

Halo Reticle Tut

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This tutorial requires you to know how to compile bitmaps for the HEK, and what an alpha channel is.

Make your reticle with a black background (64 x 64) or any other size that the HEK will take (powers of 2). Make your reticle in white over the black background. Then select the entire bitmap and copy it to the clipboard, then create a new alpha channel and paste that bitmap on the clipboard in. Save your bitmap, and compile it. You should then open your compiled .bitmap and change the format type to "32-bit color" and recompile the bitmap. You will have your reticle in high quality. Setup your reticle in your weapon_hud_interface, with sequence index 0, and select the flag "Not a sprite".

Tutorial by Jack Bauer

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