GHOST AI TOOL

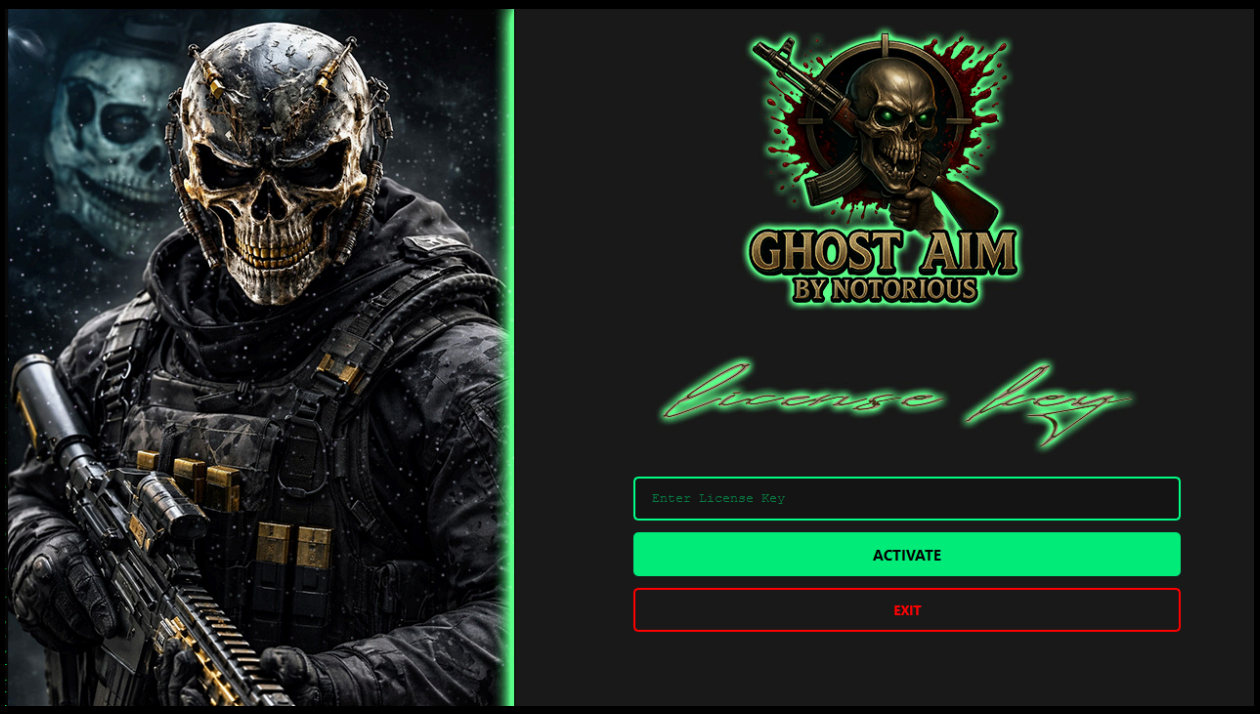
Advanced Gaming Assistance System - Complete User Manual

By Notorious

This manual covers installation, configuration, and every feature of Ghost AI Tool

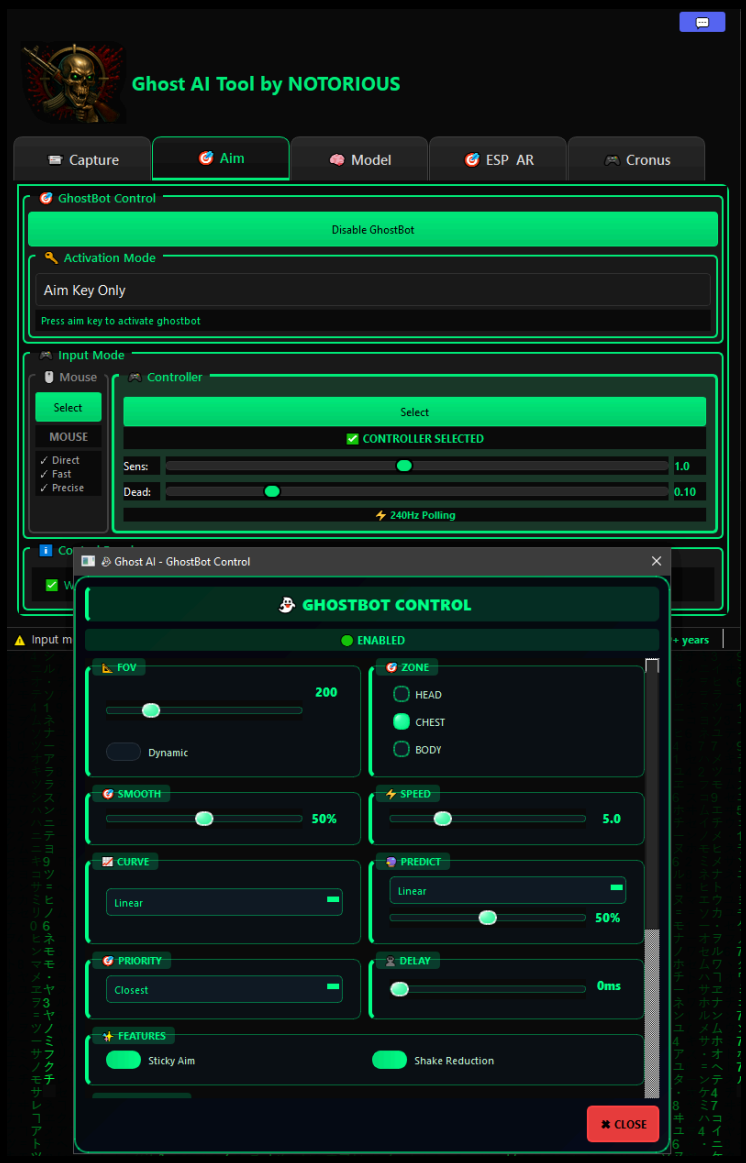
QUICK REFERENCE GUIDE

1. Installation: Install .NET 4.8 → ViGEmBus → HidHide (in that order)
2. HidHide Setup: Hide physical controller, whitelist Ghost.exe
3. License: Enter key on first launch
4. Errors: Run troubleshoot_error_Launcher.bat, send output to Discord
5. Downloads: ViGEmBus (github.com/ViGEm/ViGEmBus/releases)
   HidHide (github.com/nefarius/HidHide/releases)
6. Cronus Zen: Change platform to Cronus, download script from the application directly.



SECTION 7: GHOSTBOT FEATURES

This is the core of Ghost AI - understanding these settings is key to optimal performance.



7.1 FOV (Field of View)

• Range: 50-500 pixels (default: 200px)
• What it does: Circular detection zone around crosshair
• Smaller = more precise, larger = wider coverage
• Recommended: 150-250px for most games

Dynamic FOV

• Auto-adjusts FOV based on targets detected
• No targets: Expands to 400px to search
• Target locked: Shrinks to 100px for precision
• Best for: Fast-paced games with varying combat distances

7.2 Target Zone

• HEAD: Aims for headshots (top of target)
• CHEST: Balanced middle aim
• BODY: Center mass (most reliable)
• Choose based on game damage model

7.3 Aim Speed

• Range: 1.0 - 10.0 (default: 5.0)
• Low (1-3): Slow, subtle assistance
• Medium (4-6): Balanced, natural (RECOMMENDED)
• High (7-10): Fast snapping, aggressive

Flick Speed

- Range: 1.0 - 10.0 (default: 8.0)
- Activates for targets >300px away
- Quick acquisition then smooth tracking
- Keep 2-3 points higher than aim speed

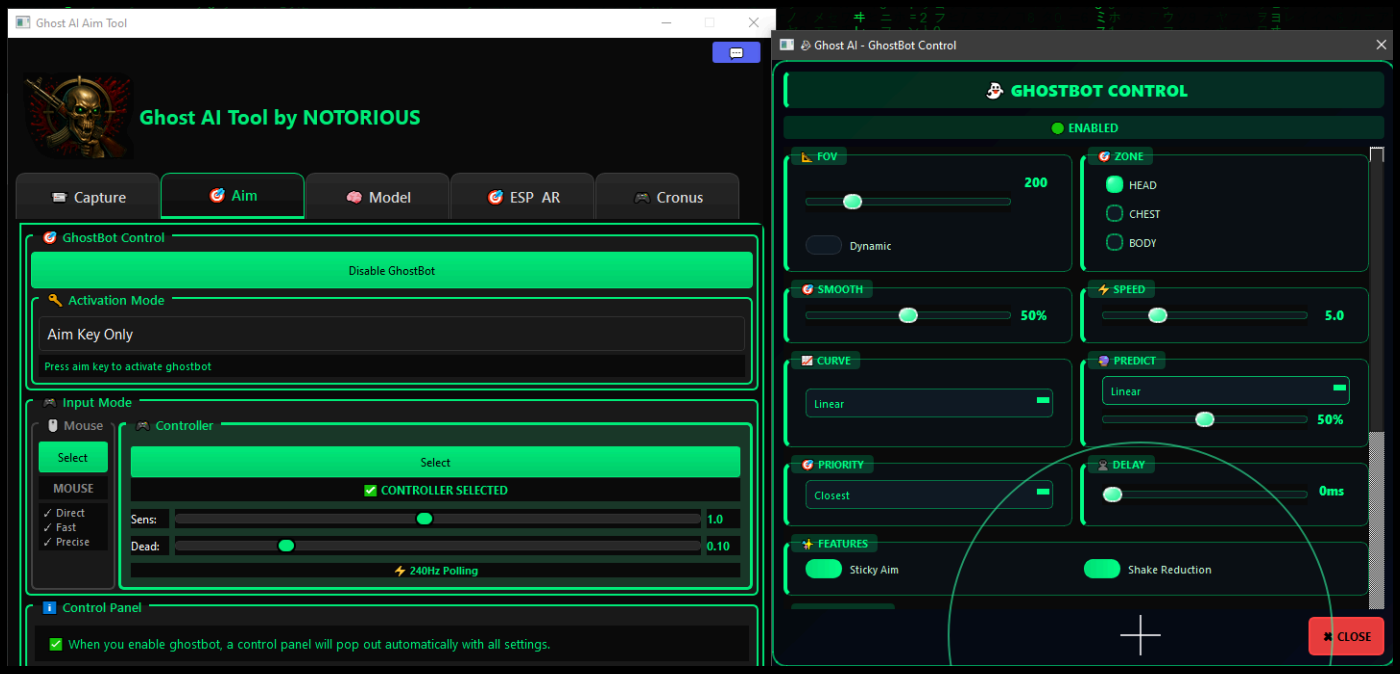
Smoothness

- Range: 0-100% (default: 50%)
- 0%: Instant, robotic corrections
- 50%: Balanced, natural feel
- 100%: Maximum smoothing, very gradual

7.4 Aim Curves

Controls acceleration pattern as aim moves to target:

1. S-CURVE (Natural) - RECOMMENDED
   - Slow start → fast middle → slow end
   - Most human-like behavior
2. LINEAR (Constant)
   - Same speed throughout
   - Simple and predictable
3. EASE IN (Slow Start)
   - Gradual acceleration
   - Good for tactical games
4. EASE OUT (Slow End)
   - Fast snap, controlled landing
5. SNAP (Instant)



7.5 PREDICTION METHODS - CRITICAL FEATURE

Prediction is what makes Ghost AI powerful - it aims where targets WILL BE, not where they are.

NONE (No Prediction)

- Aims directly at current position
- Zero compensation for movement
- Best for: Stationary targets
- Drawback: Shots land behind moving targets

LINEAR (Simple Velocity) - RECOMMENDED FOR BEGINNERS

- Calculates target velocity from last 10 positions
- Predicts: current_pos + (velocity × time)

• Fast computation, low overhead
• Best for: Straight-line movement, most shooters
• Strength: Very responsive, works 90% of time
• Limitation: Less accurate on direction changes

KALMAN (Advanced Filter) - RECOMMENDED FOR EXPERTS

• Sophisticated algorithm from aerospace/robotics
• Tracks position AND velocity with confidence weighting
• Adapts to acceleration/deceleration
• Filters out noise and jitter
• Best for: Erratic movement, skilled opponents
• Slightly higher CPU but negligible on modern systems

SMART (Adaptive) - AUTO-SELECT

• Analyzes movement variance and auto-chooses method:
  - Low variance (<100): No prediction (stationary)
  - Medium (100-1000): Linear (steady movement)
  - High (>1000): Kalman (erratic movement)
• Best for: Mixed scenarios, set-and-forget
• Optimizes per target individually

Prediction Strength

• Range: 0-100% (default: 50%)
• Controls how far ahead to predict
• 0-20%: Minimal prediction
• 30-50%: Moderate (RECOMMENDED starting point)
• 60-100%: Aggressive for fast targets
• Tune if shots land behind (increase) or ahead (decrease)

7.6 Advanced Features

Target Priority

When multiple targets in FOV:
• Closest to Crosshair (default): Most intuitive
• Highest Confidence: Best detection quality
• Largest Target: Closer/bigger enemies
• Closest to Player: Physical proximity

Sticky Aim

• Locks onto target for 0.5 seconds
• Prevents switching between nearby enemies
• Enable: Multi-enemy scenarios
• Disable: Need instant switching flexibility

Shake Reduction

• Filters movements <50 pixels as noise
• Creates smoother tracking on jittery detection
• Enable: Long-range, jumpy detection
• Disable: Close quarters where every pixel matters

Reaction Delay

• Range: 0.0 - 1.0 seconds (default: 0)
• Simulates human reaction time
• 0s: Instant (fastest)
• 0.15-0.25s: Average human reaction (RECOMMENDED for realism)
• Use for: Anti-cheat avoidance, natural-looking gameplay

7.7 Anti-Recoil System

• Enable/Disable button - works independently of aim assist
• Recoil Strength: 0-100 (default: 50)
  - 10-30: Low-recoil weapons
  - 40-60: Medium (RECOMMENDED)
  - 70-100: High-recoil weapons
• Calibration: Fire burst → If rises: increase, If pulls down: decrease
• Advanced Settings (⚙): Horizontal/vertical control, per-weapon profiles
• Most users: Basic strength slider is sufficient

SECTION 8: UNDERSTANDING PREDICTION - THE MATH

Why Prediction Matters

Network delay + detection delay + aim delay = 50-150ms total
During this time, target has moved from position A to position B
Without prediction: Aim at A, target at B = MISS
With prediction: Aim at future position B = HIT
Like throwing to a running receiver in football

Linear Prediction Math

Step 1: Track last 10 positions
Step 2: Calculate velocity = (current - previous) / time
Step 3: Predict = current + (velocity × prediction_time)
Example:
  Current: (500, 300)
  Velocity: (100px/sec, 0)
  Prediction 50% = 0.25s ahead
  Result: (525, 300) ← aim here instead of (500, 300)

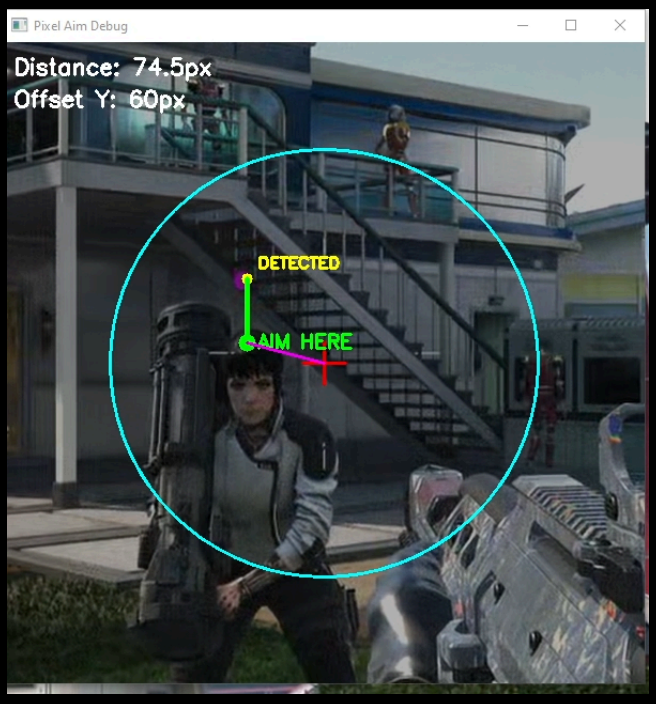
Kalman Filter Theory

Two-phase process:
1. PREDICTION: Where should target be based on physics?
2. UPDATE: New detection arrives - blend prediction with measurement
Weighting based on confidence:
  • Good prediction + noisy measurement → trust prediction

• Bad prediction + clear measurement → trust measurement
Used in: GPS satellites, missile guidance, robot navigation
Why superior: Handles acceleration, filters noise, self-corrects

Smart Prediction Logic

variance = spread of last 5 positions
if variance < 100: No prediction (barely moving)
elif variance < 1000: Linear (steady)
else: Kalman (erratic)
Adapts per target - can use different methods



GPU Systems (60+ FPS)

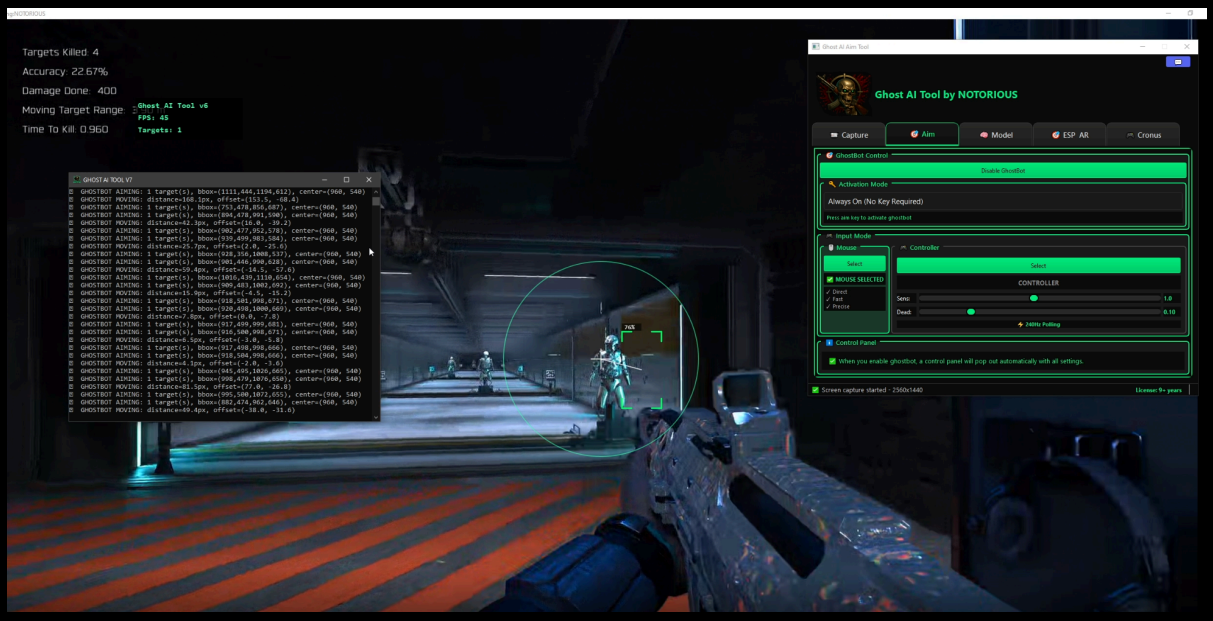
- Ensure CUDA detected (NVIDIA GPU)
- TensorRT compiles on first launch (5-10 min one-time)
- Keep FOV 150-250px
- Use Linear or Smart prediction
- Update NVIDIA drivers to latest

CPU Systems (20-30 FPS)

- Auto falls back to CPU mode
- Reduce FOV to 100-150px
- Disable Dynamic FOV
- Use Linear prediction (fastest)
- Close background apps

Controller Update Rate

- Fixed at 1000Hz (1ms intervals)
- Cannot be adjusted (hardware optimized)
- Ensures maximum precision



SECTION 10: FAQ & TROUBLESHOOTING

Q: Aim doesn't move. What's wrong?

A: HidHide not configured. Physical controller must be hidden. See Section 3.3

Q: 'Aim key: False' in debug. Why?

A: Controller not recognized. Check Device Manager. Verify Cronus passthrough mode if using Cronus.

Q: First launch takes forever?

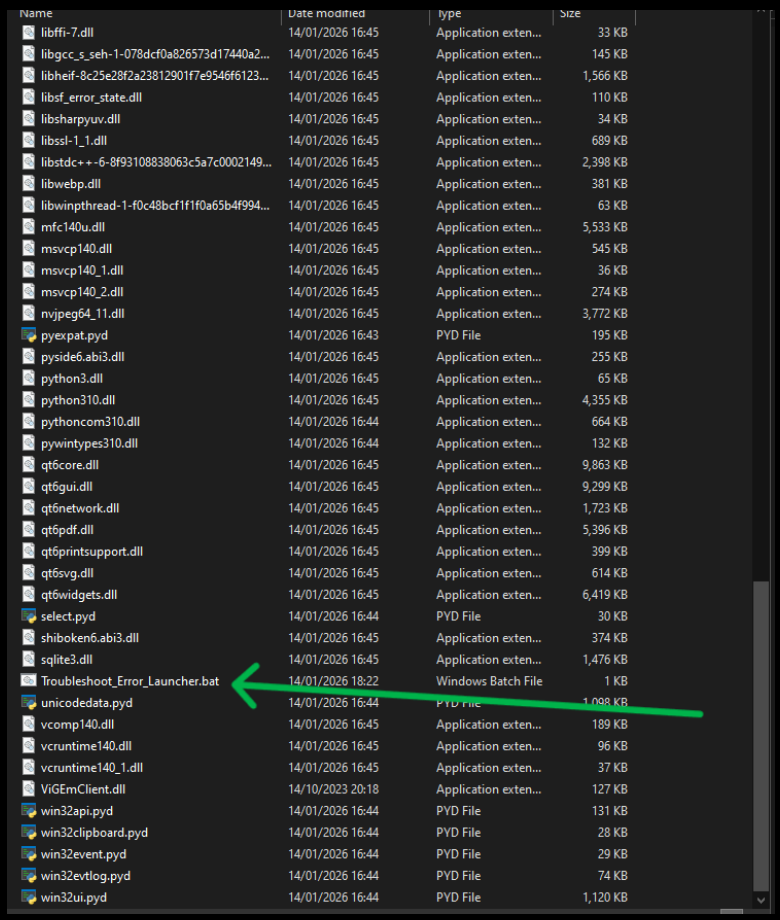
A: TensorRT compilation takes 5-10 min FIRST TIME ONLY. Subsequent launches are 2-3 seconds.

Q: Can I use on multiple computers?

A: License keys are single-PC. Contact support for transfers.

Q: Low FPS with good GPU?

A: Run troubleshoot_error_Launcher.bat to check CUDA detection. Update NVIDIA drivers.



Q: Which prediction method?

A: Start Linear. If targets dodge, try Smart or Kalman. For stationary, None works.

Q: Aim feels laggy?

A: Increase Aim Speed (7-8). Reduce Smoothness (30-40%). Check Reaction Delay (0-0.1s).

Q: Aim overshoots?

A: Reduce Aim Speed (3-4). Increase Smoothness (60-70%). Use S-Curve. Reduce Prediction (30-40%).

Q: Detects but won't aim?

A: Verify platform (PS/Xbox/Cronus). Check ViGEmBus installed. Review Section 6.

Q: Use while streaming?

A: Yes. Add Reaction Delay (0.15-0.25s) for natural look. Use moderate settings.

SECTION 11: DISCORD SUPPORT

For technical support, join the official Discord server (link provided with license).

What to Include When Reporting Issues:

1. Run troubleshoot_error_Launcher.bat and copy console output
2. System specs (GPU, RAM, Windows version)
3. Controller type (DualSense, Xbox, Cronus)
4. Description of issue
5. Settings you've tried

Response Times:

- Critical bugs: Within 24 hours
- General questions: 24-48 hours
- Feature requests: Reviewed weekly

DOWNLOAD LINKS QUICK REFERENCE

ViGEmBus: github.com/ViGEm/ViGEmBus/releases
HidHide: github.com/nefarius/HidHide/releases
.NET 4.8: microsoft.com/download/dotnet-framework