

---

Subject: Re: Reticle Skins Per Weapon

Posted by [Craziac](#) on Wed, 06 Aug 2008 06:32:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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"
```

---