
Subject: Reticle Skins Per Weapon

Posted by [_SSnipe_](#) on Tue, 29 Jul 2008 05:34:50 GMT

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As i saw in another forum the different type of reticle skins i have an ideas i think well be cool.....i think we should have different reticles PER weapon as in this ss is a few different ones

like for example

001=solider

004=grenadier

015=pistol

014=volt rifle

and so on.....just each type of weapon has its own reticle that matches what shoots out i think would be cool in TT patch

Subject: Re: Reticle Skins Per Weapon

Posted by [Jamie or NuneGa](#) on Tue, 29 Jul 2008 10:25:32 GMT

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It would be sweet to be able to have multiple reticule... I currently have a reticule that helps my pistol but there are other reticules that would be better for tanking or sniping.

Subject: Re: Reticle Skins Per Weapon

Posted by [=HT=T-Bird](#) on Tue, 29 Jul 2008 12:51:08 GMT

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Excellent idea. One reticle does not rule them all: I find that the default reticle works fairly well for first-person mode stuff and tanking, but doesn't help my sniping much.

Subject: Re: Reticle Skins Per Weapon

Posted by [Caveman](#) on Tue, 29 Jul 2008 14:16:11 GMT

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My reticle which is VERY much like nunega's suits me for everything..

Generally the smaller the bigger (until you get too small to use it but you get the idea) Having a large reticle like the default one doesn't help my aim with anything.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Tue, 29 Jul 2008 17:32:56 GMT
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i just hope TT team will think about it its not that hard to do....

Subject: Re: Reticle Skins Per Weapon
Posted by [KobraOps](#) on Tue, 29 Jul 2008 17:52:32 GMT
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Tbh let them just work on the stuff they are trying to fix now so the patch will actually be released in a reasonable time.

Subject: Re: Reticle Skins Per Weapon
Posted by [ErroR](#) on Tue, 29 Jul 2008 18:12:36 GMT
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Excelent idea snipe i would like that too i wanted to post but u did already xD

Subject: Re: Reticle Skins Per Weapon
Posted by [Ghostshaw](#) on Tue, 29 Jul 2008 18:14:58 GMT
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I've put it on my "Do after everything else is finished" list. Its pretty simple. It might make it if I am bored or something. Doesn't have priority though.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Tue, 29 Jul 2008 19:03:31 GMT
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Ghostshaw wrote on Tue, 29 July 2008 11:14 I've put it on my "Do after everything else is finished" list. Its pretty simple. It might make it if I am bored or something. Doesn't have priority though. please im not saying do it first...just saying do it just need to find what other reticles can fit the other weapons

Subject: Re: Reticle Skins Per Weapon
Posted by [u6795](#) on Tue, 29 Jul 2008 19:06:18 GMT
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This would be probably the coolest thing ever. The default Renegade reticle kind of sucks for sniping and such as said before.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Tue, 29 Jul 2008 19:12:08 GMT
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u6795 wrote on Tue, 29 July 2008 12:06 This would be probably the coolest thing ever. The default Renegade reticle kind of sucks for sniping and such as said before.

Subject: Re: Reticle Skins Per Weapon
Posted by [TruYuri](#) on Tue, 29 Jul 2008 20:32:53 GMT
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I actually suggested this early on in the Scripts 4.0 Changelog thread. Would love for it to be made.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 30 Jul 2008 07:17:37 GMT
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but before they do this we need to find the perfect reticles for the other weapons that kind helps it depending on what it shoots

Subject: Re: Reticle Skins Per Weapon
Posted by [Goztow](#) on Wed, 30 Jul 2008 07:19:20 GMT
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It would be nice to make it "optional": I'm sure many people would be displeased if they lost their favorite standard reticle.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 30 Jul 2008 07:35:44 GMT
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Goztow wrote on Wed, 30 July 2008 00:19 It would be nice to make it "optional": I'm sure many people would be displeased if they lost their favorite standard reticle.
I agree with that as well but also heres what i think they should be like....but id like to see what everyone else says

Pistol (Nod And Gdi)= 015
Rifle(Nod And Gdi) = 001

Flame=014
Chem=014
C4(Nod And Gdi) = 018
Grenade= 004
Shotgun (Nod And Gdi)= 003
Chain gun (Nod And Gdi)= 013
Rocket(Nod And Gdi Inc Gunner)= 020
Laser Rifle= 010
Laser Chain Gun= 009
Flettche= 008
Ramjets (Nod And Gdi) = 006
Railgun= 019
Pic= 019
Sniper (Nod And Gdi) = 002
Volt(Nod And Gdi)= 011
Tib Gun (Sydney)= 006

And Tanks that have missile or Big Ammo can be 005 and flamer and such can be 014 and bullet ammo like what a buggy or apc shoots can be just 001 or 007

Subject: Re: Reticle Skins Per Weapon
Posted by [Ghostshaw](#) on Wed, 30 Jul 2008 09:59:58 GMT
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It won't be default I will just make it possible to do this for skimmers. If there is nothing set it will just fall back to the original reticle.

Subject: Re: Reticle Skins Per Weapon
Posted by [Veyrdite](#) on Wed, 30 Jul 2008 10:12:58 GMT
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Would it also be possible to alter the reticle hit and reload colours via the TT ini file? (unless the map has them set to non-default)

Subject: Re: Reticle Skins Per Weapon
Posted by [BoMbZu](#) on Wed, 30 Jul 2008 11:52:10 GMT
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Does anybody know where to get those reticles?

OT: Great idea!

Subject: Re: Reticle Skins Per Weapon
Posted by [ErroR](#) on Wed, 30 Jul 2008 15:20:48 GMT
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WNxBoMbZU wrote on Wed, 30 July 2008 14:52 Does anybody know where to get those reticles?

OT: Great idea!
<http://deathlink.ut-ccr.de/reticles/ccrreticlepack1.zip>

Subject: Re: Reticle Skins Per Weapon
Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 18:37:27 GMT
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Custom reticles give advantage...use the default one only.

Subject: Re: Reticle Skins Per Weapon
Posted by [u6795](#) on Wed, 30 Jul 2008 19:09:54 GMT
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pawkyfox wrote on Wed, 30 July 2008 14:37 Custom reticles give advantage...use the default one only.
..Are you kidding me?

Subject: Re: Reticle Skins Per Weapon
Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 19:32:35 GMT
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u6795 wrote on Wed, 30 July 2008 14:09 pawkyfox wrote on Wed, 30 July 2008 14:37 Custom reticles give advantage...use the default one only.
..Are you kidding me?

No. Small reticles and X reticles and + reticles give advantage to snipers. Large reticles give advantage to vehicles and PIC.

Subject: Re: Reticle Skins Per Weapon
Posted by [BlueThen](#) on Wed, 30 Jul 2008 19:50:28 GMT
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pawkyfox wrote on Wed, 30 July 2008 14:32 u6795 wrote on Wed, 30 July 2008 14:09 pawkyfox wrote on Wed, 30 July 2008 14:37 Custom reticles give advantage...use the default one only.
..Are you kidding me?

No. Small reticles and X reticles and + reticles give advantage to snipers. Large reticles give advantage to vehicles and PIC.

Not really, I'm better with the default because I'm used to it.

Subject: Re: Reticle Skins Per Weapon

Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 20:14:58 GMT

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The default reticle is the best one. If you are used to it, then of course you won't have any problems...but some seek a shortcut.

Subject: Re: Reticle Skins Per Weapon

Posted by [=HT=T-Bird](#) on Thu, 31 Jul 2008 12:12:03 GMT

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Yeah, the default reticle works well for tankdriving/PIC usage, however, being able to use a more appropriate reticle when sniping without sacrificing the default reticle for tanking would be very nice. BTW, I don't think that "getting used to it" is the answer. It's simply the wrong reticle for the job.

Subject: Re: Reticle Skins Per Weapon

Posted by [Starbuzzz](#) on Sat, 02 Aug 2008 01:29:05 GMT

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Is there any documentation from the Renegade developmet timeline that suggests that Westwood maybe working on unique reticles for most weapons? Or in their rush to finish off Renegade, they did not have time to do those things????

Subject: Re: Reticle Skins Per Weapon

Posted by [Veyrdite](#) on Sat, 02 Aug 2008 03:11:00 GMT

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There are a few reticles hidden in always.dat such as a triangular one.

Subject: Re: Reticle Skins Per Weapon

Posted by [_SSnipe_](#) on Sat, 02 Aug 2008 03:24:46 GMT

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Dthdealer wrote on Fri, 01 August 2008 20:11 There are a few reticles hidden in always.dat such as a triangular one.

Subject: Re: Reticle Skins Per Weapon
Posted by [Starbuzz](#) on Sat, 02 Aug 2008 18:05:38 GMT
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Dthdealer wrote on Fri, 01 August 2008 22:11 There are a few reticles hidden in always.dat such as a triangular one.

That explains...I will look and try to find it..

Subject: Re: Reticle Skins Per Weapon
Posted by [ErroR](#) on Tue, 05 Aug 2008 15:27:02 GMT
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ya i saw the reticle too u can see it in ss of kristy girl's blue nod pack too

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Wed, 06 Aug 2008 05:15:01 GMT
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Demo 1
Demo 2

This is based off of SSnipe's list, but it's customizable via *.INI file.

PS: Thanks to StealthEye for his help with this.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 06:10:35 GMT
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WOW stwie that looks fucking awesome and not just saying that cause its my idea lol can i have a copy of that ini file?

my list is just an idea tho not sure if its good but ether way should be able to have skins change each reticle like we can do with the only one we have now ;D

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Wed, 06 Aug 2008 06:32:03 GMT
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You'd need more than the *.INI file. It requires the additional DLL (+binkw32.dll) I made with StealthEye's help as well.

By the way, the *.INI is FULLY customizable... i.e. each weapon can have its own reticle. Unfortunately, I'm lazy and split Vehicles into small medium & large. Here is part of the *.INI file:

```
; LARGE TANKS
LargeTank="Reticle_05.dds"
; MEDIUM TANKS
MediumTank="Reticle_14.dds"
; SMALL TANKS
SmallTank="Reticle_07.dds"
; HAND WEAPONS
CNC_Weapon_ChemSprayer_Player="Reticle_14.dds"
Weapon_AutoRifle_Player="Reticle_01.dds"
Weapon_AutoRifle_Player_Nod="Reticle_01.dds"
Weapon_Chaingun_Player="Reticle_13.dds"
Weapon_Chaingun_Player_Nod="Reticle_13.dds"
Weapon_ChemSprayer_Player="Reticle_14.dds"
Weapon_Flamethrower_Player="Reticle_14.dds"
```

Subject: Re: Reticle Skins Per Weapon
Posted by [Goztow](#) on Wed, 06 Aug 2008 06:47:36 GMT
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That's awesome, great work there Stewie and Seye.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 07:28:14 GMT
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FUCKING AWESOME!! so this is forsure going into the patch?

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Wed, 06 Aug 2008 07:57:15 GMT
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I'm not part of TT. Seye didn't make the DLL, so he doesn't have the actual source (or even the DLL itself, lol). Of course if he wants the source to put into TT, I would be glad to give it to him.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 09:11:32 GMT
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Stewie wrote on Wed, 06 August 2008 00:57 I'm not part of TT. Seye didn't make the DLL, so he

doesn't have the actual source (or even the DLL itself, lol). Of course if he wants the source to put into TT, I would be glad to give it to him.
i hope you do...

Subject: Re: Reticle Skins Per Weapon
Posted by [ErroR](#) on Wed, 06 Aug 2008 10:19:18 GMT
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ya it's awesome can't wait for more stuff to improve gameplay!

Subject: Re: Reticle Skins Per Weapon
Posted by [StealthEye](#) on Wed, 06 Aug 2008 10:52:43 GMT
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I am unsure whether this feature should be in TT or standalone. Either way you will be able to use it though.

Subject: Re: Reticle Skins Per Weapon
Posted by [TruYuri](#) on Wed, 06 Aug 2008 11:37:34 GMT
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StealthEye wrote on Wed, 06 August 2008 05:52I am unsure whether this feature should be in TT or standalone. Either way you will be able to use it though.

Should be in TT, IMO. All for functionality!

Subject: Re: Reticle Skins Per Weapon
Posted by [billy](#) on Wed, 06 Aug 2008 17:10:48 GMT
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i say release it now. why wait 3 years for this patch when its already done.

Subject: Re: Reticle Skins Per Weapon
Posted by [ErroR](#) on Wed, 06 Aug 2008 17:36:40 GMT
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billy something that shocked me 3 years
Is it gonna take that long

Subject: Re: Reticle Skins Per Weapon
Posted by [bly](#) on Wed, 06 Aug 2008 17:55:10 GMT
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no, i was exaggerating...just release this now, its gonna be balla fo sho

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 19:22:21 GMT
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ADD IT! just like stewie did so you can chance each one

Subject: Re: Reticle Skins Per Weapon
Posted by [argathol3](#) on Wed, 06 Aug 2008 19:53:03 GMT
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Keep Renegade new and exciting in any way possible. Even if it's something as meaningless as a reticle.

Subject: Re: Reticle Skins Per Weapon
Posted by [JoeBro](#) on Wed, 06 Aug 2008 23:08:50 GMT
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i agree. i hope they have a lot of reticules like in BF1 & BF2.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 23:23:01 GMT
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JoeBro wrote on Wed, 06 August 2008 16:08i agree. i hope they have a lot of reticules like in BF1 & BF2.
not alot just one per weapon like the very tiny dot for pistol is best for pistol...does anyone have ss of one like that?

Subject: Re: Reticle Skins Per Weapon
Posted by [Scrin](#) on Thu, 07 Aug 2008 07:22:02 GMT
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nice work here Stewie and ThEeYe ()

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Fri, 08 Aug 2008 07:00:32 GMT
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Scrin wrote on Thu, 07 August 2008 00:22
nice work here Stewie and ThEeYe ()

Subject: Re: Reticle Skins Per Weapon
Posted by [Goztow](#) on Fri, 08 Aug 2008 07:06:01 GMT
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As this is basically just a "skin feature", I suppose it could be released before TT.

Subject: Re: Reticle Skins Per Weapon
Posted by [TruYuri](#) on Fri, 08 Aug 2008 07:17:41 GMT
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I just want to ask, if this does make it in as official, can it be made part of the actual scripts.dll itself (Stewie states that it uses a .dll of it's own)? I don't see a reason why it would have a .dll of it's own in the end. It would just clutter things up.

Subject: Re: Reticle Skins Per Weapon
Posted by [StealthEye](#) on Fri, 08 Aug 2008 18:52:30 GMT
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If it will be included, it will indeed be included in one of the TT dll's.

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Fri, 08 Aug 2008 18:56:38 GMT
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StealthEye wrote on Fri, 08 August 2008 11:52If it will be included, it will indeed be included in one of the TT dll's.
he already made it....everyone wnts it...ADD IT!

Subject: Re: Reticle Skins Per Weapon
Posted by [bllly](#) on Fri, 08 Aug 2008 22:12:59 GMT
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SSnipe wrote on Fri, 08 August 2008 13:56StealthEye wrote on Fri, 08 August 2008 11:52If it will

be included, it will indeed be included in one of the TT dll's.
he already made it....everyone wants it...ADD IT!

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Sun, 10 Aug 2008 00:51:04 GMT
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TruYuri wrote on Fri, 08 August 2008 02:17 I don't see a reason why it would have a .dll of it's own in the end. It would just clutter things up.

It ended up having problems when joining servers that were not hosted by the player. (I.E. It worked in Multiplayer Practice, but not in, for example, the BlackIntel servers.)

Subject: Re: Reticle Skins Per Weapon
Posted by [_SSnipe_](#) on Sun, 10 Aug 2008 05:49:53 GMT
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Stewie wrote on Sat, 09 August 2008 17:51 TruYuri wrote on Fri, 08 August 2008 02:17 I don't see a reason why it would have a .dll of it's own in the end. It would just clutter things up.

It ended up having problems when joining servers that were not hosted by the player. (I.E. It worked in Multiplayer Practice, but not in, for example, the BlackIntel servers.)
So it dont work?

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Sun, 10 Aug 2008 23:02:39 GMT
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No, it works fine. But that's why I needed the external DLL (instead of just using scripts.dll).

Anyway, I put it into beta, so here's the link:
<http://74.220.215.227/~niteserv/viewtopic.php?f=5&t=474>

PLEASE make sure you read the Readme first. I'm tired of helping people who don't have the courtesy to consult a text file first.

Subject: Re: Reticle Skins Per Weapon
Posted by [ChewML](#) on Thu, 14 Aug 2008 02:55:17 GMT
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Some may think this is a dumb question, but this is NOT RG compatible right?

And NO, Not running RG is not an option for me.

Subject: Re: Reticle Skins Per Weapon
Posted by [rhuarc](#) on Thu, 14 Aug 2008 05:27:57 GMT
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the ini would stop it i believe, just like the hud

Subject: Re: Reticle Skins Per Weapon
Posted by [ChewML](#) on Thu, 14 Aug 2008 06:10:47 GMT
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That is what I figured.

Subject: Re: Reticle Skins Per Weapon
Posted by [Goztow](#) on Thu, 14 Aug 2008 07:14:35 GMT
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ChewML wrote on Thu, 14 August 2008 04:55Some may think this is a dumb question, but this is NOT RG compatible right?

And NO, Not running RG is not an option for me.
When it will be included in TT, RG won't be used anymore. So you'll have to wait.

Subject: Re: Reticle Skins Per Weapon
Posted by [Craziac](#) on Thu, 14 Aug 2008 07:15:59 GMT
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I haven't personally tried running it with RG. I do use game2.exe but I don't run RG while playing.

Subject: Re: Reticle Skins Per Weapon
Posted by [ChewML](#) on Thu, 14 Aug 2008 13:21:37 GMT
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Well this is just one more good reason that I can't wait for these new scripts.
