

---

Subject: Reticule colours

Posted by [Jamie or NuneGa](#) on Mon, 17 Nov 2008 20:52:38 GMT

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

---

Was just thinking and surely it can be classed as a bug in those situations where according to you reticule you are not in range to hit anything yet you can still do damage.

Good example of this is the orca machine gun that damages further than the reticule portrays.

---

---

Subject: Re: Reticule colours

Posted by [Craziac](#) on Tue, 18 Nov 2008 05:46:55 GMT

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

---

This is to my knowledge, correct me if I'm wrong.

The reticle represents the "Range" aspect of the weapon that shoots the least distance. So, for the Orca, the machine gun shoots farther than the rockets, so the reticle only turns red if the rocket weapon can hit it. Same goes for the mammoth tank; the reticle is only red if the tusk missiles will hit it, not the regular ones.

I think that it also occurs with the autorifle and maybe some others, that's just an EffectiveRange thing and is generally negligible.

---

---

Subject: Re: Reticule colours

Posted by [Goztow](#) on Tue, 18 Nov 2008 07:32:23 GMT

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

---

That seems strange: due to c4 range, all infantry would hardly ever have red if this was true.

---

---

Subject: Re: Reticule colours

Posted by [jnz](#) on Tue, 18 Nov 2008 08:32:06 GMT

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

---

Goztow wrote on Tue, 18 November 2008 07:32 That seems strange: due to c4 range, all infantry would hardly ever have red if this was true.

He means for weapons with a secondary weapon, not different weapons in your bag.

---

---

Subject: Re: Reticule colours

Posted by [danpaul88](#) on Tue, 18 Nov 2008 08:48:33 GMT

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

---

The range at which the reticle turns red (or yellow/green) is determined by the 'EffectiveRange' property (I think of the Primary ammo type), which does NOT necessarily match the actual range of the primary or secondary ammo types. For example I could set the effective range of the pistol to 300 meters and be able to target anything up to 300 meters, but the reticle would be yellow (or is it green for not in range? Can't remember) until you got within the weapons actual range (again, I think this is determined by the primary ammo type).

On some weapons the range is greater than the effective range, so you can actually shoot and hit them before the targetting box appears.

So, in closing, EffectiveRange is the range at which the targetting box appears, and Range is the range at which you can actually hit them from, and they are not necessarily the same.

---

---

Subject: Re: Reticule colours  
Posted by [Jamie or NuneGa](#) on Tue, 18 Nov 2008 11:43:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So... to sum up without the technical words .

You are saying the orca reticule stays grey when hitting at large distance because the missles(aka primary weapon), cannot hit that.

So can it be fixed?

---

---

Subject: Re: Reticule colours  
Posted by [StealthEye](#) on Tue, 18 Nov 2008 11:47:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, it's intentional that the range is set lower than what you can actually damage.

---

---

Subject: Re: Reticule colours  
Posted by [GEORGE ZIMMER](#) on Tue, 18 Nov 2008 11:51:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The fact that the orca has a better machine gun than the apache is just bullshit altogether IMO.

---

---

Subject: Re: Reticule colours  
Posted by [Lone0001](#) on Tue, 18 Nov 2008 13:21:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The Orca has a longer Machine gun range, and the Apache has a longer Rocket Range, I see no problem.

---

---

Subject: Re: Reticule colours

Posted by [Jamie or NuneGa](#) on Tue, 18 Nov 2008 14:38:47 GMT

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

---

Cabal8616 wrote on Tue, 18 November 2008 11:51 The fact that the orca has a better machine gun than the apache is just bullshit altogether IMO.

apache is better than orca tbh except @ long range... but most people don't know to aim wheer apache will be therefore apche can get close to orca and annilate it.

---

---

Subject: Re: Reticule colours

Posted by [GEORGE ZIMMER](#) on Tue, 18 Nov 2008 16:03:54 GMT

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

---

Apache in TD had only a machine gun. Orca in TD had only rockets

---

---

Subject: Re: Reticule colours

Posted by [RTsa](#) on Wed, 19 Nov 2008 17:07:19 GMT

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

---

An apache is also way more silent than an orca, so it's stealthier, too, which sometimes has quite a big difference.

---

---

Subject: Re: Reticule colours

Posted by [Di3HardNL](#) on Thu, 20 Nov 2008 15:17:42 GMT

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

---

RTsa wrote on Wed, 19 November 2008 11:07 An apache is also way more silent than an orca, so it's stealthier, too, which sometimes has quite a big difference.

unless you have edited .wavs in your data

---

---

Subject: Re: Reticule colours

Posted by [Genesis2001](#) on Thu, 20 Nov 2008 16:32:08 GMT

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

---

I agree apache's are more silent. But, you can still hear them. Just not when you hear a bunch of

---

orcas XD

---

---

Subject: Re: Reticule colours

Posted by [EvilWhiteDragon](#) on Thu, 20 Nov 2008 18:09:38 GMT

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

---

Di3HardNL wrote on Thu, 20 November 2008 16:17RTsa wrote on Wed, 19 November 2008 11:07An apache is also way more silent than an orca, so it's stealthier, too, which sometimes has quite a big difference.

unless you have edited .wavs in your data

^^ Obivously some FAIL advantage mod users

---