Subject: hd_reticle and...?
Posted by FlaminGunz on Tue, 30 Jun 2009 08:27:57 GMT
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hey guys

i know hd_reticle is the outer part of the reticle and can be designed how you want

im wondering what the central aiming dot is called

if i wanted to remove it, what would i rename the file as

thanks

Subject: Re: hd_reticle and...?
Posted by ErroR on Tue, 30 Jun 2009 08:29:27 GMT
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hd_reticle_hit or hd_reticlehit

Subject: Re: hd_reticle and...?
Posted by FlaminGunz on Fri, 03 Jul 2009 07:21:44 GMT
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hey, thanks ErroR, its hd_reticle_hit

thought id bump this topic before i make a new one

is there anyways to make the little dot completely transparent?

when i blank it out in photoshop in black, it just turns into a black dot on the screen in renegade

im pretty noob in phtoshop, ao is there anyway to make it completly transparent?

Subject: Re: hd_reticle and...?
Posted by ErroR on Fri, 03 Jul 2009 08:59:36 GMT
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you should go to Channels tab, on the right and then Alpha1, alpha is responsible for the outline etc, make it gray, to turn the reticle transparent. Also the reticle must be white (not in alpha channel)

Subject: Re: hd_reticle and...?
Posted by FlaminGunz on Fri, 03 Jul 2009 12:26:36 GMT

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ok so thats didnt work i dont think

ive got my reticle in one file : hd_reticle and then what i want blank is the hd_reticle_hit

il attach this screenie, which shows that a half transparent background (which is bad) and the middle dot is stilla ctually visible

in photoshop, i left the RGB, Red, Green, Blue coloured in black and changed the alpha1 channel to a grey colour, is this right?

coz im noe gettin the background and the middle dot is still there

thanks again

File Attachments
1) Purrint249.jpg, downloaded 162 times

Subject: Re: hd_reticle and...?
Posted by ErroR on Fri, 03 Jul 2009 12:37:07 GMT
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change to grey what you want to be transparent but change to white what you want to be invisible

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Subject: Re: hd_reticle and...?
Posted by FlaminGunz on Sat, 04 Jul 2009 04:31:57 GMT
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ok, so baically i want the entire hd_reticle_hit to be completely invisible

so i just made a blank, white square and saved it as hd_reticle_hit. i still get a solid background :/

it doesnt seem that white = invisible

becoz i have the mian bit of my reticle in hd_reticle, i just want _hit to be entirely invisible

File Attachments
1) 003.jpg, downloaded 160 times

Subject: Re: hd_reticle and...?
Posted by ErroR on Sat, 04 Jul 2009 09:29:32 GMT
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i'm not really sure with alpha channels but you could look at how's the original reticle done. Also removing reticle hit is a BAD idea, because the reticle doesn't always direct where it shoots, reticle hit does.

But you could make the reticle reticle_hit and remove the hd_reticle

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Subject: Re: hd_reticle and...?
Posted by FlaminGunz on Sat, 04 Jul 2009 10:55:29 GMT
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yeh i know its a 'bad' idea, but the reticle i have designed calls for a completely blank interior, trust me

im not sure how to see the original design as im not sure where the file is for the original _hit. the dds file i paste in changes it, but the riginal is not actually 'there' if u get what i mean. so im not sure if u can tell me where the original _hit is located

yes i can do the whole reticle as _hit, bit i still need the middle invisible

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Subject: Re: hd_reticle and...?
Posted by ErroR on Sat, 04 Jul 2009 11:13:18 GMT
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the original reticle is in always.dat, extract with RenegadeEX/XCC Mixer, and look at it's alpha channel

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Subject: Re: hd_reticle and...?
Posted by LeeumDee on Sat, 04 Jul 2009 11:24:44 GMT
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So you want it completely removed?
Here we are, I've done it for you and uploaded it to the board here.

And here is a screenshot of it.
Click to see Screenshot

File Attachments
1) hd_reticle_hit.dds, downloaded 70 times

Subject: Re: hd_reticle and...?

thanks for that

all workin goon now

appreciate the help