**CFG BOA**

cl\_crosshair\_drawoutline "1"; cl\_crosshair\_dynamic\_maxdist\_splitratio "0.3"

cl\_crosshair\_dynamic\_splitalpha\_innermod "1"; cl\_crosshair\_dynamic\_splitalpha\_outermod "1.000000"

cl\_crosshair\_dynamic\_splitdist "5"; cl\_crosshair\_outlinethickness "0.100000"

cl\_crosshair\_sniper\_show\_normal\_inaccuracy "0"; cl\_crosshair\_sniper\_width "2.5"

cl\_crosshair\_t "0"; cl\_crosshairalpha "99999999"; cl\_crosshaircolor "1"

cl\_crosshaircolor\_b "0"; cl\_crosshaircolor\_g "0"; cl\_crosshaircolor\_r "250"

cl\_crosshairdot "0"; cl\_crosshairgap "-9"; cl\_crosshairgap\_useweaponvalue "0"

cl\_crosshairscale "600"; cl\_crosshairsize "1.000000"; cl\_crosshairstyle "5"

cl\_crosshairthickness "1"; cl\_crosshairusealpha "1"; cl\_fixedcrosshairgap "2.500000"

**CFG BOA**

cl\_crosshair\_drawoutline "1"

cl\_crosshair\_dynamic\_maxdist\_splitratio "0.3"

cl\_crosshair\_dynamic\_splitalpha\_innermod "1"

cl\_crosshair\_dynamic\_splitalpha\_outermod "1.000000"

cl\_crosshair\_dynamic\_splitdist "5"

cl\_crosshair\_outlinethickness "0.100000"

cl\_crosshair\_sniper\_show\_normal\_inaccuracy "0"

cl\_crosshair\_sniper\_width "2.5"

cl\_crosshair\_t "0"

cl\_crosshairalpha "99999999"

cl\_crosshaircolor "1"

cl\_crosshaircolor\_b "0"

cl\_crosshaircolor\_g "0"

cl\_crosshaircolor\_r "250"

cl\_crosshairdot "0"

cl\_crosshairgap "-9"

cl\_crosshairgap\_useweaponvalue "0"

cl\_crosshairscale "600"

cl\_crosshairsize "1.000000"

cl\_crosshairstyle "5"

cl\_crosshairthickness "1"

cl\_crosshairusealpha "1"

cl\_fixedcrosshairgap "2.500000"

BOLINHA

cl\_crosshair\_drawoutline "0";

cl\_crosshair\_dynamic\_maxdist\_splitratio "0.3";

cl\_crosshair\_dynamic\_splitalpha\_innermod "1";

cl\_crosshair\_dynamic\_splitalpha\_outermod "1.000000";

cl\_crosshair\_dynamic\_splitdist "5";

cl\_crosshair\_outlinethickness "1";

cl\_crosshair\_sniper\_show\_normal\_inaccuracy "0";

cl\_crosshair\_sniper\_width "2.5";

cl\_crosshair\_t "0";

cl\_crosshairalpha "1000";

cl\_crosshaircolor "1";

cl\_crosshaircolor\_b "250.000000";

cl\_crosshaircolor\_g "250.000000";

cl\_crosshaircolor\_r "250";

cl\_crosshairdot "0";

cl\_crosshairgap "-4";

cl\_crosshairgap\_useweaponvalue "0";

cl\_crosshairscale "600";

cl\_crosshairsize "1";

cl\_crosshairstyle "5";

cl\_crosshairthickness "1";

cl\_crosshairusealpha "1";

bind "I" " cl\_crosshair\_drawoutline "0";

cl\_crosshair\_dynamic\_maxdist\_splitratio "0.3";

cl\_crosshair\_dynamic\_splitalpha\_innermod "1";

cl\_crosshair\_dynamic\_splitalpha\_outermod "1.000000";

cl\_crosshair\_dynamic\_splitdist "5";

cl\_crosshair\_outlinethickness "1";

cl\_crosshair\_sniper\_show\_normal\_inaccuracy "0";

cl\_crosshair\_sniper\_width "2.5";

cl\_crosshair\_t "0";

cl\_crosshairalpha "1000";

cl\_crosshaircolor "1";

cl\_crosshaircolor\_b "250.000000";

cl\_crosshaircolor\_g "250.000000";

cl\_crosshaircolor\_r "250";

cl\_crosshairdot "0";

cl\_crosshairgap "-4";

cl\_crosshairgap\_useweaponvalue "0";

cl\_crosshairscale "600";

cl\_crosshairsize "1";

cl\_crosshairstyle "5";

cl\_crosshairthickness "1";

cl\_crosshairusealpha "1";

"