

# J1mB0's Crosshair Mod

## Info

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

*World of Tanks v0.8.2 ready!*

## Installation

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*- Copy the "0.8.2" 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\0.8.2\GUI\FLASH"*

## Changelog

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### **1.19**

- World of Tanks v0.8.2 supported*
- Clock removed*
- Angle indicator moved to FragCorrelation.swf*

### **1.18**

- World of Tanks v0.8.1 supported*
- Angle indicator for Artillery added*
- Clock added to DebugPanel*

### **1.17**

- World of Tanks v0.8.0 supported*
- Artillery aiming optimized*
- Angle indicator for Artillery removed*

### **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*