

Introduction

SP contains `config.json` file with settings. These settings affected all script.

Path: `<skill-prediction-folder>/config/config.json`

Settings

Main settings

- `enabled` - enable/disable SP from start (see `commands.md`).
- `jitterCompensation` - enable/disable jitter compensation.
- `skillRetryCount` - Number of times to retry each skill (0 = disabled). Recommended 1-3.
- `skillRetryMs` - Time to wait between each retry. `SkillRetryMs * SkillRetryCount` should be under 100, otherwise skills may go off twice.
- `skillRetryJittercomp` - Skills that support retry will be sent this much earlier than estimated by jitter compensation.
- `skillsRetryAlways` - Setting this to true will reduce ghosting for extremely short skills, but may cause other skills to fail.
- `skillDelayOnFail` - Basic initial desync compensation. Useless at low ping (<50ms).
- `serverTimeout` - This number is added to your $(\text{min. ping} * 2) + (\text{max. ping} / 2) + \text{skill retry period}$ to set the failure threshold for skills. If animations are being cancelled while damage is still applied, increase this number.
- `defendSuccessStrict` - Set this to false to see Brawler's Perfect Block icon at very high ping (warning: may crash client).

Additional settings

- `"mountCheck"` - enable/disable skills usage when mounting(clientsided).
- `"bodyRollsCheck"` - enable/disable chestline effects check (atm only for gunner BF).
- `"pingMethod"`, - see `ping.md`.
- `"pingHistoryMax"` - see `ping.md`.
- `"pingSpikesLimit"` - see `ping.md`.
- `"pingSpikesMin"` - see `ping.md`.
- `"pingSpikesMax"` - see `ping.md`.

Debug settings

- `debugGlyphs`
- `debug`
- `debugAbnormals`
- `debugLoc`
- `version`