

Forum:[Hack Forums](#)

Thread: [Universe Internal \(Call of duty : Black ops 7 hack/exploit\)](#)

Opportunist - July 25, 2026, 7:42 am

UNIVERSE INTERNAL
TAKE CONTROL. DOMINATE EVERY SITUATION.
PRIVATE X64 • BUILD 1.0.0 • ONLINE
Designed for Call of Duty: Warzone & Black Ops 7

Modern, compact and customizable UI with five modules:
Aim • View • Misc • Player • Settings

My first try at this type of interface. Feedback is welcome; more updates and improvements are coming soon.

AIM MATRIX

CORE AIMEnable Aimbot — Main aiming system.

Silent Aim — Redirects shots discreetly.

Visibility Check — Visible targets only.

Target Prediction — Predicts target movement.

Auto Fire — Fires on valid targets.

Recoil Compensation — Automatically controls recoil.

ENGINE STATUS: ARMED

TARGET LOGICTarget Bone: Head — Head priority.

Target Bone: Chest — Chest priority.

Target Bone: Auto — Automatic bone selection.

Priority: FOV — Closest to crosshair.

Priority: Distance — Nearest target.

Priority: Threat — Most dangerous target.

Aim Lock — Maintains target lock.

Team Check — Ignores teammates.

ADS Only — Active while aiming.

Ignore Downed — Ignores downed targets.

Activation Bind — Custom key, currently Mouse 4.

TUNINGAim FOV — Targeting field of view.

Smoothness — Aim movement fluidity.

Max Distance — Maximum acquisition range.

Switch Delay — Target-switching delay.

Profile Signal — Live activity indicator.

VIEW MATRIX

OPERATOR ESP2D Boxes — Operator boxes.

Skeleton — Player skeletons.

Player Names — Player identification.

Distance — Live target distance.

Health Bar — Current health.

Armor Bar — Current armor.

ESP Range — Adjustable display range.

Tracked Targets — Live target counter.

WORLD LAYERWeapon Name — Equipped weapon.

Snaplines — Target direction lines.

Visible Only — Visible elements only.

Enemy Chams — Enemy highlighting.

Team Chams — Teammate highlighting.

Loot ESP — Loot detection.

Objective ESP — Objective detection.

Material Selector — Violet Trace profile.

TACTICAL FEEDLive Target Preview — Tactical target display.

Target Identification — Target identifier.

Live Distance — Real-time distance.

Radar — Tactical radar.

3D Radar — 3D position tracking.

Feed Status — Live feed monitoring.

TACTICAL FEED: LIVE

MISC OVERRIDES

MOVEMENT OVERRIDEFly Hack — Aerial movement.

No Clip — Removes collisions.

Speed Boost — Increased movement speed.

Super Jump — Increased jump height.

Infinite Slide — Unlimited sliding.

Air Stuck — Freezes position in mid-air.

Teleport Marker — Custom teleport point.

Fly Speed — Adjustable flight multiplier.

Jump Height — Adjustable jump multiplier.

CAMERA & SESSIONEnemy Cam — Enemy camera view.

Free Camera — Detached camera control.

Third Person — Third-person view.

Force Disable Killcam — Disables killcams.

No Flash / Stun — Removes disruptive effects.

Remove Fog — Clears environmental fog.

Hide Game HUD — Hides the native HUD.

Camera FOV — Adjustable camera view.

Time Scale — Adjustable session speed.

PLAYER PROFILE

OPERATOR COREGod Mode — Complete protection.

Infinite Health — Unlimited health.

Infinite Armor — Unlimited armor.

Unlimited Ammo — Unlimited ammunition.

No Recoil — Removes weapon recoil.

No Spread — Removes bullet spread.

Instant Reload — Immediate reloading.

Rapid Fire — Increased fire rate.

Player Speed — Adjustable movement speed.

COMBAT PROFILEOne Hit Damage — Maximum hit damage.

Infinite Equipment — Unlimited equipment.

Max Field Upgrade — Maximum upgrade charge.

Fast Interact — Faster interactions.

Auto Heal — Automatic health recovery.

Auto Plate — Automatic armor plating.

Ignore Fall Damage — Removes fall damage.

Damage Multiplier — Adjustable damage output.

PROFILE STATUS: SYNCHRONIZED

SYSTEM SETTINGS

ACCENTViolet Theme

Lavender Theme

White Theme

Red Channel

Green Channel

Blue Channel

Background Intensity

Live Accent Sample

INTERFACEInterface Animations

Show Watermark

Compact Widgets

Window Profile — Compact 900.

Render Path — Native x64.

Service Status

CONFIGURATIONActive User

Save Config

Load Config

Reset Defaults

Disconnect

Online Status

Link Active

UNIVERSE INTERNAL

Modern interface • Five modules • Custom profiles • Native x64
EVERYTHING UNDER CONTROL.

PAYMENT METHOD

Cryptocurrency only — BTC and ETH accepted.

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[\[contract=tid\]Start Contract\[/contract\]](#)