

Scope

This is a fix for the sniper scopes lacking a border after the 25th Anniversary update broke them. The issue on Valve software issues list is [here](https://github.com/ValveSoftware/halflife/issues/3583)...

<https://github.com/ValveSoftware/halflife/issues/3583>

Image of the fault



The fix corrects the missing border around the edges.

The fix **ONLY** works with AMX Mod X and is a plugin.

That does not mean single players cannot also have this fix. You can install Metamod, AMX Mod X with many plugins (like new_bot a new bot program) and also go online with those mods installed. See this guide... <https://sturmbot.org/index.php/new-bot/131-installing-new-bot>

How this breaks.

First, this issue. How this broke was Valve introduced a new command `gl_widescreen_yfov`. When set to "1" the default, the Field of View (FOV) is "zoomed out" fixing the zoomed in players were getting on all weapons when using a 16:9 ratio. The files and engine were designed for 4:3 screen ratios.

So when the fix `gl_widescreen_yfov "1"` is used... the scope files do not follow and stretch out. The result is... they look horrible.

Not only is the center transparent part oval (from stretching from 4.3 ratio to 16:9) but also the scope edges don't go to the screen edge.

Ok... but if you use `gl_widescreen_yfov "0"` the scopes do stretch out and fit on the screen edge.

But, now all your other weapons look “zoomed in” and you lose that extra “perifocal vision” around the sides.

How the plugin fixes that.

The plugin can detect when a player is using a scope weapon.

When you select your control to bring up your scope, the command `gl_widescreen_yfov` goes from its default “1” to “0”.

When you click again... the command `gl_widescreen_yfov` goes back to “1”

The effect is your non-scoped weapons look great and your scopes are fixed.

Test results

`gl_widescreen_yfov` “1” set in the users config files

- 16:9 screen ratio (e.g.: 1920 X 1080) : works as does 21:9 and 32:9
- 4:3 screen ratio (e.g.: 800 X 600) : works with or without this plugin
- 5:4 Screen ratio (e.g.: 1280 X 1024) : works with or without this plugin

As you can see... the plugin only affects 16:9 and above...widescreens.

`gl_widescreen_yfov` “0” settings in users config files.

If you have `gl_widescreen_yfov` “0” by default, the plugin will respect that until you use a scope and then un-scope.

Then `gl_widescreen_yfov` “1” will be set for the rest of your game session.

1. Go to your Options>Video Tab... unclick “allow widescreen field of view” (**`gl_widescreen_yfov` “0” is set**)
2. Come back into the game and type in chat... `/classiczoom` (a message in chat is displayed)

The result after that... `gl_widescreen_yfov` “0” is respected and will not change.

That user combination... a wide screen player with `gl_widescreen_yfov` “0” set would be rare.

That is the only drawback in this plugin... that one combination may see a small amount of players ask... for help... the answer, “Change back in your video options, Put “`/classiczoom`” in chat”

To install.

1. The download has the correct folders and the files are inside.
All you really need is in the download... **dod\addons\amxmodx\plugins** folder you can see the file **dod_scopefix.amxx**
2. Put that file in your servers **addons\amxmodx\plugins** folder
3. Go to **plugins.ini (dod\addons\amxmodx\configs)** and enable the plugin... type this in **dod_scopefix.amxx** and save the file.

However, there are some optional cvars below.

Optional CVARs (Advanced Operators Only)

These cvars do not need to be added to amxx.cfg.

The plugin provides safe defaults automatically.

Cvar	Default	Description
dod_scopefix_enabled	1	Master switch. Enables or disables the widescreen scope fix.
dod_scopefix_debug	0	Enables debug messages for testing. Only use if diagnosing issues.

Note:

If you do not add these to your config, the plugin defaults to:

dod_scopefix_enabled 1

dod_scopefix_debug 0