| Guns     | In Game | Sensitivty |       | LEG | ACY | REC | OIL | <b>VALUES</b> |  |  | Please       | Read:              | How to           | Adjust              | Value if               | ever not           | workir               |
|----------|---------|------------|-------|-----|-----|-----|-----|---------------|--|--|--------------|--------------------|------------------|---------------------|------------------------|--------------------|----------------------|
| Y -VA    | LUE -   | - Vertica  |       |     |     |     |     |               |  |  |              |                    |                  |                     |                        |                    |                      |
|          | 20      | 30         | 40 50 | 60  | 70  | 80  | 90  | 100           |  |  | Gun S        | hoots U            | P Inc            | rease \             | Vertical V             | alue Y             |                      |
| AC-12    | 26      | 29         | 29 25 | 27  | 41  | 27  | 29  | 45            |  |  | Gun S        | hoots D            | own              | Decrea              | se Vertic              | al Value           | Y                    |
| AK-24    | 30      | 37         | 33 25 | 41  | 33  | 31  | 36  | 35            |  |  | Gun S        | hoots L            | EFT              | Increase            | e Horizor              | ntal valu          | e X                  |
| 15A3     | 25      | 41         | 31 45 | 38  | 28  | 33  | 32  | 26            |  |  | Gun S        | hoots R            | ight I           | Decreas             | se Horizo              | ntal Val           | ue X                 |
| FAR-M GL | 39      | 35         | 26 35 | 39  | 25  | 39  | 42  | 37            |  |  |              |                    |                  |                     |                        |                    |                      |
| 30       | 27      | 30         | 27 33 | 35  | 44  | 45  | 39  | 36            |  |  | This Gamepac | is Hard to configu | re so Please Kno | ow not all Values v | vill work for everyone | U might still have | to adjust a bit!! Th |
| P9       | 37      | 39         | 32 26 | 30  | 43  | 41  | 45  | 29            |  |  |              |                    |                  |                     |                        |                    |                      |
| BX-45    | 29      | 39         | 36 40 | 45  | 44  | 45  | 42  | 30            |  |  |              |                    |                  |                     |                        |                    |                      |
| P-29     | 32      | 35         | 33 45 | 45  | 33  | 25  | 42  | 42            |  |  |              |                    |                  |                     |                        |                    |                      |
| KM - BP  | 27      | 33         | 32 35 | 33  | 34  | 28  | 28  | 42            |  |  |              |                    |                  |                     |                        |                    |                      |
| CMG      | 40      | 37         | 26 27 | 40  | 41  | 31  | 38  | 32            |  |  |              |                    |                  |                     |                        |                    |                      |
|          |         |            |       |     |     |     |     |               |  |  |              |                    |                  |                     |                        |                    |                      |
|          |         |            |       |     |     |     |     |               |  |  |              |                    |                  |                     |                        |                    |                      |
|          |         |            |       |     |     |     |     |               |  |  |              |                    |                  |                     |                        |                    |                      |
| X VAL    | _UE =   | 0          |       |     |     |     |     |               |  |  |              |                    |                  |                     |                        |                    |                      |

| Guns                     | In Game | Sensiti | ivty  | L  | EGA | CY | RECC | )IL | VALUES |
|--------------------------|---------|---------|-------|----|-----|----|------|-----|--------|
| Y -V                     | ALUE    | - Ver   | tical |    |     |    |      |     |        |
|                          | 20      | 30      | 40    | 50 | 60  | 70 | 80   | 90  | 100    |
| AC-12                    | 41      | 28      | 37    | 40 | 36  | 28 | 41   | 41  | 33     |
| AK-24                    | 37      | 42      | 38    | 42 | 36  | 32 | 36   | 35  | 28     |
| M5A3                     | 44      | 44      | 45    | 29 | 40  | 25 | 43   | 30  | 27     |
| SFAR-M GL                | 39      | 27      | 42    | 32 | 40  | 43 | 28   | 35  | 43     |
| (30                      | 36      | 35      | 45    | 34 | 39  | 39 | 30   | 26  | 40     |
| IP9                      | 27      | 31      | 34    | 38 | 45  | 34 | 33   | 26  | 26     |
| BX-45                    | 37      | 44      | 39    | 37 | 26  | 33 | 26   | 27  | 41     |
| PP-29                    | 40      | 38      | 45    | 45 | 44  | 43 | 36   | 34  | 39     |
| PKM - BP                 | 37      | 42      | 41    | 27 | 45  | 41 | 32   | 35  | 33     |
| LCMG                     | 29      | 45      | 30    | 40 | 43  | 43 | 29   | 36  | 31     |
|                          |         |         |       |    |     |    |      |     |        |
|                          |         |         |       |    |     |    |      |     |        |
|                          |         |         |       |    |     |    |      |     |        |
| $\vee$ $\vee$ $\wedge$   | LUE =   | - 0     |       |    |     |    |      |     |        |
| $\wedge$ $\vee$ $\vdash$ | NLUE -  | - 0     |       |    |     |    |      |     |        |