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Subject: Re: Different reticle per weapon

Posted by [Xena](#) on Wed, 04 Feb 2009 21:53:22 GMT

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SSnipe wrote on Fri, 31 October 2008 22:43Goztow wrote on Sun, 10 August 2008 23:51This 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!

Get it here (it's a beta version)

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

video1

video2

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 it here

Does the updated one work with RR?

i tested it and, no. without RR it DOES work for me, but WITH RR it doesnt.

edit: sorry for bumping this old topic

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