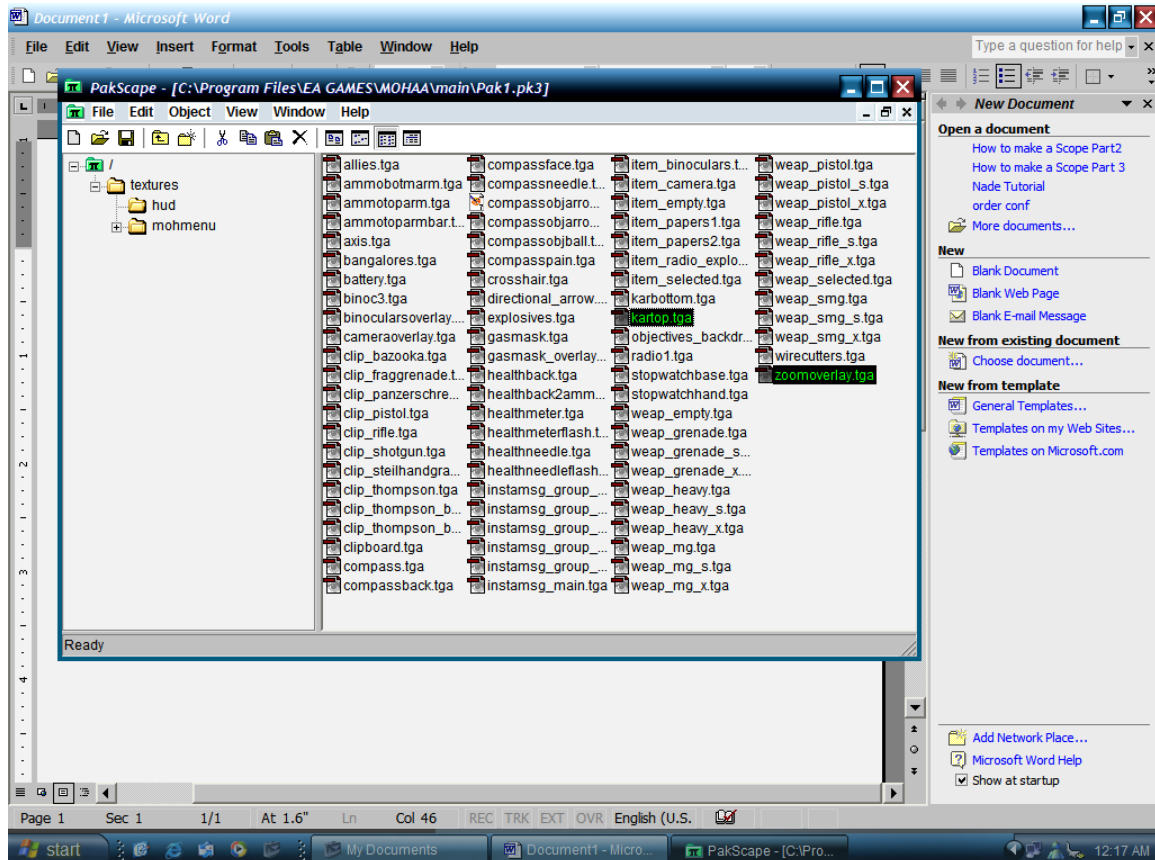


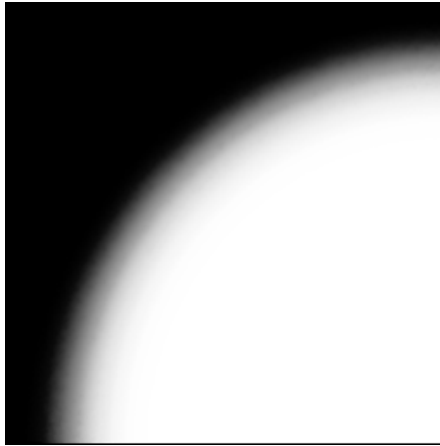
How to create a Scope Part1 (Using PSP)

- ✓ The first step you will need to do is to extract the files from pack1.
- ✓ Open pack1 (I use pak scape) and go to the following location textures/hud
- ✓ Extract the Zoomoverlay.tga and Kartop.tga files

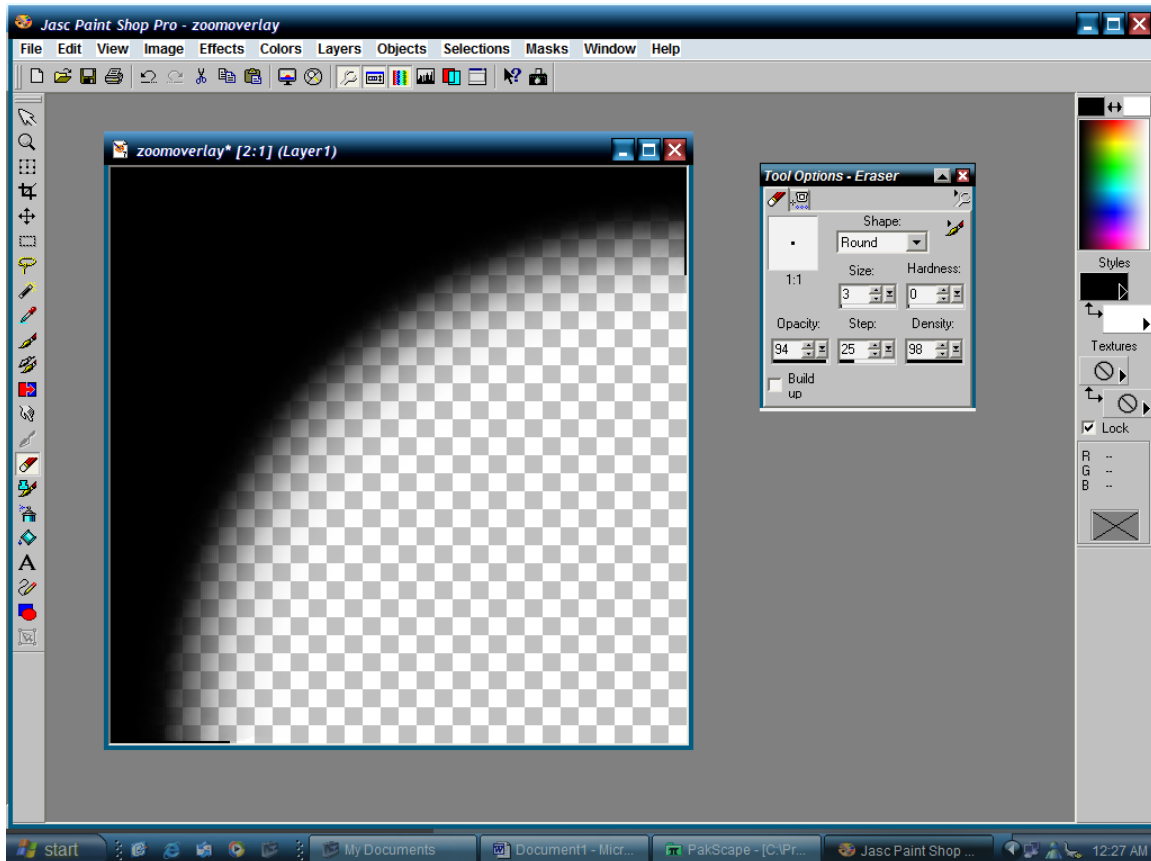


The Axis scope actually has 2 files Kartop and Karbottom but for our purposes we will only use the one.

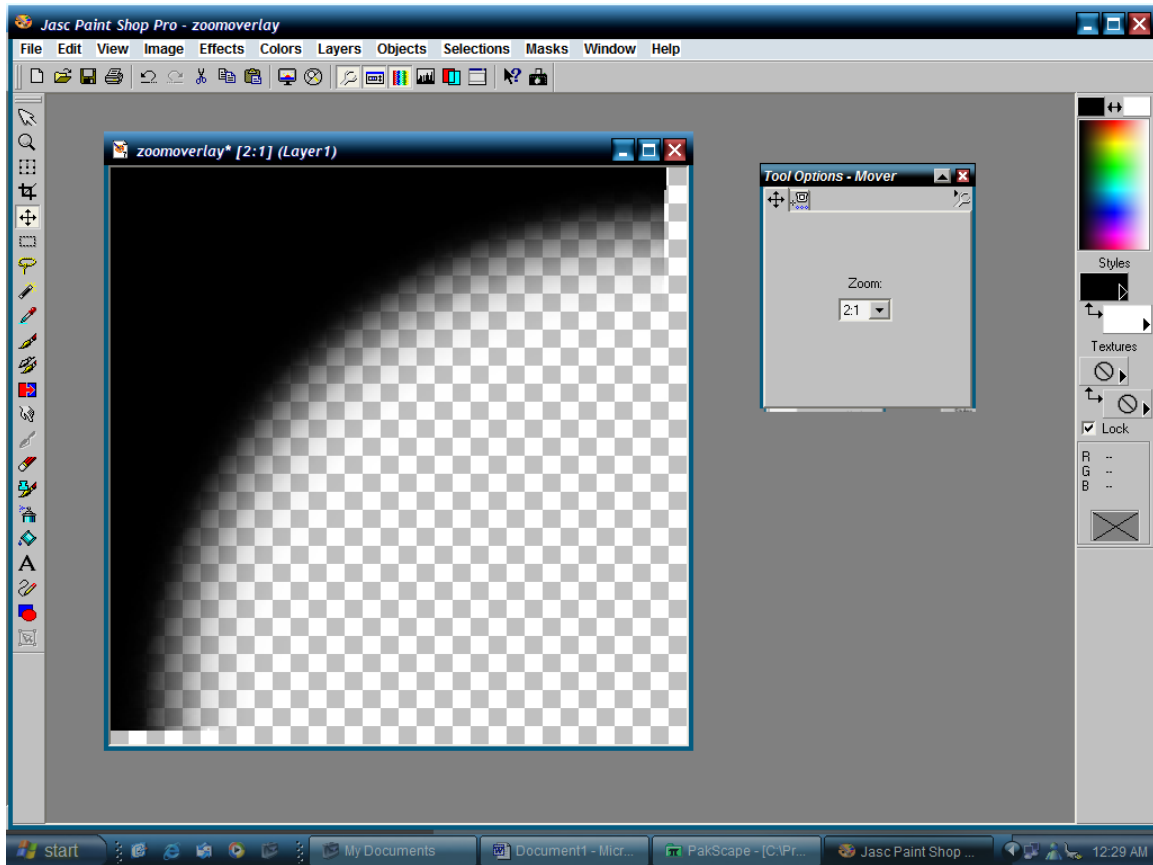
- ✓ I will now show you how to create a template from these files. I like this method the best because it gives you the ability to re-use the file over and over again.
- ✓ Let's begin with the Zoomoverlay.tga file. Open it with PSP.. Next go to the "Masks" tab and choose "load from alpha channel" it should look something like this...



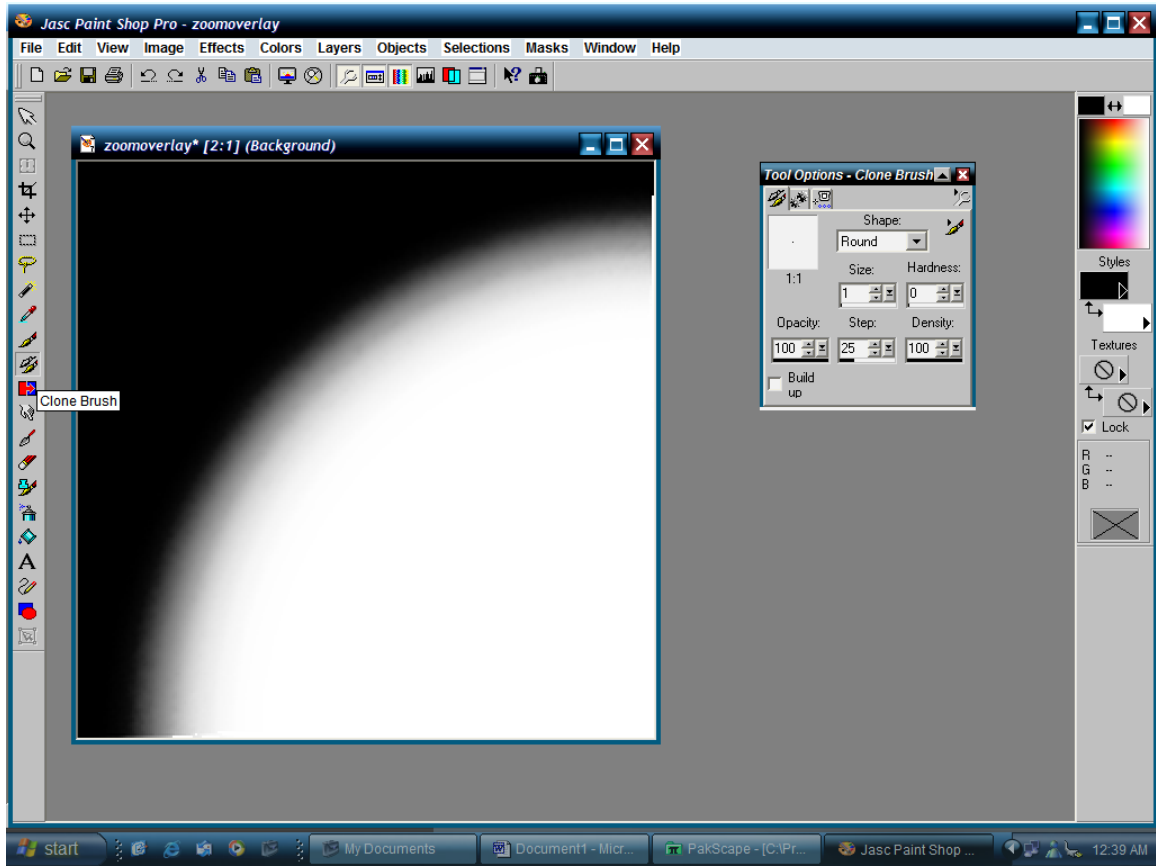
- ✓ You will see that the image is only $\frac{1}{4}$ of the scope. The bottom right corner is actually the center. The dark black lines that surround the edges are the crosshairs of the scope.
- ✓ Our first step is to get rid of these lines so we have a blank template to work with.
- ✓ Use the Zoom option to get a closer look at the lines...
- ✓ Select the eraser and begin to erase the black lines carefully... as you get closer to the hazy areas be more careful...we will need to replace them later...



- ✓ I moved the image over so you can get a better look of what I did...Do not move the image!



- ✓ You can see I deleted all the black lines...but I also deleted some of the hazy areas as well...we will need to replace this...
- ✓ First save the image as "Zoomoverlay.tga." then re-open it.
- ✓ Select the "clone brush" as shown in the image below and right click on the line slightly above or to the side of the one we deleted.
- ✓ Next simply fill in the blank areas and it should mimic the line above/on the side...Do this for the top part and the side part we deleted!



- ✓ Save the file again as Zoomoverlay.tga
- ✓ And you're done!!!! Proceed to step 2

~Hobbs~