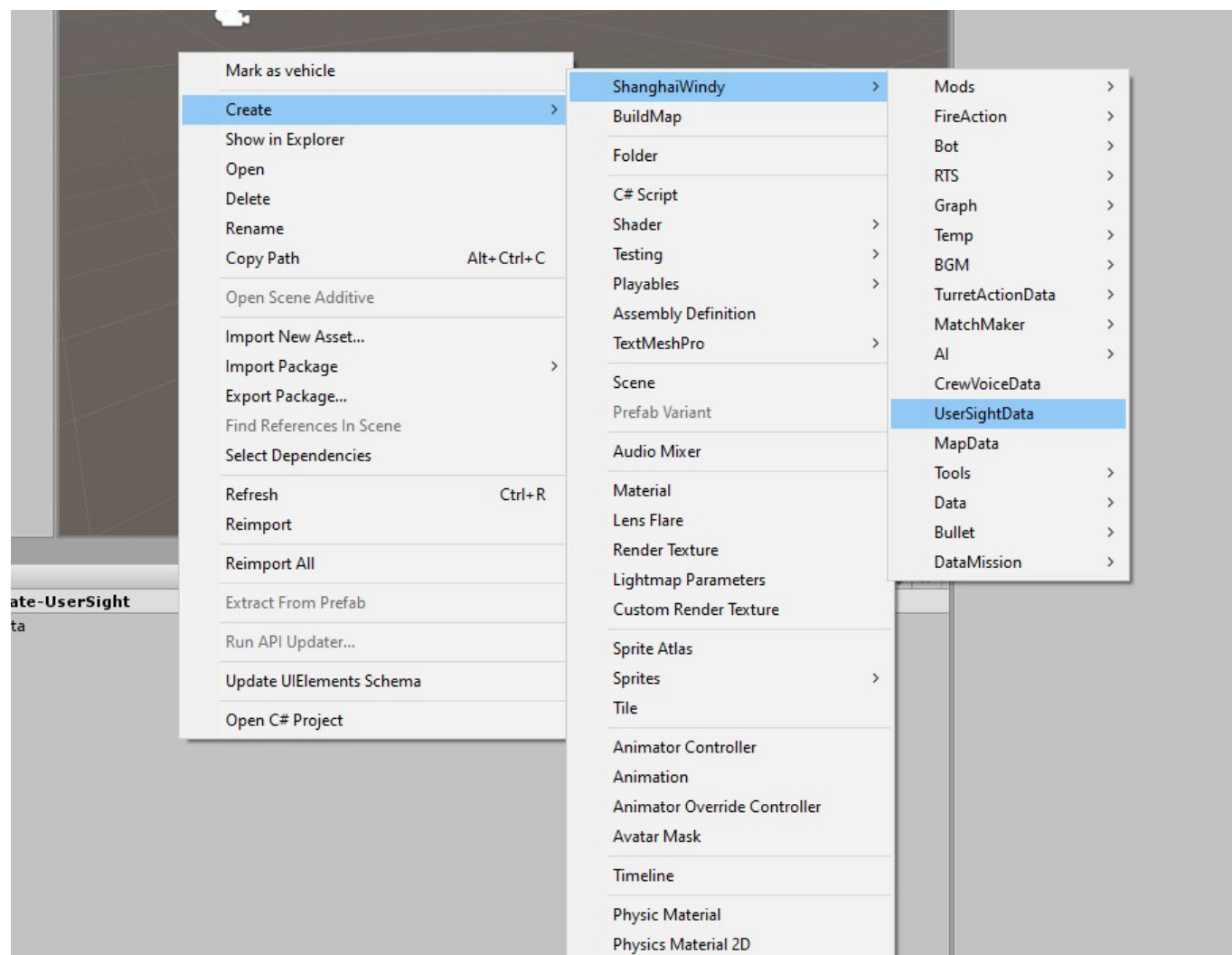


Sight Mod

If you have any issue during reading this tutorial,you can send an email to me. My E-mail: 403036847@qq.com Or Contact me on [VK](#)

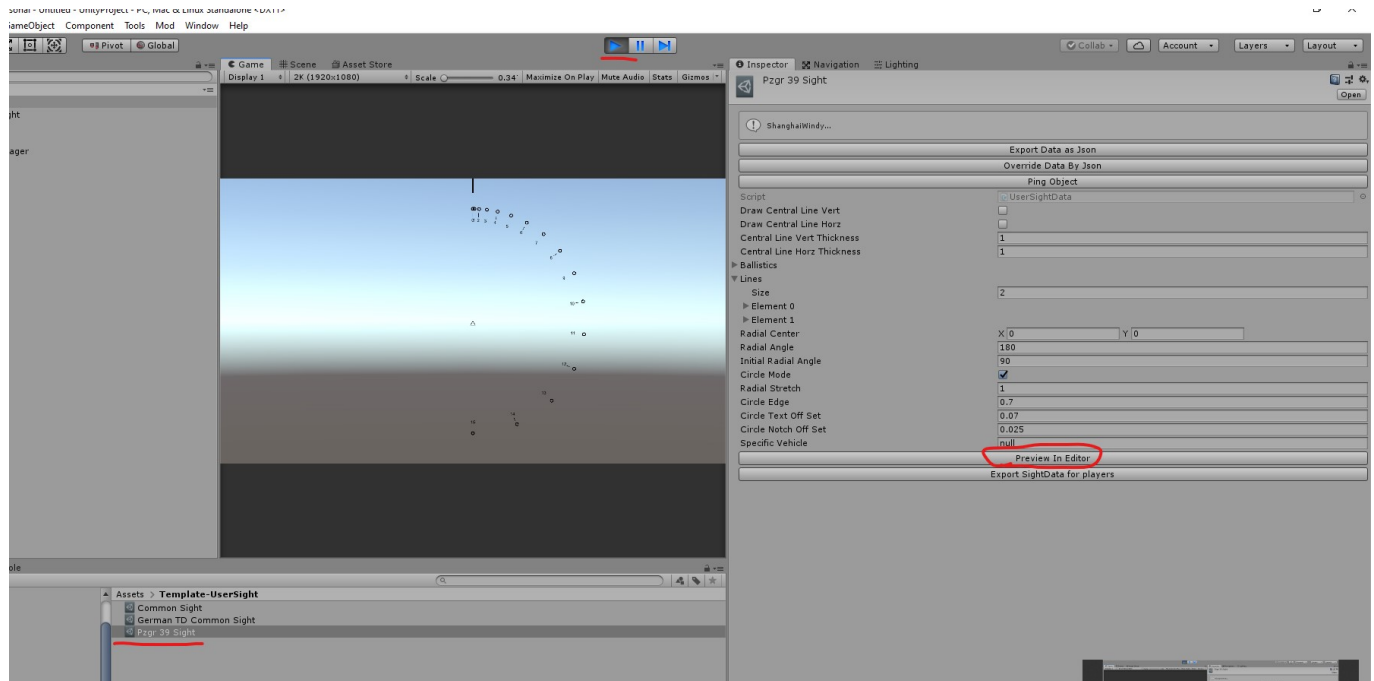
Open the project which is mentioned in the [GetStarted](#).



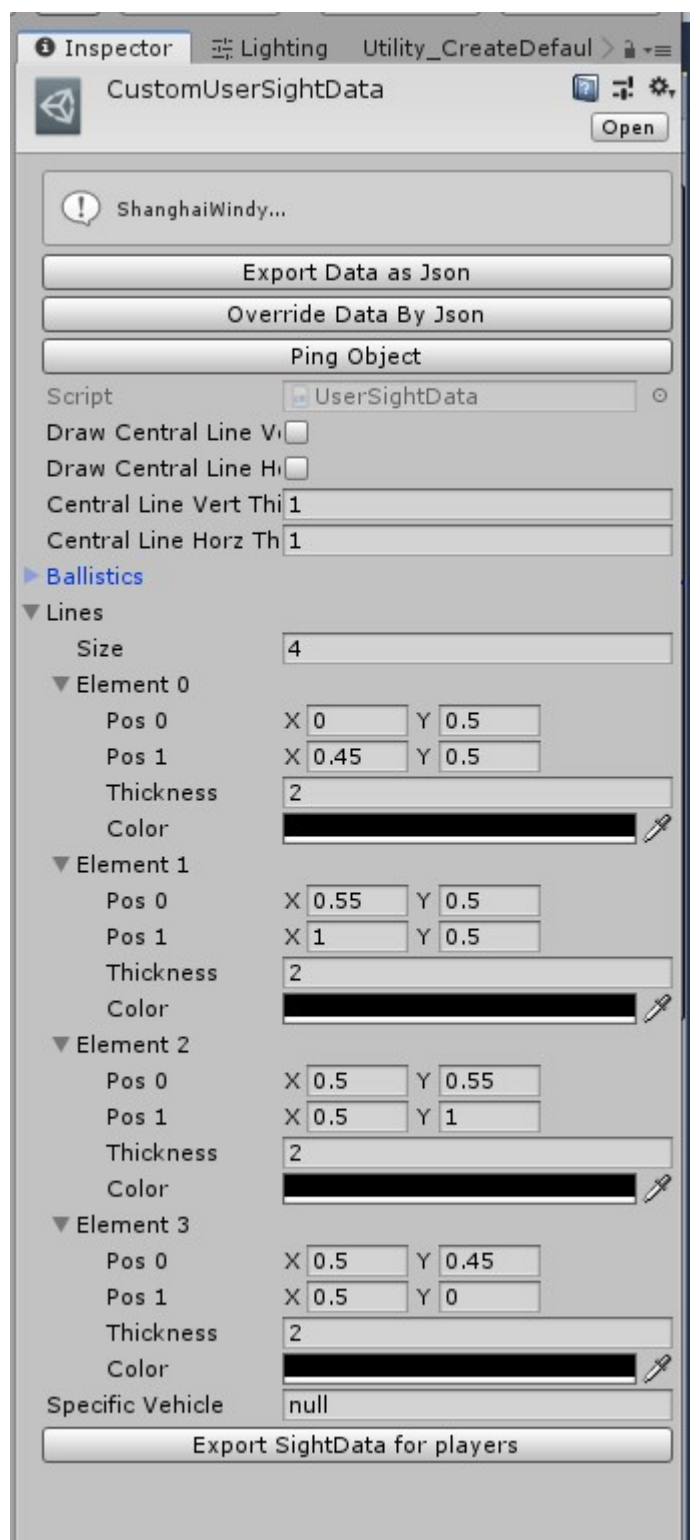
Right click in the project window and click this.

Script		UserSightData
Draw Central Line V	<input checked="" type="checkbox"/>	
Draw Central Line H	<input checked="" type="checkbox"/>	
Central Line Vert Thi	1	
Central Line Horz Th	1	
▼ Ballistics		
Size	1	
▼ Element 0		
m/s		
Default Velocity	690	
Dynamic Velocity	<input checked="" type="checkbox"/>	
▼ Crosshair Distances		
Size	6	
▼ Element 0		
Range	200	
Number	0	
Notch Size	0	
▼ Element 1		
Range	400	
Number	0.4	
Notch Size	-0.005	
▼ Element 2		
Range	600	
Number	0	
Notch Size	0	
▼ Element 3		
Range	800	
Number	0.8	
Notch Size	-0.005	
▼ Element 4		
Range	1000	
Number	0	
Notch Size	0	
▼ Element 5		
Range	1200	
Number	1.2	
Notch Size	-0.005	
Horz Off Set	0	
Text Horz Off S	-0.006	
Text Vert Off S	-0.004	
▼ Lines		
Size	0	
Specific Vehicle	null	

You can refer this setting. Range is the distance to the target at which the notch will be drawn. Number is which text will be placed by the notch. Notch Size is how much to increase the length of the notch from the left.



You can preview the sight in the editor. Just click Preview in Editor Button. And then click Play.



If you want to draw custom lines, then you can toggle off drawCentralLineVert and drawCentralLineHorz.

Attention! Specific Vehicle is for setting the name of your vehicle which needs custom sight.

For exporting, click the button 'export sightdata for players'.