

Okay, for those who can't watch the Quicktime tutorial (like me), here's a hand written tutorial for making custom reticles.

Step one

In your image editing program of choice, create a new file that is 66x66 pixels in size. Next make a blue line, one pixel in width, around the outside of the file. Next fill in the white 64x64 center area with black.



Step two

Now switch colors to white and start drawing your reticle, it can be any shape, any size, so long as it fits inside the 64x64 black box. Once that is done select everything in your image EXCEPT the blue outline and copy it. Next create a new channel (or copy another one) and name it Alpha, then paste your reticle in it (just be sure there is no blue line in the alpha channel). Next merge any layers you may have and save it as customret.tif (or whatever you want to name it) somewhere in your HaloCE data folder.



Step three

Next open tool and compile your bitmap (ex. "tool bitmaps icon" – That's where I save my stuff).

Step four

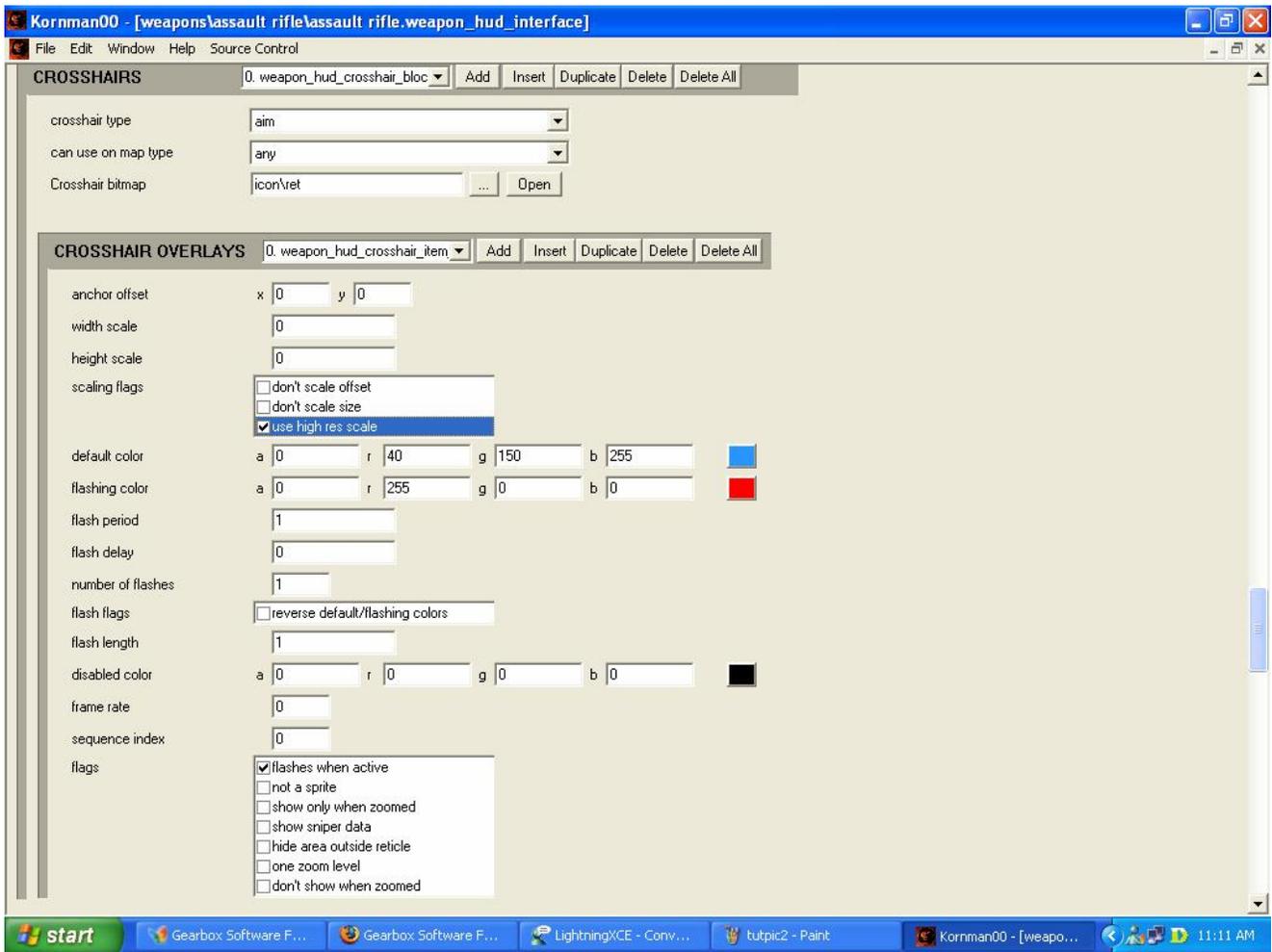
Open Guerilla or korman00 or...whatever version of the same thing that you have and open up customret.bitmap. Where it says 'type' change it from '2d textures' to 'sprites'. Change the format to '32 bit color'. Scroll down to 'Sprites' and click add, next change the zeros next to 'right' and 'bottom' to 1 and change the zeros next to registration point to both say 0.5. Next scroll down to 'Bitmaps' and change the format to 'a8r8g8b8' and uncheck the box that says 'compressed'. Then save.

Step five

Next open tool again and recompile your bitmap. (If you get an error saying something like 'there was no sprite budget set' then just ignore it, your reticle will still work.)

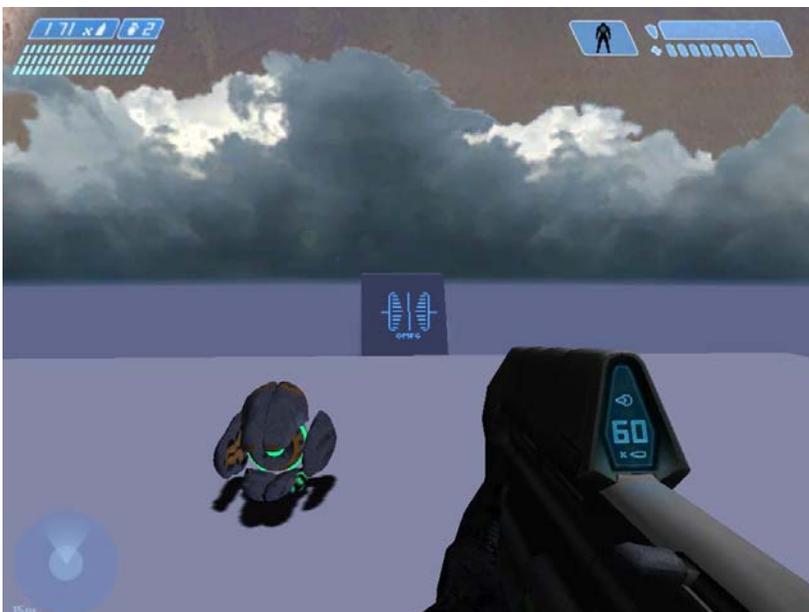
Step six

Open up the weapon_hud_interface for the weapon you want to give the new ret to in Guerilla (in this case the assault rifle). Next scroll down to where it says crosshairs, it should say something like 'ui\hud\bitmaps\combined\hud_reticles' just change that so it links to your ret (ex. icon\ret). Next, under crosshair overlays, check the box that says use high res scale. A little further down it should say 'sequence index' next to it should be a zero. Leave that alone because our sprite only has one sequence, if the weapon you're changing has a different number than zero then just change it. Next save the weapon_hud_interface and compile your map.



Step seven

Test your map to see if it worked:



Created by Mithos
Edited by TheGhost