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Subject: Aiming reticles... a question.

Posted by [Viking](#) on Sat, 05 Aug 2006 04:46:46 GMT

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You know how when you make one you set it to 3 different colors right?

Can you have 3 different images for it too?

Like the red one can say "Target locked" under it?

the green one can have the "NO" symbol (circle with a line through it) as in don't shoot this!

then the normal plan one is a X as in nothing here or w/e...

or does it only do different colors?

Alpha channels I think it's called? IDK?

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Subject: Re: Aiming reticles... a question.

Posted by [Zion](#) on Sat, 05 Aug 2006 18:25:55 GMT

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There's no harm in trying, and yes it's most likely alpha channeling.

Also, the reticle turns green when you have a destroyed building "locked" on.

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Subject: Re: Aiming reticles... a question.

Posted by [Viking](#) on Sun, 06 Aug 2006 04:03:53 GMT

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Yah I know but what I mean is...

When you are pointing at an enemy target it will say "LOCKED"

than when you point at a friendly it has the circle with a X through it otherwise it's normal that would be cool!

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Subject: Re: Aiming reticles... a question.

Posted by [LR01](#) on Sun, 06 Aug 2006 09:09:45 GMT

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I think it is possible...

but keep in mind that this is the Renegade engine

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