**HOW TO INSTALL HIGHWATER V5**

**The keys used will be those of PS4/PS5, with a default key configuration.**

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**1st tip: Read the entire compiler carefully, everything is explained there! Use google translation if you don't understand everything, it's English level A2 ;)**

**VERY IMPORTANT:**

**⦁ Leave the vibrations activated and the button for crouching on hold in the menu.**

**⦁ If you play in inverted configuration, you must modify in the compiler the value 1 in -1 at line of code 163 to: define INVERTED = 1**

**⦁ If you have a configuration of your personalized keys, you must modify your keys directly on the compiler, be careful to change them directly in the compiler.**

**⦁ Set the key configuration on the CRONUS ZEN in CUSTOM (cronus controllers menu)**

**⦁ Delete the two // in line 396**

**⦁ Ability to remove controller vibrations by inserting line 389 TRUE instead of FALSE (always leave vibrations ON in the game)**

**IF YOU HAVE A PROBLEM IN GAME:**

**Your crouching spam character, check that no mod is activated in your script (crouch shot, easy crouch),**

**Also check that your key configuration is on default in the cronus zen if you play in default (for my part, it was on advanced commands), Check that your crouch key is of course maintained in the game menu**

**How to navigate in the mod menu?**

**To activate the mod: L2 + Options**

**To navigate in the mod: Directional key**

**To change a parameter in the menu: L2 + up/down arrow key**

**To exit and save changes: L2 + Options**

**First when you go to activate the mod, you will have two things on the cronus screen**

**⦁ Legends**

**⦁ Custom**

**Legends will allow you to choose a legend of the game. Depending on the legend you will have shortcuts created by the script.**

**READ WELL ON THE COMPILER WHAT IS ACTIVE FOR YOUR LEGEND (from code line 263), if you don't want it, leave No Legends**

**How to navigate between the different mod menus?**

**Right or left directional arrows**

**1st meal:**

**Aim assist: There are a whole bunch of types of aim assist: TaylorDrift V1, V2, Batts etc....**

**There are two possibilities of aim assist either with a pre-record mode such as TaylorDrift etc or the aim assist by weapon, this aim assist is directly coded in the script, there are no settings to be made.**

**WARNING: You must choose the same type of aim assist for the main and secondary weapon (source I was able to exchange with the coder of the script)**

**2nd menu:**

**HeadShot Assist: This mode will allow you to target the heads of enemies at If the mode is activated, the anti-recoil of weapons will be completely modified**

**You can adjust the strength of the assist as well as the hold time of the assist**

**3rd meal:**

**Steady Aim: Still no idea of ​​the usefulness of this mode**

**4th meal:**

**Shots mods: You have the choice between different shooting mods namely (for all these modes you can define the time of repetitions of the action)**

**⦁ Aim abuse: This will continuously aim, de-aim.**

**⦁ Strafe Shot: Your character will move from left to right**

**⦁ Crouch shot: Your character will spam crouch**

**⦁ Auto-ping: When you go to shoot it will automatically ping the location**

**5th meal:**

**Movement: Different types of movements in game to know**

**⦁ Wall bounce: This mod makes it easier to manipulate the wall jump**

**⦁ Super Jump: On a zipline, press CROSS + R1, to perform a double jump**

**⦁ Hyper Jump: On a zipline, press R1 + SQUARE, to perform a triple jump**

**⦁ Super glide: After climbing a wall, press R1, to perform a speed boost (TIMING to have in play)**

**⦁ Bunny Hop: Allows you to jump while pressing the CROSS key while moving forward (Binding to climb very high walls, this cancels the climbing animation)**

**⦁ Slide Cancel/Jump Slide: I never used them, I don't know what it means**

**⦁ Herloom Spin: Allows you to spin your herloom as you move forward, THIS MODE REQUIRES TO CHANGE THE KEY IN SURVIVAL LOCATION AND SET NO. To use the survival slot a shortcut is present when the herloom spin mod is activated it is square + R3**

**6th menu:**

**Weapon Mods**

**Allows you to choose how you want to swap between your weapons, I will only describe the twotouch mode, which allows you to have access to all the weapons in the game:**

**This mode is a bit technical to master but once acquired it will go much faster:**

**To activate your weapon profiles with this mode there will be three essential keys:**

**The SHARE button, the touch PAD and the OPTIONS button**

**Each key will be associated with a weapon category:**

**⦁ SHARE button will be associated with energy weapons**

**⦁ The Touch Pad will be associated with heavy and light weapons**

**⦁ The OPTIONS button will be at the weapons say “**