

---

Subject: Aimers Pack FINAL

Posted by [idebo](#) on Sat, 04 Dec 2004 09:37:58 GMT

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

---

Ok, so I've been busy making 2 new scopes and 5 kinds of aimers:

<http://80.61.117.220/Aimers%20Pack%20FINAL.zip>

Thanks sum41freaky for hosting!

---

---

Subject: Aimers Pack FINAL

Posted by [Xtrm2Matt](#) on Sat, 04 Dec 2004 09:48:48 GMT

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

---

Look good, congrats

---

---

Subject: Aimers Pack FINAL

Posted by [Aircraftkiller](#) on Sat, 04 Dec 2004 10:14:28 GMT

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

---

The scopes are bad. Too much pixelation... Find some way around that.

---

---

Subject: Aimers Pack FINAL

Posted by [Naamloos](#) on Sat, 04 Dec 2004 10:48:48 GMT

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

---

Beter then i can..... I don't even have photo shop!

---

---

Subject: Aimers Pack FINAL

Posted by [glyde51](#) on Sat, 04 Dec 2004 15:19:17 GMT

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

---

what's up with number two?

EDIT:

If you were trying to copy this:

It looks like the transparency on the black areas is messed up or something, I wouldn't know, I

don't skin or model anything.

---

---

Subject: Aimers Pack FINAL

Posted by [SickOptometrist](#) on Sat, 04 Dec 2004 15:23:51 GMT

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

---

AircraftkillerThe scopes are bad. Too much pixelation... Find some way around that.  
Yeah - I'm with AircraftKiller on that as well - looks good overall, but too much pixelation. Be sure to always work with larger images then shrink to fit dds size. Resizing smaller to larger produces that pixelation...

-Pat

---

---

Subject: Aimers Pack FINAL

Posted by [GetSm0keD](#) on Sat, 04 Dec 2004 15:29:23 GMT

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

---

Finnaly just a plain Dot Aimer! - love numba 5

dunno if any one here plays UT 2k4 but all the one shot guns use just a plain Dot cause the rest of the BS just blinds your shot

ill wait to see what others think if the "clear scope"  
if it being an unfair advantage

---

---

Subject: Aimers Pack FINAL

Posted by [SickOptometrist](#) on Sat, 04 Dec 2004 15:33:06 GMT

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

---

GeTSm0keDFinnaly just a plain Dot Aimer! - love numba 5

dunno if any one here plays UT 2k4 but all the one shot guns use just a plain Dot cause the rest of the BS just blinds your shot

ill wait to see what others think if the "clear scope"  
if it being an unfair advantage

Yeah, I like UT's scopes as well - I'm sure one could easily copy & convert those to utilize 'em for Renegade...

---

---

Subject: Aimers Pack FINAL

Posted by [glyde51](#) on Sat, 04 Dec 2004 15:36:00 GMT

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

---

yeah, I just tested that "original" scope. did you make it like that OR did the game warp it up?

EDIT:

The Trielite Renegade Reticle Collection: Probably THE best reticle collection anywhere, and still up to date:

<http://trielite.afraid.org/renegadeskins.html>

And skins for other occasions, like forest camo, and such. Take a look.

---

---

Subject: Aimers Pack FINAL

Posted by [Jecht](#) on Sat, 04 Dec 2004 16:16:04 GMT

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

---

wont download em without screenies of the reticles, get someone to fix that on the trieleite site.

---

---

Subject: Aimers Pack FINAL

Posted by [glyde51](#) on Sat, 04 Dec 2004 16:16:49 GMT

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

---

Yeah, but I'm too lazy to add them

EDIT:

This was how your skin looked when you showed it was made a bit back:

How come it doesn't look like that now? I MUST KNOW .

---

---

Subject: Aimers Pack FINAL

Posted by [Stryder](#) on Sat, 04 Dec 2004 17:02:33 GMT

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

---

o\_O, didn't know some of my reticles got around to other sites.

---

---

Subject: Aimers Pack FINAL

Posted by [DarkDemin](#) on Sat, 04 Dec 2004 17:41:55 GMT

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

---

The reticles all look pretty good.

---

---

Subject: Aimers Pack FINAL  
Posted by [idebo](#) on Sat, 04 Dec 2004 20:05:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reading all this makes me want to make more. wich is good! So I am! The scope, hmm, I added some transparency I guess, I don't know. And I can make it less pixelized. FINAL pack V2.0 coming up!

Oh and here's a little preview on a aimer: you might reconize it:

---

---

Subject: Aimers Pack FINAL  
Posted by [glyde51](#) on Sat, 04 Dec 2004 20:06:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, you should ROUND it like the original from the beta I showed.

---

---

Subject: Aimers Pack FINAL  
Posted by [Deactivated](#) on Sat, 04 Dec 2004 23:26:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renegade demo includes the original sniper scope HUD file.

---

---

Subject: Aimers Pack FINAL  
Posted by [glyde51](#) on Sat, 04 Dec 2004 23:31:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is it extractible???

---

---

Subject: Aimers Pack FINAL  
Posted by [glyde51](#) on Sun, 05 Dec 2004 00:03:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry, can you post the Demo Version you used?

I extracted the hud\_sniper.dds (or whatever it was called) and it didn't work for the demo I had.

---

---

Subject: Aimers Pack FINAL  
Posted by [Doitle](#) on Sun, 05 Dec 2004 07:34:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I tell it all replyer in this forum, the scopes is bad.

lol Just smooth it a bit. Make some light grays and stuff between black and white and it'll fix it up.

---

---

Subject: Aimers Pack FINAL

Posted by [idebo](#) on Sun, 05 Dec 2004 10:55:01 GMT

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

---

Doing that right now. The second scope needs to be made from the scratch since I don't have the old one anymore... So V2.0 might be a little late, I'm also working on a "Texture" for the GDI soldier. And, of course, I do want to play too.

---

---

Subject: Aimers Pack FINAL

Posted by [idebo](#) on Sun, 05 Dec 2004 13:51:20 GMT

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

---

Ok I got the first scope less pixelized, I just need someone to tell me how to remove the green edges, I forgot.. :S

---