


FAR CRY 1 - MOVEMENT SPEED ANALYSIS & COMPARISON

Using the speedometer mod, by FarOut 

Things to note about this analysis:

- * The Speedometer mod calculates your horizontal velocity, by monitoring the rate of change in your
- * This data sheet was primarily made for speedrunning, to further optimize movement and stamina
- * Expect a margin of error of about 1% due to rounding and inaccuracy in the speedometer.
- * Movement speed is 0 when standing still, and is capped at 30, in any direction.
- * Stamina is a 0-100 scale.
- * Stamina can only be drained to 1, unless you are underwater where it can reach 0. Values have been adjusted to reflect true 0-100 regen & consumption.

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08-07-2023

Movement speed with different weapons

WEAPON STATS		FORWARDS					ALL OTHER DIRECTIONS					FORWARDS (ADS)			ALL OTHERS (ADS)			MISC
Weapon	Speedscale	Running	Sprinting	Walking	Crouching	Proning	Running	Sprinting	Walking	Crouching	Proning	"Running"	Crouching	Proning	"Running"	Crouching	Proning	Swimming
Machete	1	5	7	3,5	1,6	0,6	4,5	6,3	3,5	1,6	0,6	3,5	1,6	0,6	3,5	1,6	0,6	3
Deagle	1	5	7	3,5	1,6	0,6	4,5	6,3	3,5	1,6	0,6	3,5	1,6	0,6	3,5	1,6	0,6	3
M4	0,9	4,05	5,67	2,84	1,3	0,49	3,64	5,1	2,84	1,3	0,49	2,84	1,3	0,48	2,84	1,3	0,48	2,43
P90	0,88	3,88	5,42	2,71	1,24	0,47	3,48	4,87	2,7	1,24	0,46	2,72	1,23	0,47	2,71	1,24	0,46	2,32
MP5	0,85	3,61	5,07	2,53	1,17	0,44	3,25	4,56	2,52	1,15	0,44	2,54	1,15	0,44	2,54	1,16	0,44	2,16
AG36	0,8	3,2	4,48	2,24	1,03	0,39	2,88	4,03	2,24	1,02	0,39	2,25	1,02	0,39	2,25	1,02	0,39	1,92
OICW	0,8	3,2	4,48	2,24	1,02	0,39	2,88	4,04	2,24	1,02	0,39	2,24	1,02	0,39	2,24	1,02	0,39	1,92
Jackhammer	0,75	2,82	3,94	1,97	0,9	0,34	2,53	3,54	1,97	0,9	0,34	1,97	0,9	0,34	1,97	0,9	0,34	1,69
M249	0,7	2,45	3,43	1,71	0,78	0,3	2,2	3,08	1,72	0,79	0,3	1,71	0,78	0,3	1,71	0,78	0,3	1,48
Rocket Launcher	0,6	1,8	2,52	1,26	0,58	0,21	1,62	2,27	1,26	0,58	0,21	1,25	0,58	0,21	1,25	0,58	0,21	1,08
Sniper Rifle	0,5	1,25	1,75	0,87	0,4	0,16	1,13	1,58	0,87	0,4	0,16	0,86	0,4	0,16	0,86	0,4	0,16	0,75
AVERAGE	0,80	3,30	4,61	2,31	1,06	0,40	2,96	4,15	2,31	1,05	0,40	2,31	1,05	0,40	2,31	1,05	0,40	1,98

COMPARISON W/ DEAGLE		FORWARDS					ALL OTHER DIRECTIONS					FORWARDS (ADS)			ALL OTHERS (ADS)			MISC	AVERAGE
Weapon	Speedscale	Running	Sprinting	Walking	Crouching	Proning	Running	Sprinting	Walking	Crouching	Proning	"Running"	Crouching	Proning	"Running"	Crouching	Proning	Swimming	%
Machete	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	N/A	N/A	N/A	N/A	N/A	N/A	100%	100%
Deagle	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
M4	90%	81%	81%	81%	81%	82%	81%	81%	81%	81%	82%	81%	81%	80%	81%	81%	80%	81%	81%
P90	88%	78%	77%	77%	78%	78%	77%	77%	77%	78%	77%	78%	77%	78%	77%	78%	77%	77%	77%
MP5	85%	72%	72%	72%	73%	73%	72%	72%	72%	72%	73%	73%	72%	73%	73%	73%	73%	72%	73%
AG36	80%	64%	64%	64%	64%	65%	64%	64%	64%	64%	65%	64%	64%	65%	64%	64%	65%	64%	64%
OICW	80%	64%	64%	64%	64%	65%	64%	64%	64%	64%	65%	64%	64%	65%	64%	64%	65%	64%	64%
Jackhammer	75%	56%	56%	56%	56%	57%	56%	56%	56%	56%	57%	56%	56%	57%	56%	56%	57%	56%	56%
M249	70%	49%	49%	49%	49%	50%	49%	49%	49%	49%	50%	49%	49%	50%	49%	49%	50%	49%	49%
Rocket Launcher	60%	36%	36%	36%	36%	35%	36%	36%	36%	36%	35%	36%	36%	35%	36%	36%	35%	36%	36%
Sniper Rifle	50%	25%	25%	25%	25%	27%	25%	25%	25%	25%	27%	25%	25%	27%	25%	25%	27%	25%	25%

Movement type comparisons (Average)			
Running & Sprinting	Running	Sprinting	Diff
	3,30	4,61	140%
Running & Walking	Running	Walking	Diff
	3,30	2,31	70%
Running & Crouching	Running	Crouching	Diff
	3,30	1,06	32%
Running & Proning	Running	Proning	Diff
	3,30	0,40	12%
Running & Swimming	Running	Swimming	Diff
	3,30	1,98	60%
Walking & Crouching	Walking	Crouching	Diff
	2,31	1,06	46%
Walking & Swimming	Walking	Swimming	Diff
	2,31	1,98	86%
Forwards & Backwards	Forward	Backward	Diff
	3,30	2,96	90%

Stamina regeneration

Time to regenerate stamina 0-100

Movement	Time	Unit
Still	12,5	s
Crouching	12,5	s
Walking	12,5	s
Swimming	12,5	s
Proneing	12,5	s
Running	66,75	s

Stamina regen (Stamina per second)

Movement	Value	Unit
Still	8	St/s
Crouching	8	St/s
Walking	8	St/s
Swimming	8	St/s
Proneing	8	St/s
Running	1,5	St/s

Time to consume stamina 100-0

Movement	Time	Unit
Sprinting	10	s
Drowning	50	s

Fun facts:

Jumping takes 10 stamina per jump

Jack has a maximum of 255 hp, and it takes this long to reach 0 hp:

38,5 s

You lose this amount of HP per second underwater:

6,6 s

Meaning Jack with full stamina and HP, can be underwater for a total of:

88,5 s