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Subject: [Reticles] Red Faction II  
Posted by [zeratul](#) on Fri, 31 Dec 2010 02:18:43 GMT  
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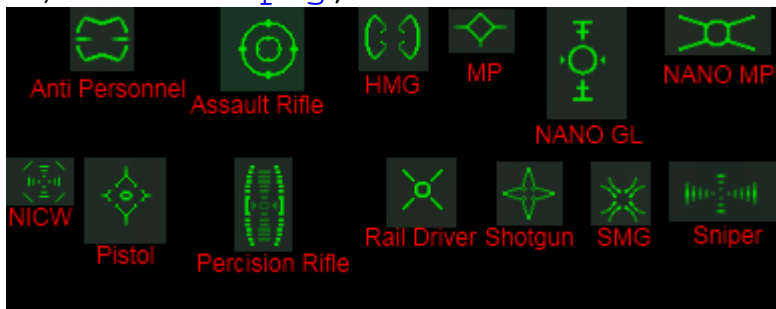
These reticles are not exact and some things are added or taken away.  
some reticles look better in higher or lower resolution.  
this is not for different weapons.  
if this has been done before inform me.  
comments.

Edit: pistol

### File Attachments

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- 1) [RF2reticles.rar](#), downloaded 319 times
- 2) [all ret.png](#), downloaded 1569 times



- 3) [hd\\_reticle.dds](#), downloaded 314 times
  - 4) [hd\\_reticle\\_hit.dds](#), downloaded 337 times
- 

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Fri, 31 Dec 2010 07:11:50 GMT  
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Nicely done! Sadly for me the pistol one does not show up, very nice tho

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Subject: Re: [Reticles] Red Faction II  
Posted by [Gohax](#) on Fri, 31 Dec 2010 07:33:33 GMT  
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Nice rets bro. If I can get Ren working again, I may end up trying the pistol or sniper one. I prefer dot ret over anything, but these look pretty nice.

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Fri, 31 Dec 2010 07:34:48 GMT

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Skysniper wrote on Fri, 31 December 2010 01:11 Nicely done! Sadly for me the pistol one does not show up, very nice tho  
edit: checked it worked for me download it again if that doesnt work ill post the separate dds files for the pistol

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Subject: Re: [Reticles] Red Faction II  
Posted by [Starbuzz](#) on Sat, 01 Jan 2011 16:10:25 GMT

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Zeratul, do you have and played RF2? If yes, please do tell me how it plays. I have played Red Faction and really loved it; it was badass guns and excellent gaming. Does RF2 play the same? I heard there was too less missions?

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Sat, 01 Jan 2011 18:29:04 GMT

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I have RF2 but never played through with RF1 so im not much for comparison.  
There are 11 missions that all have sub-missions  
17 weapons  
4 types of grenades  
i found this game tons of fun.  
but the downside. you cant tunnel through walls only some things are destroyable.  
The bots are more of a challenge. you can create your own bots  
good amount of multiplayer maps and game modes

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Tue, 04 Jan 2011 18:16:04 GMT

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Yes, multi is fun with a friend or two. . also always fun to sit and watch the bots kill them selfs with that stupid "Green launcher" thing i hate < Z3 knows what i mean :/ > . . Anyway back to topic, i am unable to use pistol, i got it working "Some what" but it spazes out and turn into something you see on saturday night live. . might need to make that special format for some people if they have the same problem :/

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Wed, 05 Jan 2011 01:34:57 GMT

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Skysniper wrote on Tue, 04 January 2011 12:16 Yes, multi is fun with a friend or two. . also always fun to sit and watch the bots kill them selfs with that stupid "Green launcher" thing i hate < Z3 knows what i mean :/ > . . Anyway back to topic, i am unable to use pistol, i got it working "Some what" but it spazes out and turn into something you see on saturday night live. . might need to make that special format for some people if they have the same problem :/  
the personnel launcher is amazing sky.  
you got some kind of video software to show me that? i wont be free this weekend

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Wed, 05 Jan 2011 01:48:18 GMT  
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Nah i don't.

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Wed, 05 Jan 2011 01:49:27 GMT  
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your computer has the strangest issues

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Wed, 05 Jan 2011 03:39:07 GMT  
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Ye

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Subject: Re: [Reticles] Red Faction II  
Posted by [Starbuzz](#) on Thu, 06 Jan 2011 10:22:51 GMT  
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Zeratul wrote on Sat, 01 January 2011 12:29 I have RF2 but never played through with RF1 so im not much for comparison.  
There are 11 missions that all have sub-missions  
17 weapons  
4 types of grenades  
i found this game tons of fun.  
but the downside. you cant tunnel through walls only some things are destroyable.  
The bots are more of a challenge. you can create your own bots  
good amount of multiplayer maps and game modes

Thanks, looks like I can buy and add it to my old game collections to play whenever I feel like it.

Yeah, I head GeoMod or whatever that was is not really prominent on RF2.

btw, do you get any vehicles to drive? I would love vehicles as RF had some badass vehicles, I loved the chaingun on the flying gunship thing. But not really that important if I can have some good FPS missions.

One more thing, is there a bot-only MP mode like in UT3? So I can just start a game and screw the bots?

thanks,

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Thu, 06 Jan 2011 23:22:39 GMT  
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Yeah in RF2 you can setup bots, say i name one String set his attributes to Agressive / loves snipers / max agility for speed but make him weak with a little extra damage in each shot. you can make them super tough to fight. so yeah can screw the bots

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Subject: Re: [Reticles] Red Faction II  
Posted by [Starbuzz](#) on Sat, 08 Jan 2011 02:35:10 GMT  
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Skysniper wrote on Thu, 06 January 2011 17:22 Yeah in RF2 you can setup bots, say i name one String set his attributes to Agressive / loves snipers / max agility for speed but make him weak with a little extra damage in each shot. you can make them super tough to fight. so yeah can screw the bots

thanks, sounds really cool. Will try to pick this game up.

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Sat, 08 Jan 2011 18:18:38 GMT  
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Starbuzz wrote on Thu, 06 January 2011 04:22

Thanks, looks like I can buy and add it to my old game collections to play whenever I feel like it.

Yeah, I head GeoMod or whatever that was is not really prominent on RF2.

btw, do you get any vehicles to drive? I would love vehicles as RF had some badass vehicles, I loved the chaingun on the flying gunship thing. But not really that important if I can have some good FPS missions.

One more thing, is there a bot-only MP mode like in UT3? So I can just start a game and screw the bots?

thanks,

The vehicles you drive/gun(SP only) are  
AHC-36 Military Gunship  
S-271 Stealth Submarine  
Military Heavy Armored Tank  
Battle Armor (SOP-MA1)

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Subject: Re: [Reticles] Red Faction II  
Posted by [Starbuzz](#) on Sat, 08 Jan 2011 22:46:30 GMT  
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Zeratul wrote on Sat, 08 January 2011 12:18  
The vehicles you drive/gun(SP only) are  
AHC-36 Military Gunship  
S-271 Stealth Submarine  
Military Heavy Armored Tank  
Battle Armor (SOP-MA1)

excellent! will pick the game from somewhere. thanks

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Subject: Re: [Reticles] Red Faction II  
Posted by [Skysniper](#) on Wed, 12 Jan 2011 01:37:29 GMT  
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Zeratul, it was "String" we made almost Indestructible right? just happend to think about the game and the bots . . . or was it starburst?

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Wed, 12 Jan 2011 03:47:48 GMT  
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Skysniper wrote on Tue, 11 January 2011 19:37Zeratul, it was "String" we made almost Indestructible right? just happend to think about the game and the bots . . . or was it starburst? "string" was the almost indestructible. "starburst" just had amazing accuracy

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Subject: Re: [Reticles] Red Faction II  
Posted by [GoTTeM](#) on Sat, 29 Jan 2011 22:03:32 GMT  
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these are unbelievably accurate. LOVE the riffle one

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Subject: Re: [Reticles] Red Faction II  
Posted by [zeratul](#) on Sun, 06 Feb 2011 17:03:46 GMT  
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Ive played it for long enough to easily make these

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