
Subject: aiming reticle.....

Posted by [Anonymous](#) on Tue, 07 Jan 2003 22:57:00 GMT

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for some reason the aim reticle turns up as one large black block when I mod it..... is there something else I should be doing to this skin???

Subject: aiming reticle.....

Posted by [Anonymous](#) on Tue, 07 Jan 2003 23:00:00 GMT

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It needs an alpha channel with transparency.

Subject: aiming reticle.....

Posted by [Anonymous](#) on Tue, 07 Jan 2003 23:13:00 GMT

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c4kitty...http://cncuprising has 3 reticles for you a + and a x shaped normal variaty.. and one that looks like the GDI insignia.

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 05:24:00 GMT

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ahh yes, but if c4kitty was doing one that was already done... wouldnt it be of better service to point to whats already done... so that the person dont spend time doin whats already been done...

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 08:33:00 GMT

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FYI Those skins don't work at all, try downloading one of the reticle thing; Not workingI couldn't be bothered to check the other skins

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 08:40:00 GMT

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lemme check

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 11:01:00 GMT

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those are old versions.... before the aircraft patch where they fixed problems with DXT3 about reticles...kitty what program are you using? i use photoshop with the plugin, it preserves the alpha channels, basically what you need to do is make your alpha channel and color channel identical, unless you want fading effects... if you need more info let me know

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 12:05:00 GMT

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transparency set to 100\% saving the file as hd_reticle with Alpha_channels selected and Explicit_Alpha (DXT3) selected?

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 12:12:00 GMT

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quote:Originally posted by C4kitty:transparency set to 100\% saving the file as hd_reticle with Alpha_channels selected and Explicit_Alpha (DXT3) selected?I'm not sure about the alpha export, but yes, if you want the reticle to disappear totally, use it at 100\% translucency.

Subject: aiming reticle.....

Posted by [Anonymous](#) on Wed, 08 Jan 2003 14:18:00 GMT

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For the reticle I use just photoshop.... but if you are asking in general I use Photoshop, Corel10, iPhotoplus, and paint software..... and hardware I use digital camera's, scanners, and film readers....
