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# APEX LEGENDS™[PRO]



# **GAMEPACK OVERVIEW**

The Cronus Zen™ Apex Legends™[PRO] GAMEPACK for the PlayStation® and Xbox® versions of Apex Legends, optimizes your weapons and maximizes your performance on the battlefield!

- Weapon Profiles allow different Weapon Optimization, Fire, and ADS MODS to be applied to your Primary and Secondary Weapons.
- Weapon Selector Pro allows you to quickly apply optimizations to any newly picked up weapon using the OLED display.
- Switch between your Primary and Secondary Weapon Profiles, either manually or automatically with Weapon Swap.
- Near full in-game Customized button support. MODS such as Aim Assist, Easy Grenade, Ping on Fire, Quick Scope, Rapid Fire, Slide & Go, Strafe Fire, and much more!

# CONTROLLER CONVERSION TABLE

| PS4     | PS3    | XB1      | 360   | SW | WII |
|---------|--------|----------|-------|----|-----|
|         |        | Y        | Y     | ×  | X   |
|         |        | B        | B     | A  | A   |
|         |        | A        | A     | В  | В   |
|         |        | X        | X     | V  | Y   |
| L2      | L2     | LT       | LT    | ZL | ZL  |
| L1      | L1     | LB       | LB    |    |     |
| R2      | R2     | RT       | RT    | ZR | ZR  |
| R1      | R1     | RB       | RB    | R  | R   |
| L3      | L3     | LS       | LS    | LS | LS  |
| R3      | R3     | RS       | RS    | RS | RS  |
| SHARE   | SELECT |          | BACK  | •  | 0   |
| OPTIONS | START  |          | START | •  | 0   |
|         | SELECT | <b>P</b> | BACK  | •  | •   |
| HOME    | HOME   | HOME     | GUIDE | PS | PS  |

#### **GAMEPACK SETUP**

This section covers the initial GAMEPACK setup that is REQUIRED for MODS to function correctly.

GAMEPACK Setup ★ Apex Legends [PRO] ★ Cronus Zen ② - https://youtu.be/3Px1WUGw918



To open the **GAMEPACK Configuration** Menu on the OLED display, HOLD **TOUCHPAD & OPTIONS together on** PlayStation® or HOLD VIEW & MENU together on Xbox® until you feel a rumble. This menu provides you with access

to ALL adjustable settings and MODS.

Navigate between settings using R1 / RB and L1 / LB and adjust with the D-PAD.



Listed options: use **DOWN** and **UP**.



Numeric values: use RIGHT and LEFT.

Certain settings contain additional related options when you TAP or .







For example, when you are selected on Button Layout, you can enter the Adjustment Menu to setup your Stick Layout, Sensitivities, and other related settings. To go back, TAP or

**BEFORE USING THIS GAMEPACK**, you will need to match certain settings with your in-game settings.

<u>VIBRATION SETTINGS MUST BE ON</u>, both in-game and in your console's menu settings.

**FOR YOUR IN-GAME SETTINGS**, make sure that your "Response Curve" is set to "Classic", and that your "Look Deadzone" is set to "Small". You can also find recommended in-game settings in the Additional Notes section of page 7.

MATCH YOUR BUTTON LAYOUT to one of the available **Button Layouts** or select **Customized**.



Enter the Button Layout Adjustment Menu and match the following with your in-game settings:



#### Match your in-game:

- Stick Layout.
- Sensitivity.
- Sensitivity (ADS).



Anti-Recoil Mode. If you have set your ingame Inverted Look to "Inverted", select Inverted ADS Anti-Recoil; otherwise use ADS Anti-Recoil.



<u>If you have selected Customized</u>, match the following in-game buttons:

- Jump
- Crouch
- Interact / Pickup / Reload
- Cycle Weapon / Holster on Hold
- Aim Down Sights on Hold
- Attack
- Tactical Ability
- Ping / Ping Wheel on Hold
- Sprint
- Melee
- Use Health / Shield Kit
- Equip Grenade

#### **NAVIGATE BACK TO BUTTON LAYOUT, AND THEN TO FEATURED LEGEND:**



Make sure that you match this setting with the Legend that you are currently playing as.

For an even quicker way to set your current Legend, see the Legend Selector section...



Now that everything has been set up, you can exit the GAMEPACK Configuration Menu.

TAP or until you see the Save Changes

**Screen**. While selecting **Save**, TAP or **A**.

You will see a prompt confirming that your settings have been saved. If you select **Don't Save**, you will not see a confirmation prompt, and your changes will be reverted.

You are now ready to use the GAMEPACK!

#### **ADDITIONAL NOTES:**

- Please ONLY use the in-game Button & Stick Layouts to ensure proper functioning of MODS. In-game Customized is supported. DO NOT REMAP your controls outside of the game with the PlayStation® Custom Button Assignments or Xbox® Accessories App, etc.
- **Touchpad / View** is vital for toggling MODS; we **DO NOT SUPPORT** the remapping of any in-game function to this button other than what is default to the game [the Map (Toggle) button].
- For your in-game settings, you <u>MUST</u> use "Response Curve: Classic" and "Look Deadzone: Small". Altering these settings will cause MODS such as ADS Anti-Recoil and Aim Assist to behave sub-optimally.
  - o **For Aim Assist**, use a Sensitivity (ADS) of 7 or lower.
  - o For ADS Anti-Recoil, use a Per Optic ADS Sensitivity of identical values.
- This GAMEPACK is supported for PlayStation® 4 and Xbox® One. We <u>CANNOT</u> guarantee compatibility with <u>UNSUPPORTED</u> platforms such as <u>Switch</u> or <u>PC</u>.
- Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2.
  - You <u>MUST</u> unbind or suspend any paddle mapping to prepare your controller for this GAMEPACK, as fully explained in the PADDLE MODS <u>section</u>.

#### **LEGEND SELECTOR**

You can use the Legend Selector with the OLED display to quickly change which Legend the GAMEPACK should be optimized for while playing.

Legend Selector ★ Apex Legends [PRO] ★ Cronus Zen ② - https://youtu.be/MjAnCnn-SJY

STEP 1: WHILE HOLDING TOUCHPAD / VIEW, HOLD R1 / RB until you feel a heavy rumble and the OLED displays a list of Legends.



STEP 2: Navigate using the D-PAD and select the Legend that you are currently playing as by TAPPING or A. A light rumble will confirm your selection. If prior to this, you need to back out or cancel, you can TAP or B.

The correct optimizations are now loaded for your *current* Legend. This addresses certain quirks that each Legend has, and it assists in keeping MODS such as Weapon Swap in sync. You will need to use the Legend Selector each time you switch to using another Legend.

# **MASTER CONTROLS**

**MASTER QUICK CONTROL** suspends **THE ENTIRE PACK**. You should suspend it while accessing in-game menus, your console's store, settings, etc.

• HOLD TOUCHPAD / VIEW & Or TOGETHER for ONE SECOND to SUSPEND (Heavy Rumble) / RESUME (Light Rumble).

# **GLOBAL MODS**

**Global Mods** contains several smaller MODS, along with the Global Mods Adjustment Menu which contains important settings such as **Anti-Recoil Mode** and **Profile Switch Mode**.



**HAIR TRIGGERS** register as fully pressed as quickly as possible to improve gameplay reaction time, without affecting MODS.

**EASY GRENADE** allows you to TAP the EQUIP GRENADE button to automatically select and throw a grenade.

# **ANTI-RECOIL MODE**

This Global Mods Adjustment Menu setting determines which type of optimized ADS Anti-Recoil will be applied using Weapon Profiles / Weapon Selector Pro.



Use **Quick Edit** if you want to be able to easily adjust and fine tune the optimized ADS Anti-Recoil during gameplay.

Use **M&K** to remove Anti-Recoil while moving the camera. Recommended for Mouse and Keyboard users.

Use **Inverted** if you have set your in-game Inverted Look setting to "Inverted".

#### **PROFILE SWITCH MODE**

This Global Mods Adjustment Menu setting determines Weapon Profile switching.

Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen ② - <a href="https://youtu.be/RG6iPULpUDI">https://youtu.be/RG6iPULpUDI</a>



Manual requires that you manually select the appropriate Primary or Secondary Profile whenever you switch between your Primary and Secondary Weapons.



**Weapon Swap** automatically switches between your Primary and Secondary Profiles whenever you TAP the button that switches weapons.

- Weapon Swap will sometimes lose sync, on the in-game menu, loading screens, and especially on death and respawn.
- To resync Weapon Swap, switch to your Primary Weapon, then:
- WHILE HOLDING TOUCHPAD / VIEW, HOLD or for Primary Weapon Profile (Heavy Rumble).

The OLED will display the active Weapon Profile as Primary, Secondary, or Disabled.



The Gearhead Eyes will display the active Weapon Profile as Green for Primary, Red for Secondary, or Purple for Disabled. If Weapon Swap (PS4 Solid Lightbar) is ON, the PS4 Lightbar will also display these colours.

#### **WEAPON PROFILES SETUP**

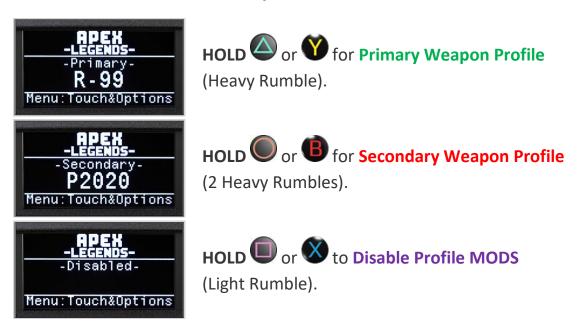
Setup your Primary and Secondary Profiles for your Primary and Secondary Weapons by navigating the GAMEPACK Configuration Menu.

If available, match the name of your preferred Primary and Secondary Weapons to optimize them. You can change them up later by using Weapon Selector Pro.

You can also choose Primary and Secondary ADS and Fire MODS. These will be covered in more detail later.

You can change the active Weapon Profile during gameplay.

#### WHILE HOLDING TOUCHPAD / VIEW:



- As shown above, the OLED will display your active Weapon Profile.
- The Gearhead Eyes will display the active Weapon Profile as Green for Primary, Red for Secondary, or Purple for Disabled. If Weapon Swap (PS4 Solid Lightbar) is ON, the PS4 Lightbar will also display these colours.

#### **WEAPON SELECTOR PRO**

You can use Weapon Selector Pro with the OLED display to quickly change up your optimized weapons during gameplay.

Weapon Selector Pro ★ Apex Legends [PRO] ★ Cronus Zen ② - https://youtu.be/eLCxFOluycc

**STEP 1**: Set your current weapon to its **default in-game fire rate**. Hop Ups are **UNSUPPORTED**, etc.

**STEP 2**: Weapon Selector Pro will update your **active Weapon Profile**. See the previous page and make sure that you are selected on the correct profile for your current Primary or Secondary Weapon.

**STEP 3**: WHILE HOLDING TOUCHPAD / VIEW, HOLD R2 / RT until you feel a heavy rumble and the OLED displays a list of Weapon Categories.



STEP 4: Navigate using the D-PAD and select the appropriate category, and then your current weapon by TAPPING or A. A light rumble will confirm your selection. If prior to this, you need to back out or cancel, you can TAP or B.

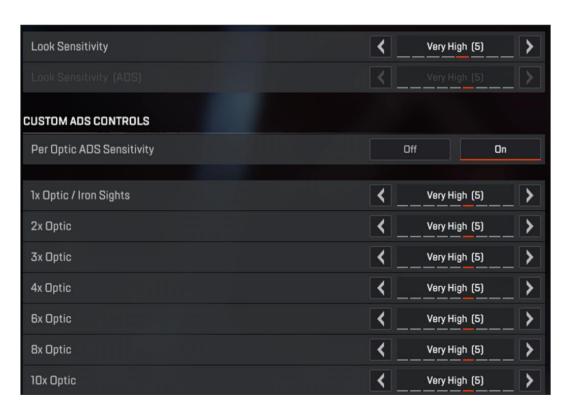
Your **active Weapon Profile** is now updated to optimize this weapon. Among various optimizations, whenever you are Aiming Down Sights and firing together, your weapon may also have Anti-Recoil applied. If for some reason, this Anti-Recoil seems consistently inaccurate, see the next page...

#### **WEAPON ATTACHMENTS**

Weapon Profiles / Weapon Selector Pro optimize for the base weapon.

Some attachments can reduce the accuracy of the recoil reduction.

- <u>UNSUPPORTED ATTACHMENTS</u> can include scopes, and those that affect fire rate or overly alter the recoil pattern beyond what can be corrected with the Quick Edit adjustable. Try to avoid using attachments of this nature. Extended mag type attachments are generally supported as the optimizations are designed with them in mind.
- We also recommend setting your in-game Per Optic ADS Sensitivity to identical values, as well as sticking only to the supported Classic Response Curve and Small Deadzone.



# **ADS ANTI-RECOIL QUICK EDIT**

**ADS Anti-Recoil Quick Edit** can help to compensate for weapon attachments or other factors if they are **consistently** affecting the recoil reduction, i.e. causing your weapon's recoil to drift in the same directions every time.

You can increase the strength of the optimized ADS Anti-Recoil to be even more effective while you are aimed on an enemy where other variables such as the ingame aim assist mechanics come into play; however, while firing OFF target, this will cause the MOD to pull too strongly which may affect your accuracy.

**STEP 1**: Once you have setup your current weapon with Weapon Selector Pro, we recommend entering the tutorial section and aiming at a target dummy where you will get the on enemy aim behavior.

**STEP 2**: WHILE AIMING DOWN SIGHTS & FIRING, TAP or . You can now stop firing if you need to save ammo.

STEP 3: If the pattern is pulling up too much, TAP to increase the strength.

If the pattern is pulling **down** too much, **TAP to decrease the strength**.

Keep adjusting until you achieve an acceptable result.

**To reset the strength to 100**, WHILE AIMING DOWN SIGHTS & HOLDING **\*\***, PRESS RS / R3.

**BE AWARE** that any randomized recoil patterns <u>CANNOT</u> be fixed, and analog stick drift can cause issues.

# **CLASS 1 & 4 – PRIMARY & SECONDARY WEAPON**

Choose your preferred Primary and Secondary Weapons that you wish to be optimized. This can be done in the GAMEPACK Configuration Menu or by using Weapon Selector Pro.

Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen ② - <a href="https://youtu.be/RG6iPULpUDI">https://youtu.be/RG6iPULpUDI</a>



<u>If your weapon is unlisted</u>, choose Regular Fire for fully automatic weapons, or Rapid Fire for semi-automatic weapons.

- **REGULAR FIRE**: OFF. NO WEAPON FIRE MOD. Your weapon will fire exactly as it normally does.
- **RAPID FIRE**: HOLD FIRE to fire your semi-automatic weapon at its maximum speed.
- **OPTIMIZED WEAPONS**: Matching the name of your in-game weapon can apply optimizations such as ADS Anti-Recoil, Regular / Rapid Fire, and more.

#### CLASS 2 & 5 – PRIMARY & SECONDARY ADS MODS

**Select your preferred ADS MODS for use with your Primary and Secondary Weapons**. These MODS alter the functionality of your Aim Down Sights button to either improve your accuracy, alert your team to threats, or make you more difficult to hit.



**MOD 1 – AIM ASSIST**: WHILE AIMING DOWN SIGHTS, this MOD will optimize the ingame assist mechanics to improve your aim. This is a subtle effect that will slightly shake your camera. This MOD works best if your in-game Sensitivity (ADS) is "7" or under.

You can change the **Primary** or **Secondary Aim Assist Mode** and **Aim Assist Strength** from the GAMEPACK Configuration Menu, in the ADS MODS Adjustment Menu.

- Aim Assist is the standard setting. It is the best solution for most players.
- Aim Assist+ also aims in and out. It may slightly improve the assist for some playstyles, but it will interfere with the scoping in of weapons.



Aim Assist Strength: The default value is 13. The higher the value, the more noticeably the MOD will shake your camera. If you set the value too low, the MOD will have zero impact on the game. Too high and it can become visually distracting.

**MOD 2 – CROUCH AIM**: WHILE FULLY AIMING DOWN SIGHTS, you will crouch, which tightens your crosshairs and improves the accuracy of your shots. As you RELEASE AIM DOWN SIGHTS, you will stand.

**MOD 3 – RAPID CROUCH AIM**: WHILE FULLY AIMING DOWN SIGHTS, you will rapidly crouch, making it more difficult for the enemy to get a headshot on you.

**MOD 4 – AIM ASSIST & CROUCH AIM**: MODS 1, 2.

#### MOD 5 - AIM ASSIST & RAPID CROUCH AIM: MODS 1, 3.



**MOD 6 – QUICK SCOPE ON TAP**: QUICKLY TAP & RELEASE AIM DOWN SIGHTS to automatically scope in and fire a precise shot with your sniper rifle. HOLD AIM DOWN SIGHTS to simply scope in, so that you can scout the area without alerting the enemy to your presence.

**MOD 7 – QUICK SCOPE ON RELEASE**: You will automatically fire a shot upon RELEASING AIM DOWN SIGHTS, allowing you to time a precise scoped shot with your sniper rifle. You can also use any weapon that deals high damage on impact, such as a shotgun.

**MOD 8 – PING ON ADS**: UPON AIMING DOWN SIGHTS, you will ping your target, object, or location to alert your team.

### **CLASS 3 & 6 – PRIMARY & SECONDARY FIRE MODS**

**Select your preferred Fire MODS for use with your Primary and Secondary Weapons**. These MODS alter the functionality of your Fire button to either make you more difficult to hit or alert your team to threats.



**MOD 1 – PING ON FIRE**: UPON FIRING, you will ping your target, object, or location to alert your team.

**MOD 2 – HOP SHOT**: WHILE FULLY HOLDING FIRE, you will repeatedly jump. Jump out of the way of enemy fire, right after you take your shot.

**MOD 3 – STRAFE FIRE**: WHILE FULLY HOLDING FIRE, you will quickly strafe side to side to avoid enemy fire.

**MOD 4 – CIRCLE STRAFE FIRE**: WHILE FULLY HOLDING FIRE, you will quickly strafe in a circular motion, which is helpful against snipers.

**MOD 5 – CROUCH FIRE**: WHILE FULLY HOLDING FIRE, you will rapidly crouch. As you RELEASE FIRE, you will stand.

**MOD 6 – RAPID CROUCH FIRE**: WHILE FULLY HOLDING FIRE, you will rapidly crouch, making it more difficult for the enemy to get a headshot on you.

You can change the shared **Fire Mod Activation** setting from the GAMEPACK Configuration Menu, in the Fire MODS Adjustment Menu.



- **Any Fire** is the standard setting. Firing will activate Fire MODS.
- **ADS Fire** requires you to be Aiming Down Sights while firing to activate Fire MODS.
- **Hip Fire** requires you to be firing while <u>NOT</u> Aiming Down Sights to activate Fire MODS.

# **CLASS 7, 8, 9, 10 – PADDLE MODS**

Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2. To avoid issues, unbind your Elite paddles in the Xbox® Accessories App or Zen Studio Software.

Alternatively, you can just suspend the paddle maps; for Series 1, DOUBLE TAP the SYNC button (Suspended: Four Rumbles / Resumed: One Rumble); for Series 2, TAP the button found below VIEW / MENU until the LEDS below that shut off.

You can still map your paddles through the Cronus Zen™, using the GAMEPACK Configuration Menu.

- CLASS 7 = Upper Left Paddle (P3)
- CLASS 8 = Upper Right Paddle (P1)
- CLASS 9 = Lower Left Paddle (P4)
- CLASS 10 = Lower Right Paddle (P2)

Enter the Adjustment Menu for the paddle that you would like to map a button to, and then choose the button that will be mapped to the paddle. Any time a Paddle MOD is suspended, or set to Disabled, you will have access to this mapping feature.

To suspend any enabled Paddle MOD, WHILE HOLDING TOUCHPAD / VIEW, HOLD the PADDLE to SUSPEND (Heavy Rumble) / RESUME (Light Rumble).

**MOD 1 – RAPID FIRE**: HOLD the PADDLE to fire your semi-automatic weapon at maximum speed.

• Set your fully automatic weapon to its in-game single shot or burst mode to fire it with this PADDLE MOD.

**MOD 2 – SLIDE & GO**: HOLD the PADDLE to slide. When you RELEASE the PADDLE, you will jump up and go.

**MOD 3 – SLIDE & FIRE**: HOLD the PADDLE to slide and fire. When you RELEASE the PADDLE, you will jump up and go.

**MOD 4 – SLIDE & RELOAD**: HOLD the PADDLE to slide and reload. When you RELEASE the PADDLE, you will jump up and go.

**MOD 5 – SLIDE 180**: TAP the PADDLE to slide and spin roughly 180 degrees.

**MOD 6 – TURBO PADDLE**: HOLD the PADDLE to turbo any SINGLE button that you have mapped to the PADDLE.

• You can change the mapped button from the GAMEPACK Configuration Menu, in the Adjustment Menu for the paddle that you are using.

**MOD 7 – MOD BLOCKER**: HOLD the PADDLE to BLOCK ALL CONTROLLER MODS until you RELEASE the PADDLE.

**MOD 8 – EASY GRENADE**: TAP the PADDLE to automatically select and throw a grenade.

**MOD 9 – BUNNY HOP**: HOLD the PADDLE to repeatedly jump, making it difficult for the enemy to aim at you.

**MOD 10 – CROUCH AIM**: HOLD the PADDLE to Aim Down Sights and crouch, which tightens your crosshairs and improves the accuracy of your shots. When you RELEASE the PADDLE, you will stand.

**MOD 11 – RAPID CROUCH**: HOLD the PADDLE to rapidly crouch, making it more difficult for the enemy to get a headshot on you.

**MOD 12 – STRAFE FIRE**: HOLD the PADDLE to fire and quickly strafe side to side to avoid enemy fire.

**MOD 13 – CIRCLE STRAFE FIRE**: HOLD the PADDLE to fire and strafe in a circular motion, which is helpful against snipers.

**MOD 14 – CROUCH FIRE**: HOLD the PADDLE to fire and crouch, which tightens your crosshairs and improves the accuracy of your shots. When you RELEASE the PADDLE, you will stand.

**MOD 15 – RAPID CROUCH FIRE**: HOLD the PADDLE to fire and rapidly crouch, making it more difficult for the enemy to get a headshot on you.

# **BLOCK GAME RUMBLE**

**Block Game Rumble** is an optional GAMEPACK Configuration Menu setting that blocks any feeling of controller vibration that is coming from the game itself.

- It is extremely important for the included MODS that all Vibration settings are <u>ALWAYS</u> ON, both in-game and in your console's menu settings.
- Block Game Rumble provides you with a safe alternative to disabling
  Vibration without affecting the included MODS.



**DISABLED**: All controller vibrations will passthrough to your controller as normal.

**ENABLED**: All controller vibrations coming from the game itself will be blocked.

 You will still feel indicator rumbles from the GAMEPACK when toggling MODS, etc.

# **VIDEO PLAYLIST**

Cronus Zen – Apex Legends [PRO] Playlist

https://www.youtube.com/playlist?list=PLW21qDBtC-6QSVaw4aoySCCbmZ6V02j2S

GAMEPACK Setup ★ Apex Legends [PRO] ★ Cronus Zen ② - https://youtu.be/3Px1WUGw918

Legend Selector ★ Apex Legends [PRO] ★ Cronus Zen ② - https://youtu.be/MjAnCnn-SJY

Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen ② - <a href="https://youtu.be/RG6iPULpUDI">https://youtu.be/RG6iPULpUDI</a>

Weapon Selector Pro ★ Apex Legends [PRO] ★ Cronus Zen 📵 - <a href="https://youtu.be/eLCxFOluycc">https://youtu.be/eLCxFOluycc</a>