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Subject: Re: Different reticle per weapon

Posted by [Craziac](#) on Mon, 11 Aug 2008 20:35:35 GMT

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I've had 2 people (out of my 20 or so beta testers) unable to load up the game when binkw32.dll is replaced. I'm not sure why, some kind of conflict with versions or other mods I'd guess.

Guess you make #3.

PS: You actually cannot change the reticle per Vehicle in the INI file. I plan to change that when I make the full release. For now it's restricted to the Small/Medium/Large Tanks.

Small Tanks include: Humm-vee, MRLS, Buggy, Artillery, Sedan, Pickup, SSML, Recon Bike.

Medium Tanks include: GDI/Nod APC, Light Tank, Chameleon.

Heavy Tanks include: GDI Medium Tank, Mammoth Tank, Flame Tank, Stealth Tank.

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