

# Cross Hairs (Sights) Mods

I have worked with the following crosshair modifications to insure they are compatible with the All-in-One (AIO) downloads. They are not mix and match, you must delete other crosshair mod files prior to installing.

Most of these crosshairs will allow mixing and matching. Some do not, so proceed with caution. Here are the file combinations.

## The structure of files include:

1. Arcade sight – arcadeCrosshair.swf
2. sniper scope – sniperCrosshair.swf
3. Artillery sight – strategicCrosshair.swf
4. Postmortem sight – postmortemCrosshair.swf
5. Reduction of the arcade and sniper scope – crosshairSniper.swf
6. Reduction of art sight – crosshairStrategic.swf
7. Information Markers – crosshairControls.swf
8. shells Panel – crosshairClipQuantityBars.swf
9. The gun charge indicator – crosshairReloadingTimeField.swf
10. Flash setting for arcade sight – crosshairPanelArcade.swf
11. Flash settings for sniper scope – crosshairPanelSniper.swf
12. Flash setting for cassettes of drum types of tanks – clipQuantityBars.swf

The configuration I use is:

Reticle Config	Arcade	Sniper
Indicator	Dashed	Dashed
Central Marker	0-Shaped I	0-Shaped I
Aiming	Circle I (Indicator)	Circle I (Indicator)
Gun Marker	0-Shaped I (AP)	Aimpoint I (AP)



## Grandpa's Crosshairs Version 2

# Now with 2 Versions

### INSTALLATION INSTRUCTIONS

Copy/move the **gui** directory from the directory of your choice (version1 or version2) in the archive (zip) file to res\_mods/x.x.x directory, where x.x.x is the current game version

#### Version 1:



#### Version 2:



Version 2 Arcade View



Version 2 Sniper View

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Harpoon Crosshairs (English Version)

This sight is definitely NOT Keep It Simple Stupid (KISS). It has tons of information displayed, although one option does not display all of it.

It shows:

- Gun elevation and azimuth
- Reloading timer
- Health
- Target vehicle, reloading time, nick

Screenshots:



Harpoon Arcade



Harpoon Sniper

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### High Visibility Crosshairs

This is a combination of various crosshair mods to make a high visibility crosshair. Useful for the visually impaired or for tired old eyes like mine. Put together a couple of mods to get it in English.



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## KISS Battle Interface Options

This download contain the options for KISS AI0. If you want to change from the standard interface to available options, you will need this download.

# Options includes are:

These all go into the **mods<game version>** folder

## Crosshairs:

- Grandpa's Version 2 (2 variations)
- KISS (5 variations)
- Harpoon

## Damage Panels

- Round (Zayaz) – 3 versions
- Square – 2 versions

## Icons

- All styles of Grandpa's icons
- Tech Tree icon options (6 options)
- Crew Icons numerous options

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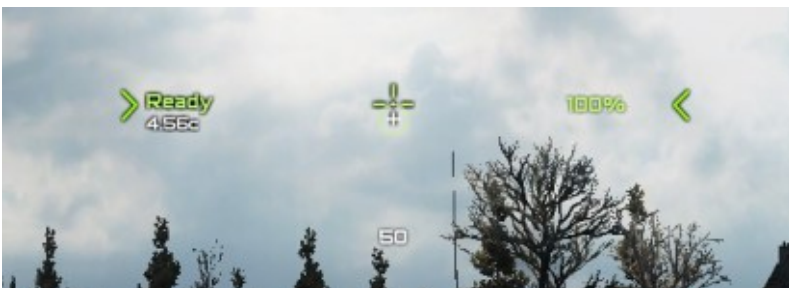
KISS Crosshairs

## INSTALLATION INSTRUCTIONS

Copy/move the **gui** directory from your choice of versions in the archive (zip) file to **res\_mods/x.x.x** directory, where **x.x.x** is the current game version

Two Versions:

Version 1



## Arcade



## Sniper

### Version 2



## Arcade



## Sniper

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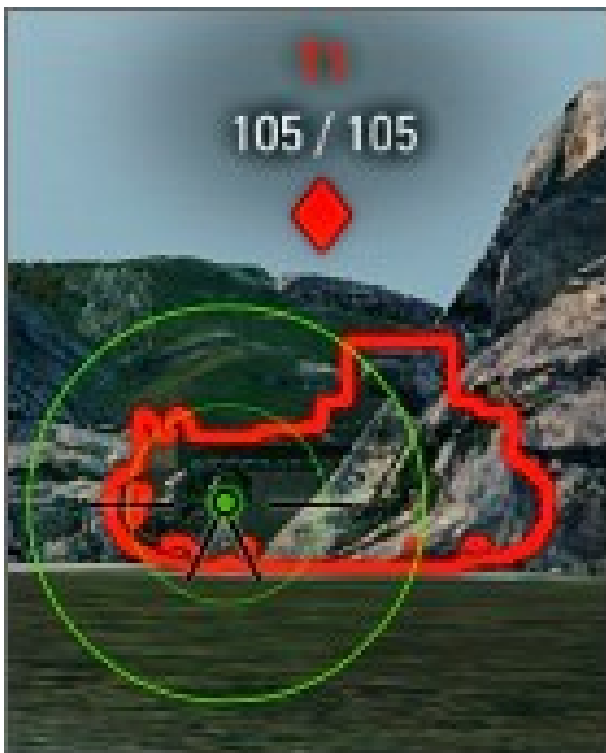
## Sniper Mods

This includes numerous Sniper Scope mods. These can be used with the standard WG crosshairs or with other mods. Select the one you want and copy the gui directory from that folder into the mods/x.x.x/ folder where x.x.x is the current game version.

These mods ONLY include the dispersion circle and the sniper crosshair reticle. The actual reticle in game MAY NOT resemble what you see in the configuration panel, so you will need to experiment to get what you want.

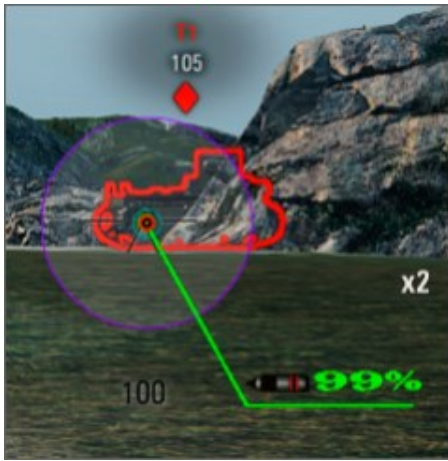


Taipan

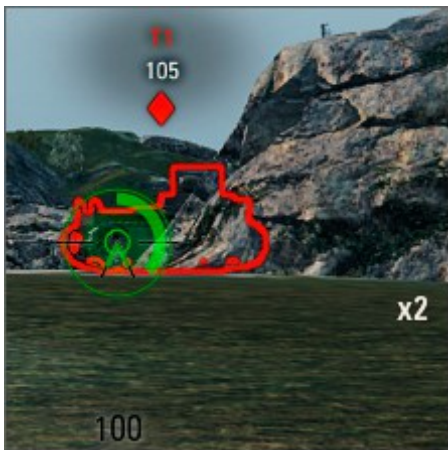


Style 5





Style 4



Style 3



Style 2



Style 1



KISS



JimB0

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