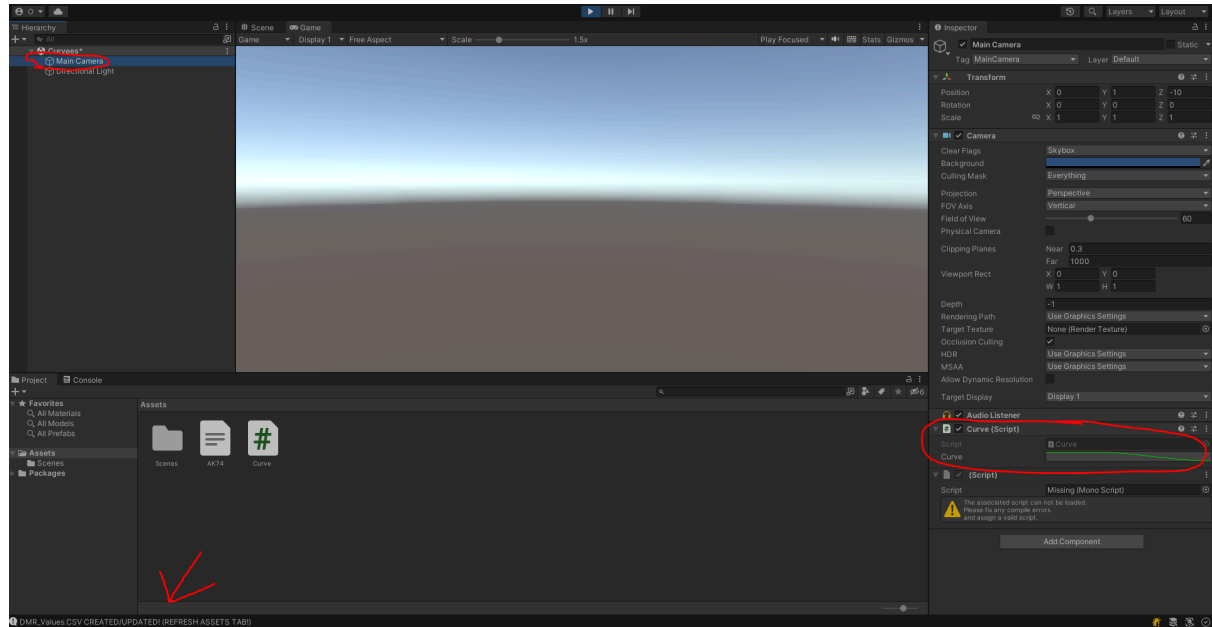You need to install unity and create a new project
create new C# script in the assets tab and copy paste "Curve code" in there.
Then drag that C# script into the main camera or another thing.
Enter keyframe values manually (Use the datamining script)
Press play at the top and press space bar

It will then create a .CSV which contains Distance and Value (Make sure to refresh your assets tab)
Distance is meters
Value is a number which ranges usually from 0-1, with the exception of snipers.

You will then use Value as a multiplier together with a weapons base damage

So Base Damage * Value, make sure to check the distance so you get the correct damages across range.

	A	B
1	Distance	Value
2	0	1
3	1	1
4	2	1
5	3	1
6	4	1
7	5	1
8	6	1
9	7	1
10	8	1
11	9	1
12	10	1
13	11	1
14	12	1
15	13	1
16	14	1
17	15	1
18	16	1
19	17	1
20	18	1
21	19	1
22	20	1
23	21	1
24	22	1
25	23	1
26	24	1
27	25	1
28	26	1
29	27	1
30	28	1
31	29	1
32	30	1
33	31	1
34	32	1
35	33	1
36	34	1
37	35	1
38	36	1