

I was tired of mission and activities mods on where enemies had an excellent accuracy, they can shoot and hit you if they're not even directly aiming at you, shooting through obstacles and making impossible shots... Like enemies in vanilla game, like when O'Neal "soldiers" can shoot Trevor's feet when he's covered behind his Bodhi pickup at 300m, with the shitty 9mm pistols...

That's why I created **Accuracy Fix**, a GTA V mod that forces all the peds on the game to have the same accuracy. The script is constantly checking for all the peds who are human, not player and haven't got the desired accuracy level, so it changes their accuracy.

I personally like when the enemies can't hit me so easily, but when they do it, they kill me or my character gets badly injured... So this script is recommended for people who like that kind of realism and playing style. Anyway, you can also use it to increase the accuracy, if you want to.

Installation

You need ScriptHookV and ScriptHookV DotNet plugins in order to run this script. Then, place both AccuracyFix.dll and AccuracyFix.ini on *Grand Theft Auto V/scripts* folder.

Configuration

On the INI file provided, you can change the default accuracy level. It goes from 0 to 100, being 0 the worst accuracy (they don't hit you so easily) and 100 the best (peds are perfectly accurate).

Since changing manually the accuracy value and reloading scripts is tricky, I included an option to change the accuracy in-game, without reloading the scripts. Enable the "Hotkeys" option on the INI file to be able to change the accuracy in-game. Press J key to add +1 accuracy point, and K to add +10 accuracy points (you can change the keys on the INI file, but KEEP THE QUOTE MARKS!). Each time you press one of these keys, a text will tell you the current accuracy level, and it's automatically changed on all the peds. When the accuracy exceeds +100, the script automatically puts it on 0, so you can continue trying your desired level.

Future changes

I'd like to improve this script with more realistic options I'd like to have on the game. For example, using the same system, make all the peds have the same health system. But at this time, this is what I have.

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