

---

Subject: Re: hud.ini code for reticle

Posted by [YazooGang](#) on Mon, 08 Dec 2008 20:29:20 GMT

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

---

DeathLink6.0 wrote on Mon, 08 December 2008 06:27 There is no code in default shaders which can change the reticle texture.

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.

yea, thats what everyone says, i guess i should take like 1 hour and read it carefully, without no rushing so it can understand better.

---