

# **DjangoKill Warzone Advance Gamepack - Version V1.0**

## **What's in this version?**

1. 2 Profiles - Primary and Secondary.
2. 5 Loadouts (Renameable) - 2 profiles each for loading/saving your AR values.
3. Weapon and Category choice for Primary and Secondary.
4. Auto set for RapidFire, Fast Reload, Hold Breath and QuickScope and ADS Far mod based on weapon.
5. Slot System for multi-use the script.
6. All Buttons Layout possible including Flipped and Bumper Ping, Bumper Ping Tactical.
7. 2 Anti Recoils – SmartRecoil (Recommended), LegacyAR.
8. 4 Aim Assists – Enhanced Polar with Steady Aim, Polar V2, DoubleSticky, Legit Aim.
9. Weapon Swap (Primary/Secondary) Single button press and Two buttons press.  
Two button press – L2 and Triangle for Primary, L2 and Circle for Secondary (Like in the Warzone Gamepack).
10. TrickShot Mods: Prone Shot, Strafe Shot, Ghost Peek.
11. ADS/Fire Mods: FastReload, QuickScope, SmartLethal, EasyFire.
12. Warzone Mods: Drive Mod, Enemy Ping, Easy Plates, Easy Revive.
13. Global Mods: AutoRun, EasyProne, Turbo Melee, Cancel Slide, Bunny Hop.
14. Settings: AdvanceSens (Improved SnakeSens), **AFK Mod**, Inverted Y, Buttons Layout, BlockRumble.
15. Support for PS4 and XBOX controllers.
16. Kill Switch - Temporary disable all mods.
17. Gulag Mod - Only what is necessary for this situation.
18. **Lamp Mod – Light your screen. ~ Removed**
19. RapidFire Quick Mode.
20. AkimboFire Quick Mode.
21. TrickShots Quick Mode.
22. DriveMod with ZigZag drive mode.
23. ADS Control for Close and Far Range – Mainly for Sniping at ranges.
24. Crescens's Aim Correction preset.
25. **Advance setup for Anti Recoil – one time setup**

## General Info:

1. There are 3 different menus:
  - One is the Mods Menu with activating/disabling and adjusting mods. To activate/disable that menu **Hold L2** and **OPTIONS**.
  - Two is the Weapon Chooser Menu. There you set your weapons for Primary and Secondary. To activate/disable that menu **Hold L2** and press **PS**.  
If you are in the Mods Menu – Press **Square** button to go this Menu. You can exit by press **Circle** button too.
  - Third is the Load/Save Loadout Menu – **Hold OPTIONS** and press **L2** for Load Loadout, **Hold OPTIONS** and press **L1** for Save Loadout.
2. To change Profile (Primary/Secondary) you press:
  - If you are in Mods Menu or Weapons Chooser Menu – press **Triangle** Button.
  - If you outside the Menus - press **Triangle** Button (if one\_button\_press is TRUE) or/and **Hold L2** and press **Triangle** for Primary, **Hold L2** and press **Circle** for Secondary (Like in the Warzone Gamepack).
  - if one\_button\_press is TRUE (Set in the head of the script) - If you need to resync profile and you outside the Menus – **Double press Triangle** Button will fix the unsync profile issue.
  - **Long Press Triangle** Button will resync profile too – Mainly for reset after using EasyRevive.
  - When profile\_switch\_rumble = TRUE, It will rumble when switching profiles.
  - While not on Menus - Green Led will light when you are on Primary, Red Led will light when you are on Secondary. On menus it will behave as previous with Blue and Pink.
3. Title Screen Indicators - At the Main Title screen you will see:
  - Title about this gamepack including version number.
  - Your current profile. (Primary/Secondary)
  - Your current weapon.
  - On the left side a small number – That's current Loadout number.
  - On the right side a small number – That's current Slot number.
4. How Saves/Load is working?
  - If you are on Mods Menu and press **PS** button it will **save All Profiles and Global Settings only**.
  - When exit Mods Menu (by **Hold L2** and press **OPTIONS**, or going to other menus), It will **save All Profiles and Global Settings** as well.
  - When you are going inside Save Loadout Menu you can choose where to save your data (SmartRecoil/LegacyAR Values and Weapons selected for each profile).  
After selecting desired Loadout, Press **X** button will perform the Save.
  - When you go inside Load Loadout Menu you can choose which loadout you want to load with the data saved (SmartRecoil/LegacyAR Values and Weapons selected for each profile).  
After selecting desired Loadout, Press **X** button will perform the Load.
  - Press **Circle** button will exit both Load and Save Loadouts Menus without doing anything.
5. Settings:
  - Go into Settings Screen to set your playstyle. Inverted and Buttons Layout.
  - At the head of the script, you set your ingame: Sensitivity and Deadzone.
  - Inside Buttons Layout Screen make sure you set the correct one you are using.
  - For Flipped Users Press **Square** button. You will see '**Flipped**' Text is showing.
6. Presets of data:
  - I collect data for each weapon you can choose from so make sure you are using the correct gun when you are playing.
  - Each gun should have the correct Fast Reload delay so when you press Reload button it will cancel the reload animation by the end of the reload.
  - For Single fire weapons (Fal, FR 5.56, Shotguns, Rifles, Pistols, Knife, etc) it will run RapidFire Mod automatically.
  - For Rifles and Snipers, it will run QuickScope automatically.
  - For Rifles and Snipers, you can run Quick ADS Far by **Double press Aim** button.
  - For Snipers, it will run Hold Breath automatically.
7. Mods that are On by default:
  - FastReload, QuickScope, Block Rumble. (They can be turned off of course)

## Loadouts:

1. You start at Loadout 0 (indicate by L0).
2. You can name your loadouts - You can set your own loadouts names at the head of the script: `const string LOADOUTS_TEXT[] = {"Custom Loadout 1", "Custom Loadout 2", "Custom Loadout 3", "Custom Loadout 4", "Custom Loadout 5", "MAX SIZE POSSIBLE"}; /* LEAVE_AS_IS_DONT_TOUCH */`

**NOTE: The last one don't touch, ONLY 17 characters possible !!**

### 3. How to set Loadout?

- Load the script
- Set your weapons inside the script by: **Hold L2** and press **PS**.
- Set weapon for Primary and Secondary (Switch with **Triangle** button)
- Make your changes for both weapons (Activating AR, Set SmartRecoil/LegacyAR values, etc.)
- **Hold OPTIONS** and press **L1**, You will get **Save Loadout Menu**.
- Choose where to save current setup (Let's say Loadout 5)
- Press **X** to Save.
- Now you switch slots and come back or want to load some loadout.
- **Hold OPTIONS** and press **L2**, You will get **Load Loadout Menu**.
- Choose what loadout to Load.
- Press **X** to Load.
- Now you should have your weapons and values for SmartRecoil/LegacyAR saved.

### 4. When Loadout values (SmartRecoil/LegacyAR) is reset?

- When switching to different weapon from the script
- When on Weapon Chooser Menu and Hold Circle button.

**It will reset to weapons' current AR values as set at the head of the script !!**

5. Even if Loadout values got reset, if you load again that saved loadout everything should restore back.

## Weapon Chooser Menu:

1. You will choose weapon for Primary and Secondary.
2. The Categories and Weapons are sorted like in game.
3. General Categories has 3 weapons:  
Regular fire (which has no presets of data),  
RapidFire (Which has no presets of data, but has RapidFire mod **On**),  
Sniper (Which has no presets of data, but has HoldBreath, QuickScope and Quick ADS Far **On**).  
Like in the Warzone Gamepack, **but better**.
4. In order to change Categories or Weapons you press **Left / Right** Arrows  
In order to change from Categories to Weapons and wise versa you press **Up / Down** Arrows.

## Mods (From the menu):

### 1. Anti-Recoil:

You can choose Smart Recoil or LegacyAR.

- In Smart Recoil you are settings Strength and Horizontal values.

**Make sure ingame vibration is on.**

**If the weapon while firing goes up** – Increase the Strength Value.

- **If the weapon while firing goes down** – decrease the Strength Value.
- In LegacyAR you are settings Vertical and Horizontal values.
- You can use different AR per profile, both AR can be save for 5 loadouts.

### 2. Aim Assist:

You can choose Polar, Polar V2, DoubleSticky and Legit Aim.

- Mess with the values and see what's suits you.
- Recommended to test: Legit Aim with values of 18/30 or 24/24 or 20/20.
- SteadyAim for Polar can be set On and Off, Change in the head of the script.
- **DoubleSticky:**

What is the difference between this and StickyAim?

- As the name says, It's like StickyAim but doubled the logic.

- old Size now split to Size 1 and Size 2.

- Instead of having Size and Time values to set, Now we have: Aim Size 1, Aim Size 2, Aim Time, AimF Size 1, AimF Size 2, AimF Time values to set.

- The logic of the StickyAim combo is changed too a little.

What this change means?

- Now we have StickyAim logic that activates on Aim alone: Those are Aim Size 1, Aim Size 2, Aim Time values.

And we have StickyAim logic that activates on Aim and Fire: Those are AimF Size 1, AimF Size 2, AimF Time values.

- Those two logics are replacing one the other based on your current situation.

- You can basically have different AA experience when Aim and when Aim and Fire.

NOTE: If you want to have the old StickyAim experience you should use the same value for Size 1 and Size 2 and time for both Aim and Aim Fire modes.

So basically: Aim Size 1 = Aim Size 2 = AimF Size 1 = AimF Size 2 and Aim Time = AimF Time

Recommended values to test:

default, 20-20-20 25-25-25, 19-8-15 20-20-15, 19-8-15-20-15-11, 19-8-10-20-15-11, 19-10-10-20-20-15, 20-8-15-20-20-15.

- Polar V1 change defaults values:

- Change Steps from 15 to 20.
- Change SteadyAim from 25 to 30.
- Enable SteadyAim.

- Aim Assists are separated: You can activate/disable each Aim Assist separately.

### 3. Fast Reload:

- When **On** and matching the weapon in the script to the one you are using, when press **Reload** button at the end of the reload animation it will cancel and make you reload slightly faster.
- You can cancel this action by pressing **Swap** button.
- This mod activates **Cancel Reload** mod too.
- **Cancel Reload** mod - When **Fast Reload mod** is **On** and you match correct weapon in the script, you can cancel reload by press **Aim** or **Fire** buttons.  
It's useful when you start to reload and then getting into a fight so you going for firing or ADS, it will stop the reload and swap to your second gun so you can continue shooting.
- **Fast Reload** and **Cancel Reload** will only work if you manually **Tap to Reload**, not by fully empty the magazine.

### 4. Quick Scope:

- When **On** and choosing **Rifle** or **Sniper** in the script, when **Release Aim** button it will fire the weapon. (Like Warzone Gamepack)
- To cancel the auto shot when **Release Aim** button, press **Reload** or **Lethal** button once.
- Press **Sprint** button will make **Hold Breath** mod recharge quicker.

### 5. Hold Breath:

- This mod is **On** when choosing **Rifle** or **Sniper** in the script automatically.

- Not shown in the menu.

#### 6. Smart Lethal:

My idea, When you turn this mod On, You choose your lethal you are using.

The options are:

- Grenade: Will activate SmartGrenade.
- C4: Will activate new feature SmartC4.

#### SmartGrenade:

When **On** has **Dual Mode**:

- Single press **Lethal** button it will cook Grenade for about 2.6 seconds and then throw it (won't let enemies get away :D)
- Safe Mode: **Hold Lethal** button as much as you want, it will throw the grenade automatically at the end of the time so you won't get killed.
- You can cancel this action (like if you are getting in the middle of a fight) by pressing **any main** button (Like **ADS**, **Fire** etc) or **Double press Lethal** button.  
Cancel is only for single press mode.

#### SmartC4:

When **On** has **Dual Mode**:

- Single press **Lethal** button hold the C4 for smartc4\_throwdelay milliseconds then release the C4 and after smartc4\_explodedelay milliseconds (which now set to 1 second) it will auto detonate the C4.
- Hold Press: **Hold Lethal** button as much as you want then when release the C4 after smartc4\_explodedelay milliseconds (which now set to 1 second) it will auto detonate the C4.

#### 7. Easy Fire:

- When **On** you will have 3 options for easier shooting with ADS.
- You can change option, it needs to be set pre load the script by modifying:  
`int easyfire_mode = 2;`
- Possible options:  
0 - On ADS, Fire .  
1 - On Fire, ADS .  
2 - Both (0) and (1) modes.
- **NOTE:** EasyFire is automatically disable when choosing Sniper class from the script.

#### 8. Prone Shot:

- When **On** and Activate switch from Stand to Prone and backwards.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS
- On and Off per profile.

#### 9. Strafe Shot:

- When **On** and Activate move from side to side.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS
- On and Off per profile.

#### 10. Ghost Peek:

- When **On** and Activate Crouch Stand fast.
- 3 Options to activate: On Fire, On Fire Without ADS, On Fire With ADS.
- Activate option need to be change from the head of the script
- Default: On Fire Without ADS
- On and Off per profile.

#### 11. Chicken Mod: For Chicken Mod, Activate **Strafe Shot** and **Ghost Peek**.

#### 12. Drive Mod:

- When **On**, if you **Hold Tactical** button, some mods will force off for not interrupting driving.
- It will disable all **AA**, This will allow you to drive without any screen shake.
- It will disable TrickShots mods.
- It will disable EasyFire.
- **ZigZag Mode:** When DriveMod is **On** and activate (**Hold Tactical** as before) and **Hold Sprint** button will make the car do ZigZags..

Will help when you need to drive straight and being shot :)

13. Enemy Ping: When **On** you can ping enemies by:  
**On ADS, On Fire, On ADS and Fire** (you choose).
14. Easy Plates: **Hold Swap** button and it will continue to press **Swap** until you have full plates automatically (can be cancel by Aim, Fire, Reload or Jump).
15. Easy Revive: ~~**Double Press Reload/Use** button and it will continue to press **Reload/Use** until teammate is automatically (can be cancel by Aim, Fire, Swap or Jump).~~
16. Auto Run:
  - When **On** you will be able to continues Tactical to normal Sprint run.
  - Walk and **Double press Sprint** to activate, **Walk backwards/Walk sideways/Press Aim/Press Fire/Press Sprint** to disable.
17. FastTurn (This feature is removed):
  - ~~— **Double press Right** Arrow will do 180 rotation.~~
  - ~~— You need to match your sensitivity within the script.~~
  - ~~— You can change the Turn Time from the menu.~~
  - ~~— You can Turn clockwise and counterclockwise. (change from the head of the script)~~
18. EasyProne:
  - When this mod is **On**, **Hold easyprone\_button (which is set to L3)** and **firing** you will go into prone.
  - When **Release Fire** Or **easyprone\_button** button you will get up again.
  - You can change easyprone\_button at the head of the script: define easyprone\_button = PS4\_L3;
19. Turbo Melee Upgraded:
  - This mod will continue to melee for you.
  - We have here two activation options:
    1. LEGACY - When **On**, **Hold Melee** button it will activate Turbo Melee.
    2. DJANGO - When **On**, **Double Press and Hold Melee** button to activate Turbo Melee.
  - When choosing DJANGO mode, it won't interfere executions and mounting.
  - Change mode at the head of the script.
  - Default: DJANGO
  - JumpMelee: When you **press Melee** button it will also Jump while Melee.
    - Great for aiming to the head.
    - Working for both first time Melee and continuously Melee.
    - This mode is On by default
    - To turn off change at the head of the script: define turbomelee\_jump = TRUE;
20. Cancel Slide:
  - This mod will cancel your slide allowing you to move slightly faster and better.
  - We have here two activation options:
    1. LEGACY – Just **Walk** and when **Release Crouch** button it will cancel the slide.
    2. RUMBLE – Like LEGACY but working with InGame Rumble to detect slide.
    3. DJANGO – My improvement, only when **Walk, Sprint** button detected (Hold or last pressed) and **Release Crouch** button it will cancel the slide.
  - Activate option need to be change from the head of the script.
  - **NOTE**: If you are using InGame **AutoRun** – Choose **LEGACY or RUMBLE only!!**
  - You can change Slide Delay from the head of the script. If you have problem change to 80.
  - Default: LEGACY
21. Bunny Hop: Pretty familiar.
22. AdvanceSens (Improved SnakeSens):
  - Can adjust your sensitivity based on: General, ADS Close Range, ADS Far Range, Fire, ADS Fire, Grenade.
  - When this mod is **On**, you can cycle fast from ADS Close to ADS Far by **Hold Aim** button and press **Up** Arrow.
  - You will see on the display those cycling and will see current mode (Close or Far)
  - When **Release Aim** button it will revert back to ADS Close.
  - ADS Close set to 100. ADS Far set to 50.
  - This mod will allow sniper more precision when need micro movement at far ranges.
  - This mod is calibrated to act as Crescens's Aim Correction.

### 23. AFK Mod:

- ~~— Beta test.~~
- ~~— When **On** and 30 seconds has passed without any button press it will be activated AFK.~~
- ~~— When AFK is up it will press buttons for you while not touching anything.~~
- ~~— You should stay ingame and not get kicked. — Removed~~

24. Block Rumble: Will cancel vibration into your controller.

### More Mods (Not from the menu):

- Quick RapidFire mod: You can have quick RapidFire for any gun you currently using. **Hold Aim** button and **press Right** arrow to activate RapidFire, Do the same to deactivate. Just another option to have RapidFire.
- Quick AkimboFire mod: When **Hold Aim** and **press Left** Arrow you will activate Akimbo Fire. When Akimbo Fire is On and Rapid Fire is On (By Quick Toggle, choosing single fire weapon, Gulag mod + RapidFire), when firing it will fire for both pistols.
- Quick TrickShot mod: **Hold Aim** button and **press Down** arrow for turn On/Off TrickShot. The Trickshot itself is based on what you activate inside and per profile.
- Hair Trigger: You can have hair triggers, change in the head of the script:  
define toggle\_hairtrigger = FALSE;

### Mapping:

- Mod Menu: Hold L2 and OPTIONS
- Weapon Menu: Hold L2 and PS(XBOX)
- Load Loadout Menu: Hold OPTIONS + L2
- Save Loadout Menu: Hold OPTIONS + L1
- Kill Switch: Hold L2 and SHARE
- Gulag Mod: Hold OPTIONS and Triangle
- Navigate screen: Left /Right Arrows
- Activate / Deactivate Mods: UP/DOWN Arrows
- Change Modes in Mods: Left/Right Arrows.
- Change Values in Mods: Hold L2 and Up/Down/Left/Right Arrows.
- Quick RapidFire Mod – Hold L2 and Right Arrow.
- Quick AkimboFire Mod – Hold L2 and Left Arrow.
- ADS Far/Close modes (when AdvanceSens is On) – Hold L2 and Up Arrow.
- ~~— Lamp Mod: Double press OPTIONS — Removed~~
- Quick TrickShot Mod - Hold L2 and press DOWN Arrow.
- "Arrows values" (AntiRecoil mode, AlmAssist Mode, EnemyPing mode, SmartLethal mode, ButtonsLayout) are now possible with Arrows alone without Hold L2.

### Kill Switch:

- Disable all mods temporary
- **Hold L2** and **SHARE** to activate/disable this mod.

### Gulag Mod:

- Unique mod to give you the best experience while getting into the Gulag. This mod aim for fast response in gulag fights without any other interfering.
- **Hold OPTIONS** button and press **Triangle** to activate/deactivate this mod (**Long press Circle** button will exit too)
- When this mod is **On** you will see '**Gulag**' text in the script and current weapon profile: **RegularFire, RapidFire and Sniper**.
- To cycle between them just use **Left / Right** Arrows.
- When this mod is **On** this stuff are forced **Off**: SmartRecoil, TrainerAR, FastReload, AutoRun, Drive Mod, EnemyPing, EasyPlate, EasyRevive.
- When this mod is **On** this stuff are stays **On** if they were **On**: AA (Polar, Polar V2, Sticky, Legit),

Rapid fire (if choose RapidFire class in gulag mod will be forced **On**, Hair Triggers (small touch on triggers will go 100%)

- This mod aim for fast response in gulag fights without any other interfering.

### Lamp Mod:

~~Quick Light mode.~~

~~Double Press **OPTIONS** to turn On/Off the light of the OLED screen. -- Removed~~

### Slot System:

This script has unique slot system that I made.

- You can set the Slots number (that this script is going to run on)
- You can switch between Slots you are configured.
- Switch to next Slot – **Hold OPTION** and press **Right** Arrow.
- Switch to Previous Slot – **Hold OPTION** and press **Left** Arrow.

Read the example at the beginning of the script to understand how to setup the values for the slots.

### Advanced AR

This advance part is aim for you to get Anti recoil values (both SmartRecoil and LegacyAR) for any of your guns using my DJART (DjangoKill Anti Recoil Tool) script.

So you get those values from DJART and place those values in this script at the head of the script where it says: "Advanced Settings"

### How to setup all this process?

1. Load DJART script and the main script into Zen's slots.
  2. Switch first to DJART script slot.
  3. Now you configure your setup for the game (like activating some AA and some mods).
  4. Now choose weapons in for your loadout game.
  5. Let's say you pick: m4a1.
  6. Now activate some AR.
  7. Let's say you pick Smart Recoil.
  8. Now try to get the best Anti recoil for those guns.
  9. Let's say you found: 70 Strength and -6 Horizontal.
  10. Write down those values to a paper or a notepad.
  11. Continue with another gun and again find best values and write them down.
  12. After you got your best AR values for your guns, go to the main script.
  13. At the head of the script where it's says "Advanced Settings" there is a long table and you will see all the possible weapons.
  14. Now you fill in the values you found before at the right place for the right guns. (you will see you can input both Smart Recoil and LegacyAR values)
  15. That's it !! now you can use only the main script and have the best AR values for any gun you choose in the script 😊
- Look down in the document – you will see how this table should look like.



## **Personal Config:**

You can set these things in the beginning of the script:

```
int oled_bg_white = FALSE;

const int8 slots[] = { SINGLE_SLOT };

define ingamesens = 5;

define ingamedz = 5;

define mod_menu_button_hold = PS4_L2;

define mod_menu_button_press = PS4_OPTIONS;

define loadout_menu_button_hold = PS4_OPTIONS;

define loadout_menu_button_load = PS4_L2;

define loadout_menu_button_save = PS4_L1;

define weapons_menu_button_hold = PS4_L2;

define weapons_menu_button_press = PS4_PS;

define gulag_button_hold = PS4_OPTIONS;

define gulag_button_press = PS4_TRIANGLE;

define killswitch_button_hold = PS4_L2;

define killswitch_button_press = PS4_SHARE;

define slot_system_button_hold = PS4_OPTIONS;

define slot_system_button_next = PS4_RIGHT;

define slot_system_button_prev = PS4_LEFT;

define qtoggles_button_hold = PS4_L2;

define qtoggles_button_trickshot = PS4_DOWN;

define qtoggles_button_advancesens = PS4_UP;

define qtoggles_button_rapidfire = PS4_RIGHT;

define qtoggles_button_akimbofire = PS4_LEFT;

define profile_switch_rumble = TRUE;

define one_button_press = TRUE;

define two_button_press = TRUE;

define profile_switch_button_hold = PS4_L2;

define profile_switch_button_prim = PS4_TRIANGLE;

define profile_switch_button_sec = PS4_CIRCLE;

int WAI_RAPIDFIRE = TRUE;

define turbomelee_mode = DJANGO;

define turbomelee_jump = TRUE;

define easyfire_mode = 2;

const int8 shotmods_mode[] = { 1, 1, 1 }; // { Prone Shot, Strafe Shot, Ghost Peek }

define Prone_Speed = 80;
```

```

define Strafe_Time = 500;
define GhostPeek_Delay = 25;
define enemyping_delay = 2000;
define easyprone_button = PS4_L3;
define toggle_hairtrigger = FALSE;
define smartgrenade_throwdelay = 2600;
define smartgrenade_safedelay = 3200;
define smartc4_throwdelay = 500
define smartc4_explodedelay = 1000;
const string LOADOUTS_TEXT[] = { "Custom Loadout 1",
                                "Custom Loadout 2",
                                "Custom Loadout 3",
                                "Custom Loadout 4",
                                "Custom Loadout 5",
                                "MAX SIZE POSSIBLE"};

int slidecancel_activate_mode = LEGACY; // OR DJANGO OR RUMBLE
define slidecancel_slide_delay = 80;
const int16 WAI_WEAPON_AR[][] = {
    // SmartAR-Strength, SmartAR-Horizontal | LegacyAR-Vertical, LegacyAR-Horizontal
    {100 , 0 , 0 , 0}, // XM4
    {100 , 0 , 0 , 0}, // AK-47
    {100 , 0 , 0 , 0}, // Krig 6
    {100 , 0 , 0 , 0}, // QBZ-83
    {100 , 0 , 0 , 0}, // FFAR 1
    {100 , 0 , 0 , 0}, // Groza

    {100 , 0 , 0 , 0}, // Kilo 141
    {100 , 0 , 0 , 0}, // Kilo 141 E
    {100 , 0 , 0 , 0}, // FAL
    {100 , 0 , 0 , 0}, // M4A1
    {100 , 0 , 0 , 0}, // FR 5.56
    {100 , 0 , 0 , 0}, // Oden
    {100 , 0 , 0 , 0}, // M13
    {100 , 0 , 0 , 0}, // FN Scar 17
    {100 , 0 , 0 , 0}, // AK-47
    {100 , 0 , 0 , 0}, // AK-47 E
    {100 , 0 , 0 , 0}, // RAM 7

```

{100 , 0 , 0 , 0}, // GRAU 5.56  
{100 , 0 , 0 , 0}, // CR-56 AMAX  
{100 , 0 , 0 , 0}, // CR-56 A E  
{100 , 0 , 0 , 0}, // AN-94  
{100 , 0 , 0 , 0}, // AN-94 E  
{100 , 0 , 0 , 0}, // AS VAL  
{100 , 0 , 0 , 0}, // AS VAL E

{100 , 0 , 0 , 0}, // MP5  
{100 , 0 , 0 , 0}, // Milano 821  
{100 , 0 , 0 , 0}, // AK-74u  
{100 , 0 , 0 , 0}, // KSP 45  
{100 , 0 , 0 , 0}, // Bullfrog  
{100 , 0 , 0 , 0}, // MAC-10

{100 , 0 , 0 , 0}, // AUG  
{100 , 0 , 0 , 0}, // P90  
{100 , 0 , 0 , 0}, // MP5  
{100 , 0 , 0 , 0}, // Uzi  
{100 , 0 , 0 , 0}, // PP19 Bizon  
{100 , 0 , 0 , 0}, // MP7  
{100 , 0 , 0 , 0}, // Striker 45  
{100 , 0 , 0 , 0}, // Fennec  
{100 , 0 , 0 , 0}, // ISO  
{100 , 0 , 0 , 0}, // ISO E

{100 , 0 , 0 , 0}, // Hauer 77  
{100 , 0 , 0 , 0}, // Gallo SA12  
{100 , 0 , 0 , 0}, // St.sweeper

{100 , 0 , 0 , 0}, // Model 680  
{100 , 0 , 0 , 0}, // R9-0  
{100 , 0 , 0 , 0}, // 725  
{100 , 0 , 0 , 0}, // Origin 12  
{100 , 0 , 0 , 0}, // VLK Rogue  
{100 , 0 , 0 , 0}, // JAK-12  
{100 , 0 , 0 , 0}, // JAK-12 E

{100 , 0 , 0 , 0}, // Stoner 63

{100 , 0 , 0 , 0}, // RPD

{100 , 0 , 0 , 0}, // M60

{100 , 0 , 0 , 0}, // PKM

{100 , 0 , 0 , 0}, // SA87

{100 , 0 , 0 , 0}, // M91

{100 , 0 , 0 , 0}, // MG34

{100 , 0 , 0 , 0}, // Holger-26

{100 , 0 , 0 , 0}, // Holger-26 E

{100 , 0 , 0 , 0}, // Bruen Mk9

{100 , 0 , 0 , 0}, // Bruen Mk9 E

{100 , 0 , 0 , 0}, // Finn

{100 , 0 , 0 , 0}, // Type 63

{100 , 0 , 0 , 0}, // M16

{100 , 0 , 0 , 0}, // AUG

{100 , 0 , 0 , 0}, // DMR 14

{100 , 0 , 0 , 0}, // EBR-14

{100 , 0 , 0 , 0}, // MK2 Carbine

{100 , 0 , 0 , 0}, // Kar98k

{100 , 0 , 0 , 0}, // Crossbow

{100 , 0 , 0 , 0}, // SKS

{100 , 0 , 0 , 0}, // SP-R 208

{100 , 0 , 0 , 0}, // Pelington

{100 , 0 , 0 , 0}, // LW3

{100 , 0 , 0 , 0}, // M82

{100 , 0 , 0 , 0}, // Dragunov

{100 , 0 , 0 , 0}, // HDR

{100 , 0 , 0 , 0}, // AX-50

{100 , 0 , 0 , 0}, // Ryttec AMR

{100 , 0 , 0 , 0}, // 1911

{100 , 0 , 0 , 0}, // Magnum

{100 , 0 , 0 , 0}, // Diamatti

{100 , 0 , 0 , 0}, // X16

{100 , 0 , 0 , 0}, // 1911

{100 , 0 , 0 , 0}, // .357

{100 , 0 , 0 , 0}, // M19

{100 , 0 , 0 , 0}, // .50GS

{100 , 0 , 0 , 0}, // Renetti

{100 , 0 , 0 , 0} // Knife

};