
Subject: animate

Posted by [Veyrdite](#) on Sat, 12 Aug 2006 03:27:24 GMT

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can you make a reticle that flashe i.e. when its red any says locked, the locked part would flash every half second?

this should have merged with RETICLE HELP on the forums

Subject: Re: animate

Posted by [Mad Ivan](#) on Sat, 12 Aug 2006 12:18:38 GMT

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Not possible at the moment, afaiK.

The reticle is a flat texture, while to animate it, you need a model.

Subject: Re: animate

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:55:16 GMT

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how the heck do you do that?!? use renx or something
(not in a rude way)

Subject: Re: animate

Posted by [LR01](#) on Sat, 19 Aug 2006 12:14:53 GMT

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what, make a reticle?

Photoshop!

(I don't have it)

Subject: Re: animate

Posted by [Oblivion165](#) on Sat, 19 Aug 2006 19:16:59 GMT

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www.RenhelP.net

I have a tutorial on there for animated textures. As well as a nifty program to make the image collage for you.
