
Subject: hud.ini code for reticle
Posted by [YazooGang](#) on Sun, 07 Dec 2008 16:48:09 GMT
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hey guys, whats the code i need to put in hud.ini so it will change my reticle

i currently have:
[General]
ReticleTexture=<texture>

but it doesnt work, can anyone help?

Subject: Re: hud.ini code for reticle
Posted by [YazooGang](#) on Mon, 08 Dec 2008 01:53:54 GMT
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any one?

Subject: Re: hud.ini code for reticle
Posted by [anant](#) on Mon, 08 Dec 2008 04:16:10 GMT
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heres a guess
hd_reticle.dds?

Subject: Re: hud.ini code for reticle
Posted by [YazooGang](#) on Mon, 08 Dec 2008 11:33:46 GMT
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nooo....
i mean the "ReticleTexture" like something. because that one doesnt work and maybe there is another one.

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.

Subject: Re: hud.ini code for reticle
Posted by [YazooGang](#) on Mon, 08 Dec 2008 20:29:20 GMT
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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.
