YOUR APP, EXPLAINED

Loadout Lab

An illustrated guide to every section and option

Labeled pictures and plain-English explanations, together. See the exact area you are discussing before deciding what to simplify.

> **How to use this guide**
> Every control has a reference label, such as **B5** or **G4**. You can reply: **"Rename G4"**, **"Move C4 into Advanced"**, or **"Explain K5 again."**

This edition adds 134 close-ups beside the matching explanations. The reference labels stay the same as your first PDF. Pictures use example settings; they are not universal weapon recommendations. Some close-ups show only the beginning of a longer panel.

Edition	What it covers
Guide v2 - Illustrated edition	Armory preview / app model 0.7.0 / data patch 2.1.1.0
What the pictures show	Actual controls, opened panels, result cards and saved-build actions
What you can mark up	Keep, rename, move, hide or remove a visible section

Open the Armory preview

Tip: search this PDF for a label, a button name, or a word such as recoil. The contents and PDF bookmarks also jump to sections.

REFERENCE MAP

Find the part you mean

Each reference code now has a matching screenshot close-up. The codes identify this guide; they are not new labels added to the website.

Label family	Where to look	Page
A	Home and Live Build Readout	5
B	Basic fight settings	8
C	Advanced class and firing choices	12
D	Priority sliders and effective shares	17
E	Hard limits and search depth	21
F	Armory, schematic and point counter	25
G	Attachment buttons and search rules	30
H	Performance Matrix	34
I	Ask the Armory	36
J	Recommendations and search status	38
K	My build and comparison signs	45
L	Saved builds, evidence and versions	48
M	Simplification worksheet and feedback format	53
Words	Plain-English glossary and source notes	55

Give feedback without guessing
Use the **label + current name + desired change**. Example: **"F9 - Preview attachment points: keep this visible while I scroll."** I will use the same reference labels when we discuss changes.

QUICK START

Start with one simple workflow

You do not need every advanced control to get a useful result.

1 **Describe the fight**

Choose mode and class, playstyle, distance or range, and what matters most (B1-B8).

2 **Choose the search scope**

Pick one gun in the Armory, or use Compare eligible weapons (F3-F4).

3 **Keep only the parts you insist on**

Use Must use for your required optic or other non-negotiable part (G4). Try part alone is only a preview.

4 **Find and verify**

Run Find my builds or Optimize this weapon. Begin with Fast if you want a shortlist, then use Exact to verify it (B9, F13, E11, J5).

5 **Read the tradeoffs**

Check the selected parts, point total, recoil/spread, timing and search status. Save a result you want to keep (J, L).

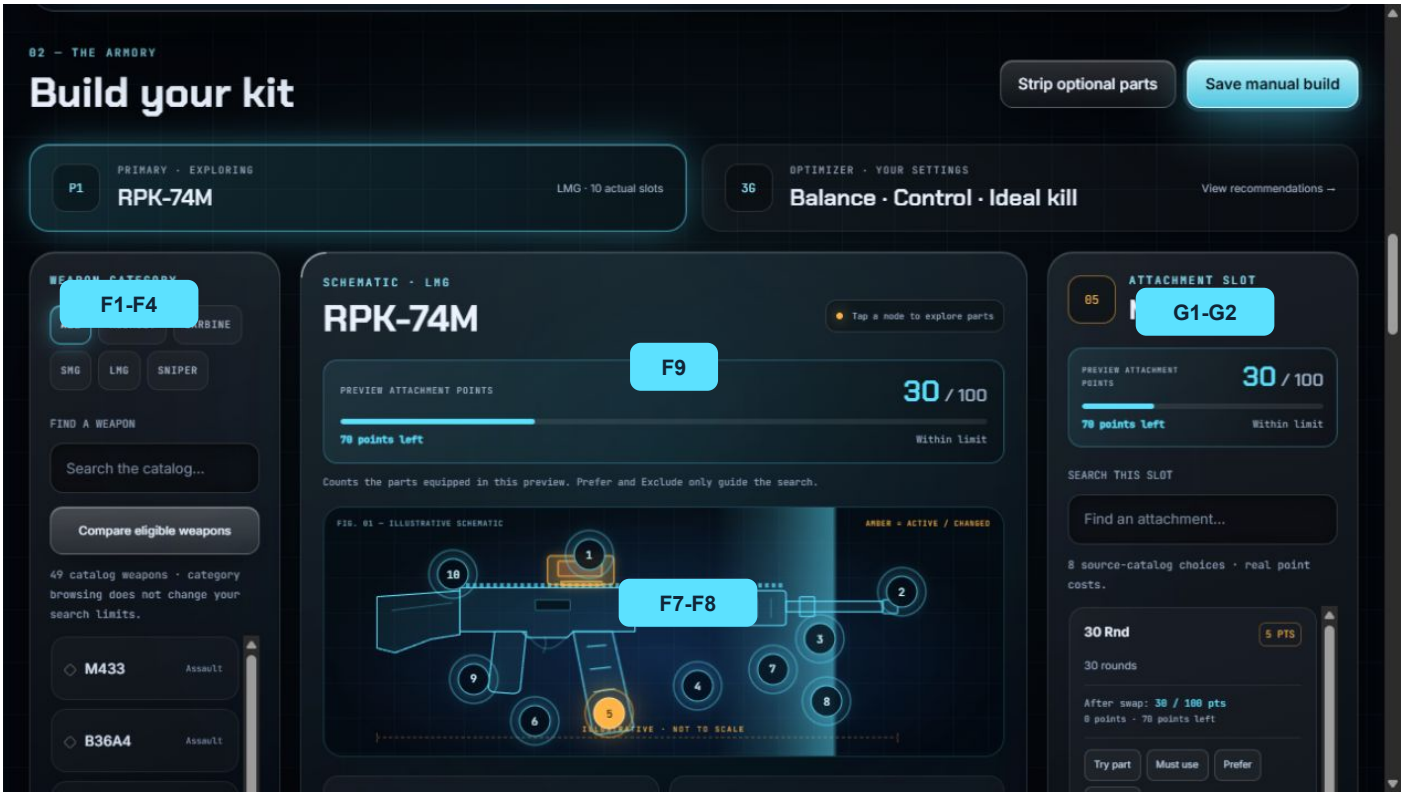
Build type	Meaning
Manual preview	The parts you are currently trying in the schematic.
Recommendation	A result the optimizer found under its recorded settings.
My build	The separate reference you chose for comparison.

Three distinctions to remember
A tried attachment is not automatically locked. A preferred attachment is not automatically equipped. A saved build is not automatically a completed Exact search.

VISUAL MAP

The builder at a glance

Use these labels to describe the area of the page you want changed. Individual controls are explained later.



Reference	Area	What it is for
F1-F4	Left weapon browser	Find and select a gun, or compare eligible guns.
F7-F8	Center schematic and slots	Choose the slot whose parts you want to explore.
F9	Point counters	See the equipped preview cost and remaining budget.
G1-G2	Right attachment panel	See available parts and projected totals after swapping.
H	Performance Matrix below	Read the resulting whole-build stats and changes.

The screenshot is a current-interface example, not a recommendation to use the illustrated weapon. A phone or narrower window stacks these same areas vertically.

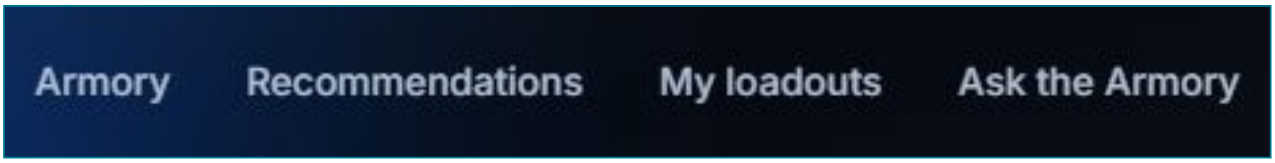
SECTION A

Home and Live Build Readout

This top area is a live preview of the weapon you are exploring. It is not, by itself, proof that the optimizer has found the best build.

A1

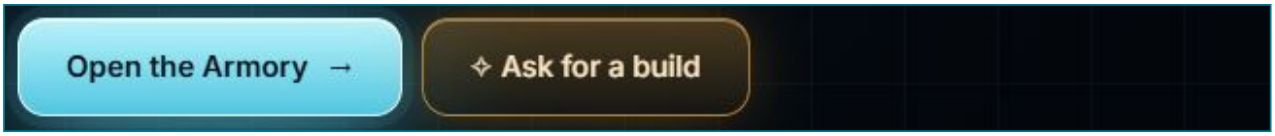
Top navigation and Build now



Armory, Recommendations, My loadouts and Ask the Armory jump to sections on the same page. Build now jumps to the fight settings. These links do not run a search.

A2

Open the Armory / Ask for a build



These are shortcuts to the manual builder and the supported-phrase request box. Clicking either shortcut does not select attachments or find a recommendation.

A3

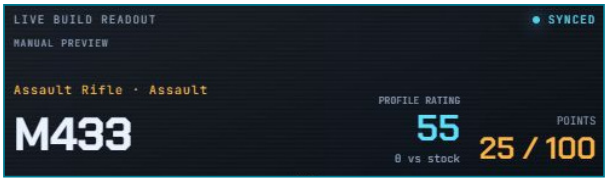
Weapons indexed, data patch and reviewed date



These identify the size and version of the app's data snapshot. The current catalog has 49 modeled weapons. A reviewed date means source review, not that every number was independently tested in the game.

A4

Weapon, class, preview state and SYNCED



The card identifies the displayed weapon and selected class. MANUAL PREVIEW means you are exploring parts. SEARCH RESULT or SAVED BUILD identifies a different source. SYNCED means the card updated; it is not a game connection or accuracy certificate.

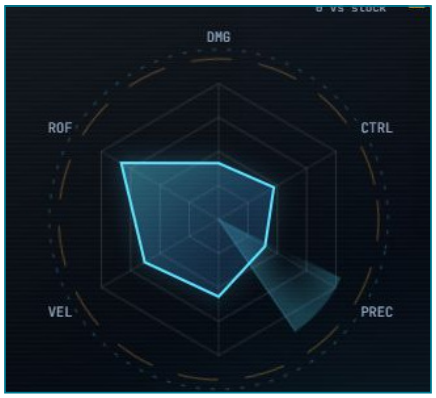
SECTION A

Home and Live Build Readout (continued)

This top area is a live preview of the weapon you are exploring. It is not, by itself, proof that the optimizer has found the best build.

A5

Hexagon chart and Profile rating



The dashed shape is the baseline; cyan is the displayed build. DMG, CTRL, PREC, HDL, VEL and ROF show normalized damage, control, precision, handling, velocity and fire rate. Profile rating averages those chart axes. It is not the optimizer's ranking score.

A6

Points, three stat tiles and colored deltas



Points are attachment cost. The tiles show kick per shot, ideal firing TTK and estimated impact TTK. Their changes compare with the baseline under the same settings. Cyan means improvement; amber means a downside. See J9-J12 for the terms.

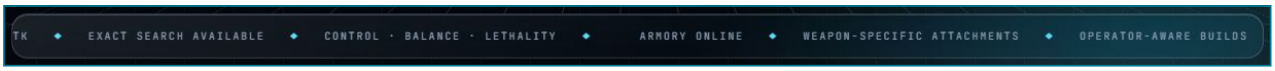
SECTION A

Home and Live Build Readout (continued)

This top area is a live preview of the weapon you are exploring. It is not, by itself, proof that the optimizer has found the best build.

A7

Visual effects and reduced motion



The cursor glow, card tilt, moving radar, rings, scan lines and scrolling ticker are decoration. They do not improve stats or affect search. Cursor effects use a mouse; reduced-motion preferences turn off animation.

Remember
Review idea: keep the live weapon and point total visible. Consider moving decorative motion and the non-ranking Profile rating behind a simpler display option.

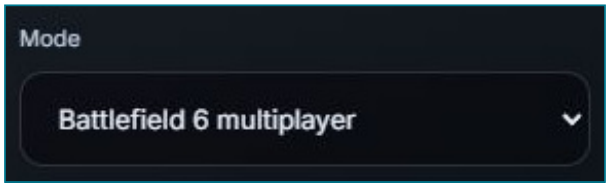
SECTION B

Define your fight: the essentials

These settings describe the fight you want the app to build for.

B1

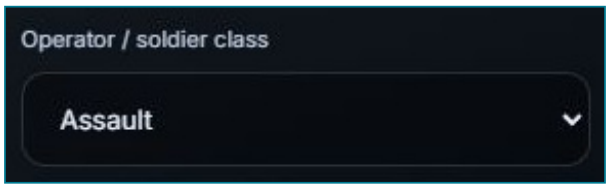
Mode



Choose Battlefield 6 multiplayer, REDSEC Battle Royale or REDSEC Gauntlet. The mode changes the target assumptions and some scoring weights. For armored REDSEC targets, damage and kill timing are not fully verified; see C6.

B2

Operator / soldier class



Choose Assault, Engineer, Support, Recon or No class bonus. This sets the class context and can change modeled signature bonuses. Changing class while signature-family search is enabled also returns the search to eligible weapons.

B3

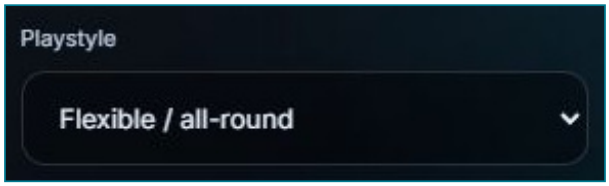
One weapon or compare weapons



The Armory weapon list is how you pick a particular gun in this preview. Compare eligible weapons lets the optimizer choose among weapons allowed by your filters. A visible drawing of one gun does not always mean the search is limited to that gun.

B4

Playstyle



Flexible / all-round uses the general weighting. Aggressive / moving gives more weight to handling and hip-fire considerations. Hold angles / sustained fire gives more emphasis to capacity and less to quick handling. This does not move the firing-stance control for you.

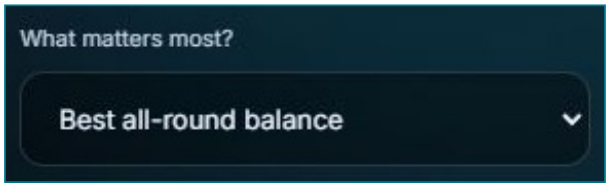
SECTION B

Define your fight: the essentials (continued)

These settings describe the fight you want the app to build for.

B5

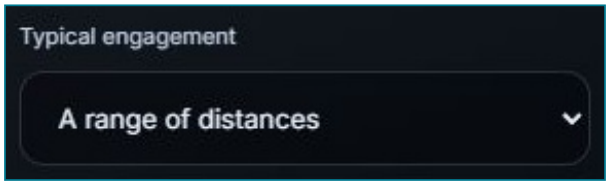
What matters most?



Best all-round balance, Easier recoil control, Damage and ideal kill timing, and Quicker handling set groups of priority sliders. Custom priorities means you adjusted them yourself. A preset changes tradeoffs; it does not equip a canned attachment list.

B6

Typical engagement



Choose one exact distance or a range of distances. One distance suits a specific test. A range is useful when your fights vary. Range influences damage, hit count, timing and the importance of different handling/control tradeoffs.

Remember
Start here: class + mode + playstyle + distance + priority. Add advanced restrictions only when you need them.

SECTION B

Distance, searching and resetting

Use these controls to turn your fight description into recommendations.

B7

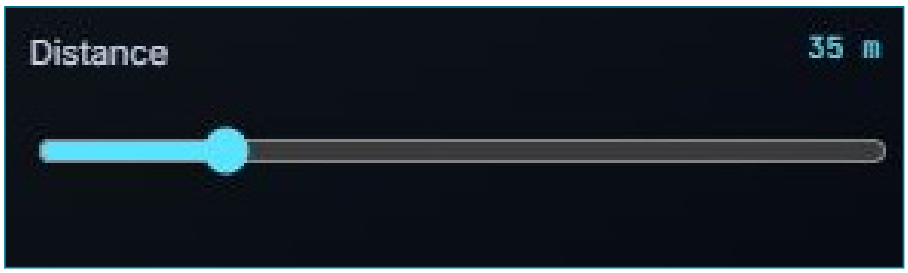
From / To: a range of distances



Enter the near and far ends of the range. The app scores nine equally weighted distances, not every possible meter. It uses their average to rank builds. Narrow damage breakpoints between those samples can be missed.

B8

Distance: one exact distance



The distance slider runs from 5 to 150 meters. The app evaluates the selected distance. At longer range a damage drop or slower bullet speed can change the result, even when the weapon and attachments stay the same.

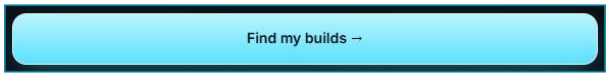
SECTION B

Distance, searching and resetting (continued)

Use these controls to turn your fight description into recommendations.

B9

Find my builds



Runs a search using your current settings, point limit and attachment rules. A manual Try part choice is not automatically a hard requirement. Use Must use for any part the search must retain. Read the search status before trusting a result as complete.

B10

Reset preferences



Returns fight settings, locks and search rules to the app defaults. This is broader than stripping optional parts in the schematic. It does not delete your saved-build library. Use it when accumulated restrictions make the search confusing.

Remember
Range example: for fights between 20 and 50 meters, choose a range of distances and enter 20 / 50. For a 100-meter comparison, choose one exact distance and set Distance to 100.

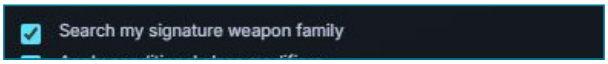
SECTION C

Advanced: class and weapon access

These controls decide which weapons and class effects the search is allowed to use.

C1

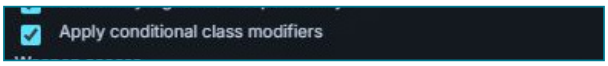
Search my signature weapon family



When comparing weapons, this limits the search to your class's signature family. It does not prevent you from explicitly selecting a different weapon. A weapon outside the signature family does not gain that family's bonus.

C2

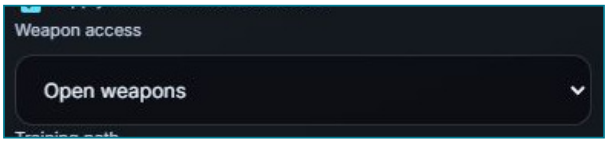
Apply conditional class modifiers



Turns the app's modeled class modifiers on or off. The class still provides context when this is off. These bonuses are conditional source-based assumptions; the site identifies effects that have not been independently verified in the current patch.

C3

Weapon access



Open weapons allows the broader catalog. Class-restricted weapons applies the app's restricted-access filter: the signature family plus carbines. It is an app search filter, not a live check of a server's custom rules.

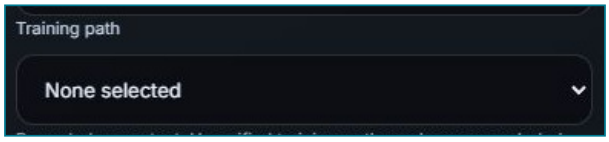
SECTION C

Advanced: class and weapon access (continued)

These controls decide which weapons and class effects the search is allowed to use.

C4

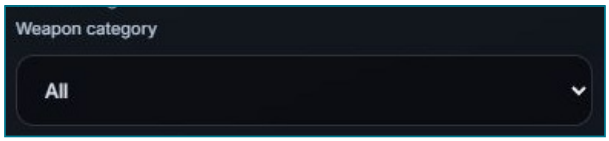
Training path



Records a training-path choice for context. Training-path numbers are not currently applied to scoring. Choosing a path here does not secretly add a recoil, damage or speed bonus.

C5

Weapon category



Limits the search to All, Assault Rifle, Carbine, SMG, LMG or Sniper Rifle. This is a real search restriction. It is different from the category tabs in the weapon browser, which only change the visible list.

Class	Signature family	Conditional effect modeled
Assault	Assault Rifle	Sprint recovery and draw time
Engineer	SMG	Hip-fire spread
Support	LMG	ADS time
Recon	Sniper Rifle	Sniper sway

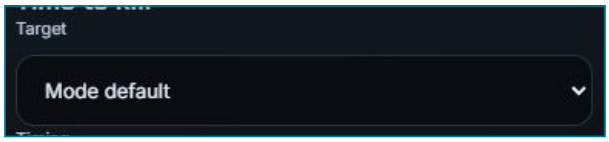
SECTION C

Advanced: target and firing behavior

Ideal kill timing assumes your shots hit. These settings choose the target and the firing scenario used by the model.

C6

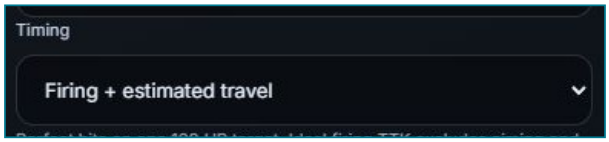
Target



Mode default uses the mode's target context. 100 HP, unarmored reference deliberately tests an unarmored target. Armored REDSEC kill timing is unknown in this app; selecting the unarmored reference does not simulate armor.

C7

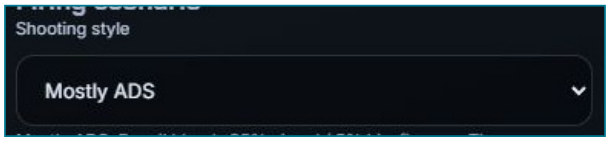
Timing



Firing only measures the time between the first shot and the killing shot. Firing + estimated travel adds distance divided by initial bullet speed once. Neither setting adds time to aim, draw the gun or recover from sprinting.

C8

Shooting style



Mostly ADS, Mixed ADS and hip-fire, or Mostly hip-fire changes the scoring assumptions about how often you aim. It does not assume missed bullets in ideal TTK. Hip-fire priority at zero forces aimed-fire weighting.

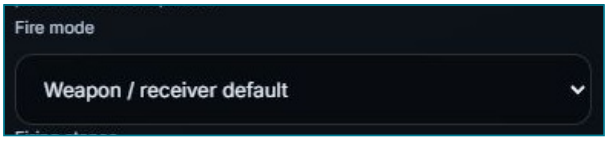
SECTION C

Advanced: target and firing behavior (continued)

Ideal kill timing assumes your shots hit. These settings choose the target and the firing scenario used by the model.

C9

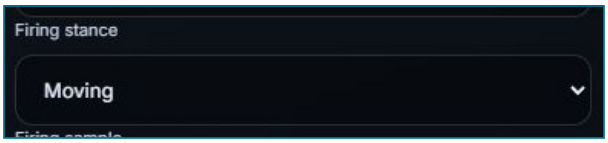
Fire mode



Choose the weapon/receiver default, Automatic, Single fire or Burst. The selected weapon and conversion parts must support that choice. Unsupported cadence or fire mode can make a build unavailable; the app does not invent missing firing data.

C10

Firing stance



Moving or Stationary selects the spread conditions scored by the model. This is separate from Playstyle: an aggressive playstyle can still be evaluated while stationary if you select that here.

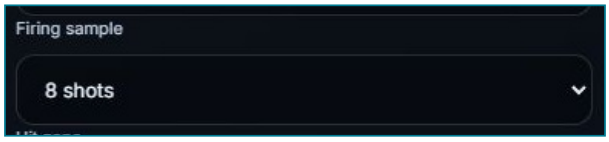
> **Remember**
> A gun with faster ADS can feel quicker to use, but ADS time is kept out of the app's ideal firing TTK. Handling and lethality are evaluated separately.

SECTION C

Advanced: sample, hit zone and lasers

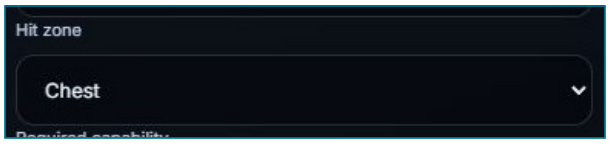
These choices control the firing sample and specific equipment requirements.

C11 Firing sample



Choose 4, 8 or 20 shots for the modeled recoil/recovery and spread sample. This controls how sustained firing is assessed. It does not mean the opponent always needs that many hits to die.

C12 Hit zone



Chest, Head, or Limb / abdomen selects the modeled damage zone. Ideal TTK assumes every shot hits that selected zone. It does not mix a percentage of headshots with body shots.

C13 Required capability



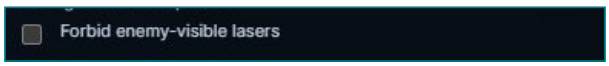
None adds no utility requirement. Fire while Sprinting, Reload in ADS or Rechamber in ADS requires a compatible source-tagged capability. This is a hard filter; a requirement the weapon cannot provide can leave no valid build.

C14 Allow laser attachments



When unchecked, lasers are excluded from the search. When checked, a laser may be chosen for modeled aimed-fire precision or hip-fire benefits. Hip-fire priority at zero does not automatically ban lasers that help aimed fire.

C15 Forbid enemy-visible lasers



Excludes lasers flagged as visible to enemies, while allowing other permitted devices. It is narrower than turning off all lasers. Visibility is an equipment restriction, not a measured enemy reaction or detection-time simulation.

> **Remember**
> If you want no lasers at all, turn off C14. If you only want to avoid visible beams, use C15.

SECTION D

Priorities: control, accuracy and kill timing

Priority sliders describe what matters to you. They do not directly add a percentage improvement to the gun.

D1

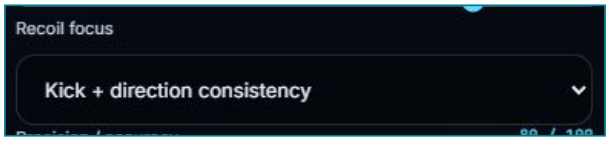
Recoil



Raises or lowers the importance of recoil in the balanced recommendation. The model considers kick, direction variation, firing rate and simulated recoil during the firing sample. A higher setting asks the optimizer to accept more tradeoffs for control.

D2

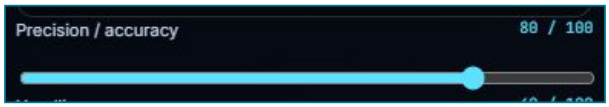
Recoil focus



Kick + direction consistency balances both. Kick per shot puts more emphasis on kick. Direction variation puts more emphasis on how consistently recoil points in the same direction. It changes the recoil score, not the weapon's raw stats.

D3

Precision / accuracy



Sets the importance of aimed-fire spread, firing bloom and sway. Spread means the bullets can disperse around the aim point; recoil means the aim is displaced. A build can reduce one while worsening the other.

SECTION D

Priorities: control, accuracy and kill timing (continued)

Priority sliders describe what matters to you. They do not directly add a percentage improvement to the gun.

D4

Handling



Sets the importance of ADS, aimed movement, sprint recovery and draw time. This is where faster aiming matters. Higher handling priority can favor a more responsive build, but it does not add ADS time to ideal firing TTK.

D5

Lethality: damage + fire rate



Sets the importance of the selected perfect-hit kill timing. Damage and firing cadence determine how many shots are needed and when they fire. Estimated travel also matters when C7 includes it. Armored-target timing is omitted when unknown.

Remember
A slider at 80 is a priority setting, not an 80% recoil reduction or 80% share of the final score.

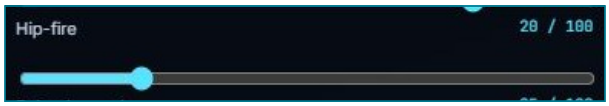
SECTION D

Priorities: hip-fire, reload and stealth

These are additional tradeoffs. The effective-share display shows how the app combines them with your fight settings.

D6

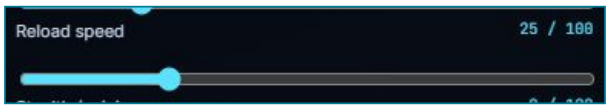
Hip-fire



Sets how much hip-fire performance matters. At zero, hip-fire scoring is removed and the recoil blend uses aimed fire. A laser can still help aimed precision; use C14 to exclude lasers completely.

D7

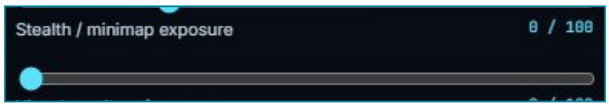
Reload speed



Sets the importance of modeled reload time. A fast magazine may reduce reload time but cost points or alter other stats. Raising this slider does not require the largest magazine.

D8

Stealth / minimap exposure



Weights the source-based minimap exposure metric. This is a preference in balanced scoring, not a guarantee that enemies cannot spot or hear you. Use E3 if a suppressor must be present.

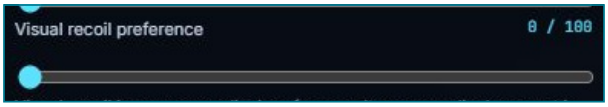
SECTION D

Priorities: hip-fire, reload and stealth (continued)

These are additional tradeoffs. The effective-share display shows how the app combines them with your fight settings.

D9

Visual recoil preference



Uses a coarse source visual-recoil preference. Exact camera movement is not verified. This is not a measured camera shake reduction, and should not be treated as a precise substitute for kick or sustained recoil.

D10

Effective priority shares



Shows the weights actually used after range, playstyle and firing assumptions adjust the sliders. They are normalized relative shares. Capacity also has a modeled share even though it has no separate slider. Changing one priority can change the displayed shares of others.

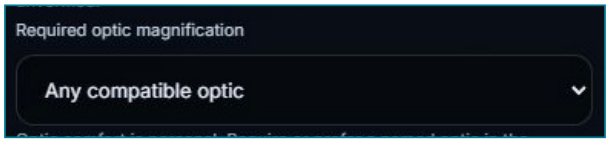
Remember
If the goal is an all-round gun, begin with Best all-round balance (B5). Increase only the priorities that feel wrong for your usual fights.

SECTION E

Limits: optics and protected stats

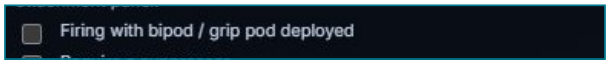
Limits are pass/fail requirements. Too many strict limits can legitimately leave no compatible build.

E1 Required optic magnification



Any compatible optic leaves magnification open. A numbered choice requires that zoom and excludes irons. Variable optics qualify at recorded endpoints. In the Armory preview, a named Must use optic clears a conflicting generic magnification filter and displays a message.

E2 Firing with bipod / grip pod deployed



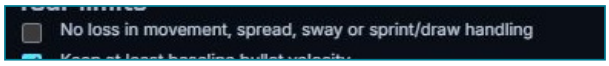
Applies supported deployed-only attachment effects. Use it for a scenario where the device is actually deployed. It does not mean that the same benefit applies while running or firing without deployment.

E3 Require a suppressor



Makes a suppressor a hard requirement. This differs from a stealth preference. A required suppressor must fit the weapon, the attachment rules and the point limit; otherwise there may be no valid result.

E4 No loss in movement, spread, sway or sprint/draw handling



Rejects builds that worsen those protected fields relative to the app's baseline. This is stricter than simply giving handling a high priority. ADS time is controlled separately by E7 and E8.

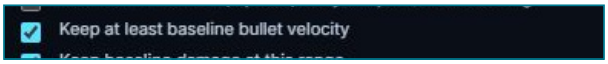
SECTION E

Limits: optics and protected stats (continued)

Limits are pass/fail requirements. Too many strict limits can legitimately leave no compatible build.

E5

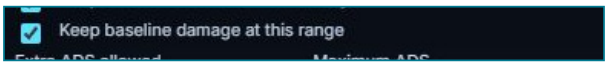
Keep at least baseline bullet velocity



Rejects a slower bullet-speed result relative to the baseline used by the app. This can remove otherwise useful suppressor, barrel or ammo combinations. Turn it off only if you are willing to accept that speed tradeoff.

E6

Keep baseline damage at this range



Rejects modeled damage reductions at the chosen distance, or at the sampled distances in a band. It does not promise identical damage at every other distance in the game.

Remember
Baseline means a reference build for that weapon, not necessarily your own build. See K5 for all three comparison references.

SECTION E

Limits: ADS, capacity, points and search depth

A high priority asks the app to favor something. A hard limit tells the app it must pass.

E7

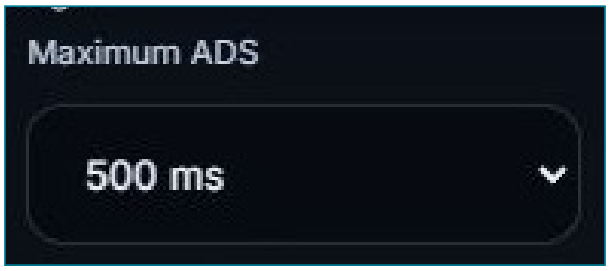
Extra ADS allowed



Allows no extra ADS time, 35 ms, 70 ms, or the loose Any setting, relative to baseline. This controls the allowed penalty from the build. The separate Maximum ADS limit still applies.

E8

Maximum ADS



Sets an absolute ceiling of 500, 300, 250 or 200 ms. Lower means a stricter aiming-speed limit. A weapon with slow base handling can be excluded even if it has excellent damage and recoil.

E9

Minimum magazine



Requires at least 20, 30, 40 or 60 rounds, or No minimum. It is a minimum capacity, not a request to fill every remaining point with magazine size. Capacity and reload speed can trade off against each other.

SECTION E

Limits: ADS, capacity, points and search depth (continued)

A high priority asks the app to favor something. A hard limit tells the app it must pass.

E10

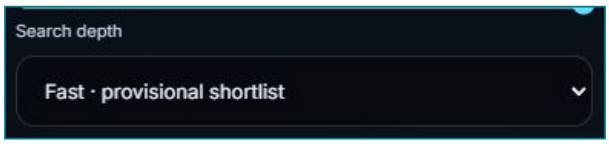
Point budget



Sets the attachment cost limit from 20 to 100, in steps of 5. The Armory counters use this same limit. A 100-point limit is a maximum, not a target the optimizer must spend. Unused points are acceptable.

E11

Search depth



Fast produces a provisional shortlist. Deeper searches more thoroughly but is still provisional. Exact verifies the modeled objectives across compatible catalog choices, using safe grouping and pruning. Only a completed Exact result is certified within this model; broad searches can take much longer.

Remember
If nothing is found, check the required optic, conflicting locks/exclusions, point budget, magazine minimum, suppressor, class/access filters and ADS limits before assuming the gun has no good build.

SECTION F

Armory: finding a gun and its parts

The Armory is the manual exploration area. Browsing, previewing and optimizing are different actions.

F1

Weapon category tabs



All, Assault, Carbine, SMG, LMG and Sniper filter the visible weapon list. These browsing tabs do not change the actual search-category restriction C5.

F2

Find a weapon



Filters catalog names so you can find a gun quickly. Typing a name narrows the browser list; click the weapon to select it. This box is not the Ask the Armory request box.

F3

Compare eligible weapons



Switches the search back to comparing eligible weapons. Your class, access and other restrictions still apply. It does not mean every weapon in the catalog automatically qualifies.

F4

Weapon list buttons



Clicking a gun selects it for exploration and a single-weapon search. Changing weapons clears the previous weapon's attachment rules. The available attachments and real costs come from that weapon's catalog.

SECTION F

Armory: finding a gun and its parts (continued)

The Armory is the manual exploration area. Browsing, previewing and optimizing are different actions.

F5

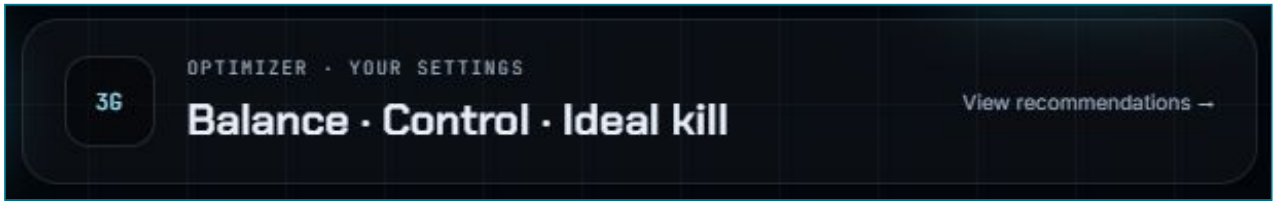
P1 Primary / Exploring summary



Names the gun currently shown in the schematic and its number of actual slots. P1 is a primary-weapon summary, not an operator choice or a second scoring system. Clicking it returns you to the builder.

F6

3G Optimizer / Your settings summary



A shortcut to the three recommendation goals: balance, control and ideal kill timing. It does not add a second weapon or secondary loadout to the search.

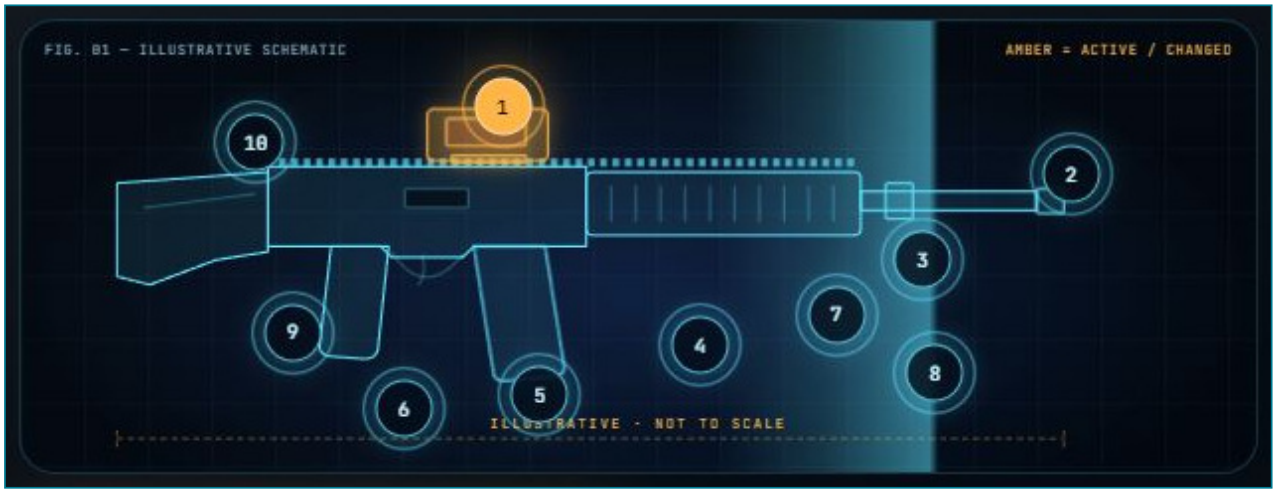
SECTION F

Armory: finding a gun and its parts (continued)

The Armory is the manual exploration area. Browsing, previewing and optimizing are different actions.

F7

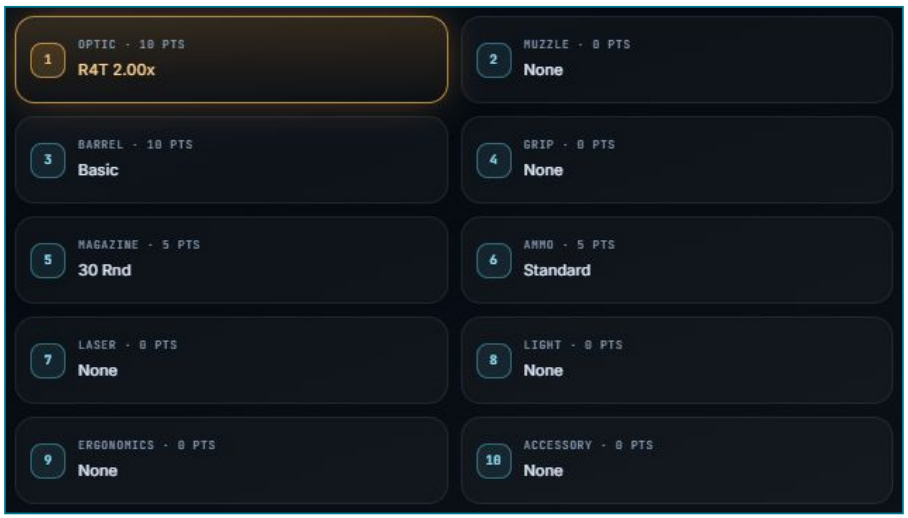
Schematic and numbered nodes



The drawing is an illustrative part-category schematic, not an exact model of each real gun. Clicking a numbered node opens that attachment slot. Numbers identify slots; they are not attachment point costs.

F8

Numbered slot tiles below the drawing



Each tile names a slot, the equipped preview part and its points. Click one to edit that slot. Available slots vary by weapon. Amber highlighting can mean an active or changed part; it is not automatically a performance warning.

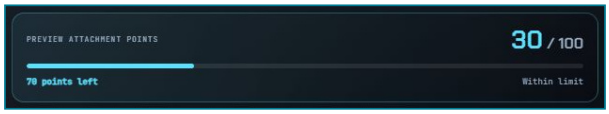
SECTION F

Armory: point counter and main buttons

These actions affect either the manual preview, your comparison reference, or the next search.

F9

Preview attachment points



The two matching meters show the equipped preview's total, your selected limit and points remaining. At limit means no points remain. Over limit turns amber. This is cost, not performance, and it is not the total cost of all preferred search options.

F10

Strip optional parts



Returns the manual preview to the app's baseline choices. Baseline parts can still cost points. Your existing search locks and rules remain, so this is not the same as Clear attachment rules or Reset preferences.

F11

Save manual build



Saves the current preview in this browser. It is a saved arrangement of parts, not proof that it is the optimum. A manual or over-limit preview is not made valid merely by saving it.

SECTION F

Armory: point counter and main buttons (continued)

These actions affect either the manual preview, your comparison reference, or the next search.

F12

Compare this as my build



Makes this manual preview the reference for recommendation comparisons. It does not tell the optimizer that this is the best build. Look for Compared with my [weapon] on later recommendation cards.

F13

Optimize this weapon



Searches for the best allowed attachments for the displayed weapon using your fight settings and rules. It can replace parts you only tried. Lock each part you must keep with Must use. A required part may force other unlocked parts to change.

Remember
Your screenshot example: the equipped AK-205 parts total 95/100. Replacing its 5-point 30 Rnd magazine with 10-point 30 Fast makes 100/100. Replacing it with 25-point 40 Rnd makes 115/100, not 120: the old magazine cost is removed.

SECTION G

Attachment panel: preview or require?

The right-hand panel edits the slot you selected. These buttons have deliberately different meanings.

G1

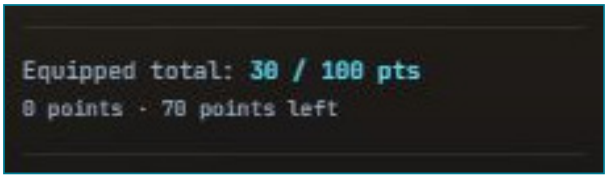
Attachment slot, search box and choices



The heading names the selected slot. Search this slot filters its catalog options. Each option belongs to this weapon; different guns can have different choices and costs.

G2

Part points, After swap and Equipped total



The small PTS badge is that part's cost. After swap shows the full preview total if it replaces the current slot. It also shows the net point change and points left/over. Equipped total identifies the part already in the preview.

G3

Try part / Previewing



Try part equips that part in the manual preview and updates the chart, stats and point meters. Previewing marks the currently equipped option. Trying it does not require the optimizer to keep it.

SECTION G

Attachment panel: preview or require? (continued)

The right-hand panel edits the slot you selected. These buttons have deliberately different meanings.

G4

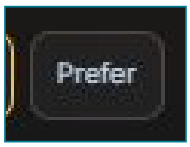
Must use



Locks that exact catalog part for the next search, including its exact cost. It also appears in the preview. Click the same rule again to clear the lock. A named optic takes precedence over a conflicting generic zoom filter in this preview.

G5

Prefer



Gives this part a small, disclosed search preference. It is not guaranteed to win, and it does not equip the preview or immediately spend points. Multiple preferred options in one slot are alternatives. Use Must use when the exact part is non-negotiable.

Remember
Quick rule: Try = show me. Must use = keep it. Prefer = favor it if practical. Exclude = do not recommend it.

SECTION G

Attachment rules, effects and compatibility

All catalog choices remain visible. A visible choice can still conflict with another part or a hard restriction.

G6

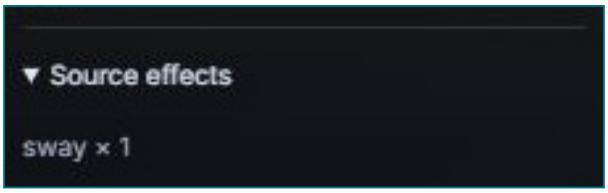
Exclude



Removes this part from the next search. It does not automatically remove it from the manual preview. Requiring and excluding the same part is a conflict; clear one of those rules.

G7

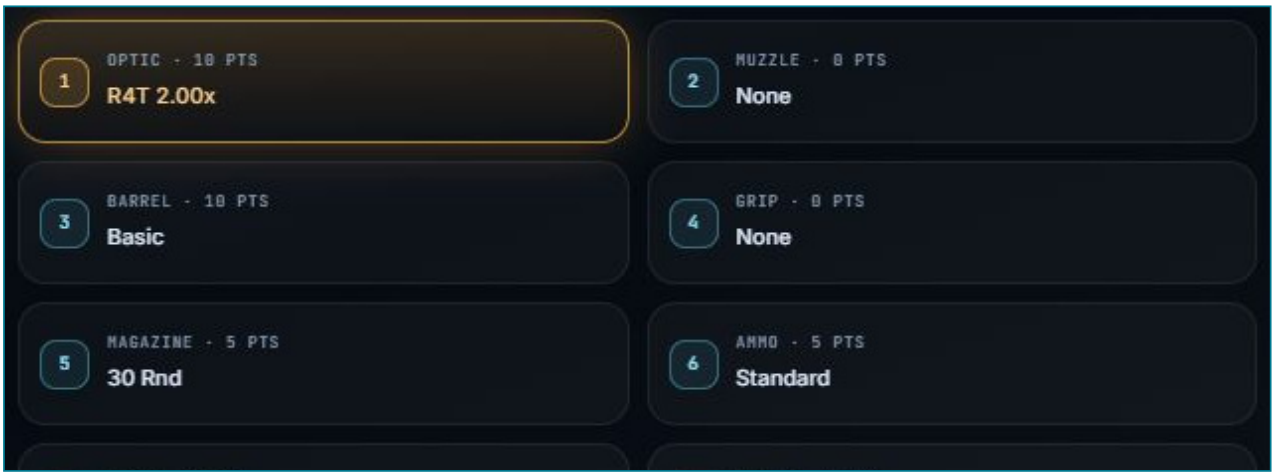
Source effects



Expands the source modifiers and notes for the part. A tier shift is a step on a source stat ladder, not necessarily that many degrees or a percentage. The Performance Matrix is easier for seeing the resulting whole-build values.

G8

Shared rail and attachment dependencies



A shared rail holds one permitted device at a time, so replacing the device replaces its cost. Some parts require another part or conflict with it. A point total within budget does not, by itself, prove compatibility.

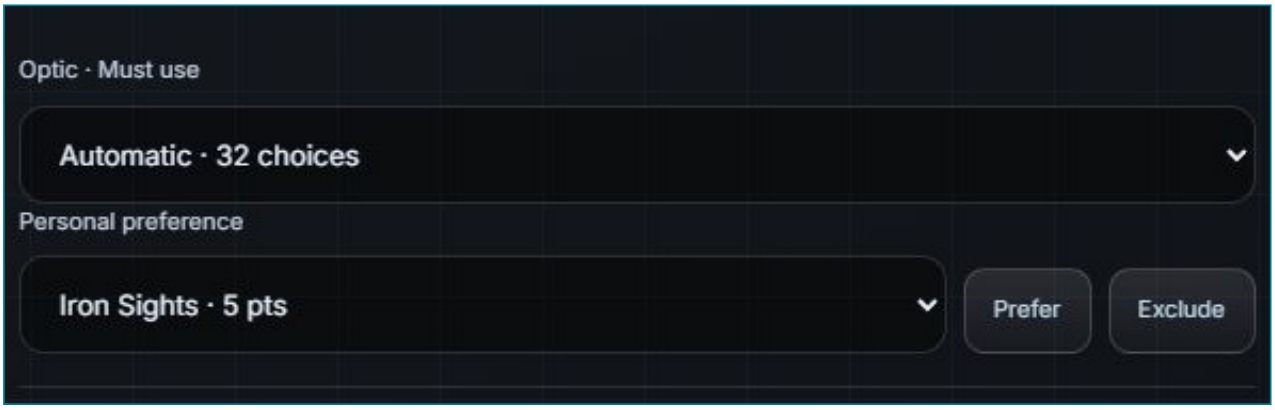
SECTION G

Attachment rules, effects and compatibility (continued)

All catalog choices remain visible. A visible choice can still conflict with another part or a hard restriction.

G9

Choose attachments: Must use, Prefer or Exclude



This expandable section beneath Recommendations offers another way to set the same weapon-specific search rules. It includes per-slot Must use dropdowns, preference/exclusion buttons and the full source catalog. Select one weapon before setting its rules.

G10

Clear attachment rules



Clears the named Must use locks and preference/exclusion rules. It does not reset every fight setting or remove saved builds. Your generic magnification, suppressor and other advanced limits may still restrict the next search.

Remember
Amber over-limit totals are warnings, not a hard block on manual exploration. You can inspect an over-budget preview, then swap parts or optimize. Final recommendations must satisfy the selected point limit.

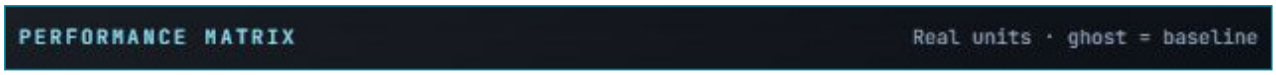
SECTION H

Performance Matrix: what each number means

This panel describes the displayed manual/inspected build. Its changes compare with the app's baseline, not automatically with My build.

H1

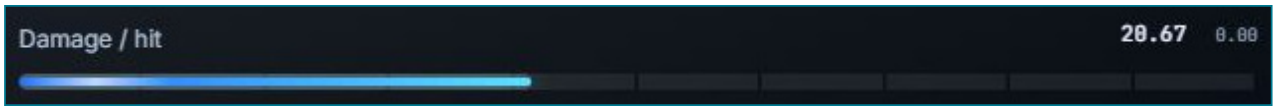
Matrix bars and baseline ghost



The solid bar is the displayed build; the faint ghost is its baseline reference. Numbers use actual units. Bar lengths use display scales, so a longer bar is not always better: longer ADS or TTK is a downside.

H2

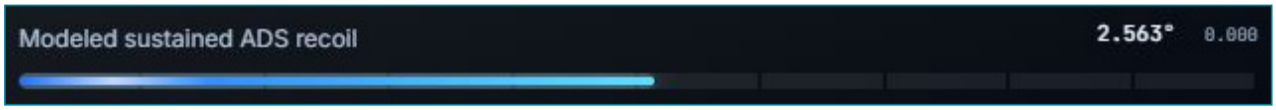
Damage / hit



Modeled damage for one hit in the selected zone at the displayed distance. Higher usually means fewer hits are needed. For a distance band this headline is the midpoint value, not the full range result.

H3

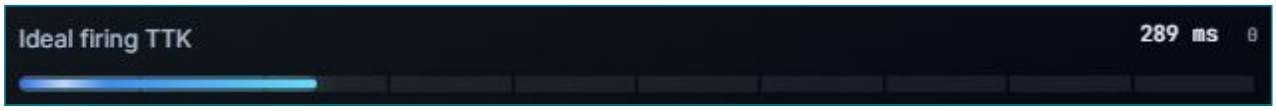
Modeled sustained ADS recoil



A simulated measure of recoil displacement during the selected firing sample while aiming. Lower means less modeled displacement. It is not per-shot kick, a percentage, or verified camera movement. The firing sample and recovery assumptions affect it.

H4

Ideal firing TTK



Perfect-hit time from the first shot to the killing shot. Lower is faster. No aiming or sprint delay is added. A band's matrix headline uses the midpoint; recommendation range tables show the sampled distances.

H5

ADS



Time to aim down sights, in milliseconds. Lower is faster. It affects handling, not the app's ideal firing TTK.

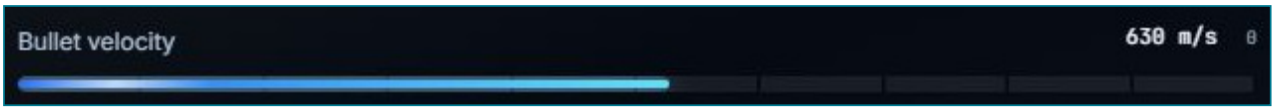
SECTION H

Performance Matrix: what each number means (continued)

This panel describes the displayed manual/inspected build. Its changes compare with the app's baseline, not automatically with My build.

H6

Bullet velocity



Initial bullet speed in meters per second. Higher reduces the app's simple travel-time estimate at the same distance. This does not model a complete bullet path, drag or hit probability.

H7

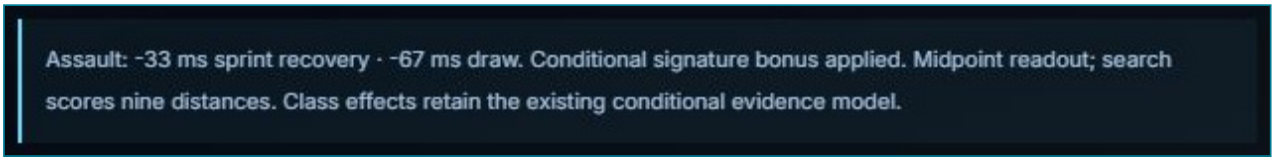
Rate of fire



Rounds per minute (RPM). Higher means shots can leave faster in the modeled firing mode. More RPM can also increase recoil during sustained fire; it is not an automatic all-round improvement.

H8

Class readout / Chart references & evidence



The class readout explains any conditional bonus applied. The expandable notes explain chart scaling, midpoint versus range scoring, the illustrative drawing and remaining evidence gaps.

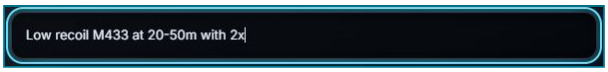
SECTION I

Ask the Armory: a shortcut to settings

This is a supported-phrase input, not an unrestricted chat assistant. Always review how the app interpreted your request.

I1

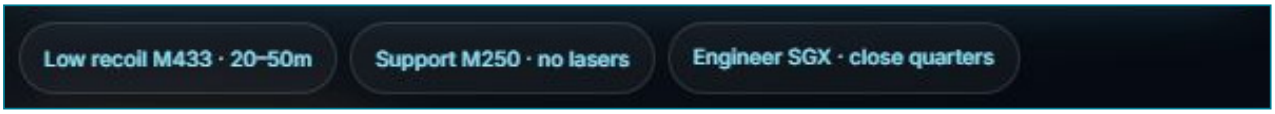
Your request



Enter a known weapon, class, mode, distance or band, one supported priority, optic magnification, laser preference or suppressor requirement. Example: Low recoil M433 at 20-50m with a 2x optic.

I2

Example request chips



Clicking one fills and runs that example. It can change settings and start a search immediately. The examples illustrate supported wording, not preselected best-in-game builds.

I3

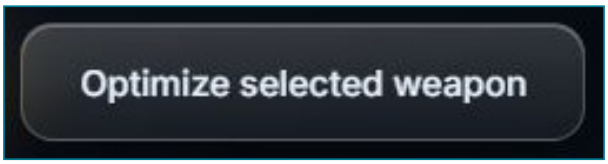
Find a loadout



Translates the supported parts of your request into controls and runs the existing optimizer. Unspecified settings remain as they were, so old limits or rules may still matter. It does not invent missing attachment stats.

I4

Optimize selected weapon



Runs the optimizer for the weapon you are exploring using the current controls. It is the same kind of action as F13, not an independent AI scoring system.

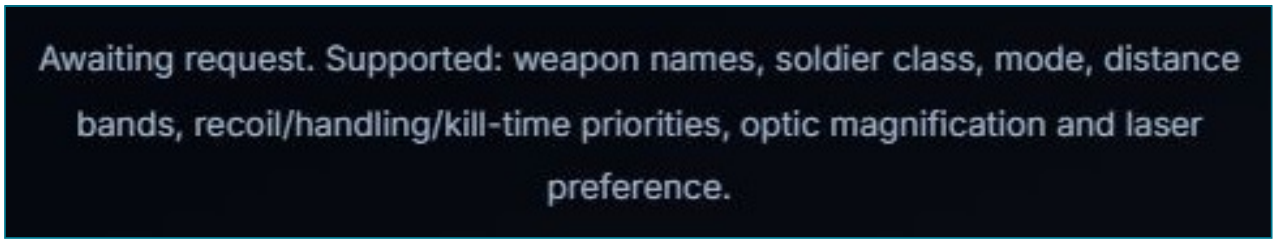
SECTION I

Ask the Armory: a shortcut to settings (continued)

This is a supported-phrase input, not an unrestricted chat assistant. Always review how the app interpreted your request.

I5

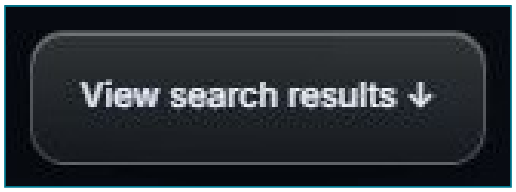
Optimizer terminal / interpreted settings



Shows what the app recognized and warns about unsupported wording. Multiple weapons/classes, invalid distances or magnifications and armored-TTK requests may be rejected. Other unsupported wording is not modeled; review the actual controls before relying on the result.

I6

View search results



Jumps to Recommendations. It does not run a second search or prove a provisional result is complete.

Remember
Review idea: keep this optional. A short form with clear controls can be easier for a first-time user than learning the supported request phrases.

SECTION J

Recommendations: goals and search controls

These results belong to the last search settings. Changing preferences clears or invalidates old results until you search again.

J1

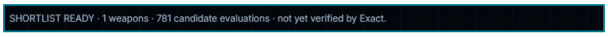
Best balance / Easiest to control / Fastest ideal kill



Best balance follows your weighted priorities. Easiest to control minimizes the model's combined recoil and precision loss. Fastest ideal kill minimizes the selected timing, which may include estimated travel. One build can win more than one goal.

J2

Search status and completion receipt



SHORTLIST or PROVISIONAL means best found so far. EXACT SEARCH COMPLETE means the selected model objectives were verified for this catalog and sampled range. Saved jobs can be reused for matching settings/data. Complete does not mean every real-game mechanic is verified.

J3

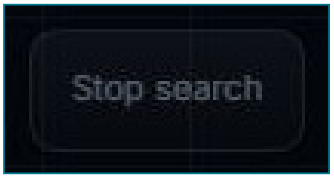
Pause / Resume



Pauses an active Exact search and later continues from the same search position. This does not change your priorities or make a partial result complete.

J4

Stop search



Ends the active search. Retained partial results remain provisional. Do not interpret a stopped job as proof of the absolute best combination.

SECTION J

Recommendations: goals and search controls (continued)

These results belong to the last search settings. Changing preferences clears or invalidates old results until you search again.

J5

Verify with Exact search



Takes a provisional shortlist into Exact search with the same current settings. It verifies the model's goals, not the accuracy of unverified game inputs.

J6

Export



Downloads a structured JSON record of search results/settings and version information. It is useful for backup or technical review. It is not a game-import button or a plain-language PDF report.

J7

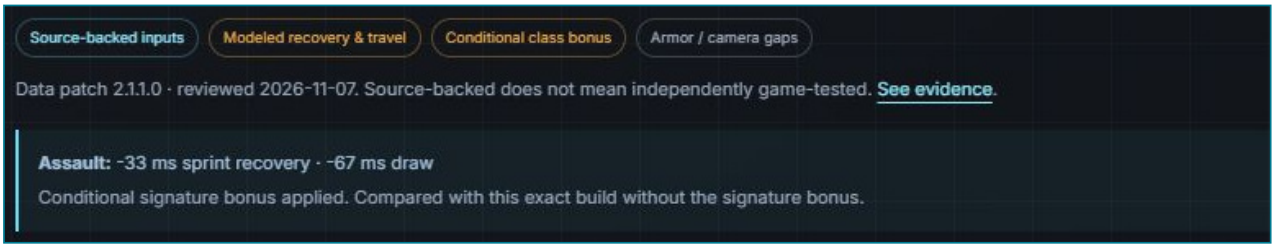
Result name, weapon type, RPM, capacity and points



These identify the actual recommended weapon and attachment arrangement. 100/100 is its point cost, not a 100% quality score. See the attachment list for exactly which parts were selected.

J8

Source badges and class bonus box



Badges separate source-backed inputs, modeled behavior and evidence gaps. The class box compares this exact build with its version without the signature bonus; it is a different comparison from your own My build.

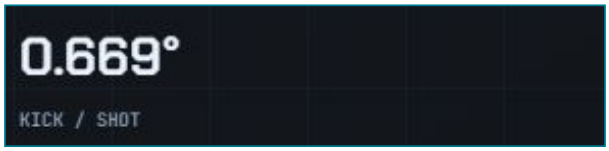
SECTION J

Recommendation cards: timing and actions

These labels describe the result. None of them assumes a random percentage of missed shots.

J9

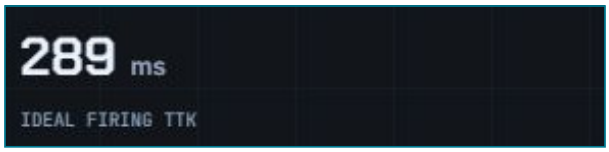
Kick / shot



The modeled recoil kick from one shot, in degrees. Lower means less kick per shot. It is different from H3, which measures simulated recoil during a firing sequence.

J10

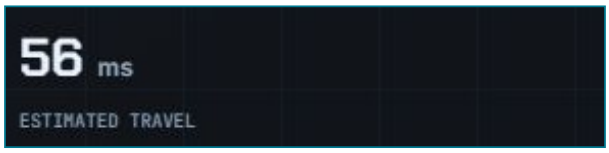
Ideal firing TTK



Time between the first shot and the killing shot, assuming every shot lands in the selected zone and does damage. It uses the damage breakpoint and firing cadence. It does not include ADS, sprint recovery or travel.

J11

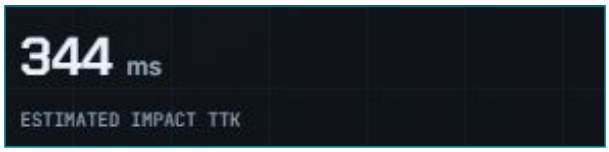
Estimated travel



Distance divided by initial bullet speed, shown in milliseconds. It is the app's simplified estimate of how long a bullet takes to arrive. It does not account for drag or the full trajectory.

J12

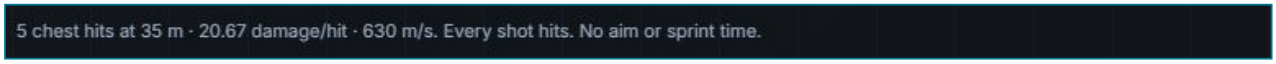
Estimated impact TTK



Ideal firing TTK plus estimated travel once. For example, 583 ms firing plus 141 ms travel is about 725 ms after rounding from the underlying values. It does not add travel separately for every shot.

J13

Hits, damage, range, zone and firing-scenario line



These tell you what the timing assumes, such as 8 chest hits at 100 meters. A target needing a reload or an unresolved firing cadence can have unavailable TTK. In armored REDSEC contexts, displayed damage can be only an unarmored reference.

SECTION J

Recommendation cards: timing and actions (continued)

These labels describe the result. None of them assumes a random percentage of missed shots.

J14

Use this build & edit attachments



Copies the recommended arrangement into the attachment-rule editor and locks its listed parts. Clear individual locks if you want the optimizer to change them. This is more restrictive than merely inspecting the result.

J15

Inspect in the Armory



Shows the recommendation in the drawing and Performance Matrix. It does not turn all of the result's parts into Must use locks or change the original search scope. This is the better choice for exploring alternatives.

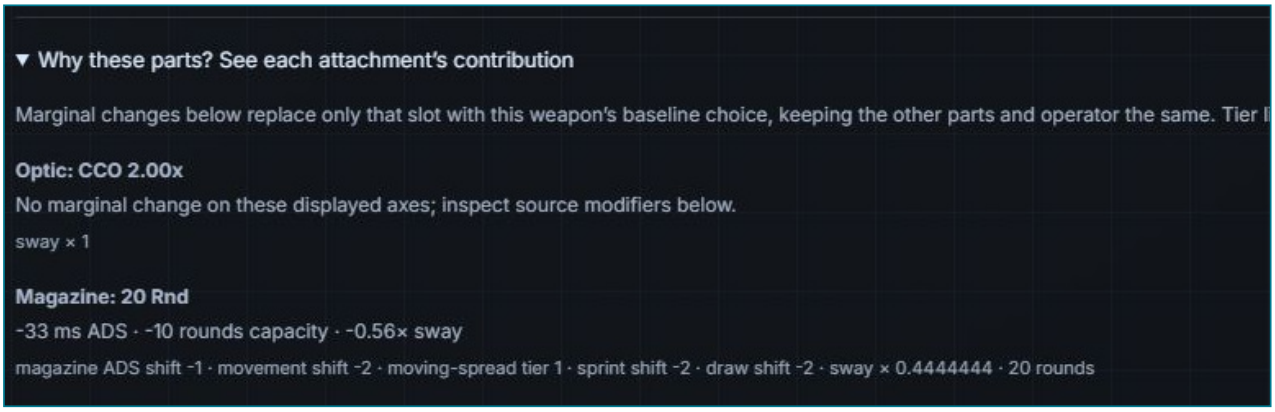
SECTION J

Recommendation details: explanations and evidence

These expandable panels help you understand why a build won and what it gives up.

J16

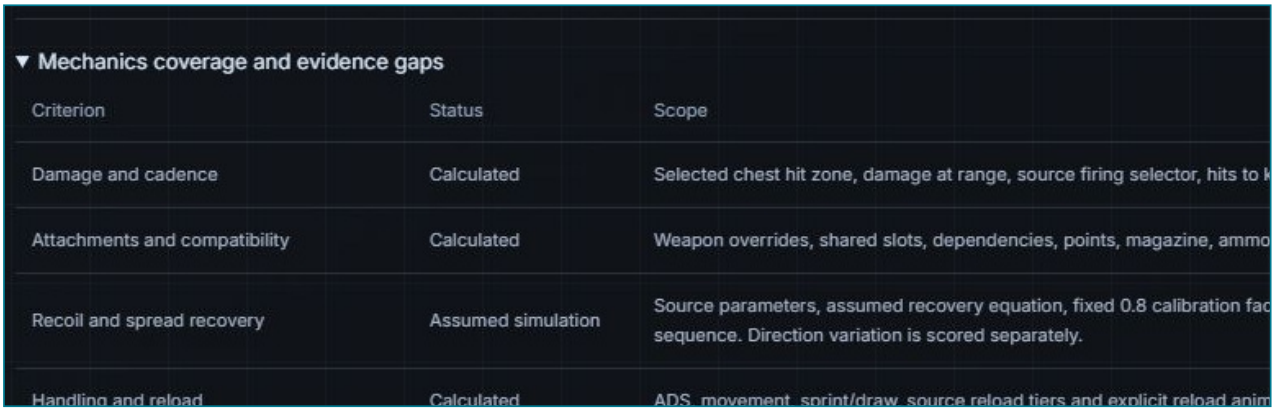
Why these parts?



Shows marginal changes from replacing one selected slot with that weapon's baseline part while holding the other parts and operator fixed. Effects can interact, so the individual changes should not simply be added together.

J17

Mechanics coverage and evidence gaps



Lists which criteria are source-backed, modeled, conditional or unknown for the result. Use it to judge confidence, especially for armor, camera movement, recovery assumptions and class activation.

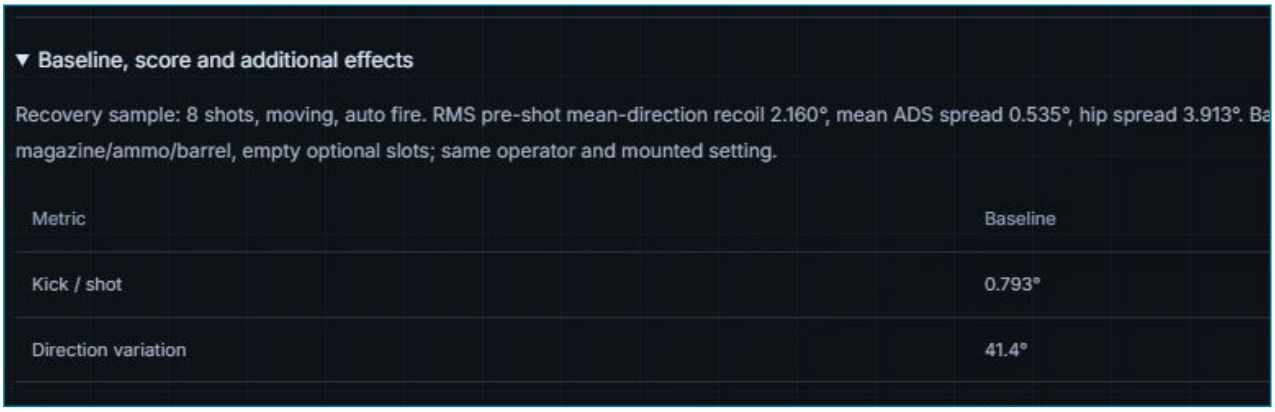
SECTION J

Recommendation details: explanations and evidence (continued)

These expandable panels help you understand why a build won and what it gives up.

J18

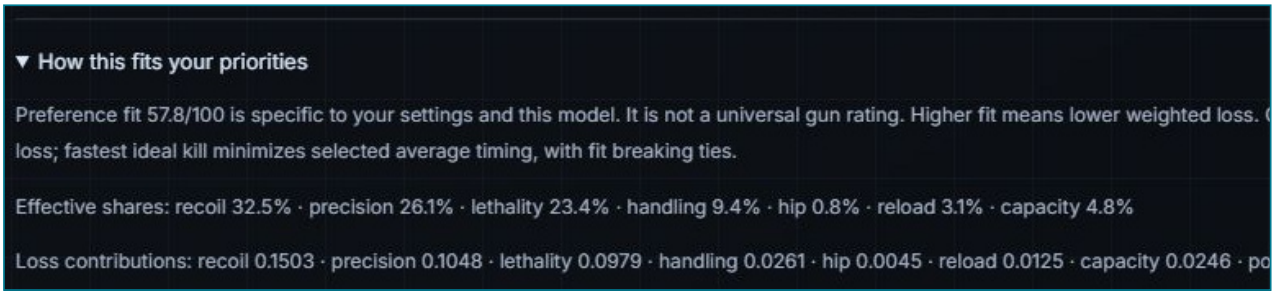
Baseline, score and additional effects



Shows the reference build, extra stat rows, firing sample, weighted loss contributions and source notes. This is the technical detail view. The baseline is not automatically the comparison weapon you built yourself.

J19

How this fits your priorities



Explains preference fit, effective shares and loss contributions. This fit is specific to your settings and this model. It is separate from the decorative Profile rating on the Live Build Readout.

SECTION J

Recommendation details: explanations and evidence (continued)

These expandable panels help you understand why a build won and what it gives up.

J20

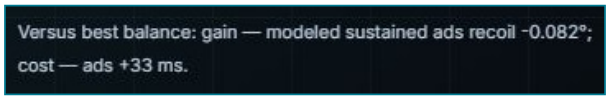
Performance across a distance band



Appears for range-band searches. The table lists each of the nine sampled distances with damage, required hits and timing. Check it when a midpoint headline hides an important near/far tradeoff.

J21

Versus best balance: gain / cost



Compares another goal's result with the best-balance result. A gain in recoil may cost spread, capacity or handling. This is not the same reference as My build or baseline.

J22

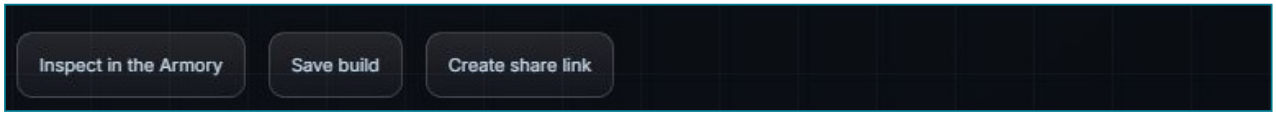
Find best build without lasers



Appears when a result includes a laser. It starts a new search with lasers excluded. The app rebuilds a replacement combination; it does not simply remove the laser and declare the remaining parts optimal.

J23

Save build / Create share link



Save build stores the recommendation in this browser. Create share link includes the build, settings and version in a link. Sharing does not change who is allowed to access the private site.

SECTION K

My build: understanding the plus and minus signs

This section prevents the most common comparison mix-up: a change is always relative to a specific reference.

K1

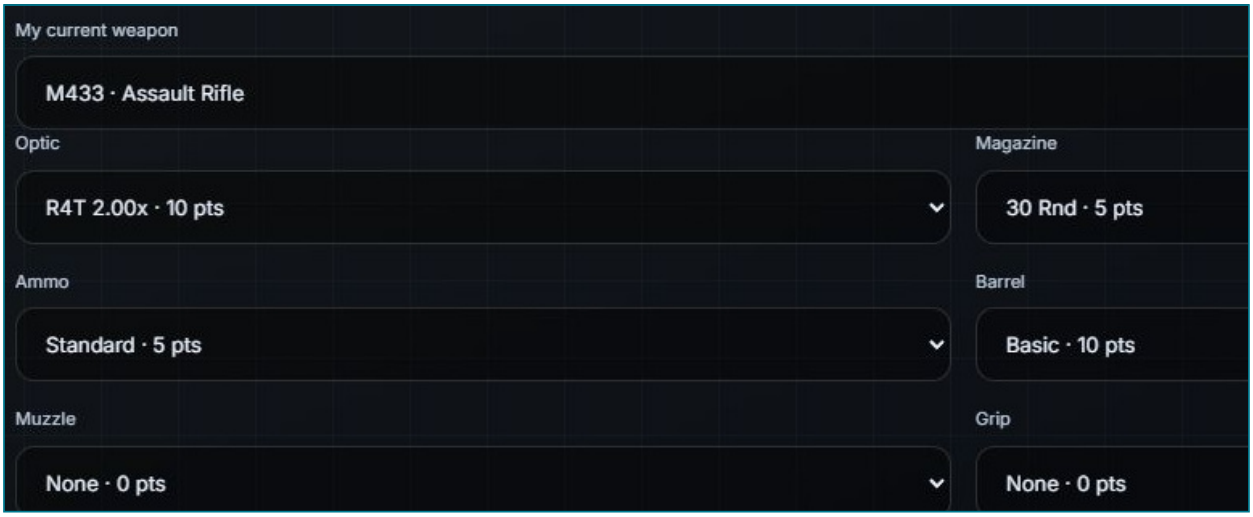
Compare my build



Opens the current-build editor. Use it to describe the gun you already use so recommendations can be compared with it.

K2

My current weapon and part dropdowns



Choose the weapon and each attachment for your comparison reference. This does not require the optimizer to use those parts. It supplies the My build side of the comparison table.

K3

Use these parts for comparison



Activates the entered comparison build. Both it and the recommendation are recalculated under the same current class, range and firing assumptions. You can also set this reference using F12 or Compare as my build in Saved builds.

K4

Clear comparison



Removes the active My build reference and its recommendation comparison panels. It does not erase the recommendation itself or delete saved builds.

SECTION K

My build: understanding the plus and minus signs (continued)

This section prevents the most common comparison mix-up: a change is always relative to a specific reference.

K5

Compared with my [weapon]: Change column



Change equals Recommendation minus My build. For recoil, spread, ADS and TTK, negative is normally better. For damage or bullet velocity, positive is normally better. A sign alone is not enough: read the metric name and both values.

K6

Your current build differs from search limits



Warns that the comparison gun violates a requirement, such as required optic magnification. This describes My build, not necessarily a fault in the recommendation. The comparison can still be informative.

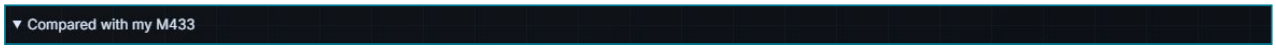
SECTION K

My build: understanding the plus and minus signs (continued)

This section prevents the most common comparison mix-up: a change is always relative to a specific reference.

K7

Which reference am I reading?



Matrix/readout deltas use baseline. Compared with my [weapon] uses your chosen comparison build. Versus best balance uses the best-balance result. The class box uses the same build without its class bonus. Always read the heading first.

Remember
Your example: Modeled sustained ADS recoil -0.085 degrees under Compared with my AK-205 means the recommended AK-205 has 0.085 degrees less modeled sustained recoil than your comparison AK-205. It is a difference, not its total recoil.

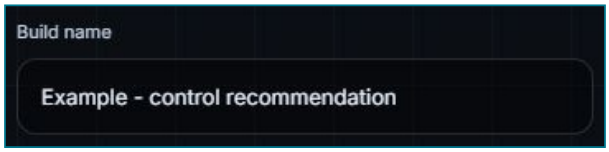
SECTION L

Saved builds: your browser library

Saved builds are stored in this browser. They are not automatically synced to a game account or another device.

L1

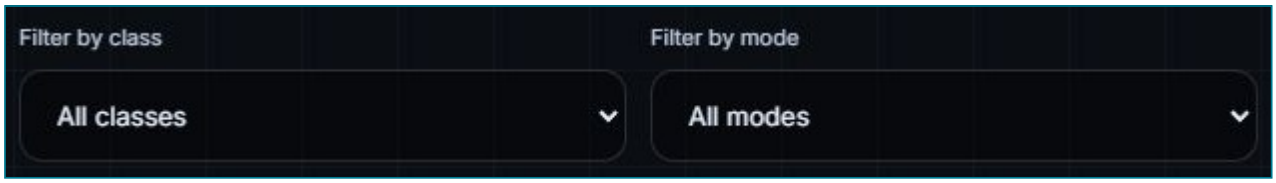
Build name



Enter a name before saving, such as AK-205 - 100m control. A name helps distinguish two attachment combinations for the same gun. It does not change stats or search priority.

L2

Filter by class / Filter by mode



Filters which saved builds you see. These library filters do not change your fight settings or run the optimizer.

L3

Build checkboxes / Compare selected builds



Select up to three saved builds for a side-by-side comparison. They are recalculated under the current fight settings. Their original settings remain available when you load each build.

L4

Load settings



Restores a saved build's recorded preferences and rules and displays its parts. It also makes the loaded build the comparison reference. Loading does not rerun or certify the search; find builds again to verify it.

L5

Compare as my build



Uses this saved gun as the comparison reference without loading all of its original fight settings. It is compared under the current scenario.

SECTION L

Saved builds: your browser library (continued)

Saved builds are stored in this browser. They are not automatically synced to a game account or another device.

L6

Share / Create share link / Copy link



After Share: the link field and Copy link button



Produces a link containing the build, settings and data version. Copy link copies it for you to send. A recipient still needs access to the site. Reopening a shared build rebuilds its parts under current data.

L7

Remove



Deletes that entry from the browser's saved-build library. It does not remove an attachment from the catalog or delete a game loadout. Keep a share link or export first if you need a backup.

L8

Version and certification labels



Saved / provisional build is not an Exact certificate. Completed original search describes the original saved search. Data/model changes flag a build for review; an old completion is not proof of the best result under new data.

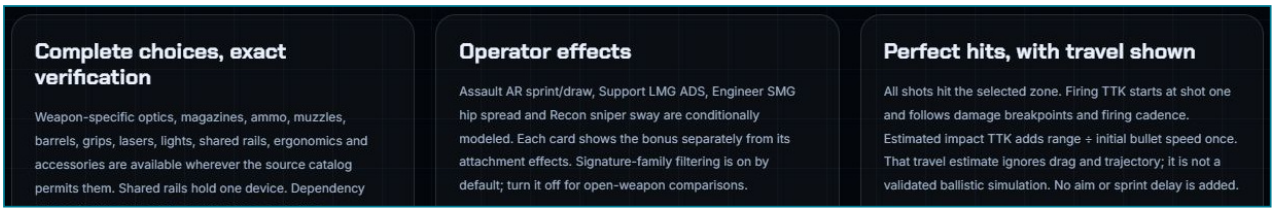
SECTION L

Evidence, versions and the other interface

These sections explain what the app can support with its current data. They do not change your loadout on their own.

L9

What the numbers mean / Open notebook



The three overview panels explain attachment compatibility and exact verification, conditional operator effects, and perfect-hit timing with travel. This is the main nontechnical explanation of model limits.

L10

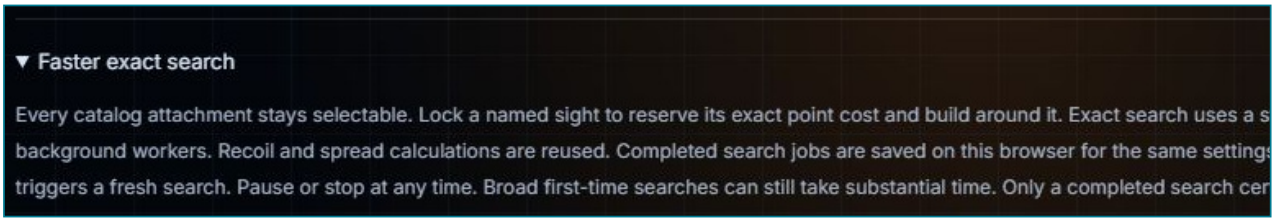
Sources, remaining gaps and version



Lists the source snapshot and what remains unverified. Current important gaps include armored REDSEC damage, precise camera movement, some class/perk activation and the complete native recovery/ballistics behavior. Announced future changes are not applied early.

L11

Faster exact search



Explains how the app reuses calculations, uses background workers and caches completed matching jobs. Exact need not literally repeat every identical-effect combination. A completed job proves the selected modeled objectives for its recorded scope.

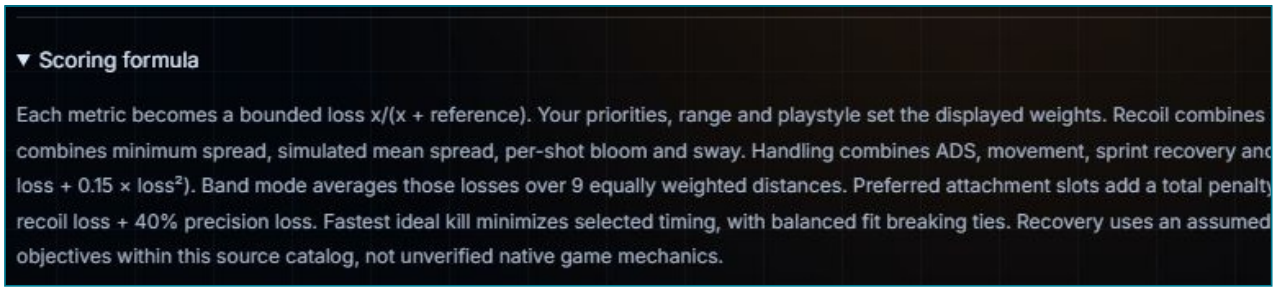
SECTION L

Evidence, versions and the other interface (continued)

These sections explain what the app can support with its current data. They do not change your loadout on their own.

L12

Scoring formula



Shows the mathematical explanation behind balanced fit, control and timing. You do not need to understand every formula to use the basic controls. This is a good candidate to keep collapsed in an advanced/evidence area.

L13

Versioned dataset and source links



Versioned dataset downloads the data snapshot. Source links point to the numerical source and class evidence. These are for checking provenance and reproducing an analysis, not equipping a game weapon.

SECTION L

Evidence, versions and the other interface (continued)

These sections explain what the app can support with its current data. They do not change your loadout on their own.

L14

Design preview / Open current interface / footer



The Armory preview is the newer interface. Open current interface goes to the original layout. Both use the shared optimizer and data. The footer identifies the project as an unofficial fan tool, not an EA or Battlefield Studios product.

Remember
Guide basis: Armory preview and local implementation reviewed on 7 November 2026. App model 0.7.0; data patch 2.1.1.0; interface includes the optic-conflict fix and live point counters. Site source revision: 4b75ca8d86c2.

SECTION M

Decide what to simplify

These are review suggestions only. No sections are being removed or changed by this document.

M1

Suggested simple starting screen

Keep B1-B8, F3-F4, F9, G3-G6, F13 and the three recommendation goals easy to find. Put fine-tuning in Advanced and evidence in expandable details. Preserve the existing optimization logic while simplifying presentation.

M2

Possible naming improvements

Consider calling G3 Preview this part, G4 Required for search, G5 Search preference, and G6 Exclude from search. Consider calling A5 a Visual profile instead of Profile rating. These are proposals, not current button names.

M3

Keep useful explanation near the decision

Keep points remaining beside attachment choices, the search completion status beside results, and the comparison reference beside deltas. Move long source modifiers and formulas into details rather than removing evidence entirely.

Mark your preferences, or write the labels in your reply:

Area / label	Keep	Rename	Move / hide	Remove
Home/readout - A	[ ]	[ ]	[ ]	[ ]
Main fight settings - B	[ ]	[ ]	[ ]	[ ]
Advanced controls - C/D/E	[ ]	[ ]	[ ]	[ ]
Armory and points - F	[ ]	[ ]	[ ]	[ ]
Attachment panel - G	[ ]	[ ]	[ ]	[ ]
Matrix and Ask - H/I	[ ]	[ ]	[ ]	[ ]
Results and comparison - J/K	[ ]	[ ]	[ ]	[ ]
Saved builds/evidence - L	[ ]	[ ]	[ ]	[ ]

For a specific control, write its full reference label rather than only the section letter. The next page gives a copyable feedback format and space for notes.

SECTION M / NOTES

Tell me what to change

Use one label per request. This makes changes much easier to discuss without confusing the builder, search settings and comparison views.

> **M4 - A clear feedback format**
> **Label:** G5 - Prefer
> **Problem:** I think it equips the part.
> **Change:** Rename it Search preference and show a short explanation.
> **Keep the logic?** Yes, only change the wording.

Change 1

Reference label and current name:

What is confusing:

What I want changed:

Change 2

Reference label and current name:

What is confusing:

What I want changed:

Change 3

Reference label and current name:

What is confusing:

What I want changed:

PLAIN-ENGLISH GLOSSARY

Words you will see in the app

Use this page whenever a technical term makes a control harder to understand.

Term	Plain-English meaning
ADS	Aiming down sights. ADS time is how long it takes to bring the sights up.
TTK / ms	Time to kill / milliseconds. 1,000 ms is one second.
RPM / velocity	Rounds per minute / bullet speed, usually in meters per second.
Kick / direction variation	How much a shot pushes the aim / how much its direction varies.
Spread / bloom / sway	Bullet dispersion / spread growth while firing / movement of the aim.
Sustained recoil	Modeled displacement while firing a sequence, not just one shot.
Baseline / delta	The app's reference build / the difference between two values.
Priority / limit	Something you favor / something every valid result must satisfy.
Provisional / Exact complete	Best found so far / completed verification within the stated model.
Compatibility / dependency	Parts can legally work together / a part needs another specific part.
Point budget / preference fit	Maximum attachment cost / how well a build suits the current priorities.

How this guide was checked

Descriptions were checked against the Armory interface, its controls, point-counter behavior, comparison calculations and search handlers. Source revision 4b75ca8d86c2 includes the current visual update. This guide does not independently validate game statistics.

Open Loadout Lab - Armory preview

If a later website change differs from this edition, mention the guide label and tell me what you now see. The label list is retained with this PDF so we can discuss the same controls consistently.