Matches in game	Curve Coef= 1.10-1.15			
	7. ADS Sens 1.05-1.10					
	1. Ballistic Disabled	2. Aim Radius 20.5-25.5	3. Aim Coef= 1.20-1.70			
	4. Positive & Negative Boost = 1.00	5. game Deadzone Matches in game	6. Curve Coef= 1.10-1.5			
	7. ADS Sens 1.15-1.25					
RECOIL	NEW VERTICAL & HORIZONTAL RECOIL					
	This recoil isn't like any other Recoil you are probably used to, which is why definite set Recoil values cannot be given out be recoil solely depends on, User Feeling, Type of Gun, & what attachments are equipped to that gun. But I will explain the quickest way to find your recoil for each gun you use, and it's universal from Primary to Secondary weapons. These steps go for Vertical & Horizontal.					
	1. You have your <b>Vertical/Horizontal Recoil</b> ="No the value you input here is going to be the strength of your recoil. So if you want that laser beam recoil this is how you achieve it without hurting AA. You'll want to start off small with adjustments by .05 each time up to the next whole number	2. You have your " <b>Recoil Timeout</b> " Now this feature is going to determine how fast the recoil strength is resetting at, note the larger the value the longer the reset time but be careful because depending on how your recoil set to it will start to pull your gun down, ranges 600-800 was what was working for me but by all means still test	3. You have " <b>Consistent Recoil</b> " this is going to determine how your recoil value is resetting, how long it's holding that point or recoil area for the value that is selected. 10.0-20.5 have been great ranges for me but test & adjust in increments of .05 on this value as well	<b>FINDING YOUR RECOIL</b> I know these numbers & decimal values for recoil may seem like a difficulty but it fairly easy to find. For <b>VERTICAL RECOIL</b> you want to leave the other values default & find the strength you want. Then you find how fast you want that recoil to constantly reset, with 500= 1ms so every 1ms it will reset the recoil. Then you want to find you Consistent recoil for how long you want that recoil to hold while constantly resetting the strength you have at the speed you have it set for. ----- Now for your <b>HORIZONTAL RECOIL</b> it follows the same principles as Vertical recoil but the strength is configured differently. So if you have Horizontal bounce to the right, then your strength value will be negative. " <b>Ex:</b> = -10.5" but if you have Horizontal bounce to the right your value will remain a positive value. " <b>Ex:</b> = 10.5" but the rest of the set up follows the same steps as above. It's easiest to do this in plunder and jot down your recoil findings.		
	WARZONE					
YOUR PLAY SYTLE OPTIMIZATION	ALL AROUND			PUSHER/RUSHER		
	AA TYPE- Orbital	GAME DEADZONE- Match in Game DZ		AA TYPE- Rotated Ellipse	GAME DEADZONE- Match in Game DZ	
	AIM RADIUS- 22.50-30.00	POSITIVE BOOST- 1.00		AIM RADIUS- 21.50-26.80	POSITIVE BOOST- 1.05	
	ROTATION SPEED- 1.00	NEGATIVE BOOST- 1.00		ROTATION SPEED- 2.80-3.50	NEGATIVE BOOST- 1.00	
	AIM COEF- 1.85-2.55	CURVE COEF- 2.00-2.50		AIM COEF- 1.05-1.20	CURVE COEF- 1.05-1.20	
	ADS SENS- Low= 1.05-1.15 High= 1.10-1.25			ADS SENS- Low= 1.00-1.10 High= 1.05-1.15		
	BALLISTIC CURVE DEACTIVATED			BALLISTIC CURVER ACTIVATED		
	COLDWAR					
	BALLISTIC ACTIVE			BALLISTIC DEACTIVATED		
	AA TYPE- Rotated Ellipse	GAME DEADZONE- Match in Game DZ		AA TYPE- Rotated Ellipse	GAME DEADZONE- Match in Game DZ	
	AIM RADIUS- 21.05-25.50	POSITIVE BOOST- 1.05		AIM RADIUS- 25.10-29.35	POSITIVE BOOST- 1.00	
	ROTATION SPEED- 3.05-3.50	NEGATIVE BOOST- 1.00		ROTATION SPEED- 3.50-4.50	NEGATIVE BOOST- 1.00	
	AIM COEF- 1.10-1.25	CURVE COEF- 1.05-1.15		AIM COEF- 1.70-2.50	CURVE COEF- 1.50-2.25	
	ADS SENS- Low= 1.10-1.20 High= 1.10-1.20			ADS SENS- Low= 1.05-1.15 High= 1.10-1.20		