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Subject: Re: hud.ini code for reticle  
Posted by [DL60](#) on Mon, 08 Dec 2008 12:27:07 GMT  
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There is no code in default shaders which can change the reticletexture.

I give you an advice: Read bhs.txt. It will answer you all questions about hud.ini. There you can read what you can do and not do in hud.ini and you can read how to make huds nearly independent from screen-resolution.

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