
Subject: Different reticle per weapon

Posted by [Goztow](#) on Mon, 11 Aug 2008 06:51:51 GMT

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This is now released by Stewie as beta and is a first, indirect, result of the TT-patch development! It allows you to choose a different reticle depending on the weapon you use. READ THE README-file for installing!

I don't know if it would actually help anyone but it sure looks cool .

Edit: update -> new version

Quote Stewie: I added a specific reticle for when you aim at a Purchase Terminal or Vehicle. Customizable in the INI of course. Also, the weapon chart (that appears at the top of the screen when you select a weapon) has customizable colors. Additionally, you can now select specific reticles for each vehicle. And finally, I have optimized the system into only four hooks, instead of about twelve, so there's much less conflicting between their actions.

Download attached

File Attachments

1) [Reticle_Per_Weapon_v2\(2\).zip](#), downloaded 506 times
