
Subject: Re: complete list of scripts.dll 2.9 features
Posted by [Tunaman](#) on Sat, 08 Jul 2006 04:09:45 GMT
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jonwil wrote on Thu, 06 July 2006 12:09

JFW_Reticle script, put this on every soldier to give them all a reticle (or you could do like the per-weapon hud stuff WD did and do a per-weapon reticle script too)

What does this mean? That you can have different reticles for different characters or something like that?
