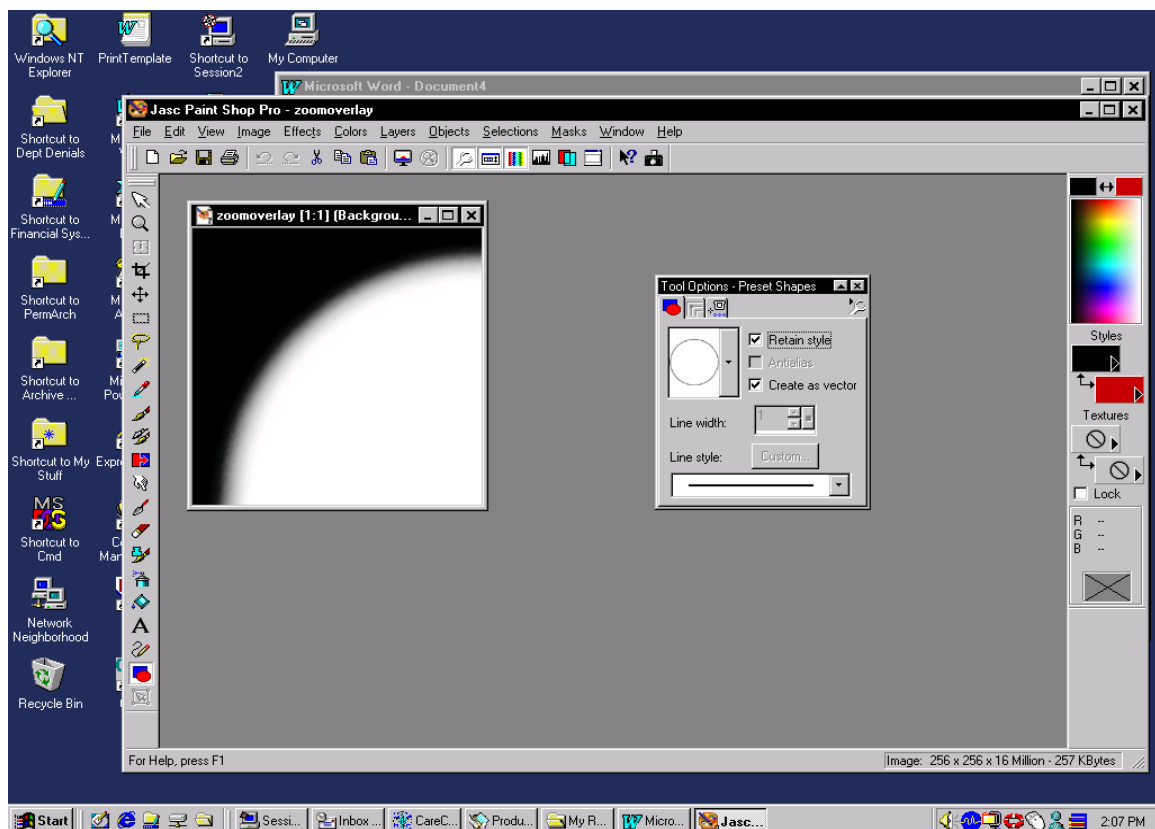


How to create a Scope Part2 (using PSP)

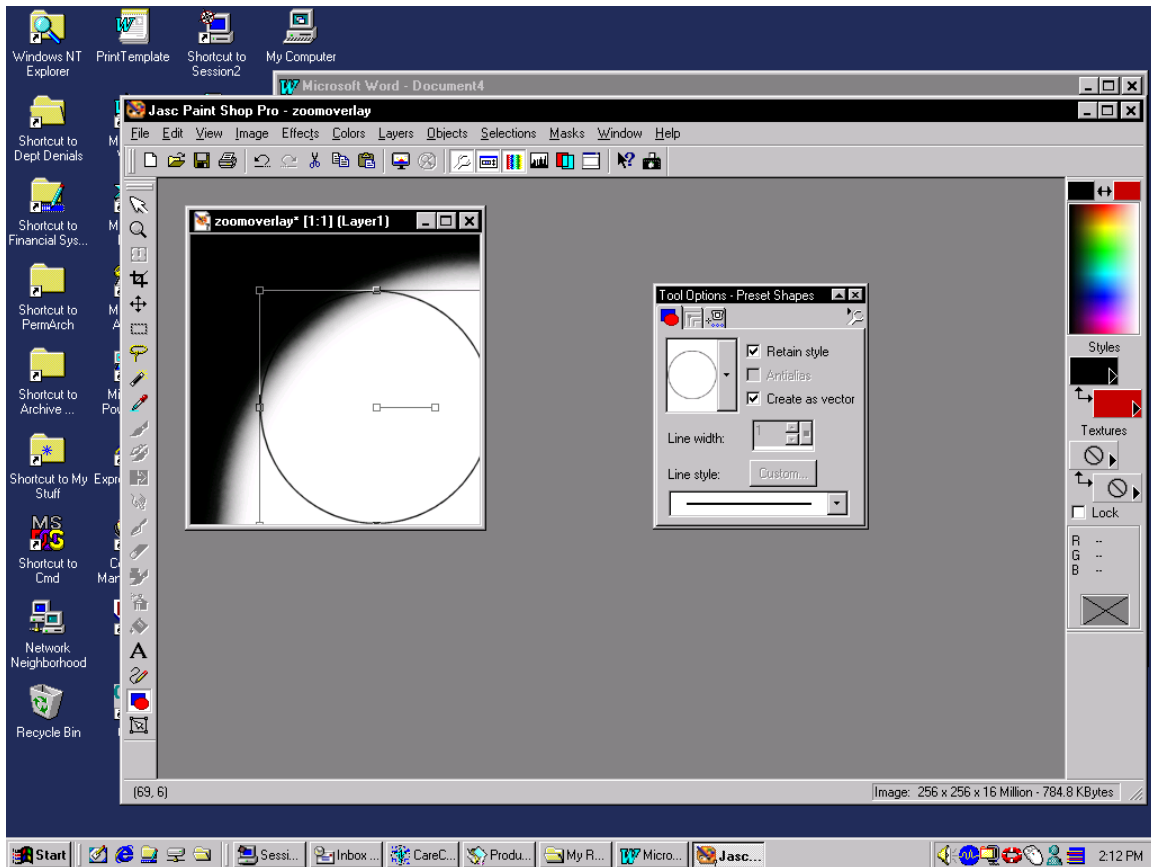
- ✓ O.K. so you have the blank templates of the .tga files and are ready to start making your dream scope.
- ✓ Let's start with the Zoomoverlay.tga (allies) file. Open the file (you created) using PSP it should look like this...



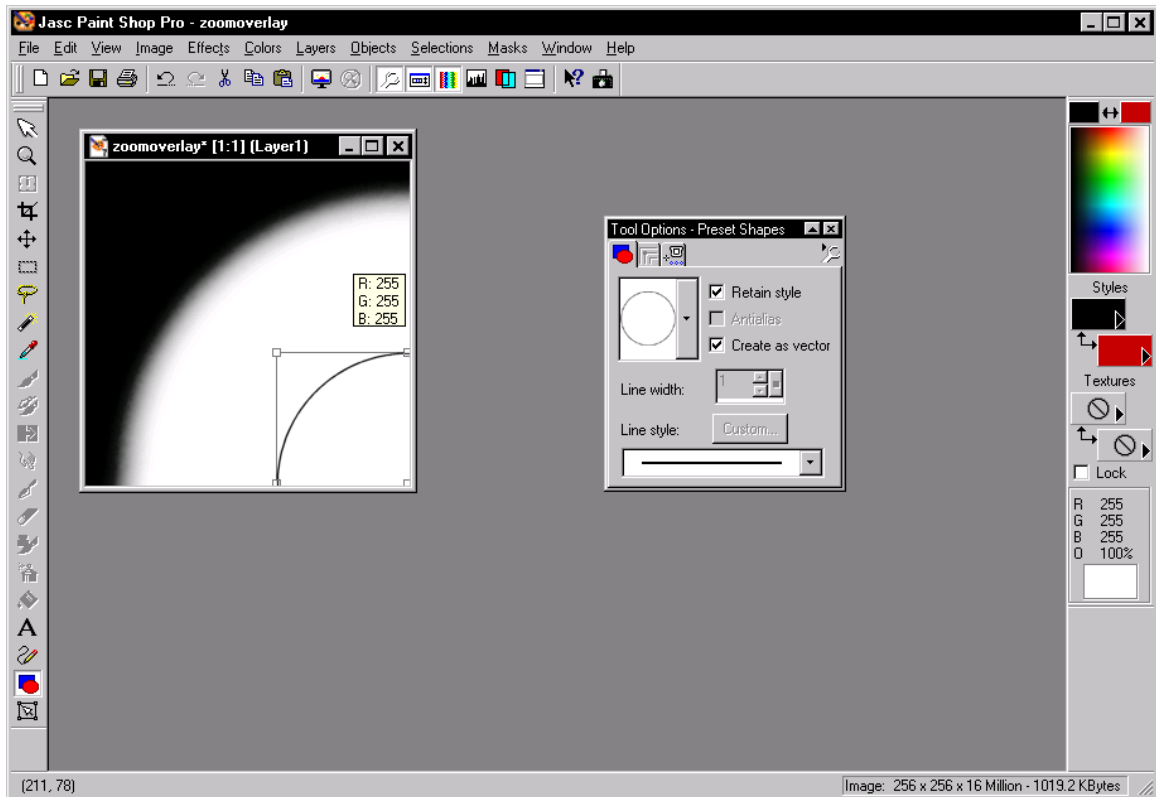
- ✓ Now we are ready to add any effects we want.
- ✓ Select the preset shapes button and select a circle. Make sure all the settings are the same as mine.



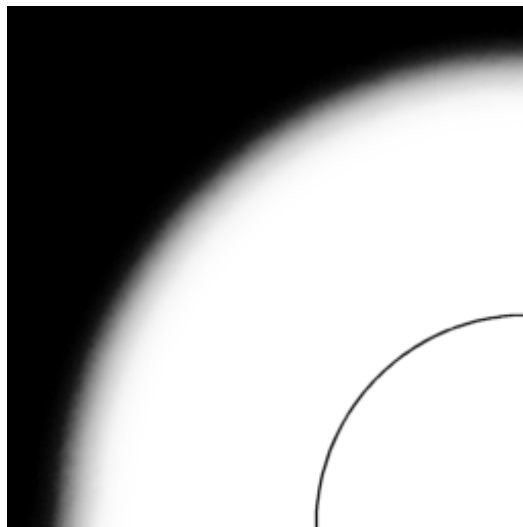
- ✓ Next simply click anywhere on the image and drag. You can make the circle any size you wish.



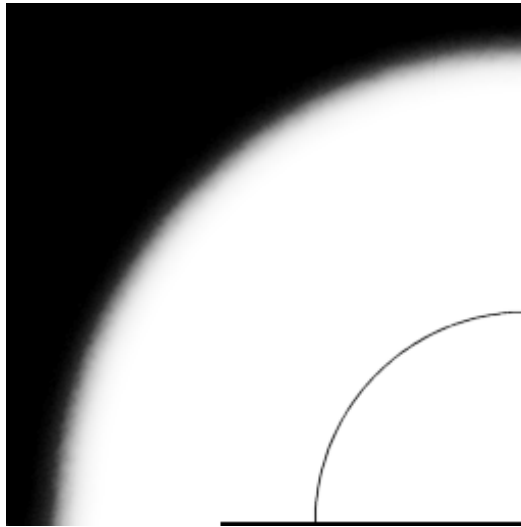
- ✓ Drag the circle to the bottom right corner so that half of the circle is shown and the other half is outside the image.



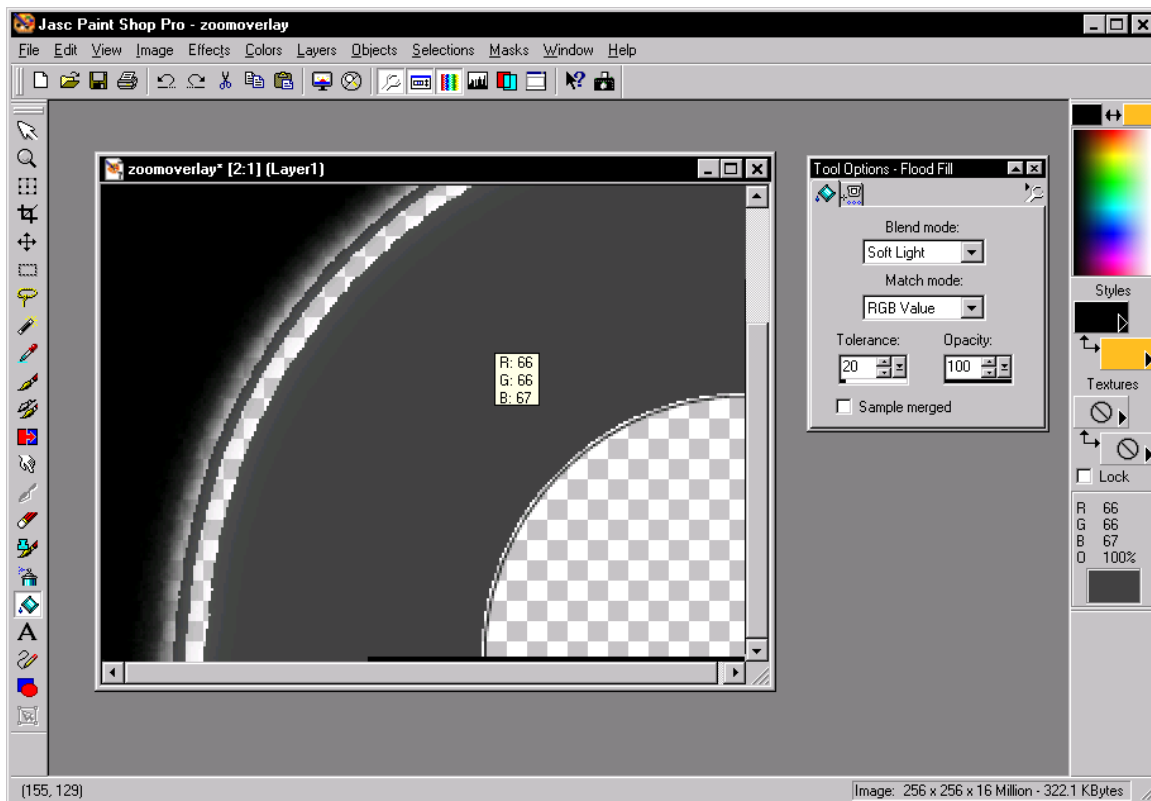
- ✓ save the image as Zoomoverlay.tga
- ✓ Close it, and then open the file you just saved. Should look like this...



- ✓ Next select the paintbrush and draw your lines in. *Remember the bottom right corner will be the center of the scope. Below is an example...

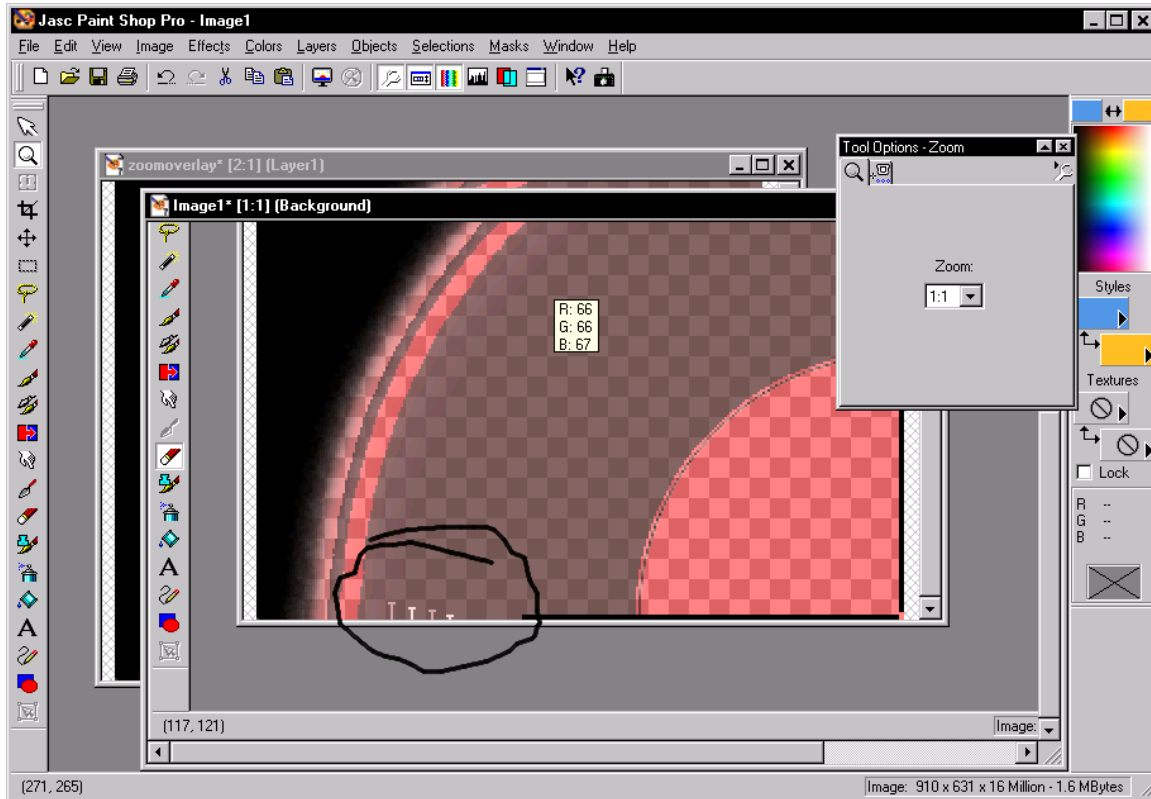


- ✓ Now use the flood fill tool and fill in the area you would like to shade.

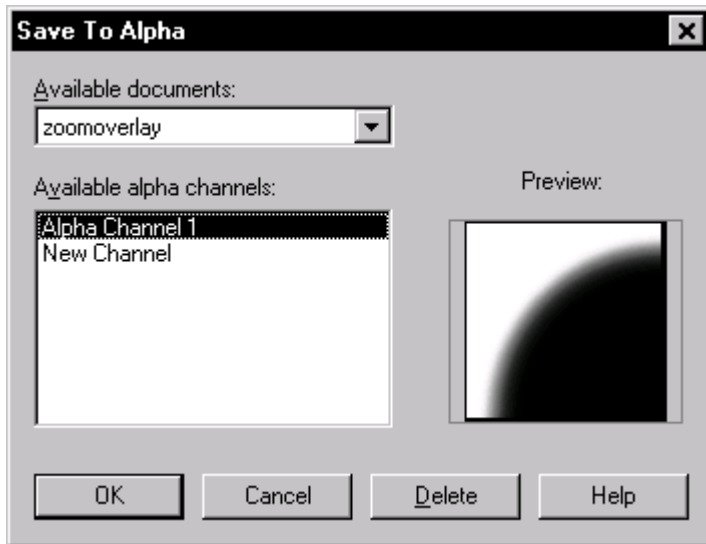


- ✓ you can experiment with the "tolerance" and "opacity" settings to make the shade to your preference.
- ✓ Next select masks/new/from image and mask the image.

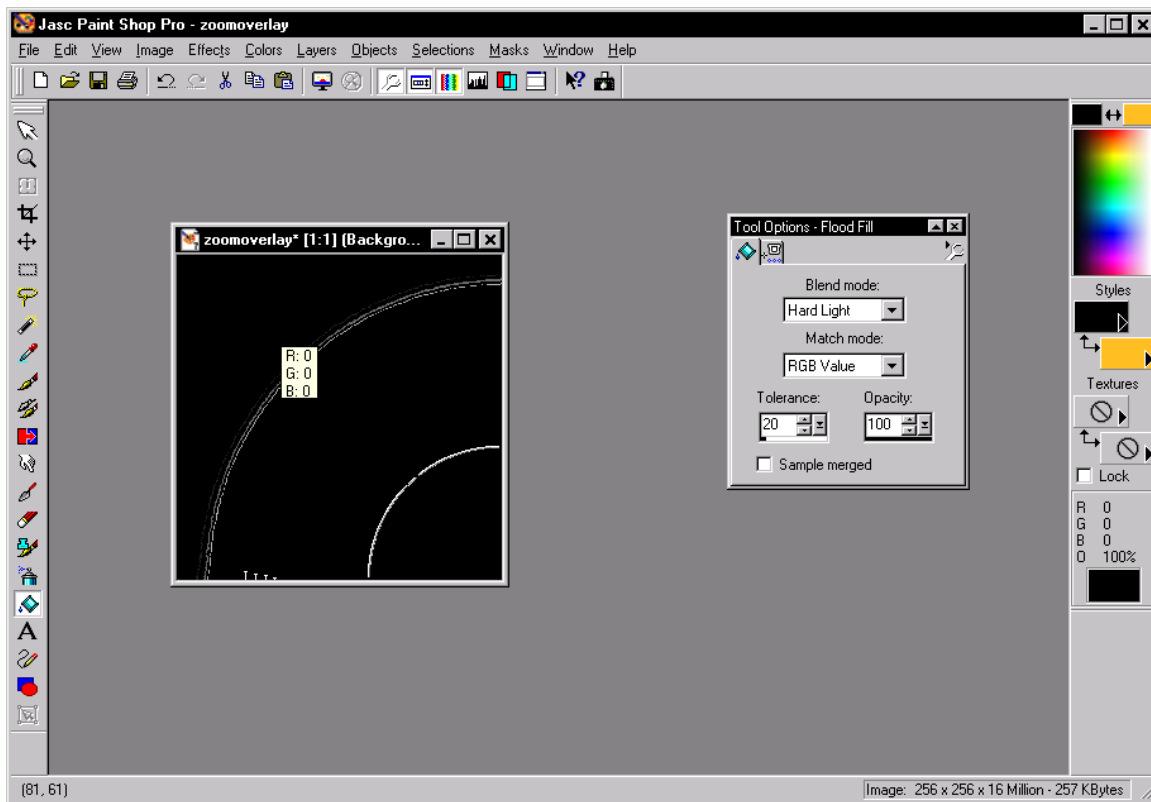
- ✓ Select masks tab and view mask. You can add cool little see-through areas by also selecting the edit mask button. Select the eraser and add lines like the pic bellow.



- ✓ These will show up as see through lines in-game...Also it looks pretty cool too!
- ✓ Now we need to save the mask. Select the masks tab and save to Alpha-Channel 1. Select the first channel and hit "OK".



- ✓ Now save your file as Zoomoverlay.tga... It will give you some message about limitations select "yes" and you are practically done.
- ✓ The final step is to close the file and re-open in again. Select the fill tool and make sure you select black as the fill color (only use this step if you plan on having a shader for colored lines or filters)
- ✓ Now fill in the whole image so it is entirely black like this...



- ✓ Use the "hard light" setting on the fill...it will work the best.

✓ Now hit save and you are done!!!!!!

Axis Scope: To create an axis scope from your zoomoverlay file simply open the zoomoverlay tga go to image/rotate 180 (save it as Karbottom) rotate 260 (Kartop).

✓ The last step is to create a pk3 file. I use pakscape but you can also create a folder: (Hobbs-Scope) with the following folders inside.... textures/hud

Zip it all up and you are done...make sure your pk3 file is named user-whatever...ex.
User-Hobbs_scope.pk3

Good luck!!!

~Hobbs~