

---

Subject: Rectical Contrast

Posted by [thunderai](#) on Mon, 15 Dec 2008 23:43:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there any way to increase the contrast of the aiming recticle so that its default color is not white or opposite what terrain is pointed at.

I lose sight of it all the time on maps like mesa, complex, etc.

---

---

Subject: Re: Rectical Contrast

Posted by [samous](#) on Tue, 16 Dec 2008 01:42:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

u could either :

get a huge verry noticable pointer, or:

get skins for the snow mapps and what not so u can always se it. IDT u can change the color of it, and you CAN NOT make it inverted all the time.

---

---

Subject: Re: Rectical Contrast

Posted by [liquidv2](#) on Tue, 16 Dec 2008 04:16:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

they have ones that are different colors

i'm sure someone could make the original one for you but another color by default instead of white

---

---

Subject: Re: Rectical Contrast

Posted by [pawky](#) on Tue, 16 Dec 2008 20:12:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LOL RECTICALS!

It's reticle lolol...

nice topic though...current colors I dislike

---

---

Subject: Re: Rectical Contrast

Posted by [samous](#) on Wed, 17 Dec 2008 01:31:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

TANKY wrote on Tue, 16 December 2008 12:12LOL RECTICALS!

---

It's reticle lolol...

nice topic though...current colors I dislike

could we be a little bit more... mature?

---