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-----Nirvana-----

...Turn on your power..

===M4A1===

In the box you will find:

Nirvana Creations - M4A1 (Draw)

Nirvana Creations - M4A1 (Sling)

Nirvana Creations - M4A1 HUD

Nirvana Creations - Scope HUD

Nirvana Creations - Crosshair Hud

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!

Now Supports Syn City Configuration

When you TP in Syn City it will load automatically the Best Configuration for Osiris System ( Infinite Bullets etc.).

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: when you attach the gun it will ask you to resize it, once you size the weapon to your specifications, you can delete the script with the appropriate option. If you dont do it, dont worry, the script will delete itself after 10 mins. Doing a backup is strongly suggested.

CrossHair Hud:

This is a CrossHair Hud that will be shown just if you go in mouselook, this way is more simple to know where you will shoot, Now shows the name and the distance of who you aimin.

Scope Hud with Zoom:

This is a Scope Hud that will be shown just if you go in mouselook, this way is more simple to know where you will shoot, Now shows the name and the distance of who you aimin. - Once in mouselook use CTRL+0 to zoom in and CTRL+9 to reset zoom.

Special Effects

You can choose to activate the muzzle flash option, it will not lag you or the sim. The muzzle will not show when you attach the silencer. Some smoke will go out the barrell or the silencer after your shoot.

Commands are done from chat or channel ./166 or HUD.

#### BASIC COMMANDS

/166 draw or click the power button on the HUD - pull out gun. DEFAULT.

/166 sling or click the power button on the HUD - hide gun.

reload or r - reload gun.

/166 reset - resets everything. Appearance and configurations will be set back to default.

#### AO

/166 stand1 - Turns ON the Stand 1 stance. DEFAULT

/166 stand2 - Turns ON the Stand 2 stance.

/166 stand3 - Turns ON the Stand 3 stance.

/166 sniper - Turns ON the Sniper stance. (Automatically will activate Camera Position Rez for a better precision)

/166 kneels - Turns ON the Kneels stance. (Automatically will activate Camera Position Rez for a better precision)

#### REZZ OPTION

Default Rez - Sets the Rez system on Default.

Av Position - The bullets will rezz from AV position.

Camera Position - The bullets will rezz from camera position.

Rezz Offset - Distance from AV/Camera where the bullets will rezz.

Down Rezz Offset - Distance from AV/Camera where the bullets will rezz when aiming down.

Bfol - Float, avatar to bullet movement transfer rate.

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!

#### FIRE OPTION

/166 auto - automatic firing mode.DEFAULT

/166 semi - single firing mode.

/166 nmode - Sets the gun in auto and charge it with 100 bullets.DEFAULT

/166 rpmode - Sets the gun in semi and charge it with 30 bullets (is how the real gun should work)

#### ATTACHMENTS

/166 sil - attach silencer.

/166 nosil - deattach silencer.

/166 scope - attach scope. Wear the Scope HUD and Once in mouselook use CTRL+0 to zoom in and CTRL+9 to reset zoom.

/166 noscope - deattach scope.

/166 grenon - attach Launcher Grenade.  
/166 nogren - deattach Launcher Grenade.

#### EFFECTS

/166 fxon - Turn On the Special Effects (Muzzle and smoke).  
/166 fxoff - Turn Off the Special Effects (Muzzle and smoke).

#### SPREAD

/166 spr. x - turn on spread to the "x" value (0-30).  
spread is set to 0 in Default.

#### BULLETS

/166 dsl - switch to damage low-lag bullet. DEFAULT  
/166 db - switch to damage Blood bullet (shows blood when hits an AV).  
/166 dt - switch to damage Training 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.

#### VELOCITY

/166 vel. x - integer, 0-250 bullet speed.

#### FIRERATE

/166 slow - FireRate set to Slow ( around 8 Bullets Per Second).  
/166 mid - FireRate set to Slow ( around 15 Bullets Per Second).  
/166 fast - FireRate set to Slow ( around 22 Bullets Per Second).

#### GRENADES:

/166 switchmode - switch grenade/rounds mode.  
/166 gl - switch to linden damage grenade.  
/166 gp - switch to push damage grenade. DEFAULT  
/166 gn - switch to normal damage grenade.

#### GRENADE OPTIONS:

/166 grenoff - switch grenades off. (will not rez by pressing on C button)  
/166 grenon - switch grenades on. (will rez by pressing on C button) DEFAULT.  
/166 gcontact - switch to contact grenade. will explode on first collision (hit by something). DEFAULT.  
/166 gtimer - switch to timer grenade. will explode after \*gtime\* seconds passed.  
/166 gctimer - switch to after-collision-timer grenade. will start timer after first collision (hit by something) and explode after \*gtime\* seconds passed.  
/166 gtime.x - integer, explosion timer. 3.  
/166 grad.x - integer, 1-10. grenade explosion radius. 10.  
/166 gcol.x - integer, 1-20. grenade explosion collision count. 3.  
/166 gvel.x - integer, grenade velocity. 30.  
/166 grenade - chat command to shoot/reload grenade.  
/166 groff.x - float, grenade rez offset distance. 3.0.

/166 gfforce.x - float, grenade vertical velocity at rez. 0.0.

\*notice\*

adjust gvel if you need to shoot grenade more far away. you can shoot it all over the sim.

use gl and gs for linden damage and zucs.

use gn and gp for ccs/dcs2/linden/zucs.

gn and gp has no precision through walls.

warning, gl grenade has wall precision ability.

gp and gn will work properly and clear only maximum of 10 meter radius.

## VOLUME

/166 vol x - integer, 0-100, volume of the gun sounds. 100.