

# J1mB0's Crosshair Mod

## Info

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

*World of Tanks v0.8.3 ready!*

## Installation

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- Copy the "0.8.3" 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\0.8.3\GUI\FLASH"

## Changelog

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### 1.21

- World of Tanks v0.8.3 supported

### 1.20

- DebugPanel.swf reintroduced with clock  
- Font in FragCorrelation.swf fixed

### 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