
Subject: Re: hd_reticle and...?

Posted by [ErrorR](#) on Sat, 04 Jul 2009 09:29:32 GMT

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i'm not really sure with alpha channels but you could look at how's the original reticle done. Also removing reticle hit is a BAD idea, because the reticle doesn't always direct where it shoots, reticle hit does.

But you could make the reticle reticle_hit and remove the hd_reticle
