Posted by Goztow on Mon, 11 Aug 2008 06:51:51 GMT

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This is now released by Stewie as beta and is a first, indirect, result of the TT-patch development! It allows you to choose a different reticle depending on the weapon you use. READ THE README-file for installing!

I don't know if it would actually help anyone but it sure looks cool.

Edit: update -> new version

Quote Stewie: I added a specific reticle for when you aim at a Purchase Terminal or Vehicle. Customizable in the INI of course. Also, the weapon chart (that appears at the top of the screen when you select a weapon) has customizable colors. Additionally, you can now select specific reticles for each vehicle. And finally, I have optimized the system into only four hooks, instead of about twelve, so there's much less conflicting between their actions.

Download attached

File Attachments

1) Reticle_Per_Weapon_v2(2).zip, downloaded 432 times

Subject: Re: Different reticle per weapon

Posted by SSADMVR on Mon, 11 Aug 2008 06:58:06 GMT

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Does it allow you to choose a different reticle per tank as well?

Subject: Re: Different reticle per weapon

Posted by _SSnipe_ on Mon, 11 Aug 2008 07:33:50 GMT

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SSADMVR wrote on Sun, 10 August 2008 23:58Does it allow you to choose a different reticle per tank as well?

kinda i think they change depending on big tanks small tanks and medium tanks but i think you can add them you self manuly...woot my idea is being used!

Subject: Re: Different reticle per weapon

Posted by Goztow on Mon, 11 Aug 2008 07:34:52 GMT

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Yes, it allows you to choose a different reticle per group of tanks and even per tank if you know how to choose the .ini - file.

Posted by SSADMVR on Mon, 11 Aug 2008 11:52:42 GMT

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When I replace the original binkw32.dll by the one that's in the archive it kills my renegade lol;/

Subject: Re: Different reticle per weapon

Posted by _SSnipe_ on Mon, 11 Aug 2008 18:53:20 GMT

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SSADMVR wrote on Mon, 11 August 2008 04:52When I replace the original binkw32.dll by the one that's in the archive it kills my renegade lol;/

Subject: Re: Different reticle per weapon

Posted by Goztow on Mon, 11 Aug 2008 20:01:33 GMT

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It works perfectly fine here.

Subject: Re: Different reticle per weapon

Posted by Craziac on Mon, 11 Aug 2008 20:35:35 GMT

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I've had 2 people (out of my 20 or so beta testers) unable to load up the game when binkw32.dll is replaced. I'm not sure why, some kind of conflict with versions or other mods I'd guess.

Guess you make #3.

PS: You actually cannot change the reticle per Vehicle in the INI file. I plan to change that when I make the full release. For now it's restricted to the Small/Medium/Large Tanks.

Small Tanks include: Humm-vee, MRLS, Buggy, Artillery, Sedan, Pickup, SSML, Recon Bike.

Medium Tanks include: GDI/Nod APC, Light Tank, Chameleon.

Heavy Tanks include: GDI Medium Tank, Mammoth Tank, Flame Tank, Stealth Tank.

Subject: Re: Different reticle per weapon

Posted by Carrierll on Mon, 11 Aug 2008 20:42:49 GMT

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Does RR change that file, Yrr?

Posted by SSnipe on Mon, 11 Aug 2008 21:12:10 GMT

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Heavy Tanks include: GDI Medium Tank, Mammoth Tank, Flame Tank, Stealth Tank.

idk if i count but i reinstalled ren after gettign error and put that and wont load any exe in my ren

folder.....ill see tho

Subject: Re: Different reticle per weapon

Posted by Craziac on Mon, 11 Aug 2008 22:17:41 GMT

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CarrierII wrote on Mon, 11 August 2008 15:42Does RR change that file, Yrr?

I'm not sure which files RR changes, but I know that he overwrites some of my hooks which makes the two incompatible.

SSnipe wrote on Mon, 11 August 2008 17:12idk if i count but i reinstalled ren after gettign error and put that and wont load any exe in my ren folder.....ill see tho

I know that when I got my new computer I couldn't start Renegade either. I had the same problem. I just took the easy way out and copied the entire Renegade folder from my old computer though.

Subject: Re: Different reticle per weapon

Posted by nope.avi on Tue, 12 Aug 2008 03:17:54 GMT

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My renegade won't work I get to the rectangle red renegade box then a windows error message pops up =(.

Subject: Re: Different reticle per weapon

Posted by SSnipe on Tue, 12 Aug 2008 03:23:02 GMT

Stewie wrote on Mon, 11 August 2008 15:17CarrierII wrote on Mon, 11 August 2008 15:42Does RR change that file, Yrr?

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I know that when I got my new computer I couldn't start Renegade either. I had the same problem. I just took the easy way out and copied the entire Renegade folder from my old computer though. ok ur reticle made it work but without rr without ur dll file my ren wont load at all so i reinstalled it all and still got nothing so its not ur mod

Subject: Re: Different reticle per weapon

Posted by blly on Tue, 12 Aug 2008 13:34:07 GMT

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works fine for me, ty stewie

Subject: Re: Different reticle per weapon

Posted by _SSnipe_ on Tue, 12 Aug 2008 17:15:29 GMT

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blly wrote on Tue, 12 August 2008 06:34works fine for me, ty stewie do you use renegade resurrection?

Subject: Re: Different reticle per weapon

Posted by nope.avi on Wed, 13 Aug 2008 01:15:05 GMT

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I don't use RR and it doesn't work for me, the only major changes to my ren are scripts 3.4.4

Subject: Re: Different reticle per weapon

Posted by R315r4z0r on Wed, 13 Aug 2008 03:30:07 GMT

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Dude, that is insane!

There should definitely be a set standard for defaults for each weapon. Like make a list of all the recitals and have people vote on which weapons they think they would be best suited for.

But I think it would be better that instead of having a retical for each individual weapon, there should be a reticle for each weapon group (1-0). Like one retical for the machine gun group, one for the emission group, one for the laser group, one for the explosives group, ect. However, if not, it doesn't matter. This is still really cool.

Subject: Re: Different reticle per weapon

Posted by Craziac on Wed, 13 Aug 2008 06:00:45 GMT

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Just edit the *.INI yourself. The Weapon Presets are pretty easy to figure out. For example: Weapon_Pistol_Player.. obviously the Pistol.

Subject: Re: Different reticle per weapon

Posted by Goztow on Wed, 13 Aug 2008 06:35:08 GMT

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We had more than 10 people from our clan test it and it works perfectly for everyone of them.

Subject: Re: Different reticle per weapon

Posted by Carrierll on Wed, 13 Aug 2008 09:07:24 GMT

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I use RR for added stability on Vista, so sadly, this is a no.

Subject: Re: Different reticle per weapon

Posted by blly on Thu, 14 Aug 2008 15:48:35 GMT

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i used rr, but it diednt work, so i uninstalled it cos this is more importana.

Subject: Re: Different reticle per weapon

Posted by karmai on Fri, 15 Aug 2008 16:35:59 GMT

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can you make it to where you can still use the original reticle for all your infrantry and tanks aswell?

your skills in your aim, not your crosshair.

Posted by Goztow on Fri, 15 Aug 2008 17:08:33 GMT

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Open the .ini - file. You can customize it and choose to use the original one for some weapons.

Subject: Re: Different reticle per weapon

Posted by _SSnipe_ on Sat, 16 Aug 2008 00:20:45 GMT

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yup i just found out that i crash with it i think cause of RR stewie you should talk to Yrr

Subject: Re: Different reticle per weapon

Posted by Craziac on Tue, 19 Aug 2008 06:30:18 GMT

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Unless I give him my source code to put into RR (which I will probably not do--if anyone gets it, it will be StealthEye), the memory addresses we overwrite will conflict and the two will not be compatible. Sorry.

Subject: Re: Different reticle per weapon

Posted by Cabal X39 on Sun, 31 Aug 2008 12:40:30 GMT

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Is it possible to make the reticles bigger?

Like in size or so....

Subject: Re: Different reticle per weapon

Posted by mrãçÄ·z on Sun, 31 Aug 2008 21:45:53 GMT

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How did you "Updated" "Edited" these 2 DLL's?

Subject: Re: Different reticle per weapon

Posted by Cabal X39 on Sun, 31 Aug 2008 22:28:48 GMT

Posted by Craziac on Sun, 12 Oct 2008 02:41:05 GMT

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Eh, old reply. Whatever.

To my knowledge it is not possible to change the size of the reticles. I'm not totally familiar with the workings of DDS files in Renegade but I don't know how if it's possible at all.

Anyway, here's a new release with a bunch of new features:

Clicky.

This release may work with Renegade Resurrection. It uses binkw32.dll, though, so I'm not sure. The hooks should not conflict, however.

Subject: Re: Different reticle per weapon

Posted by Goztow on Sun, 12 Oct 2008 08:00:43 GMT

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What are the new features? The ebon.txt doesn't state there are new features.

Subject: Re: Different reticle per weapon

Posted by ErroR on Sun, 12 Oct 2008 21:05:19 GMT

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What about different scopes for ramj and snip

Subject: Re: Different reticle per weapon

Posted by Craziac on Sun, 12 Oct 2008 22:44:43 GMT

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Eh, I'm lazy to update readmes.

I added a specific reticle for when you aim at a Purchase Terminal or Vehicle. Customizable in the INI of course. Also, the weapon chart (that appears at the top of the screen when you select a weapon) has customizable colors. Additionally, you can now select specific reticles for each vehicle. And finally, I have optimized the system into only four hooks, instead of about twelve, so there's much less conflicting between their actions.

Posted by Crash on Tue, 28 Oct 2008 04:29:16 GMT

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Hey I play on the demo server RxD and when I try to use the updated version it cuts me out and renegade is having an error.

I'm not fully sure what it is but I know the newer ebon.dll file is where the trouble lies at. Could you maybe run like you did on the beta with the features of the updated one?

Subject: Re: Different reticle per weapon

Posted by ErroR on Tue, 28 Oct 2008 13:00:25 GMT

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Crash wrote on Tue, 28 October 2008 06:29Hey I play on the demo server RxD and when I try to use the updated version it cuts me out and renegade is having an error.

I'm not fully sure what it is but I know the newer ebon.dll file is where the trouble lies at. Could you maybe run like you did on the beta with the features of the updated one?

I use demo 2 but i have the fv allways.dat ,allways2.dat if u have fv copy them it might solve some problems (not sure about this but untill i coppied i had my problems.

Subject: Re: Different reticle per weapon

Posted by Crash on Wed, 29 Oct 2008 01:24:05 GMT

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still nothing!

Subject: Re: Different reticle per weapon

Posted by Goztow on Wed, 29 Oct 2008 07:30:15 GMT

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Crash wrote on Tue, 28 October 2008 05:29Hey I play on the demo server RxD and when I try to use the updated version it cuts me out and renegade is having an error.

I'm not fully sure what it is but I know the newer ebon.dll file is where the trouble lies at. Could you maybe run like you did on the beta with the features of the updated one? Buy the freaking game, it's just 5-10 \$...

Subject: Re: Different reticle per weapon

Posted by ErroR on Wed, 29 Oct 2008 13:49:46 GMT

Why if he still plays rxd.. u can still install rxd on top of fv...

Subject: Re: Different reticle per weapon

Posted by _SSnipe_ on Sat, 01 Nov 2008 04:43:15 GMT

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Goztow wrote on Sun, 10 August 2008 23:51This is now released by Stewie as beta and is a first, indirect, result of the TT-patch development! It allows you to choose a different reticle depending on the weapon you use. READ THE README-file for installing!

Get it here (it's a beta version)

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video1 video2

Edit: update -> new version

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download it here

Does the updated one work with RR?

Subject: Re: Different reticle per weapon

Posted by Lone0001 on Sat, 01 Nov 2008 07:23:59 GMT

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Subject: Re: Different reticle per weapon

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This will not function with RxD, I imagine.

Subject: Re: Different reticle per weapon

Posted by Craziac on Tue, 04 Nov 2008 23:29:46 GMT

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SSnipe wrote on Fri, 31 October 2008 22:43Does the updated one work with RR?

I doubt it. However, I'm not really sure. Most of my hooks have changed since I contacted Yrr. If they both use binkw32.dll I can provide a mss32.dll version, so someone else can find out if it works together with RR.

Subject: Re: Different reticle per weapon

Posted by Crash on Mon, 10 Nov 2008 02:28:51 GMT

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Goztow wrote on Wed, 29 October 2008 02:30Buy the freaking game, it's just 5-10 \$...

I own the freaking game, but RxD just has alot nicer people and ever map is actually finished.

CarrierII wrote on Sat, 01 November 2008 05:06This will not function with RxD, I imagine.

The beta version works with it but the updated version doesn't.

Subject: Re: Different reticle per weapon

Posted by Xena on Wed, 04 Feb 2009 21:53:22 GMT

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download it here

Does the updated one work with RR?

i tested it and, no. without RR it DOES work for me, but WITH RR it doesnt.

edit: sorry for bumping this old topic

Subject: Re: Different reticle per weapon

Posted by slosha on Sat, 09 May 2009 04:00:26 GMT

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those links appear to be broken, can we can another?

Subject: Re: Different reticle per weapon

Posted by Lone0001 on Sat, 09 May 2009 05:03:20 GMT

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EDIT: Check post down further for fixed links.

Subject: Re: Different reticle per weapon

Posted by slosha on Wed, 22 Jul 2009 01:48:06 GMT

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Lone0001 wrote on Sat, 09 May 2009 00:03Beta Version

New Version

I can confirm that this one works with RR. Not sure about the auto-rifle one though because it is just a dot.

Subject: Re: Different reticle per weapon

Posted by infusion on Mon. 31 Aug 2009 03:56:47 GMT

Lone0001 wrote on Sat, 09 May 2009 01:03Beta Version

New Version

Links dead

Subject: Re: Different reticle per weapon

Posted by Goztow on Mon, 31 Aug 2009 07:07:14 GMT

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Update: nvm.

Subject: Re: Different reticle per weapon

Posted by Lone0001 on Mon, 31 Aug 2009 13:16:56 GMT

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Yeah... my friend's webhost was complaining about the 18GB of ren stuff I had on there so I had to remove everything, I'll just reupload these though.

Beta Version (V1)

New Version (V2)

EDIT: Links fixed, again.