
Subject: Sniper scope.

Posted by [Viking](#) on Fri, 23 Feb 2007 02:51:33 GMT

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Well I want to change, not the round part. The lines inside of it that you aim with? How do you do that? A while ago I saw that SilentKane did it but he wont share it. (see sig) So dose anyone care to share how to edit it?

Subject: Re: Sniper scope.

Posted by [Ryu](#) on Fri, 23 Feb 2007 03:27:42 GMT

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It's a .dds, Thats for sure, I'm not exactly sure how to get X,Y Location numbers on it tho.

Subject: Re: Sniper scope.

Posted by [Viking](#) on Fri, 23 Feb 2007 03:58:40 GMT

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Not the round part of it the lines you see. That help to aim if there reticle was not there...

Subject: Re: Sniper scope.

Posted by [Veyrdite](#) on Fri, 23 Feb 2007 04:52:04 GMT

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ye sit has been done, but check the dds for the norm scopes alpha, might be there seeing as the background is black

Subject: Re: Sniper scope.

Posted by [Viking](#) on Fri, 23 Feb 2007 21:13:12 GMT

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Nope I checked.

Subject: Re: Sniper scope.

Posted by [Tankkiller](#) on Fri, 23 Feb 2007 21:23:02 GMT

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Just a random guess, Maybe another dds drew it.

Subject: Re: Sniper scope.

Posted by [Viking](#) on Sat, 24 Feb 2007 00:58:38 GMT

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See SK posted a scope.

Subject: Re: Sniper scope.

Posted by [jonwil](#) on Sat, 24 Feb 2007 03:45:32 GMT

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Now that I think about it, you could probably do everything in that picture of Silent_Kane's using the custom scope code I have and the custom HUD code I have...

Subject: Re: Sniper scope.

Posted by [Viking](#) on Sat, 24 Feb 2007 04:03:53 GMT

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jonwil wrote on Fri, 23 February 2007 21:45Now that I think about it, you could probably do everything in that picture of Silent_Kane's using the custom scope code I have and the custom HUD code I have...

Ok, and how would you do this so that it would work like you were just using a different Sniper_Hud? and not only on a cretin map?

Subject: Re: Sniper scope.

Posted by [Gen_Blacky](#) on Mon, 26 Feb 2007 23:53:08 GMT

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meh who uses the scope any ways in ren sniping scope is one thing you shouldnt need
