

# J1mB0's Crosshair Mod

## Info

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*Original one was by marsoff.  
Redesigned and optimized it.*

*World of Tanks v0.7.5 ready!*

## *Preview v1.11:*

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# Installation :: Crosshair

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- Copy the "0.7.5" folder to:

"\WORLD OF TANKS\RES\_MODS"

- Copy the **CROSSHAIR\_PANEL\_STRATEGIC.SWF** you like from "arty-mode\[version]\[type]" folder to:

"\WORLD OF TANKS\RES\_MODS\0.7.5\GUI\FLASH"

## Changelog

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### 1.16

- World of Tanks v0.7.5 supported
- My logo used as lag indicator
- Center marker for Artillery angle indicator added
- All sec changed to s

### 1.15

- World of Tanks v0.7.4 supported
- Server side crosshairs removed
- Performance optimized
- Cassette indicators optimized
- Angle indicator for Artillery added

### 1.14

- World of Tanks v0.7.3 supported
- Distance indicators fixed
- Design tweaked
- Shell travel time added to crosshair\_panel\_strategic.swf
- Max reload time always show 2 decimal places

### 1.13

- Distance in crosshair\_panel\_sniper.swf fixed
- 3 different crosshair\_panel\_strategic.swf included

### 1.12

- World of Tanks v0.7.2 supported
- OTM removed
- Folder structure adjusted
- All crosshair files redone/optimized
- Font changed to Cuprum/optimized

### 1.11

- Bug fixes
- Server side crosshairs added
- crosshair\_panel\_arcade.swf optimized
- crosshair\_panel\_sniper.swf optimized
- crosshair\_panel\_strategic.swf redone
- crosshair\_strategic.swf optimized
- OTMData.xml optimized

#### **1.10**

- *crosshair\_sniper.swf optimized*
- *crosshair\_panel\_arcade.swf optimized*
- *crosshair\_panel\_sniper.swf optimized*
- *crosshair\_panel\_strategic.swf optimized*
- *Font changed to Verdana/optimized*
- *Version number can be seen in options*

#### **1.09**

- *Preview updated*
- *Reticle settings names changed*
- *OTMData.xml optimized*
- *crosshair\_panel\_arcade.swf redone*
- *crosshair\_panel\_sniper.swf redone*
- *crosshair\_panel\_strategic.swf redone*
- *crosshair\_panel\_postmortem.swf redone*
- *Alternatives removed / included in options*

#### **1.08**

- *crosshair\_sniper.swf optimized*
- *OverTargetMarkers included*
- *DamageIndicator.swf redone*

#### **1.07**

- *crosshair\_sniper.swf optimized*
- *crosshair\_strategic.swf redone*

#### **1.06**

- *Bug fixes*
- *crosshair\_sniper.swf optimized*

#### **1.05**

- *World of Tanks v0.7.1 supported*
- *Realigned lines in most mode*
- *crosshair\_sniper.swf redone and alternative one removed*
- *ReadMe redone*

#### **1.04**

- *Default and alternative crosshair\_sniper.swf optimized*
- *Alternative crosshair\_panel\_strategic.swf from silviu609 added for shell travel time*
- *clean ScopeShadow.swf added as alternative*
- *New DamageIndicator.swf*
- *Fixed V-shaped Marker I in all 3 modes*

#### **1.03**

- *Alternative crosshair\_panel\_sniper.swf added for compact sniper mode without border*
- *Text positions tweaked in arcade and arty mode*

### **1.02**

- *Alternative crosshair\_sniper.swf added for X like penetration indicator*
- *Distance indicator added to all modes*
- *Font changed to Arial*
- *Sounds removed*
- *Text positions tweaked*

### **1.01**

- *Bug fixes*

### **1.00**

- *First release*