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//celownik
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//celownik nieruchomy
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```
cl_crosshair_drawoutline "1"
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```
cl_crosshair_dynamic_maxdist_splitratio "0.35"
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```
cl_crosshair_dynamic_splitalpha_innermod "1"
```

```
cl_crosshair_dynamic_splitalpha_outermod "0.5"
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```
cl_crosshair_dynamic_splitdist "7"
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```
cl_crosshair_friendly_warning "1"
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cl_crosshair_outlinethickness "1"
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```
cl_crosshair_sniper_show_normal_inaccuracy "0"
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```
cl_crosshair_sniper_width "2"
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cl_crosshair_t "0"
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```
cl_crosshairalpha "255"
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```
cl_crosshaircolor "1"
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```
cl_crosshaircolor_b "0.000000"
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```
cl_crosshaircolor_g "255.000000"
```

```
cl_crosshaircolor_r "255"
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```
cl_crosshairdot "0"
```

```
cl_crosshairgap "-1.000000"
```

```
cl_crosshairgap_useweaponvalue "0"
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```
cl_crosshairsize "3.000000"
```

```
cl_crosshairstyle "4"
```

```
cl_crosshairthickness "0.500000"
```

```
cl_crosshairusealpha "1"
```

```
cl_fixedcrosshairgap 3
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