WEAPON SPREAD CODE

Weapon spread (higher values=higher spread, again from the file g_weapon.c, these values can be modified later on):

```
float G_GetWeaponSpread( int weapon ) {
switch (weapon) {
case WP_LUGER:
case WP_SILENCER:
case WP_AKIMBO_LUGER:
case WP_AKIMBO_SILENCEDLUGER:
return 600;
case WP_COLT:
case WP_SILENCED_COLT:
case WP_AKIMBO_COLT:
case WP_AKIMBO_SILENCEDCOLT:
return 600;
case WP_MP40:
case WP_THOMPSON:
return 400;
case WP_STEN:
return 200;
case WP_FG42SCOPE:
return 200;
case WP_FG42:
return 500;
case WP_GARAND:
case WP_CARBINE:
case WP_KAR98:
case WP_K43:
return 250;
```

```
case WP_GARAND_SCOPE:
case WP_K43_SCOPE:
return 700;
case WP_MOBILE_MG42:
case WP_MOBILE_MG42_SET:
return 2500;
}

G_Printf( "shouldn't ever get here (weapon %d)\n", weapon );
// jpw
return 0;    // shouldn't get here
}
```

The spread is usually reduced by skill and by alternate firemode (e.g. MG42 oder sniper rifles)

Here some examples from the source code (file g_weapon.c, function FireWeapon):

Undeployed mobile MG42 spread (i.e. firing from the hip): 2500
(MOBILE_MG42_SPREAD=2500, see above)
Deployed mobile MG42 spread: 2500*0.05=125
Undeployed mobile MG42 while prone or crouched: 2500*0.6=1500

```
case WP_MOBILE_MG42_SET:
Bullet_Fire( ent, MOBILE_MG42_SPREAD*0.05f*aimSpreadScale,
MOBILE_MG42_DAMAGE, qfalse );
break;

case WP_MOBILE_MG42:
if( ent->client->ps.pm_flags & PMF_DUCKED || ent->client->ps.eFlags &
EF_PRONE ) {
Bullet_Fire( ent, MOBILE_MG42_SPREAD*0.6f*aimSpreadScale,
MOBILE_MG42_DAMAGE, qfalse );
} else {
Bullet_Fire( ent, MOBILE_MG42_SPREAD*aimSpreadScale, MOBILE_MG42_DAMAGE,
qfalse );
}
break;
```

The weapon spread increases with each shot (for a short time), see file bg_pmocve.c, function PM_Weapon. As far as I can see SMGs have the same values (aimSpreadScaleAdd = 15-24). But there is a difference between pistols: aimSpreadScaleAdd = 20 for (silenced)Colt and aimSpreadScaleAdd = 35 for (silenced)luger.

submitted by Ragnar-X-