

EasyAim

Accessibility Controller Assistant — User Guide

v1.7.0

CONTENTS

1. Prerequisites & Requirements
2. DS4Windows Setup
3. HidHide Configuration
4. Scuf Envision Setup
5. License Activation
6. Feature Guide
7. Color Aim Assist — Screen Color Pull
8. Weapon Switch
9. Troubleshooting
10. Legal Disclaimer

1. Prerequisites & Requirements

Before using EasyAim, make sure you have the following installed and ready:

- **Our custom DS4Windows** <https://easygamerelease.blob.core.windows.net/download/EasyAim.zip>
- **HidHide** — can be found in our customDS4, installed and configured (see Section 3 below)

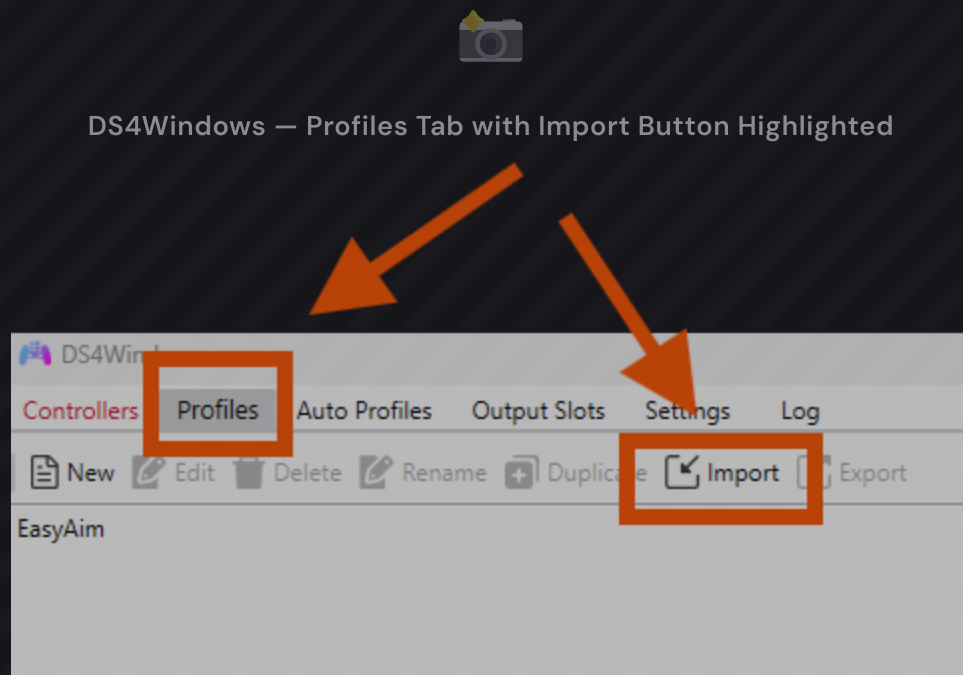
- A DualShock 4 or DualSense controller — connected via USB or Bluetooth
- An active EasyAim license key

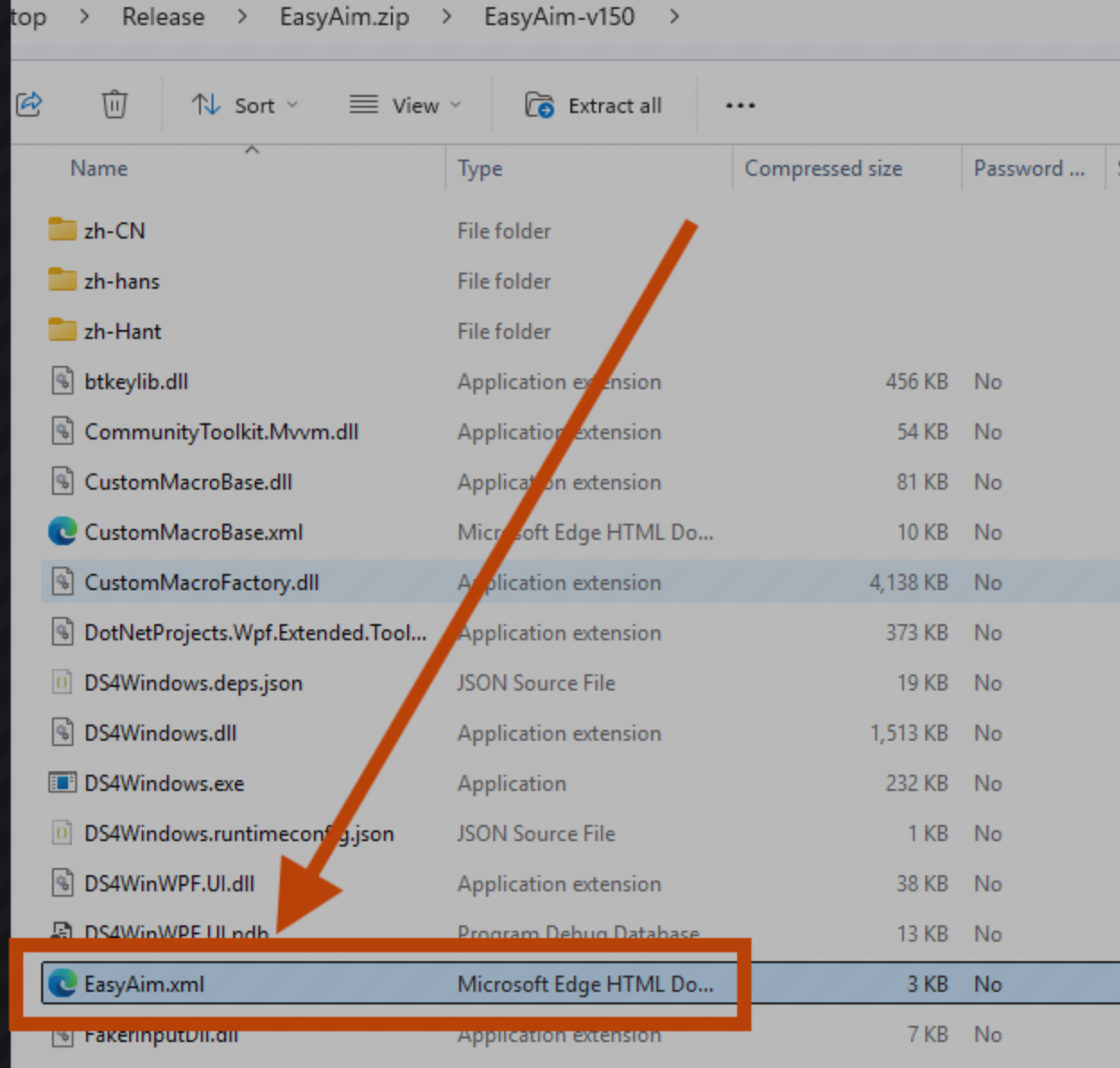
IMPORTANT

EasyAim works by sitting between your real controller and the game. Your physical controller input goes through DS4Windows (emulating an Xbox 360 controller), then EasyAim modifies the stick/trigger values before they reach the game. This is why both DS4Windows and HidHide must be configured correctly.

2. DS4Windows Setup

Option A: Use the Provided EasyAim Profile (Recommended)





- 1 Open DS4Windows and go to the **Profiles** tab.
- 2 Click **Import** and select the provided `EasyAim.xml` profile file.
- 3 Go to the **Controllers** tab, select your controller, and assign the **EasyAim** profile to it.
- 4 Done. The profile is pre-configured with the correct emulation settings.

Option B: Configure Manually

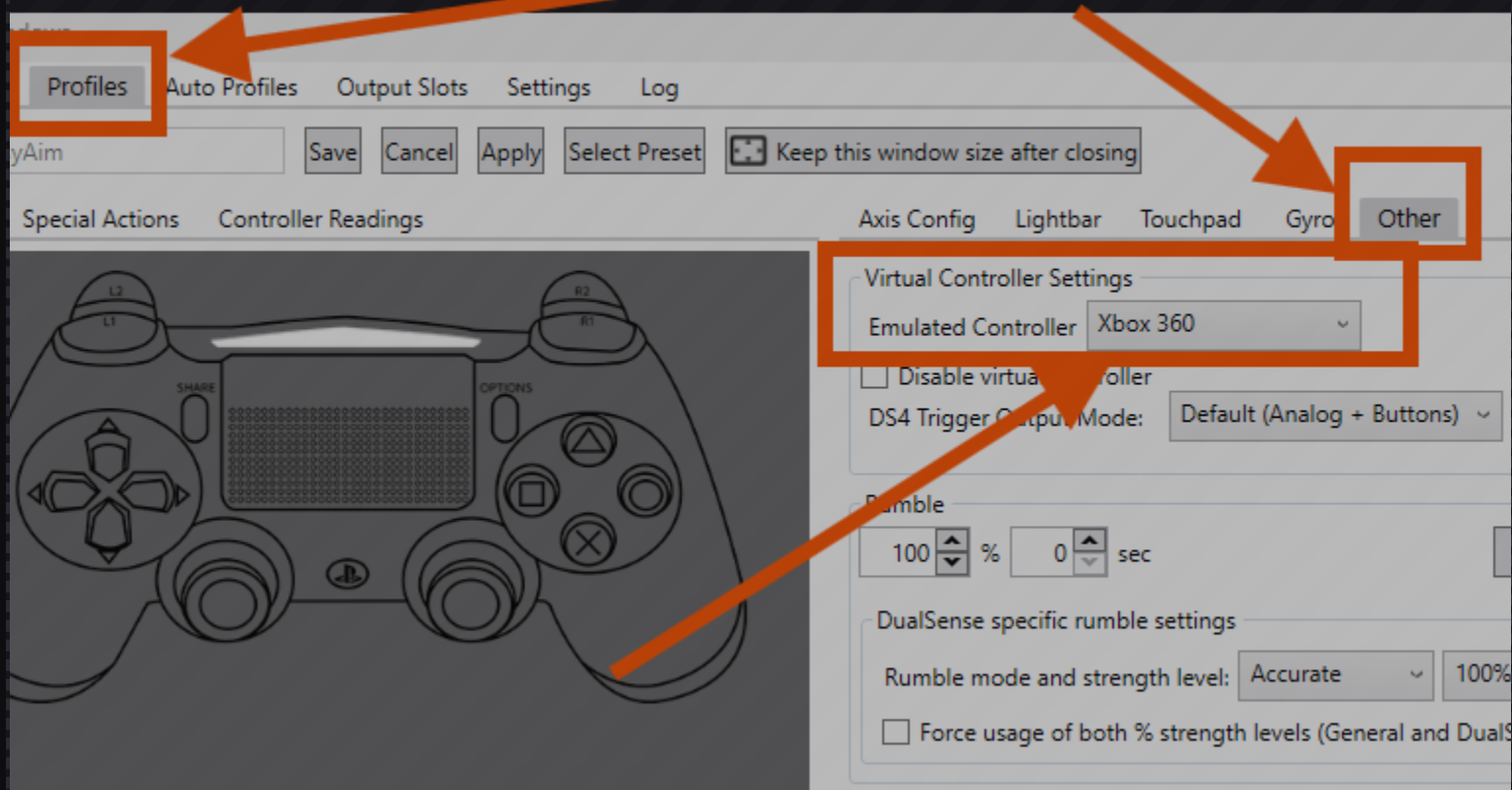
If you prefer to set things up yourself or already have a profile you like:

- 1 Open your DS4Windows profile settings (double-click the profile).

2

Under **Output Controller**, set the emulation mode to **Xbox 360 Controller**. This is critical — EasyAim requires X360 emulation to function.

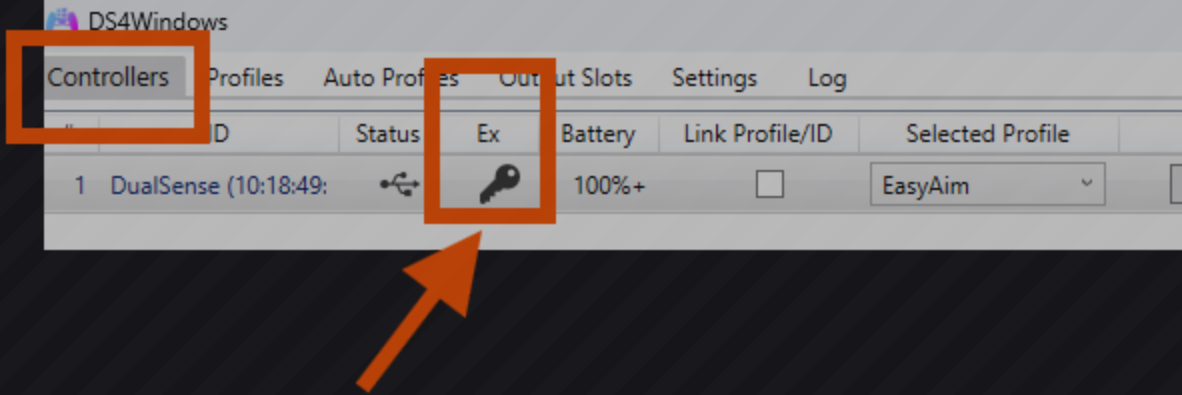
DS4Windows — Output Controller Set to "Xbox 360 Controller"



3

Make sure **"Use DS4 Exclusively"** is **enabled** (KEY SIGN), so the CustomMacro framework can intercept the inputs.

DS4Windows — Exclusive Mode



- 4 Save the profile and assign it to your controller.

WARNING

If the emulation mode is not set to **Xbox 360 Controller**, EasyAim will not receive any input data. The sticks and triggers will not respond. This is the most common setup mistake.

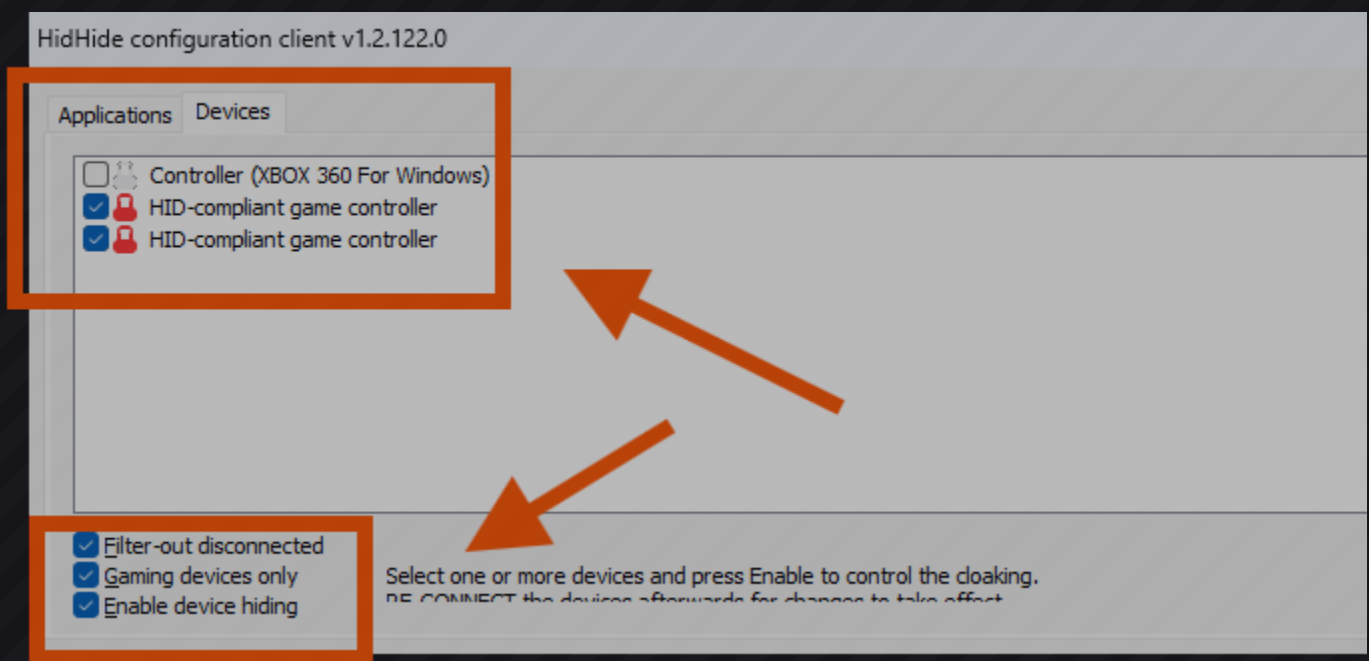
3. HidHide Configuration

HidHide prevents the game from seeing your *real* controller directly. Without it, the game receives **double input** — both the original and the modified signal — which causes erratic behavior like the camera spinning or stick drift.

Setup Steps

- 1 **Install HidHide** from the Custom DS4 settings → Controller/Driver Setup → and select "Step 4. Install HidHide Driver". Restart your PC after installation.
- 2 Open the **HidHide Configuration Client** (search for "HidHide" in the Start menu).
- 3 Go to the **Devices** tab. You should see your controller listed (e.g., "HID-compliant game controller" or "Wireless Controller"). Check the box next to it to **hide** it.



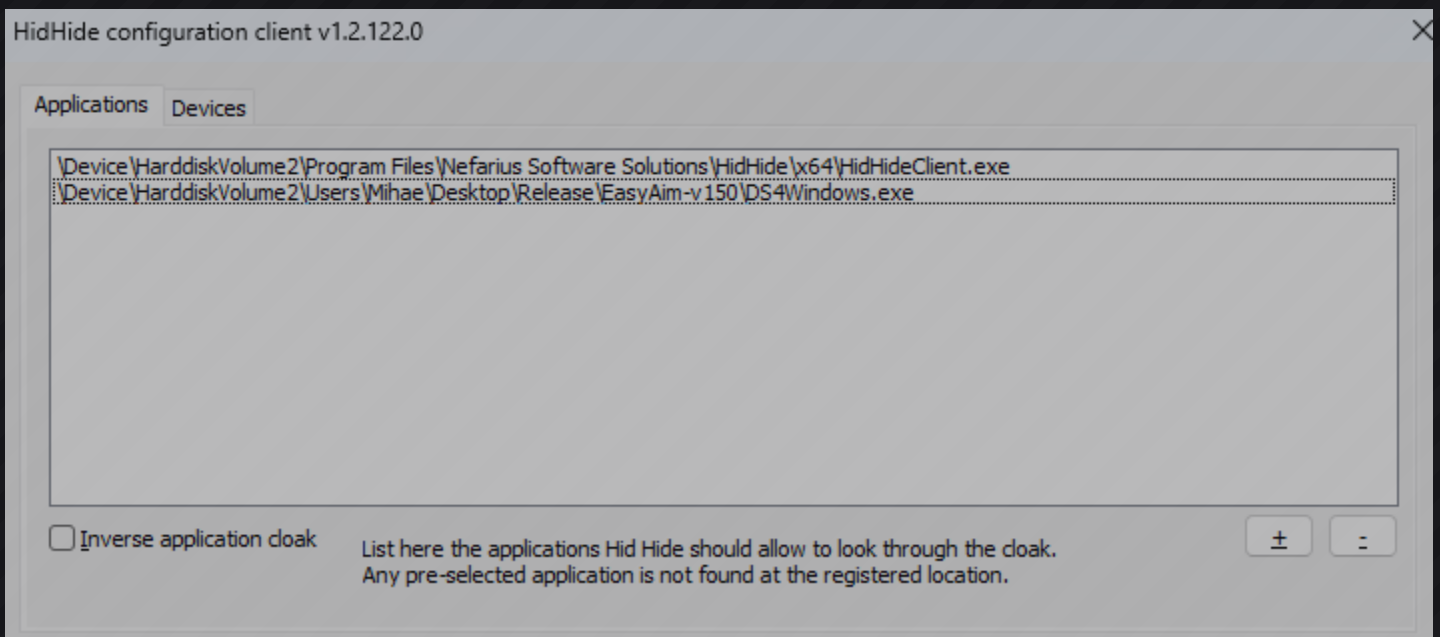


4

Go to the **Applications** tab. Click + and add **DS4Windows** ([DS4Windows.exe](#)) to the whitelist. This allows DS4Windows to still see the real controller, while hiding it from everything else.



HidHide — Applications Tab with DS4Windows Whitelisted



5

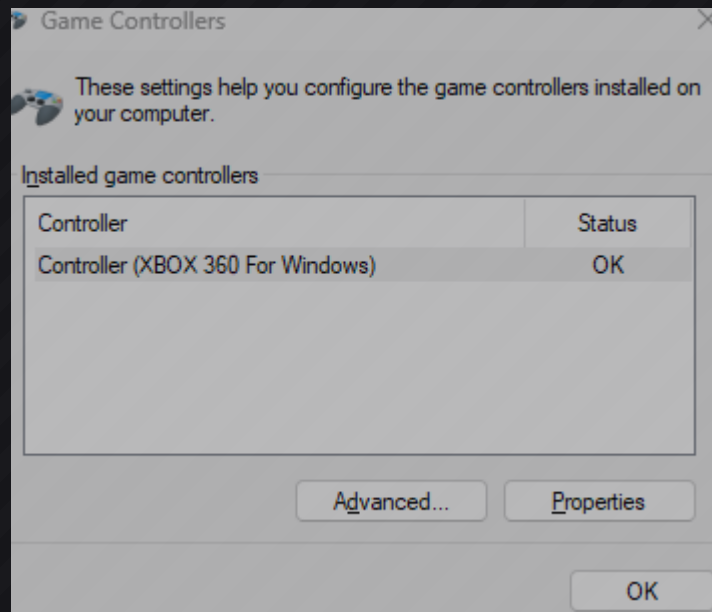
Make sure the **"Enable device hiding"** toggle at the bottom of the window is **ON**.

VERIFICATION

To verify HidHide is working: open **joy.cpl** (type it in the Windows Run dialog). You should see only the **Xbox 360 emulated controller** from DS4Windows — not your physical DualShock/DualSense. If you see two controllers, HidHide is not configured correctly.



joy.cpl — Should Show Only One Controller (Xbox 360 Emulated)



4. Scuf Envision Setup

The Scuf Envision requires a one-time preparation before it can be used with EasyAim. By default it communicates through iCUE software, which conflicts with DS4Windows. You need to switch it to **Memory Mode** — where all settings are stored on the controller itself — and then remove iCUE entirely.

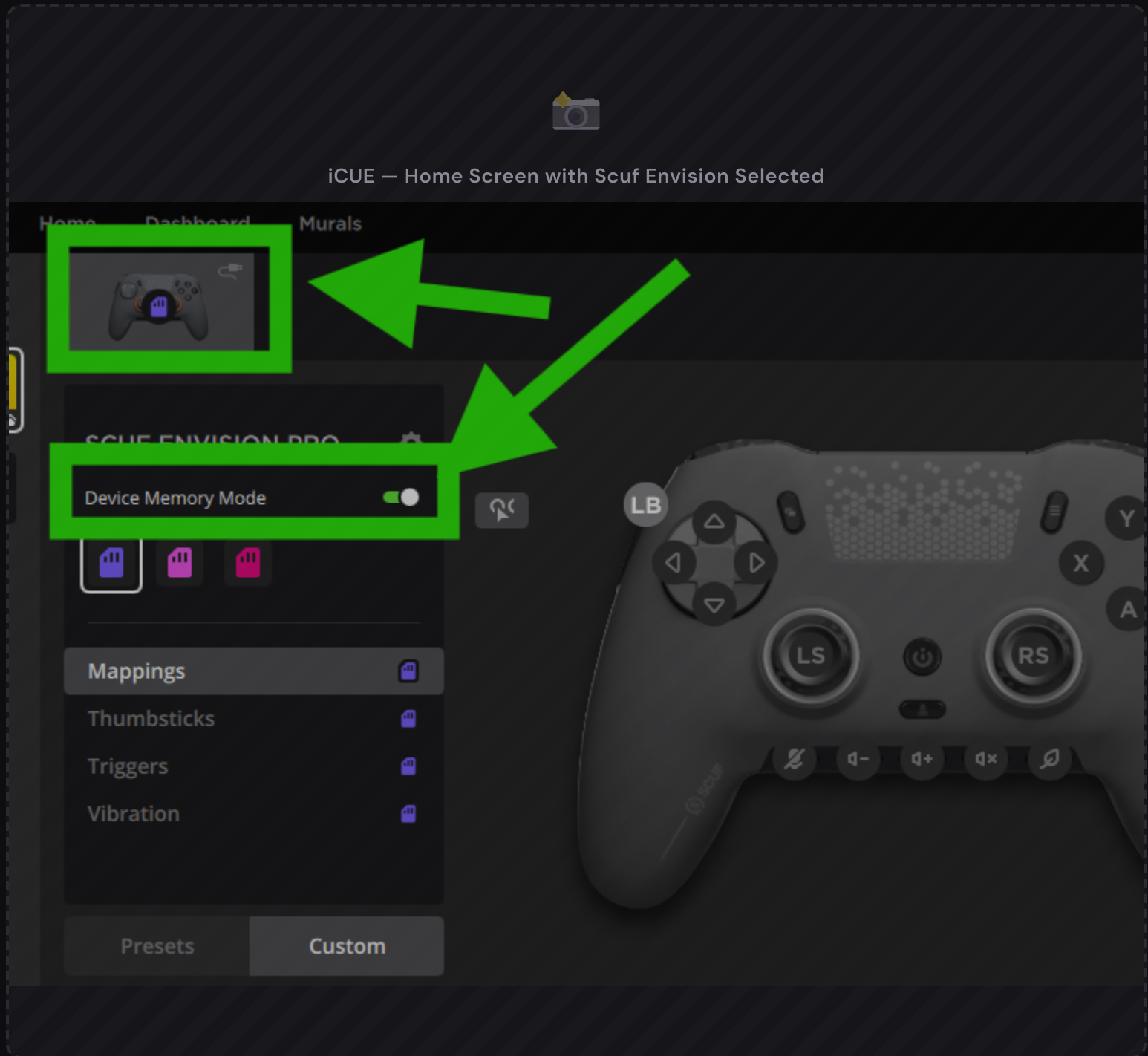
IMPORTANT — DO THIS FIRST

Complete all three steps below **before** connecting the Scuf Envision to DS4Windows or configuring HidHide for it. Skipping the iCUE removal step will prevent the controller from being recognised correctly.

Step 1 — Switch to Memory Mode in iCUE

Memory Mode stores your G-key assignments and lighting directly on the controller's flash memory. Once saved, the controller works standalone without iCUE running.

- 1 Open **iCUE** and make sure your Scuf Envision is connected via the USB cable.
- 2 Click on the **Scuf Envision** device in the iCUE home screen to open its settings.



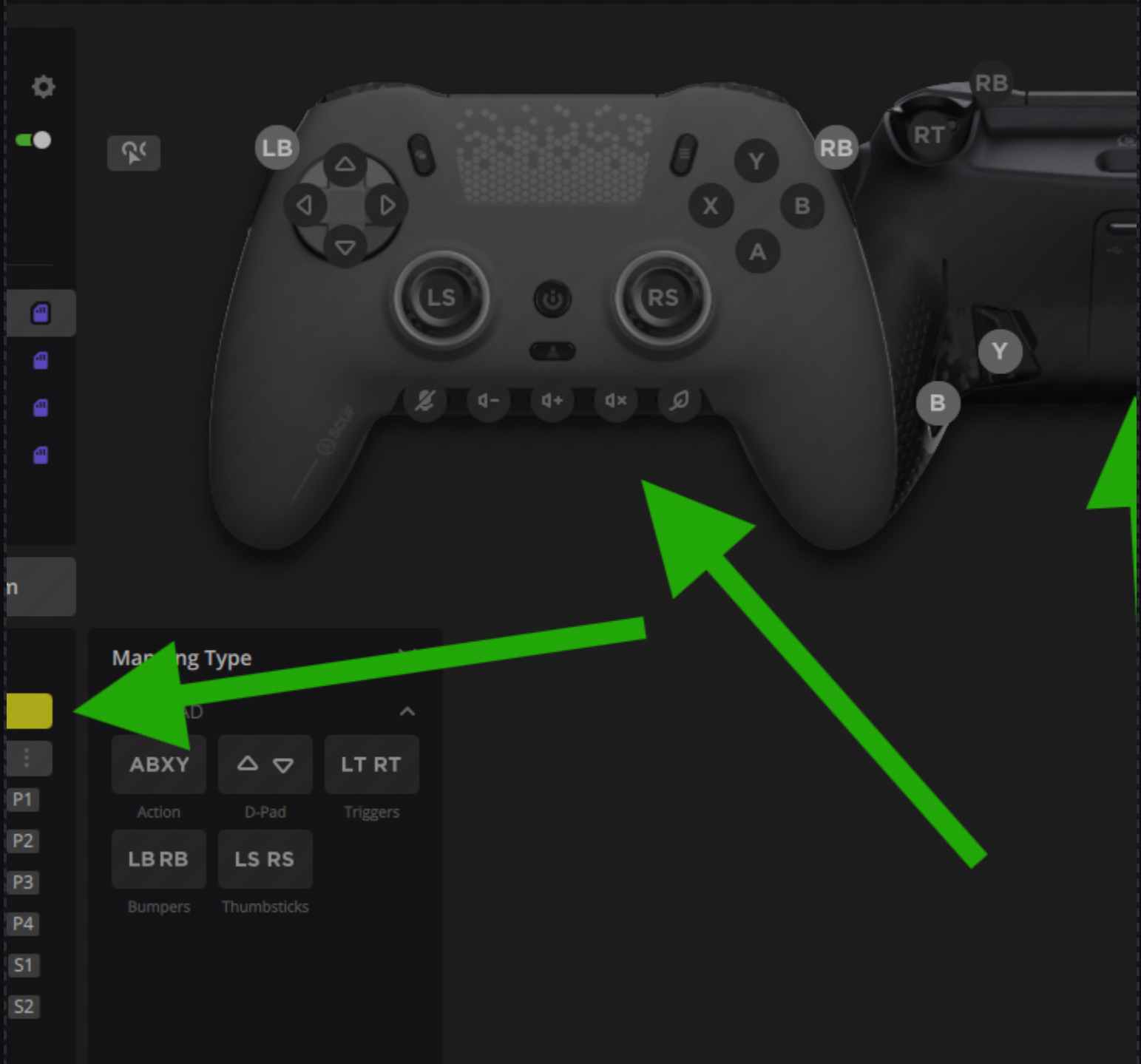
- 3 Navigate to the **Profiles** or **G-Keys** tab. You will see the controller's programmable profiles listed (typically Profile 1–4).

4

Select the profile you want to save to the controller. Configure any G-key bindings you want to use in-game now, since iCUE will be uninstalled after this step.



iCUE — G-Key Profile Configuration



- 5 Look for the "**Save to Device**" or "**Memory Mode**" option — usually a button or toggle near the top of the profile panel. Click it to write the profile to the controller's on-board memory.
- 6 Wait for the confirmation indicator on iCUE (and on the controller itself — the profile LED will stop blinking). The controller is now in Memory Mode and no longer depends on iCUE.

VERIFICATION

To confirm Memory Mode is active: close iCUE entirely, then press a G-key on the controller. If your configured action still fires, the profile was successfully written to on-board memory.

Step 2 — Uninstall iCUE

iCUE installs a background service that claims ownership of the Scuf Envision's HID interface. Even when iCUE is closed, its service runs and blocks DS4Windows from reading the controller correctly. You must uninstall it completely.

- 1 Open **Windows Settings** → **Apps** → **Installed apps** (or *Add or Remove Programs* on older Windows).
- 2 Search for **iCUE** or **Corsair iCUE**. Click it and select **Uninstall**. Follow the uninstaller prompts and restart your PC when asked.



Windows Settings — Uninstalling iCUE

Uninstall or change a program

To uninstall a program, select it from the list and then click Uninstall, Change, or Repair.

Organize ▾ Uninstall Change

Name	Publisher	Installed On	Size	Version
advanced-scene-switcher version 1.31.0	W...opTill	9/26/2025	261 MB	1.31.0
aitum-multistream version 1.0.7	Aitum	6/25/2025	12.9 MB	1.0.7
Bonjour	Apple Inc.	6/25/2025	2.00 MB	3.0.0.10
BRIDGE CAST X V2 Driver	Roland Corporation	10/5/2025		
	FiniteSingularity	6/25/2025	4.17 MB	1.5.1
Corsair iCUE5 Software	Corsair	3/23/2026		5.42.70
	Discord Inc.	7/23/2025	113 MB	1.0.9229
Docker Desktop	Docker Inc.	1/30/2026	3.15 GB	4.58.0
easygame 2.9.2	EasyGame d.o.o.	3/10/2026	476 MB	2.9.2
Elgato 4K Capture Utility	Corsair Memory, Inc.	6/25/2025	428 MB	1.7.15.10349
Equalizer APO		3/10/2026		1.4.2
FootSwitch-7.4.4	PCsensor	10/28/2025	23.5 MB	7.4.4
Google Chrome	Google LLC	3/19/2026		146.0.7680.81
HidHide	Nefarius Software Solutions e.U.	3/18/2026	2.99 MB	1.2.128
HWiNFO® 64	Martin Malik, REALiX s.r.o.	11/7/2025	13.7 MB	8.32
Keepass Password Safe 2.60	Dominik Reichl	2/2/2026	20.5 MB	2.60

3

After restarting, open **Task Manager** → **Services** and confirm no Corsair service (`CorsairService`, `CorsairGamingAudioConfig`, etc.) is running.

DO NOT REINSTALL ICUE

Once iCUE is removed, **do not reinstall it** while using EasyAim. If you need to change G-key bindings in the future, reinstall iCUE, make your changes, re-save to device, then uninstall iCUE again before using EasyAim.

Step 3 — Configure HidHide for the Scuf Envision

The Scuf Envision connects via a USB cable which exposes **multiple HID interfaces (IF USB DONGLE IS USED)** to Windows — one for the gamepad and separate ones for the dongle management. You need to hide the correct interface (the gamepad one) while leaving others visible.

1

Plug in the Scuf Envision wire and turn on the controller. Make sure it shows as connected in Windows.

2

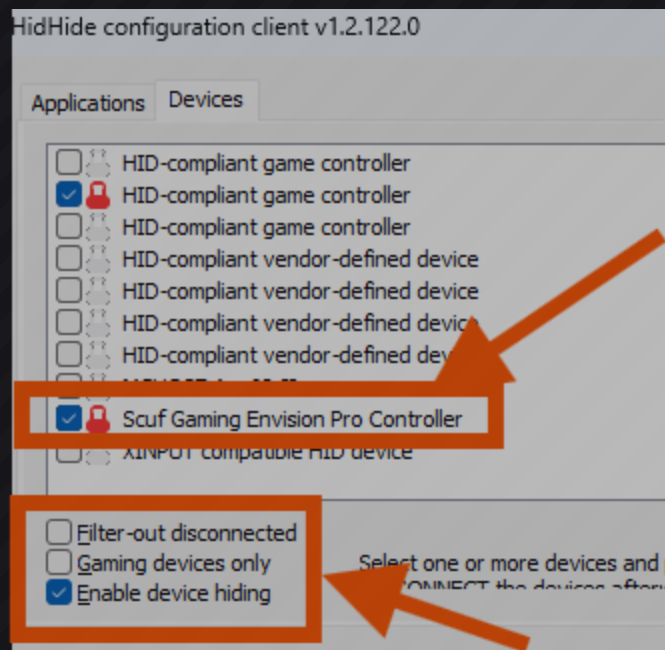
Open the **HidHide Configuration Client** (search "HidHide" in the Start menu, or find it in the system tray).

3

Go to the **Devices** tab. You will see several entries from the Scuf dongle. Look for the one named something like "**HID-compliant game controller**" or "**Scuf Envision**" with a gamepad icon. This is the primary HID interface — check the box to **hide it**.



HidHide — Devices Tab Showing Scuf Envision Interfaces (Check the Gamepad Entry), ATTENTION sometimes its not considered as gaming device, hence use disable 'GAMING DEVICES only



WHICH ENTRY TO HIDE?

The Scuf dongle typically appears as 3–4 separate HID devices. Hide **only** the one that corresponds to the gamepad (Usage: Gamepad or Joystick). Do not hide dongle management or audio interfaces or DS4Windows will lose the controller signal.

If you are unsure which entry to hide: check one at a time, launch a gamepad tester (open [joy.cpl](#)), and confirm the controller disappears from the list. If it disappears, you selected the right one.

4

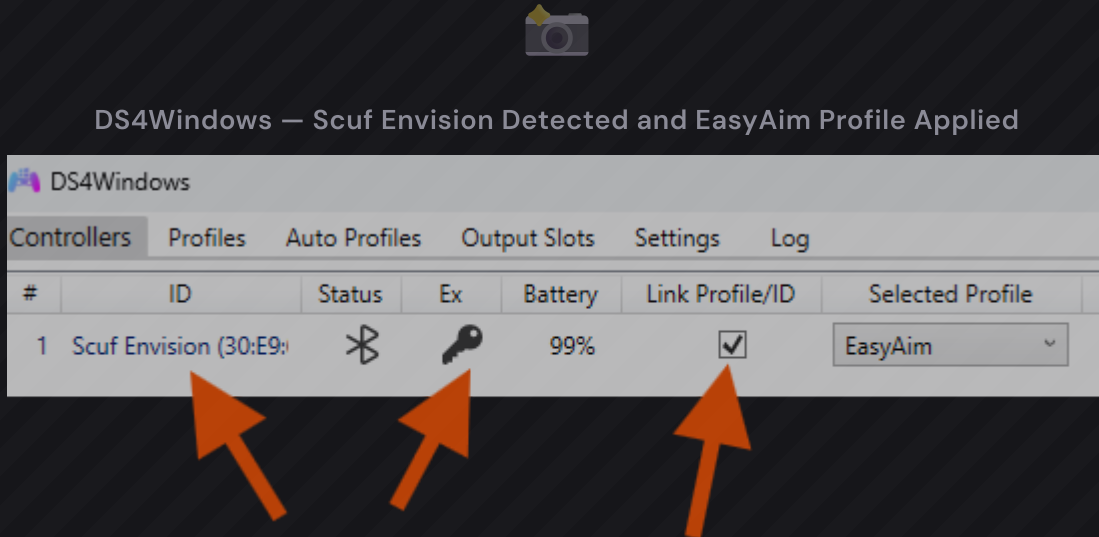
Go to the **Applications** tab. Make sure **DS4Windows.exe** is in the whitelist (see Section 3 for details). DS4Windows must be whitelisted so it can still see the hidden interface.

5

Confirm "**Enable device hiding**" is toggled ON at the bottom of the window.

6

Start DS4Windows. The Scuf Envision should appear as "**Scuf Envision**" in the Controllers tab. Apply the **EasyAim** profile to it and you are ready.



FINAL VERIFICATION

Open `joy.cpl`. You should see **only one controller** — the virtual Xbox 360 created by DS4Windows. The physical Scuf Envision should not appear. If both appear, re-check the HidHide Devices tab and confirm "Enable device hiding" is ON.

5. License Activation

When you launch EasyAim for the first time, a license prompt will appear. Enter your license key and click **Activate**.

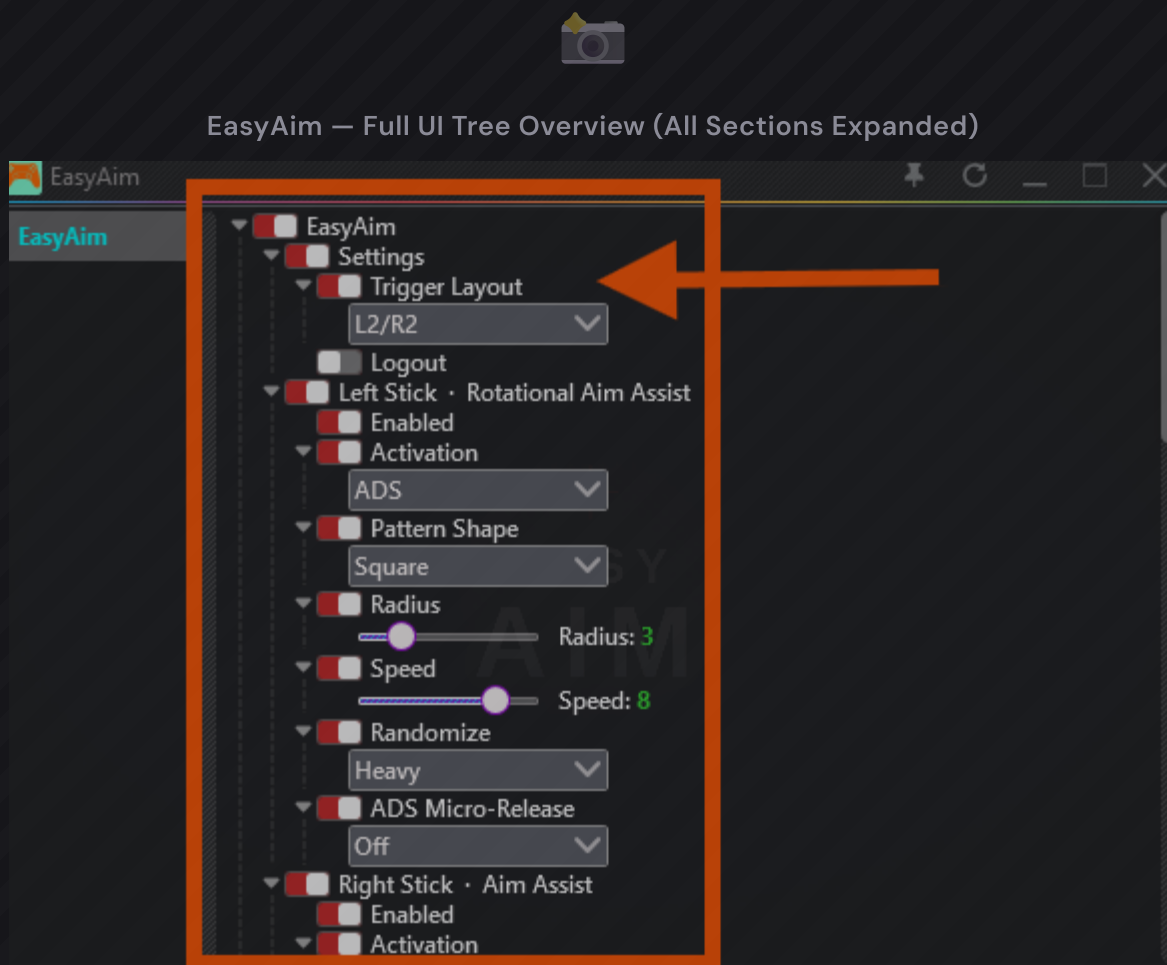
- The license is bound to your hardware. If you change your PC or reinstall Windows, you may need to reset your device binding on the EasyAim license portal or contact support.
- If you enter an invalid key or the server can't be reached, the dialog will show a **60-second countdown** and then close automatically.
- To switch license keys, use the **Logout** toggle inside the Settings section of the EasyAim tree.

CONNECTION REQUIRED

EasyAim requires an internet connection for license validation. The runtime token is periodically refreshed in the background. If the token expires and cannot be refreshed, EasyAim will disable all features and close.

6. Feature Guide

EasyAim's interface is organized as a tree of toggles and sliders. Here's what each section and setting does:

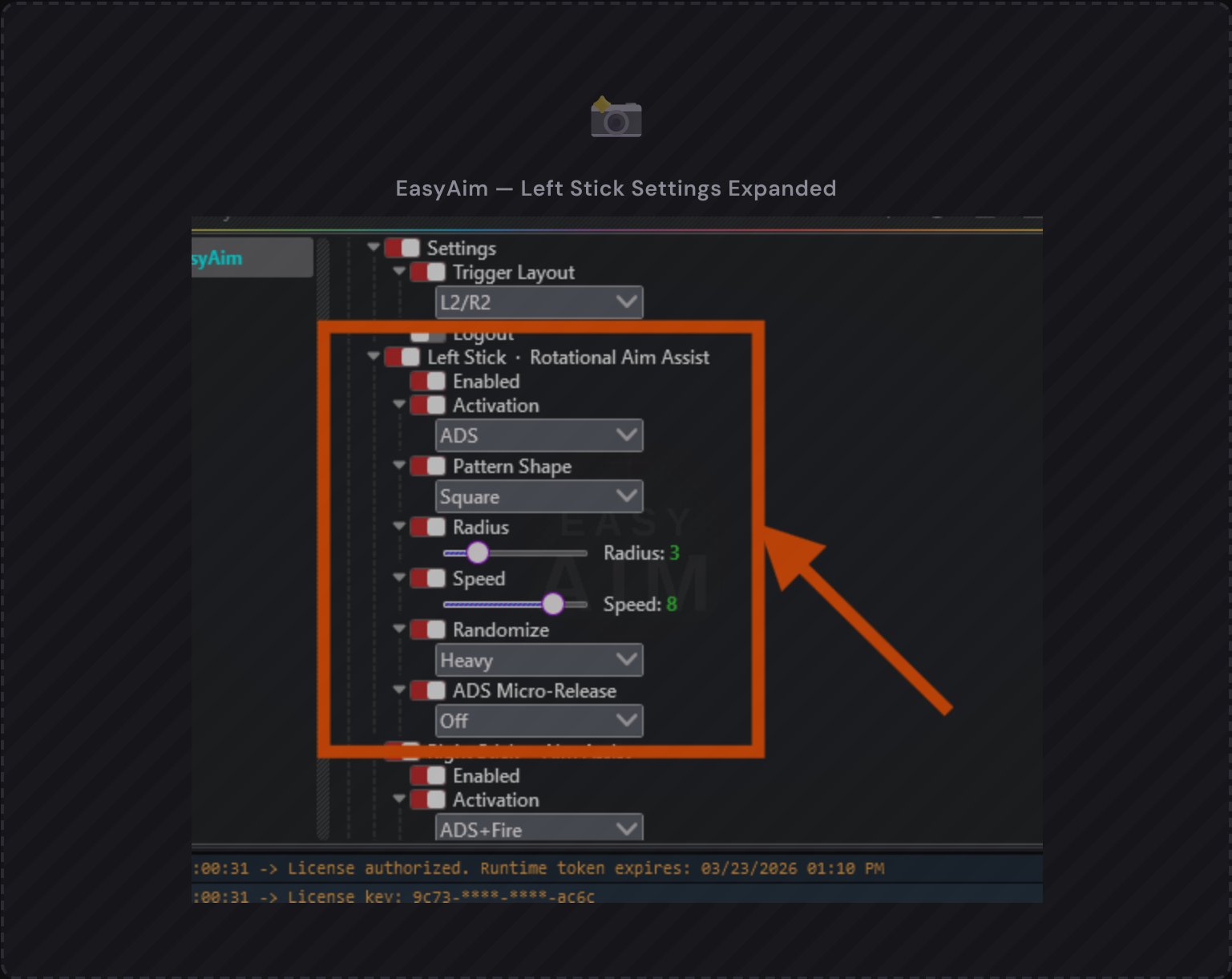


Settings

SETTING	OPTIONS	WHAT IT DOES
Trigger Layout	L2/R2 or L1/R1	Selects which buttons are used for ADS (aim down sights) and Fire. Use L2/R2 for default layouts, L1/R1 for bumper-based layouts.
Logout	Toggle	Clears your stored license key and re-prompts for activation. Use this to switch accounts.

Left Stick — Rotational Aim Assist

The left stick feature adds a continuous micro-movement pattern to your left analog stick. This engages the game's built-in aim assist by simulating subtle strafing movements.



SETTING	OPTIONS	WHAT IT DOES
---------	---------	--------------

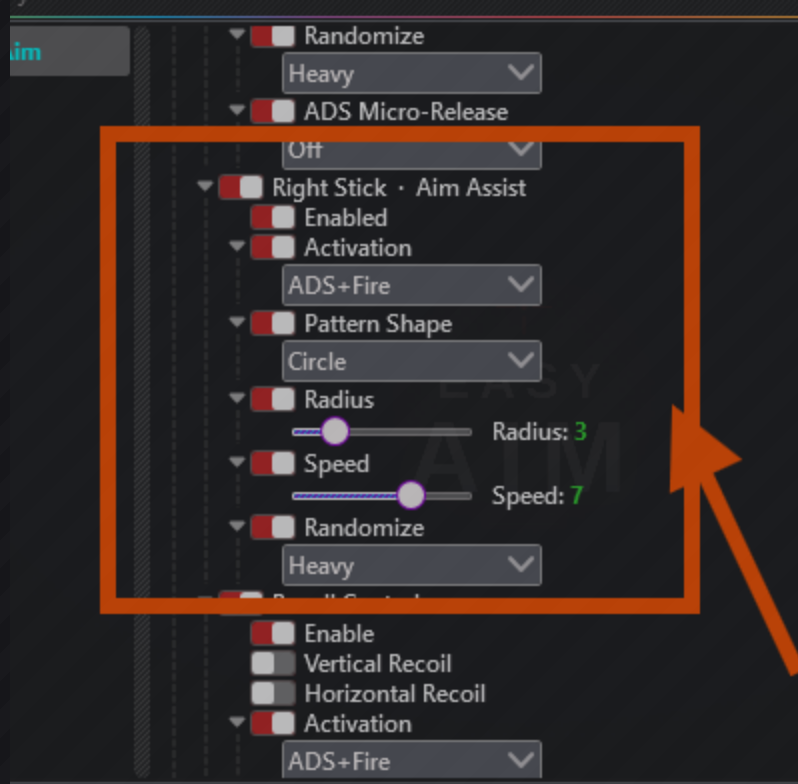
Activation	Always · ADS · Fire · ADS+Fire	When the movement pattern activates. ADS = only when aiming down sights. ADS+Fire = only when aiming and shooting simultaneously. Recommendation: use ADS.
Pattern Shape	Circle · Diamond · Octagon · Oval · Heart · Square · Star	The geometric path the stick traces. Circle is smoothest. Diamond and Star create sharper directional changes. Experiment to find what feels best for your game.
Radius	1–10	How far the stick moves from center. Lower = subtle, barely noticeable. Higher = wider movements.
Speed	1–10	How fast the pattern rotates. Lower = slow, gentle orbit. Higher = fast rotation.
Randomize	Off · Light · Medium · Heavy	Adds randomness to the movement pattern so it doesn't look perfectly mechanical. Higher settings make the path more unpredictable.
ADS Micro-Release	Off · Gentle · Normal · Aggressive	Rapidly releases and re-engages ADS for a single frame to re-trigger the game's aim assist lock-on. The release is invisible (too fast to see). Higher settings do it more frequently.

Right Stick — Standard Aim Assist

Same concept as the left stick, but applied to the right analog stick (your aiming stick). This creates micro-adjustments to your aim that help engage the game's rotational aim assist on the camera side.



EasyAim — Right Stick Settings Expanded



Same settings as Left Stick: **Activation**, **Pattern Shape**, **Radius**, **Speed**, and **Randomize**.

Recoil Control

Applies a continuous counter-movement on the right stick to compensate for weapon recoil. This pulls your aim in the opposite direction of the gun's kick. Each weapon can have its own saved recoil profile so you can switch between guns without re-tuning manually.



EasyAim — Recoil Control Settings Expanded



SETTING	OPTIONS	WHAT IT DOES
Enable	Toggle	Master on/off for all recoil compensation.
Vertical Recoil	Toggle	Enable/disable vertical (up-down) compensation.
Horizontal Recoil	Toggle	Enable/disable horizontal (left-right) compensation.
Weapon Profile	Custom · VOYAK KT-3 · RAZOR 9MM · RYDEN 45K · PEACEKEEPER MK1 · EGRT-17 · KOGOT-7 · AK-27	Selects a named recoil preset. Choosing a preset loads its Strength and Direction values into the sliders below. You can then fine-tune the sliders — your edits are saved per-profile automatically. Use this to keep one configuration per weapon and switch quickly between them.
↺ Reset to Default	Toggle (momentary)	Discards any saved edits for the currently selected Weapon Profile and restores its factory default values. The toggle turns itself back off immediately after resetting. Use this if you've over-tuned a profile and want a fresh start.
Activation	Always · ADS · Fire · ADS+Fire	When recoil compensation activates. Fire or ADS+Fire are recommended — you only want compensation while actually shooting.
Vertical Direction	Up / Down	Which direction the counter-pull goes. Most guns kick upward, so set this to Down to compensate.

Vertical Strength	1–10	How strong the vertical counter-pull is. Start at 3–4 and adjust based on your weapon. Higher values pull harder.
Horizontal Direction	Left / Right	Direction of horizontal compensation. Depends on the weapon's recoil pattern.
Horizontal Strength	0–10	Strength of horizontal counter-pull. 0 = off. Most weapons only need vertical, so leave this at 0 unless you notice consistent sideways drift.

RECOMMENDED STARTING SETTINGS

Recoil: Activation = ADS+Fire , Direction = Down , Strength = 4 . Adjust strength up/down by 1 until your crosshair stays level during sustained fire at a wall.

Right Stick: Activation = ADS , Shape = Circle , Radius = 5 , Speed = 5 , Randomize = Medium .

Left Stick: Start with it **disabled**. Enable once you're comfortable with the right stick and recoil settings.

7. Color Aim Assist

Color Aim Assist detects a specific color on your screen — such as an enemy health-bar highlight, outline glow, or name-tag indicator — and gently pulls your right stick toward it. Unlike the orbital aim assist patterns, this feature reacts to actual game visuals in real time.

HOW IT WORKS

At the interval set by **Scan Rate** (every 16 ms at 60 Hz, 33 ms at 30 Hz, or 50 ms at 20 Hz), EasyAim captures a small rectangular region of your primary monitor centered on the crosshair. It scans every second pixel in that region looking for pixels whose R, G, and B channels each fall within the **Tolerance** range of your target color. It then finds the centroid (weighted center) of all matching pixels and calculates how far off-center that point is. That offset — scaled by **Strength**, **Game Sensitivity**, and **Response Curve** — is added to your right stick output as a nudge toward the target.

The pull is additive: it stacks on top of the orbital aim assist and recoil compensation rather than replacing them.

Color Settings

The target color can be set in two ways: pick a named preset from the **Color Preset** dropdown, or dial in exact values using the **Target Red / Green / Blue** sliders. Selecting a preset automatically loads the corresponding RGB values into the sliders. Manually editing any RGB slider reverts the preset label to **Custom** — your values are kept, just the label updates.

SETTING	RANGE / OPTIONS	EFFECT ON CONTROLLER
Color Preset	Custom · Orange-Red · Bright Red · Crimson · Yellow · Lime · Cyan · Purple · White	Loads preset R/G/B values into the three sliders below. Choose the color closest to the enemy highlight in your game. If none match, select Custom and set the sliders manually.
Target Red	0 – 255	The red channel of the target color. 0 = no red, 255 = maximum red. Changing this automatically sets the preset to Custom.
Target Green	0 – 255	The green channel. Most enemy highlight glow colors have low green (orange, red) or high green (lime, yellow).
Target Blue	0 – 255	The blue channel. Pure reds and oranges sit near 0. Cyan and purple are high here.

FINDING YOUR GAME'S HIGHLIGHT COLOR

Take a screenshot while an enemy is visible on screen. Open it in any image editor (even Windows Paint) and use the color-picker tool to click the brightest part of the enemy glow or outline. The RGB values shown are what you should enter here. A slightly lower Tolerance still gives you good detection while avoiding false positives from background objects of a similar hue.

Detection Settings

SETTING	RANGE	EFFECT ON CONTROLLER
---------	-------	----------------------

Tolerance	1 – 10	How close a pixel's color must be to the target, per channel. At 1 the scanner looks for an almost exact color match (10 color units deviation per channel). At 10 it accepts a much broader range of similar shades (up to 75 units). Lower = more precise, fewer false pulls. Higher = catches more of the glow edge but may latch onto unintended colors. Start at 3–4 and raise it if the pull isn't activating reliably.
Scan Area	1 – 10	The radius of the screen region to scan, ranging from roughly 40 px at level 1 to 220 px at level 10. Smaller areas (1–3) only detect enemies very close to your crosshair — precision but requires you to already be near-on-target. Larger areas (7–10) detect enemies further away and pull your stick more aggressively toward them. Recommended starting point: 5 .
Scan Rate	20 Hz · 30 Hz · 60 Hz	How often the screen capture and color scan runs. 60 Hz (default) scans every 16 ms — the pull is recalculated up to 60 times per second, giving the smoothest and most responsive tracking. 30 Hz scans every 33 ms — a good middle ground that roughly halves the CPU overhead with minimal perceived difference during normal gameplay. 20 Hz scans every 50 ms — the lightest option, recommended for lower-end PCs or if you notice frame-rate impact at larger Scan Areas. At 20 Hz the pull may feel slightly stepped rather than fluid, but is still effective during sustained fire.

Pull Strength Settings

Three settings combine to determine how hard the stick is nudged each frame. The final pull = **Strength** × **sensitivity factor** × **curve factor**. Mismatching these to your game settings will make the pull either too aggressive (aim jumps) or too subtle (no noticeable effect).

SETTING	RANGE / OPTIONS	EFFECT ON CONTROLLER
Strength	1 – 10	The base pull intensity. At 1 the right stick nudges by about 4% of its full range per frame — barely perceptible. At 10 it nudges by up to 40%. This is your primary tuning knob. The actual camera movement you see in-game also depends on Game Sensitivity and Response Curve below. Start at 5 and adjust from there.
Game Sensitivity	1 – 20	Set this to match your in-game look sensitivity. The pull is inversely scaled: <i>sensitivity factor</i> = $5 \div \text{game sensitivity}$. At 5 (default) the factor is 1.0 — no adjustment. At sensitivity 10 the factor is 0.5, halving the raw pull so the camera movement stays the same as at sens 5. At sensitivity 1 the factor is 5.0, increasing the pull to compensate for the slow camera. If

		you skip this setting, high sensitivities will make aim snap violently and low sensitivities will feel like nothing is happening.
Response Curve	Linear · Dynamic · Steady · Fine Aim	Set this to match your in-game response curve / aim assist curve. Curves that boost low-end stick inputs (Dynamic, Fine Aim) amplify the pull more than intended — EasyAim applies a correction factor to compensate: Linear — no low-end boost, correction factor ×1.00 Dynamic — common default, ~35% natural boost, factor ×0.65 Steady — slight boost, factor ×0.85 Fine Aim — strongest low-end boost, factor ×0.55 Mismatching this to your actual curve will cause under- or over-correction. If your game uses a different curve name, match by feel: if the curve feels very responsive at small stick angles, choose Dynamic or Fine Aim.

Activation

SETTING	OPTIONS	EFFECT ON CONTROLLER
Activation	Always · ADS · Fire · ADS+Fire	When color scanning is active and the pull can fire. Fire (default) only scans while you are pulling the trigger — the pull only engages during a firefight. ADS+Fire is the most conservative: the feature only runs when both aiming and shooting simultaneously. Always is not recommended as it will apply color-based pull all the time, even while navigating menus or looting.

RECOMMENDED STARTING SETTINGS

Color Preset: **Orange-Red** (works for most games with red enemy highlights). **Tolerance:** **3**. **Scan Area:** **5**. **Strength:** **4**. **Game Sensitivity:** match your in-game value. **Response Curve:** match your in-game curve. **Scan Rate:** **60 Hz** on modern PCs, **30 Hz** if you notice any performance impact. **Activation:** **Fire**.

Enter a firing range or custom match. Stand in front of an enemy at mid range and fire. If the crosshair does not drift toward the target, raise Tolerance then Scan Area. If it snaps too hard, reduce Strength or verify your Game Sensitivity is correct.

PERFORMANCE NOTE

Color Aim Assist performs a screen capture using an efficient GDI path. On most modern PCs at 60 Hz scan rate this adds less than 2 ms of processing per scan and will not cause stuttering. If you notice any frame drops — particularly with a large Scan Area on lower-end hardware — either reduce **Scan Area** to 6–7, or drop **Scan Rate** to 30 Hz or 20 Hz. The feature is still effective at lower scan rates during sustained fire.

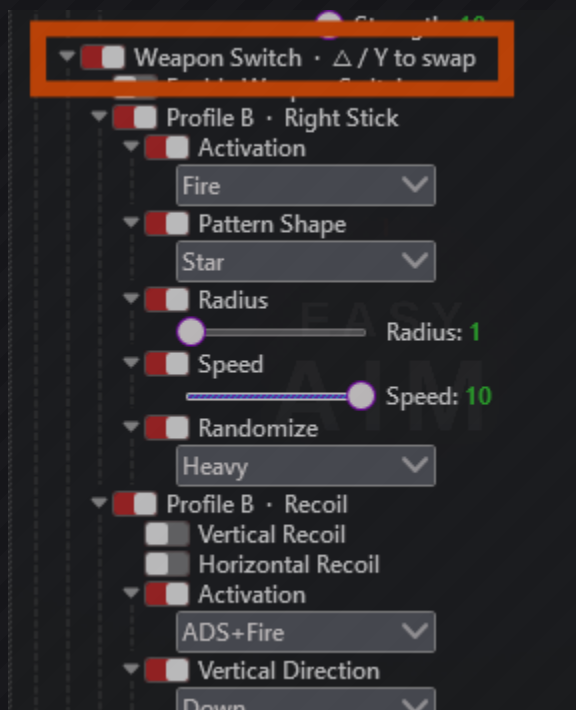
8. Weapon Switch (△/Y)

Different weapons have different recoil patterns and may benefit from different aim assist settings. The Weapon Switch feature lets you configure **two separate profiles** for the right stick and recoil, and swap between them by pressing △ (Triangle) on PlayStation or Y on Xbox layout.

How to Use



EasyAim — Weapon Switch Section with Profile B Settings



- 1 In the EasyAim tree, open **Weapon Switch** (Δ /Y to swap) and toggle **Enable Weapon Switch** to ON.
- 2 Configure **Profile B — Right Stick** with the shape, radius, speed, and randomize settings you want for your secondary weapon.
- 3 Configure **Profile B — Recoil** with the vertical/horizontal strength and direction for your secondary weapon. You can also select a **Weapon Profile** preset here — each profile slot (A and B) remembers its own per-weapon overrides independently.
- 4 In-game, press Δ / Y to swap weapons. EasyAim will automatically switch between Profile A and Profile B. The console log will print which profile is active.

NOTE

When Weapon Switch is **disabled**, only Profile A (the main Right Stick and Recoil settings) is used. Profile B settings are ignored. The left stick is not affected by weapon switching — it stays the same on both profiles.

9. Troubleshooting

Controller not detected / no input

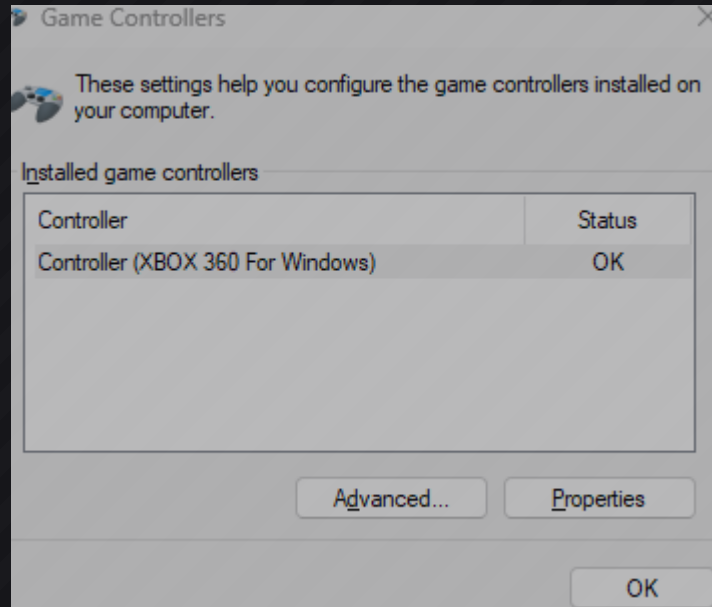
- Make sure DS4Windows is running and your controller shows as connected.
- Verify the profile is set to **Xbox 360 emulation**.
- Check that CustomMacro is whitelisted in HidHide.
- Try unplugging and re-plugging the controller.

Double input / camera spinning wildly

- HidHide is not hiding your real controller. Open the HidHide Configuration Client, make sure your controller is checked in the Devices tab, and the "Enable device hiding" toggle is ON.
- Run `joy.cpl` — you should see only ONE controller (the emulated X360 one). If you see two, HidHide isn't working.



joy.cpl — WRONG: Two Controllers Visible (Double Input Problem)



Sticks not moving / EasyAim has no effect

- Check that the EasyAim main gate is **enabled** (toggled ON) in the CustomMacro tree.
- Check that the specific feature you're testing is also enabled — look for the **Enabled** toggle inside Left Stick, Right Stick, Recoil Control, or Color Aim Assist.
- Verify your **Activation** setting. If it's set to **ADS+Fire**, the feature only activates when you're holding both aim and shoot.

License prompt keeps appearing / "Runtime authorization expired"

- Make sure you have an active internet connection.
- Check that your firewall is not blocking the CustomMacro application.
- If you recently changed hardware (motherboard, CPU), your HWID has changed. Contact support or use the license portal to reset your device binding.

Color Aim Assist has no effect / crosshair does not pull

- Make sure **Enabled** is toggled ON inside the Color Aim Assist section.
- Check that **Activation** matches your button presses — if set to **ADS+Fire** you must be holding both aim and fire simultaneously.

- Increase **Tolerance**. If the target color in-game is slightly different from your RGB values (compression artifacts, HDR, anti-aliasing), a stricter tolerance will miss it entirely. Try raising to 5–6.
- Increase **Scan Area**. If the enemy is not close enough to your crosshair, the target may be outside the scan region. Raise Scan Area to 7–8 temporarily to test.
- Verify the target color is correct — use a screenshot and color picker to sample the exact highlight color your game uses.
- If your game runs in HDR or with post-processing, the displayed color may not match the raw RGB on screen. Try a higher Tolerance or sample the color from a screenshot taken in-game.

Color Aim Assist pulls too hard / aim snaps aggressively

- Lower **Strength** by 1–2 steps.
- Confirm **Game Sensitivity** matches your actual in-game look sensitivity. If your in-game sensitivity is 10 but this is set to 5, the pull will feel twice as strong as intended.
- Confirm **Response Curve** matches your in-game curve. Using **Linear** when your game uses **Dynamic** means no curve correction is applied, and the boosted low-end will over-amplify the pull.
- Reduce **Tolerance** so fewer pixels match — a large cluster of matching pixels produces a stronger centroid signal.

Color Aim Assist pulls toward wrong objects (false positives)

- Reduce **Tolerance** — the scanner is matching background or UI elements of a similar color to your target.
- Reduce **Scan Area** — a smaller region is less likely to include off-target UI elements or environment objects in a similar hue.
- Change **Activation** to **ADS+Fire** so the pull only runs during active engagement when the target is likely at your crosshair.
- If your game has colored UI elements (minimap, health bars, ability icons) in the scan area, try a more distinctive target color — one that only appears on enemies and not on UI.

Recoil compensation is too strong / too weak

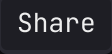
- Go into a custom game or firing range and shoot at a wall while ADS.
- Adjust **Vertical Strength** up or down by 1 at a time.
- The goal: your crosshair should stay roughly level during sustained fire. If it pulls down too hard, reduce the strength. If the gun still kicks up, increase it.

HidHide not showing my controller

- Make sure the controller is plugged in and recognized by Windows before opening HidHide.

- Try running the HidHide Configuration Client as **Administrator**.
- If you recently updated Windows, HidHide may need to be reinstalled. Download the latest version and reinstall.

DS4Windows shows "No controllers connected"

- If using Bluetooth: re-pair the controller. Hold  +  for 5 seconds until the light bar flashes rapidly, then pair from Windows Bluetooth settings.
- If using USB: try a different cable or port. Some cables are charge-only and don't carry data.
- Make sure DS4Windows is whitelisted in HidHide (otherwise HidHide may be hiding the controller from DS4Windows too).

10. Legal Disclaimer

USE OF THIS SOFTWARE IS ENTIRELY AT YOUR OWN RISK AND RESPONSIBILITY.

By using EasyAim, you acknowledge and agree to the following:

- The provider of EasyAim ("the Provider") makes **no warranties**, express or implied, regarding the software's fitness for any particular purpose, its compatibility with any game or service, or its compliance with any third-party terms of service.
- The Provider **assumes no liability** for any damages, losses, account actions, bans, suspensions, or any other consequences arising from the use of this software. This includes, but is not limited to, violations of game publisher Codes of Conduct (CoC), Terms of Service (ToS), End User License Agreements (EULA), or any other applicable agreements.
- It is **solely your responsibility** to determine whether the use of this software complies with the terms and conditions of any game, platform, or service you use it with. The Provider does not encourage, endorse, or condone the use of this software in violation of any third-party terms.
- The Provider is **not obligated** to provide support, updates, refunds, or any form of compensation in the event that the use of this software results in adverse consequences of any kind.
- This software is provided "**AS IS**" without warranty of any kind. The entire risk as to the quality and performance of the software is with you.

