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Subject: Different reticle per weapon

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

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### File Attachments

1) [Reticle\\_Per\\_Weapon\\_v2\(2\).zip](#), downloaded 275 times

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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?

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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 23:58 Does 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!

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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.

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Subject: Re: Different reticle per weapon  
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 ;/

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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 04:52: When I replace the original binkw32.dll by the one that's in the archive it kills my renegade lol ;/  
:S

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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.

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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.

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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?

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Subject: Re: Different reticle per weapon  
Posted by [\\_SSnipe\\_](#) on Mon, 11 Aug 2008 21:12:10 GMT  
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Stewie wrote on Mon, 11 August 2008 13:35I'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.

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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

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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.

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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 =(.

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Subject: Re: Different reticle per weapon  
Posted by [\\_SSnipe\\_](#) on Tue, 12 Aug 2008 03:23:02 GMT  
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Stewie wrote on Mon, 11 August 2008 15:17Carrierll wrote on Mon, 11 August 2008 15:42Does RR change that file, Yrr?

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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. 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 [bly](#) 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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bly 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 reticle for each individual weapon, there should be a reticle for each weapon group (1-0). Like one reticle 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.

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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.

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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.

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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.

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Subject: Re: Different reticle per weapon  
Posted by [bly](#) on Thu, 14 Aug 2008 15:48:35 GMT  
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i used rr, but it didnt work, so i uninstalled it cos this is more importana.

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---

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 infantrny and tanks aswell?

your skills in your aim, not your crosshair.

plus the original reticle is by FAR the best

---

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Subject: Re: Different reticle per weapon  
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....

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Subject: Re: Different reticle per weapon  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 31 Aug 2008 21:45:53 GMT  
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How did you "Updated" "Edited" these 2 DLL's ?

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Subject: Re: Different reticle per weapon  
Posted by [Cabal X39](#) on Sun, 31 Aug 2008 22:28:48 GMT  
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---

I think that he hacked it?  
Eh, pritty smart guy

---

---

Subject: Re: Different reticle per weapon  
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.

---

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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.

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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

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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.

^^

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Subject: Re: Different reticle per weapon  
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?

---

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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.

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Subject: Re: Different reticle per weapon  
Posted by [Crash](#) on Wed, 29 Oct 2008 01:24:05 GMT  
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---

still nothing!

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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 \$...

---

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Subject: Re: Different reticle per weapon  
Posted by [ErroR](#) on Wed, 29 Oct 2008 13:49:46 GMT  
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Why if he still plays rxd.. u can still install rxd on top of fv...

---

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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 23:51 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!

Get it here (it's a beta version)

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

video1

video2

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 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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---

Stewie wrote on Sat, 11 October 2008 22:41 Eh, old reply. Whatever.

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---

---

Subject: Re: Different reticle per weapon

Posted by [CarrierII](#) on Sat, 01 Nov 2008 10:06:06 GMT

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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 22:43 Does 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.

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---

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 02:30 Buy 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 05:06 This 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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SSnipe wrote on Fri, 31 October 2008 22:43 Goztow wrote on Sun, 10 August 2008 23:51 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!

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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

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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?

---

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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.

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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.

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Subject: Re: Different reticle per weapon  
Posted by [infusi0n](#) on Mon, 31 Aug 2009 03:56:47 GMT  
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Lone0001 wrote on Sat, 09 May 2009 01:03Beta Version

New Version

Links dead

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Subject: Re: Different reticle per weapon  
Posted by [Goztow](#) on Mon, 31 Aug 2009 07:07:14 GMT  
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---

Update: nvm.

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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.

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