
Subject: Reupload Different Reticles Per Weapon
Posted by [zeratul](#) on Sat, 10 Apr 2010 08:22:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can anyone reupload the different reticles per weapon?

http://www.renegadeforums.com/index.php?t=msg&goto=346057&rid=24432&srch=reticle#msg_346057
thats the topic i found about them but the links are broke

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [JasonKnight](#) on Sat, 10 Apr 2010 16:44:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

omg, in for this!!!!!!

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Lone0001](#) on Sat, 10 Apr 2010 17:02:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed.

http://www.renegadeforums.com/index.php?t=msg&goto=400941&rid=21525#msg_400941

Someone needs to get Goztow or another mod to update the links in the first post.

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [zeratul](#) on Sat, 10 Apr 2010 18:13:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks i originally PMd Goztow but he told me to make a topic

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Gen_Blacky](#) on Sat, 10 Apr 2010 22:39:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

.

File Attachments

1) [Reticle_Per_Weapon_v2.zip](#), downloaded 143 times

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Hypnos](#) on Sun, 11 Apr 2010 14:37:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you ever need anything, ask Lone.

He has bloody everything in his archive.

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Goztow](#) on Sun, 11 Apr 2010 15:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I now attached it to the first post in the topic you were referring to, Zeratul. I didn't have it myself.

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [crysis992](#) on Sun, 11 Apr 2010 20:15:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have a question.

How can i use it with Renegade Resurrection, because if i put the dll files in my ren folder, the Resurreciton Launcher doesnt start

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Gen_Blacky](#) on Sun, 11 Apr 2010 20:21:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

you dont

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [R315r4z0r](#) on Sun, 11 Apr 2010 23:58:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

crysis992 wrote on Sun, 11 April 2010 16:15i have a question.

How can i use it with Renegade Resurrection, because if i put the dll files in my ren folder, the Resurreciton Launcher doesnt start

You either use the reticules or you use resurrection. Not both.

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [zeratul](#) on Mon, 12 Apr 2010 02:18:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 11 April 2010 09:32I now attached it to the first post in the topic you were referring to, Zeratul.
this is good

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Omar007](#) on Mon, 12 Apr 2010 09:34:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont know whether RR allows custom scripts or not but else the RPW dll (ebon) can be loaded through scripts instead of a binkw32.dll or mss32.dll hook.

That could then fix the issue.

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [crysis992](#) on Mon, 12 Apr 2010 12:03:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Mon, 12 April 2010 04:34I dont know whether RR allows custom scripts or not but else the RPW dll (ebon) can be loaded through scripts instead of a binkw32.dll or mss32.dll hook.

That could then fix the issue.

how??

Subject: Re: Reupload Different Reticles Per Weapon
Posted by [Omar007](#) on Mon, 12 Apr 2010 16:44:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

crysis992 wrote on Mon, 12 April 2010 14:03Omar007 wrote on Mon, 12 April 2010 04:34I dont know whether RR allows custom scripts or not but else the RPW dll (ebon) can be loaded through scripts instead of a binkw32.dll or mss32.dll hook.

That could then fix the issue.

how??

Well im not sure if im allowed to publically make it available, you should ask stewie about that.

EDIT: I messaged him on IRC, awaiting answer
