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Subject: [skin] Sniper scope huds

Posted by [RMCool13](#) on Mon, 18 Aug 2008 05:31:29 GMT

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Made a couple new sniper scope Huds and thought i share them

for those who wanna take a break from Clear scope

For those of you who dont know, Change the DDs file name to Hud\_sniper and place it in the data folder

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#### File Attachments

1) [Sniper hud themes.zip](#), downloaded 274 times

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Subject: Re: [Release] Sniper scope huds

Posted by [\\_SSnipe\\_](#) on Mon, 18 Aug 2008 05:34:16 GMT

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trying to make them bigger but not working the pics that is

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Subject: Re: [Release] Sniper scope huds

Posted by [RMCool13](#) on Mon, 18 Aug 2008 05:38:21 GMT

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links should be fixed now.

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Subject: Re: [Release] Sniper scope huds

Posted by [\\_SSnipe\\_](#) on Mon, 18 Aug 2008 05:51:29 GMT

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the white ones kinda cool

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Subject: Re: [Release] Sniper scope huds  
Posted by [argathol3](#) on Wed, 27 Aug 2008 06:44:08 GMT  
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Subject: Re: [Release] Sniper scope huds  
Posted by [cnc95fan](#) on Wed, 27 Aug 2008 08:40:00 GMT  
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Clear scope!!!!111

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Subject: Re: [Release] Sniper scope huds  
Posted by [reborn](#) on Wed, 27 Aug 2008 09:48:03 GMT  
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They look nice, but wouldn't be considered legal on most renegade servers.

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Subject: Re: [Release] Sniper scope huds  
Posted by [Starbuzz](#) on Sat, 30 Aug 2008 13:41:01 GMT  
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You are allowed clearscope on St0rm AOW

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Subject: Re: [Release] Sniper scope huds  
Posted by [SlikRik](#) on Sun, 31 Aug 2008 05:12:19 GMT  
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To be honest, I would never use these scope huds.

1. They look like they were poorly made, for example, it looks like the whole thing was just pieced together from one square template and doesn't blend at all.
2. The crosshair isn't even a crosshair, it's a single horizontal line. Sure you can try and line guess where the vertical line would cross the horiz line, but if it's a scope, I don't wanna guess, I wanna know.

Appologies for being a bit harsh, but that's my own opinion of them. Try harder next time, you might be able to make something worth using. Please consider this constructive criticism, not 'omg u suck' flaming.

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Subject: Re: [Release] Sniper scope huds

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Posted by [cpjok](#) on Sun, 31 Aug 2008 18:35:07 GMT

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nice work

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Subject: Re: [Release] Sniper scope huds

Posted by [GrimmNL](#) on Sun, 31 Aug 2008 22:56:04 GMT

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SlikRik wrote on Sun, 31 August 2008 00:12 To be honest, I would never use these scope huds.

1. They look like they were poorly made, for example, it looks like the whole thing was just pieced together from one square template and doesn't blend at all.

2. The crosshair isn't even a crosshair, it's a single horizontal line. Sure you can try and line guess where the vertical line would cross the horiz line, but if it's a scope, I don't wanna guess, I wanna know.

Appologies for being a bit harsh, but that's my own opinion of them. Try harder next time, you might be able to make something worth using. Please consider this constructive criticism, not 'omg u suck' flaming.

you're stupid right? he disabled the hud (including the reticle) for the screenshots.

when you use them you'll see your own reticle

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Subject: Re: [Release] Sniper scope huds

Posted by [rhuarc](#) on Mon, 01 Sep 2008 04:26:47 GMT

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the pic has hud has been disabled

the white is nice

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Subject: Re: [Release] Sniper scope huds

Posted by [Dreganius](#) on Tue, 02 Sep 2008 05:40:08 GMT

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I made my version purple. I do like it a fair bit, actually.

- Karandras

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Subject: Re: [Release] Sniper scope huds

Posted by [RMCool13](#) on Wed, 03 Sep 2008 01:54:11 GMT

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-DM-Karandras wrote on Tue, 02 September 2008 00:40I made my version purple. I do like it a fair bit, actually.

- Karandras

Not thought of the purple one

Yea can basically put any color you want, i just chose the most common colors.

I use the red one

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Subject: Re: [Release] Sniper scope huds  
Posted by [liquidv2](#) on Wed, 03 Sep 2008 04:10:00 GMT  
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make a version with a circle border instead of squares

it would look pr0

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