

<https://marketplace.secondlife.com/stores/55378>

Xstreet link.

-----Nirvana-----

...Turn on your power..

===HK-USP===

In the box you will find:

HK-USP (Draw)

HK-USP Holster (Sling)

HK-USP Notecard

Features:

Innovative system of rezzers - Dynamic Rezzers:

This weapon has a script that checks the sim lag, and uses more rezzers (you shoot faster) if the sim lag goes up, this way the Rate of Fire doesn't change!

Capability to shoot from a distance of 0.5 meters:

It uses a special system (no radar bullets or strange scripts) that allows you to shoot an enemy that is bumping you..just aim at the legs..the wonderful thing is that when you will run you will not hit yourself...

Resize:

You can resize the weapons using the command /166 resize. Once you size the weapon to your specifications, you can delete the scripts with the appropriate option. The resizer works only with the channel and you don't have to worry if you accidentally click on your gun while fighting. Doing a backup is strongly suggested.

>>>>ATTENTION<<<<

ONCE YOU SIZE THE WEAPON TO YOUR SPECIFICATIONS, DELETE THE SCRIPTS WITH THE APPROPRIATE OPTION (LOOK THE MENU)!!!!!!!

Commands are done from chat or channel ./166 .

BASIC COMMANDS

aon - Turns ON the Stand Animation. DEFAULT

aoff - Turns OFF the Stand Animation.

draw - pull out gun. DEFAULT.

sling - hide gun.

auto - automatic firing mode.

burst - burst firing mode.

single or semi - single firing mode.

reload or r - reload gun.

reset - resets everything. Appearance and configurations will be set back to default.

ATTACHMENTS

sil - attach silencer.

nosil - detach silencer.

BULLETS

dsl - switch to damage short low-lag bullet. DEFAULT

ds - switch to damage short bullet.

dll - switch to damage long low-lag bullet.

dl - switch to damage long bullet.

ts - switch to training short bullet.

tl - switch to training long bullet.

notice

low-lag bullet is 1 prim with glow effect and an absolutely no-lag script inside.

low lag bullets have no sounds when it hit something.

SPREAD

dspron - turn on dynamic spread (only at random-spread). DEFAULT

dsproff - turn off dynamic spread (only at random-spread).

randspread - switch spread system to random. DEFAULT

fixedspread - switch spread system to fixed.

nospread - turn off spread at all.

SHOOTING

enhanceon - turn rez script enhancement on. DEFAULT.

enhanceoff - turn rez script enhancement off.

rtime x - float, rounds reload time. 2 seconds DEFAULT.

fr x - float, delay between bullets when firing (fire-rate).

vel x - integer, 0-250 bullet speed.

ammo x - integer, amount of bullets before reloading. 100 DEFAULT.

bdelay x - float, 0.05 maximum recommended, delay between bullets shooting at burst mode. 0.045.
DEFAULT

bammo x - integer, 10 maximum recommended, amount of ammo shot by 1 click at burst mode.

roff x - float, bullet rez offset distance.

droff x - float, dynamic rez offset, changes when looking downwards.

bfol x - float, avatar to bullet movement transfer rate. 0.0. DEFAULT

notice

if experiencing shooting on reload (maybe at laggy sims) then set fr 0.05

setting bullet speed higher than 250 will take no effect.

default rez offset is 0.0 because bullets have their build-in rez offset.

Explanation of "bfol" function:

If you set bfol to 1 then your bullets will move more to the left if you are moving right and you are shooting directly at your enemy.

For example:

This always seems to happen when you fight and move right or left, even when you point directly at the enemy, the bullets do not hit them..This setting helps correct that. When you aim to the right for example the bullets will go a bit more left (depends from the value you set) this way you will hit your enemy!

MELEE:

sys - switch to ccs/dcs2/lindendamage/zucs melee system.

meleeld - switch to lindendamage/zucs melee system. DEFAULT

A+D - melee hit.

melee - chat command for melee hit.

mrange x - float, 0-5, melee range. 5.

mrاد x - float, minimum 1, melee hit frontal radius, PI divider. 2.5.

VOLUME

vol x - integer, 0-100, volume of the gun sounds. 100.