

sens alc:

Comandi visuale personalizzati	No	Sì
Zona morta	<input type="range"/>	5%
Soglia esterna	<input type="range"/>	2%
Curva di risposta	<input type="range"/>	0
Impostazioni per ottica ...		

Velocità rotazione orizzontale mirino	<input type="range"/>	138
Velocità rotazione verticale mirino	<input type="range"/>	135
Rotazione orizzontale aggiuntiva mirino	<input type="range"/>	0
Rotazione verticale aggiuntiva mirino	<input type="range"/>	0
Durata accelerazione rotazione mirino	<input type="range"/>	0%
Ritardo accelerazione rotazione mirino	<input type="range"/>	0%
COMPENSAZIONE BERSAGLIO		
Compensazione bersaglio	No	Sì
Compensazione bersaglio corpo a corpo	No	Sì
Stile compensazione bersaglio	Predefinito	PC

IMPOSTAZIONI MIRINO PERSONALIZZATE		
Sensibilità mirino (per ottica)	No	Sì
Ottica 1x / Mirini di ferro	<input type="range"/>	0.8
Ottica 2x	<input type="range"/>	0.9
Ottica 3x	<input type="range"/>	1.0
Ottica 4x	<input type="range"/>	1.2
Ottica 6x	<input type="range"/>	1.2
Ottica 8x	<input type="range"/>	1.3
Ottica 10x	<input type="range"/>	1.3

valori:

```

const int16 A_RIFLE[][] = {
    //
    //Start, Mid, End, Time, Horiz, Horiz, Horiz, Horiz, Fire noscope
    { 15, 10, 10, 50, 0, 0, 0, 0, 0, 0 }, // Default
    { 18, 9, 6, 16, -1.6, 0.5, 0.5, 17, 0, 0 }, // R-301 X1
    { 26, 12, 7, 18, -1.7, 0, 0, 19, 0, 0 }, // R-301 X2
    { 34, 14, 7, 16, -3, 0, 2, 19, 0, 0 }, // R-301 X3
    { 34, 14, 7, 16, -3, 0, 2, 19, 0, 0 }, // R-301 X2/4*
    { 23, 23, 13, 2, 0, 1, 0, 1, 1, 0 }, // G7 X2
    { 25, 25, 15, 2, 0, 1, 0, 1, 1, 0 }, // G7 X3
    { 34.8, 16, 9, 20, -0.58, -1, 0.5, 1, 0, 0 }, // R99 X2
    { 24, 17, 9, 14, -0.5, -1, 0.5, 1, 0, 0 } // R99 X1
};

```

```

const int16 SMG[][] = {
    //
    //Start, Mid, End, Time, Horiz, Horiz, Horiz, Horiz, Fire noscope
    { 17, 5, 3, 32, 3, 2.5, 2, 32, 0, 0 }, //FLATLINE X1
    { 22, 8, 8, 30, 5.8, 1, 1, 38, 0, 0 }, //FLATLINE X2
    { 21, 15, 15, 3, 0, 5, 5, 0, 1, 0 }, //HEMLOCK X2
    { 32, 20, 20, 2, 1.5, 3, 3, 0, 1, 0 }, //HEMLOCK X3
    { 10, 5, 4, 190, -0.3, -0.2, -0.2, 90, 0, 0 }, //RAMPAGE X1
    { 12, 6, 6.8, 190, -0.3, -0.2, -0.2, 90, 0, 0 }, //RAMPAGE X2
    { 16, 5, 5, 90, -0.5, -0.2, -0.2, 90, 0, 0 }, //RAMPAGE X3
    { 28, 13, 13, 26, 1.5, -1.5, -1.5, 26, 1, 0 }, //PROWLER X2
    { 28, 9, 9, 26, 1.5, -1.5, -1.5, 26, 1, 0 } //PROWLER X1
};

```

```

const int16 IMG[][] = {
    //
    //Start, Mid, End, Time, Horiz, Horiz, Horiz, Horiz, Fire noscope
    { 19, 11, 3, 30, -1, 1, 1, 10, 0, 0 }, //VOLT X1
    { 27, 14, 5, 34, -1, 0.5, 0.5, 10, 0, 0 }, //VOLT X2
    { 22, 8, 6, 19, -1, 3, 3, 34, 0, 0 }, //HAVOC X1
    { 26, 11, 6.8, 19, -1, 3, 3, 34, 0, 0 }, //HAVOC X2
    { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }, //DEVOTION X1
    { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }, //DEVOTION X2
    { 20, 20, 20, 30, 6, 0, -1, 30, 0, 0 }, //L-STAR X2
    { 14, 14, 14, 30, 6, 0, -1, 30, 0, 0 } //L-STAR X1
};

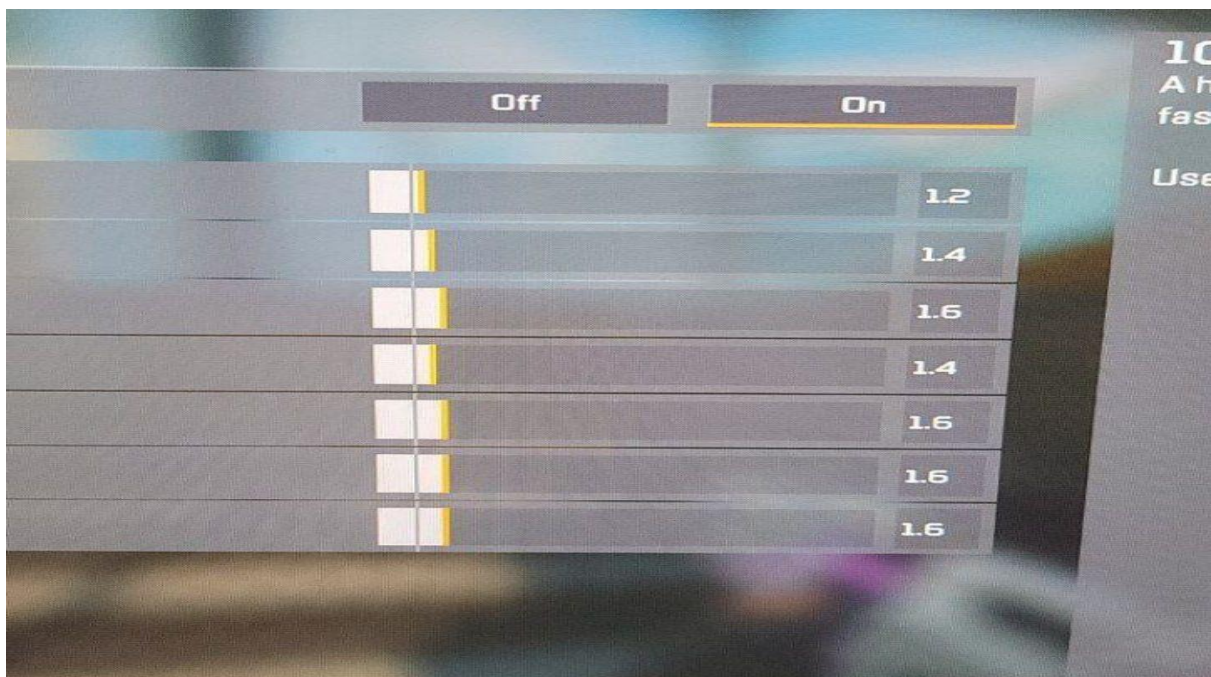
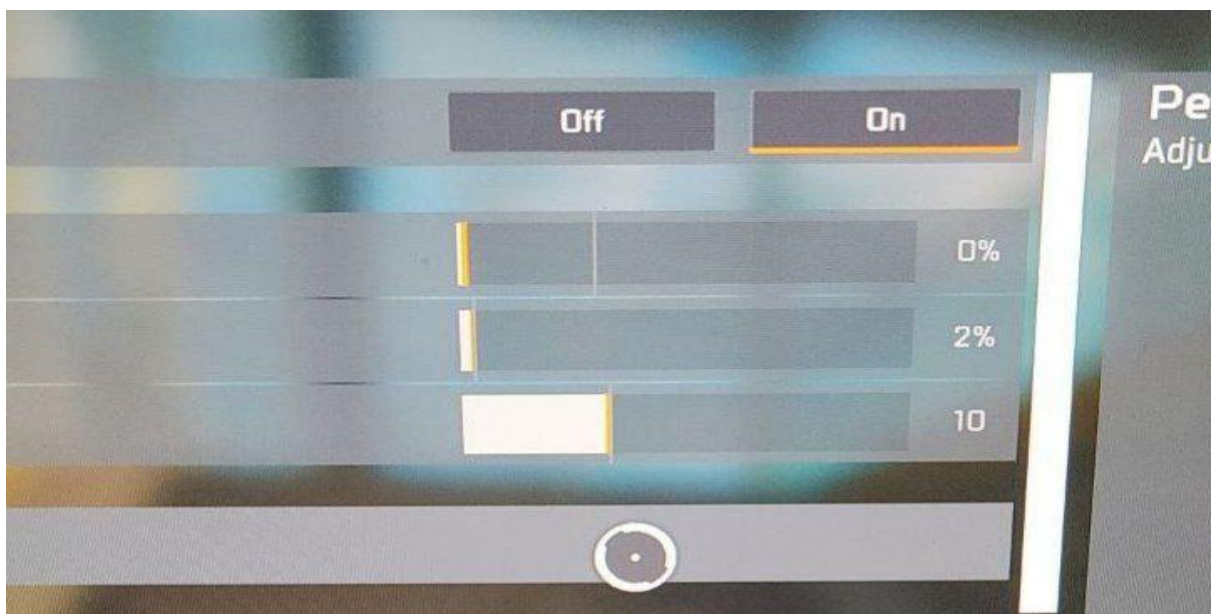
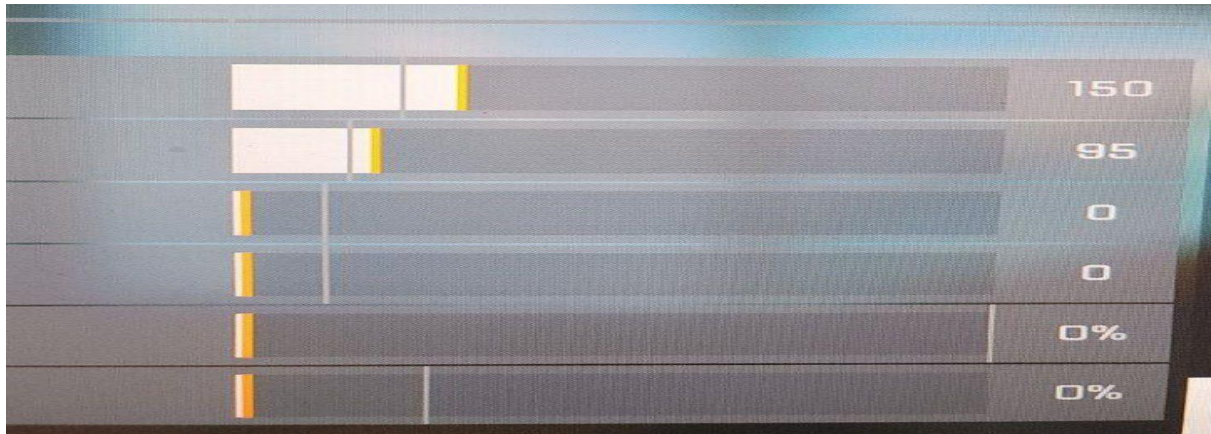
```

```

const int16 RIFLE[][] = {
    //
    //Start, Mid, End, Time, Horiz, Horiz, Horiz, Horiz, Fire noscope
    { 18, 10, 6, 26, 1, -2, -2, 26, 0, 0 }, //ALTERNATOR X1
    { 25, 18, 14, 26, 1.5, -2, -2, 26, 0, 0 }, //ALTERNATOR X2
    { 10, 1, 0, 100, 1, 0, 0, 20, 0, 0 }, //SPITFIRE X1
    { 15, 5, 0, 100, 1, 0, 0, 30, 0, 0 }, //SPITFIRE X2
    { 20, 8, 6.8, 35, 1, 0, 0, 30, 0, 0 }, //SPITFIRE X3
    { 23, 23, 13, 2, 0, 1, 0, 1, 1, 0 }, // G7 X2
    { 25, 25, 15, 2, 0, 1, 0, 1, 1, 0 } // G7 X3
};

```


sens alc:



valori:

```
const int16 ERBA_scriptcronscom_Cronusapex_3115890[][] = {
//      Start Mid End Time Rapid AR
//Start, Mid, End, Time, Horiz,Horiz,Horiz, Horiz, Fire noscope
={ 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }, // default
={ 23, 15, 10, 50, -2, 0, 1, 17, 0, 10 }, // R-301 X1
={ 31, 19, 14, 18, -2, 0, 1, 19, 0, 0 }, // R-301 X2
={ 43, 21, 13, 16, -3, 0, 2, 19, 0, 0 }, // R-301 X3
={ 38, 20, 15, 16, -6, -8, -10, 19, 0, 10 }, // RE45
={ 40, 22, 16, 17, 5, -2, -6, 17, 0, 15 }, // CAR X1
={ 50, 28, 23, 17, 5, -2, -6, 17, 0, 15 }, // CAR X2
={ 47, 43, 17, 12, -2, -2, -1, 1, 0, 17 }, // R99 X2
={ 36, 34, 7, 12, -2, -2, -1, 1, 0, 17 } // R99 X1
};
```

```
const int16 ERBA_scriptcronscom_Cronusapex_31158991[][] = {
//      Start Mid End Time Rapid AR
//Start, Mid, End, Time, Horiz,Horiz,Horiz, Horiz, Fire noscope
={ 31, 15, 13, 32, 6, 0, 2, 32, 0, 10 }, //FLATLINE X1
={ 35, 13, 21, 32, 9, 3, 8, 30, 0, 10 }, //FLATLINE X2
={ 39, 15, 29, 32, 9, 3, 8, 30, 0, 10 }, //FLATLINE X3
={ 30, 20, 20, 20, 0, 5, 5, 0, 1, 14 }, //HEMLOCK X2
={ 40, 30, 30, 20, 1.5, 3, 3, 0, 1, 14 }, //HEMLOCK X3
={ 25, 17, 16, 30, -1, -1, -1, 30, 0, 10 }, //RAMPAGE X1
={ 30, 23, 21, 30, -1, 0, 1, 30, 0, 10 }, //RAMPAGE X2
={ 35, 28, 26, 30, -1, -1, -1, 30, 0, 10 }, //RAMPAGE X3
={ 35, 22, 14, 26, 1, 0, -10, 16, 1, 10 } //PROWLER X1
};
```

```
const int16 ERBA_scriptcronscom_Cronusapex_311589992[][] = {
//      Start Mid End Time Rapid AR
//Start, Mid, End, Time, Horiz,Horiz,Horiz, Horiz, Fire noscope
={ 36, 17, 5, 34, -1, -1, -1, 10, 0, 13 }, //VOLT X1
={ 46, 24, 12, 34, -1, -1, -1, 10, 0, 13 }, //VOLT X2
={ 37, 23, 13, 23, -1, 0, 3, 34, 0, 15 }, //HAVOC X1
={ 44, 27, 17, 23, -1, 0, 3, 34, 0, 15 }, //HAVOC X2
={ 41, 28, 6, 23, 2, 1, -3, 34, 0, 12 }, //DEVOTION X1
={ 56, 36, 16, 23, 5, 3, -3, 34, 0, 12 }, //DEVOTION X2
={ 40, 39, 26, 30, 7, -1, -6, 20, 0, 18 }, //L-STAR X2
={ 30, 29, 36, 30, 7, -1, -1, 34, 0, 18 } //L-STAR X1
};
```

```
const int16 ERBA_scriptcronscom_Cronusapex_3115899992[][] = {
//      Start Mid End Time Rapid AR
//Start, Mid, End, Time, Horiz,Horiz,Horiz, Horiz, Fire noscope
={ 37, 25, 21, 26, 2, -1, -2, 26, 0, 13 }, //ALTERNATOR X1
={ 47, 30, 21, 26, 2, -1, -2, 26, 0, 13 }, //ALTERNATOR X2
={ 20, 13, 6, 100, -1, 0, 0, 20, 0, 8 }, //SPITFIRE X1
={ 25, 18, 10, 100, -1, 0, 0, 20, 0, 8 }, //SPITFIRE X2
={ 35, 23, 14, 30, -1, 0, 0, 20, 0, 8 }, //SPITFIRE X3
={ 36, 30, 30, 25, 0, 0, 0, 0, 1, 15 }, // G7 X2
={ 37, 35, 34, 25, 0, 0, 0, 0, 1, 15 } // G7 X3
};
```