```
//celownik ruchomy
cl_crosshairalpha "255"
cl_crosshaircolor "1"
cl_crosshairdot "1"
cl_crosshairgap "-2"
cl_crosshairsize "1"
cl_crosshairstyle "5"
cl_crosshairusealpha "1"
cl_crosshairthickness "0"
cl_crosshair_drawoutline "0"
cl_crosshair_sniper_width "1"
cl_crosshaircolor_r "255"
```