

Arthasys inc.

Vulture  
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 ammo types through gestures, like setting Ammo type to Shards by pressing 2. Gestures for reloading (R), secondary fire (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 load another magazine with more ammo when needed. The Vulture reloads it's magazine in 3 seconds.

Automatic reloading is enabled by default, and will automatically start reloading the weapon when the magazine is empty. You can disable this any time. Automatic reloading for secondary fire is disabled by default.

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". To start reloading the secondary ammo, type the command "g" when the launcher is empty, or use the gestures included. To enable or disable automatic reloading for secondary ammo, type the commands "gautoreload on" or "gautoreload off"

*“I got an ace up my sleeve”*

The Vulture pistol includes a detachable grenade launcher which can carry one impact grenade. It works as a good area of effect auxiliary mode which can help in a variety of situations. The impact grenade will kill any avatar inside a radius of 5 meters. The grenade will give notifications about avatars being hit. Once fired, the grenade launcher has a reload time of 5 seconds before it can be used again.

It won't work while reloading the main ammunition, and the Vulture can't be fired while reloading the grenade launcher.

To fire the secondary ammo, type the command "g" or use the gesture included. If you do this again while the launcher is empty and automatic secondary reloading is deactivated, it will reload the grenade.

*"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 90 to 200. The default value is 125.

-Spread: Determines the spread for the bullet ammo. Values range from 0 to 10.

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

-Magazine ejection: Activates or deactivates the magazine drop when reloading the Vulture.

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

-Bullet FX: Activates or deactivates the impact bullet FX.

To change the projectile speed, type the command "speed #", for example speed 150; 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 magazine drop, type the commands "mags on" or "mags 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 bullet FX, type the commands "bulletfx on" or "bulletfx off", or use the HUD

“*Adapt to the situation*”

The Vulture comes with 2 kinds of primary ammunition, intended for different playstyles.

-Bullet: Standard bullet. Can be shot with perfect accuracy, allowing you to take out targets with more precision. It can be fired 3-4 times per second. This ammunition is affected by the Spread setting. It also does 7 damage to armored objects, including zombies. It's very effective at depleting armor.

-Shards: This bullet shatters into 5 shards that will be fired in a cone random pattern. This ammo type is useful for close and mid range encounters in which it can cover a wider area. It can be fired 1 time per second, since it has a lower fire rate than the standard bullet. This ammunition is not affected by the Spread setting.

#### Raycast mode

Enabling the raycast mode will change the way the ammo is fired. Instead of shooting physical bullets, it will shoot non physical bullets without travel time which will hit their target instantly. It works through simulator borders too. Raycast mode is specially useful with the standard bullet, because the accuracy is immensely enhanced by the zero travel time, allowing you to use the Vulture like a marksman rifle.

To change ammo type, type the command “ammo ammotype” where “ammotype” can be “bullet” or “shards”. For example “ammo shards”. You can use the HUD too.

To activate or disable Raycast, type the commands “raycast on” or “raycast off”.

## “Stand out”

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

### Attachments

-Scope: Attach or detach the scope.

-launcher: Attach or detach the launcher. The launcher must be attached in order to use the secondary mode.

### Skins

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

part: "slide"

part: "body"

part: "launcher"

part: "barrel"

part: "grip"

part: "theme"(this one changes slide, body and launcher)

-colors avaiable slide, body and launcher: grey, black, white, red, green, blue, yellow, gold, pink, purple, orange, silver, chrome, woodland, desert, digital, arctic, rusty, wood

-colors available for barrel: grey, black, white, red, green, blue, gold, pink, purple, silver

-colors available for grip: black, gold, silver, wood, skull, dirty



## “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 change skins, type the command "skin part color". For example, "skin launcher red", or "skin slide blue".

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