

Arthasys inc.

Crevassel 5-S
User guide

“I can talk to my weapon”

Arthasys weapons run on 2 channels: public and 10. They are simple to use and easy to remember commands, which even can be included in gestures for fast configurations or quick grenade or payload changing. An example of a command for drawing the weapon would be "draw" in public chat or "/10 draw" in channel 10.

Quick gesture commands are tremendously useful, and viewers such as Firestorm or Exodus allow you to set a gesture to any combination of keys. An example of useful gesture using for commands would be changing grenade types or payloads through gestures, like setting Grenade type to Impact by pressing 1 or Payload to anti-armor by pressing Shift+2. Gestures for reloading (R), grenade activation/interaction (G) and melee (V) are included.

However, make sure no other gesture is activated in that key binding, or they can conflict with each other

“I need more ammo”

Reloading will fill your drum with more ammo when needed. The Crevassel 5-S reloads 1 round per second, and you can interrupt the reloading at any time, so no need to have the full drum reloaded to start shooting again.

Automatic reloading is enabled by default, and will automatically start reloading the weapon when the drum is empty. You can disable this any time.

To start reloading, type the command "reload" or "r", or press the reloading button in the HUD. To enable or disable automatic reloading, type the commands "autoreload on" or "autoreload off".

“I decide when it starts”

Some types of grenades can be activated or detonated after firing them. This allows for a better control when using them.

Airburst grenades, mortar grenades, remote mines, proximity mines and cluster multi-shots can be activated or detonated in some way

All functions and grenades mentioned that include detonation or activation references work this way.

To detonate or activate a compatible grenade, type the command "activatenade", or use the included gesture for a quick detonation. It is highly recommended to use the gesture. All grenade activations or interactions but the mines work through sims.

“I got an ace up my sleeve”

The secondary mode in the Crevassel is the Multi-shot. It works by holding down the left mouse button. If you hold LMB (Left Mouse Button), rounds will be loaded into the barrel instead of being shot, 1 round per second, until there is only 1 round left in the drum (the one that is always ready to be shot). This way, to fully load the 5 grenades, it would take 4 multi-shot loads until the last grenade in the drum is aligned with the barrel. Loading only 1 round would result in shooting 2 of them: the extra loaded one and the one that is ready to be shot in the drum. When you release the LMB, all the loaded rounds will be fired at once in 2 possible ways:

-Burst mode: It will fire the rounds straight away in a burst, with a spread equal to the spread value you have set for the weapon.

-Cluster mode: It will encapsulate all fired rounds in a single big cluster bomb that can be detonated and will release the loaded grenades by firing them away horizontally, separated by the same exact angle. Firing a 5 round cluster will release the grenades in a perfect pentagon pattern. The speed at which the launched grenades fly away from the center of the cluster is determined by the spread value you have set for the weapon. The cluster will still detonate on impact.

Clusters allow for better tactical maneuvers like bombing or hit and run. Minimap is the most useful way to track where the Cluster is (just track the moving dot that flies away from you), so you can determine when to activate it.

"I will make it personal"

Arthasys weapons feature a quick melee function which will kill any avatar hit in close range. Melee is useful for very close range situations or when being surprised.

To perform a melee move, type the command "melee" or use the gesture included.

“I want to change the way it works”

-Projectile speed: Determines the speed at which all the grenades will be fired. Values range from 1 (hand grenade-like speed) to 10 (super fast projectiles useful for hitting aircraft). The default value is 5. Even with the same value, the projectile speed may vary depending on the selected grenade type.

-Spread: Determines the spread for the Multi-shot modes. Values range from 1 to 5. In the Cluster mode, spread, speed and altitude greatly change the outcome; just practice and test to find your most suitable settings for your favorite grenade types.

-Shell ejection: Activates or deactivates the particle shell ejection effect.

-Muzzle flash: Activates or deactivates the muzzle flash when shooting the Vulture.

-Selective detonation: Activates or deactivates a feature which allows you to detonate only the remote mines you are aiming at, instead of every remote mine in the entire simulator. To detonate mines with selective detonation active, aim in their general direction and detonate them. If you trigger the activation command while not in mouselook, all mines in the simulator will be detonated, even when Selective detonation is active.

"I want to change the way it works"

-Mine limit: In some combat sims, the amount of deployable explosives per avatar is restricted, so you can set a limit on the maximum amount of simultaneous deployable mines without having to worry about breaking the rules and getting banned for it. If a new mine is deployed and it surpasses the mine limit, the oldest deployed mine in the current simulator will break and dissappear. Default mine limit is 5.

To change the projectile speed. type the command "speed #, for example speed 7; or use the HUD

To change the amount of spread. type the command "spread #", for example spread 4; or use the HUD

To enable or disable shell ejection, type the commands "casings on" or "casings off", or use the HUD

To enable or disable muzzle flash, type the commands "muzzle on" or "muzzle off", or use the HUD

To enable or disable selective detonation, type the commands "selectivedetonation on" or "selectivedetonation off", or use the HUD

To change mine limit, type the command "minelimit #", for example minelimit 8

“The ways I deliver destruction.”

The Crevassel 5-S has 7 grenade types. The grenade type refers to the behavior of the grenade itself before exploding.

-Impact: Most known grenade type in Second life. Detonates on impact with any avatar or surface.

-Roller: Low friction grenade which will explode 2.5 seconds after being fired. It is useful for situations in which you need angle shots or need a delayed detonation.

-Bouncy: Minimal friction and extreme bouncyness. It will explode if it hits an avatar. This grenade is specially effective when thrown towards indoors, like throwing it inside a room through the window, creating major distraction and potential kills.

-Airburst: This grenade is slower and is covered in a wide red glow. While it breaks if it gets in contact with anything, it can be detonated in mid air. The red glow serves the purpose of being able to pinpoint it's route easier, but also gives the enemy a big warning about something approaching them. This kind of grenade is useful (specially at low speeds) for scenarios like targets hiding behind windows or low cover. It has a great synergy with the flash payload too.

“The ways I deliver destruction”

-Mortar: This grenade is slow and emits a red beam downwards. Even though it breaks if it gets in contact with anything, it can be activated in mid air. When activated, it will stop in place and then fall down following the path marked by it's red beam. With the minimap or via good camera skills, you can track the mortar position easily to guess when you must activate it. The speed and gravity of this grenade lets you bomb targets even two simulators away if you have enough skill. This grenade type has a lot of potential when used with both multi-shot modes.

-Remote mine: Remote mines will stick to any object or avatar, moving or not. Once set, they can be detonated at any time. They can be detonated with selective detonation mode, and you must be in the same simulator to detonate them. They are useful to set defenses or plant them to then remotely attack targets. They have 1 armor point and will break if shot.

-Proximity mine: Proximity mines will stick to any object or avatar, moving or not. Once set, they will be ready in 1.5 seconds and will detonate when an avatar or objects like vehicles or zombies is in their proximity radius of 5 meters. If the mine is attached to an avatar or a moving object, the proximity to that target will not detonate them, so this can be used to stick a mine to an enemy and waiting until someone from their group approaches them. They have 1 armor point and will detonate (not break) if shot. It will inform you about what or who detonated it, including if it was shot.

To change grenade types, type the command "grenade grenadetype". Grenade type commands are, for order, "impact", "roller", "bouncy", "airburst", "mortar", "rmine", "pmine". An example to change the grenade type to "mortar" would be "grenade mortar". You can use the HUD too. To clean and delete all mines deployed in a simulator, type the command "clean mines")

“Consequences of destruction”

The Crevassel 5-S has 9 payload types. The payload type refers to the effect of the grenade once it explodes.

-HE: High explosive payload, the most known payload for explosives. It will kill all avatars in a 5 meters radius area. This payload informs about hits.

-Anti-armor: Anti armor payload. It will kill all avatars in its radius and it will also deal 10 anti-armor damage to any armored object, including Zombies. It has a radius of 1.5 meters. This payload informs about hits.

-Wide anti-armor: Wide anti armor payload. It deals 5 anti-armor damage and has a radius of 2.5 meters and also kills all avatars in its radius. It's the best payload type for cleaning trap devices like mines. This payload informs about hits.

-Incendiary: It will set any avatar or armored object on fire if they are closer than 5 meters away from the initial blast. It will also leave a fire in the zone that lasts 15 seconds and will burn anything that comes closer than 4 meters to it. Burning avatars will die slowly, and burning armored objects will receive up to 25 anti-armor damage over time (including zombies). Stationary fires will also deal damage for themselves too, so a burning avatar or object will receive damage at a faster rate if they remain inside the stationary fire area. Using incendiary ammo, while not killing instantly, can create great distractions and as efficient and deadly as instant-death payloads. Using this ammo against zombies deals devastating amounts of damage and it is great for support. Any fire, stationary or burning avatars/objects will be extinguished in contact with linden water.

“Consequences of destruction”

-Toxic gas: It leaves a cloud of toxic gas which affects avatars in a radius of 5 meters. The cloud itself lasts 25 seconds and unlike the incendiary payload, will not affect armored objects. The gas cloud will deal damage over time, so avatars staying inside will die. In order to survive a gas cloud, the target has to run outside the cloud without stopping. This turns the gas cloud into a control payload, allowing you to block paths and make the targets take alternate routes. It's great for indoors.

-Flashbang: It will blind all avatars who are facing the explosion in a 9 meter radius. It's the payload with the highest area of effect. Flashed avatars will not see anything in mouselook and will have their sound distorted during 6 seconds. Then, the effects will fade away during 9 more seconds. One single player with this kind of payload can turn the tides of an entire battle, since the high area of effect enhances a lot the hit rate. This payload informs about hits.

-Smoke screen: It covers a wide area in a black smoke cloud. The smoke cloud lasts 30 seconds (25 fully deployed) and has great visibility blocking properties. Hiding proximity mines with smoke clouds is an effective tactic.

“Consequences of destruction”

-Crystal block: It deploys a fairly big crystal block in the explosion location. Crystal blocks have 20 armor points and are good for blocking doorways, vehicle paths or for creating improvised temporary cover. They last 1 minute and then they will automatically break.

-Roleplay: It deals 5 damage to collision based HP meters of all avatars in a radius of 5 meters.

To change payload types, type the command "grenade payloadtype". Payload type commands are, for order, "he", "antiarmor", "wantiarmor", "incendiary", "gas", "flash", "smoke", "crystal", "roleplay". An example to change the grenade type to "mortar" would be "grenade mortar". You can use the HUD too. To clean and delete all mines deployed in a simulator, type the command "clean mines".

“Stand out”

Arthasys weapons feature deep and wide aesthetics customization with changeable attachments and skins

Attachments

-Scope: Attach or detach the scope.

-sight: Attach or detach the sight.

Skins

Skins can be changed in different parts. Then you can select an area withing the selected part. The available parts, areas and skins scheme is:

part: "body"-areas: "base" or "detail"

part: "drum"-areas: "base" or "detail"

part: "front"-areas: "base" or "detail"

part: "stock"-areas: none

-colors available for all base areas: grey, black, white, red, green, blue, gold, pink, purple, yellow, orange, teal, silver, chrome, tan, woodland, desert, digital, arctic, glossyblack, rusty, unclesam, blackgold, silvergold, goldgold

-colors available for all detail areas: grey, black, red, green, blue, gold, pink, purple, silver, tan, white, yellow, orange

-colors available for stock: grey, white, black, red, green, blue, pink, purple, tan, yellow, orange, wood, cherry, blackwood, oldwood

“Stand out”

-resizer

Arthasys weapons have a built-in resizer which allows you to resize the weapon easily to fit any avatar size. Default is 1.

To attach or detach the scope, type the commands "scope on" or "scope off".

To attach or detach the sight, type the commands "sight on" or "sight off".

To change skins, type the command "skin part area color". For example, "skin body base red", or "skin front detail blue". Stock part doesn't use any areas, so to change stock skins, type the command "skin stock color". For example, "skin stock black". You can change the skin of all parts of the same area for quick changes of the entire skin to the same color. To do this, type the command "skin area color". For example, "skin base red", or "skin detail blue".

To resize, type "setsize.size". For example, "setsize.1" sets the size to the default value. You can use the HUD too.