J1mB0's Crosshair Mod

Info

Original one was by marsoff.
Redesigned, optimized it and added various other very useful things.

Main feature is reload timer and angles for Artillery and Tank Destroyers.

Two aim circles increase ability to hit the target without aiming fully if used correctly.
Outer circle covers 100% of all hits and inner circle covers 68% of all hits.

World of Tanks v0.9.8 ready!

If you have questions or need more information visit the EU Forum topic of this mod:
http://forum.worldoftanks.eu/index.php?/topic/56831-
There you can also find optional XVM related files you might know from v1.23 for WoT v0.8.5.

Files

- crosshair_panel_arcade.swf :   Crosshair for arcade mode
- crosshair_panel_sniper.swf :   Crosshiar for sniper mode
- crosshair_panel_strategic.swf :   Crosshair for Artillery mode
- crosshair_panel_postmortem.swf : Crosshair for dead mode

- crosshair_sniper.swf :   Aim circle for arcade and sniper mode
- crosshair_strategic.swf :   Aim dots for artillery mode

- crosshairSniper.swf :   Installation status at in-garage reticle settings

- GunConstraints.swf :   Artillery and Tank Destroyer angles by Shtys
- GunConstraints.xml :   Configuration file for angles

- CameraNode.pyc :   Required to load custom Python scripts
- __init__.pyc :   Required to load custom Python scripts
- J1mB091.pyc :   Python script for crosshair (Thanks to Kriegstreiber *)*
- GunConstraints.pyc :   Python script for Artillery and Tank Destroyer angles

- avatar_input_handler.xml :   Zoom Out mod and gun shake removal

If you don't like something in the crosshair you should be able to find out what file to delete or replace. Every file that ends with *.xml can be edited using Notepad if basic XML knowledge is available.

Installation

- Copy the "res_mods" folder to:
"\World of Tanks"

- Optional Copy and replace the **AVATAR_INPUT_HANDLER.XML** you want from the "optional\ xml\ type"* folder to:
"\World of Tanks\res_mods\0.9.8\gui"

This file can add the possibility of zooming out further in arcade mode and/or remove the gun shake when firing with "Dynamic Camera" enabled.

- Optional Copy and replace the **CROSSHAIR_PANEL_STRATEGIC.SWF** you want from the "optional\ arty\ type"* folder to:
"\World of Tanks\res_mods\0.9.8\gui\scaleform"

This file can change your Artillery view to smaller once with less line.

- Optional Copy and replace the **CROSSHAIR_SNIPER.SWF** you want from the "optional\ aim\ type"* folder to:
"\World of Tanks\res_mods\0.9.8\gui\scaleform"

If you're not capable of understanding the aim mechanics and you think you miss more shots with the optimized aim circle you can try an old one as it uses the original wrong size.

Follow me

Twitter: https://twitter.com/J1mB091
Link to my Twitter profile where you can follow me to get an instant notification on mod update release.

Twitch: http://www.twitch.tv/j1mb091
Follow me to see when I'm streaming. Not streaming lately as my internet upload is not good enough.