Subject: Original Old Scope - Adjustment
Posted by rrutk on Mon, 02 Feb 2009 11:50:55 GMT

1.

This is the Original Old Scope. If you just rename it to hud_sniper.dds, it doesnt 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 seeting up the old scope???

2.

in the download section you could download the old beta hud.
how to set this up?

File Attachments
1) hud_6x4_sniper.dds, downloaded 242 times