RECOIL VALUES AND WHAT THEY DO - Patch 14

1 What Recoil Values Do in EFT - Recoil Rework

This is just a short guide to explain what the various weapon recoil variables do, post recoil rework that came with EFT patch 14. This list isn't exhaustive of all the variables available.

How the recoil works generally is that there's a pre-stabilization period where shots will recoil vertically, then when stabilization starts, the gun will bounce around and no longer climb. It is essentially the same as the previous system, except the initial bump in recoil has been smoothed out and prolonged to the point where it isn't noticeable. In addition, the player camera is now far more attached to the weapon, following its pivot point more closely.

This guide is assuming you already know how to do basic modding for EFT, if you don't there are other guides on the hub for that sort of thing.

Stats:

- **RecoilForceUp**: Vertical recoil. Simply how much the gun recoils upwards
- **RecoilForceBack**: "Horizontal recoil" in the game stats. It is a lie, it causes the gun to recoil backwards/forwards, not horizontally. This is mostly visual. The gun will actually recoil FORWARD by default. Set "RecoilCrank" in the Globals to get guns to recoil backwards as they should.
- **RecoilReturnSpeedHandRotation**: Formally referred to as "Convergence", and generally known as "Recoil Autocompensation". This dictates how quickly the gun resets after recoil, and its general snappiness. The *higher* it is, the snappier the gun is, and quicker it resets.
- **RecoilDispersion**: this is used to calculate the radian the gun bounces around in. Basically, the higher the value, the more "spread" you will have in full auto or spamming semi. Generally doesn't do as much as it did pre Patch 14
- **RecoilCamera**: with Patch 14, camera recoil is much more attached to where your weapon is pointing under recoil. Reduce it to have less screen shake.
- **RecoilDampingHandRotation**: intensity of vertical recoil. Higher value means more exaggerated movement, and more wiggle after firing.
- **RecoilReturnPathDampingHandRotation**: same as above but for horizontal recoil. Also seems to affect the amount of deviation from original point of aim after firing.
- **RecoilReturnPathOffsetHandRotation**: the amount of deviation from original point of aim after firing.
- **RecoilCategoryMultiplierHandRotation**: overall procedural intensity of recoil.
- **RecoilCenter**: the pivot point of recoil.
- **RecoilStableAngleIncreaseStep**: related to the amount of spread during stabilization period.
- **RecoilStableIndexShot**: how many shots before stabilization starts.
- **PostRecoilVerticalRangeHandRotation**: related to deviation from original point of aim after firing.
- **RecoilReturnPathOffsetHandRotation:** related to deviation from original point of aim after firing.