
Subject: [Skin] Reticle

Posted by [zeratul](#) on Thu, 11 Jun 2009 04:33:12 GMT

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Yet again was extremely bored so i started screwing with hud(no release) and reticle thinking of maybe making a pack of reticles depending on this ones outcome

File Attachments

- 1) [hd_reticle.dds](#), downloaded 112 times
- 2) [hd_reticle_hit.dds](#), downloaded 63 times
- 3) [Ret3.png](#), downloaded 365 times



- 4) [Ret2.png](#), downloaded 356 times



- 5) [Ret1.png](#), downloaded 358 times



Subject: Re: [Skin] Reticle

Posted by [dirtycop](#) on Thu, 11 Jun 2009 05:16:21 GMT

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The general shape isn't bad but, before you do anything else, make it symmetrical!

Subject: Re: [Skin] Reticle
Posted by [Xena](#) on Thu, 11 Jun 2009 06:44:07 GMT
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its too wild for me

Subject: Re: [Skin] Reticle
Posted by [ErroR](#) on Thu, 11 Jun 2009 09:02:18 GMT
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too big, also closes teh view, i bet you screwed up the colors and liked it afterwards

Subject: Re: [Skin] Reticle
Posted by [Altzan](#) on Thu, 11 Jun 2009 14:35:45 GMT
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dirtycop wrote on Thu, 11 June 2009 00:16The general shape isn't bad but, before you do anything else, make it symmetrical!

Subject: Re: [Skin] Reticle
Posted by [slosha](#) on Thu, 11 Jun 2009 18:38:29 GMT
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when you make a reticle, make it white. when you point over enemies and whatnot it looks like crap if it's colored. as for the actual reticle, i don't really like it.

Subject: Re: [Skin] Reticle
Posted by [dirtycop](#) on Thu, 11 Jun 2009 19:31:28 GMT
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How about you actually provide some feedback instead of saying "i don't like it". The kid shows he's eager to learn, to improve, so help him.

On topic: I have to agree with glocks here, making it white is better. I also suggest you delete some lines from the center, because right now the view is obscured.

Subject: Re: [Skin] Reticle
Posted by [zeratul](#) on Thu, 11 Jun 2009 20:06:01 GMT
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dirtycop wrote on Thu, 11 June 2009 14:31 How about you actually provide some feedback instead of saying "i don't like it". The kid shows he's eager to learn, to improve, so help him.

On topic: I have to agree with glocks here, making it white is better. I also suggest you delete some lines from the center, because right now the view is obscured.

Thanks man i needed to know something like that for future reference
