

CrossHairs

(visual aiming support)

for UT'99

Why or What For ?

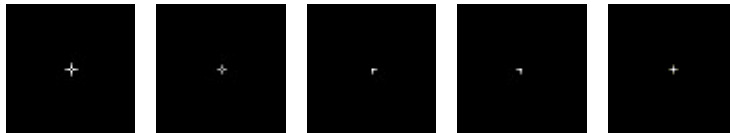
Due to my hardware changes which I had to do, my newer TV/Monitor has a bigger gaming view. However, I could see that default CrossHair types for such cases are way too big and I was looking for some improvements.

I don't know for which reasons UTRP stuff was invisible on my screen so I went to create simple crosshairs reduced in size, worked pixel by pixel. I got 5 a bit resized crosshairs which do look more suitable for my needs. Default Point type is still big and one pixel might be too small, I wanted something more visible but not very disturbing.

Aside, I decided to share them for people in the same situation like me.

How do they look like ?

Exactly as shown bellow



Yes, they are small but visible well on big screens

How do I set them ?

As the First (or Second) move is to copy Texture file [Chairs_Ns.utx](#) into Textures folder of your client game, yes, this is player stuff not server stuff.

CrossHairs modifications are going into **User.ini** file or whatever file used as replacement for User.ini from System Folder (or whatever system type). You will need a text editor for opening and editing said file.

Splitting doc here - see next page.

Things to Edit there

Look for section [`Botpack.ChallengeHUD`] and see these Lines:

```
CrosshairCount=9
CrossHairs[0]=Botpack.CHair1
CrossHairs[1]=Botpack.CHair2
CrossHairs[2]=Botpack.CHair3
CrossHairs[3]=Botpack.CHair4
CrossHairs[4]=Botpack.CHair5
CrossHairs[5]=Botpack.CHair6
CrossHairs[6]=Botpack.CHair7
CrossHairs[7]=Botpack.CHair8
CrossHairs[8]=Botpack.CHair9
```

Changes are declared there at once with number of CrossHairs used in your client game as follows:

```
CrosshairCount=14
CrossHairs[0]=Botpack.CHair1
CrossHairs[1]=Botpack.CHair2
CrossHairs[2]=Botpack.CHair3
CrossHairs[3]=Botpack.CHair4
CrossHairs[4]=Botpack.CHair5
CrossHairs[5]=Botpack.CHair6
CrossHairs[6]=Botpack.CHair7
CrossHairs[7]=Botpack.CHair8
CrossHairs[8]=Botpack.CHair9
CrossHairs[9]=Chairs_Ns.Chair_Ns
CrossHairs[10]=Chairs_Ns.Chair1_Ns
CrossHairs[11]=Chairs_Ns.Chair2_Ns
CrossHairs[12]=Chairs_Ns.Chair2_L_Ns
CrossHairs[13]=Chairs_Ns.Chair3_Ns
```

That was the setup, now if whatever server allows these crosshairs you can use them even ON-LINE.