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Subject: Original Old Scope - Adjustment  
Posted by [rrutk](#) on Mon, 02 Feb 2009 11:50:55 GMT  
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1.

This is the Original Old Scope. If you just rename it to hud\_sniper.dds, it doesn't work.

I scaled it down to 128x128, and then it works this way.

but it looks not as good as it could look and scaling down seems not to be the sense for me.

so, how to solve that?

in Leveledit "global settings"->"hud"->"hud" you can adjust texture size and a lot more?

what are the correct settings for setting up the old scope???

2.

in the download section you could download the old beta hud.

how to set this up?

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#### File Attachments

1) [hud\\_6x4\\_sniper.dds](#), downloaded 321 times

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