

@DYSIGNHT

SCREENSHOT

Settings
WARZONE

MWEN ITILIZE YO

USE CODE : **DYSIGN**
FOR 10% TO 15% OFF

www.maono.com/dysign

(men settings mwen yo) - swipe



WARZONE CONTROLLER



L1 CONTROLLER AIMING MOVEMENT COMBAT R1

INPUT DEVICE

Aiming Input Device ★ Controller

INPUTS

Edit Button Layout	★	Bumper Jumper Tactical	↗
Stick Layout Preset		Default	▼
Horizontal Stick Sensitivity	★	2.00	
Vertical Stick Sensitivity	★	1.95	
Simplified Controls Preset		Off	☐
Low Motor Strain Preset		Off	☐
L1 Button Ping		Off	☐
Swap L1 / R1 with L2 / R2		Off	☐

CONTROLLER

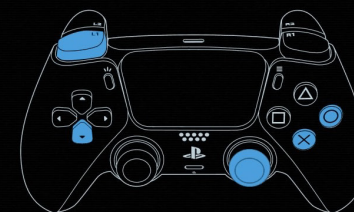
Controller Vibration	★	Off	☐
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EDIT BUTTON LAYOUT ★

MOTOR

Select and Edit the controller button layout.

VIEW MODE: WARZONE



Map	Menu
Aim Down Sight	Fire Weapon
Jump/Stand/Mantle	Lethal Equipment
Mark Location/Ping Wheel	Switch Weapon/Armor Plate
Fire Mode/Emotes and Sprays Menu	Interact/Reload
Scorestreaks/GobbleGums	Melee/Finishing Move/Body Shield
Inventory	Tactical Equipment
Sprint/Tactical Sprint/Focus	Change Stance/Slide/Dive

SELECT BACK REMOVE (11/15) SEARCH ACCESSIBILITY FILTER RESET TAB

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CONTROLLER

Controller Vibration

★ Off



Show More

Trigger Effect

Off



Deadzone Inputs



Show Less

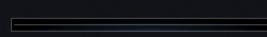
Test Stick Deadzone

Off



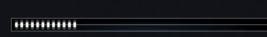
Left Stick Min

0



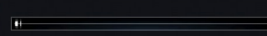
Left Stick Max

28



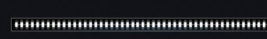
Right Stick Min

2



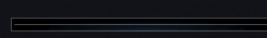
Right Stick Max

99



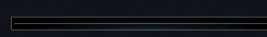
L2 Button Deadzone

0



R2 Button Deadzone

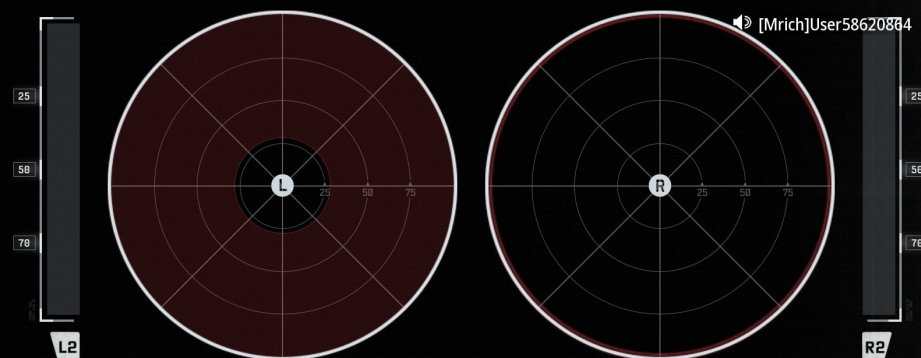
0



DEADZONE INPUTS

 MOTOR

Group of settings to customize the minimum/maximum input required for **L** / **R** and **L2** / **R2** to be considered.



AIMING

Sensitivity Multiplier

Show Less

3rd Person Sensitivity Multiplier

1.00



Ground Vehicles Sensitivity Multiplier

1.00



Air Vehicles Sensitivity Multiplier

1.00



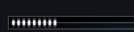
Tablet Sensitivity Multiplier

1.00



ADS Sensitivity Multiplier

0.80



Tactical Stance Sensitivity Multiplier

1.00



ADS Sens. Multiplier (Focus)

1.00



Look Inversion (On Foot)



Standard



Show More

Aiming Advanced Settings



SENSITIVITY MULTIPLIER

Group of settings to customize the stick's input sensitivity.

WARZONE

AIMING ADVANCED SETTINGS

AIMING

ADS Sensitivity Transition Timing	★ Instant	▼
3rd Person ADS Correction Type	Assist	▼
Aim Response Curve Type	Dynamic	▼
L Show More		
Custom Sensitivity Per Zoom	Off	🔴
L Show More		

ADS SENSITIVITY TRANSITION TIMING

Choose at which moment the aim sensitivity changes when transitioning from hipfire to Aiming Down Sights.

Instant: Sensitivity multiplier is applied immediately when Aiming Down Sights.

Gradual: Sensitivity multiplier is progressively applied when alternating between hipfire and Aiming Down Sights.

After Zoom: Sensitivity multiplier is applied only when fully zoomed in.

⌫ SELECT ⌫ BACK 🔍 SEARCH ⌫ RESET OPTION TO DEFAULT

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INTELLIGENT MOVEMENT

Sprint Assist



Tactical Sprint Assist



Show Less

Sprint Assist Delay

0

Sprint Assist Sideways

On



Sprint Assist Backward

On



Mantle Assist

Off



Show More

Crouch Assist

Off



Show More

Corner Slice

Off



Wall Jump Assist

Off



MOVEMENT BEHAVIORS

Slide/Dive Behavior

Hybrid



SPRINT ASSIST



MOTOR

Choose how **Sprint Assist** behaves.

Off: Sprint is activated **manually** with the Sprint input.

On: Full movement input will activate **Sprint** after the Sprint Assist Delay time.

Tactical Sprint Assist: Activates **Tactical Sprint** when moving forward after the Sprint Assist Delay. Moving in other directions trigger regular Sprint. Requires the Tac Sprinter perk.

Note: Sprint Assist will not cancel other actions in progress (e.g.: reloading, aiming down sights).



GO TO RELATED SETTINGS

Tactical Sprint Activation

Single Tap Sprint

WARZONE CONTROLLER



L1 CONTROLLER AIMING **MOVEMENT** COMBAT R1

SHOW MORE

Crouch Assist

Off



L Show More

Corner Slice

Off



Wall Jump Assist

Off



MOVEMENT BEHAVIORS

Slide/Dive Behavior

Hybrid



L Show More

Automatic Airborne Mantle



Off



Sprint Restore

On



Slide Maintains Sprint

On



Parachute Automatic Behavior

Off



Wingsuit Activation



Automatic



Wall Jump Activation

Off



WINGSUIT ACTIVATION



MOTOR

Choose the wingsuit behavior before reaching the ground.

Manual: The Wingsuit needs to be activated manually.

Automatic: The wingsuit will be activate automatically when dropping from a height player at full health.

X SELECT O BACK A ADD ★ [11/15] S SEARCH R2 ACCESSIBILITY FILTER L3 RESET TAB

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COMBAT BEHAVIORS

Aim Down Sight Behavior	★	Hold	▼
Tactical Stance Behavior		On Toggle	▼
Tactical Stance Activation		ADS + DOWN BUTTON	▼
Weapon Mount Activation		Double Tap ADS	▼
Dedicated Melee Weapon Activation		Press Melee	▼
Body Shield/Finishing Move Behavior		Prioritize Finishing Move	▼
Armor Plate Behavior		Apply All	▼
C4 Detonation Activation		All at Once	▼
Equipment Behavior		Hold	▼
Manual Fire Behavior		Press	▼
Combat Advanced Settings			⌵

AIM DOWN SIGHT BEHAVIOR

MOTOR

Choose the Aiming Down Sight (ADS) action behavior.

Hold: Press and hold to aim down sight.

Toggle: Press to aim down sight. Press again to stop.

GO TO RELATED SETTINGS

ADS Stick Swap Off

WARZONE COMBAT ADVANCED SETTING

COMBAT BEHAVIORS

🔒 Focus Behavior	★ Hold	▼
Change Zoom Activation	Sprint/Tactical Sprint/Focus	▼
Weapon Mount Exit	Short Delay	▼
Interact/Reload Behavior	Prioritize Interact	▼
Mantle Cancels Reload	On	🔴
Sprint Cancels Reload	Off	🔴
Akimbo Behavior	Independent	▼
ADS Stick Swap	Off	▼
Depleted Ammo Weapon Switch	On	🔴
Weapon Mount Movement	On	🔴
Weapon Mount Return	Off	🔴

FOCUS BEHAVIOR

🔒 CHANGE ZOOM ACTIVATION IS SET TO SPRINT/TACTICAL SPRINT/FOCUS.

👤 MOTOR

Choose how the Focus (Hold Breath) action behaves.

Hold: Hold to focus. **Release** to stop.

Toggle: Press to focus. **Press again** to stop.

Auto: Automatically focuses when aim down sights.

⬅️ **R** ➡️ GO TO RELATED SETTINGS

Change Zoom Activation

Sprint/Tactical Sprint

⌫ SELECT 〉 BACK 🔍 SEARCH 🏠 RESET ALL

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SETTINGS SI OU GEN YON CONTROLLER EDGE

Custom Profiles

Create Custom Profile

Assigned Profiles

Unassigned Profiles

 Default profile

 WZ

 Fortnite

 X and R3

Input range
(0 - 1)

Input range
(0 - 1)

Sensitivity curve
Quick

Deadzone
4%

L1

R3

 Learn More

 /  Switch Tabs

Trigger Deadzone | WZ



Apply Same Setting for **L2** and **R2**



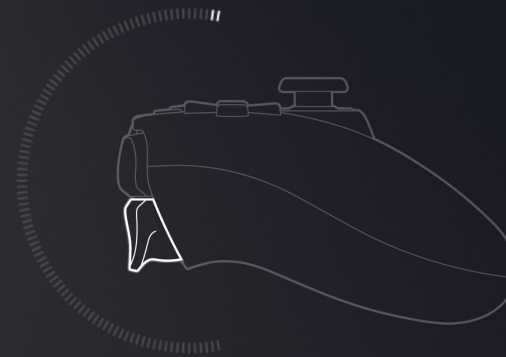
Input range

From

0

To

1



The trigger effect for both **L2** and **R2** might not work properly because the input range is limited.

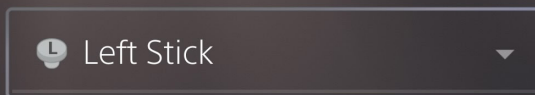
Resume Game



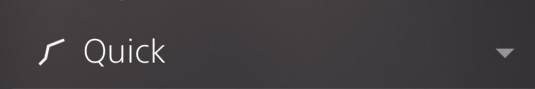
Learn More

Stick Sensitivity/Deadzone | WZ

Stick



Sensitivity curve



Curve adjustment 0



Deadzone adjustment 4%



Adjust the stick sensitivity and deadzone settings of your controller by using the directional buttons. During adjustment, you can move the sticks around to try out your customized settings.

● Controller input ● Adjusted input



Resume Game

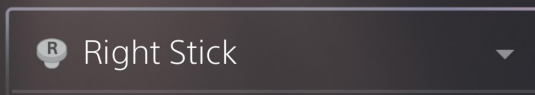


△ Learn More L1 / R1 Adjust Curve L2 / R2 Adjust Deadzone

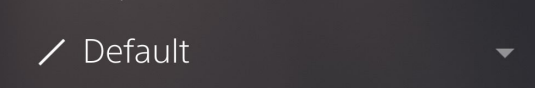
Stick Sensitivity/Deadzone | WZ



Stick



Sensitivity curve



Curve adjustment

0



Deadzone adjustment

0%



Adjust the stick sensitivity and deadzone settings of your controller by using the directional buttons. During adjustment, you can move the sticks around to try out your customized settings.

● Controller input ● Adjusted input



Resume Game

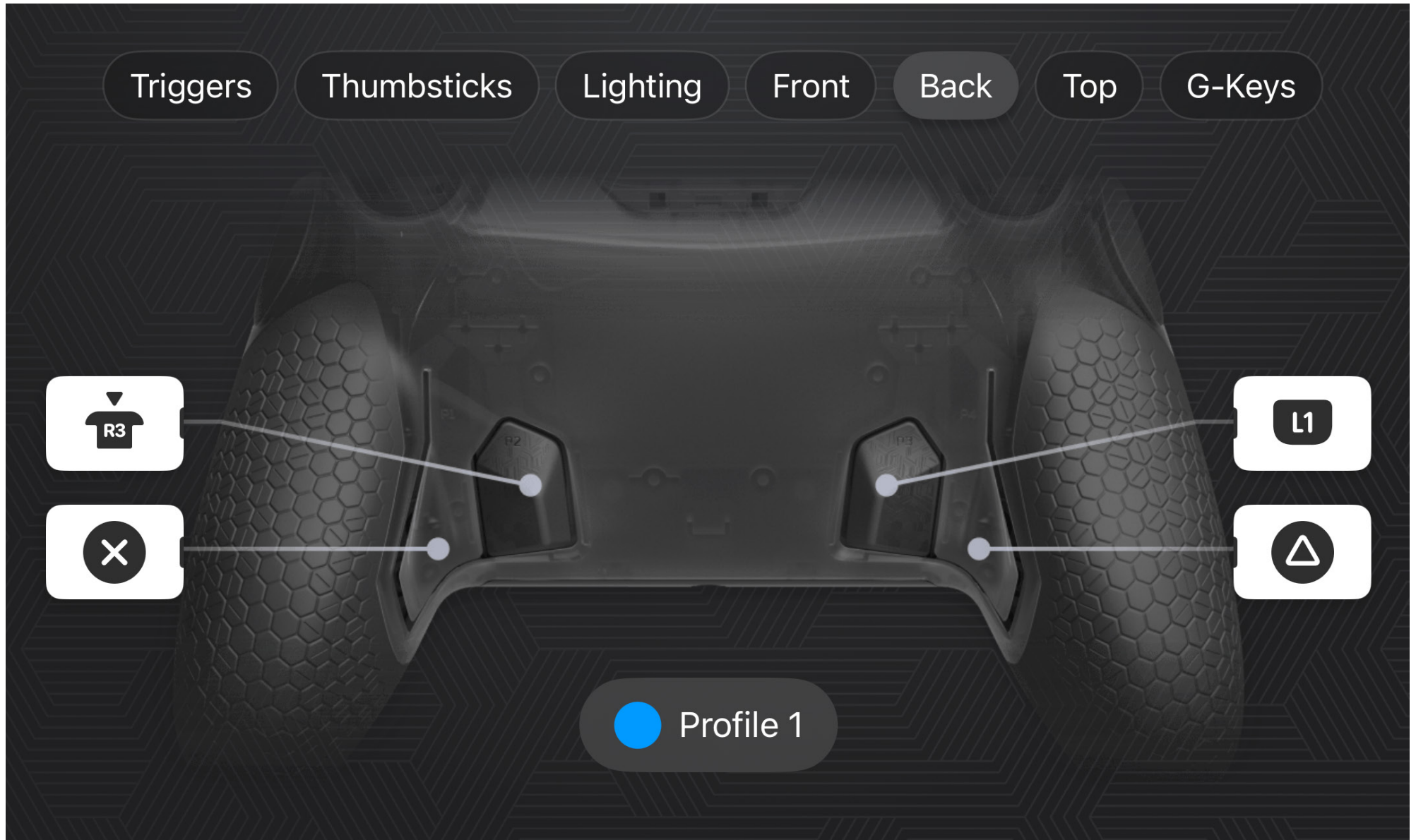


Learn More

/ Adjust Deadzone

SETTINGS SI OU GEN YON CONTROLLER SCUF OMEGA





Triggers

Thumbsticks

Lighting

Front

Back

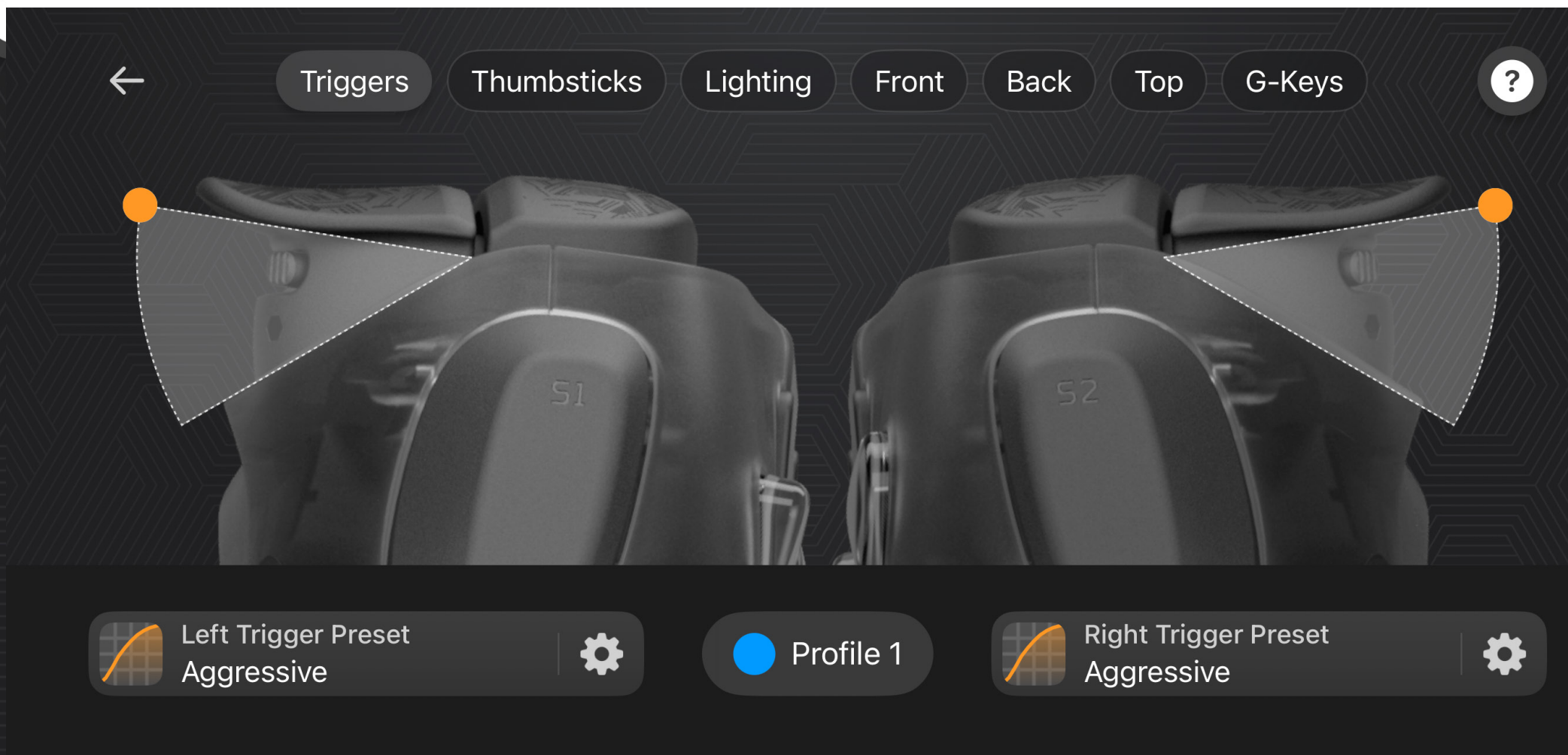
Top

G-Keys

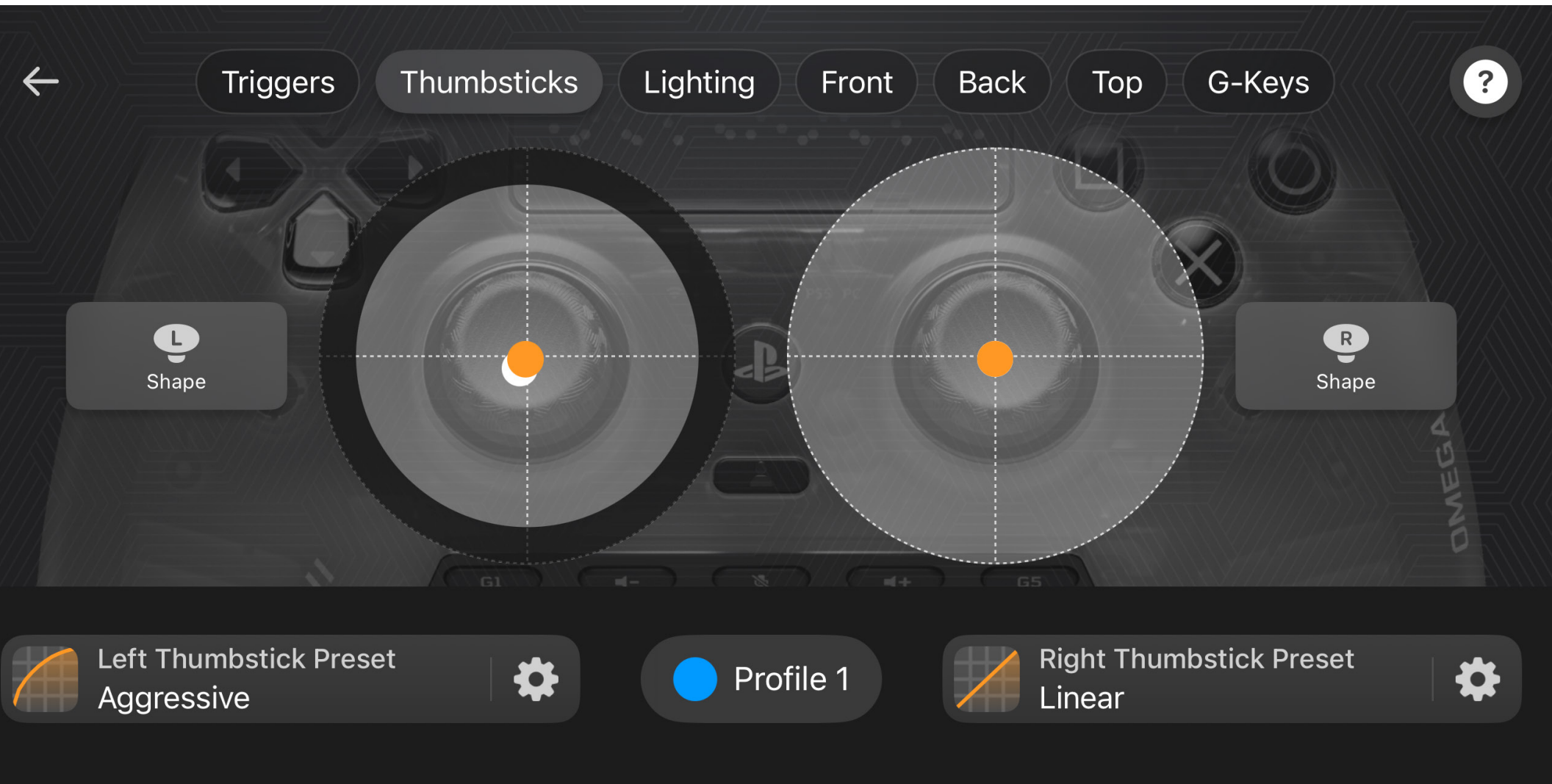


Profile 1

DEADZONE 2 SA YO - MIN AND MAX - 0



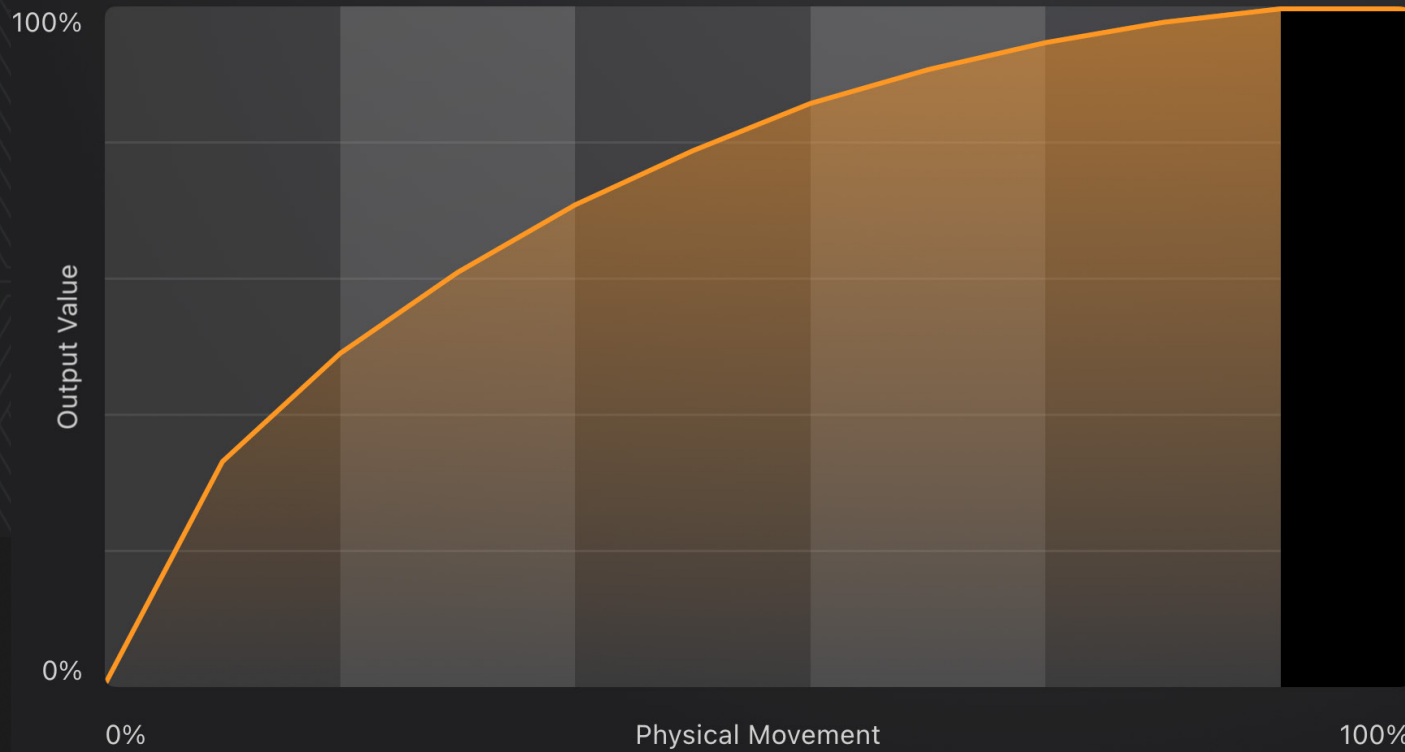
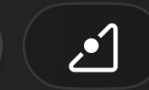
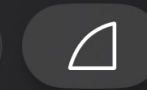
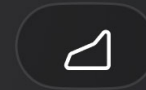
DEADZONE RIGHT STICK - MIN AND MAX - 0



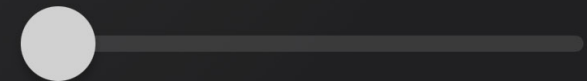


Left Thumbstick Preset

Aggressive



Min Deadzone: 0%



Max Deadzone: 10%



**OU PA OBLIJE KOPYE SETTINGS SA YO.
SE AVÈK YO MWEN ALÈZ.**

**PRATIKE ANPIL POU KA FÈ PWÒP
SETTINGS PA W TOU...**