Subject: [Reticles] Red Faction II

Posted by zeratul on Fri, 31 Dec 2010 02:18:43 GMT

View Forum Message <> Reply to Message

These reticles are not exact and some things are added or taken away.

some reticles look better in higher or lower resolution.

this is not for different weapons.

if this has been done before inform me.

comments.

Edit: pistol

File Attachments

- 1) RF2reticles.rar, downloaded 236 times
- 2) all ret.png, downloaded 1240 times



- 3) hd_reticle.dds, downloaded 241 times
- 4) hd_reticle_hit.dds, downloaded 262 times

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Fri, 31 Dec 2010 07:11:50 GMT

View Forum Message <> Reply to Message

Nicely done! Sadly for me the pistol one does not show up, very nice tho

Subject: Re: [Reticles] Red Faction II

Posted by Gohax on Fri, 31 Dec 2010 07:33:33 GMT

View Forum Message <> Reply to Message

Nice rets bro. If I can get Ren working again, I may end up trying the pistol or sniper one. I prefer dot ret over anything, but these look pretty nice.

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Fri, 31 Dec 2010 07:34:48 GMT

Skysniper wrote on Fri, 31 December 2010 01:11Nicely done! Sadly for me the pistol one does not show up, very nice tho

edit:checked it worked for me download it again if that doesnt work ill post the separate dds files for the pistol

Subject: Re: [Reticles] Red Faction II

Posted by Starbuzzz on Sat, 01 Jan 2011 16:10:25 GMT

View Forum Message <> Reply to Message

Zeratul, do you have and played RF2? If yes, please do tell me how it plays. I have played Red Faction and really loved it; it was badass guns and excellent gaming. Does RF2 play the same? I heard there was too less missions?

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Sat, 01 Jan 2011 18:29:04 GMT

View Forum Message <> Reply to Message

I have RF2 but never played through with RF1 so im not much for comparison.

There are 11 missions that all have sub-missions

17 weapons

4 types of grenades

i found this game tons of fun.

but the downside. you cant tunnel through walls only some things are destroyable.

The bots are more of a challenge. you can create your own bots

good amount of multiplayer maps and game modes

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Tue, 04 Jan 2011 18:16:04 GMT

View Forum Message <> Reply to Message

Yes, multi is fun with a friend or two. . also always fun to sit and watch the bots kill them selfs with that stupid "Green launcher" thing i hate < Z3 knows what i mean :/ > . . Anyway back to topic, i am unable to use pistol, i got it working "Some what" but it spazes out and turn into something you see on saturday night live. . might need to make that special format for some people if they have the same problem :/

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Wed, 05 Jan 2011 01:34:57 GMT

View Forum Message <> Reply to Message

Skysniper wrote on Tue, 04 January 2011 12:16Yes, multi is fun with a friend or two. . also always fun to sit and watch the bots kill them selfs with that stupid "Green launcher" thing i hate < Z3 knows what i mean :/ > . . Anyway back to topic, i am unable to use pistol, i got it working "Some what" but it spazes out and turn into something you see on saturday night live. . might need to make that special format for some people if they have the same problem :/ the personnel launcher is amazing sky.

you got some kind of video software to show me that? i wont be free this weekend

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Wed, 05 Jan 2011 01:48:18 GMT

View Forum Message <> Reply to Message

Nah i don't.

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Wed, 05 Jan 2011 01:49:27 GMT

View Forum Message <> Reply to Message

your computer has the strangest issues

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Wed, 05 Jan 2011 03:39:07 GMT

View Forum Message <> Reply to Message

Ye

Subject: Re: [Reticles] Red Faction II

Posted by Starbuzzz on Thu, 06 Jan 2011 10:22:51 GMT

View Forum Message <> Reply to Message

Zeratul wrote on Sat, 01 January 2011 12:29I have RF2 but never played through with RF1 so im not much for comparison.

There are 11 missions that all have sub-missions

17 weapons

4 types of grenades

i found this game tons of fun.

but the downside, you cant tunnel through walls only some things are destroyable.

The bots are more of a challenge. you can create your own bots

good amount of multiplayer maps and game modes

Thanks, looks like I can buy and add it to my old game collections to play whenver I feel like it.

Yeah, I head GeoMod or whatever that was is not really prominent on RF2.

btw, do you get any vehicles to drive? I would love vehicles as RF had some badass vehicles, I loved the chaingun on the flying gunship thing. But not really that imporant if I can have some good FPS missions.

One more thing, is there a bot-only MP mode like in UT3? So I can just start a game and screw the bots?

thanks,

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Thu, 06 Jan 2011 23:22:39 GMT

View Forum Message <> Reply to Message

Yeah in RF2 you can setup bots, say i name one String set his attributes to Agressive / loves snipers / max agility for speed but make him weak with a little extra damage in each shot. you can make them super tough to fight. so yeah can screw the bots

Subject: Re: [Reticles] Red Faction II

Posted by Starbuzzz on Sat, 08 Jan 2011 02:35:10 GMT

View Forum Message <> Reply to Message

Skysniper wrote on Thu, 06 January 2011 17:22Yeah in RF2 you can setup bots, say i name one String set his attributes to Agressive / loves snipers / max agility for speed but make him weak with a little extra damage in each shot. you can make them super tough to fight. so yeah can screw the bots

thanks, sounds really cool. Will try to pick this game up.

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Sat, 08 Jan 2011 18:18:38 GMT

View Forum Message <> Reply to Message

Starbuzzz wrote on Thu, 06 January 2011 04:22

Thanks, looks like I can buy and add it to my old game collections to play whenver I feel like it.

Yeah, I head GeoMod or whatever that was is not really prominent on RF2.

btw, do you get any vehicles to drive? I would love vehicles as RF had some badass vehicles, I loved the chaingun on the flying gunship thing. But not really that imporant if I can have some good FPS missions.

One more thing, is there a bot-only MP mode like in UT3? So I can just start a game and screw the bots?

thanks,
The vehicles you drive/gun(SP only) are
AHC-36 Military Gunship
S-271 Stealth Submarine
Military Heavy Armored Tank
Battle Armor (SOP-MA1)

Subject: Re: [Reticles] Red Faction II

Posted by Starbuzzz on Sat, 08 Jan 2011 22:46:30 GMT

View Forum Message <> Reply to Message

Zeratul wrote on Sat, 08 January 2011 12:18
The vehicles you drive/gun(SP only) are
AHC-36 Military Gunship
S-271 Stealth Submarine
Military Heavy Armored Tank
Battle Armor (SOP-MA1)

excellent! will pick the game from somewhere. thanks

Subject: Re: [Reticles] Red Faction II

Posted by Skysniper on Wed, 12 Jan 2011 01:37:29 GMT

View Forum Message <> Reply to Message

Zeratul, it was "String" we made almost Indestructible right? just happend to think about the game and the bots . . . or was it starburst?

Subject: Re: [Reticles] Red Faction II

Posted by zeratul on Wed, 12 Jan 2011 03:47:48 GMT

View Forum Message <> Reply to Message

Skysniper wrote on Tue, 11 January 2011 19:37Zeratul, it was "String" we made almost Indestructible right? just happend to think about the game and the bots . . . or was it starburst? "string" was the almost indestructible. "starburst" just had amazing accuracy

Subject: Re: [Reticles] Red Faction II

Posted by GoTTeM on Sat, 29 Jan 2011 22:03:32 GMT

View Forum Message <> Reply to Message

Subject: Re: [Reticles] Red Faction II Posted by zeratul on Sun, 06 Feb 2011 17:03:46 GMT

View Forum Message <> Reply to Message

Ive played it for long enough to easily make these