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## How to improve spray control csgo

Controlling your spray is easily one of the most important concepts to learn and master in Counter-Strike. Each gun, whether it's a rifle or pistol, has its own unique spray pattern. Rifles are generally the hardest guns to control, while pistols and LMGs are among the easiest to handle. Related: The fundamentals of Counter-Strike To control a gun when spraying, you have to physically pull down your mouse on your mousepad. After shooting the first 10 bullets of an AK-47, for instance, you have to move your mouse to the right before pulling it to the left. This way, your shots will hit your target instead of spraying from side to side. Below is an example of the AK-47 spray pattern and the recoil compensation required by your mouse movements. Image via csgopedia.com The spray patterns for each gun in CS:GO can be found on csgopedia.com. Learning how to control a gun and spray efficiently takes time and practice, but it's well worth the effort. Running and gunning or one-tapping your opponents is all well and good, but if you don't know how to properly spray, you're doing yourself a disservice. Simply queueing up for matchmaking and playing the game should get you up to scratch with the spray patterns. But if you want to hone your skills, playing deathmatch, creating a private match, or practicing your spray control in a custom map is your best bet. One of the best maps to practice your spray control is Recoil Master - Spray Training. The map teleports you inside a room with a special wall you can shoot, ideal for practicing your spray patterns. There are a variety of helpful options available on the map that help you optimize your spray, like bullet time and ghost-hair. You can also turn on bullet impact indicators by typing `sv_showimpacts 1` into the console. Spraying - one of the most important aspects of Counter-Strike shooting mechanics. Not only that, but it's one of the key elements that makes CS so unique and so different from anything else. Although other games also have recoil mechanics, most of them are easy to control or random, which adds a fair bit of RNG potential to it.Spraying in Counter-Strike: Global Offensive has no luck attached to it - every weapon has its own spray pattern, which makes it possible for the player to learn and master them. One of the best examples of spray mastering is none other than Christopher "GeT\_RiGhT" Alesund, one of the Swedish legends and considered by many the best player of all time. He now resides on the Dignitas CS:GO team. I've had the help of GeT\_RiGhT during the writing process of this article, gathering important feedback on how he sees the current spraying meta, how he practices it, and even when other styles of shooting are better suited other than spraying.Nowadays, there are many resources that can help a new player improve their skills, including workshop maps that replicate exactly how the bullets behave when fired out of a weapon. In the past, players didn't have that - and GeT\_RiGhT told me that."I've been playing CS for so many years that I don't have specific maps or routines that I do to handle my spray control. It's just basically in my hands because of how long I've been doing it. I don't really think about it that much or take my time to do it even more. It's just there, I just believe in my abilities."But it's not the past anymore! You can use the different resources available to you to improve your spray control, or even just go to an empty server, shoot against the wall from different distances and just try to make your bullet holes be as close together as possible. Persistence is the key.You can find an amazing workshop map for spray pattern control training here.In case you're wondering, GeT\_RiGhT does not use these kinds of maps since he does not - "To be honest, I don't know any maps to train sprays. I have never really thought about it before." - I guess all those years in 1.6 add up to a lot of experience!Mouse sensitivity - high or low?"To be honest, it doesn't really matter. You can move a little bit more with higher sensitivity compared to a lower one, but you'll get easier sprays with the latter. It's all in your head in the end, you have to master it and beve in you. It takes time."GeT\_RiGhT makes a good point when saying that is all about preference. You have several examples of professional players using high or low sensitivity, and even ones using mouse acceleration. Just try different values and see what works best for you.But there are pros and cons to each one. You'll be able to control your spray easily with lower values, but you'll be more limited to what you can actually do with your mouse. Let's say you usually like to entry-frag - maybe you'll be better off with a slightly higher sensitivity value since it would allow you to cover more spots faster. It's all a matter of personal preference, really.Longer distances - what to do?As I've previously said in this article, shooting at longer distances can be harder of spraying. Many players will tell that tapping of bursting is better - and it really is. It's easier to control where the bullets go, you just have to learn the reset times of each weapon.Nevertheless, GeT\_RiGhT, being known as one of the best sprayers in the world, has a somewhat curious opinion on that, despite agreeing with the previous sentence."It's all situational and about your mentality. I know, for example, that I spray more than other players do, I've been doing it for so many years. Just looking at it I know for sure that tapping and bursting are better in some situations, but if you have a strong spraying skill, you should use it as much as you can. For me, personally, sprays over tapping and bursting."Adapt to each situation - CS:GO is a game of adaptation where no round is the same as any other one. Knowing when to do the right decisions is the difference between winning or losing a round. Even the way you decide to shoot on long-range scenarios is an important decision, and although there are better ways than others for certain scenarios, in the end, you should go for the one that you are more comfortable with.Do different crosshairs help?Another common question when learning sprays is if the crosshair can actually help you - and in reality, it can be one of your best friends. I would recommend using a dynamic crosshair when learning, especially if you still don't really know the weapon's recoil reset times. Dynamic crosshairs help because you are able to easily see when your bullets are not accurate as they should be due to the recoil and movement. You can also use the different parts of the crosshair to better understand how to move your mouse to control the recoil. Some people also like dot crosshairs - although I personally wouldn't recommend to a new player. Crosshair control is something that comes with time and just has GeT\_RiGhT said previously, eventually it will become part of you and you won't even think about it.When questioned if he thinks that certain types of crosshair help with recoil control learning, GeT\_RiGhT answered the following:"I believe that if you use a dynamic crosshair style you can learn and master the recoil more easily. In the end, it's all preference. I've been using a big crosshair for a long time and many people actually complain about it, but it's just what I'm used to after playing for so many years, for me it would be weird to use a smaller one, although I've been doing it from time to time. I can see the benefit of having a smaller one, especially on tapping and bursting, but it comes back to your own preference. I just like bigger crosshairs."Essentially, and once again, it goes down to preference. Don't choose to use a professional player's settings just because they're amazing players. Those are the settings that work for them, and it does not necessarily mean that it will work for you. Take the time to choose your settings, experiment with different ones, and make the game yours.Thank you for taking the time to read this article! You can reach out to me for feedback or suggestions through my Twitter. Our CS:GO Recoil control guide explains how to practice recoil control, the recoil patterns of each weapon, recoil control tips, and the best recoil control maps you can play on to improve.It won't take players long at all to discover that CS:GO can be a brutally unforgiving game, with no end of ever-deepening systems and mechanics to master once you've got to grips even with the basics of play.Although it's true that more mainstream FPS games such as Call of Duty feature weapon recoil, it typically amounts to nothing more than a gentle kick that doesn't really require much skill to accommodate. As a general rule, a quick flick of the mouse or joystick is usually enough to compensate.It should not come as a surprise to learn that things are a bit more complicated in CS:GO, with each weapon having a specific recoil pattern that will cause your shots to fly off in all kinds of unexpected directions if you don't tame it.Mastering recoil control is especially important as it'll allow you to fire a quick succession of bullets wherever your crosshair is placed. At all levels of play you'll face situations where you haven't landed a headshot and need to pepper an enemy with rounds quickly to finish them off, or challenge multiple enemies at a time when taking your finger off the trigger isn't an option. Ready to take your CS:GO skills to the next level? If so, our guide contains everything you need to know about getting on top of the game's intricate recoil system, with details of the spray patterns involved. Apply this knowledge in-game, keep practising and you'll notice a dramatic improvement to your performance.To make sense of recoil control and help you practice skills like "spray transfers", we've put together a complete walkthrough right here. When you pull the trigger in CS:GO, each weapon reacts in a different manner. The AK47 will react different to the M4A1-S, for example. The effect is more noticeable when you stand still, face a wall and hold the trigger until the magazine is emptied. The AK47 kicks upward fast, veering to the right, then to the left as the final few rounds are fired off. The M4A1-S veers left, then right, and in a steadier fashion. So, different weapons all have different "spray patterns" which are a result of two different factors: Inaccuracy refers to the randomness exerted on a fixed recoil pattern. Walking, jumping and climbing ladders are the main kickers when it comes to messing about with a gun's spray pattern. Recoil functions just as you'd expect. It's the fixed pattern that's unique to each weapon and can be characterised as the motion of the gun when the trigger is pulled. Recoil decays gradually over time, so take your finger off the trigger and the weapon model will quickly default to its original position. For images of every weapon's spray patterns, csgoskills.com has a brilliant page complete with detailed gifs for them all. As the name suggests, it's controlling the spray pattern of each weapon so that all of your bullets end up going in the direction you want them to, rather than in all sorts of weird and wonderful locations. Recoil control boils down to moving your mouse in the opposite direction of the spray pattern, so that you're manipulating the kick and sway of the gun to shoot bullets at the original placement of your crosshair. Start on a local server The best place to start is in an environment where you can get a proper feel for each weapon's spray pattern without any other background distractions. A local server is the perfect place for this, as you can customise it to your liking with some exceptionally useful console commands. Here's how to get yourself into a local server and the get set up for practise: Go to "Options", "Game Settings", and click "Enable Developer Console" to "Yes" if you haven't done so already. Click "Play", "Offline with Bots", select your map, "No bots", "Go". Once you're in, you'll want to enable a bunch of console commands to make your experience much, much easier. First, you'll need to open the console by pressing the `[ ` ]` key which is next to the number `[1]` on your keyboard. Next, type in the following console commands one after the other: Console commands: `sv_cheats 1` `sv_infinite_ammo2` `sv_showimpacts 1` `sv_cheats 1` enables you to input the other two commands. `sv_infinite_ammo2` gives you infinite ammunition, but you'll need to reload between every magazine which makes things far more realistic. Finally, `sv_showimpacts 1` will highlight where you've bullets have landed which makes it much easier to track how well you've controlled the recoil. There are also plenty of maps on the Steam Workshop where you can practice your aim too. For more on this, our How to improve your aim guide has you covered! How to control recoil First you'll want to pick your weapon of choice and unload a few clips into a wall to gain a feel for how the pattern emerges. The AK47 is a great weapon to start with as it's one of the most immediately obvious patterns. Learning to master this one will set you up nicely for the others. Next you'll want to make further progress in increments. Practice pulling down smoothly on the mouse as you fire off a three round burst. Get a feel for how the weapon kicks up and counteract it with your mouse sweep downwards. Try and avoid being jolty, and definitely don't rush the process. Keep things smooth and precise as you bring the mouse inwards. As for the bullet trajectory, you want all of them to be hitting the wall where your crosshair is placed. Once you've got the hang of a three-round burst, extend the pattern even more and focus on counteracting the sideways movement of the weapon. Again, it's the same principle. Move your mouse in the opposite direction. It's all about doing this over and over again, so that you ingrain this act into your muscle memory and it becomes second-nature. Rinse and repeat this incremental process until you've become comfortable with handling the entire spray pattern, and all of the bullets have formed a tight ball on the wall where your crosshair would've been. Don't be deflated if this isn't clicking straight away! Spray control is difficult and it'll take you a lot of time and effort to get fully acclimatised to things. Keep plugging away and you'll get the hang of it eventually. Practice against other players Now you've graduated from shooting the wall and you've got the hang of a spray pattern or two. It's time to bring all this practice into the real CS world, and focus on spraying down some other human players. We'd highly recommend jumping into the Deathmatch playlist and forgetting about your score entirely. Instead, you'll want to focus all your efforts on practicing your recoil control on every enemy that you see. This means spraying down enemies even if it's not the optimal thing to do. Remember, this is all about working towards getting better at recoil control, not showing off at Deathmatch. Recoil decay and spray transfers Now that you've laid the groundwork, it's time to get a little more advanced. Below we'll be discussing recoil decay and spray transfers, both of which you'll have a better understanding of once we've broken them down for you. Recoil Decay The further you are in your spray, the longer it'll take for your recoil to decay. This is something to bear in mind when you're spraying down a target and want to switch your aim to someone else. For example, say you've fired a total of five shots at an enemy and eliminated them with the fifth bullet. Another enemy appears instantly, so you spend a split second moving your mouse over to their position, and begin shooting without thinking about recoil decay. The bullet whizzes above their head because you've not compensated for the recoil that's still present. It's quite difficult to practice handling recoil decay because it's more about developing a sense for where you're at within a spray. Despite being tricky, it's still doable. Here's what you can do: Tap the trigger on a different target once you've fired off a few shots. Practice burst firing on a single point. Then burst fire on a target, rest for a split second, then begin burst firing again, all while trying to control the recoil. Burst, strafe, stop, burst. Repeat. Spray Transfer The act of flicking your aim to a different spot while in the middle of a spray is something of an artform. We'd recommend practicing this on a local server, or on some bots. Focus less on where your crosshair's positioned when transferring, and more on where the bullets are travelling. We know this sounds strange, but it's more of a "feel" you'll develop once you begin practicing. To further your spray transfer ability, make sure you're using it on deathmatch servers and in traditional bomb defusal modes. To top off this guide, TheWarOwl's video which we've linked above contains a complete overview of what we've covered here and it's a brilliant resource in general. Ex pro-player n0thing's old video still holds up today if you want to see this kind of thing tackled by the best. While it's advanced stuff, it's definitely worth a watch as it explains a lot about "feel" and the fact that pro players aren't wizards who manipulate an entire spray to shoot at one fixed position. Instead he makes the point of saying that as you become more comfortable with spray patterns, you'll begin using their natural side to side movement to your advantage. If an opponent moves left and you know that the spray pattern sways left at a certain point, you won't even need to counteract it, you'll just let it happen!







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