
Subject: Re: Reticle Skins Per Weapon

Posted by [_SSnipe_](#) on Wed, 30 Jul 2008 07:35:44 GMT

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Goztow wrote on Wed, 30 July 2008 00:19: It would be nice to make it "optional": I'm sure many people would be displeased if they lost their favorite standard reticle.

I agree with that as well but also here's what I think they should be like....but I'd like to see what everyone else says

Pistol (Nod And Gdi)= 015
Rifle(Nod And Gdi) = 001
Flame=014
Chem=014
C4(Nod And Gdi) = 018
Grenade= 004
Shotgun (Nod And Gdi)= 003
Chain gun (Nod And Gdi)= 013
Rocket(Nod And Gdi Inc Gunner)= 020
Laser Rifle= 010
Laser Chain Gun= 009
Fletche= 008
Ramjets (Nod And Gdi) = 006
Railgun= 019
Pic= 019
Sniper (Nod And Gdi) = 002
Volt(Nod And Gdi)= 011
Tib Gun (Sydney)= 006

And Tanks that have missile or Big Ammo can be 005 and flamer and such can be 014 and bullet ammo like what a buggy or APC shoots can be just 001 or 007
