

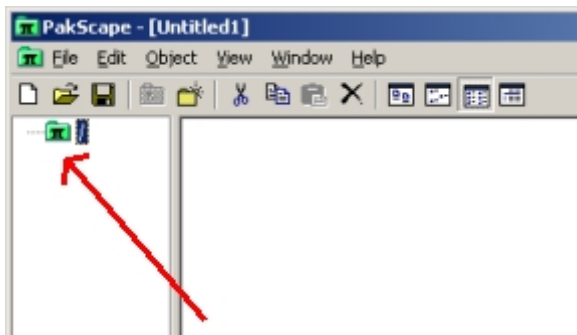
Tutorials: Making Your own Crosshair

Ever thought the standard crosshair supplied with the game is a bit lame or hard to see? Well read on to find out how to change it to something more to your liking.

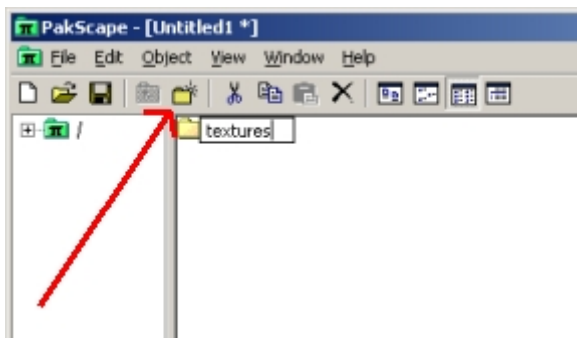
To pull this off you will need two programs, PakScape and an image manipulation program such as corel or photoshop. You can download PakScape by clicking [here](#), for more information on PakScape and what it does click [here](#).

To start with you need to open PakScape and go to the "mohaa/main" directory, then open the "pak1.pk3" file, then go to the "textures" folder and then the "hud" folder, in which you will find a file called "crosshair.tga". Drag this file to your desktop and open it with your image manipulation software, change it to however you see fit.

When your satisfied with what you've done save the file as "crosshair.tga". Now open PakScape and go to "File", "New", click on the green folder in the top left corner as indicated by the red arrow in the image below....



Now you need to create a folder called "textures", to do this click on the new folder symbol as indicated by the red arrow again in the image below...



Double click the "textures" folder that you have just created and create another folder within it called "hud". This is where you want to store your altered crosshair, to do this simply drag it across and place it in the folder. Now you must save your new file as "user-modifications.pak3", to do this go to "File", "SaveAs" as indicated in the image below, please note: you can replace modifications in the file name with whatever you like as long as the "user-" part is in tact.

And there you have it, a brand spanking new crosshair, have fun with this one, it can make quite a difference.

As always if you need any help then email me at zagz@ntlworld.com and I will try my best to help you.