

Yew works t1 script

```
const string
_T [] = {"|CGS      ", ""}
```

const string

```
_T_ [] = {"|Discord.GG/    ", ""}
```

const string

```
_T__ [] = {"|      YewWorks", ""}
```

const string

```
_T__ [] = {"|Best Scripts!  ", ""}
```

const string

```
_T__ [] = {"|Twitter @Yewify ", ""}
```

define

```
_  = PS4_RX,
__  = PS4_RY,
__  = PS4_LX,
___ = PS4_LY,
```

```
_____ = 1, _____ = 2,
```

```
_____ = 6, _____ = 6,
```

```
ADS   = PS4_L2,
```

```
Fire  = PS4_R2,
```

```
Build = PS4_RIGHT,
```

```
Pickaxe = PS4_L3,
```

```
    Pickup = PS4_SQUARE,
```

```
AntiRecoil =
```

```
TRUE,
```

```
AntiRecoilStrength = 22,
```

```
AntiBloom = TRUE,
```

```
PickupMacro          = FALSE,

Edit    = PS4_TRIANGLE,
        = TRUE,

BuildTracker          = TRUE,
BuildSyncTime         = 2500,

Reset   = PS4_R2,
Confirm = PS4_L1,
Select  = PS4_R1,

Roof    = PS4_L1,
Floor   = PS4_R1,
Ramp    = PS4_L2,
Wall    = PS4_R2,
Trap    = PS4_SQUARE

int

V1,V2,V3,V4,V5,
V6 = 32767, V8,
V7 = 32767, V9,
V10, V11, V12,
    V13,V14

init {

if ( V4 ) {
    _6 ( V2, V2, 1, 0, 1, 0 )
    _6 ( V3, V3, 1, 0, 0, 1 ) }
if ( V4 ) {
    _6 ( V2, V2, 0, 1, 1, 0 )
    _6 ( V3, V3, 0, 1, 0, 1 ) }
V4 = TRUE
```

} combo

```
PickUpMacro {
set_val ( Pickup, 100 );
wait  ( 1      );
set_val ( Pickup, 0  );
wait  ( 1      );
```

} combo AntiRecoil {

```
V10 = get_val ( PS4_RY ) + AntiRecoilStrength;
if ( V10 > 100 )
V10 = 100;
if ( abs ( get_val ( PS4_RY ) ) < abs ( AntiRecoilStrength ) + 5 ) set_val ( PS4_RY,
( V10 ) );
```

} combo AntiBloom {

```
set_val ( PS4_LX,-11 );
wait  ( 25      );
set_val ( PS4_LY, 9 );
wait  ( 25      );
set_val ( PS4_LX, 11 );
wait  ( 25      );
set_val ( PS4_LY, 9 );
wait  ( 25      );
```

} combo PolarAimAbuser {

```
if ( !( V5++ % 4 ) )
_7 ( POLAR_RS, V1 = ( V1 * V6 ) % 360, V7 * 359 )
V5 = 0
```

} combo

```
PolarBloomAbuser {
if ( !( V5++ % 4 ) )
_7 ( POLAR_LS, V1 = ( V1 * V6 ) % 360, V7 * 359 )
V5 = 0
```

} function

```
_1 ( _1_, _1__ ) {
set_val ( _1_, clamp ( _1__ * ( 100 - abs ( get_val ( _1_ ) ) ) / 100 + get_val ( _1_),
-100, 100 ) );
return;
```

} function \_2 ( \_2\_, \_2\_\_ )

```
{
if ( abs ( get_val ( _2_ ) ) < ( _____ - 1))
return _2__
return get_val(_2_)
```

} function \_3 ( \_3\_, \_3\_\_ )

```
{
if ( abs ( get_val ( _3_ ) ) < ( _____ - 1))
return _3__
return get_val(_3_)
```

} function \_4 ( \_4\_, \_4\_\_ )

```
{
if ( abs ( get_val ( _4_ ) ) < ( _____ + 1))
return _4__
return get_val(_4_)
```

} function \_5 ( \_5\_, \_5\_\_ ) {

```
if ( abs ( get_val ( _5_ ) ) < ( _____ + 1))
return _5__
return get_val(_5_)
```

} function \_6 ( \_6\_, \_6\_\_,

```
_6____, _6____, _6____, ____6____ ) {
if ( _6_ < _6__ ) {
if ( _6____ ) {
if ( ____6____ ) set_val ( ____, ( _6__ + _____ ) )
if ( ____6____ ) set_val ( _ , ( _6__ + _____ ) ) }
else if ( _6____ ) {
if ( ____6____ ) set_val ( ____, ( _6__ - _____ ) )
if ( ____6____ ) set_val ( _ , ( _6__ - _____ ) ) } }
else {
if ( _6____ ) {
if ( ____6____ ) set_val ( ____, ( _6__ - _____ ) )
if ( ____6____ ) set_val ( _ , ( _6__ - _____ ) ) }
else if ( _6____ ) {
if ( ____6____ ) set_val ( ____, ( _6__ + _____ ) )
```

```
if ( __6__ ) set_val ( _ , ( _6__ + _____ ) ) } }

} function _7(_7_, _7_, _7_){

V8 = 9  + _7_;
V9 = 10 + _7_;
if ( _7_ < 0 ) _7_ = 360 + ( _7_ % 360 )
_7_ = ( _7_ + 90) % 360
_7__ = clamp ( _7__, 0, 100 )
V12 = __PA__ [ _7_ ]
V11 = __PA__ [ ( _7_ + 90 ) % 360 ]
_1(V8, inv ( _7__ * V11 / 100 ) )
_1(V9, inv ( _7__ * V12 / 100 ) )
return

} function Text

(Character,Font) {
return (OLED_WIDTH / 2 + 1) - ((Character * Font) / 2 + 1);

} const int16

__PA__ [] =
{ 100,100,100,100,100,100,100,100,99,99,99,99,98,98,97,97,97,96,95,95,94,94,93
,
92,92,91,90,89,89,88,87,86,85,84,83,82,81,80,79,78,77,75,74,73,72,71,70,69,67,
66,65,63,62,61,59,58,56,55,53,52,50,49,47,46,44,43,41,40,
38,36,35,33,31,30,28,26,25,23,21,20,18,16,14,13,11,9,7,6,4,2,0,-1,-3,-5,-7,-8,-10,-
12,-13,-15,-17,-19,-20,-22,-24,-25,-27,-29,-30,-32,-34,-35,-37,-39,-40,-42,-43
,-45,-46,-48,-50,-51,-53,-54,-55,-57,-58,-60,-61,-62,-64,-65,-66,
-68,-69,-70,-71,-73,-74,-75,-76,-77,-78,-79,-80,-81,-82,-83,-84,-85,-86,-87,-8
8,-89,-89,-90,-91,-92,-92,-93,-93,-94,-95,-95,-96,-96,-97,-97,-97,-98,-98,-9
9,-99,-99,-99,-100,-100,-100,-100,-100,-100,-100,-100,-100,-100,
-100,-100,-100,-99,-99,-99,-98,-98,-98,-97,-97,-96,-96,-95,-94,-94,-93,-93,-
92,-91,-90,-90,-89,-88,-87,-86,-85,-84,-83,-82,-81,-80,-79,-78,-77,-76,-75,-7
4,-72,-71,-70,-69,-67,-66,-65,-63,-62,-61,-59,-58,-56,-55,-53,-52,-50,
-49,-47,-46,-44,-43,-41,-40,-38,-36,-35,-33,-31,-30,-28,-26,-25,-23,-21,-20,-
18,-16,-14,-13,-11,-9,-7,-6,-4,-2,0,2,4,6,7,9,11,13,14,16,18,20,21,23,25,26,28,30,31
,33,35,36,38,40,41,43,44,46,47,49,51,52,54,55,56,58,59,61,62,
63,65,66,67,69,70,70,72,73,74,75,77,78,79,80,81,82,83,84,85,86,87,88,89,89,90,
91,92,92,93,94,94,95,95,96,97,97,97,98,98,99,99,99,99,100,100,100,100,100,100,
100 };
;?°Â, ÅÂ´ ÅÂ, ÂÂ¾Ë+Â¾Å¾¾Ë+Â¼Å Â½
```

```
main {
vm_tctrl(-9);
block_rumble();
deadzone(XB1_LT,XB1_RT,100,100);
if (YewWorksAutoReset && !get_ival(ADS) &&
event_press(YewWorksResetMacro)) { YS =
YewWorksResetMacro;combo_run(YewWorksResetMacro); } if
(YewWorksAutoConfirm) {if (YW && get_ival(Edit) && get_ptime(Edit) > YWT || !
YW && event_press(Edit)) { Y1 = On; Y2 = On; BT = On; } if (Y2) { if
(event_release(Select)) { Y1 = Off;Y2 = Off;BT = Off; }}}if (Y1 || Y2) {if (YWS) { }if
(event_press(Reset)) { combo_run (YewWorksResetConfirm);Y1 = Off;Y2 = Off; }
if (event_press(Pickaxe) || event_press(Build) || event_press(ADS)) { Y1 = Off;
Y2 = Off;BT = Off; }}
if (BuildTracker) {if(event_press(Build)) {BT = !BT;}if(BT) {BC +=
get_rtime();if(event_press(Pickaxe) || BC == BuildSyncTime) {BT = Off;BC = 0;}
if(get_ival(Wall) || get_ival(Stair) || get_ival(Floor) || get_ival(Cone) ||
get_ival(Build)) {BC = 0;}}}
if (!BT) {
if (YewWorksRecoilReducer) { if(get_ival(ADS) && get_ival(Fire) || YHFRR &&
get_ival(Fire)) { combo_run(YewWorksRecoilReducer); } } combo_run
(YewWorksRBGFlow);
if (YewWorksHipFireRecoilReducer) { if(get_ival(Fire))
{ combo_run(YewWorksHipFireRecoilReducer); } }
if (YewWorksPickUpMacroToggle && get_val(Pickup))
{ combo_run(YewWorksPickUpMacro); }
if (YewWorksCA)
{combo_run(YewWorksConstantAimBooster1);combo_run(YewWorksConstantAi
mBooster2);combo_run(YewWorksConstantAimBooster3);combo_run(YewWork
sConstantAimBooster4);} InputTime += get_rtime();
if (YewWorksAA) {X = get_val(RX);Y = get_val(RY);M = isqrt(pow(X, 2) + pow(Y,
2)); MM = (M < 100);if(!(T++ % YWPD)){A += YewWorksPolarSpeed;}A = A %
360; SA = YewWorksData[A % 360]; CA = YewWorksData[(A + 270) % 360];CA
= (CA * YewWorksPolarRange) / 100;SA = (SA * YewWorksPolarRange) /
100;if((get_val(ADS)) || get_val(Fire)) { if(M <= YewWorksPolarRange){SA -=
Y;CA -= X;}else {SA = (SA * (200 - ((abs(Y) + M) / 10) * 10) / 200) * MM;CA =
(CA * (200 - ((abs(X) + M) / 10) * 10) / 200) * MM;} set_val(RX, clamp(X + CA,
-100, 100));set_val(RY, clamp(Y + SA, -100, 100));}}
combo_run(YewWorksAABooster1);if (get_val(RX)<-YewWorksAA1||
get_val(RX)>YewWorksAA1||get_val(RY)<-YewWorksAA1||
```

```

get_val(RY)>YewWorksAA1||get_val(RX)<YewWorksAA1||
get_val(RX)>YewWorksAA1||get_val(RY)<YewWorksAA1||
get_val(RY)>YewWorksAA1){combo_stop(YewWorksAABooster1);}
YewWorksStrafe = (isqrt(pow(get_ival(PS4_RX), 2) + pow(get_ival(PS4_RY),
2)));combo_run(YewWorksAABooster2);combo_run(YewWorksAABooster5);com
bo_run(YewWorksStrafe);combo_run(YewWorksAABooster4);AxisR =
isqrt(abs(event_press(RX)) * abs(event_press(RX)) + abs(event_press(RY)) *
abs(event_press(RY)));if (event_press(RX) || event_press(RY) &&
event_press(RY) && AxisR <= YewWorksAARelease || event_press(RY) && AxisR
> YewWorksAARelease) {combo_run(YewWorksAABooster3);}
if (YewWorksBloomReducer) {if (get_val(ADS) && (get_val(Fire)))
{combo_run(YewWorksBloomReducer); } if(abs(get_val(XB1_LX)) > LSDeadZone
|| abs(get_val(XB1_LY)) > LSDeadZone)
{ combo_stop(YewWorksBloomReducer); } }
}
}

combo YewWorksRBGFlow { wait(1);set_rgb(color, color[1], color[2]);color[dec]
-= 1; color[inc] += 1;if(!color[dec]) { inc = (inc + 1) % 3; dec = (dec + 1) % 3; }}
function center_x(f_chars,f_font) {return (OLED_WIDTH / 2) - ((f_chars * f_font) /
2);}

combo YewWorksConfirmMacro { set_val(Confirm,
100);wait(10);set_val(Confirm,0);wait(10);}

combo YewWorksResetMacro { wait(50);set_val(Reset,100);
wait(50);combo_run(YewWorksConfirmMacro);}

combo YewWorksResetConfirm
{ wait(20);combo_run(YewWorksConfirmMacro);}

combo YewWorksBloomReducer { set_val(XB1_LX,-34); wait(50);
set_val(XB1_LY,17); wait(30); set_val(XB1_LX,34); wait(50); set_val(XB1_LY,-17);
wait(30); }

combo YewWorksRecoilReducer { ARV = get_val(PS4_RY) +
YewWorksRecoilReducerPower; if(ARV > 100) ARV = 100;
if(abs(get_val(PS4_RY)) < abs(YewWorksRecoilReducerPower) + 5)
set_val(PS4_RY, (ARV)); ARH = get_val(PS4_RX) + YWRRHP; if(ARH > 100) ARH
= 100; if(abs(get_val(PS4_RX)) < abs(YWRRHP) + 5) set_val(PS4_RX, ARH); }

combo YewWorksHipFireRecoilReducer { AV = get_val(PS4_RY) +
YewWorksHeadShotAssistPower; if(AV > 100) AV = 100; if(abs(get_val(PS4_RY))
< abs(YewWorksHeadShotAssistPower) + 5)set_val(PS4_RY, (AV)); AH =
get_val(PS4_RX) + YWHHAP; if(AH > 100) AH = 100; if(abs(get_val(PS4_RX)) <
abs(YWHHAP) + 5) set_val(PS4_RX, AH); }

```

```
combo YewWorksConstantAimBooster1 { set_val(RY,y_val(RY,
YWCAPY));wait(YWCAD);set_val(RX,x_val(RX,
YWCAPX));wait(YWCAD);set_val(RY,y_val(RY, YWCAPY *
-1));wait(YWCAD);set_val(RX,x_val(RX, YWCAPX * -1));wait(YWCAD);}
combo YewWorksConstantAimBooster2 { set_val(RY,y_val(RY,
YWCAPY2));wait(YWCA2D);set_val(RX,x_val(RX,
YWCAPX2));wait(YWCA2D);set_val(RY,y_val(RY, YWCAPY2 *
-1));wait(YWCA2D);set_val(RX,x_val(RX, YWCAPX2 * -1));wait(YWCA2D);}
combo YewWorksConstantAimBooster3 { set_val(RY,y_val(RY,
YWCAPY3));wait(YWCA3D);set_val(RX,x_val(RX,
YWCAPX3));wait(YWCA3D);set_val(RY,y_val(RY, YWCAPY3 *
-1));wait(YWCA3D);set_val(RX,x_val(RX, YWCAPX3 * -1));wait(YWCA3D);}
combo YewWorksConstantAimBooster4 { set_val(RY,y_val(RY,
YWCAPY4));wait(YWCA4D);set_val(RX,x_val(RX,
YWCAPX4));wait(YWCA4D);set_val(RY,y_val(RY, YWCAPY4 *
-1));wait(YWCA4D);set_val(RX,x_val(RX, YWCAPX4 * -1));wait(YWCA4D);}
combo YewWorksPickUpMacro      { set_val(Pickup, 100);
wait(1);set_val(Pickup, 0);wait(1);}
const int16 YewWorksData[] =
{100,100,100,100,100,100,100,100,100,99,99,99,99,98,98,97,97,97,96,95,95,94,94,93,
92,92,91,90,89,89,88,87,86,85,84,83,82,81,80,79,78,77,75,74,73,72,71,70,69,67,
66,65,63,62,61,59,58,56,55,53,52,50,49,47,46,44,43,41,40,38,36,35,33,31,30,2
8,26,25,23,21,20,18,16,14,13,11,9,7,6,4,2,0,-1,-3,-5,-7,-8,-10,-12,-13,-15,-17,-19,-
20,-22,-24,-25,-27,-29,-30,-32,-34,-35,-37,-39,-40,-42,-43,-45,-46,-48,-50,-
51,-53,-54,-55,-57,-58,-60,-61,-62,-64,-65,-66,-68,-69,-70,-71,-73,-74,-75,-7
6,-77,-78,-79,-80,-81,-82,-83,-84,-85,-86,-87,-88,-89,-89,-90,-91,-92,-92,-93
,-93,-94,-95,-95,-96,-96,-97,-97,-97,-98,-98,-99,-99,-99,-99,-100,-100,-100,-
100,-100,-100,-100,-100,-100,-100,-100,-100,-100,-99,-99,-99,-98,-98,-9
8,-97,-97,-96,-96,-95,-94,-94,-93,-93,-92,-91,-90,-90,-89,-88,-87,-86,-85,-8
4,-83,-82,-81,-80,-79,-78,-77,-76,-75,-74,-72,-71,-70,-69,-67,-66,-65,-63,-62,
-61,-59,-58,-56,-55,-53,-52,-50,-49,-47,-46,-44,-43,-41,-40,-38,-36,-35,-33,
-31,-30,-28,-26,-25,-23,-21,-20,-18,-16,-14,-13,-11,-9,-7,-6,-4,-2,0,2,4,6,7,9,11,1
3,14,16,18,20,21,23,25,26,28,30,31,33,35,36,38,40,41,43,44,46,47,49,51,52,54,5
5,56,58,59,61,62,63,65,66,67,69,70,70,72,73,74,75,77,78,79,80,81,82,83,84,85,8
6,87,88,89,89,90,91,92,92,93,94,94,95,95,96,97,97,97,98,98,99,99,99,99,100,10
0,100,100,100,100,100};
function x_val(f_axis,f_val) {if(abs(get_val(f_axis)) < (YWCAPX + 1)) return
f_val;return get_val(f_axis);}
function y_val(f_axis,f_val) {if(abs(get_val(f_axis)) < (YWCAPY + 1)) return
```



```

f_val;return get_val(f_axis);}

combo YewWorksAABooster1 {set_val(RY, (YewWorksAA1));wait(1)set_val(RX,
(YewWorksAA1));wait(1)set_val(RY, (-YewWorksAA1));wait(1)set_val(RX, (-
YewWorksAA1));wait(1)set_val(RY, (YewWorksAA1));wait(1)set_val(RX,
(YewWorksAA1));wait(1)set_val(RY, (-YewWorksAA1));wait(1)set_val(RX, (-
YewWorksAA1));wait(1);}

combo YewWorksAABooster2 {YewWorksAABooster5 = random(-1, 1)set_val(RY,
get_ival (RY) + YewWorksAABooster5);wait(2);set_val(RX, get_ival (RX)+
YewWorksAABooster5);set_val(LX, get_ival (LX)+
YewWorksAABooster5);wait(2);set_val(RY, get_ival(RY)+
YewWorksAABooster5*-1);wait(2);set_val(RX, get_ival (RX) +
YewWorksAABooster5*-1);set_val(LX, get_ival (LX) +
YewWorksAABooster5*-1);wait(2);}

combo YewWorksAABooster3
{offset(RX,YewWorksAA3);offset(RY,YewWorksAA3);wait(6);offset(RX,YewWorks
AA3 * -1);offset(RY,YewWorksAA3 * -1);wait(6);}

combo YewWorksAABooster4{if(!(InputTime++ % 4))YewWorksSP(POLAR_RS,
PolarSD = (PolarSD + YWPS) % 360, YWPP * 359);InputTime = 0;}

combo YewWorksAABooster5 {set_val(RX, SetVal(RX,YewWorksAARX + 1));wait
(3);set_val(RX,SetVal(RX,YewWorksAARX - 1));wait (3);}

combo YewWorksStrafe {set_val(LX, SetVal(LX,YewWorksAALX + 1));wait
(3);set_val(LX, SetVal(LX,YewWorksAALX - 1));wait (3);}

function SetVal(Axis1 , Value1) {if(abs(get_val(Axis1)) < (YewWorksAARX - 1))
return Value1;return get_val(Axis1);}

function offset(int axis, int offset_val) {set_val(axis, clamp(offset_val * (100 -
abs(get_val(axis))) / 100 + get_val(axis), -100, 100));return}

function YewWorksSP(Axis, yEwify, Axis5){Nine = 9 + Axis;Ten = 10 +
Axis;if(yEwify < 0) yEwify = 360 + (yEwify % 360);yEwify = (yEwify + 90) %
360;Axis5 = clamp(Axis5, 0, 100);Sin = YewWorksData[yEwify];Cos =
YewWorksData[(yEwify + 90) % 360];offset(Nine, inv(Axis5 * Cos /
100));offset(Ten, inv(Axis5 * Sin / 100))return;}

```