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Subject: Re: Different reticle per weapon  
Posted by [Craziac](#) on Sun, 12 Oct 2008 22:44:43 GMT  
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Eh, I'm lazy to update readmes.

I added a specific reticle for when you aim at a Purchase Terminal or Vehicle. Customizable in the INI of course. Also, the weapon chart (that appears at the top of the screen when you select a weapon) has customizable colors. Additionally, you can now select specific reticles for each vehicle. And finally, I have optimized the system into only four hooks, instead of about twelve, so there's much less conflicting between their actions.

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