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Joined: 08 Mar 2005
Location:
Everywhere yet nowhere

Posted: Sat Apr 16, 2005 10:40 am Post subject: HEK: Adding Zoom To A Weapon



ok, i was bored and rather cleaning my room i thought to do something mindless, pontless, but help the community 😊

- Make your model and so forth
- When making your .weapon for your weapon go to zoom. For a simple, pistol, like scope do zoom level 1...2 to 2...for a sniper do levels 2..2 to 5 or whatever. You can make it zoom as many times (im guessing) and as far (still guessing)

zoom

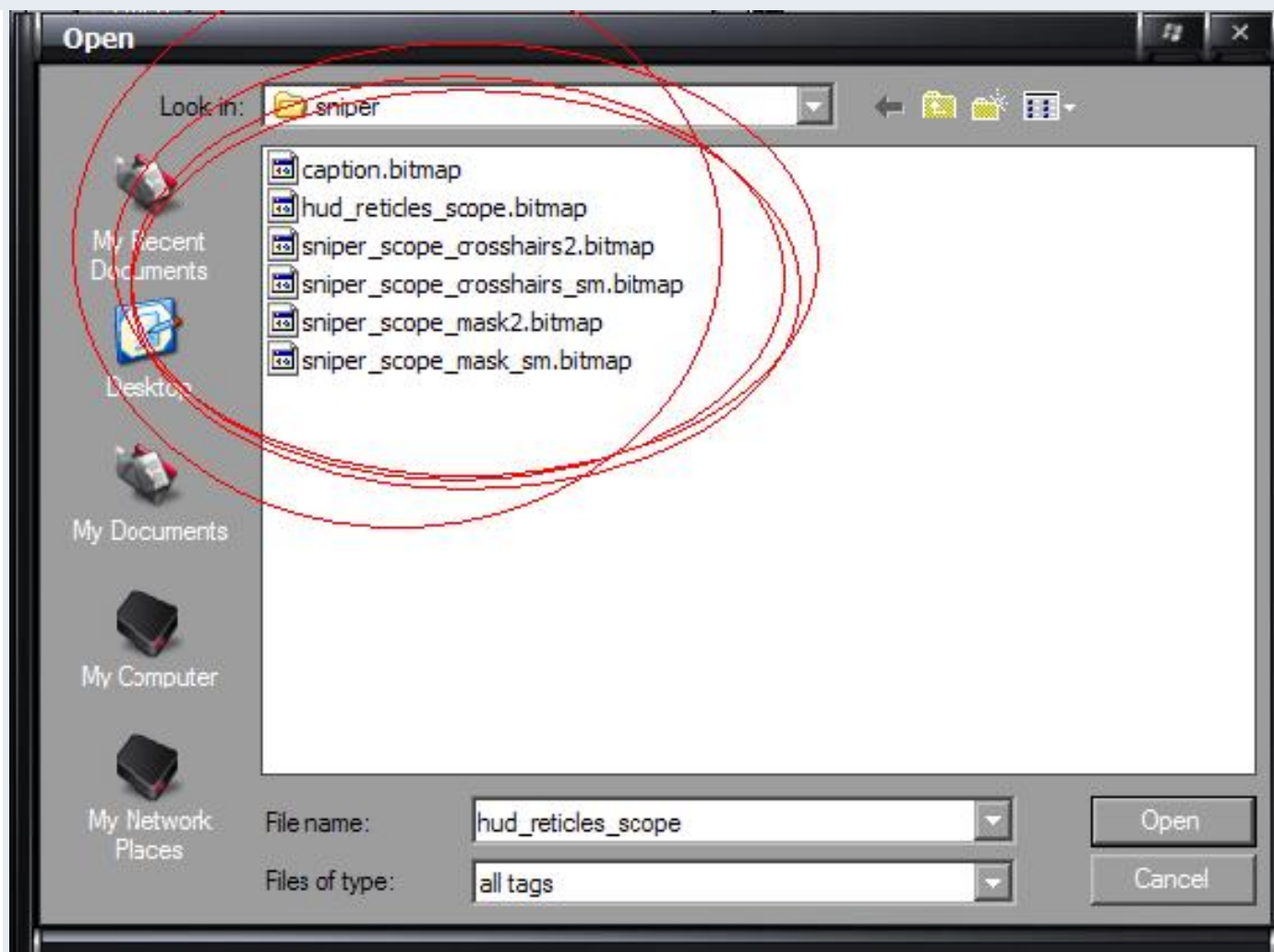
magnification levels 1

magnification range 2 to 2

- open the weapon you got the gbx tag from and look for <name>.weapon_hud_interface.
- save as <your weapon>.weapon_hud_interface
- Scroll down untill you get to crosshairs...if you have a weapon that does zoom go to step 6. If not go to step 9

with:

- look through the weapon_hud_crosshairs untill you get a zoom crosshair for mutliplayer.
- Now in the bitmap you open and (if you want to change it) look at ui/hud/bitmaps/ and then sniper (pistol has none) and choose a sniper crosshair for zoomed.
- (optional) If you have a custom one go to the folder you have it for and open it up.



without:

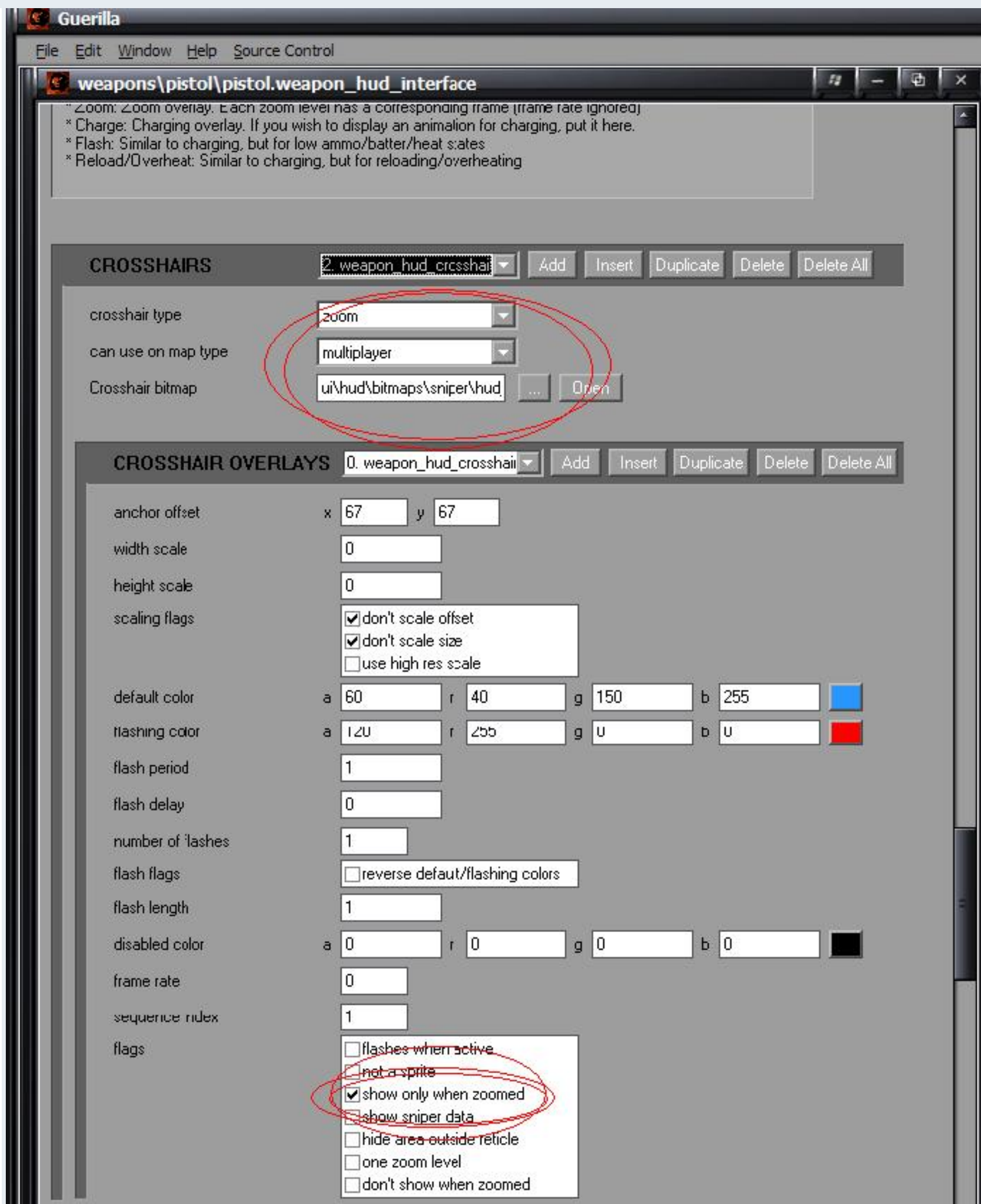
9. go to crosshairs and make a new weapon_hud_crosshairs. Make it a zoom for multiplayer.

10. For bitmaps look at steps 7+8

11. make a new crosshairs overlays.

12. change whatever you want. colors , anything

13. at the bottom of crosshairs overlays is the flags. click only show when zoomed. and if you want different bitmaps for different zooms make a new crosshair do zoom multiplayer. New bitmap. make a new overlay and click one zoom level.



this is also for making custom reticules for weapons. Make a new aiming crosshair for mutliplayer...put in the bitmap and go ahead with the overlay. but you should click dont show when zoomed

hope this helps.

