

J1mB0's Crosshair Mod

Info

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

World of Tanks v0.8.3 ready!

Installation

*- 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

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