
Subject: Re: Recticle 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 recticle.

I agree with that as well but also heres what i think they should be like....but id 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

Flettche= 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
