~\Downloads\logitechmacro_[unknowncheats.me]_.lua

```
--[[
 ____________________________________________________________________________

  /BEFORE USING A MACRO IN RUST, YOU NEED TO SELECT, WHAT YOU WANT TO PLAY./
  /CHOOSE ONE OF THE GIVING SENSITIVITYS AND COPY & PASTE THEM IN RUST F1 CONSOLE./
 ____________________________________________________________________________

  VARIANT 1:
  /ADS-SENSITIVITY/ -> input.ads_sensitivity 0.8333
  /SENSITIVITY/ -> YOU CAN SET YOUR OWN SENSITIVITY. BEST SENS TO USE IS 0.4 - 0.6. YOU HAV
  /FOV/ -> YOU CAN SET YOUR OWN FOV. YOU HAVE TO GOT TO LINE: 147/
 ____________________________________________________________________________

  /SUPPORTED WINDOWS VERSIONS: WIN11, WIN10, WIN8, WIN7 (ver. 2H22 and lower)./
  INSTRUCTION VIDEO: https://streamable.com/bc8xmm
 ____________________________________________________________________________

  /FOR CORRECT WORK /RAPIDFIRE/ FOR SEMI-AUTOMATIC RIFLE/PISTOL, M92, M39, REVOLVER AND PHY
  /YOU HAVE TO GO IN RUST TO THE "CONTROLS" TAB AND BIND PRIMARY ATTACK/
  /ON PAUSE/BREAK AND MOUSE0 /LEFTCLICK/
  IT HAS TO LOOK EXACTLY THIS: https://i.imgur.com/nc947Nf.png
 ____________________________________________________________________________

  /YOU HAVE TO BIND THE SCRIPTS ON A HOTKEY OF YOUR MOUSE./

  /JUST SWITCH THE "nil" TO YOUR SELECTED MOUSE BUTTON./
  /IF YOU WANT TO USE ATTACHMENTS THEN CHANGE THE "false" to "true"./
  /DONT FORGET TO SAVE THE SCRIPT WITH "CTRL + S"./

  /EXAMPLE: local AK47_2 = 5 <- MAIN GUN
  /EXAMPLE: local AK47_2_HOLOSIGHT = true <- IF YOU WANT TO ADD ATTACHMENTS THEN SWITCH THE
 ____________________________________________________________________________

 /THANK YOU FOR YOUR SUPPORT! YOU WILL GET LIFETIME SUPPORT AND UPDATES./
 /IF YOU NEED HELP THEN FEEL FREE TO CONTACT ME!/
]]

--GUNS:
-----------------------------------------------------------------
---------------------------AK47----------------------------------
local AK47_2 = 5
local AK47_2_HOLOSIGHT = true
local AK47_2_X8_SCOPE = false
local AK47_2_X16_SCOPE = false
local AK47_2_HANDMADESIGHT = false
local AK47_2_SILENCER = false
local AK47_2_MUZZLEBOOST = false
-----------------------------------------------------------------
---------------------------LR300---------------------------------
local LR300_2 = nil
local LR300_2_HOLOSIGHT = true
local LR300_2_X8_SCOPE = false
local LR300_2_X16_SCOPE = false
local LR300_2_HANDMADESIGHT = false
local LR300_2_SILENCER = false
local LR300_2_MUZZLEBOOST = false
```

```
57  ------------------------------------------------------------------
58  --------------------------MP5A4-----------------------------------
59  local MP5A4_2 = nil
60  local MP5A4_2_HOLOSIGHT = true
61  local MP5A4_2_X8_SCOPE = false
62  local MP5A4_2_X16_SCOPE = false
63  local MP5A4_2_HANDMADESIGHT = false
64  local MP5A4_2_SILENCER = false
65  local MP5A4_1_MUZZLEBOOST = false
66  local MP5A4_2_MUZZLEBOOST = false
67  ------------------------------------------------------------------
68  -------------------------THOMPSON---------------------------------
69  local THOMPSON_2 = 4
70  local THOMPSON_2_HOLOSIGHT = true
71  local THOMPSON_2_X8_SCOPE = false
72  local THOMPSON_2_X16_SCOPE = false
73  local THOMPSON_2_HANDMADESIGHT = false
74  local THOMPSON_2_SILENCER = false
75  local THOMPSON_2_MUZZLEBOOST = false
76  ------------------------------------------------------------------
77  --------------------------SMG-------------------------------------
78  local SMG_2 = nil
79  local SMG_2_HOLOSIGHT = false
80  local SMG_2_X8_SCOPE = false
81  local SMG_2_X16_SCOPE = false
82  local SMG_2_HANDMADESIGHT = false
83  local SMG_2_SILENCER = false
84  local SMG_2_MUZZLEBOOST = false
85  ------------------------------------------------------------------
86  -------------------------HMLMG------------------------------------
87  local HMLMG_2 = nil
88  local HMLMG_2_HOLOSIGHT = false
89  local HMLMG_2_X8_SCOPE = false
90  local HMLMG_2_X16_SCOPE = false
91  local HMLMG_2_HANDMADESIGHT = false
92  local HMLMG_2_SILENCER = true
93  ------------------------------------------------------------------
94  --------------------------M249------------------------------------
95  local M249_2 = nil
96  local M249_2_HOLOSIGHT = false
97  local M249_2_X8_SCOPE = true
98  local M249_2_X16_SCOPE = false
99  local M249_2_HANDMADESIGHT = false
100 local M249_2_SILENCER = true
101 ------------------------------------------------------------------
102 --------------------------SAR-------------------------------------
103 local SAR_2 = nil
104 local SAR_2_HOLOSIGHT = false
105 local SAR_2_X8_SCOPE = false
106 local SAR_2_X16_SCOPE = false
107 local SAR_2_HANDMADESIGHT = false
108 local SAR_2_SILENCER = false
109 ------------------------------------------------------------------
110 --------------------------M39-------------------------------------
111 local M39_2 = nil
112 local M39_2_HOLOSIGHT = false
113 local M39_2_X8_SCOPE = false
114 local M39_2_X16_SCOPE = false
115 local M39_2_HANDMADESIGHT = false
116 local M39_2_SILENCER = false
```

```lua
-------------------------------------------------------------------
--------------------------SAP--------------------------------
local SAP_2 = nil
local SAP_2_HOLOSIGHT = false
local SAP_2_X8_SCOPE = false
local SAP_2_X16_SCOPE = false
local SAP_2_HANDMADESIGHT = false
local SAP_2_SILENCER = false
-------------------------------------------------------------------
--------------------------M92--------------------------------
local M92_2 = nil
local M92_2_HOLOSIGHT = false
local M92_2_X8_SCOPE = false
local M92_2_X16_SCOPE = false
local M92_2_HANDMADESIGHT = false
local M92_2_SILENCER = false
-------------------------------------------------------------------
--------------------------PYTHON--------------------------------
local PYTHON_2 = nil
local PYTHON_2_HOLOSIGHT = false
local PYTHON_2_X8_SCOPE = false
local PYTHON_2_X16_SCOPE = false
local PYTHON_2_HANDMADESIGHT = false
-------------------------------------------------------------------
--------------------------REVOLVER--------------------------------
local REVOLVER_1 = nil
local REVOLVER_1_SILENCER = false
-------------------------------------------------------------------
--SETTINGS---------------------------------------------------------
local SENSITIVITY = 0.60 --set your own sensitivity
local FOV = 70 --set your own fov
local door_unlocker = nil --switch the "nil" to your preferred mouse button
local key_code = 0 --set your door code here: EXAMPLE: 1234
-------------------------------------------------------------------

--EXTRA_PART-------------------------------------------------------
function IsLeftNotPressed()return not IsMouseButtonPressed(1)end
function IsRightNotPressed()return not IsMouseButtonPressed(3)end
function sasd2441(a)local b=GetRunningTime()+a;repeat until GetRunningTime()>b-1 end
function round(x) return x>=0 and math.floor(x+0.5) or math.ceil(x-0.5) end
function Smoothing(a,b,c)x_=0;y_=0;t_=0;for d=1,a do xI=round(d*b/a)yI=round(d*c/a)tI=d*a/a
t_)x_=xI;y_=yI;t_=tI end end
AK47_OFFSET_X = {"0", "0.196287718722224", "0.365188622188568", "0.508115456226468", "0.626
"0.848337014642358", "0.882584688949584", "0.899334768792984", "0.9", "0.9", "0.9", "0.9",
"0.9", "0.9", "0.9", "0.9", "0.9", "0.9", "0.9", "0.9"}
AK47_OFFSET_Y = {"-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-
"-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "
AK47_RPM = 133.3
AK47_BULLETS = #AK47_OFFSET_Y

LR300_OFFSET_X = {"0", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.01
"0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
"0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
"0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
"0.017410668448276", "0.017410668448276"}
LR300_OFFSET_Y = {"-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168531
"-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
"-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
"-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
"-1.16853173596552", "-1.16853173596552", "-1.16853173596552"}
LR300_RPM = 120
LR300_BULLETS = #LR300_OFFSET_Y

```

```lua
MP5A4_OFFSET_X = {"0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.
"0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0", "0.0"}
MP5A4_OFFSET_Y = {"-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "
"-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "-0.64", "
MP5A4_RPM = 100
MP5A4_BULLETS = #MP5A4_OFFSET_Y

THOMPSON_OFFSET_X = {"-0.085809965", "0.006514516", "0.007734019", "0.048618872", "0.07805
"0.133849085", "0.025990565", "-0.061993655", "0.019162548", "0.061810655", "-0.092478981",
"-0.0398146", "0.003178508"}
THOMPSON_OFFSET_Y = {"-0.510477526", "-0.507449769", "-0.51212903", "-0.518510046", "-0.491
"-0.47605394", "-0.502083505", "-0.498620747", "-0.477474444", "-0.485339713", "-0.4965792
"-0.50812102", "-0.485279713"}
THOMPSON_RPM = 129.87013
THOMPSON_BULLETS = #THOMPSON_OFFSET_Y

SMG_OFFSET_X = {"-0.085810521", "0.006513752", "0.007734002", "0.048618762", "0.07805627",
"0.133849533", "0.025989756", "-0.061993515", "0.019163255", "0.061809765", "-0.092478773",
"-0.03981451", "0.003178501", "0.010626753", "-0.007430252", "0.033057008", "-0.032390258"}
SMG_OFFSET_Y = {"-0.510476378", "-0.507447877", "-0.512127878", "-0.51850813", "-0.49171287
"-0.476052869", "-0.502083126", "-0.498620375", "-0.477473369", "-0.485338621", "-0.4965781
"-0.508119877", "-0.485277871", "-0.413580103", "-0.414059354", "-0.433270608", "-0.4121851
SMG_RPM = 100
SMG_BULLETS = #SMG_OFFSET_Y

HMLMG_OFFSET_X = {"0", "-0.536458333", "-0.536458333", "-0.556458333", "-0.556458333", "-0.
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
"-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458333", "-0.556458
HMLMG_OFFSET_Y = {"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.0473
"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375",
"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375",
"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375",
"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375",
"-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375", "-1.047375"}
HMLMG_RPM = 125
HMLMG_BULLETS = #HMLMG_OFFSET_Y
M249_OFFSET_X = {
"0", "0.39375", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
"0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720", "0.720",
}

M249_OFFSET_Y = {"-0.81", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800",
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
"-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1.0800", "-1
M249_RPM = 100
M249_BULLETS = #M249_OFFSET_Y

SAR_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0",
SAR_OFFSET_Y = {"-0.8775", "-0.8775", "-0.8775", "-0.8775", "-0.8775", "-0.8775", "-0.8775"
"-0.8775", "-0.8775", "-0.8775", "-0.8775"}
```

```lua
SAR_RPM = 174.927114
SAR_BULLETS = #SAR_OFFSET_Y

M39_OFFSET_X = {"0.5", "0.5", "0.5", "0.5", "0.5", "0.5", "0.5", "0.5", "0.5", "0.5", "0.5"
"0.5"}
M39_OFFSET_Y = {"-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0
"-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95"}
M39_RPM = 174.927114
M39_BULLETS = #M39_OFFSET_Y

SAP_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0", "0", "0"}
SAP_OFFSET_Y = {"-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075"
SAP_RPM = 174.927114
SAP_BULLETS = #SAP_OFFSET_Y

M92_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0"}
M92_OFFSET_Y = {"-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1
M92_RPM = 150
M92_BULLETS = #M92_OFFSET_Y

PYTHON_OFFSET_X = {"0", "0", "0", "0", "0", "0"}
PYTHON_OFFSET_Y = {"-3.5", "-3.5", "-3.5", "-3.5", "-3.5", "-3.5"}
PYTHON_RPM = 150
PYTHON_BULLETS = #PYTHON_OFFSET_Y

REVOLVER_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0"}
REVOLVER_OFFSET_Y = {"-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1"}
REVOLVER_RPM = 174.927114
REVOLVER_BULLETS = #REVOLVER_OFFSET_Y

screenMultiplier = -0.03*(SENSITIVITY*3)*(FOV/100)
StandMultiplier = 1.89
StandMultiplier_HMLMG = 2
StandMultiplier_M2 = 1.93

scope_1_AK47_1 = 1
scope_1_AK47_2 = 1
scope_1_AK47_3 = 1
scope_1_AK47_4 = 1
barrel_1_AK47_1 = 1
barrel_1_AK47_2 = 1
if AK47_1_HOLOSIGHT == true then
scope_1_AK47_1 = 1.2
end
if AK47_1_X8_SCOPE == true then
scope_1_AK47_2 = 6.9
end
if AK47_1_X16_SCOPE == true then
scope_1_AK47_3 = 13.5
end
if AK47_1_HANDMADESIGHT == true then
scope_1_AK47_4 = 0.8
end
if AK47_1_SILENCER == true then
barrel_1_AK47_1 = 1
end
if AK47_1_MUZZLEBOOST == true then
barrel_1_AK47_2 = 0.9
end

```

```lua
scope_1_LR300_1 = 1
scope_1_LR300_2 = 1
scope_1_LR300_3 = 1
scope_1_LR300_4 = 1
barrel_1_LR300_1 = 1
barrel_1_LR300_2 = 1
if LR300_1_HOLOSIGHT == true then
scope_1_LR300_1 = 1.2
end
if LR300_1_X8_SCOPE == true then
scope_1_LR300_2 = 6.75
end
if LR300_1_X16_SCOPE == true then
scope_1_LR300_3 = 13.5
end
if LR300_1_HANDMADESIGHT == true then
scope_1_LR300_4 = 0.8
end
if LR300_1_SILENCER == true then
barrel_1_LR300_1 = 1
end
if LR300_1_MUZZLEBOOST == true then
barrel_1_LR300_2 = 0.9
end

scope_1_MP5A4_1 = 1
scope_1_MP5A4_2 = 1
scope_1_MP5A4_3 = 1
scope_1_MP5A4_4 = 1
barrel_1_MP5A4_1 = 1
if MP5A4_1_HOLOSIGHT == true then
scope_1_MP5A4_1 = 1.2
end
if MP5A4_1_X8_SCOPE == true then
scope_1_MP5A4_2 = 6.75
end
if MP5A4_1_X16_SCOPE == true then
scope_1_MP5A4_3 = 13.5
end
if MP5A4_1_HANDMADESIGHT == true then
scope_1_MP5A4_4 = 0.8
end
if MP5A4_1_SILENCER == true then
barrel_1_MP5A4_1 = 1
end
if MP5A4_1_MUZZLEBOOST == true then
barrel_1_MP5A4_2 = 0.9
end

scope_1_THOMPSON_1 = 1
scope_1_THOMPSON_2 = 1
scope_1_THOMPSON_3 = 1
scope_1_THOMPSON_4 = 1
barrel_1_THOMPSON_1 = 1
barrel_1_THOMPSON_2 = 1
if THOMPSON_1_HOLOSIGHT == true then
scope_1_THOMPSON_1 = 1.5
end
if THOMPSON_1_X8_SCOPE == true then
scope_1_THOMPSON_2 = 7.75
```

```
end
if THOMPSON_1_X16_SCOPE == true then
scope_1_THOMPSON_3 = 15.5
end
if THOMPSON_1_HANDMADESIGHT == true then
scope_1_THOMPSON_4 = 0.8
end
if THOMPSON_1_SILENCER == true then
if THOMPSON_1_HOLOSIGHT == true then
barrel_1_THOMPSON_1 = 0.9
else
barrel_1_THOMPSON_1 = 1
end
end
if THOMPSON_1_MUZZLEBOOST == true then
barrel_1_THOMPSON_2 = 0.9
end

scope_1_SMG_1 = 1
scope_1_SMG_2 = 1
scope_1_SMG_3 = 1
scope_1_SMG_4 = 1
barrel_1_SMG_1 = 1
barrel_1_SMG_2 = 1
if SMG_1_HOLOSIGHT == true then
scope_1_SMG_1 = 1.5
end
if SMG_1_X8_SCOPE == true then
scope_1_SMG_2 = 7.75
end
if SMG_1_X16_SCOPE == true then
scope_1_SMG_3 = 15.5
end
if SMG_1_HANDMADESIGHT == true then
scope_1_SMG_4 = 0.8
end
if SMG_1_SILENCER == true then
if SMG_1_HOLOSIGHT == true then
barrel_1_SMG_1 = 0.9
else
barrel_1_SMG_1 = 1
end
end
if SMG_1_MUZZLEBOOST == true then
barrel_1_SMG_2 = 0.9
end

scope_1_HMLMG_1 = 1
scope_1_HMLMG_2 = 1
scope_1_HMLMG_3 = 1
scope_1_HMLMG_4 = 1
barrel_1_HMLMG_1 = 1
if HMLMG_1_HOLOSIGHT == true then
scope_1_HMLMG_1 = 1.2
end
if HMLMG_1_X8_SCOPE == true then
scope_1_HMLMG_2 = 7
end
if HMLMG_1_X16_SCOPE == true then
scope_1_HMLMG_3 = 13.5
```

```
end
if HMLMG_1_HANDMADESIGHT == true then
scope_1_HMLMG_4 = 0.8
end
if HMLMG_1_SILENCER == true then
barrel_1_HMLMG_1 = 1
end

scope_1_M249_1 = 1
scope_1_M249_2 = 1
scope_1_M249_3 = 1
scope_1_M249_4 = 1
barrel_1_M249_1 = 1
if M249_1_HOLOSIGHT == true then
scope_1_M249_1 = 1.2
end
if M249_1_X8_SCOPE == true then
scope_1_M249_2 = 7
end
if M249_1_X16_SCOPE == true then
scope_1_M249_3 = 13.5
end
if M249_1_HANDMADESIGHT == true then
scope_1_M249_4 = 0.8
end
if M249_1_SILENCER == true then
barrel_1_M249_1 = 1
end

scope_1_SAR_1 = 1
scope_1_SAR_2 = 1
scope_1_SAR_3 = 1
scope_1_SAR_4 = 1
barrel_1_SAR_1 = 1
if SAR_1_HOLOSIGHT == true then
scope_1_SAR_1 = 1.2
end
if SAR_1_X8_SCOPE == true then
scope_1_SAR_2 = 6.75
end
if SAR_1_X16_SCOPE == true then
scope_1_SAR_3 = 13.5
end
if SAR_1_HANDMADESIGHT == true then
scope_1_SAR_4 = 0.8
end
if SAR_1_SILENCER == true then
barrel_1_SAR_1 = 1
end

scope_1_M39_1 = 1
scope_1_M39_2 = 1
scope_1_M39_3 = 1
scope_1_M39_4 = 1
barrel_1_M39_1 = 1
if M39_1_HOLOSIGHT == true then
scope_1_M39_1 = 1.5
end
if M39_1_X8_SCOPE == true then
scope_1_M39_2 = 9.75
```

```
end
if M39_1_X16_SCOPE == true then
scope_1_M39_3 = 13.5
end
if M39_1_HANDMADESIGHT == true then
scope_1_M39_4 = 0.9
end
if M39_1_SILENCER == true then
barrel_1_M39_1 = 1
end

scope_1_SAP_1 = 1
scope_1_SAP_2 = 1
scope_1_SAP_3 = 1
scope_1_SAP_4 = 1
barrel_1_SAP_1 = 1
if SAP_1_HOLOSIGHT == true then
scope_1_SAP_1 = 1.5
end
if SAP_1_X8_SCOPE == true then
scope_1_SAP_2 = 9.75
end
if SAP_1_X16_SCOPE == true then
scope_1_SAP_3 = 13.5
end
if SAP_1_HANDMADESIGHT == true then
scope_1_SAP_4 = 0.8
end
if SAP_1_SILENCER == true then
barrel_1_SAP_1 = 1
end

scope_1_M92_1 = 1
scope_1_M92_2 = 1
scope_1_M92_3 = 1
scope_1_M92_4 = 1
barrel_1_M92_1 = 1
if M92_1_HOLOSIGHT == true then
scope_1_M92_1 = 1.7
end
if M92_1_X8_SCOPE == true then
scope_1_M92_2 = 9.75
end
if M92_1_X16_SCOPE == true then
scope_1_M92_3 = 13.5
end
if M92_1_HANDMADESIGHT == true then
scope_1_M92_4 = 0.8
end
if M92_1_SILENCER == true then
barrel_1_M92_1 = 1
end

scope_1_PYTHON_1 = 1
scope_1_PYTHON_2 = 1
scope_1_PYTHON_3 = 1
scope_1_PYTHON_4 = 1
barrel_1_PYTHON_1 = 1
if PYTHON_1_HOLOSIGHT == true then
scope_1_PYTHON_1 = 1.5
```

```
end
if PYTHON_1_X8_SCOPE == true then
scope_1_PYTHON_2 = 9.75
end
if PYTHON_1_X16_SCOPE == true then
scope_1_PYTHON_3 = 13.5
end
if PYTHON_1_HANDMADESIGHT == true then
scope_1_PYTHON_4 = 0.8
end

scope_2_AK47_1 = 1
scope_2_AK47_2 = 1
scope_2_AK47_3 = 1
scope_2_AK47_4 = 1
barrel_2_AK47_1 = 1
barrel_2_AK47_2 = 1
if AK47_2_HOLOSIGHT == true then
scope_2_AK47_1 = 1.2
end
if AK47_2_X8_SCOPE == true then
scope_2_AK47_2 = 6.9
end
if AK47_2_X16_SCOPE == true then
scope_2_AK47_3 = 13.5
end
if AK47_2_HANDMADESIGHT == true then
scope_2_AK47_4 = 0.8
end
if AK47_2_SILENCER == true then
barrel_2_AK47_1 = 1
end
if AK47_2_MUZZLEBOOST == true then
barrel_2_AK47_2 = 0.9
end

scope_2_LR300_1 = 1
scope_2_LR300_2 = 1
scope_2_LR300_3 = 1
scope_2_LR300_4 = 1
barrel_2_LR300_1 = 1
if LR300_2_HOLOSIGHT == true then
scope_2_LR300_1 = 1.2
end
if LR300_2_X8_SCOPE == true then
scope_2_LR300_2 = 6.75
end
if LR300_2_X16_SCOPE == true then
scope_2_LR300_3 = 13.5
end
if LR300_2_HANDMADESIGHT == true then
scope_2_LR300_4 = 0.8
end
if LR300_2_SILENCER == true then
barrel_2_LR300_1 = 1
end
if LR300_2_MUZZLEBOOST == true then
barrel_2_LR300_2 = 0.9
end

```

```lua
scope_2_MP5A4_1 = 1
scope_2_MP5A4_2 = 1
scope_2_MP5A4_3 = 1
scope_2_MP5A4_4 = 1
barrel_2_MP5A4_1 = 1
if MP5A4_2_HOLOSIGHT == true then
scope_2_MP5A4_1 = 1.2
end
if MP5A4_2_X8_SCOPE == true then
scope_2_MP5A4_2 = 6.75
end
if MP5A4_2_X16_SCOPE == true then
scope_2_MP5A4_3 = 13.5
end
if MP5A4_2_HANDMADESIGHT == true then
scope_2_MP5A4_4 = 0.8
end
if MP5A4_2_SILENCER == true then
barrel_2_MP5A4_1 = 1
end
if MP5A4_2_MUZZLEBOOST == true then
barrel_2_MP5A4_2 = 0.9
end

scope_2_THOMPSON_1 = 1
scope_2_THOMPSON_2 = 1
scope_2_THOMPSON_3 = 1
scope_2_THOMPSON_4 = 1
barrel_2_THOMPSON_1 = 1
barrel_2_THOMPSON_2 = 1
if THOMPSON_2_HOLOSIGHT == true then
scope_2_THOMPSON_1 = 1.5
end
if THOMPSON_2_X8_SCOPE == true then
scope_2_THOMPSON_2 = 7.75
end
if THOMPSON_2_X16_SCOPE == true then
scope_2_THOMPSON_3 = 15.5
end
if THOMPSON_2_HANDMADESIGHT == true then
scope_2_THOMPSON_4 = 0.8
end
if THOMPSON_2_SILENCER == true then
if THOMPSON_2_HOLOSIGHT == true then
barrel_2_THOMPSON_1 = 0.9
else
barrel_2_THOMPSON_1 = 1
end
end
if THOMPSON_1_MUZZLEBOOST == true then
barrel_1_THOMPSON_2 = 0.9
end

scope_2_SMG_1 = 1
scope_2_SMG_2 = 1
scope_2_SMG_3 = 1
scope_2_SMG_4 = 1
barrel_2_SMG_1 = 1
if SMG_2_HOLOSIGHT == true then
scope_2_SMG_1 = 1.5
```

```
end
if SMG_2_X8_SCOPE == true then
scope_2_SMG_2 = 7.75
end
if SMG_2_X16_SCOPE == true then
scope_2_SMG_3 = 15.5
end
if SMG_2_HANDMADESIGHT == true then
scope_2_SMG_4 = 0.8
end
if SMG_2_SILENCER == true then
if SMG_2_HOLOSIGHT == true then
barrel_2_SMG_1 = 0.9
else
barrel_2_SMG_1 = 1
end
end
if SMG_2_MUZZLEBOOST == true then
barrel_2_SMG_2 = 0.9
end

scope_2_HMLMG_1 = 1
scope_2_HMLMG_2 = 1
scope_2_HMLMG_3 = 1
scope_2_HMLMG_4 = 1
barrel_2_HMLMG_1 = 1
if HMLMG_2_HOLOSIGHT == true then
scope_2_HMLMG_1 = 1.2
end
if HMLMG_2_X8_SCOPE == true then
scope_2_HMLMG_2 = 7
end
if HMLMG_2_X16_SCOPE == true then
scope_2_HMLMG_3 = 13.5
end
if HMLMG_2_HANDMADESIGHT == true then
scope_2_HMLMG_4 = 0.8
end
if HMLMG_2_SILENCER == true then
barrel_2_HMLMG_1 = 1
end

scope_2_M249_1 = 1
scope_2_M249_2 = 1
scope_2_M249_3 = 1
scope_2_M249_4 = 1
barrel_2_M249_1 = 1
if M249_2_HOLOSIGHT == true then
scope_2_M249_1 = 1.2
end
if M249_2_X8_SCOPE == true then
scope_2_M249_2 = 7
end
if M249_2_X16_SCOPE == true then
scope_2_M249_3 = 13.5
end
if M249_2_HANDMADESIGHT == true then
scope_2_M249_4 = 0.8
end
if M249_2_SILENCER == true then
```

```
684 barrel_2_M249_1 = 1
685 end
686
687 scope_2_SAR_1 = 1
688 scope_2_SAR_2 = 1
689 scope_2_SAR_3 = 1
690 scope_2_SAR_4 = 1
691 barrel_2_SAR_1 = 1
692 if SAR_2_HOLOSIGHT == true then
693 scope_2_SAR_1 = 1.2
694 end
695 if SAR_2_X8_SCOPE == true then
696 scope_2_SAR_2 = 6.75
697 end
698 if SAR_2_X16_SCOPE == true then
699 scope_2_SAR_3 = 13.5
700 end
701 if SAR_2_HANDMADESIGHT == true then
702 scope_2_SAR_4 = 0.8
703 end
704 if SAR_2_SILENCER == true then
705 barrel_2_SAR_1 = 1
706 end
707
708 scope_2_M39_1 = 1
709 scope_2_M39_2 = 1
710 scope_2_M39_3 = 1
711 scope_2_M39_4 = 1
712 barrel_2_M39_1 = 1
713 if M39_2_HOLOSIGHT == true then
714 scope_2_M39_1 = 1.5
715 end
716 if M39_2_X8_SCOPE == true then
717 scope_2_M39_2 = 9.75
718 end
719 if M39_2_X16_SCOPE == true then
720 scope_2_M39_3 = 13.5
721 end
722 if M39_2_HANDMADESIGHT == true then
723 scope_2_M39_4 = 0.9
724 end
725 if M39_2_SILENCER == true then
726 barrel_2_M39_1 = 1
727 end
728
729 scope_2_SAP_1 = 1
730 scope_2_SAP_2 = 1
731 scope_2_SAP_3 = 1
732 scope_2_SAP_4 = 1
733 barrel_2_SAP_1 = 1
734 if SAP_2_HOLOSIGHT == true then
735 scope_2_SAP_1 = 1.5
736 end
737 if SAP_2_X8_SCOPE == true then
738 scope_2_SAP_2 = 9.75
739 end
740 if SAP_2_X16_SCOPE == true then
741 scope_2_SAP_3 = 13.5
742 end
743 if SAP_2_HANDMADESIGHT == true then
```

```
scope_2_SAP_4 = 0.8
end
if SAP_2_SILENCER == true then
barrel_2_SAP_1 = 1
end

scope_2_M92_1 = 1
scope_2_M92_2 = 1
scope_2_M92_3 = 1
scope_2_M92_4 = 1
barrel_2_M92_1 = 1
if M92_2_HOLOSIGHT == true then
scope_2_M92_1 = 1.7
end
if M92_2_X8_SCOPE == true then
scope_2_M92_2 = 9.75
end
if M92_2_X16_SCOPE == true then
scope_2_M92_3 = 13.5
end
if M92_2_HANDMADESIGHT == true then
scope_2_M92_4 = 0.8
end
if M92_2_SILENCER == true then
barrel_2_M92_1 = 1
end

scope_2_PYTHON_1 = 1
scope_2_PYTHON_2 = 1
scope_2_PYTHON_3 = 1
scope_2_PYTHON_4 = 1
barrel_2_PYTHON_1 = 1
if PYTHON_2_HOLOSIGHT == true then
scope_2_PYTHON_1 = 1.5
end
if PYTHON_2_X8_SCOPE == true then
scope_2_PYTHON_2 = 9.75
end
if PYTHON_2_X16_SCOPE == true then
scope_2_PYTHON_3 = 13.5
end
if PYTHON_2_HANDMADESIGHT == true then
scope_2_PYTHON_4 = 0.8
end

--AK47
local bullet1 = 1
N1_AK47_C_X = {}
N1_AK47_C_Y = {}
N1_AK47_AT = {}
N1_AK47_ST = {}
for AK47_1st = bullet1, AK47_BULLETS do
local N1_C_X_AK47 = round((AK47_OFFSET_X[bullet1]/screenMultiplier)*scope_1_AK47_1*scope_1_
local N1_C_Y_AK47 = round((AK47_OFFSET_Y[bullet1]/screenMultiplier)*scope_1_AK47_1*scope_1_
if AK47_1_MUZZLEBOOST == false then
N1_AT_AK47 = 100
N1_ST_AK47 = AK47_RPM - N1_AT_AK47
else
N1_AT_AK47 = 100*barrel_1_AK47_2
N1_ST_AK47 = AK47_RPM*barrel_1_AK47_2 - N1_AT_AK47
```

```lua
end
N1_AK47_C_X[#N1_AK47_C_X+1] = N1_C_X_AK47
N1_AK47_C_Y[#N1_AK47_C_Y+1] = N1_C_Y_AK47
N1_AK47_AT[#N1_AK47_AT+1] = N1_AT_AK47
N1_AK47_ST[#N1_AK47_ST+1] = N1_ST_AK47
bullet1 = bullet1 + 1
end
--LR300
local bullet2 = 1
N1_LR300_C_X = {}
N1_LR300_C_Y = {}
N1_LR300_AT = {}
N1_LR300_ST = {}
for LR300_1st = bullet2, LR300_BULLETS do
local N1_C_X_LR300 =
round((LR300_OFFSET_X[bullet2]/screenMultiplier)*scope_1_LR300_1*scope_1_LR300_2*scope_1_LR
local N1_C_Y_LR300 =
round((LR300_OFFSET_Y[bullet2]/screenMultiplier)*scope_1_LR300_1*scope_1_LR300_2*scope_1_LR
if LR300_1_MUZZLEBOOST == false then
N1_AT_LR300 = 100
N1_ST_LR300 = LR300_RPM - N1_AT_LR300
else
N1_AT_LR300 = 100*barrel_1_LR300_2
N1_ST_LR300 = LR300_RPM*barrel_1_LR300_2 - N1_AT_LR300
end
N1_LR300_C_X[#N1_LR300_C_X+1] = N1_C_X_LR300
N1_LR300_C_Y[#N1_LR300_C_Y+1] = N1_C_Y_LR300
N1_LR300_AT[#N1_LR300_AT+1] = N1_AT_LR300
N1_LR300_ST[#N1_LR300_ST+1] = N1_ST_LR300
bullet2 = bullet2 + 1
end
--MP5A4
local bullet3 = 1
N1_MP5A4_C_X = {}
N1_MP5A4_C_Y = {}
N1_MP5A4_AT = {}
N1_MP5A4_ST = {}
for MP5A4_1st = bullet3, MP5A4_BULLETS do
local N1_C_X_MP5A4 =
round((MP5A4_OFFSET_X[bullet3]/screenMultiplier)*scope_1_MP5A4_1*scope_1_MP5A4_2*scope_1_MP
local N1_C_Y_MP5A4 =
round((MP5A4_OFFSET_Y[bullet3]/screenMultiplier)*scope_1_MP5A4_1*scope_1_MP5A4_2*scope_1_MP
if MP5A4_1_MUZZLEBOOST == false then
N1_AT_MP5A4 = 100
N1_ST_MP5A4 = MP5A4_RPM - N1_AT_MP5A4
else
N1_AT_MP5A4 = 100*barrel_1_MP5A4_2
N1_ST_MP5A4 = MP5A4_RPM*barrel_1_MP5A4_2 - N1_AT_MP5A4
end
N1_MP5A4_C_X[#N1_MP5A4_C_X+1] = N1_C_X_MP5A4
N1_MP5A4_C_Y[#N1_MP5A4_C_Y+1] = N1_C_Y_MP5A4
N1_MP5A4_AT[#N1_MP5A4_AT+1] = N1_AT_MP5A4
N1_MP5A4_ST[#N1_MP5A4_ST+1] = N1_ST_MP5A4
bullet3 = bullet3 + 1
end
--THOMPSON
local bullet4 = 1
N1_THOMPSON_C_X = {}
N1_THOMPSON_C_Y = {}
N1_THOMPSON_AT = {}
N1_THOMPSON_ST = {}
```

```lua
for THOMPSON_1st = bullet4, THOMPSON_BULLETS do
local N1_C_X_THOMPSON = round((THOMPSON_OFFSET_X[bullet4]/screenMultiplier)*scope_1_THOMPSON_1*scope_1_THOMPSON_2*s
local N1_C_Y_THOMPSON = round((THOMPSON_OFFSET_Y[bullet4]/screenMultiplier)*scope_1_THOMPSON_1*scope_1_THOMPSON_2*s
if THOMPSON_1_MUZZLEBOOST == false then
N1_AT_THOMPSON = 100
N1_ST_THOMPSON = THOMPSON_RPM - N1_AT_THOMPSON
else
N1_AT_THOMPSON = 100*barrel_1_THOMPSON_2
N1_ST_THOMPSON = THOMPSON_RPM*barrel_1_THOMPSON_2 - N1_AT_THOMPSON
end
N1_THOMPSON_C_X[#N1_THOMPSON_C_X+1] = N1_C_X_THOMPSON
N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y+1] = N1_C_Y_THOMPSON
N1_THOMPSON_AT[#N1_THOMPSON_AT+1] = N1_AT_THOMPSON
N1_THOMPSON_ST[#N1_THOMPSON_ST+1] = N1_ST_THOMPSON
bullet4 = bullet4 + 1
end
--SMG
local bullet5 = 1
N1_SMG_C_X = {}
N1_SMG_C_Y = {}
N1_SMG_AT = {}
N1_SMG_ST = {}
for SMG_1st = bullet5, SMG_BULLETS do
local N1_C_X_SMG = round((SMG_OFFSET_X[bullet5]/screenMultiplier)*scope_1_SMG_1*scope_1_SMG
local N1_C_Y_SMG = round((SMG_OFFSET_Y[bullet5]/screenMultiplier)*scope_1_SMG_1*scope_1_SMG
if SMG_1_MUZZLEBOOST == false then
N1_AT_SMG = 100
N1_ST_SMG = SMG_RPM - N1_AT_SMG
else
N1_AT_SMG = 100*barrel_1_SMG_2
N1_ST_SMG = SMG_RPM*barrel_1_SMG_2 - N1_AT_SMG
end
N1_SMG_C_X[#N1_SMG_C_X+1] = N1_C_X_SMG
N1_SMG_C_Y[#N1_SMG_C_Y+1] = N1_C_Y_SMG
N1_SMG_AT[#N1_SMG_AT+1] = N1_AT_SMG
N1_SMG_ST[#N1_SMG_ST+1] = N1_ST_SMG
bullet5 = bullet5 + 1
end
--HMLMG
local bullet6 = 1
N1_HMLMG_C_X = {}
N1_HMLMG_C_Y = {}
N1_HMLMG_AT = {}
N1_HMLMG_ST = {}
for HMLMG_1st = bullet6, HMLMG_BULLETS do
local N1_C_X_HMLMG = round((HMLMG_OFFSET_X[bullet6]/screenMultiplier)*scope_1_HMLMG_1*scope_1_HMLMG_2*scope_1_HM
local N1_C_Y_HMLMG = round((HMLMG_OFFSET_Y[bullet6]/screenMultiplier)*scope_1_HMLMG_1*scope_1_HMLMG_2*scope_1_HM
local N1_AT_HMLMG = 125
local N1_ST_HMLMG = HMLMG_RPM - N1_AT_HMLMG
N1_HMLMG_C_X[#N1_HMLMG_C_X+1] = N1_C_X_HMLMG
N1_HMLMG_C_Y[#N1_HMLMG_C_Y+1] = N1_C_Y_HMLMG
N1_HMLMG_AT[#N1_HMLMG_AT+1] = N1_AT_HMLMG
N1_HMLMG_ST[#N1_HMLMG_ST+1] = N1_ST_HMLMG
bullet6 = bullet6 + 1
end
--M249
local bullet7 = 1
```

```lua
N1_M249_C_X = {}
N1_M249_C_Y = {}
N1_M249_AT = {}
N1_M249_ST = {}
for M249_1st = bullet7, M249_BULLETS do
local N1_C_X_M249 = round((M249_OFFSET_X[bullet7]/screenMultiplier)*scope_1_M249_1*scope_1_
local N1_C_Y_M249 = round((M249_OFFSET_Y[bullet7]/screenMultiplier)*scope_1_M249_1*scope_1_
local N1_AT_M249 = 120
local N1_ST_M249 = M249_RPM - N1_AT_M249
N1_M249_C_X[#N1_M249_C_X+1] = N1_C_X_M249
N1_M249_C_Y[#N1_M249_C_Y+1] = N1_C_Y_M249
N1_M249_AT[#N1_M249_AT+1] = N1_AT_M249
N1_M249_ST[#N1_M249_ST+1] = N1_ST_M249
bullet7 = bullet7 + 1
end
--SAR
local bullet8 = 1
N1_SAR_C_X = {}
N1_SAR_C_Y = {}
N1_SAR_AT = {}
N1_SAR_ST = {}
for SAR_1st = bullet8, SAR_BULLETS do
local N1_C_X_SAR = round((SAR_OFFSET_X[bullet8]/screenMultiplier)*scope_1_SAR_1*scope_1_SAR
local N1_C_Y_SAR = round((SAR_OFFSET_Y[bullet8]/screenMultiplier)*scope_1_SAR_1*scope_1_SAR
local N1_AT_SAR = 145
local N1_ST_SAR = SAR_RPM - N1_AT_SAR
N1_SAR_C_X[#N1_SAR_C_X+1] = N1_C_X_SAR
N1_SAR_C_Y[#N1_SAR_C_Y+1] = N1_C_Y_SAR
N1_SAR_AT[#N1_SAR_AT+1] = N1_AT_SAR
N1_SAR_ST[#N1_SAR_ST+1] = N1_ST_SAR
bullet8 = bullet8 + 1
end
--M39
local bullet9 = 1
N1_M39_C_X = {}
N1_M39_C_Y = {}
N1_M39_AT = {}
N1_M39_ST = {}
for M39_1st = bullet9, M39_BULLETS do
local N1_C_X_M39 = round((M39_OFFSET_X[bullet9]/screenMultiplier)*scope_1_M39_1*scope_1_M39
local N1_C_Y_M39 = round((M39_OFFSET_Y[bullet9]/screenMultiplier)*scope_1_M39_1*scope_1_M39
local N1_AT_M39 = 75
local N1_ST_M39 = M39_RPM - N1_AT_M39
N1_M39_C_X[#N1_M39_C_X+1] = N1_C_X_M39
N1_M39_C_Y[#N1_M39_C_Y+1] = N1_C_Y_M39
N1_M39_AT[#N1_M39_AT+1] = N1_AT_M39
N1_M39_ST[#N1_M39_ST+1] = N1_ST_M39
bullet9 = bullet9 + 1
end
--SAP
local bullet10 = 1
N1_SAP_C_X = {}
N1_SAP_C_Y = {}
N1_SAP_AT = {}
N1_SAP_ST = {}
for SAP_1st = bullet10, SAP_BULLETS do
local N1_C_X_SAP = round((SAP_OFFSET_X[bullet10]/screenMultiplier)*scope_1_SAP_1*scope_1_SA
local N1_C_Y_SAP = round((SAP_OFFSET_Y[bullet10]/screenMultiplier)*scope_1_SAP_1*scope_1_SA
local N1_AT_SAP = 140
local N1_ST_SAP = SAP_RPM - N1_AT_SAP
```

```lua
N1_SAP_C_X[#N1_SAP_C_X+1] = N1_C_X_SAP
N1_SAP_C_Y[#N1_SAP_C_Y+1] = N1_C_Y_SAP
N1_SAP_AT[#N1_SAP_AT+1] = N1_AT_SAP
N1_SAP_ST[#N1_SAP_ST+1] = N1_ST_SAP
bullet10 = bullet10 + 1
end
--M92
local bullet11 = 1
N1_M92_C_X = {}
N1_M92_C_Y = {}
N1_M92_AT = {}
N1_M92_ST = {}
for M92_1st = bullet11, M92_BULLETS do
local N1_C_X_M92 = round((M92_OFFSET_X[bullet11]/screenMultiplier)*scope_1_M92_1*scope_1_M9
local N1_C_Y_M92 = round((M92_OFFSET_Y[bullet11]/screenMultiplier)*scope_1_M92_1*scope_1_M9
local N1_AT_M92 = 150
local N1_ST_M92 = M92_RPM - N1_AT_M92
N1_M92_C_X[#N1_M92_C_X+1] = N1_C_X_M92
N1_M92_C_Y[#N1_M92_C_Y+1] = N1_C_Y_M92
N1_M92_AT[#N1_M92_AT+1] = N1_AT_M92
N1_M92_ST[#N1_M92_ST+1] = N1_ST_M92
bullet11 = bullet11 + 1
end
--PYTHON
local bullet12 = 1
N1_PYTHON_C_X = {}
N1_PYTHON_C_Y = {}
N1_PYTHON_AT = {}
N1_PYTHON_ST = {}
for PYTHON_1st = bullet12, PYTHON_BULLETS do
local N1_C_X_PYTHON =
round((PYTHON_OFFSET_X[bullet12]/screenMultiplier)*scope_1_PYTHON_1*scope_1_PYTHON_2*scope_
local N1_C_Y_PYTHON =
round((PYTHON_OFFSET_Y[bullet12]/screenMultiplier)*scope_1_PYTHON_1*scope_1_PYTHON_2*scope_
local N1_AT_PYTHON = 145
local N1_ST_PYTHON = PYTHON_RPM - N1_AT_PYTHON
N1_PYTHON_C_X[#N1_PYTHON_C_X+1] = N1_C_X_PYTHON
N1_PYTHON_C_Y[#N1_PYTHON_C_Y+1] = N1_C_Y_PYTHON
N1_PYTHON_AT[#N1_PYTHON_AT+1] = N1_AT_PYTHON
N1_PYTHON_ST[#N1_PYTHON_ST+1] = N1_ST_PYTHON
bullet12 = bullet12 + 1
end
--REVOLVER
local bullet13 = 1
N1_REVOLVER_C_X = {}
N1_REVOLVER_C_Y = {}
N1_REVOLVER_AT = {}
N1_REVOLVER_ST = {}
for REVOLVER_1st = bullet13, REVOLVER_BULLETS do
local N1_C_X_REVOLVER = round((REVOLVER_OFFSET_X[bullet13]/screenMultiplier))
local N1_C_Y_REVOLVER = round((REVOLVER_OFFSET_Y[bullet13]/screenMultiplier))
local N1_AT_REVOLVER = 145
local N1_ST_REVOLVER = REVOLVER_RPM - N1_AT_REVOLVER
N1_REVOLVER_C_X[#N1_REVOLVER_C_X+1] = N1_C_X_REVOLVER
N1_REVOLVER_C_Y[#N1_REVOLVER_C_Y+1] = N1_C_Y_REVOLVER
N1_REVOLVER_AT[#N1_REVOLVER_AT+1] = N1_AT_REVOLVER
N1_REVOLVER_ST[#N1_REVOLVER_ST+1] = N1_ST_REVOLVER
bullet13 = bullet13 + 1
end

```

```lua
--AK47
local bullet14 = 1
N2_AK47_C_X = {}
N2_AK47_C_Y = {}
N2_AK47_AT = {}
N2_AK47_ST = {}
for AK47_2st = bullet14, AK47_BULLETS do
local N2_C_X_AK47 = round((AK47_OFFSET_X[bullet14]/screenMultiplier)*scope_2_AK47_1*scope_2
local N2_C_Y_AK47 = round((AK47_OFFSET_Y[bullet14]/screenMultiplier)*scope_2_AK47_1*scope_2
if AK47_2_MUZZLEBOOST == false then
N2_AT_AK47 = 100
N2_ST_AK47 = AK47_RPM - N2_AT_AK47
else
N2_AT_AK47 = 100*barrel_2_AK47_2
N2_ST_AK47 = AK47_RPM*barrel_1_AK47_2 - N2_AT_AK47
end
N2_AK47_C_X[#N2_AK47_C_X+1] = N2_C_X_AK47
N2_AK47_C_Y[#N2_AK47_C_Y+1] = N2_C_Y_AK47
N2_AK47_AT[#N2_AK47_AT+1] = N2_AT_AK47
N2_AK47_ST[#N2_AK47_ST+1] = N2_ST_AK47
bullet14 = bullet14 + 1
end
--LR300
local bullet15 = 1
N2_LR300_C_X = {}
N2_LR300_C_Y = {}
N2_LR300_AT = {}
N2_LR300_ST = {}
for LR300_2st = bullet15, LR300_BULLETS do
local N2_C_X_LR300 =
round((LR300_OFFSET_X[bullet15]/screenMultiplier)*scope_2_LR300_1*scope_2_LR300_2*scope_2_L
local N2_C_Y_LR300 =
round((LR300_OFFSET_Y[bullet15]/screenMultiplier)*scope_2_LR300_1*scope_2_LR300_2*scope_2_L
if LR300_2_MUZZLEBOOST == false then
N2_AT_LR300 = 100
N2_ST_LR300 = LR300_RPM - N2_AT_LR300
else
N2_AT_LR300 = 100*barrel_2_LR300_2
N2_ST_LR300 = LR300_RPM*barrel_2_LR300_2 - N2_AT_LR300
end
N2_LR300_C_X[#N2_LR300_C_X+1] = N2_C_X_LR300
N2_LR300_C_Y[#N2_LR300_C_Y+1] = N2_C_Y_LR300
N2_LR300_AT[#N2_LR300_AT+1] = N2_AT_LR300
N2_LR300_ST[#N2_LR300_ST+1] = N2_ST_LR300
bullet15 = bullet15 + 1
end
--MP5A4
local bullet16 = 1
N2_MP5A4_C_X = {}
N2_MP5A4_C_Y = {}
N2_MP5A4_AT = {}
N2_MP5A4_ST = {}
for MP5A4_2st = bullet16, MP5A4_BULLETS do
local N2_C_X_MP5A4 =
round((MP5A4_OFFSET_X[bullet16]/screenMultiplier)*scope_2_MP5A4_1*scope_2_MP5A4_2*scope_2_M
local N2_C_Y_MP5A4 =
round((MP5A4_OFFSET_Y[bullet16]/screenMultiplier)*scope_2_MP5A4_1*scope_2_MP5A4_2*scope_2_M
if MP5A4_2_MUZZLEBOOST == false then
N2_AT_MP5A4 = 100
N2_ST_MP5A4 = MP5A4_RPM - N2_AT_MP5A4
else
```

```
N2_AT_MP5A4 = 100*barrel_1_MP5A4_2
N2_ST_MP5A4 = MP5A4_RPM*barrel_2_MP5A4_2 - N2_AT_MP5A4
end
N2_MP5A4_C_X[#N2_MP5A4_C_X+1] = N2_C_X_MP5A4
N2_MP5A4_C_Y[#N2_MP5A4_C_Y+1] = N2_C_Y_MP5A4
N2_MP5A4_AT[#N2_MP5A4_AT+1] = N2_AT_MP5A4
N2_MP5A4_ST[#N2_MP5A4_ST+1] = N2_ST_MP5A4
bullet16 = bullet16 + 1
end
--THOMPSON
local bullet17 = 1
N2_THOMPSON_C_X = {}
N2_THOMPSON_C_Y = {}
N2_THOMPSON_AT = {}
N2_THOMPSON_ST = {}
for THOMPSON_2st = bullet17, THOMPSON_BULLETS do
local N2_C_X_THOMPSON =
round((THOMPSON_OFFSET_X[bullet17]/screenMultiplier)*scope_2_THOMPSON_1*scope_2_THOMPSON_2*
local N2_C_Y_THOMPSON =
round((THOMPSON_OFFSET_Y[bullet17]/screenMultiplier)*scope_2_THOMPSON_1*scope_2_THOMPSON_2*
if THOMPSON_2_MUZZLEBOOST == false then
N2_AT_THOMPSON = 100
N2_ST_THOMPSON = THOMPSON_RPM - N2_AT_THOMPSON
else
N2_AT_THOMPSON = 100*barrel_2_THOMPSON_2
N2_ST_THOMPSON = THOMPSON_RPM*barrel_2_THOMPSON_2 - N2_AT_THOMPSON
end
N2_THOMPSON_C_X[#N2_THOMPSON_C_X+1] = N2_C_X_THOMPSON
N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y+1] = N2_C_Y_THOMPSON
N2_THOMPSON_AT[#N2_THOMPSON_AT+1] = N2_AT_THOMPSON
N2_THOMPSON_ST[#N2_THOMPSON_ST+1] = N2_ST_THOMPSON
bullet17 = bullet17 + 1
end
--SMG
local bullet18 = 1
N2_SMG_C_X = {}
N2_SMG_C_Y = {}
N2_SMG_AT = {}
N2_SMG_ST = {}
for SMG_2st = bullet18, SMG_BULLETS do
local N2_C_X_SMG = round((SMG_OFFSET_X[bullet18]/screenMultiplier)*scope_2_SMG_1*scope_2_SM
local N2_C_Y_SMG = round((SMG_OFFSET_Y[bullet18]/screenMultiplier)*scope_2_SMG_1*scope_2_SM
if SMG_2_MUZZLEBOOST == false then
N2_AT_SMG = 100
N2_ST_SMG = SMG_RPM - N2_AT_SMG
else
N2_AT_SMG = 100*barrel_2_SMG_2
N2_ST_SMG = SMG_RPM*barrel_2_SMG_2 - N2_AT_SMG
end
N2_SMG_C_X[#N2_SMG_C_X+1] = N2_C_X_SMG
N2_SMG_C_Y[#N2_SMG_C_Y+1] = N2_C_Y_SMG
N2_SMG_AT[#N2_SMG_AT+1] = N2_AT_SMG
N2_SMG_ST[#N2_SMG_ST+1] = N2_ST_SMG
bullet18 = bullet18 + 1
end
--HMLMG
local bullet19 = 1
N2_HMLMG_C_X = {}
N2_HMLMG_C_Y = {}
N2_HMLMG_AT = {}
```

```lua
N2_HMLMG_ST = {}
for HMLMG_2st = bullet19, HMLMG_BULLETS do
local N2_C_X_HMLMG = round((HMLMG_OFFSET_X[bullet19]/screenMultiplier)*scope_2_HMLMG_1*scope_2_HMLMG_2*scope_2_H
local N2_C_Y_HMLMG = round((HMLMG_OFFSET_Y[bullet19]/screenMultiplier)*scope_2_HMLMG_1*scope_2_HMLMG_2*scope_2_H
local N2_AT_HMLMG = 125
local N2_ST_HMLMG = HMLMG_RPM - N2_AT_HMLMG
N2_HMLMG_C_X[#N2_HMLMG_C_X+1] = N2_C_X_HMLMG
N2_HMLMG_C_Y[#N2_HMLMG_C_Y+1] = N2_C_Y_HMLMG
N2_HMLMG_AT[#N2_HMLMG_AT+1] = N2_AT_HMLMG
N2_HMLMG_ST[#N2_HMLMG_ST+1] = N2_ST_HMLMG
bullet19 = bullet19 + 1
end
--M249
local bullet20 = 1
N2_M249_C_X = {}
N2_M249_C_Y = {}
N2_M249_AT = {}
N2_M249_ST = {}
for M249_2st = bullet20, M249_BULLETS do
local N2_C_X_M249 = round((M249_OFFSET_X[bullet20]/screenMultiplier)*scope_2_M249_1*scope_2
local N2_C_Y_M249 = round((M249_OFFSET_Y[bullet20]/screenMultiplier)*scope_2_M249_1*scope_2
local N2_AT_M249 = 120
local N2_ST_M249 = M249_RPM - N2_AT_M249
N2_M249_C_X[#N2_M249_C_X+1] = N2_C_X_M249
N2_M249_C_Y[#N2_M249_C_Y+1] = N2_C_Y_M249
N2_M249_AT[#N2_M249_AT+1] = N2_AT_M249
N2_M249_ST[#N2_M249_ST+1] = N2_ST_M249
bullet20 = bullet20 + 1
end
--SAR
local bullet21 = 1
N2_SAR_C_X = {}
N2_SAR_C_Y = {}
N2_SAR_AT = {}
N2_SAR_ST = {}
for SAR_2st = bullet21, SAR_BULLETS do
local N2_C_X_SAR = round((SAR_OFFSET_X[bullet21]/screenMultiplier)*scope_2_SAR_1*scope_2_SA
local N2_C_Y_SAR = round((SAR_OFFSET_Y[bullet21]/screenMultiplier)*scope_2_SAR_1*scope_2_SA
local N2_AT_SAR = 145
local N2_ST_SAR = SAR_RPM - N2_AT_SAR
N2_SAR_C_X[#N2_SAR_C_X+1] = N2_C_X_SAR
N2_SAR_C_Y[#N2_SAR_C_Y+1] = N2_C_Y_SAR
N2_SAR_AT[#N2_SAR_AT+1] = N2_AT_SAR
N2_SAR_ST[#N2_SAR_ST+1] = N2_ST_SAR
bullet21 = bullet21 + 1
end
--M39
local bullet22 = 1
N2_M39_C_X = {}
N2_M39_C_Y = {}
N2_M39_AT = {}
N2_M39_ST = {}
for M39_2st = bullet22, M39_BULLETS do
local N2_C_X_M39 = round((M39_OFFSET_X[bullet22]/screenMultiplier)*scope_2_M39_1*scope_2_M3
local N2_C_Y_M39 = round((M39_OFFSET_Y[bullet22]/screenMultiplier)*scope_2_M39_1*scope_2_M3
local N2_AT_M39 = 75
local N2_ST_M39 = M39_RPM - N2_AT_M39
N2_M39_C_X[#N2_M39_C_X+1] = N2_C_X_M39
```

```
N2_M39_C_Y[#N2_M39_C_Y+1] = N2_C_Y_M39
N2_M39_AT[#N2_M39_AT+1] = N2_AT_M39
N2_M39_ST[#N2_M39_ST+1] = N2_ST_M39
bullet22 = bullet22 + 1
end
--SAP
local bullet23 = 1
N2_SAP_C_X = {}
N2_SAP_C_Y = {}
N2_SAP_AT = {}
N2_SAP_ST = {}
for SAP_2st = bullet23, SAP_BULLETS do
local N2_C_X_SAP = round((SAP_OFFSET_X[bullet23]/screenMultiplier)*scope_2_SAP_1*scope_2_SA
local N2_C_Y_SAP = round((SAP_OFFSET_Y[bullet23]/screenMultiplier)*scope_2_SAP_1*scope_2_SA
local N2_AT_SAP = 140
local N2_ST_SAP = SAP_RPM - N2_AT_SAP
N2_SAP_C_X[#N2_SAP_C_X+1] = N2_C_X_SAP
N2_SAP_C_Y[#N2_SAP_C_Y+1] = N2_C_Y_SAP
N2_SAP_AT[#N2_SAP_AT+1] = N2_AT_SAP
N2_SAP_ST[#N2_SAP_ST+1] = N2_ST_SAP
bullet23 = bullet23 + 1
end
--M92
local bullet24 = 1
N2_M92_C_X = {}
N2_M92_C_Y = {}
N2_M92_AT = {}
N2_M92_ST = {}
for M92_2st = bullet24, M92_BULLETS do
local N2_C_X_M92 = round((M92_OFFSET_X[bullet24]/screenMultiplier)*scope_2_M92_1*scope_2_M9
local N2_C_Y_M92 = round((M92_OFFSET_Y[bullet24]/screenMultiplier)*scope_2_M92_1*scope_2_M9
local N2_AT_M92 = 150
local N2_ST_M92 = M92_RPM - N2_AT_M92
N2_M92_C_X[#N2_M92_C_X+1] = N2_C_X_M92
N2_M92_C_Y[#N2_M92_C_Y+1] = N2_C_Y_M92
N2_M92_AT[#N2_M92_AT+1] = N2_AT_M92
N2_M92_ST[#N2_M92_ST+1] = N2_ST_M92
bullet24 = bullet24 + 1
end
--PYTHON
local bullet25 = 1
N2_PYTHON_C_X = {}
N2_PYTHON_C_Y = {}
N2_PYTHON_AT = {}
N2_PYTHON_ST = {}
for PYTHON_2st = bullet25, PYTHON_BULLETS do
local N2_C_X_PYTHON =
round((PYTHON_OFFSET_X[bullet25]/screenMultiplier)*scope_2_PYTHON_1*scope_2_PYTHON_2*scope_
local N2_C_Y_PYTHON =
round((PYTHON_OFFSET_Y[bullet25]/screenMultiplier)*scope_2_PYTHON_1*scope_2_PYTHON_2*scope_
local N2_AT_PYTHON = 145
local N2_ST_PYTHON = PYTHON_RPM - N2_AT_PYTHON
N2_PYTHON_C_X[#N2_PYTHON_C_X+1] = N2_C_X_PYTHON
N2_PYTHON_C_Y[#N2_PYTHON_C_Y+1] = N2_C_Y_PYTHON
N2_PYTHON_AT[#N2_PYTHON_AT+1] = N2_AT_PYTHON
N2_PYTHON_ST[#N2_PYTHON_ST+1] = N2_ST_PYTHON
bullet25 = bullet25 + 1
end
----------------------------------------------------------------
```

```lua
--MAIN_EVENT_PART-----------------------------------------------
local gun = 0
local kickback = falseB
function OnEvent(event, arg)
--AK47
if (event == "MOUSE_BUTTON_PRESSED" and arg == AK47_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("AK47_1_MACRO-OFF\n")
else
OutputLogMessage("AK47_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--LR300
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == LR300_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("LR300_1_MACRO-OFF\n")
else
OutputLogMessage("LR300_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--MP5A4
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == MP5A4_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("MP5A4_1_MACRO-OFF\n")
else
OutputLogMessage("MP5A4_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--THOMPSON
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == THOMPSON_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("THOMPSON_1_MACRO-OFF\n")
else
OutputLogMessage("THOMPSON_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SMG
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SMG_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SMG_1_MACRO-OFF\n")
else
OutputLogMessage("SMG_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--HMLMG
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == HMLMG_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("HMLMG_1_MACRO-OFF\n")
```

```lua
else
OutputLogMessage("HMLMG_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M249
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M249_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M249_1_MACRO-OFF\n")
else
OutputLogMessage("M249_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SAR
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAR_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SAR_1_MACRO-OFF\n")
else
OutputLogMessage("SAR_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M39
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M39_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M39_1_MACRO-OFF\n")
else
OutputLogMessage("M39_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SAP
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAP_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SAP_1_MACRO-OFF\n")
else
OutputLogMessage("SAP_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M92
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M92_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M92_1_MACRO-OFF\n")
else
OutputLogMessage("M92_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--PYTHON
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == PYTHON_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("PYTHON_1_MACRO-OFF\n")
```

```lua
else
OutputLogMessage("PYTHON_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--REVOLVER
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == REVOLVER_1) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("REVOLVER_1_MACRO-OFF\n")
else
OutputLogMessage("REVOLVER_1_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--AK47
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == AK47_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("AK47_2_MACRO-OFF\n")
else
OutputLogMessage("AK47_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--LR300
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == LR300_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("LR300_2_MACRO-OFF\n")
else
OutputLogMessage("LR300_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--MP5A4
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == MP5A4_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("MP5A4_2_MACRO-OFF\n")
else
OutputLogMessage("MP5A4_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--THOMPSON
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == THOMPSON_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("THOMPSON_2_MACRO-OFF\n")
else
OutputLogMessage("THOMPSON_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SMG
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SMG_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SMG_2_MACRO-OFF\n")
```

```lua
else
OutputLogMessage("SMG_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--HMLMG
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == HMLMG_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("HMLMG_2_MACRO-OFF\n")
else
OutputLogMessage("HMLMG_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M249
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M249_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M249_2_MACRO-OFF\n")
else
OutputLogMessage("M249_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SAR
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAR_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SAR_2_MACRO-OFF\n")
else
OutputLogMessage("SAR_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M39
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M39_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M39_2_MACRO-OFF\n")
else
OutputLogMessage("M39_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--SAP
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAP_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("SAP_2_MACRO-OFF\n")
else
OutputLogMessage("SAP_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--M92
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M92_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("M92_2_MACRO-OFF\n")
```

```
else
OutputLogMessage("M92_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
--PYTHON
elseif (event == "MOUSE_BUTTON_PRESSED" and arg == PYTHON_2) then
kickback = not kickback
gun = arg
if (kickback == false) then
OutputLogMessage("PYTHON_2_MACRO-OFF\n")
else
OutputLogMessage("PYTHON_2_MACRO-ON\n")
EnablePrimaryMouseButtonEvents(true)
end
end
local bullet_ = 1
-----------------------------------------------------------------

--MOVE_EVENT-------------------------------------------------------
if gun == AK47_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, AK47_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_], N1_AK47_C_Y[bullet_])
        if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
    else
        if AK47_1_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*(-0.1), N1_AK47_C_Y[bul
                if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
            else
                Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*StandMultiplier*1.05, N
                if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
            end
        else
            Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*StandMultiplier*1.05, N1_AK
            if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if AK47_1_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*0.1, N1_AK47_C_Y[#N1_A
        if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
    else
        Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*StandMultiplier*0.1, N
        if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X], N1_AK47_C_Y[#N1_AK47_
        if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
    else
```

```
        Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*StandMultiplier, N1_AK
        if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == LR300_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, LR300_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_], N1_LR300_C_Y[bullet_])
        if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
    else
        if LR300_1_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_], N1_LR300_C_Y[bullet_
                if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
            else
                Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_]*StandMultiplier, N1_L
                if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
            end
        else
            Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_]*StandMultiplier, N1_LR300
            if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if LR300_1_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*0.1, N1_LR300_C_Y[
        if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
    else
        Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*StandMultiplier*0.
        if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X], N1_LR300_C_Y[#N1_
        if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
    else
        Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*StandMultiplier, N
        if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == MP5A4_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
```

```lua
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, MP5A4_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_], N1_MP5A4_C_Y[bullet_])
        if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
    else
        if MP5A4_1_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_], N1_MP5A4_C_Y[bullet_
                if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
            else
                Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_]*StandMultiplier, N1_M
                if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
            end
        else
            Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_]*StandMultiplier, N1_MP5A4
            if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if MP5A4_1_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*0.1, N1_MP5A4_C_Y[
        if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
    else
        Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*StandMultiplier*0.
        if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X], N1_MP5A4_C_Y[#N1_
        if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
    else
        Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*StandMultiplier, N
        if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == SMG_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SMG_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_], N1_SMG_C_Y[bullet_])
        if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
    else
        if SMG_1_MUZZLEBOOST == true then
            if (bullet_ > 17) then
```

```
                Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_], N1_SMG_C_Y[bullet_]*Star
                if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
            else
                Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_]*StandMultiplier, N1_SMG_C
                if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
            end
        else
            Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_]*StandMultiplier, N1_SMG_C_Y[b
            if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if SMG_1_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*0.1, N1_SMG_C_Y[#N1_SMG_C_
        if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
    else
        Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*StandMultiplier*0.1, N1_SM
        if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X], N1_SMG_C_Y[#N1_SMG_C_Y])
        if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
    else
        Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*StandMultiplier, N1_SMG_C_
        if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == THOMPSON_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, THOMPSON_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_], N1_THOMPSON_C_Y[bullet
        if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) end
    else
        if THOMPSON_1_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_], N1_THOMPSON_C_
                if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) en
            else
                Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_]*StandMultiplier
                if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) en
            end
        else
            Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_]*StandMultiplier, N1
            if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) end
        end
    end
```

```
    bullet_ = bullet_ + 1
end
repeat
if THOMPSON_1_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*0.1, N
        if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
    else
        Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*StandM
N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y]*StandMultiplier)
        if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X], N1_TH
        if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
    else
        Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*StandM
N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y]*StandMultiplier)
        if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == HMLMG_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, HMLMG_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        if (HMLMG_1_X8_SCOPE == true) then
            if (maincycle > 31) then
                Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_])
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            else
                Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_], N1_HMLMG_C_Y[bullet_
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            end
        else
            if (maincycle > 45) then
                Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_])
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            else
                Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_], N1_HMLMG_C_Y[bullet_
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            end
        end
    else
        if (HMLMG_1_X8_SCOPE == true) then
            if (maincycle > 16) then
                Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_]*StandMultiplier_HM
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            else
                Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
```

```
            end
        else
            if (maincycle > 23) then
                Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_]*StandMultiplier_HM
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            else
                Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
                if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
            end
        end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == M249_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, M249_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N1_M249_AT[bullet_], N1_M249_C_X[bullet_], N1_M249_C_Y[bullet_])
        if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
    else
        if (maincycle > 25) then
            Smoothing(N1_M249_AT[bullet_], 0, N1_M249_C_Y[bullet_]*StandMultiplier_HMLMG)
            if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
        else
            Smoothing(N1_M249_AT[bullet_], N1_M249_C_X[bullet_]*StandMultiplier_HMLMG, N1_M
            if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == SAR_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SAR_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_SAR_AT[bullet_], N1_SAR_C_X[bullet_], N1_SAR_C_Y[bullet_])
        if (N1_SAR_ST[bullet_] ~= 0) then sasd2441(N1_SAR_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_SAR_AT[bullet_], N1_SAR_C_X[bullet_]*StandMultiplier, N1_SAR_C_Y[bulle
```

```lua
        if (N1_SAR_ST[bullet_] ~= 0) then sasd2441(N1_SAR_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
repeat
if (IsModifierPressed("lctrl")) then
    Smoothing(N1_SAR_AT[#N1_SAR_AT], N1_SAR_C_X[#N1_SAR_C_X], N1_SAR_C_Y[#N1_SAR_C_Y])
    if (N1_SAR_ST[#N1_SAR_ST] ~= 0) then sasd2441(N1_SAR_ST[#N1_SAR_ST]) end
else
    Smoothing(N1_SAR_AT[#N1_SAR_AT], N1_SAR_C_X[#N1_SAR_C_X]*StandMultiplier, N1_SAR_C_Y[#N
    if (N1_SAR_ST[#N1_SAR_ST] ~= 0) then sasd2441(N1_SAR_ST[#N1_SAR_ST]) end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == M39_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, M39_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_M39_AT[bullet_], N1_M39_C_X[bullet_], N1_M39_C_Y[bullet_])
        if (N1_M39_ST[bullet_] ~= 0) then sasd2441(N1_M39_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_M39_AT[bullet_], N1_M39_C_X[bullet_]*StandMultiplier, N1_M39_C_Y[bulle
        if (N1_M39_ST[bullet_] ~= 0) then sasd2441(N1_M39_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == SAP_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SAP_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_SAP_AT[bullet_], N1_SAP_C_X[bullet_], N1_SAP_C_Y[bullet_])
        if (N1_SAP_ST[bullet_] ~= 0) then sasd2441(N1_SAP_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
```

```
1925            Smoothing(N1_SAP_AT[bullet_], N1_SAP_C_X[bullet_]*StandMultiplier, N1_SAP_C_Y[bulle
1926            if (N1_SAP_ST[bullet_] ~= 0) then sasd2441(N1_SAP_ST[bullet_]) end
1927        end
1928        bullet_ = bullet_ + 1
1929    end
1930    repeat
1931    if (IsModifierPressed("lctrl")) then
1932        Smoothing(N1_SAP_AT[#N1_SAP_AT], N1_SAP_C_X[#N1_SAP_C_X], N1_SAP_C_Y[#N1_SAP_C_Y])
1933        if (N1_SAP_ST[#N1_SAP_ST] ~= 0) then sasd2441(N1_SAP_ST[#N1_SAP_ST]) end
1934    else
1935        Smoothing(N1_SAP_AT[#N1_SAP_AT], N1_SAP_C_X[#N1_SAP_C_X]*StandMultiplier, N1_SAP_C_Y[#N
1936        if (N1_SAP_ST[#N1_SAP_ST] ~= 0) then sasd2441(N1_SAP_ST[#N1_SAP_ST]) end
1937    end
1938    until (IsLeftNotPressed())
1939    end
1940    end
1941    end
1942    elseif gun == M92_1 then
1943    if kickback then
1944    if (IsMouseButtonPressed(3)) then
1945    sasd2441(5)
1946    if (IsMouseButtonPressed(1)) then
1947    for maincycle = bullet_, M92_BULLETS do
1948    if (IsRightNotPressed()) then return end
1949    if (IsLeftNotPressed()) then return end
1950        if (IsModifierPressed("lctrl")) then
1951            PressKey("pause")
1952            sasd2441(10)
1953            ReleaseKey("pause")
1954            Smoothing(N1_M92_AT[bullet_], N1_M92_C_X[bullet_], N1_M92_C_Y[bullet_])
1955            if (N1_M92_ST[bullet_] ~= 0) then sasd2441(N1_M92_ST[bullet_]) end
1956        else
1957            PressKey("pause")
1958            sasd2441(10)
1959            ReleaseKey("pause")
1960            Smoothing(N1_M92_AT[bullet_], N1_M92_C_X[bullet_]*StandMultiplier, N1_M92_C_Y[bulle
1961            if (N1_M92_ST[bullet_] ~= 0) then sasd2441(N1_M92_ST[bullet_]) end
1962        end
1963        bullet_ = bullet_ + 1
1964    end
1965    repeat
1966    if (IsModifierPressed("lctrl")) then
1967        Smoothing(N1_M92_AT[#N1_M92_AT], N1_M92_C_X[#N1_M92_C_X], N1_M92_C_Y[#N1_M92_C_Y])
1968        if (N1_M92_ST[#N1_M92_ST] ~= 0) then sasd2441(N1_M92_ST[#N1_M92_ST]) end
1969    else
1970        Smoothing(N1_M92_AT[#N1_M92_AT], N1_M92_C_X[#N1_M92_C_X]*StandMultiplier, N1_M92_C_Y[#N
1971        if (N1_M92_ST[#N1_M92_ST] ~= 0) then sasd2441(N1_M92_ST[#N1_M92_ST]) end
1972    end
1973    until (IsLeftNotPressed())
1974    end
1975    end
1976    end
1977    elseif gun == PYTHON_1 then
1978    if kickback then
1979    if (IsMouseButtonPressed(3)) then
1980    sasd2441(5)
1981    if (IsMouseButtonPressed(1)) then
1982    for maincycle = bullet_, PYTHON_BULLETS do
1983    if (IsRightNotPressed()) then return end
1984    if (IsLeftNotPressed()) then return end
```

```lua
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_PYTHON_AT[bullet_], N1_PYTHON_C_X[bullet_], N1_PYTHON_C_Y[bullet_])
        if (N1_PYTHON_ST[bullet_] ~= 0) then sasd2441(N1_PYTHON_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_PYTHON_AT[bullet_], N1_PYTHON_C_X[bullet_]*StandMultiplier, N1_PYTHON_
        if (N1_PYTHON_ST[bullet_] ~= 0) then sasd2441(N1_PYTHON_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == AK47_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, AK47_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_], N2_AK47_C_Y[bullet_])
        if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
    else
        if AK47_2_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*(-0.1), N2_AK47_C_Y[bul
                if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
            else
                Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*StandMultiplier*1.05, N
                if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
            end
        else
            Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*StandMultiplier*1.05, N2_AK
            if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if AK47_2_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*0.1, N2_AK47_C_Y[#N2_A
        if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
    else
        Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*StandMultiplier*0.1, N
        if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X], N2_AK47_C_Y[#N2_AK47_
        if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
    else
        Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*StandMultiplier, N2_AK
```

```
        if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == LR300_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, LR300_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_], N2_LR300_C_Y[bullet_])
        if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
    else
        if LR300_2_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_], N2_LR300_C_Y[bullet_
                if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
            else
                Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_]*StandMultiplier, N2_L
                if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
            end
        else
            Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_]*StandMultiplier, N2_LR300
            if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if LR300_2_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*0.1, N2_LR300_C_Y[
        if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
    else
        Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*StandMultiplier*0.
        if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X], N2_LR300_C_Y[#N2_
        if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
    else
        Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*StandMultiplier, N
        if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == MP5A4_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
```

```lua
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, MP5A4_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_], N2_MP5A4_C_Y[bullet_])
        if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
    else
        if MP5A4_2_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_], N2_MP5A4_C_Y[bullet_
                if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
            else
                Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_]*StandMultiplier, N2_M
                if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
            end
        else
            Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_]*StandMultiplier, N2_MP5A4
            if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if MP5A4_2_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*0.1, N2_MP5A4_C_Y[
        if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
    else
        Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*StandMultiplier*0.
        if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X], N2_MP5A4_C_Y[#N2_
        if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
    else
        Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*StandMultiplier, N
        if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == SMG_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SMG_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_], N2_SMG_C_Y[bullet_])
        if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
    else
        if SMG_2_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_], N2_SMG_C_Y[bullet_]*Star
```

```
                if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
            else
                Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_]*StandMultiplier, N2_SMG_C
                if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
            end
        else
            Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_]*StandMultiplier, N2_SMG_C_Y[b
            if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
end
repeat
if SMG_2_MUZZLEBOOST == true then
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*0.1, N2_SMG_C_Y[#N2_SMG_C_
        if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
    else
        Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*StandMultiplier*0.1, N2_SM
        if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
    end
else
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X], N2_SMG_C_Y[#N2_SMG_C_Y])
        if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
    else
        Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*StandMultiplier, N2_SMG_C_
        if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
    end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == THOMPSON_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, THOMPSON_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_], N2_THOMPSON_C_Y[bullet
        if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) end
    else
        if THOMPSON_2_MUZZLEBOOST == true then
            if (bullet_ > 17) then
                Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_], N2_THOMPSON_C_
                if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) en
            else
                Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_]*StandMultiplier
                if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) en
            end
        else
            Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_]*StandMultiplier, N2
            if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) end
        end
    end
    bullet_ = bullet_ + 1
```

```
2225 end
2226 repeat
2227 if THOMPSON_2_MUZZLEBOOST == true then
2228     if (IsModifierPressed("lctrl")) then
2229         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X]*0.1, N
2230         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2231     else
2232         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X]*StandM
N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y]*StandMultiplier)
2233         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2234     end
2235 else
2236     if (IsModifierPressed("lctrl")) then
2237         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X], N2_TH
2238         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2239     else
2240         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X]*StandM
N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y]*StandMultiplier)
2241         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2242     end
2243 end
2244 until (IsLeftNotPressed())
2245 end
2246 end
2247 end
2248 elseif gun == HMLMG_2 then
2249 if kickback then
2250 if (IsMouseButtonPressed(3)) then
2251 sasd2441(5)
2252 if (IsMouseButtonPressed(1)) then
2253 for maincycle = bullet_, HMLMG_BULLETS do
2254 if (IsRightNotPressed()) then return end
2255 if (IsLeftNotPressed()) then return end
2256     if (IsModifierPressed("lctrl")) then
2257         if (HMLMG_2_X8_SCOPE == true) then
2258             if (maincycle > 31) then
2259                 Smoothing(N2_HMLMG_AT[bullet_], 0, N2_HMLMG_C_Y[bullet_])
2260                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2261             else
2262                 Smoothing(N2_HMLMG_AT[bullet_], N2_HMLMG_C_X[bullet_], N2_HMLMG_C_Y[bullet_
2263                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2264             end
2265         else
2266             if (maincycle > 45) then
2267                 Smoothing(N2_HMLMG_AT[bullet_], 0, N2_HMLMG_C_Y[bullet_])
2268                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2269             else
2270                 Smoothing(N2_HMLMG_AT[bullet_], N2_HMLMG_C_X[bullet_], N2_HMLMG_C_Y[bullet_
2271                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2272             end
2273         end
2274     else
2275         if (HMLMG_2_X8_SCOPE == true) then
2276             if (maincycle > 16) then
2277                 Smoothing(N2_HMLMG_AT[bullet_], 0, N2_HMLMG_C_Y[bullet_]*StandMultiplier_HM
2278                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2279             else
2280                 Smoothing(N2_HMLMG_AT[bullet_], N2_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
2281                 if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2282             end
```

```
        else
            if (maincycle > 23) then
                Smoothing(N2_HMLMG_AT[bullet_], 0, N2_HMLMG_C_Y[bullet_]*StandMultiplier_HM
                if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
            else
                Smoothing(N2_HMLMG_AT[bullet_], N2_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
                if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
            end
        end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == M249_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, M249_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        Smoothing(N2_M249_AT[bullet_], N2_M249_C_X[bullet_], N2_M249_C_Y[bullet_])
        if (N2_M249_ST[bullet_] ~= 0) then sasd2441(N2_M249_ST[bullet_]) end
    else
        Smoothing(N2_M249_AT[bullet_], N2_M249_C_X[bullet_]*StandMultiplier, N2_M249_C_Y[bu
        if (N2_M249_ST[bullet_] ~= 0) then sasd2441(N2_M249_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == SAR_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SAR_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_SAR_AT[bullet_], N2_SAR_C_X[bullet_], N2_SAR_C_Y[bullet_])
        if (N2_SAR_ST[bullet_] ~= 0) then sasd2441(N2_SAR_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_SAR_AT[bullet_], N2_SAR_C_X[bullet_]*StandMultiplier, N2_SAR_C_Y[bulle
        if (N2_SAR_ST[bullet_] ~= 0) then sasd2441(N2_SAR_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
repeat
if (IsModifierPressed("lctrl")) then
```

```
    Smoothing(N2_SAR_AT[#N2_SAR_AT], N2_SAR_C_X[#N2_SAR_C_X], N2_SAR_C_Y[#N2_SAR_C_Y])
    if (N2_SAR_ST[#N2_SAR_ST] ~= 0) then sasd2441(N2_SAR_ST[#N2_SAR_ST]) end
else
    Smoothing(N2_SAR_AT[#N2_SAR_AT], N2_SAR_C_X[#N2_SAR_C_X]*StandMultiplier, N2_SAR_C_Y[#N
    if (N2_SAR_ST[#N2_SAR_ST] ~= 0) then sasd2441(N2_SAR_ST[#N2_SAR_ST]) end
end
until (IsLeftNotPressed())
end
end
end
elseif gun == M39_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, M39_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_M39_AT[bullet_], N2_M39_C_X[bullet_], N2_M39_C_Y[bullet_])
        if (N2_M39_ST[bullet_] ~= 0) then sasd2441(N2_M39_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_M39_AT[bullet_], N2_M39_C_X[bullet_]*StandMultiplier, N2_M39_C_Y[bulle
        if (N2_M39_ST[bullet_] ~= 0) then sasd2441(N2_M39_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == SAP_2 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, SAP_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_SAP_AT[bullet_], N2_SAP_C_X[bullet_], N2_SAP_C_Y[bullet_])
        if (N2_SAP_ST[bullet_] ~= 0) then sasd2441(N2_SAP_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_SAP_AT[bullet_], N2_SAP_C_X[bullet_]*StandMultiplier, N2_SAP_C_Y[bulle
        if (N2_SAP_ST[bullet_] ~= 0) then sasd2441(N2_SAP_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
repeat
```

```
2403 if (IsModifierPressed("lctrl")) then
2404     Smoothing(N2_SAP_AT[#N2_SAP_AT], N2_SAP_C_X[#N2_SAP_C_X], N2_SAP_C_Y[#N2_SAP_C_Y])
2405     if (N2_SAP_ST[#N2_SAP_ST] ~= 0) then sasd2441(N2_SAP_ST[#N2_SAP_ST]) end
2406 else
2407     Smoothing(N2_SAP_AT[#N2_SAP_AT], N2_SAP_C_X[#N2_SAP_C_X]*StandMultiplier, N2_SAP_C_Y[#N
2408     if (N2_SAP_ST[#N2_SAP_ST] ~= 0) then sasd2441(N2_SAP_ST[#N2_SAP_ST]) end
2409 end
2410 until (IsLeftNotPressed())
2411 end
2412 end
2413 end
2414 elseif gun == M92_2 then
2415 if kickback then
2416 if (IsMouseButtonPressed(3)) then
2417 sasd2441(5)
2418 if (IsMouseButtonPressed(1)) then
2419 for maincycle = bullet_, M92_BULLETS do
2420 if (IsRightNotPressed()) then return end
2421 if (IsLeftNotPressed()) then return end
2422     if (IsModifierPressed("lctrl")) then
2423         PressKey("pause")
2424         sasd2441(10)
2425         ReleaseKey("pause")
2426         Smoothing(N2_M92_AT[bullet_], N2_M92_C_X[bullet_], N2_M92_C_Y[bullet_])
2427         if (N2_M92_ST[bullet_] ~= 0) then sasd2441(N2_M92_ST[bullet_]) end
2428     else
2429         PressKey("pause")
2430         sasd2441(10)
2431         ReleaseKey("pause")
2432         Smoothing(N2_M92_AT[bullet_], N2_M92_C_X[bullet_]*StandMultiplier, N2_M92_C_Y[bulle
2433         if (N2_M92_ST[bullet_] ~= 0) then sasd2441(N2_M92_ST[bullet_]) end
2434     end
2435     bullet_ = bullet_ + 1
2436 end
2437 repeat
2438 if (IsModifierPressed("lctrl")) then
2439     Smoothing(N2_M92_AT[#N2_M92_AT], N2_M92_C_X[#N2_M92_C_X], N2_M92_C_Y[#N2_M92_C_Y])
2440     if (N2_M92_ST[#N2_M92_ST] ~= 0) then sasd2441(N2_M92_ST[#N2_M92_ST]) end
2441 else
2442     Smoothing(N2_M92_AT[#N2_M92_AT], N2_M92_C_X[#N2_M92_C_X]*StandMultiplier, N2_M92_C_Y[#N
2443     if (N2_M92_ST[#N2_M92_ST] ~= 0) then sasd2441(N2_M92_ST[#N2_M92_ST]) end
2444 end
2445 until (IsLeftNotPressed())
2446 end
2447 end
2448 end
2449 elseif gun == PYTHON_2 then
2450 if kickback then
2451 if (IsMouseButtonPressed(3)) then
2452 sasd2441(5)
2453 if (IsMouseButtonPressed(1)) then
2454 for maincycle = bullet_, PYTHON_BULLETS do
2455 if (IsRightNotPressed()) then return end
2456 if (IsLeftNotPressed()) then return end
2457     if (IsModifierPressed("lctrl")) then
2458         PressKey("pause")
2459         sasd2441(10)
2460         ReleaseKey("pause")
2461         Smoothing(N2_PYTHON_AT[bullet_], N2_PYTHON_C_X[bullet_], N2_PYTHON_C_Y[bullet_])
2462         if (N2_PYTHON_ST[bullet_] ~= 0) then sasd2441(N2_PYTHON_ST[bullet_]) end
```

```
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N2_PYTHON_AT[bullet_], N2_PYTHON_C_X[bullet_]*StandMultiplier, N2_PYTHON_
        if (N2_PYTHON_ST[bullet_] ~= 0) then sasd2441(N2_PYTHON_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
elseif gun == REVOLVER_1 then
if kickback then
if (IsMouseButtonPressed(3)) then
sasd2441(5)
if (IsMouseButtonPressed(1)) then
for maincycle = bullet_, REVOLVER_BULLETS do
if (IsRightNotPressed()) then return end
if (IsLeftNotPressed()) then return end
    if (IsModifierPressed("lctrl")) then
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_REVOLVER_AT[bullet_], N1_REVOLVER_C_X[bullet_], N1_REVOLVER_C_Y[bullet
        if (N1_REVOLVER_ST[bullet_] ~= 0) then sasd2441(N1_REVOLVER_ST[bullet_]) end
    else
        PressKey("pause")
        sasd2441(10)
        ReleaseKey("pause")
        Smoothing(N1_REVOLVER_AT[bullet_], N1_REVOLVER_C_X[bullet_]*StandMultiplier, N1_REV
        if (N1_REVOLVER_ST[bullet_] ~= 0) then sasd2441(N1_REVOLVER_ST[bullet_]) end
    end
    bullet_ = bullet_ + 1
end
end
end
end
end
--Door_Unlocker-----------------------------------------------------
local n1 = math.ceil(key_code%10)
local n2 = math.floor((key_code/10)%10)
local n3 = math.floor((key_code/100)%10)
local n4 = math.floor((key_code/1000)%10)
if n1 == 0 then  n1 = "0" elseif n1 == 1 then  n1 = "1" elseif n1 == 2 then  n1 = "2" elsei
elseif n1 == 5 then  n1 = "5" elseif n1 == 6 then  n1 = "6" elseif n1 == 7 then  n1 = "7" e
"9" end
if n2 == 0 then  n2 = "0" elseif n2 == 1 then  n2 = "1" elseif n2 == 2 then  n2 = "2" elsei
elseif n2 == 5 then  n2 = "5" elseif n2 == 6 then  n2 = "6" elseif n2 == 7 then  n2 = "7" e
"9" end
if n3 == 0 then  n3 = "0" elseif n3 == 1 then  n3 = "1" elseif n3 == 2 then  n3 = "2" elsei
elseif n3 == 5 then  n3 = "5" elseif n3 == 6 then  n3 = "6" elseif n3 == 7 then  n3 = "7" e
"9" end
if n4 == 0 then  n4 = "0" elseif n4 == 1 then  n4 = "1" elseif n4 == 2 then  n4 = "2" elsei
elseif n4 == 5 then  n4 = "5" elseif n4 == 6 then  n4 = "6" elseif n4 == 7 then  n4 = "7" e
"9" end
if key_code == 0 then
return
else
if (event == "MOUSE_BUTTON_PRESSED" and arg == door_unlocker) then
PressKey("e")
sasd2441(250)
```

```
2517 MoveMouseRelative(50, 50)
2518 sasd2441(70)
2519 PressMouseButton(1)
2520 sasd2441(1)
2521 ReleaseMouseButton(1)
2522 sasd2441(70)
2523 ReleaseKey("e")
2524 sasd2441(40)
2525 PressAndReleaseKey(n4)
2526 sasd2441(40)
2527 PressAndReleaseKey(n3)
2528 sasd2441(40)
2529 PressAndReleaseKey(n2)
2530 sasd2441(40)
2531 PressAndReleaseKey(n1)
2532 sasd2441(40)
2533 end
2534 end
2535 end
2536 ----------------------------------------------------------------------
```