

Call of Duty Melt Your Enemy

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USER GUIDE & MANUAL

FEATURES

- 8 Loadouts that you can combine from 10 pre-saved wprn profiles
- You can combine each weapon profile as a primary and secondary together
- You can always easily combine new loadouts on the fly
- And those 8 load outs are of course at your fingertips with quick toggles.
- Each profile will have customizable anti recoil and reload times, or rapid fire or sniper mode
- All new start-up OLED menu (user config goes digital)
- **The most accurate and efficient Anti-Recoil that the Cronus Community has ever seen.**
- 100% cross game friendly (warzone, cold war, modern wf and vanguard.
- Featuring the best aim assist on COD
- **This script uses Swizzy`s bit packing code**
- **All menu values you can change on the fly via the OLED screen are explained on page 12,13 & 14.**
- **NEW: CALIBRATION MODE EXPLAINED ON PAGE 16**

**THE LATEST VERSION MYE 27 IS
AVAILABLE FOR DOWNLOAD HERE:
<https://crescens.net/>**

NOTE:

WHEN THE SCRIPTS STARTS: YOU CAN CHECK IF YOUR BUTTONS ARE SET UP CORRECTLY BY PRESSING ANY BUTTON ON YOUR JOYSTICK. THIS WILL STOP AUTOMATICALLY AFTER 30 SECONDS. TO SKIP AND GO TO THE SCRIPT IMMEDIATELY: CLICK ON BOTH THUMBSTICKS AT THE SAME TIME.

BE AWARE THAT THIS SCRIPT HAS TWO OLED MENUS.

1. USER CONFIG OLED MENU (TO SET THE SCRIPT UP)
 2. ON THE FLY OLED MENU (TO SET VALUES FOR YOUR WEAPONS)
- By the way - these menu`s might not look fancy or whatever, but they are the most sophisticated and most user-friendly OLED menus ever seen in this community.

NOTE THAT THE DEVICE MONITOR WILL NOT SHOW YOU ANY OF THE MAGIC HAPPENING IN THE SCRIPT IF YOUR DEVICE IS NOT CONNECTED TO YOUR CONSOLE

Tired of switching anti recoil profiles every time you pick up a weapon? Then Rumble Recoil has you covered: one value fits with all weapons..more info page 10.

GETTING STARTED

Before you compile you need to set these values:

```
set this before you compile
*/define /*Bu*/ttons = 23;    define /*St*/icks = 0; /*

set this before you compile
*/int GameIDX = 1; /*
1 = Cold War | 2 = VanGuard | 3 = Modern Warfare
```

I recommend also to name your weapons (your preferred weapons, and/or weapons for which you want to set-up recoil and other values) before compiling.

```
3
4 const string Weapons[] = {
5     /*WPN_PR_0*/"LC 10",
6     /*WPN_PR_1*/"QBZ-83",
7     /*WPN_PR_2*/"Groza",
8     /*WPN_PR_3*/"Assault_1",
9     /*WPN_PR_4*/"Assault_2",
0     /*WPN_PR_5*/"Assault_3",
1     /*WPN_PR_6*/"Assault_4",
2     /*WPN_PR_7*/"Assault_5",
3     /*WPN_PR_8*/"RF", //→ use th
4     /*WPN_PR_9*/"SNIPER" //→ use
5     };
```

Vanguard weapons:

https://bit.ly/vg_wpn

Warzone weapons:

https://bit.ly/wz_wpn

ColdWar weapons:

https://bit.ly/cw_wpn

When you start the script, you will see a screen that displays the button you are pressing. In this

screen you can test if your buttons have been set-up correctly. **To skip / stop this button test: click both thumbsticks at the same time.**

After this screen, you will be redirected to the **Userconfig menu** (only the first time you run the script). Follow the instructions on the screen

to complete the menu. Once you complete all settings and reach the end of the menu, the menu will close automatically, and your changes are auto saved.

Next step from here is to set-up your **weapon loadouts**.

And, if you want to make changes to the default values (like Aim Assist and Anti Recoil) you should do that after completing your loadouts.

TIP: START A CUSTOM GAME FOR SETTING UP VALUES FOR ANTI RECOIL AND AIM ASSIST.

HINT: IF YOU WANT TO GO BACK TO THE USER CONFIG MENU YOU CAN OPEN THIS MENU WITH THE FOLLOWING SHORT CUT:

★ **HOLD ADS + HOLD D-PAD DOWN + DOUBLE TAP MENU/OPTIONS**

NOTE!!! ATTENTION!! THE USER CONFIG SCREEN WILL CLOSE WHEN YOU HAVE PRESSED RIGHT SO MANY TIMES THAT YOU HAVE REACHED THE END OF THE USER CONFIG MENU...IF YOUR DISPLAY TELLS YOU "PRESS RIGHT" AND THE LED IS BLINKING RED AND YOU FEEL SHORT RUMBLES THAN ZEN IS TELLING YOU THAT YOU HAVE NOT REACHED THE END OF THE MENU YET. SO, PAY ATTENTION, MAKE SURE TO COMPLETE ALL VALUES AND PRESS RIGHT UNTIL THE LED STOPS BLINKING. FROM PAGE 13 AND ONWARDS YOU WILL FIND ALL SETTINGS

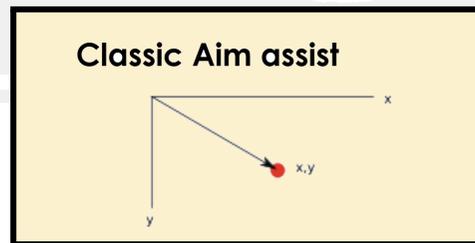
INTRODUCTION TO AIM ASSIST

What is the difference between the Classic and the Polar Aim Assist?

The **Classic Aim Assist** uses **rectangular** (Cartesian) coordinates, whereas **Polar** is always measured **counterclockwise from the positive X axis**. Okay, still sounds a bit difficult. Let's give two examples. Let's start with the **classical Aim Assist**.

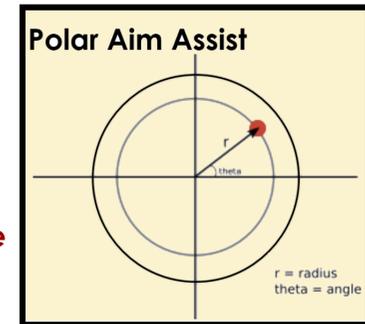
While you are playing, the position of an object/enemy is given by **X** and **Y** where **X** is the **horizontal position** in the screen and **Y** is the **vertical position**. To aim we use the thumbsticks on our controller, whereas **RX & RY** represent the **X & Y axis** both positive and negative.

If I draw this in a simple graph:



Now, the other way to locate an object/enemy uses **Polar Coordinates**. Polar pinpoints objects related to a circular distribution. How? Polar coordinates are in function of a given radius and an angle (also called theta).

Again, let's put this in a simple graph:



When we are writing our code in GPC for our scripts, using Polar coordinates we need to describe a **radius** (distance, the number of circles counted from the centre), and an **angle** measured from the **positive X axis**. A full circle is **360 degrees**. For example, in the **graph on the right** the **red dot** is at an angle of **45 degrees** (each quadrant equals 90 degrees). And the **Radius is one** (the first circle counted from the centre). So, the **red dot** is located at **(1r,45n)**.

Now, although this all may sound a bit difficult, the most critical point to take away from this little tutorial is that Aim Assist in our scripts and game packs is NOT AIMBOT. So, the GPC code **does not** pinpoint an enemy.

No, the GPC code **tricks** the console/game to believe that we are **moving our character**. Using **Polar** we can describe this movement in **smoother, rounder movements**, whereas the **Classic Aim Assist** is using the **rectangular values**. Because the game is tricked to believe that WE are moving, the in-game

Aim Assist is triggered. Normally, when we are **not** moving our character, the Aim Assist is **not** activated by the game.

Oh, and before forgetting to mention those who are using **device monitor**. For you to see the Polar Aim Assist at work in Zen's device monitor you need to connect your ZEN to **both** your **console** and **computer / laptop**.

What about the various movement patterns? Which one should I choose?

As a rule, the rounder the movement the better it sticks. With sharper movements it will likely break the Aim Assist Bubble. That said, having loads of different patterns is actually not adding any strength or value to your aim assist experience.

The aim assist in its simplest form is the best.

I have seen many people asking hundreds of questions about which pattern they should use. Some script writers have been re-writing their code repeatedly, creating tons of shapes. Cute, but with no better results. It is completely pointless.

Why? Simply because the Aim Assist from the game is based on movements of your character. Have you ever seen a player walking in diamond shapes? Or do you believe that the game makers have been anticipating their game mechanics on anything else other than the normal player movements. The answer is no.

So, for the best aim assist experience you need to remember the following 5 rules.

- 1. Keep it simple!** Stick to the standard, generic Aim Assists patterns (like the ones in my script): don't add more patterns. You have the best aim assist right here, 100% guaranteed.
- 2. Attachments** that **improve accuracy** and/or **increase distance** will **make Aim Assist stronger**.
- 3. Try different values? Sure. But try** the ones that I have **pre-defined by default first**. They work for me. If you are not happy with the default values: use the on-the-fly options to tweak your aim assist experience. **What helps to set values? The answer is in rule #4.**
- 4. The amount of screen shake** will help you set values. If your target is located long distance - thus appearing "smaller" on your screen - too much screen shake (so too large movements) will not allow for precision targeting/aiming. So, **lower screen shake** (decrease the size of your movements) **for long distance targeting**. For short distances, "larger" screen shake will not make you go off target, but it will increase your stickiness. So, **increase screen shake** for **short distance targeting**. *Hint: primary and secondary weapons have a separate value. So, you can switch between long distance and short distance by swapping between primary and secondary weapons.*
- 5. Final, and most crucial:** make sure that you **follow my instructions** on "**Aim Corrections**" to the letter. Why my Aim Assist is the strongest is hidden in there.

AIM CORRECTIONS (FOR THE BEST AIM ASSIST EXPERIENCE ON CALL OF DUTY)

Instructions:

1) HIGHER YOUR **IN-GAME-STICK SENSITIVITY**.

RECOMMENDED:

THREE CLICKS HIGHER (IN **THE GAME MENU SETTINGS**)

2) START PLAYING AND TWEAK THE VALUES ON THE FLY

TO TWEAK AIM CORRECTIONS ON THE FLY -> SEE "EDIT MENU"

SWEETSPOT: HIGHER MOVEMENT SPEEDS (TO LOOK AND TURN AROUND) BUT YOUR ADS SENSITIVITY SHOULD FEEL LIKE NORMAL.
NOTE: DO NOT USE THE ADS SENS & SCOPE SENS FROM THE GAME MENU, SO LEAVE THOSE ON THEIR DEFAULT VALUES. LET THE SCRIPT CONTROL YOUR SENSITIVITY.

Why is it important?

At the beginning of it all (the first ever released version of the Aim Assist mod) we used to believe that a lower sensitivity was granted higher aim assist. By now, we know that this is not true. Although you might feel more traction on a lower sensitivity - this is not an indication that it is also stronger. A lower sensitivity deceives you in believing that the aim assist is stronger. In reality, the aim assist from the script is just pulling the sticks harder than you. A lower sensitivity means that you are dragging your weapon AFTER a moving target (but never reach to be on-target).

Nowadays we learned that the game mechanics apply a stronger slow down and a stickier response at a higher **in-game-sensitivity** This refers to

the value in the game menu. So, lower value, less effect. Higher value, more effect. It is that simple.

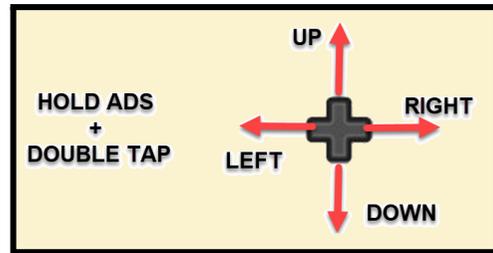
You! Yes, you! -> go to the game settings menu and higher your sensitivity settings in the game with 3 or 4 clicks. If you normally play on 8, try 11 or 12. That's it. Now start playing or open a custom game and use the on-the-fly options to tweak your aim assist. Remember: it will take some time to adjust, but once you have gone through this - you will definitely experience the benefit. The "right settings" are increased movement speeds - but your aim sensitivity should feel as normal or close to normal at least.

The setting you need to tweak on the fly is "Custom Sens." Example: when you set it to 80, then your custom ads sense = 80%. **NEW:** you can have a separate value for each weapon (for 2x / 3x scope for example). You can activate this in the user config menu (look for "Multi Profile Sense").

LOAD OUT MENU

The 8 load outs are available under your D-pad.

To access load out 1 to 4:



to



buttons obtain two weapons. To access the second weapon Hold ADS + hold D-pad DOWN & **double tap** the colour button.

To add on Rapid Fire or Sniper Mode to a weapon in your load out:

★ HOLD ADS + DOUBLE TAP UP, LEFT, RIGHT OR DOWN

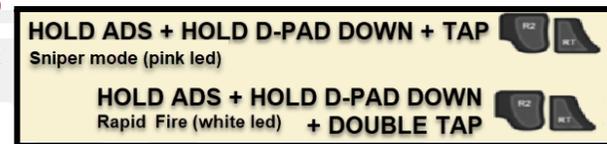
The 4 other loadouts (5 to 8) are called by:

★ HOLD ADS + DOUBLE TAP & HOLD UP, LEFT, RIGHT OR DOWN (UNTIL IT RUMBLES)

You can assemble 8 loadouts with 10 different weapons with custom values for Anti Recoil, Aim Assist, **Rapid** fire (**white** led), **Sniper** mode (**pink** led) & Reload times (for the smart reload)

These Load Outs can be used as your default speed toggles for Multi Player or your on-the-fly customisable weapon load out for WarZone. This is ideal for Battle Royal, because you never know what weapon you will pick up and in which order. To quickly add a weapon to your current load-out: Hold ADS + hold D-pad DOWN and Tap any of the colour buttons. Each of the colour

★ HOLD ADS & HOLD D-PAD DOWN + TAP OR DOUBLE TAP R2/RT



You can also **CYCLE** through the **wpn profiles**:

★ HOLD ADS + HOLD D-PAD DOWN + TAP R1/RB

Each weapon has its own colour led and can be renamed in the script. You can combine each weapon in every load out on the fly (as either your primary or secondary weapon).

RESYNC LEDS

If your LEDs are out of sync -> holding down the Weapon Swap Button for 2 seconds will synchronise the leds from primary to secondary and vice versa (without swapping your weapon in the game). **WARNING: if you activate auto plates legacy, you sync leds by holding ADS & Tapping SWAP.**

Pro Tip multiplayer: if you hold reload for 2 seconds it will synchronise secondary to primary weapon. Train yourself to always respawn with the reload button, that way you will never be out of sync (secondary will always synchronise to primary but not vice versa, ideal for multiplayer game modes).

REMEMBER →

- ★ To reload: TAP reload *shortly!*
- ★ To swap weapons in the game-> TAP the WPN SWAP button *shortly!*
- ★ HOLD reload to synchronise from secondary to primary wpn (at respawn, simply always hold Reload for 2 sec, and you will always be in sync). **This is available on multiplayer only and will be deactivated when Warzone is selected as game-idx.**
- ★ Hold SWAP to synchronise between primary & secondary & vice versa (unless you switched on Auto Plates Legacy: to sync HOLD ADS + TAP SWAP).

SNIPER MODE

Sniper mode 1= standard quick scope (press FIRE to auto/quick scope.)

Sniper mode 2= quick scope with the right bumper (lethal grenade). Note: the quick scope is triggered with a short tap of the bumper. Press and hold lethal for throwing a grenade.

Sniper mode 3= quick scope with the release of the ADS button (like the Zen Game Pack). If you want to release ADS without a quick scope, press A/CROSS before releasing ADS.

By default: HOLD BREATH is activated in any of the Sniper Modes.

NEW SENSITIVITY/ AIM MOD (“LONG SHOT MODE”)

This mod allows you to play at higher sensitivity ranges. You have long shot / sniper sensitivity options at your fingertips on demand: whilst aiming, tap the lethal grenade button to activate this long shot sensitivity. If you tap for a second time shortly after - you add another layer of sensitivity on top of that. Once you release ADS your sensitivity will reset automatically. Find this sensitivity mod under Sexy Bumpers: Long Shot Mode.

SEXY BUMPERS

All options below are activated with the right bumper (lethal grenade). The idea is to have a competitive advantage over your opponent. Different from other fire mods, the sexy bumper lets you use the fire mod when you need it (and not every time you pull the trigger). So, to activate the sexy bumper, just use the lethal grenade trigger whilst you are aiming. Flipped bumpers / triggers are supported, but probably not ideal.

What sexy bumpers are available?

The sexy bumper is a nifty mod from which you will benefit greatly; I am sure you will find out for yourself, just try it. The options are explained below.

- **Option 1 = Skub`s PRONE Dance**

Core players benefit most from Skub`s PRONE Dance. It makes you difficult to kill when being shot at. The sexy bumper will spam PRONE whilst you are firing back at your enemy).

- **Option 2= Pang! Single Kill Shot.**

Hardcore players will love the Pang! Single Kill Shot. The accuracy is brutal -even over great distances. Is your enemy head-glitching? Haha! he did not see YOU coming...100% satisfaction guaranteed. Works with automatic weapons only!

- **Option 3= Drop-shooter:** this will make you drop to the floor whilst firing your wpn.
- **Option 4 = Strafe-shooter:** makes you difficult to target, because you will be strafing left and right.
- **Option 5 = Jump-shooter:** makes you difficult to target, because you will be jumping up & down.
- **Option 6 = Burst Fire.**
- **Option 7 = Ghost Peek**

- **Option 8 = Long Shot Mode:** (new!! see above)

ENEMY PING (AUTO PING)

- -1= Off
- 0= auto ping on ADS
- 1= auto ping on ads & fire

RAPID FIRE

Hint # 1: you can set up rapid fire classes on all loadouts and activate AutoSwap, Akimbo or just Rapid Fire for each class separately.

Hint # 2: AutoSwap works best with pistols (as your secondary) combined with automatic weapons (as your primary). It will not work when you use silencers. It works quite well to almost perfect on Vanguard and MW. Unfortunately, it is not the smoothest on Cold War.

Hint # 3: AutoSwap requires that you turn on **vibrations** / rumbles in the game menu.

Hint # 4: Auto Swap quick toggle:

★ **HOLD ADS + DOUBLE TAP PS4_SHARE/XB1_VIEW**

Auto Swap detects automatic and semi-automatic weapons: so, the script will rapid fire or switch on anti-recoil depending on which weapon you are firing automatically.

OLED/ EDIT MENU

CHANGE VALUES ON THE FLY

To enter the edit menu (and change values for the current load out and the weapon you are holding):

★ **HOLD ADS + HOLD D-PAD DOWN + HOLD MENU/OPTIONS**

It will rumble and instructions will appear on the OLED screen.

The led will blink **red** whilst the edit menu is open.

To cycle through the values that you can edit on the fly in the edit menu:

★ **TAP D-PAD RIGHT SHORTLY**

PRO-TIP:

If you... **HOLD D-PAD RIGHT**

...(instead of tapping it) you will jump to the first AR editable value (which is the AR Vertical Start Value). From here, TAP right shortly again to cycle to the next editable AR value.

To edit a value:

★ **HOLD ADS on the value you want to edit + TAP D-PAD LEFT/RIGHT/UP and DOWN**

The led will blink **orange**. When you stop editing, the menu closes automatically (and the led will blink two times **GREEN** to confirm that the

values are successfully auto saved. A pin code will now appear on the OLED screen. This pin code will reappear with every script boot-up confirming that the saved values have been loaded successfully. **All menu values you can change on the fly via the OLED screen are explained on page 12, 13 & 14.**

NOTE!!! ATTENTION!! THE OLED/ EDIT MENU WILL CLOSE AUTOMATICALLY ONCE YOU STOP MAKING CHANGES OR CYCLING THROUGH THE VALUES. THE VALUES WILL BE AUTO SAVED. MOST VALUES THAT YOU MODIFY HERE APPLY TO THE CURRENT WEAPON THAT YOU ARE HOLDING/ HAVE SELECTED. MORE INFO ON THE VALUES ON PAGE 14.

TIP: MENU WILL NOT CLOSE HOLDING ADS. EVERY NEW PRESS OF ADS ALSO RESETS THE COUNTDOWN TIMER - THIS ALLOWS YOU TO CONTROL THE MENU TO STAY OPEN FOR AS LONG AS YOU NEED. IN VERSION 6.2 AND HIGHER THE MENU HAS BEEN PERFECTED TO SHOW ONLY THE RELEVANT VALUES THAT APPLY TO THE TYPE OF ANTI RECOIL YOU ACTIVATED AND THE SELECTED AIM ASSIST.

Tired of switching anti recoil profiles every time you pick up a weapon? Then Rumble Recoil has you covered: one value fits with all weapons. To switch on Rumble Recoil - select it from the User Config menu and activate rumble feedback in the game menu. Tip: name one of your weapons "Rumble" and use that profile across all Weapon Classes. MYE Version 25 and higher: Tweak the rumble recoil strength with the on-the-fly-menu OR in calibration mode (but watch the led colour!).

QUICK TOGGLES Remember these quick toggles.

TO SWITCH ON/OFF SECONDARY WPN (Holster WPN):

★ **HOLD ADS + HOLD LEFT**

This will switch off the Secondary WPN in the **current loadout**. The secondary WPN will not be available until you switch it on in the active loadout again. This option is useful if you have load-out in the game that does not require a secondary WPN profile from the script (for example if your secondary WPN in the game is a launcher or shotgun).

AUTO SWAP

★ **HOLD ADS + DOUBLE TAP PS4_SHARE/XB1_VIEW**

This only applies to the CURRENT load-out. Switching loadouts will reset this toggle.

KILLSWITCH / DRIVE MODE ON/ OFF (switch on/off all mods & script):

★ **HOLD ADS + HOLD RIGHT UNTIL IT RUMBLES**

or:

★ **HOLD ADS + DOUBLE TAP MENU**

CALIBRATION MODE (SEE PAGE 15):

★ **HOLD ADS + HOLD UP UNTIL IT RUMBLES & THE OLED SCREEN CHANGES. TO EXIT CALIBRATION PRESS HOME.**

RESYNC LEDS

Option 1

★ **HOLD SWAP 2 SECONDS**

If **Auto Plates Legacy** is selected in UserConfig:

★ **HOLD ADS + TAP SWAP**

Option 2 (only syncs from secondary to primary wpn)

★ **HOLD RELOAD 2 SECONDS**

Option 2 is deactivated for Warzone.

AUTO PLATES (WARZONE PLAYERS READ THIS!)

In User-config you can select how you want to use Auto Plates. This might affect the way you perform the led sync (depending on which option you choose).

1 = activate Auto Plates with a **double tap** of the **SWAP** button.

2 = **Legacy Auto Plates**. This will allow you to use the Auto Plates as normal (so with holding down the SWAP button). But because of this - the led sync will now only occur when you **hold ADS** and tap **SWAP**.

USER CONFIG all values explained:

"Auto Ping"	-1= OFF 0 = ON ADS 1 = ON ADS & FIRE
Auto ping when you aim or when aim & fire.	
"My Sexy Bumper"	See page 7 -8.
"Anti-Recoil"	0 = OFF 1 = Legacy 2 = Progressive / Advanced 3 = Rumble Recoil (see notes/instructions in version 22 and up for more info)
Extreme precision polar anti recoil by Swizzy & Crescens	
"Aim Assist "	1= Crescens Polar Aim 2= Stealth Polar from Dogz 3= Sticky Aim (Batts -> MYE version 5.7 and up)
"Hair Triggers"	0 = OFF 1 = ON

"Cancel Slide"	0 = OFF 1 = ON
"Stick Drift DZ"	Eliminates any drift from your right stick. Recommend value between 10-14.
"Easy Run/Melee"	If you play with tactical button layout you can use your left thumb stick (click) for a super-fast melee attack. You can also assign other functions (like jump, prone) to the left thumb stick. To set-up other functions you need to configure that before you compile the script. 0 = ALL OFF 1= AUTO RUN ON (EASY MELEE OFF) 2 = AUTO RUN ON & EASY MELEE ON 3 = EASY MELEE ON (AUTO RUN OFF)
"Auto Plates"	See page 10.
"Bunny Hop"	Switch on the bunny flop :D (1 = ON, 0 = OFF).

<p>“Multi Profile Sense”</p>	<p>If set to 0; then your aim correction will apply the same custom sense values to all weapons. If set to 1 each weapon can have an individual value. This is useful for 3x scope, 4 x scope weapons for example. Note: if you set this value to 1, you can change the Custom Sense value the same way you change anti recoil values for each weapon. Simply select a weapon first, and whilst holding that weapon enter the on the fly edit OLED menu.</p>
<p>“Sniper”</p>	<p>Sniper mode 1= standard quick scope (press FIRE to auto/quick scope.) Sniper mode 2= quick scope with the right bumper (lethal grenade). Note: the quick scope is triggered with a short tap of the bumper. Press and hold lethal for throwing a grenade. Sniper mode 3= quick scope with the release of the ADS button (like the Zen Game Pack). If you want to release ADS</p>

	<p>without a quick scope, press A/CROSS before releasing ADS.</p>
<p>“Can. Reload/Run” <i>Version 8.2 and higher.</i></p>	<p>Cancel Reload with FIRE</p> <p>1 = ON</p> <p>2 = ON + Cancel Sprint when reloading ON</p> <p>Tip: to start sprinting again after reloading or respawn: double TAP ADS.</p> <p>0 = OFF</p>
<p>AA Boost Left Stick</p>	<p>Rotational Aim Assist (Taylor Drift)</p> <p>0 = OFF</p> <p>1 = ON,</p> <p>2 = Boost on Fire.</p>

When you ADS this will generate mini-movements on the Left Stick - to trigger aim assist from the game. Boost on Fire adds an extra amount of movement on LS when you press Fire.

You can always go back to the user config menu:

HOLD ADS + HOLD D-PAD DOWN + DOUBLE TAP MENU/OPTIONS

ON THE FLY values explained:

➤ Reload Time	This time value sets the time that you can cancel reload when you press fire or ads, and this is also the amount of time that auto run is deactivated so that you can reload.
➤ Custom Sens <small>Also known as "ADS Sensitivity." (Part of Crescens Aim Corrections)</small>	The sensitivity is shown as the percentage of the actual game value when you aim. Example: 80= ADS-sens 80% Recommended values between 75-85 depending on your in-game value. Do not, I repeat, do NOT change the ADS sens value in the game menu (so leave all values in the game on default. The only value in the game menu you SHOULD change is the stick sensitivity (to a higher value). See page 5.
❖ ADS-radius	Set the radius aim assist value (of the Aim Assist version currently in use). Recommended values: see discord channel. https://discord.gg/72aYagF5wg
❖ AA Steps/Angle	Set the steps value for Crescens Polar (if this is the current Aim Assist you have activated) or Angle for stealth polar (when active).
❖ STICKY AIM SIZE (MYE VERSION 5.7 & UP)	Set the stick aim value for sticky aim (18 - 24 = recommended).
➤ AR Start	Set the Vertical Anti Recoil value. If legacy

	anti recoil is chosen from the user config menu, then this is the vertical ar value you should modify on the fly.
➤ AR End	Set the second AR Vertical value (for advanced anti recoil only)
➤ AR Horizontal	Set the Horizontal AR value (for both legacy and advanced).
➤ AR Time	Time after which the AR End value is activated (advanced AR only).
<p>PRO TIP: if you open the ON THE FLY / OLED menu to change values, you can hold RIGHT shortly to jump to the first editable AR value (which is AR Start). Every time you hold Right shortly in this menu it will jump to AR Start. Tap right to cycle to the next editable value.</p>	
<p>➤ MEANS THAT EACH WEAPON CAN HAVE ITS OWN VALUE</p>	
<p>❖ MEANS THAT PRIMARY & SECONDARY WEAPON HAVE ITS OWN VALUES (SIMPLY SWITCH WPN TO CHANGE VALUES FOR THE OTHER WPN)</p>	



To open the OLED On The Fly Menu:

★ HOLD ADS + HOLD D-PAD DOWN + HOLD MENU/OPTIONS

CALIBRATION MODE (VERSION 7.0 and up)

From version 7.0 and up: you can enter the calibration mode to set the values for **Advanced Anti Recoil** and **Reload Times** super-fast. First step: select your weapon. **Please only change one weapon at a time!!**

To enter calibration mode:

★ **HOLD ADS + HOLD UP UNTIL IT RUMBLES & THE OLED SCREEN CHANGES. TO EXIT CALIBRATION PRESS HOME.**

In the calibration mode you can set **advanced anti recoil values** by aiming and firing at a single point and correcting recoil at the same time using your thumb sticks. **Tip:** in calibration mode you can switch on AUTO ADS by double tapping ADS.

You can fine tune settings with **D-PAD UP, DOWN, LEFT, RIGHT** (for the **Vertical End value** you need to hold down **Button B/CIRCLE**).

Remember: empty your first clip completely!! HOLD ADS and release FIRE when you shoot your last bullet: only then your recoil time is calibrated correctly. If you fucked this up: exit calibration mode and start over.

To **calibrate reload times** for your weapon HOLD RELOAD and release reload at the end of the reload animation. From version 7.2 and up you can watch your reload time recording on your OLED screen. **Tip (version 8.2 and higher): to calibrate reload times without resetting your recoil time value: shoot 2, 3 bullets without pressing ADS. Now hold the reload button to calibrate.**

Finished? Press Home to save your changes and exit the calibration mode.

SOME FINAL TIPS SETTING UP YOUR LOADOUTS (you want to read this, otherwise you will be frustrated using the script)

Best practice comes through practice. Meaning that you always need to experiment yourself and not rely too much on others. That said some tips you could benefit from:

If you want to make sure that you do not go out of sync with your LEDs I cannot emphasise enough that you train yourself (for those who play multiplayer) to always respawn with the reload button as I suggested many times before. So, whether you are out of sync or not: always spawn with the reload button and you can never be wrong (because the reload button only synchronises from secondary to primary).

For all loadouts with the same primary wpn but without the need for RP and/or Anti Recoil you can use the same load out in the script. You only must switch off the secondary wpn when you use this loadout. For example:

Classes I have saved in the game:

- I. SMG "A" as primary & a pistol as secondary

- II. SMG "A" as primary & a shotgun as secondary
- III. SMG "A" as primary & a grenade launcher as secondary

Loadout in the script:

- 01. Primary wpn with normal fire and anti-recoil
- 02. and secondary with RF.

In the script I have loadout_1 set-up with recoil values for the SMG "A" and for secondary I have activated rapid fire.

Option I, II and III can be managed/used by the same loadout in the script; you simply switch off secondary wpn if you play with option II and III. This, because you won't notice that anti recoil is on when you use a shotgun or launcher).

That also applies for rapid fire: if both primary wpn and secondary wpn need RF you can always switch off the secondary wpn. And if you are using a launcher or shotgun as your secondary, combined with a semi-auto primary that needs RF, you can switch off the secondary wpn in the script because the RF will not have effect handling your secondary wpn (the launcher or shotgun).

If I need to visualise this a little bit more for you so that you understand let me know. Then I will add some screenshots of

my loadouts in the game and explain in this manual how I manage/use them through the script.

CREDITS

Script development and design: Crescens.

This script combines code from Excalibur, Batts, Dogz, Legitcloud, Swizzy and (mostly) me.

Special thanks to Swizzy (who helped a great bit with some difficult stuff and of course his Bit packing code is the only reason this script was even possible) and to Taylor Drift (who went out on a limb to help me with some stuff (I think it was the showing what button is pressed on OLED screen which took most of our time). Thanks to him I was able to figure things out. So, for their advice and support during the development of Melt your Enemy I am thankful.

SUPPORT

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Thank you for your donations.



Rhys_Leigh Today at 8:33 PM

I just did. That's insanely well played. 👍



I am very new to the zen by the way. It was hard to understand script at first. I tried taylordrift. My first script. Then i said these things are just fake. Then u said let me see this crescens. It was hard and he was so bragging about how people mimic his polr assist. I learned and tried it in a game. It work marvelously. I then thought in my mind, that for sure this knows what his doing. And definitely has the right to say everything about his polar assist. So thanks to you for helping tonight. And sent him my kind regards, for a great job on the script.

Hi Rhys Leigh,

Got your feedback through AP.

Thanks for your kind words and I am happy that you were able to find your way with the script. Indeed, if you are new to ZEN this can be a bit of a hurdle, but with patience and practise you managed to get custom with COD MYE. Enjoy playing with it!

It is the best script for COD.

Many greetings,

Crescens.