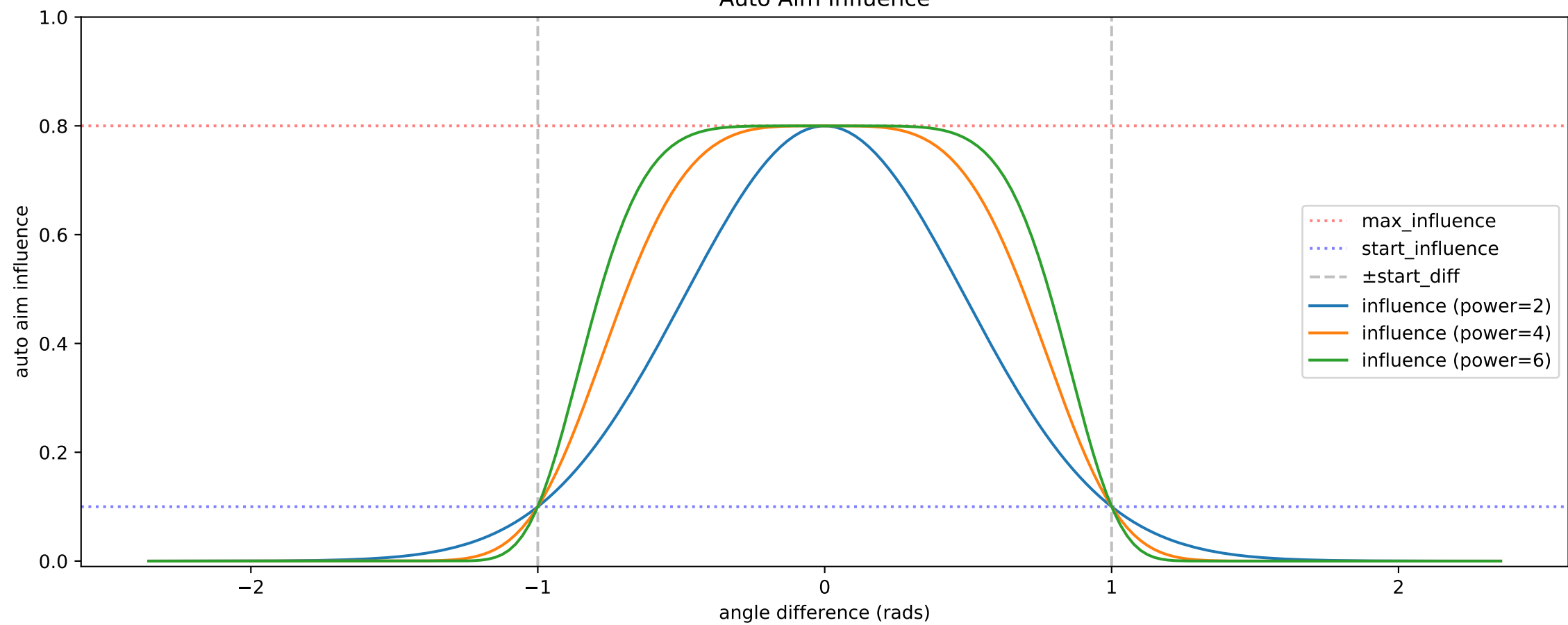


Auto Aim Influence



Auto Aim start_diff multiplier

