

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

```

1  --[[
2
3
4  /BEFORE USING A MACRO IN RUST, YOU NEED TO SELECT, WHAT YOU WANT TO PLAY./
5  /CHOOSE ONE OF THE GIVING SENSITIVITIES AND COPY & PASTE THEM IN RUST F1 CONSOLE./
6
7
8  VARIANT 1:
9  /ADS-SENSITIVITY/ -> input.ads_sensitivity 0.8333
10 /SENSITIVITY/ -> YOU CAN SET YOUR OWN SENSITIVITY. BEST SENS TO USE IS 0.4 - 0.6. YOU HAV
11 /FOV/ -> YOU CAN SET YOUR OWN FOV. YOU HAVE TO GO TO LINE: 147/
12
13
14 /SUPPORTED WINDOWS VERSIONS: WIN11, WIN10, WIN8, WIN7 (ver. 2H22 and lower)./
15 INSTRUCTION VIDEO: https://streamable.com/bc8xmm
16
17
18 /FOR CORRECT WORK /RAPIDFIRE/ FOR SEMI-AUTOMATIC RIFLE/PISTOL, M92, M39, REVOLVER AND PHY
19 /YOU HAVE TO GO IN RUST TO THE "CONTROLS" TAB AND BIND PRIMARY ATTACK/
20 /ON PAUSE/BREAK AND MOUSE0 /LEFTCLICK/
21 IT HAS TO LOOK EXACTLY THIS: https://i.imgur.com/nc947Nf.png
22
23
24 /YOU HAVE TO BIND THE SCRIPTS ON A HOTKEY OF YOUR MOUSE./
25
26 /JUST SWITCH THE "nil" TO YOUR SELECTED MOUSE BUTTON./
27 /IF YOU WANT TO USE ATTACHMENTS THEN CHANGE THE "false" to "true"./
28 /DONT FORGET TO SAVE THE SCRIPT WITH "CTRL + S"./
29
30 /EXAMPLE: local AK47_2 = 5 <- MAIN GUN
31 /EXAMPLE: local AK47_2_HOLOSIGHT = true <- IF YOU WANT TO ADD ATTACHMENTS THEN SWITCH THE
32
33
34 /THANK YOU FOR YOUR SUPPORT! YOU WILL GET LIFETIME SUPPORT AND UPDATES./
35 /IF YOU NEED HELP THEN FEEL FREE TO CONTACT ME!/
36 ]]
37
38 --GUNS:
39 -----
40 -----AK47-----
41 local AK47_2 = 5
42 local AK47_2_HOLOSIGHT = true
43 local AK47_2_X8_SCOPE = false
44 local AK47_2_X16_SCOPE = false
45 local AK47_2_HANDEMADESIGHT = false
46 local AK47_2_SILENCER = false
47 local AK47_2_MUZZLEBOOST = false
48 -----
49 -----LR300-----
50 local LR300_2 = nil
51 local LR300_2_HOLOSIGHT = true
52 local LR300_2_X8_SCOPE = false
53 local LR300_2_X16_SCOPE = false
54 local LR300_2_HANDEMADESIGHT = false
55 local LR300_2_SILENCER = false
56 local LR300_2_MUZZLEBOOST = false

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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
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117 -----SAP-----
118
119 local SAP_2 = nil
120 local SAP_2_HOLOSIGHT = false
121 local SAP_2_X8_SCOPE = false
122 local SAP_2_X16_SCOPE = false
123 local SAP_2_HANDBMADESIGHT = false
124 local SAP_2_SILENCER = false
125 -----
126 -----M92-----
127
128 local M92_2 = nil
129 local M92_2_HOLOSIGHT = false
130 local M92_2_X8_SCOPE = false
131 local M92_2_X16_SCOPE = false
132 local M92_2_HANDBMADESIGHT = false
133 local M92_2_SILENCER = false
134 -----
135 -----PYTHON-----
136
137 local PYTHON_2 = nil
138 local PYTHON_2_HOLOSIGHT = false
139 local PYTHON_2_X8_SCOPE = false
140 local PYTHON_2_X16_SCOPE = false
141 local PYTHON_2_HANDBMADESIGHT = false
142 -----
143 -----REVOLVER-----
144
145 local REVOLVER_1 = nil
146 local REVOLVER_1_SILENCER = false
147 -----
148 --SETTINGS-----
149
150 local SENSITIVITY = 0.60 --set your own sensitivity
151 local FOV = 70 --set your own fov
152 local door_unlocker = nil --switch the "nil" to your preferred mouse button
153 local key_code = 0 --set your door code here: EXAMPLE: 1234
154 -----
155 --EXTRA_PART-----
156
157 function IsLeftNotPressed()return not IsMouseButtonPressed(1)end
158 function IsRightNotPressed()return not IsMouseButtonPressed(3)end
159 function sasd2441(a)local b=GetRunningTime()+a;repeat until GetRunningTime()>b-1 end
160 function round(x) return x>=0 and math.floor(x+0.5) or math.ceil(x-0.5) end
161 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
162 t_)x_=xI;y_=yI;t_=tI end end
163
164 AK47_OFFSET_X = {"0", "0.196287718722224", "0.365188622188568", "0.508115456226468", "0.626
165 "0.848337014642358", "0.882584688949584", "0.899334768792984", "0.9", "0.9", "0.9", "0.9",
166 "0.9", "0.9", "0.9", "0.9", "0.9", "0.9", "0.9", "0.9"}
167 AK47_OFFSET_Y = {"-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-
168 "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-
169 "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-1.35", "-
170 AK47_RPM = 133.3
171 AK47_BULLETS = #AK47_OFFSET_Y
172
173 LR300_OFFSET_X = {"0", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.01
174 "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
175 "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
176 "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.017410668448276", "0.0174
177 "0.017410668448276", "0.017410668448276"}
178 LR300_OFFSET_Y = {"-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168531
179 "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
180 "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
181 "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.16853173596552", "-1.168
182 "-1.16853173596552", "-1.16853173596552", "-1.16853173596552"}
183 LR300_RPM = 120
184 LR300_BULLETS = #LR300_OFFSET_Y
185

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[illegible]

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206 SAR_RPM = 174.927114
207 SAR_BULLETS = #SAR_OFFSET_Y
208
209 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"}
210 M39_OFFSET_Y = {"-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95", "-0.95"}
211 M39_RPM = 174.927114
212 M39_BULLETS = #M39_OFFSET_Y
213
214 SAP_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0"}
215 SAP_OFFSET_Y = {"-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075", "-0.6075"}
216 SAP_RPM = 174.927114
217 SAP_BULLETS = #SAP_OFFSET_Y
218
219 M92_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0", "0"}
220 M92_OFFSET_Y = {"-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9", "-1.9"}
221 M92_RPM = 150
222 M92_BULLETS = #M92_OFFSET_Y
223
224 PYTHON_OFFSET_X = {"0", "0", "0", "0", "0", "0"}
225 PYTHON_OFFSET_Y = {"-3.5", "-3.5", "-3.5", "-3.5", "-3.5", "-3.5"}
226 PYTHON_RPM = 150
227 PYTHON_BULLETS = #PYTHON_OFFSET_Y
228
229 REVOLVER_OFFSET_X = {"0", "0", "0", "0", "0", "0", "0", "0"}
230 REVOLVER_OFFSET_Y = {"-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1", "-1.1"}
231 REVOLVER_RPM = 174.927114
232 REVOLVER_BULLETS = #REVOLVER_OFFSET_Y
233
234 screenMultiplier = -0.03*(SENSITIVITY*3)*(FOV/100)
235 StandMultiplier = 1.89
236 StandMultiplier_HMLMG = 2
237 StandMultiplier_M2 = 1.93
238
239 scope_1_AK47_1 = 1
240 scope_1_AK47_2 = 1
241 scope_1_AK47_3 = 1
242 scope_1_AK47_4 = 1
243 barrel_1_AK47_1 = 1
244 barrel_1_AK47_2 = 1
245 if AK47_1_HOLOSIGHT == true then
246     scope_1_AK47_1 = 1.2
247 end
248 if AK47_1_X8_SCOPE == true then
249     scope_1_AK47_2 = 6.9
250 end
251 if AK47_1_X16_SCOPE == true then
252     scope_1_AK47_3 = 13.5
253 end
254 if AK47_1_HANDMADESIGHT == true then
255     scope_1_AK47_4 = 0.8
256 end
257 if AK47_1_SILENCER == true then
258     barrel_1_AK47_1 = 1
259 end
260 if AK47_1_MUZZLEBOOST == true then
261     barrel_1_AK47_2 = 0.9
262 end
263
```

```
264 scope_1_LR300_1 = 1
265 scope_1_LR300_2 = 1
266 scope_1_LR300_3 = 1
267 scope_1_LR300_4 = 1
268 barrel_1_LR300_1 = 1
269 barrel_1_LR300_2 = 1
270 if LR300_1_HOLOSIGHT == true then
271     scope_1_LR300_1 = 1.2
272 end
273 if LR300_1_X8_SCOPE == true then
274     scope_1_LR300_2 = 6.75
275 end
276 if LR300_1_X16_SCOPE == true then
277     scope_1_LR300_3 = 13.5
278 end
279 if LR300_1_HANDEDESIGHT == true then
280     scope_1_LR300_4 = 0.8
281 end
282 if LR300_1_SILENCER == true then
283     barrel_1_LR300_1 = 1
284 end
285 if LR300_1_MUZZLEBOOST == true then
286     barrel_1_LR300_2 = 0.9
287 end
288
289 scope_1_MP5A4_1 = 1
290 scope_1_MP5A4_2 = 1
291 scope_1_MP5A4_3 = 1
292 scope_1_MP5A4_4 = 1
293 barrel_1_MP5A4_1 = 1
294 if MP5A4_1_HOLOSIGHT == true then
295     scope_1_MP5A4_1 = 1.2
296 end
297 if MP5A4_1_X8_SCOPE == true then
298     scope_1_MP5A4_2 = 6.75
299 end
300 if MP5A4_1_X16_SCOPE == true then
301     scope_1_MP5A4_3 = 13.5
302 end
303 if MP5A4_1_HANDEDESIGHT == true then
304     scope_1_MP5A4_4 = 0.8
305 end
306 if MP5A4_1_SILENCER == true then
307     barrel_1_MP5A4_1 = 1
308 end
309 if MP5A4_1_MUZZLEBOOST == true then
310     barrel_1_MP5A4_2 = 0.9
311 end
312
313 scope_1_THOMPSON_1 = 1
314 scope_1_THOMPSON_2 = 1
315 scope_1_THOMPSON_3 = 1
316 scope_1_THOMPSON_4 = 1
317 barrel_1_THOMPSON_1 = 1
318 barrel_1_THOMPSON_2 = 1
319 if THOMPSON_1_HOLOSIGHT == true then
320     scope_1_THOMPSON_1 = 1.5
321 end
322 if THOMPSON_1_X8_SCOPE == true then
323     scope_1_THOMPSON_2 = 7.75
```

```
324 end
325 if THOMPSON_1_X16_SCOPE == true then
326     scope_1_THOMPSON_3 = 15.5
327 end
328 if THOMPSON_1_HANDMADESIGHT == true then
329     scope_1_THOMPSON_4 = 0.8
330 end
331 if THOMPSON_1_SILENCER == true then
332     if THOMPSON_1_HOLOSIGHT == true then
333         barrel_1_THOMPSON_1 = 0.9
334     else
335         barrel_1_THOMPSON_1 = 1
336     end
337 end
338 if THOMPSON_1_MUZZLEBOOST == true then
339     barrel_1_THOMPSON_2 = 0.9
340 end
341
342 scope_1_SMG_1 = 1
343 scope_1_SMG_2 = 1
344 scope_1_SMG_3 = 1
345 scope_1_SMG_4 = 1
346 barrel_1_SMG_1 = 1
347 barrel_1_SMG_2 = 1
348 if SMG_1_HOLOSIGHT == true then
349     scope_1_SMG_1 = 1.5
350 end
351 if SMG_1_X8_SCOPE == true then
352     scope_1_SMG_2 = 7.75
353 end
354 if SMG_1_X16_SCOPE == true then
355     scope_1_SMG_3 = 15.5
356 end
357 if SMG_1_HANDMADESIGHT == true then
358     scope_1_SMG_4 = 0.8
359 end
360 if SMG_1_SILENCER == true then
361     if SMG_1_HOLOSIGHT == true then
362         barrel_1_SMG_1 = 0.9
363     else
364         barrel_1_SMG_1 = 1
365     end
366 end
367 if SMG_1_MUZZLEBOOST == true then
368     barrel_1_SMG_2 = 0.9
369 end
370
371 scope_1_HMLMG_1 = 1
372 scope_1_HMLMG_2 = 1
373 scope_1_HMLMG_3 = 1
374 scope_1_HMLMG_4 = 1
375 barrel_1_HMLMG_1 = 1
376 if HMLMG_1_HOLOSIGHT == true then
377     scope_1_HMLMG_1 = 1.2
378 end
379 if HMLMG_1_X8_SCOPE == true then
380     scope_1_HMLMG_2 = 7
381 end
382 if HMLMG_1_X16_SCOPE == true then
383     scope_1_HMLMG_3 = 13.5
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```
384 end
385 if HMLMG_1_HANDMADESIGHT == true then
386     scope_1_HMLMG_4 = 0.8
387 end
388 if HMLMG_1_SILENCER == true then
389     barrel_1_HMLMG_1 = 1
390 end
391
392 scope_1_M249_1 = 1
393 scope_1_M249_2 = 1
394 scope_1_M249_3 = 1
395 scope_1_M249_4 = 1
396 barrel_1_M249_1 = 1
397 if M249_1_HOLOSIGHT == true then
398     scope_1_M249_1 = 1.2
399 end
400 if M249_1_X8_SCOPE == true then
401     scope_1_M249_2 = 7
402 end
403 if M249_1_X16_SCOPE == true then
404     scope_1_M249_3 = 13.5
405 end
406 if M249_1_HANDMADESIGHT == true then
407     scope_1_M249_4 = 0.8
408 end
409 if M249_1_SILENCER == true then
410     barrel_1_M249_1 = 1
411 end
412
413 scope_1_SAR_1 = 1
414 scope_1_SAR_2 = 1
415 scope_1_SAR_3 = 1
416 scope_1_SAR_4 = 1
417 barrel_1_SAR_1 = 1
418 if SAR_1_HOLOSIGHT == true then
419     scope_1_SAR_1 = 1.2
420 end
421 if SAR_1_X8_SCOPE == true then
422     scope_1_SAR_2 = 6.75
423 end
424 if SAR_1_X16_SCOPE == true then
425     scope_1_SAR_3 = 13.5
426 end
427 if SAR_1_HANDMADESIGHT == true then
428     scope_1_SAR_4 = 0.8
429 end
430 if SAR_1_SILENCER == true then
431     barrel_1_SAR_1 = 1
432 end
433
434 scope_1_M39_1 = 1
435 scope_1_M39_2 = 1
436 scope_1_M39_3 = 1
437 scope_1_M39_4 = 1
438 barrel_1_M39_1 = 1
439 if M39_1_HOLOSIGHT == true then
440     scope_1_M39_1 = 1.5
441 end
442 if M39_1_X8_SCOPE == true then
443     scope_1_M39_2 = 9.75
```



```
444 end
445 if M39_1_X16_SCOPE == true then
446     scope_1_M39_3 = 13.5
447 end
448 if M39_1_HANDMADESIGHT == true then
449     scope_1_M39_4 = 0.9
450 end
451 if M39_1_SILENCER == true then
452     barrel_1_M39_1 = 1
453 end
454
455 scope_1_SAP_1 = 1
456 scope_1_SAP_2 = 1
457 scope_1_SAP_3 = 1
458 scope_1_SAP_4 = 1
459 barrel_1_SAP_1 = 1
460 if SAP_1_HOLOSIGHT == true then
461     scope_1_SAP_1 = 1.5
462 end
463 if SAP_1_X8_SCOPE == true then
464     scope_1_SAP_2 = 9.75
465 end
466 if SAP_1_X16_SCOPE == true then
467     scope_1_SAP_3 = 13.5
468 end
469 if SAP_1_HANDMADESIGHT == true then
470     scope_1_SAP_4 = 0.8
471 end
472 if SAP_1_SILENCER == true then
473     barrel_1_SAP_1 = 1
474 end
475
476 scope_1_M92_1 = 1
477 scope_1_M92_2 = 1
478 scope_1_M92_3 = 1
479 scope_1_M92_4 = 1
480 barrel_1_M92_1 = 1
481 if M92_1_HOLOSIGHT == true then
482     scope_1_M92_1 = 1.7
483 end
484 if M92_1_X8_SCOPE == true then
485     scope_1_M92_2 = 9.75
486 end
487 if M92_1_X16_SCOPE == true then
488     scope_1_M92_3 = 13.5
489 end
490 if M92_1_HANDMADESIGHT == true then
491     scope_1_M92_4 = 0.8
492 end
493 if M92_1_SILENCER == true then
494     barrel_1_M92_1 = 1
495 end
496
497 scope_1_PYTHON_1 = 1
498 scope_1_PYTHON_2 = 1
499 scope_1_PYTHON_3 = 1
500 scope_1_PYTHON_4 = 1
501 barrel_1_PYTHON_1 = 1
502 if PYTHON_1_HOLOSIGHT == true then
503     scope_1_PYTHON_1 = 1.5
```

```
504 end
505 if PYTHON_1_X8_SCOPE == true then
506     scope_1_PYTHON_2 = 9.75
507 end
508 if PYTHON_1_X16_SCOPE == true then
509     scope_1_PYTHON_3 = 13.5
510 end
511 if PYTHON_1_HANDMADESIGHT == true then
512     scope_1_PYTHON_4 = 0.8
513 end
514
515 scope_2_AK47_1 = 1
516 scope_2_AK47_2 = 1
517 scope_2_AK47_3 = 1
518 scope_2_AK47_4 = 1
519 barrel_2_AK47_1 = 1
520 barrel_2_AK47_2 = 1
521 if AK47_2_HOLOSIGHT == true then
522     scope_2_AK47_1 = 1.2
523 end
524 if AK47_2_X8_SCOPE == true then
525     scope_2_AK47_2 = 6.9
526 end
527 if AK47_2_X16_SCOPE == true then
528     scope_2_AK47_3 = 13.5
529 end
530 if AK47_2_HANDMADESIGHT == true then
531     scope_2_AK47_4 = 0.8
532 end
533 if AK47_2_SILENCER == true then
534     barrel_2_AK47_1 = 1
535 end
536 if AK47_2_MUZZLEBOOST == true then
537     barrel_2_AK47_2 = 0.9
538 end
539
540 scope_2_LR300_1 = 1
541 scope_2_LR300_2 = 1
542 scope_2_LR300_3 = 1
543 scope_2_LR300_4 = 1
544 barrel_2_LR300_1 = 1
545 if LR300_2_HOLOSIGHT == true then
546     scope_2_LR300_1 = 1.2
547 end
548 if LR300_2_X8_SCOPE == true then
549     scope_2_LR300_2 = 6.75
550 end
551 if LR300_2_X16_SCOPE == true then
552     scope_2_LR300_3 = 13.5
553 end
554 if LR300_2_HANDMADESIGHT == true then
555     scope_2_LR300_4 = 0.8
556 end
557 if LR300_2_SILENCER == true then
558     barrel_2_LR300_1 = 1
559 end
560 if LR300_2_MUZZLEBOOST == true then
561     barrel_2_LR300_2 = 0.9
562 end
563
```

```
564 scope_2_MP5A4_1 = 1
565 scope_2_MP5A4_2 = 1
566 scope_2_MP5A4_3 = 1
567 scope_2_MP5A4_4 = 1
568 barrel_2_MP5A4_1 = 1
569 if MP5A4_2_HOLOSIGHT == true then
570 scope_2_MP5A4_1 = 1.2
571 end
572 if MP5A4_2_X8_SCOPE == true then
573 scope_2_MP5A4_2 = 6.75
574 end
575 if MP5A4_2_X16_SCOPE == true then
576 scope_2_MP5A4_3 = 13.5
577 end
578 if MP5A4_2_HANDEMADESIGHT == true then
579 scope_2_MP5A4_4 = 0.8
580 end
581 if MP5A4_2_SILENCER == true then
582 barrel_2_MP5A4_1 = 1
583 end
584 if MP5A4_2_MUZZLEBOOST == true then
585 barrel_2_MP5A4_2 = 0.9
586 end
587
588 scope_2_THOMPSON_1 = 1
589 scope_2_THOMPSON_2 = 1
590 scope_2_THOMPSON_3 = 1
591 scope_2_THOMPSON_4 = 1
592 barrel_2_THOMPSON_1 = 1
593 barrel_2_THOMPSON_2 = 1
594 if THOMPSON_2_HOLOSIGHT == true then
595 scope_2_THOMPSON_1 = 1.5
596 end
597 if THOMPSON_2_X8_SCOPE == true then
598 scope_2_THOMPSON_2 = 7.75
599 end
600 if THOMPSON_2_X16_SCOPE == true then
601 scope_2_THOMPSON_3 = 15.5
602 end
603 if THOMPSON_2_HANDEMADESIGHT == true then
604 scope_2_THOMPSON_4 = 0.8
605 end
606 if THOMPSON_2_SILENCER == true then
607 if THOMPSON_2_HOLOSIGHT == true then
608 barrel_2_THOMPSON_1 = 0.9
609 else
610 barrel_2_THOMPSON_1 = 1
611 end
612 end
613 if THOMPSON_1_MUZZLEBOOST == true then
614 barrel_1_THOMPSON_2 = 0.9
615 end
616
617 scope_2_SMG_1 = 1
618 scope_2_SMG_2 = 1
619 scope_2_SMG_3 = 1
620 scope_2_SMG_4 = 1
621 barrel_2_SMG_1 = 1
622 if SMG_2_HOLOSIGHT == true then
623 scope_2_SMG_1 = 1.5
```

```
624 end
625 if SMG_2_X8_SCOPE == true then
626     scope_2_SMG_2 = 7.75
627 end
628 if SMG_2_X16_SCOPE == true then
629     scope_2_SMG_3 = 15.5
630 end
631 if SMG_2_HANDMADESIGHT == true then
632     scope_2_SMG_4 = 0.8
633 end
634 if SMG_2_SILENCER == true then
635     if SMG_2_HOLOSIGHT == true then
636         barrel_2_SMG_1 = 0.9
637     else
638         barrel_2_SMG_1 = 1
639     end
640 end
641 if SMG_2_MUZZLEBOOST == true then
642     barrel_2_SMG_2 = 0.9
643 end
644
645 scope_2_HMLMG_1 = 1
646 scope_2_HMLMG_2 = 1
647 scope_2_HMLMG_3 = 1
648 scope_2_HMLMG_4 = 1
649 barrel_2_HMLMG_1 = 1
650 if HMLMG_2_HOLOSIGHT == true then
651     scope_2_HMLMG_1 = 1.2
652 end
653 if HMLMG_2_X8_SCOPE == true then
654     scope_2_HMLMG_2 = 7
655 end
656 if HMLMG_2_X16_SCOPE == true then
657     scope_2_HMLMG_3 = 13.5
658 end
659 if HMLMG_2_HANDMADESIGHT == true then
660     scope_2_HMLMG_4 = 0.8
661 end
662 if HMLMG_2_SILENCER == true then
663     barrel_2_HMLMG_1 = 1
664 end
665
666 scope_2_M249_1 = 1
667 scope_2_M249_2 = 1
668 scope_2_M249_3 = 1
669 scope_2_M249_4 = 1
670 barrel_2_M249_1 = 1
671 if M249_2_HOLOSIGHT == true then
672     scope_2_M249_1 = 1.2
673 end
674 if M249_2_X8_SCOPE == true then
675     scope_2_M249_2 = 7
676 end
677 if M249_2_X16_SCOPE == true then
678     scope_2_M249_3 = 13.5
679 end
680 if M249_2_HANDMADESIGHT == true then
681     scope_2_M249_4 = 0.8
682 end
683 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
```

```
744 scope_2_SAP_4 = 0.8
745 end
746 if SAP_2_SILENCER == true then
747     barrel_2_SAP_1 = 1
748 end
749
750 scope_2_M92_1 = 1
751 scope_2_M92_2 = 1
752 scope_2_M92_3 = 1
753 scope_2_M92_4 = 1
754 barrel_2_M92_1 = 1
755 if M92_2_HOLOSIGHT == true then
756     scope_2_M92_1 = 1.7
757 end
758 if M92_2_X8_SCOPE == true then
759     scope_2_M92_2 = 9.75
760 end
761 if M92_2_X16_SCOPE == true then
762     scope_2_M92_3 = 13.5
763 end
764 if M92_2_HANDMADESIGHT == true then
765     scope_2_M92_4 = 0.8
766 end
767 if M92_2_SILENCER == true then
768     barrel_2_M92_1 = 1
769 end
770
771 scope_2_PYTHON_1 = 1
772 scope_2_PYTHON_2 = 1
773 scope_2_PYTHON_3 = 1
774 scope_2_PYTHON_4 = 1
775 barrel_2_PYTHON_1 = 1
776 if PYTHON_2_HOLOSIGHT == true then
777     scope_2_PYTHON_1 = 1.5
778 end
779 if PYTHON_2_X8_SCOPE == true then
780     scope_2_PYTHON_2 = 9.75
781 end
782 if PYTHON_2_X16_SCOPE == true then
783     scope_2_PYTHON_3 = 13.5
784 end
785 if PYTHON_2_HANDMADESIGHT == true then
786     scope_2_PYTHON_4 = 0.8
787 end
788
789 --AK47
790 local bullet1 = 1
791 N1_AK47_C_X = {}
792 N1_AK47_C_Y = {}
793 N1_AK47_AT = {}
794 N1_AK47_ST = {}
795 for AK47_1st = bullet1, AK47_BULLETS do
796     local N1_C_X_AK47 = round((AK47_OFFSET_X[bullet1]/screenMultiplier)*scope_1_AK47_1*scope_1_
797     local N1_C_Y_AK47 = round((AK47_OFFSET_Y[bullet1]/screenMultiplier)*scope_1_AK47_1*scope_1_
798     if AK47_1_MUZZLEBOOST == false then
799         N1_AT_AK47 = 100
800         N1_ST_AK47 = AK47_RPM - N1_AT_AK47
801     else
802         N1_AT_AK47 = 100*barrel_1_AK47_2
803         N1_ST_AK47 = AK47_RPM*barrel_1_AK47_2 - N1_AT_AK47
```

```

804 end
805 N1_AK47_C_X[#N1_AK47_C_X+1] = N1_C_X_AK47
806 N1_AK47_C_Y[#N1_AK47_C_Y+1] = N1_C_Y_AK47
807 N1_AK47_AT[#N1_AK47_AT+1] = N1_AT_AK47
808 N1_AK47_ST[#N1_AK47_ST+1] = N1_ST_AK47
809 bullet1 = bullet1 + 1
810 end
811 --LR300
812 local bullet2 = 1
813 N1_LR300_C_X = {}
814 N1_LR300_C_Y = {}
815 N1_LR300_AT = {}
816 N1_LR300_ST = {}
817 for LR300_1st = bullet2, LR300_BULLETS do
818     local N1_C_X_LR300 =
819         round((LR300_OFFSET_X[bullet2]/screenMultiplier)*scope_1_LR300_1*scope_1_LR300_2*scope_1_LR
819     local N1_C_Y_LR300 =
820         round((LR300_OFFSET_Y[bullet2]/screenMultiplier)*scope_1_LR300_1*scope_1_LR300_2*scope_1_LR
820     if LR300_1_MUZZLEBOOST == false then
821         N1_AT_LR300 = 100
822         N1_ST_LR300 = LR300_RPM - N1_AT_LR300
823     else
824         N1_AT_LR300 = 100*barrel_1_LR300_2
825         N1_ST_LR300 = LR300_RPM*barrel_1_LR300_2 - N1_AT_LR300
826     end
827     N1_LR300_C_X[#N1_LR300_C_X+1] = N1_C_X_LR300
828     N1_LR300_C_Y[#N1_LR300_C_Y+1] = N1_C_Y_LR300
829     N1_LR300_AT[#N1_LR300_AT+1] = N1_AT_LR300
830     N1_LR300_ST[#N1_LR300_ST+1] = N1_ST_LR300
831     bullet2 = bullet2 + 1
832 end
833 --MP5A4
834 local bullet3 = 1
835 N1_MP5A4_C_X = {}
836 N1_MP5A4_C_Y = {}
837 N1_MP5A4_AT = {}
838 N1_MP5A4_ST = {}
839 for MP5A4_1st = bullet3, MP5A4_BULLETS do
840     local N1_C_X_MP5A4 =
841         round((MP5A4_OFFSET_X[bullet3]/screenMultiplier)*scope_1_MP5A4_1*scope_1_MP5A4_2*scope_1_MP
841     local N1_C_Y_MP5A4 =
842         round((MP5A4_OFFSET_Y[bullet3]/screenMultiplier)*scope_1_MP5A4_1*scope_1_MP5A4_2*scope_1_MP
842     if MP5A4_1_MUZZLEBOOST == false then
843         N1_AT_MP5A4 = 100
844         N1_ST_MP5A4 = MP5A4_RPM - N1_AT_MP5A4
845     else
846         N1_AT_MP5A4 = 100*barrel_1_MP5A4_2
847         N1_ST_MP5A4 = MP5A4_RPM*barrel_1_MP5A4_2 - N1_AT_MP5A4
848     end
849     N1_MP5A4_C_X[#N1_MP5A4_C_X+1] = N1_C_X_MP5A4
850     N1_MP5A4_C_Y[#N1_MP5A4_C_Y+1] = N1_C_Y_MP5A4
851     N1_MP5A4_AT[#N1_MP5A4_AT+1] = N1_AT_MP5A4
852     N1_MP5A4_ST[#N1_MP5A4_ST+1] = N1_ST_MP5A4
853     bullet3 = bullet3 + 1
854 end
855 --THOMPSON
856 local bullet4 = 1
857 N1_THOMPSON_C_X = {}
858 N1_THOMPSON_C_Y = {}
859 N1_THOMPSON_AT = {}
860 N1_THOMPSON_ST = {}

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```

861 for THOMPSON_1st = bullet4, THOMPSON_BULLETS do
862     local N1_C_X_THOMPSON =
863         round((THOMPSON_OFFSET_X[bullet4]/screenMultiplier)*scope_1_THOMPSON_1*scope_1_THOMPSON_2*s
864     local N1_C_Y_THOMPSON =
865         round((THOMPSON_OFFSET_Y[bullet4]/screenMultiplier)*scope_1_THOMPSON_1*scope_1_THOMPSON_2*s
866     if THOMPSON_1_MUZZLEBOOST == false then
867         N1_AT_THOMPSON = 100
868         N1_ST_THOMPSON = THOMPSON_RPM - N1_AT_THOMPSON
869     else
870         N1_AT_THOMPSON = 100*barrel_1_THOMPSON_2
871         N1_ST_THOMPSON = THOMPSON_RPM*barrel_1_THOMPSON_2 - N1_AT_THOMPSON
872     end
873     N1_THOMPSON_C_X[#N1_THOMPSON_C_X+1] = N1_C_X_THOMPSON
874     N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y+1] = N1_C_Y_THOMPSON
875     N1_THOMPSON_AT[#N1_THOMPSON_AT+1] = N1_AT_THOMPSON
876     N1_THOMPSON_ST[#N1_THOMPSON_ST+1] = N1_ST_THOMPSON
877     bullet4 = bullet4 + 1
878 end
879 --SMG
880 local bullet5 = 1
881 N1_SMG_C_X = {}
882 N1_SMG_C_Y = {}
883 N1_SMG_AT = {}
884 N1_SMG_ST = {}
885 for SMG_1st = bullet5, SMG_BULLETS do
886     local N1_C_X_SMG = round((SMG_OFFSET_X[bullet5]/screenMultiplier)*scope_1_SMG_1*scope_1_SMG
887     local N1_C_Y_SMG = round((SMG_OFFSET_Y[bullet5]/screenMultiplier)*scope_1_SMG_1*scope_1_SMG
888     if SMG_1_MUZZLEBOOST == false then
889         N1_AT_SMG = 100
890         N1_ST_SMG = SMG_RPM - N1_AT_SMG
891     else
892         N1_AT_SMG = 100*barrel_1_SMG_2
893         N1_ST_SMG = SMG_RPM*barrel_1_SMG_2 - N1_AT_SMG
894     end
895     N1_SMG_C_X[#N1_SMG_C_X+1] = N1_C_X_SMG
896     N1_SMG_C_Y[#N1_SMG_C_Y+1] = N1_C_Y_SMG
897     N1_SMG_AT[#N1_SMG_AT+1] = N1_AT_SMG
898     N1_SMG_ST[#N1_SMG_ST+1] = N1_ST_SMG
899     bullet5 = bullet5 + 1
900 end
901 --HMLMG
902 local bullet6 = 1
903 N1_HMLMG_C_X = {}
904 N1_HMLMG_C_Y = {}
905 N1_HMLMG_AT = {}
906 N1_HMLMG_ST = {}
907 for HMLMG_1st = bullet6, HMLMG_BULLETS do
908     local N1_C_X_HMLMG =
909         round((HMLMG_OFFSET_X[bullet6]/screenMultiplier)*scope_1_HMLMG_1*scope_1_HMLMG_2*scope_1_HM
910     local N1_C_Y_HMLMG =
911         round((HMLMG_OFFSET_Y[bullet6]/screenMultiplier)*scope_1_HMLMG_1*scope_1_HMLMG_2*scope_1_HM
912     local N1_AT_HMLMG = 125
913     local N1_ST_HMLMG = HMLMG_RPM - N1_AT_HMLMG
914     N1_HMLMG_C_X[#N1_HMLMG_C_X+1] = N1_C_X_HMLMG
915     N1_HMLMG_C_Y[#N1_HMLMG_C_Y+1] = N1_C_Y_HMLMG
916     N1_HMLMG_AT[#N1_HMLMG_AT+1] = N1_AT_HMLMG
917     N1_HMLMG_ST[#N1_HMLMG_ST+1] = N1_ST_HMLMG
918     bullet6 = bullet6 + 1
919 end
920 --M249
921 local bullet7 = 1

```



```

918 N1_M249_C_X = {}
919 N1_M249_C_Y = {}
920 N1_M249_AT = {}
921 N1_M249_ST = {}
922 for M249_1st = bullet7, M249_BULLETS do
923     local N1_C_X_M249 = round((M249_OFFSET_X[bullet7]/screenMultiplier)*scope_1_M249_1*scope_1
924     local N1_C_Y_M249 = round((M249_OFFSET_Y[bullet7]/screenMultiplier)*scope_1_M249_1*scope_1
925     local N1_AT_M249 = 120
926     local N1_ST_M249 = M249_RPM - N1_AT_M249
927     N1_M249_C_X[#N1_M249_C_X+1] = N1_C_X_M249
928     N1_M249_C_Y[#N1_M249_C_Y+1] = N1_C_Y_M249
929     N1_M249_AT[#N1_M249_AT+1] = N1_AT_M249
930     N1_M249_ST[#N1_M249_ST+1] = N1_ST_M249
931     bullet7 = bullet7 + 1
932 end
933 --SAR
934 local bullet8 = 1
935 N1_SAR_C_X = {}
936 N1_SAR_C_Y = {}
937 N1_SAR_AT = {}
938 N1_SAR_ST = {}
939 for SAR_1st = bullet8, SAR_BULLETS do
940     local N1_C_X_SAR = round((SAR_OFFSET_X[bullet8]/screenMultiplier)*scope_1_SAR_1*scope_1_SAR
941     local N1_C_Y_SAR = round((SAR_OFFSET_Y[bullet8]/screenMultiplier)*scope_1_SAR_1*scope_1_SAR
942     local N1_AT_SAR = 145
943     local N1_ST_SAR = SAR_RPM - N1_AT_SAR
944     N1_SAR_C_X[#N1_SAR_C_X+1] = N1_C_X_SAR
945     N1_SAR_C_Y[#N1_SAR_C_Y+1] = N1_C_Y_SAR
946     N1_SAR_AT[#N1_SAR_AT+1] = N1_AT_SAR
947     N1_SAR_ST[#N1_SAR_ST+1] = N1_ST_SAR
948     bullet8 = bullet8 + 1
949 end
950 --M39
951 local bullet9 = 1
952 N1_M39_C_X = {}
953 N1_M39_C_Y = {}
954 N1_M39_AT = {}
955 N1_M39_ST = {}
956 for M39_1st = bullet9, M39_BULLETS do
957     local N1_C_X_M39 = round((M39_OFFSET_X[bullet9]/screenMultiplier)*scope_1_M39_1*scope_1_M39
958     local N1_C_Y_M39 = round((M39_OFFSET_Y[bullet9]/screenMultiplier)*scope_1_M39_1*scope_1_M39
959     local N1_AT_M39 = 75
960     local N1_ST_M39 = M39_RPM - N1_AT_M39
961     N1_M39_C_X[#N1_M39_C_X+1] = N1_C_X_M39
962     N1_M39_C_Y[#N1_M39_C_Y+1] = N1_C_Y_M39
963     N1_M39_AT[#N1_M39_AT+1] = N1_AT_M39
964     N1_M39_ST[#N1_M39_ST+1] = N1_ST_M39
965     bullet9 = bullet9 + 1
966 end
967 --SAP
968 local bullet10 = 1
969 N1_SAP_C_X = {}
970 N1_SAP_C_Y = {}
971 N1_SAP_AT = {}
972 N1_SAP_ST = {}
973 for SAP_1st = bullet10, SAP_BULLETS do
974     local N1_C_X_SAP = round((SAP_OFFSET_X[bullet10]/screenMultiplier)*scope_1_SAP_1*scope_1_SA
975     local N1_C_Y_SAP = round((SAP_OFFSET_Y[bullet10]/screenMultiplier)*scope_1_SAP_1*scope_1_SA
976     local N1_AT_SAP = 140
977     local N1_ST_SAP = SAP_RPM - N1_AT_SAP

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978 N1_SAP_C_X[#N1_SAP_C_X+1] = N1_C_X_SAP
979 N1_SAP_C_Y[#N1_SAP_C_Y+1] = N1_C_Y_SAP
980 N1_SAP_AT[#N1_SAP_AT+1] = N1_AT_SAP
981 N1_SAP_ST[#N1_SAP_ST+1] = N1_ST_SAP
982 bullet10 = bullet10 + 1
983 end
984 --M92
985 local bullet11 = 1
986 N1_M92_C_X = {}
987 N1_M92_C_Y = {}
988 N1_M92_AT = {}
989 N1_M92_ST = {}
990 for M92_1st = bullet11, M92_BULLETS do
991 local N1_C_X_M92 = round((M92_OFFSET_X[bullet11]/screenMultiplier)*scope_1_M92_1*scope_1_MS
992 local N1_C_Y_M92 = round((M92_OFFSET_Y[bullet11]/screenMultiplier)*scope_1_M92_1*scope_1_MS
993 local N1_AT_M92 = 150
994 local N1_ST_M92 = M92_RPM - N1_AT_M92
995 N1_M92_C_X[#N1_M92_C_X+1] = N1_C_X_M92
996 N1_M92_C_Y[#N1_M92_C_Y+1] = N1_C_Y_M92
997 N1_M92_AT[#N1_M92_AT+1] = N1_AT_M92
998 N1_M92_ST[#N1_M92_ST+1] = N1_ST_M92
999 bullet11 = bullet11 + 1
1000 end
1001 --PYTHON
1002 local bullet12 = 1
1003 N1_PYTHON_C_X = {}
1004 N1_PYTHON_C_Y = {}
1005 N1_PYTHON_AT = {}
1006 N1_PYTHON_ST = {}
1007 for PYTHON_1st = bullet12, PYTHON_BULLETS do
1008 local N1_C_X_PYTHON =
round((PYTHON_OFFSET_X[bullet12]/screenMultiplier)*scope_1_PYTHON_1*scope_1_PYTHON_2*scope_
1009 local N1_C_Y_PYTHON =
round((PYTHON_OFFSET_Y[bullet12]/screenMultiplier)*scope_1_PYTHON_1*scope_1_PYTHON_2*scope_
1010 local N1_AT_PYTHON = 145
1011 local N1_ST_PYTHON = PYTHON_RPM - N1_AT_PYTHON
1012 N1_PYTHON_C_X[#N1_PYTHON_C_X+1] = N1_C_X_PYTHON
1013 N1_PYTHON_C_Y[#N1_PYTHON_C_Y+1] = N1_C_Y_PYTHON
1014 N1_PYTHON_AT[#N1_PYTHON_AT+1] = N1_AT_PYTHON
1015 N1_PYTHON_ST[#N1_PYTHON_ST+1] = N1_ST_PYTHON
1016 bullet12 = bullet12 + 1
1017 end
1018 --REVOLVER
1019 local bullet13 = 1
1020 N1_REVOLVER_C_X = {}
1021 N1_REVOLVER_C_Y = {}
1022 N1_REVOLVER_AT = {}
1023 N1_REVOLVER_ST = {}
1024 for REVOLVER_1st = bullet13, REVOLVER_BULLETS do
1025 local N1_C_X_REVOLVER = round((REVOLVER_OFFSET_X[bullet13]/screenMultiplier))
1026 local N1_C_Y_REVOLVER = round((REVOLVER_OFFSET_Y[bullet13]/screenMultiplier))
1027 local N1_AT_REVOLVER = 145
1028 local N1_ST_REVOLVER = REVOLVER_RPM - N1_AT_REVOLVER
1029 N1_REVOLVER_C_X[#N1_REVOLVER_C_X+1] = N1_C_X_REVOLVER
1030 N1_REVOLVER_C_Y[#N1_REVOLVER_C_Y+1] = N1_C_Y_REVOLVER
1031 N1_REVOLVER_AT[#N1_REVOLVER_AT+1] = N1_AT_REVOLVER
1032 N1_REVOLVER_ST[#N1_REVOLVER_ST+1] = N1_ST_REVOLVER
1033 bullet13 = bullet13 + 1
1034 end
1035

```

```

1036  --AK47
1037  local bullet14 = 1
1038  N2_AK47_C_X = {}
1039  N2_AK47_C_Y = {}
1040  N2_AK47_AT = {}
1041  N2_AK47_ST = {}
1042  for AK47_2st = bullet14, AK47_BULLETS do
1043  local N2_C_X_AK47 = round((AK47_OFFSET_X[bullet14]/screenMultiplier)*scope_2_AK47_1*scope_2
1044  local N2_C_Y_AK47 = round((AK47_OFFSET_Y[bullet14]/screenMultiplier)*scope_2_AK47_1*scope_2
1045  if AK47_2_MUZZLEBOOST == false then
1046  N2_AT_AK47 = 100
1047  N2_ST_AK47 = AK47_RPM - N2_AT_AK47
1048  else
1049  N2_AT_AK47 = 100*barrel_2_AK47_2
1050  N2_ST_AK47 = AK47_RPM*barrel_1_AK47_2 - N2_AT_AK47
1051  end
1052  N2_AK47_C_X[#N2_AK47_C_X+1] = N2_C_X_AK47
1053  N2_AK47_C_Y[#N2_AK47_C_Y+1] = N2_C_Y_AK47
1054  N2_AK47_AT[#N2_AK47_AT+1] = N2_AT_AK47
1055  N2_AK47_ST[#N2_AK47_ST+1] = N2_ST_AK47
1056  bullet14 = bullet14 + 1
1057  end
1058  --LR300
1059  local bullet15 = 1
1060  N2_LR300_C_X = {}
1061  N2_LR300_C_Y = {}
1062  N2_LR300_AT = {}
1063  N2_LR300_ST = {}
1064  for LR300_2st = bullet15, LR300_BULLETS do
1065  local N2_C_X_LR300 =
round((LR300_OFFSET_X[bullet15]/screenMultiplier)*scope_2_LR300_1*scope_2_LR300_2*scope_2_L
1066  local N2_C_Y_LR300 =
round((LR300_OFFSET_Y[bullet15]/screenMultiplier)*scope_2_LR300_1*scope_2_LR300_2*scope_2_L
1067  if LR300_2_MUZZLEBOOST == false then
1068  N2_AT_LR300 = 100
1069  N2_ST_LR300 = LR300_RPM - N2_AT_LR300
1070  else
1071  N2_AT_LR300 = 100*barrel_2_LR300_2
1072  N2_ST_LR300 = LR300_RPM*barrel_2_LR300_2 - N2_AT_LR300
1073  end
1074  N2_LR300_C_X[#N2_LR300_C_X+1] = N2_C_X_LR300
1075  N2_LR300_C_Y[#N2_LR300_C_Y+1] = N2_C_Y_LR300
1076  N2_LR300_AT[#N2_LR300_AT+1] = N2_AT_LR300
1077  N2_LR300_ST[#N2_LR300_ST+1] = N2_ST_LR300
1078  bullet15 = bullet15 + 1
1079  end
1080  --MP5A4
1081  local bullet16 = 1
1082  N2_MP5A4_C_X = {}
1083  N2_MP5A4_C_Y = {}
1084  N2_MP5A4_AT = {}
1085  N2_MP5A4_ST = {}
1086  for MP5A4_2st = bullet16, MP5A4_BULLETS do
1087  local N2_C_X_MP5A4 =
round((MP5A4_OFFSET_X[bullet16]/screenMultiplier)*scope_2_MP5A4_1*scope_2_MP5A4_2*scope_2_N
1088  local N2_C_Y_MP5A4 =
round((MP5A4_OFFSET_Y[bullet16]/screenMultiplier)*scope_2_MP5A4_1*scope_2_MP5A4_2*scope_2_N
1089  if MP5A4_2_MUZZLEBOOST == false then
1090  N2_AT_MP5A4 = 100
1091  N2_ST_MP5A4 = MP5A4_RPM - N2_AT_MP5A4
1092  else

```

```

1093 N2_AT_MP5A4 = 100*barrel_1_MP5A4_2
1094 N2_ST_MP5A4 = MP5A4_RPM*barrel_2_MP5A4_2 - N2_AT_MP5A4
1095 end
1096 N2_MP5A4_C_X[#N2_MP5A4_C_X+1] = N2_C_X_MP5A4
1097 N2_MP5A4_C_Y[#N2_MP5A4_C_Y+1] = N2_C_Y_MP5A4
1098 N2_MP5A4_AT[#N2_MP5A4_AT+1] = N2_AT_MP5A4
1099 N2_MP5A4_ST[#N2_MP5A4_ST+1] = N2_ST_MP5A4
1100 bullet16 = bullet16 + 1
1101 end
1102 --THOMPSON
1103 local bullet17 = 1
1104 N2_THOMPSON_C_X = {}
1105 N2_THOMPSON_C_Y = {}
1106 N2_THOMPSON_AT = {}
1107 N2_THOMPSON_ST = {}
1108 for THOMPSON_2st = bullet17, THOMPSON_BULLETS do
1109     local N2_C_X_THOMPSON =
1110         round((THOMPSON_OFFSET_X[bullet17]/screenMultiplier)*scope_2_THOMPSON_1*scope_2_THOMPSON_2*
1111     local N2_C_Y_THOMPSON =
1112         round((THOMPSON_OFFSET_Y[bullet17]/screenMultiplier)*scope_2_THOMPSON_1*scope_2_THOMPSON_2*
1113     if THOMPSON_2_MUZZLEBOOST == false then
1114         N2_AT_THOMPSON = 100
1115         N2_ST_THOMPSON = THOMPSON_RPM - N2_AT_THOMPSON
1116     else
1117         N2_AT_THOMPSON = 100*barrel_2_THOMPSON_2
1118         N2_ST_THOMPSON = THOMPSON_RPM*barrel_2_THOMPSON_2 - N2_AT_THOMPSON
1119     end
1120     N2_THOMPSON_C_X[#N2_THOMPSON_C_X+1] = N2_C_X_THOMPSON
1121     N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y+1] = N2_C_Y_THOMPSON
1122     N2_THOMPSON_AT[#N2_THOMPSON_AT+1] = N2_AT_THOMPSON
1123     N2_THOMPSON_ST[#N2_THOMPSON_ST+1] = N2_ST_THOMPSON
1124     bullet17 = bullet17 + 1
1125 end
1126 --SMG
1127 local bullet18 = 1
1128 N2_SMG_C_X = {}
1129 N2_SMG_C_Y = {}
1130 N2_SMG_AT = {}
1131 N2_SMG_ST = {}
1132 for SMG_2st = bullet18, SMG_BULLETS do
1133     local N2_C_X_SMG = round((SMG_OFFSET_X[bullet18]/screenMultiplier)*scope_2_SMG_1*scope_2_SMG_2*
1134     local N2_C_Y_SMG = round((SMG_OFFSET_Y[bullet18]/screenMultiplier)*scope_2_SMG_1*scope_2_SMG_2*
1135     if SMG_2_MUZZLEBOOST == false then
1136         N2_AT_SMG = 100
1137         N2_ST_SMG = SMG_RPM - N2_AT_SMG
1138     else
1139         N2_AT_SMG = 100*barrel_2_SMG_2
1140         N2_ST_SMG = SMG_RPM*barrel_2_SMG_2 - N2_AT_SMG
1141     end
1142     N2_SMG_C_X[#N2_SMG_C_X+1] = N2_C_X_SMG
1143     N2_SMG_C_Y[#N2_SMG_C_Y+1] = N2_C_Y_SMG
1144     N2_SMG_AT[#N2_SMG_AT+1] = N2_AT_SMG
1145     N2_SMG_ST[#N2_SMG_ST+1] = N2_ST_SMG
1146     bullet18 = bullet18 + 1
1147 end
1148 --HMLMG
1149 local bullet19 = 1
1150 N2_HMLMG_C_X = {}
1151 N2_HMLMG_C_Y = {}
1152 N2_HMLMG_AT = {}

```

```
1151 N2_HMLMG_ST = {}
1152 for HMLMG_2st = bullet19, HMLMG_BULLETS do
1153     local N2_C_X_HMLMG =
1154         round((HMLMG_OFFSET_X[bullet19]/screenMultiplier)*scope_2_HMLMG_1*scope_2_HMLMG_2*scope_2_H
1155     local N2_C_Y_HMLMG =
1156         round((HMLMG_OFFSET_Y[bullet19]/screenMultiplier)*scope_2_HMLMG_1*scope_2_HMLMG_2*scope_2_H
1157     local N2_AT_HMLMG = 125
1158     local N2_ST_HMLMG = HMLMG_RPM - N2_AT_HMLMG
1159     N2_HMLMG_C_X[#N2_HMLMG_C_X+1] = N2_C_X_HMLMG
1160     N2_HMLMG_C_Y[#N2_HMLMG_C_Y+1] = N2_C_Y_HMLMG
1161     N2_HMLMG_AT[#N2_HMLMG_AT+1] = N2_AT_HMLMG
1162     N2_HMLMG_ST[#N2_HMLMG_ST+1] = N2_ST_HMLMG
1163     bullet19 = bullet19 + 1
1164 end
1165 --M249
1166 local bullet20 = 1
1167 N2_M249_C_X = {}
1168 N2_M249_C_Y = {}
1169 N2_M249_AT = {}
1170 N2_M249_ST = {}
1171 for M249_2st = bullet20, M249_BULLETS do
1172     local N2_C_X_M249 = round((M249_OFFSET_X[bullet20]/screenMultiplier)*scope_2_M249_1*scope_2
1173     local N2_C_Y_M249 = round((M249_OFFSET_Y[bullet20]/screenMultiplier)*scope_2_M249_1*scope_2
1174     local N2_AT_M249 = 120
1175     local N2_ST_M249 = M249_RPM - N2_AT_M249
1176     N2_M249_C_X[#N2_M249_C_X+1] = N2_C_X_M249
1177     N2_M249_C_Y[#N2_M249_C_Y+1] = N2_C_Y_M249
1178     N2_M249_AT[#N2_M249_AT+1] = N2_AT_M249
1179     N2_M249_ST[#N2_M249_ST+1] = N2_ST_M249
1180     bullet20 = bullet20 + 1
1181 end
1182 --SAR
1183 local bullet21 = 1
1184 N2_SAR_C_X = {}
1185 N2_SAR_C_Y = {}
1186 N2_SAR_AT = {}
1187 N2_SAR_ST = {}
1188 for SAR_2st = bullet21, SAR_BULLETS do
1189     local N2_C_X_SAR = round((SAR_OFFSET_X[bullet21]/screenMultiplier)*scope_2_SAR_1*scope_2_SA
1190     local N2_C_Y_SAR = round((SAR_OFFSET_Y[bullet21]/screenMultiplier)*scope_2_SAR_1*scope_2_SA
1191     local N2_AT_SAR = 145
1192     local N2_ST_SAR = SAR_RPM - N2_AT_SAR
1193     N2_SAR_C_X[#N2_SAR_C_X+1] = N2_C_X_SAR
1194     N2_SAR_C_Y[#N2_SAR_C_Y+1] = N2_C_Y_SAR
1195     N2_SAR_AT[#N2_SAR_AT+1] = N2_AT_SAR
1196     N2_SAR_ST[#N2_SAR_ST+1] = N2_ST_SAR
1197     bullet21 = bullet21 + 1
1198 end
1199 --M39
1200 local bullet22 = 1
1201 N2_M39_C_X = {}
1202 N2_M39_C_Y = {}
1203 N2_M39_AT = {}
1204 N2_M39_ST = {}
1205 for M39_2st = bullet22, M39_BULLETS do
1206     local N2_C_X_M39 = round((M39_OFFSET_X[bullet22]/screenMultiplier)*scope_2_M39_1*scope_2_M3
1207     local N2_C_Y_M39 = round((M39_OFFSET_Y[bullet22]/screenMultiplier)*scope_2_M39_1*scope_2_M3
1208     local N2_AT_M39 = 75
1209     local N2_ST_M39 = M39_RPM - N2_AT_M39
1210     N2_M39_C_X[#N2_M39_C_X+1] = N2_C_X_M39
```

```

1209 N2_M39_C_Y[#N2_M39_C_Y+1] = N2_C_Y_M39
1210 N2_M39_AT[#N2_M39_AT+1] = N2_AT_M39
1211 N2_M39_ST[#N2_M39_ST+1] = N2_ST_M39
1212 bullet22 = bullet22 + 1
1213 end
1214 --SAP
1215 local bullet23 = 1
1216 N2_SAP_C_X = {}
1217 N2_SAP_C_Y = {}
1218 N2_SAP_AT = {}
1219 N2_SAP_ST = {}
1220 for SAP_2st = bullet23, SAP_BULLETS do
1221 local N2_C_X_SAP = round((SAP_OFFSET_X[bullet23]/screenMultiplier)*scope_2_SAP_1*scope_2_SA
1222 local N2_C_Y_SAP = round((SAP_OFFSET_Y[bullet23]/screenMultiplier)*scope_2_SAP_1*scope_2_SA
1223 local N2_AT_SAP = 140
1224 local N2_ST_SAP = SAP_RPM - N2_AT_SAP
1225 N2_SAP_C_X[#N2_SAP_C_X+1] = N2_C_X_SAP
1226 N2_SAP_C_Y[#N2_SAP_C_Y+1] = N2_C_Y_SAP
1227 N2_SAP_AT[#N2_SAP_AT+1] = N2_AT_SAP
1228 N2_SAP_ST[#N2_SAP_ST+1] = N2_ST_SAP
1229 bullet23 = bullet23 + 1
1230 end
1231 --M92
1232 local bullet24 = 1
1233 N2_M92_C_X = {}
1234 N2_M92_C_Y = {}
1235 N2_M92_AT = {}
1236 N2_M92_ST = {}
1237 for M92_2st = bullet24, M92_BULLETS do
1238 local N2_C_X_M92 = round((M92_OFFSET_X[bullet24]/screenMultiplier)*scope_2_M92_1*scope_2_MS
1239 local N2_C_Y_M92 = round((M92_OFFSET_Y[bullet24]/screenMultiplier)*scope_2_M92_1*scope_2_MS
1240 local N2_AT_M92 = 150
1241 local N2_ST_M92 = M92_RPM - N2_AT_M92
1242 N2_M92_C_X[#N2_M92_C_X+1] = N2_C_X_M92
1243 N2_M92_C_Y[#N2_M92_C_Y+1] = N2_C_Y_M92
1244 N2_M92_AT[#N2_M92_AT+1] = N2_AT_M92
1245 N2_M92_ST[#N2_M92_ST+1] = N2_ST_M92
1246 bullet24 = bullet24 + 1
1247 end
1248 --PYTHON
1249 local bullet25 = 1
1250 N2_PYTHON_C_X = {}
1251 N2_PYTHON_C_Y = {}
1252 N2_PYTHON_AT = {}
1253 N2_PYTHON_ST = {}
1254 for PYTHON_2st = bullet25, PYTHON_BULLETS do
1255 local N2_C_X_PYTHON =
round((PYTHON_OFFSET_X[bullet25]/screenMultiplier)*scope_2_PYTHON_1*scope_2_PYTHON_2*scope_
1256 local N2_C_Y_PYTHON =
round((PYTHON_OFFSET_Y[bullet25]/screenMultiplier)*scope_2_PYTHON_1*scope_2_PYTHON_2*scope_
1257 local N2_AT_PYTHON = 145
1258 local N2_ST_PYTHON = PYTHON_RPM - N2_AT_PYTHON
1259 N2_PYTHON_C_X[#N2_PYTHON_C_X+1] = N2_C_X_PYTHON
1260 N2_PYTHON_C_Y[#N2_PYTHON_C_Y+1] = N2_C_Y_PYTHON
1261 N2_PYTHON_AT[#N2_PYTHON_AT+1] = N2_AT_PYTHON
1262 N2_PYTHON_ST[#N2_PYTHON_ST+1] = N2_ST_PYTHON
1263 bullet25 = bullet25 + 1
1264 end
1265 -----
1266

```

```
1267 --MAIN_EVENT_PART-----
1268 local gun = 0
1269 local kickback = false
1270 function OnEvent(event, arg)
1271 --AK47
1272 if (event == "MOUSE_BUTTON_PRESSED" and arg == AK47_1) then
1273 kickback = not kickback
1274 gun = arg
1275 if (kickback == false) then
1276 OutputLogMessage("AK47_1_MACRO-OFF\n")
1277 else
1278 OutputLogMessage("AK47_1_MACRO-ON\n")
1279 EnablePrimaryMouseButtonEvents(true)
1280 end
1281 --LR300
1282 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == LR300_1) then
1283 kickback = not kickback
1284 gun = arg
1285 if (kickback == false) then
1286 OutputLogMessage("LR300_1_MACRO-OFF\n")
1287 else
1288 OutputLogMessage("LR300_1_MACRO-ON\n")
1289 EnablePrimaryMouseButtonEvents(true)
1290 end
1291 --MP5A4
1292 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == MP5A4_1) then
1293 kickback = not kickback
1294 gun = arg
1295 if (kickback == false) then
1296 OutputLogMessage("MP5A4_1_MACRO-OFF\n")
1297 else
1298 OutputLogMessage("MP5A4_1_MACRO-ON\n")
1299 EnablePrimaryMouseButtonEvents(true)
1300 end
1301 --THOMPSON
1302 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == THOMPSON_1) then
1303 kickback = not kickback
1304 gun = arg
1305 if (kickback == false) then
1306 OutputLogMessage("THOMPSON_1_MACRO-OFF\n")
1307 else
1308 OutputLogMessage("THOMPSON_1_MACRO-ON\n")
1309 EnablePrimaryMouseButtonEvents(true)
1310 end
1311 --SMG
1312 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SMG_1) then
1313 kickback = not kickback
1314 gun = arg
1315 if (kickback == false) then
1316 OutputLogMessage("SMG_1_MACRO-OFF\n")
1317 else
1318 OutputLogMessage("SMG_1_MACRO-ON\n")
1319 EnablePrimaryMouseButtonEvents(true)
1320 end
1321 --HMLMG
1322 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == HMLMG_1) then
1323 kickback = not kickback
1324 gun = arg
1325 if (kickback == false) then
1326 OutputLogMessage("HMLMG_1_MACRO-OFF\n")
```



```
1327 else
1328   OutputLogMessage("HMLMG_1_MACRO-ON\n")
1329   EnablePrimaryMouseButtonEvents(true)
1330 end
1331 --M249
1332 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M249_1) then
1333   kickback = not kickback
1334   gun = arg
1335   if (kickback == false) then
1336     OutputLogMessage("M249_1_MACRO-OFF\n")
1337   else
1338     OutputLogMessage("M249_1_MACRO-ON\n")
1339     EnablePrimaryMouseButtonEvents(true)
1340   end
1341   --SAR
1342   elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAR_1) then
1343     kickback = not kickback
1344     gun = arg
1345     if (kickback == false) then
1346       OutputLogMessage("SAR_1_MACRO-OFF\n")
1347     else
1348       OutputLogMessage("SAR_1_MACRO-ON\n")
1349       EnablePrimaryMouseButtonEvents(true)
1350     end
1351     --M39
1352     elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M39_1) then
1353       kickback = not kickback
1354       gun = arg
1355       if (kickback == false) then
1356         OutputLogMessage("M39_1_MACRO-OFF\n")
1357       else
1358         OutputLogMessage("M39_1_MACRO-ON\n")
1359         EnablePrimaryMouseButtonEvents(true)
1360       end
1361       --SAP
1362       elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAP_1) then
1363         kickback = not kickback
1364         gun = arg
1365         if (kickback == false) then
1366           OutputLogMessage("SAP_1_MACRO-OFF\n")
1367         else
1368           OutputLogMessage("SAP_1_MACRO-ON\n")
1369           EnablePrimaryMouseButtonEvents(true)
1370         end
1371       --M92
1372       elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M92_1) then
1373         kickback = not kickback
1374         gun = arg
1375         if (kickback == false) then
1376           OutputLogMessage("M92_1_MACRO-OFF\n")
1377         else
1378           OutputLogMessage("M92_1_MACRO-ON\n")
1379           EnablePrimaryMouseButtonEvents(true)
1380         end
1381       --PYTHON
1382       elseif (event == "MOUSE_BUTTON_PRESSED" and arg == PYTHON_1) then
1383         kickback = not kickback
1384         gun = arg
1385         if (kickback == false) then
1386           OutputLogMessage("PYTHON_1_MACRO-OFF\n")
```



```
1387 else
1388   OutputLogMessage("PYTHON_1_MACRO-ON\n")
1389   EnablePrimaryMouseButtonEvents(true)
1390 end
1391 --REVOLVER
1392 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == REVOLVER_1) then
1393   kickback = not kickback
1394   gun = arg
1395   if (kickback == false) then
1396     OutputLogMessage("REVOLVER_1_MACRO-OFF\n")
1397   else
1398     OutputLogMessage("REVOLVER_1_MACRO-ON\n")
1399     EnablePrimaryMouseButtonEvents(true)
1400   end
1401 --AK47
1402 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == AK47_2) then
1403   kickback = not kickback
1404   gun = arg
1405   if (kickback == false) then
1406     OutputLogMessage("AK47_2_MACRO-OFF\n")
1407   else
1408     OutputLogMessage("AK47_2_MACRO-ON\n")
1409     EnablePrimaryMouseButtonEvents(true)
1410   end
1411 --LR300
1412 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == LR300_2) then
1413   kickback = not kickback
1414   gun = arg
1415   if (kickback == false) then
1416     OutputLogMessage("LR300_2_MACRO-OFF\n")
1417   else
1418     OutputLogMessage("LR300_2_MACRO-ON\n")
1419     EnablePrimaryMouseButtonEvents(true)
1420   end
1421 --MP5A4
1422 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == MP5A4_2) then
1423   kickback = not kickback
1424   gun = arg
1425   if (kickback == false) then
1426     OutputLogMessage("MP5A4_2_MACRO-OFF\n")
1427   else
1428     OutputLogMessage("MP5A4_2_MACRO-ON\n")
1429     EnablePrimaryMouseButtonEvents(true)
1430   end
1431 --THOMPSON
1432 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == THOMPSON_2) then
1433   kickback = not kickback
1434   gun = arg
1435   if (kickback == false) then
1436     OutputLogMessage("THOMPSON_2_MACRO-OFF\n")
1437   else
1438     OutputLogMessage("THOMPSON_2_MACRO-ON\n")
1439     EnablePrimaryMouseButtonEvents(true)
1440   end
1441 --SMG
1442 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SMG_2) then
1443   kickback = not kickback
1444   gun = arg
1445   if (kickback == false) then
1446     OutputLogMessage("SMG_2_MACRO-OFF\n")
```

```
1447 else
1448   OutputLogMessage("SMG_2_MACRO-ON\n")
1449   EnablePrimaryMouseButtonEvents(true)
1450 end
1451 --HMLMG
1452 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == HMLMG_2) then
1453   kickback = not kickback
1454   gun = arg
1455   if (kickback == false) then
1456     OutputLogMessage("HMLMG_2_MACRO-OFF\n")
1457   else
1458     OutputLogMessage("HMLMG_2_MACRO-ON\n")
1459     EnablePrimaryMouseButtonEvents(true)
1460   end
1461 --M249
1462 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M249_2) then
1463   kickback = not kickback
1464   gun = arg
1465   if (kickback == false) then
1466     OutputLogMessage("M249_2_MACRO-OFF\n")
1467   else
1468     OutputLogMessage("M249_2_MACRO-ON\n")
1469     EnablePrimaryMouseButtonEvents(true)
1470   end
1471 --SAR
1472 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAR_2) then
1473   kickback = not kickback
1474   gun = arg
1475   if (kickback == false) then
1476     OutputLogMessage("SAR_2_MACRO-OFF\n")
1477   else
1478     OutputLogMessage("SAR_2_MACRO-ON\n")
1479     EnablePrimaryMouseButtonEvents(true)
1480   end
1481 --M39
1482 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M39_2) then
1483   kickback = not kickback
1484   gun = arg
1485   if (kickback == false) then
1486     OutputLogMessage("M39_2_MACRO-OFF\n")
1487   else
1488     OutputLogMessage("M39_2_MACRO-ON\n")
1489     EnablePrimaryMouseButtonEvents(true)
1490   end
1491 --SAP
1492 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == SAP_2) then
1493   kickback = not kickback
1494   gun = arg
1495   if (kickback == false) then
1496     OutputLogMessage("SAP_2_MACRO-OFF\n")
1497   else
1498     OutputLogMessage("SAP_2_MACRO-ON\n")
1499     EnablePrimaryMouseButtonEvents(true)
1500   end
1501 --M92
1502 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == M92_2) then
1503   kickback = not kickback
1504   gun = arg
1505   if (kickback == false) then
1506     OutputLogMessage("M92_2_MACRO-OFF\n")
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1507 else
1508   OutputLogMessage("M92_2_MACRO-ON\n")
1509   EnablePrimaryMouseButtonEvents(true)
1510 end
1511 --PYTHON
1512 elseif (event == "MOUSE_BUTTON_PRESSED" and arg == PYTHON_2) then
1513   kickback = not kickback
1514   gun = arg
1515   if (kickback == false) then
1516     OutputLogMessage("PYTHON_2_MACRO-OFF\n")
1517   else
1518     OutputLogMessage("PYTHON_2_MACRO-ON\n")
1519     EnablePrimaryMouseButtonEvents(true)
1520   end
1521 end
1522 local bullet_ = 1
1523 -----
1524
1525 --MOVE_EVENT-----
1526 if gun == AK47_1 then
1527   if kickback then
1528     if (IsMouseButtonPressed(3)) then
1529       sasd2441(5)
1530     if (IsMouseButtonPressed(1)) then
1531       for maincycle = bullet_, AK47_BULLETS do
1532         if (IsRightNotPressed()) then return end
1533         if (IsLeftNotPressed()) then return end
1534         if (IsModifierPressed("lctrl")) then
1535           Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_], N1_AK47_C_Y[bullet_])
1536           if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
1537         else
1538           if AK47_1_MUZZLEBOOST == true then
1539             if (bullet_ > 17) then
1540               Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*(-0.1), N1_AK47_C_Y[bu
1541                 if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
1542             else
1543               Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*StandMultiplier*1.05, N
1544                 if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
1545             end
1546           else
1547             Smoothing(N1_AK47_AT[bullet_], N1_AK47_C_X[bullet_]*StandMultiplier*1.05, N1_AK
1548               if (N1_AK47_ST[bullet_] ~= 0) then sasd2441(N1_AK47_ST[bullet_]) end
1549           end
1550         end
1551         bullet_ = bullet_ + 1
1552       end
1553     repeat
1554       if AK47_1_MUZZLEBOOST == true then
1555         if (IsModifierPressed("lctrl")) then
1556           Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*0.1, N1_AK47_C_Y[#N1_A
1557             if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
1558         else
1559           Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*StandMultiplier*0.1, N
1560             if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
1561         end
1562       else
1563         if (IsModifierPressed("lctrl")) then
1564           Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X], N1_AK47_C_Y[#N1_AK47_
1565             if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
1566         else

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1567     Smoothing(N1_AK47_AT[#N1_AK47_AT], N1_AK47_C_X[#N1_AK47_C_X]*StandMultiplier, N1_AK
1568     if (N1_AK47_ST[#N1_AK47_ST] ~= 0) then sasd2441(N1_AK47_ST[#N1_AK47_ST]) end
1569 end
1570 end
1571 until (IsLeftNotPressed())
1572 end
1573 end
1574 end
1575 elseif gun == LR300_1 then
1576     if kickback then
1577         if (IsMouseButtonPressed(3)) then
1578             sasd2441(5)
1579             if (IsMouseButtonPressed(1)) then
1580                 for maincycle = bullet_, LR300_BULLETS do
1581                     if (IsRightNotPressed()) then return end
1582                     if (IsLeftNotPressed()) then return end
1583                     if (IsModifierPressed("lctrl")) then
1584                         Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_], N1_LR300_C_Y[bullet_])
1585                         if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
1586                     else
1587                         if LR300_1_MUZZLEBOOST == true then
1588                             if (bullet_ > 17) then
1589                                 Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_], N1_LR300_C_Y[bullet_])
1590                                 if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
1591                             else
1592                                 Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_]*StandMultiplier, N1_L
1593                                 if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
1594                             end
1595                         else
1596                             Smoothing(N1_LR300_AT[bullet_], N1_LR300_C_X[bullet_]*StandMultiplier, N1_LR300
1597                             if (N1_LR300_ST[bullet_] ~= 0) then sasd2441(N1_LR300_ST[bullet_]) end
1598                         end
1599                     end
1600                     bullet_ = bullet_ + 1
1601                 end
1602             repeat
1603             if LR300_1_MUZZLEBOOST == true then
1604                 if (IsModifierPressed("lctrl")) then
1605                     Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*0.1, N1_LR300_C_Y[
1606                     if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
1607                 else
1608                     Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*StandMultiplier*0.
1609                     if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
1610                 end
1611             else
1612                 if (IsModifierPressed("lctrl")) then
1613                     Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X], N1_LR300_C_Y[#N1_
1614                     if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
1615                 else
1616                     Smoothing(N1_LR300_AT[#N1_LR300_AT], N1_LR300_C_X[#N1_LR300_C_X]*StandMultiplier, N
1617                     if (N1_LR300_ST[#N1_LR300_ST] ~= 0) then sasd2441(N1_LR300_ST[#N1_LR300_ST]) end
1618                 end
1619             end
1620         until (IsLeftNotPressed())
1621     end
1622 end
1623 end
1624 elseif gun == MP5A4_1 then
1625     if kickback then
1626         if (IsMouseButtonPressed(3)) then

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1627 sasd2441(5)
1628 if (IsMouseButtonPressed(1)) then
1629 for maincycle = bullet_, MP5A4_BULLETS do
1630 if (IsRightNotPressed()) then return end
1631 if (IsLeftNotPressed()) then return end
1632 if (IsModifierPressed("lctrl")) then
1633     Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_], N1_MP5A4_C_Y[bullet_])
1634     if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
1635 else
1636     if MP5A4_1_MUZZLEBOOST == true then
1637         if (bullet_ > 17) then
1638             Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_], N1_MP5A4_C_Y[bullet_])
1639             if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
1640         else
1641             Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_]*StandMultiplier, N1_MP5A4_C_Y[bullet_])
1642             if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
1643         end
1644     else
1645         Smoothing(N1_MP5A4_AT[bullet_], N1_MP5A4_C_X[bullet_]*StandMultiplier, N1_MP5A4_C_Y[bullet_])
1646         if (N1_MP5A4_ST[bullet_] ~= 0) then sasd2441(N1_MP5A4_ST[bullet_]) end
1647     end
1648 end
1649 bullet_ = bullet_ + 1
1650 end
1651 repeat
1652 if MP5A4_1_MUZZLEBOOST == true then
1653     if (IsModifierPressed("lctrl")) then
1654         Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*0.1, N1_MP5A4_C_Y[#N1_MP5A4_C_Y])
1655         if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
1656     else
1657         Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*StandMultiplier*0.1, N1_MP5A4_C_Y[#N1_MP5A4_C_Y])
1658         if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
1659     end
1660 else
1661     if (IsModifierPressed("lctrl")) then
1662         Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X], N1_MP5A4_C_Y[#N1_MP5A4_C_Y])
1663         if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
1664     else
1665         Smoothing(N1_MP5A4_AT[#N1_MP5A4_AT], N1_MP5A4_C_X[#N1_MP5A4_C_X]*StandMultiplier, N1_MP5A4_C_Y[#N1_MP5A4_C_Y])
1666         if (N1_MP5A4_ST[#N1_MP5A4_ST] ~= 0) then sasd2441(N1_MP5A4_ST[#N1_MP5A4_ST]) end
1667     end
1668 end
1669 until (IsLeftNotPressed())
1670 end
1671 end
1672 end
1673 elseif gun == SMG_1 then
1674 if kickback then
1675 if (IsMouseButtonPressed(3)) then
1676 sasd2441(5)
1677 if (IsMouseButtonPressed(1)) then
1678 for maincycle = bullet_, SMG_BULLETS do
1679 if (IsRightNotPressed()) then return end
1680 if (IsLeftNotPressed()) then return end
1681 if (IsModifierPressed("lctrl")) then
1682     Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_], N1_SMG_C_Y[bullet_])
1683     if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
1684 else
1685     if SMG_1_MUZZLEBOOST == true then
1686         if (bullet_ > 17) then

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1687     Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_], N1_SMG_C_Y[bullet_]*Star
1688     if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
1689 else
1690     Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_]*StandMultiplier, N1_SMG_C
1691     if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
1692 end
1693 else
1694     Smoothing(N1_SMG_AT[bullet_], N1_SMG_C_X[bullet_]*StandMultiplier, N1_SMG_C_Y[b
1695     if (N1_SMG_ST[bullet_] ~= 0) then sasd2441(N1_SMG_ST[bullet_]) end
1696 end
1697 end
1698 bullet_ = bullet_ + 1
1699 end
1700 repeat
1701 if SMG_1_MUZZLEBOOST == true then
1702     if (IsModifierPressed("lctrl")) then
1703         Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*0.1, N1_SMG_C_Y[#N1_SMG_C
1704         if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
1705     else
1706         Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*StandMultiplier*0.1, N1_SM
1707         if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
1708     end
1709 else
1710     if (IsModifierPressed("lctrl")) then
1711         Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X], N1_SMG_C_Y[#N1_SMG_C_Y])
1712         if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
1713     else
1714         Smoothing(N1_SMG_AT[#N1_SMG_AT], N1_SMG_C_X[#N1_SMG_C_X]*StandMultiplier, N1_SMG_C
1715         if (N1_SMG_ST[#N1_SMG_ST] ~= 0) then sasd2441(N1_SMG_ST[#N1_SMG_ST]) end
1716     end
1717 end
1718 until (IsLeftNotPressed())
1719 end
1720 end
1721 end
1722 elseif gun == THOMPSON_1 then
1723 if kickback then
1724     if (IsMouseButtonPressed(3)) then
1725         sasd2441(5)
1726     if (IsMouseButtonPressed(1)) then
1727         for maincycle = bullet_, THOMPSON_BULLETS do
1728             if (IsRightNotPressed()) then return end
1729             if (IsLeftNotPressed()) then return end
1730             if (IsModifierPressed("lctrl")) then
1731                 Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_], N1_THOMPSON_C_Y[bullet
1732                 if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) end
1733             else
1734                 if THOMPSON_1_MUZZLEBOOST == true then
1735                     if (bullet_ > 17) then
1736                         Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_], N1_THOMPSON_C
1737                         if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) er
1738                     else
1739                         Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_]*StandMultiplier
1740                         if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) er
1741                     end
1742                 else
1743                     Smoothing(N1_THOMPSON_AT[bullet_], N1_THOMPSON_C_X[bullet_]*StandMultiplier, N1
1744                     if (N1_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N1_THOMPSON_ST[bullet_]) end
1745                 end
1746             end

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1747     bullet_ = bullet_ + 1
1748 end
1749 repeat
1750 if THOMPSON_1_MUZZLEBOOST == true then
1751     if (IsModifierPressed("lctrl")) then
1752         Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*0.1, N
1753         if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
1754     else
1755         Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*StandM
1756         N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y]*StandMultiplier)
1757         if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
1758     end
1759 else
1760     if (IsModifierPressed("lctrl")) then
1761         Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X], N1_TH
1762         if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
1763     else
1764         Smoothing(N1_THOMPSON_AT[#N1_THOMPSON_AT], N1_THOMPSON_C_X[#N1_THOMPSON_C_X]*StandM
1765         N1_THOMPSON_C_Y[#N1_THOMPSON_C_Y]*StandMultiplier)
1766         if (N1_THOMPSON_ST[#N1_THOMPSON_ST] ~= 0) then sasd2441(N1_THOMPSON_ST[#N1_THOMPSON
1767     end
1768 end
1769 until (IsLeftNotPressed())
1770 end
1771 elseif gun == HMLMG_1 then
1772 if kickback then
1773 if (IsMouseButtonPressed(3)) then
1774 sasd2441(5)
1775 if (IsMouseButtonPressed(1)) then
1776 for maincycle = bullet_, HMLMG_BULLETS do
1777 if (IsRightNotPressed()) then return end
1778 if (IsLeftNotPressed()) then return end
1779 if (IsModifierPressed("lctrl")) then
1780 if (HMLMG_1_X8_SCOPE == true) then
1781 if (maincycle > 31) then
1782 Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_])
1783 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1784 else
1785 Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_], N1_HMLMG_C_Y[bullet_])
1786 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1787 end
1788 else
1789 if (maincycle > 45) then
1790 Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_])
1791 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1792 else
1793 Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_], N1_HMLMG_C_Y[bullet_])
1794 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1795 end
1796 end
1797 else
1798 if (HMLMG_1_X8_SCOPE == true) then
1799 if (maincycle > 16) then
1800 Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_]*StandMultiplier_HV
1801 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1802 else
1803 Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
1804 if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end

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1805         end
1806     else
1807         if (maincycle > 23) then
1808             Smoothing(N1_HMLMG_AT[bullet_], 0, N1_HMLMG_C_Y[bullet_]*StandMultiplier_HM
1809             if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1810         else
1811             Smoothing(N1_HMLMG_AT[bullet_], N1_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
1812             if (N1_HMLMG_ST[bullet_] ~= 0) then sasd2441(N1_HMLMG_ST[bullet_]) end
1813         end
1814     end
1815 end
1816 bullet_ = bullet_ + 1
1817 end
1818 end
1819 end
1820 end
1821 elseif gun == M249_1 then
1822     if kickback then
1823         if (IsMouseButtonPressed(3)) then
1824             sasd2441(5)
1825             if (IsMouseButtonPressed(1)) then
1826                 for maincycle = bullet_, M249_BULLETS do
1827                     if (IsRightNotPressed()) then return end
1828                     if (IsLeftNotPressed()) then return end
1829                     if (IsModifierPressed("lctrl")) then
1830                         Smoothing(N1_M249_AT[bullet_], N1_M249_C_X[bullet_], N1_M249_C_Y[bullet_])
1831                         if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
1832                     else
1833                         if (maincycle > 25) then
1834                             Smoothing(N1_M249_AT[bullet_], 0, N1_M249_C_Y[bullet_]*StandMultiplier_HMLMG)
1835                             if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
1836                         else
1837                             Smoothing(N1_M249_AT[bullet_], N1_M249_C_X[bullet_]*StandMultiplier_HMLMG, N1_M
1838                             if (N1_M249_ST[bullet_] ~= 0) then sasd2441(N1_M249_ST[bullet_]) end
1839                         end
1840                     end
1841                     bullet_ = bullet_ + 1
1842                 end
1843             end
1844         end
1845     end
1846 elseif gun == SAR_1 then
1847     if kickback then
1848         if (IsMouseButtonPressed(3)) then
1849             sasd2441(5)
1850             if (IsMouseButtonPressed(1)) then
1851                 for maincycle = bullet_, SAR_BULLETS do
1852                     if (IsRightNotPressed()) then return end
1853                     if (IsLeftNotPressed()) then return end
1854                     if (IsModifierPressed("lctrl")) then
1855                         PressKey("pause")
1856                         sasd2441(10)
1857                         ReleaseKey("pause")
1858                         Smoothing(N1_SAR_AT[bullet_], N1_SAR_C_X[bullet_], N1_SAR_C_Y[bullet_])
1859                         if (N1_SAR_ST[bullet_] ~= 0) then sasd2441(N1_SAR_ST[bullet_]) end
1860                     else
1861                         PressKey("pause")
1862                         sasd2441(10)
1863                         ReleaseKey("pause")
1864                         Smoothing(N1_SAR_AT[bullet_], N1_SAR_C_X[bullet_]*StandMultiplier, N1_SAR_C_Y[bulle

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1865         if (N1_SAR_ST[bullet_] ~= 0) then sasd2441(N1_SAR_ST[bullet_]) end
1866     end
1867     bullet_ = bullet_ + 1
1868 end
1869 repeat
1870 if (IsModifierPressed("lctrl")) then
1871     Smoothing(N1_SAR_AT[#N1_SAR_AT], N1_SAR_C_X[#N1_SAR_C_X], N1_SAR_C_Y[#N1_SAR_C_Y])
1872     if (N1_SAR_ST[#N1_SAR_ST] ~= 0) then sasd2441(N1_SAR_ST[#N1_SAR_ST]) end
1873 else
1874     Smoothing(N1_SAR_AT[#N1_SAR_AT], N1_SAR_C_X[#N1_SAR_C_X]*StandMultiplier, N1_SAR_C_Y[#N1_SAR_C_Y])
1875     if (N1_SAR_ST[#N1_SAR_ST] ~= 0) then sasd2441(N1_SAR_ST[#N1_SAR_ST]) end
1876 end
1877 until (IsLeftNotPressed())
1878 end
1879 end
1880 end
1881 elseif gun == M39_1 then
1882 if kickback then
1883 if (IsMouseButtonPressed(3)) then
1884 sasd2441(5)
1885 if (IsMouseButtonPressed(1)) then
1886 for maincycle = bullet_, M39_BULLETS do
1887 if (IsRightNotPressed()) then return end
1888 if (IsLeftNotPressed()) then return end
1889 if (IsModifierPressed("lctrl")) then
1890     PressKey("pause")
1891     sasd2441(10)
1892     ReleaseKey("pause")
1893     Smoothing(N1_M39_AT[bullet_], N1_M39_C_X[bullet_], N1_M39_C_Y[bullet_])
1894     if (N1_M39_ST[bullet_] ~= 0) then sasd2441(N1_M39_ST[bullet_]) end
1895 else
1896     PressKey("pause")
1897     sasd2441(10)
1898     ReleaseKey("pause")
1899     Smoothing(N1_M39_AT[bullet_], N1_M39_C_X[bullet_]*StandMultiplier, N1_M39_C_Y[bullet_])
1900     if (N1_M39_ST[bullet_] ~= 0) then sasd2441(N1_M39_ST[bullet_]) end
1901 end
1902     bullet_ = bullet_ + 1
1903 end
1904 end
1905 end
1906 end
1907 elseif gun == SAP_1 then
1908 if kickback then
1909 if (IsMouseButtonPressed(3)) then
1910 sasd2441(5)
1911 if (IsMouseButtonPressed(1)) then
1912 for maincycle = bullet_, SAP_BULLETS do
1913 if (IsRightNotPressed()) then return end
1914 if (IsLeftNotPressed()) then return end
1915 if (IsModifierPressed("lctrl")) then
1916     PressKey("pause")
1917     sasd2441(10)
1918     ReleaseKey("pause")
1919     Smoothing(N1_SAP_AT[bullet_], N1_SAP_C_X[bullet_], N1_SAP_C_Y[bullet_])
1920     if (N1_SAP_ST[bullet_] ~= 0) then sasd2441(N1_SAP_ST[bullet_]) end
1921 else
1922     PressKey("pause")
1923     sasd2441(10)
1924     ReleaseKey("pause")
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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

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1985     if (IsModifierPressed("lctrl")) then
1986         PressKey("pause")
1987         sasd2441(10)
1988         ReleaseKey("pause")
1989         Smoothing(N1_PYTHON_AT[bullet_], N1_PYTHON_C_X[bullet_], N1_PYTHON_C_Y[bullet_])
1990         if (N1_PYTHON_ST[bullet_] ~= 0) then sasd2441(N1_PYTHON_ST[bullet_]) end
1991     else
1992         PressKey("pause")
1993         sasd2441(10)
1994         ReleaseKey("pause")
1995         Smoothing(N1_PYTHON_AT[bullet_], N1_PYTHON_C_X[bullet_]*StandMultiplier, N1_PYTHON_
1996         if (N1_PYTHON_ST[bullet_] ~= 0) then sasd2441(N1_PYTHON_ST[bullet_]) end
1997     end
1998     bullet_ = bullet_ + 1
1999 end
2000 end
2001 end
2002 end
2003 elseif gun == AK47_2 then
2004     if kickback then
2005         if (IsMouseButtonPressed(3)) then
2006             sasd2441(5)
2007             if (IsMouseButtonPressed(1)) then
2008                 for maincycle = bullet_, AK47_BULLETS do
2009                     if (IsRightNotPressed()) then return end
2010                     if (IsLeftNotPressed()) then return end
2011                     if (IsModifierPressed("lctrl")) then
2012                         Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_], N2_AK47_C_Y[bullet_])
2013                         if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
2014                     else
2015                         if AK47_2_MUZZLEBOOST == true then
2016                             if (bullet_ > 17) then
2017                                 Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*(-0.1), N2_AK47_C_Y[bul
2018                                 if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
2019                             else
2020                                 Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*StandMultiplier*1.05, N
2021                                 if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
2022                             end
2023                         else
2024                             Smoothing(N2_AK47_AT[bullet_], N2_AK47_C_X[bullet_]*StandMultiplier*1.05, N2_AK
2025                             if (N2_AK47_ST[bullet_] ~= 0) then sasd2441(N2_AK47_ST[bullet_]) end
2026                         end
2027                     end
2028                     bullet_ = bullet_ + 1
2029                 end
2030             repeat
2031                 if AK47_2_MUZZLEBOOST == true then
2032                     if (IsModifierPressed("lctrl")) then
2033                         Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*0.1, N2_AK47_C_Y[#N2_A
2034                         if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
2035                     else
2036                         Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*StandMultiplier*0.1, N
2037                         if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
2038                     end
2039                 else
2040                     if (IsModifierPressed("lctrl")) then
2041                         Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X], N2_AK47_C_Y[#N2_AK47_
2042                         if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
2043                     else
2044                         Smoothing(N2_AK47_AT[#N2_AK47_AT], N2_AK47_C_X[#N2_AK47_C_X]*StandMultiplier, N2_AK

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2045         if (N2_AK47_ST[#N2_AK47_ST] ~= 0) then sasd2441(N2_AK47_ST[#N2_AK47_ST]) end
2046     end
2047 end
2048 until (IsLeftNotPressed())
2049 end
2050 end
2051 end
2052 elseif gun == LR300_2 then
2053     if kickback then
2054         if (IsMouseButtonPressed(3)) then
2055             sasd2441(5)
2056         if (IsMouseButtonPressed(1)) then
2057             for maincycle = bullet_, LR300_BULLETS do
2058                 if (IsRightNotPressed()) then return end
2059                 if (IsLeftNotPressed()) then return end
2060                 if (IsModifierPressed("lctrl")) then
2061                     Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_], N2_LR300_C_Y[bullet_])
2062                     if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
2063                 else
2064                     if LR300_2_MUZZLEBOOST == true then
2065                         if (bullet_ > 17) then
2066                             Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_], N2_LR300_C_Y[bullet_])
2067                             if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
2068                         else
2069                             Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_]*StandMultiplier, N2_LR300_C_Y[bullet_])
2070                             if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
2071                         end
2072                     else
2073                         Smoothing(N2_LR300_AT[bullet_], N2_LR300_C_X[bullet_]*StandMultiplier, N2_LR300_C_Y[bullet_])
2074                         if (N2_LR300_ST[bullet_] ~= 0) then sasd2441(N2_LR300_ST[bullet_]) end
2075                     end
2076                 end
2077                 bullet_ = bullet_ + 1
2078             end
2079         repeat
2080             if LR300_2_MUZZLEBOOST == true then
2081                 if (IsModifierPressed("lctrl")) then
2082                     Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*0.1, N2_LR300_C_Y[#N2_LR300_C_Y])
2083                     if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
2084                 else
2085                     Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*StandMultiplier*0.1, N2_LR300_C_Y[#N2_LR300_C_Y])
2086                     if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
2087                 end
2088             else
2089                 if (IsModifierPressed("lctrl")) then
2090                     Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X], N2_LR300_C_Y[#N2_LR300_C_Y])
2091                     if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
2092                 else
2093                     Smoothing(N2_LR300_AT[#N2_LR300_AT], N2_LR300_C_X[#N2_LR300_C_X]*StandMultiplier, N2_LR300_C_Y[#N2_LR300_C_Y])
2094                     if (N2_LR300_ST[#N2_LR300_ST] ~= 0) then sasd2441(N2_LR300_ST[#N2_LR300_ST]) end
2095                 end
2096             end
2097         until (IsLeftNotPressed())
2098     end
2099 end
2100 end
2101 elseif gun == MP5A4_2 then
2102     if kickback then
2103         if (IsMouseButtonPressed(3)) then
2104             sasd2441(5)

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2105 if (IsMouseButtonPressed(1)) then
2106 for maincycle = bullet_, MP5A4_BULLETS do
2107 if (IsRightNotPressed()) then return end
2108 if (IsLeftNotPressed()) then return end
2109 if (IsModifierPressed("lctrl")) then
2110 Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_], N2_MP5A4_C_Y[bullet_])
2111 if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
2112 else
2113 if MP5A4_2_MUZZLEBOOST == true then
2114 if (bullet_ > 17) then
2115 Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_], N2_MP5A4_C_Y[bullet_])
2116 if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
2117 else
2118 Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_]*StandMultiplier, N2_MP5A4_C_Y[bullet_])
2119 if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
2120 end
2121 else
2122 Smoothing(N2_MP5A4_AT[bullet_], N2_MP5A4_C_X[bullet_]*StandMultiplier, N2_MP5A4_C_Y[bullet_])
2123 if (N2_MP5A4_ST[bullet_] ~= 0) then sasd2441(N2_MP5A4_ST[bullet_]) end
2124 end
2125 end
2126 bullet_ = bullet_ + 1
2127 end
2128 repeat
2129 if MP5A4_2_MUZZLEBOOST == true then
2130 if (IsModifierPressed("lctrl")) then
2131 Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*0.1, N2_MP5A4_C_Y[#N2_MP5A4_C_Y])
2132 if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
2133 else
2134 Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*StandMultiplier*0.1, N2_MP5A4_C_Y[#N2_MP5A4_C_Y])
2135 if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
2136 end
2137 else
2138 if (IsModifierPressed("lctrl")) then
2139 Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X], N2_MP5A4_C_Y[#N2_MP5A4_C_Y])
2140 if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
2141 else
2142 Smoothing(N2_MP5A4_AT[#N2_MP5A4_AT], N2_MP5A4_C_X[#N2_MP5A4_C_X]*StandMultiplier, N2_MP5A4_C_Y[#N2_MP5A4_C_Y])
2143 if (N2_MP5A4_ST[#N2_MP5A4_ST] ~= 0) then sasd2441(N2_MP5A4_ST[#N2_MP5A4_ST]) end
2144 end
2145 end
2146 until (IsLeftNotPressed())
2147 end
2148 end
2149 end
2150 elseif gun == SMG_2 then
2151 if kickback then
2152 if (IsMouseButtonPressed(3)) then
2153 sasd2441(5)
2154 if (IsMouseButtonPressed(1)) then
2155 for maincycle = bullet_, SMG_BULLETS do
2156 if (IsRightNotPressed()) then return end
2157 if (IsLeftNotPressed()) then return end
2158 if (IsModifierPressed("lctrl")) then
2159 Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_], N2_SMG_C_Y[bullet_])
2160 if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
2161 else
2162 if SMG_2_MUZZLEBOOST == true then
2163 if (bullet_ > 17) then
2164 Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_], N2_SMG_C_Y[bullet_]*Star

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2165         if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
2166     else
2167         Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_]*StandMultiplier, N2_SMG_C
2168         if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
2169     end
2170 else
2171     Smoothing(N2_SMG_AT[bullet_], N2_SMG_C_X[bullet_]*StandMultiplier, N2_SMG_C_Y[t
2172     if (N2_SMG_ST[bullet_] ~= 0) then sasd2441(N2_SMG_ST[bullet_]) end
2173 end
2174 end
2175 bullet_ = bullet_ + 1
2176 end
2177 repeat
2178 if SMG_2_MUZZLEBOOST == true then
2179     if (IsModifierPressed("lctrl")) then
2180         Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*0.1, N2_SMG_C_Y[#N2_SMG_C
2181         if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
2182     else
2183         Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*StandMultiplier*0.1, N2_SF
2184         if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
2185     end
2186 else
2187     if (IsModifierPressed("lctrl")) then
2188         Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X], N2_SMG_C_Y[#N2_SMG_C_Y])
2189         if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
2190     else
2191         Smoothing(N2_SMG_AT[#N2_SMG_AT], N2_SMG_C_X[#N2_SMG_C_X]*StandMultiplier, N2_SMG_C
2192         if (N2_SMG_ST[#N2_SMG_ST] ~= 0) then sasd2441(N2_SMG_ST[#N2_SMG_ST]) end
2193     end
2194 end
2195 until (IsLeftNotPressed())
2196 end
2197 end
2198 end
2199 elseif gun == THOMPSON_2 then
2200 if kickback then
2201 if (IsMouseButtonPressed(3)) then
2202 sasd2441(5)
2203 if (IsMouseButtonPressed(1)) then
2204 for maincycle = bullet_, THOMPSON_BULLETS do
2205 if (IsRightNotPressed()) then return end
2206 if (IsLeftNotPressed()) then return end
2207 if (IsModifierPressed("lctrl")) then
2208     Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_], N2_THOMPSON_C_Y[bullet
2209     if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) end
2210 else
2211     if THOMPSON_2_MUZZLEBOOST == true then
2212         if (bullet_ > 17) then
2213             Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_], N2_THOMPSON_C
2214             if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) er
2215         else
2216             Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_]*StandMultiplier
2217             if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) er
2218         end
2219     else
2220         Smoothing(N2_THOMPSON_AT[bullet_], N2_THOMPSON_C_X[bullet_]*StandMultiplier, N2
2221         if (N2_THOMPSON_ST[bullet_] ~= 0) then sasd2441(N2_THOMPSON_ST[bullet_]) end
2222     end
2223 end
2224 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
2233         N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y]*StandMultiplier)
2234         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2235     end
2236 else
2237     if (IsModifierPressed("lctrl")) then
2238         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X], N2_TH
2239         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2240     else
2241         Smoothing(N2_THOMPSON_AT[#N2_THOMPSON_AT], N2_THOMPSON_C_X[#N2_THOMPSON_C_X]*StandM
2242         N2_THOMPSON_C_Y[#N2_THOMPSON_C_Y]*StandMultiplier)
2243         if (N2_THOMPSON_ST[#N2_THOMPSON_ST] ~= 0) then sasd2441(N2_THOMPSON_ST[#N2_THOMPSON
2244     end
2245 end
2246 until (IsLeftNotPressed())
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_HV
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

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```

2283     else
2284         if (maincycle > 23) then
2285             Smoothing(N2_HMLMG_AT[bullet_], 0, N2_HMLMG_C_Y[bullet_]*StandMultiplier_HM
2286             if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2287         else
2288             Smoothing(N2_HMLMG_AT[bullet_], N2_HMLMG_C_X[bullet_]*StandMultiplier_HMLMG
2289             if (N2_HMLMG_ST[bullet_] ~= 0) then sasd2441(N2_HMLMG_ST[bullet_]) end
2290         end
2291     end
2292 end
2293 bullet_ = bullet_ + 1
2294 end
2295 end
2296 end
2297 end
2298 elseif gun == M249_2 then
2299     if kickback then
2300         if (IsMouseButtonPressed(3)) then
2301             sasd2441(5)
2302             if (IsMouseButtonPressed(1)) then
2303                 for maincycle = bullet_, M249_BULLETS do
2304                     if (IsRightNotPressed()) then return end
2305                     if (IsLeftNotPressed()) then return end
2306                     if (IsModifierPressed("lctrl")) then
2307                         Smoothing(N2_M249_AT[bullet_], N2_M249_C_X[bullet_], N2_M249_C_Y[bullet_])
2308                         if (N2_M249_ST[bullet_] ~= 0) then sasd2441(N2_M249_ST[bullet_]) end
2309                     else
2310                         Smoothing(N2_M249_AT[bullet_], N2_M249_C_X[bullet_]*StandMultiplier, N2_M249_C_Y[bu
2311                         if (N2_M249_ST[bullet_] ~= 0) then sasd2441(N2_M249_ST[bullet_]) end
2312                     end
2313                     bullet_ = bullet_ + 1
2314                 end
2315             end
2316         end
2317     end
2318     elseif gun == SAR_2 then
2319         if kickback then
2320             if (IsMouseButtonPressed(3)) then
2321                 sasd2441(5)
2322                 if (IsMouseButtonPressed(1)) then
2323                     for maincycle = bullet_, SAR_BULLETS do
2324                         if (IsRightNotPressed()) then return end
2325                         if (IsLeftNotPressed()) then return end
2326                         if (IsModifierPressed("lctrl")) then
2327                             PressKey("pause")
2328                             sasd2441(10)
2329                             ReleaseKey("pause")
2330                             Smoothing(N2_SAR_AT[bullet_], N2_SAR_C_X[bullet_], N2_SAR_C_Y[bullet_])
2331                             if (N2_SAR_ST[bullet_] ~= 0) then sasd2441(N2_SAR_ST[bullet_]) end
2332                         else
2333                             PressKey("pause")
2334                             sasd2441(10)
2335                             ReleaseKey("pause")
2336                             Smoothing(N2_SAR_AT[bullet_], N2_SAR_C_X[bullet_]*StandMultiplier, N2_SAR_C_Y[bulle
2337                             if (N2_SAR_ST[bullet_] ~= 0) then sasd2441(N2_SAR_ST[bullet_]) end
2338                         end
2339                     end
2340                     bullet_ = bullet_ + 1
2341                 end
2342             repeat
2343                 if (IsModifierPressed("lctrl")) then

```



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2343     Smoothing(N2_SAR_AT[#N2_SAR_AT], N2_SAR_C_X[#N2_SAR_C_X], N2_SAR_C_Y[#N2_SAR_C_Y])
2344     if (N2_SAR_ST[#N2_SAR_ST] ~= 0) then sasd2441(N2_SAR_ST[#N2_SAR_ST]) end
2345 else
2346     Smoothing(N2_SAR_AT[#N2_SAR_AT], N2_SAR_C_X[#N2_SAR_C_X]*StandMultiplier, N2_SAR_C_Y[#N
2347     if (N2_SAR_ST[#N2_SAR_ST] ~= 0) then sasd2441(N2_SAR_ST[#N2_SAR_ST]) end
2348 end
2349 until (IsLeftNotPressed())
2350 end
2351 end
2352 end
2353 elseif gun == M39_2 then
2354 if kickback then
2355 if (IsMouseButtonPressed(3)) then
2356 sasd2441(5)
2357 if (IsMouseButtonPressed(1)) then
2358 for maincycle = bullet_, M39_BULLETS do
2359 if (IsRightNotPressed()) then return end
2360 if (IsLeftNotPressed()) then return end
2361 if (IsModifierPressed("lctrl")) then
2362     PressKey("pause")
2363     sasd2441(10)
2364     ReleaseKey("pause")
2365     Smoothing(N2_M39_AT[bullet_], N2_M39_C_X[bullet_], N2_M39_C_Y[bullet_])
2366     if (N2_M39_ST[bullet_] ~= 0) then sasd2441(N2_M39_ST[bullet_]) end
2367 else
2368     PressKey("pause")
2369     sasd2441(10)
2370     ReleaseKey("pause")
2371     Smoothing(N2_M39_AT[bullet_], N2_M39_C_X[bullet_]*StandMultiplier, N2_M39_C_Y[bulle
2372     if (N2_M39_ST[bullet_] ~= 0) then sasd2441(N2_M39_ST[bullet_]) end
2373 end
2374     bullet_ = bullet_ + 1
2375 end
2376 end
2377 end
2378 end
2379 elseif gun == SAP_2 then
2380 if kickback then
2381 if (IsMouseButtonPressed(3)) then
2382 sasd2441(5)
2383 if (IsMouseButtonPressed(1)) then
2384 for maincycle = bullet_, SAP_BULLETS do
2385 if (IsRightNotPressed()) then return end
2386 if (IsLeftNotPressed()) then return end
2387 if (IsModifierPressed("lctrl")) then
2388     PressKey("pause")
2389     sasd2441(10)
2390     ReleaseKey("pause")
2391     Smoothing(N2_SAP_AT[bullet_], N2_SAP_C_X[bullet_], N2_SAP_C_Y[bullet_])
2392     if (N2_SAP_ST[bullet_] ~= 0) then sasd2441(N2_SAP_ST[bullet_]) end
2393 else
2394     PressKey("pause")
2395     sasd2441(10)
2396     ReleaseKey("pause")
2397     Smoothing(N2_SAP_AT[bullet_], N2_SAP_C_X[bullet_]*StandMultiplier, N2_SAP_C_Y[bulle
2398     if (N2_SAP_ST[bullet_] ~= 0) then sasd2441(N2_SAP_ST[bullet_]) end
2399 end
2400     bullet_ = bullet_ + 1
2401 end
2402 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[#N2_SAP_C_Y])
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[bullet_])
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[#N2_M92_C_Y])
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
```

```

2463     else
2464         PressKey("pause")
2465         sasd2441(10)
2466         ReleaseKey("pause")
2467         Smoothing(N2_PYTHON_AT[bullet_], N2_PYTHON_C_X[bullet_]*StandMultiplier, N2_PYTHON_
2468             if (N2_PYTHON_ST[bullet_] ~= 0) then sasd2441(N2_PYTHON_ST[bullet_]) end
2469     end
2470     bullet_ = bullet_ + 1
2471 end
2472 end
2473 end
2474 end
2475 elseif gun == REVOLVER_1 then
2476     if kickback then
2477         if (IsMouseButtonPressed(3)) then
2478             sasd2441(5)
2479             if (IsMouseButtonPressed(1)) then
2480                 for maincycle = bullet_, REVOLVER_BULLETS do
2481                     if (IsRightNotPressed()) then return end
2482                     if (IsLeftNotPressed()) then return end
2483                     if (IsModifierPressed("lctrl")) then
2484                         PressKey("pause")
2485                         sasd2441(10)
2486                         ReleaseKey("pause")
2487                         Smoothing(N1_REVOLVER_AT[bullet_], N1_REVOLVER_C_X[bullet_], N1_REVOLVER_C_Y[bullet_
2488                             if (N1_REVOLVER_ST[bullet_] ~= 0) then sasd2441(N1_REVOLVER_ST[bullet_]) end
2489                     else
2490                         PressKey("pause")
2491                         sasd2441(10)
2492                         ReleaseKey("pause")
2493                         Smoothing(N1_REVOLVER_AT[bullet_], N1_REVOLVER_C_X[bullet_]*StandMultiplier, N1_REV
2494                             if (N1_REVOLVER_ST[bullet_] ~= 0) then sasd2441(N1_REVOLVER_ST[bullet_]) end
2495                     end
2496                     bullet_ = bullet_ + 1
2497                 end
2498             end
2499         end
2500     end
2501 end
2502 --Door_Unlocker-----
2503 local n1 = math.ceil(key_code%10)
2504 local n2 = math.floor((key_code/10)%10)
2505 local n3 = math.floor((key_code/100)%10)
2506 local n4 = math.floor((key_code/1000)%10)
2507 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
2508 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
2509 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
2510 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
2511 if key_code == 0 then
2512     return
2513 else
2514     if (event == "MOUSE_BUTTON_PRESSED" and arg == door_unlocker) then
2515         PressKey("e")
2516         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 -----
```