Ingame	Sensi	tivty												
ie														
2.5	3 3.	.5 4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
3	-3	4 4	-4	1	15	12	11	6	13	15	-4	2	6	-1
-3	8	4 4	12	3	5	11	12	7	-2		14	3	14	4
				- 4										
3	9	15 0	2	-1	9	5	11	1	4	1	2	12	-4 5	13
-2 0	-2 6	-5 15 -1 5	4	4	12	11	9	10	7	13	15	-2	3	-4 15
	ıe	ie		ıe	le	le	le	le	le le	le l	le la	le la	le la	le la

GUNII	nga	me S	Ser	nsi	tivty															Please Read: How to Adjust Value if ever not working!
Y valu	ıe																			
	2.5		3	3.5	4	4.5	5	5.5	6	6.5	7	-	.5	8	8.5	9	9	0.5	10	Gun Shoots UP Increase Vertical Value Y
MA40	-5		1	-1	2	12	14	10	.1	13	5		4	4	-1	6		2	1	Gun Shoots Down Decrease Vertical Value Y
VK78 Command	5		6	-4	1	14	3	12	5	8	7		8	-2	1	11		3	13	Gun Shoots LEFT Increase Horizontal value X
MK50 Sidekick	6	,	15	14	12	15	14	-4	0	2	9		-5	7	3	10		14	13	Gun Shoots Right Decrease Horizontal Value X
Plasma Pistols	-1		-5	-2	3	12	11	0	12	13	-3		-5	-3	4	5		12	12	
Disruptor Sentinel Beam	1		-3	-2	-4	-5	15	-2	0	1	14		9	1	8	11		5	0	This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank You
Sentinei Beam	5		15	- 1	12	,	13	15		-4	'		2	13	-3	5		12	,	Center Stick Deadzone = 1.5 = 15
X VAL	_UE	= 0																		