

Too Many Crosshairs

Version 1.3

By CLEAN SHIRT LABS

Thank you for purchasing *Too Many Crosshairs* - your support allows this to be the biggest and best collection of crosshairs ever made!

[Introduction](#)

[**Getting Started With Crosshairs**](#)

[Experimenting with shapes, colors and animations](#)

[Gun Behaviour](#)

[Naming Convention](#)

[**Getting Started with Scopes, Sights and Optics**](#)

[Change Log / Fixes](#)



Introduction

My mission is to create a huge library of every type of crosshair, scope, vehicle optic and aircraft HUD symbology from every game, movie and every aircraft and combat vehicle in history.

The Too Many Crosshairs asset currently contains over 400 matching crosshairs and shapes that can be combined in any manner to produce the look and feel you want for your game. Plus most shapes are also here in a glowing style which are ideal for interaction feedback in your game.

The crosshairs are grayscale by default, so that you can tint them with any color you like in the GUI or by code.

There are demo scenes for quickly testing different combinations, one with simulated weapon kick / spread - with fully documented code.

But this is just the beginning! With your support and feedback I will continue adding more shapes, symbols and crosshairs from every genre until this becomes the most complete library of crosshairs ever seen. I have plans to add:

- MORE Aircraft HUD symbology, and vehicle reticles and pipers
- MORE Scopes, sights and optics
- MORE Game and movie genre specific styles
- Yes I do requests! Just contact me at CleanShirtLabs@gmail.com with your idea.
- And be sure to reach out if you need help.

Getting Started With Crosshairs

After importing your package, open and run the included demo scene (located in ***TooManyCrosshairs_Demo\Scenes***)

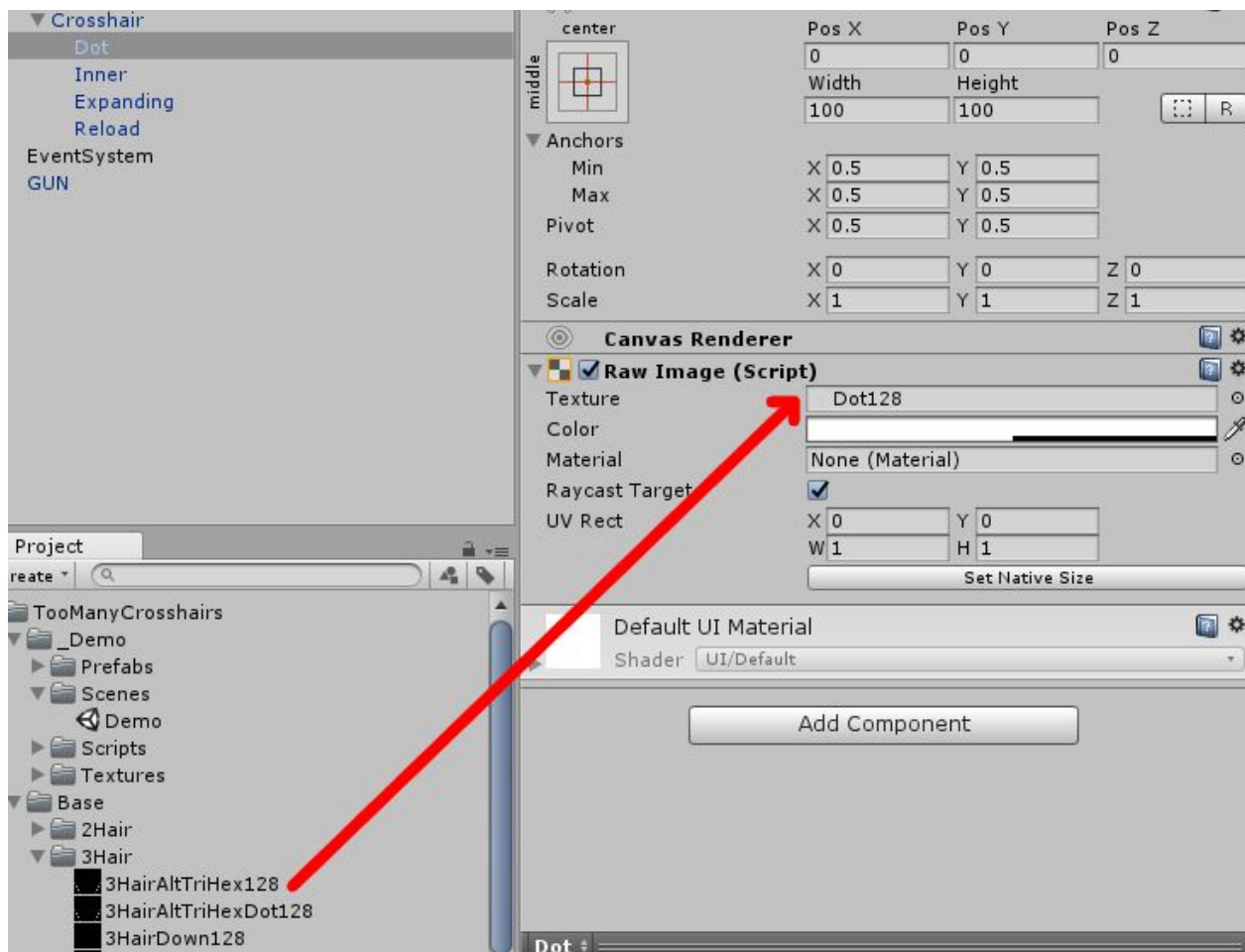
- To fire, press **Mouse 0**, **CTRL**, or **Button 1** on your controller.
- Press **R** to play the reload animation
- Press **E** to demonstrate crosshair interaction (this displays the alternate textures)
- Press **Space Bar** to Change the Color of the centre dot

These are just for to give you some ideas of what can be achieved by combining many types of crosshair shapes and functions to give your game the feel and user feedback you want. Feel free to open up the code of the *gun.cs* and *crosshair.cs* files to add (or take) any functionality. The code is fully documented.

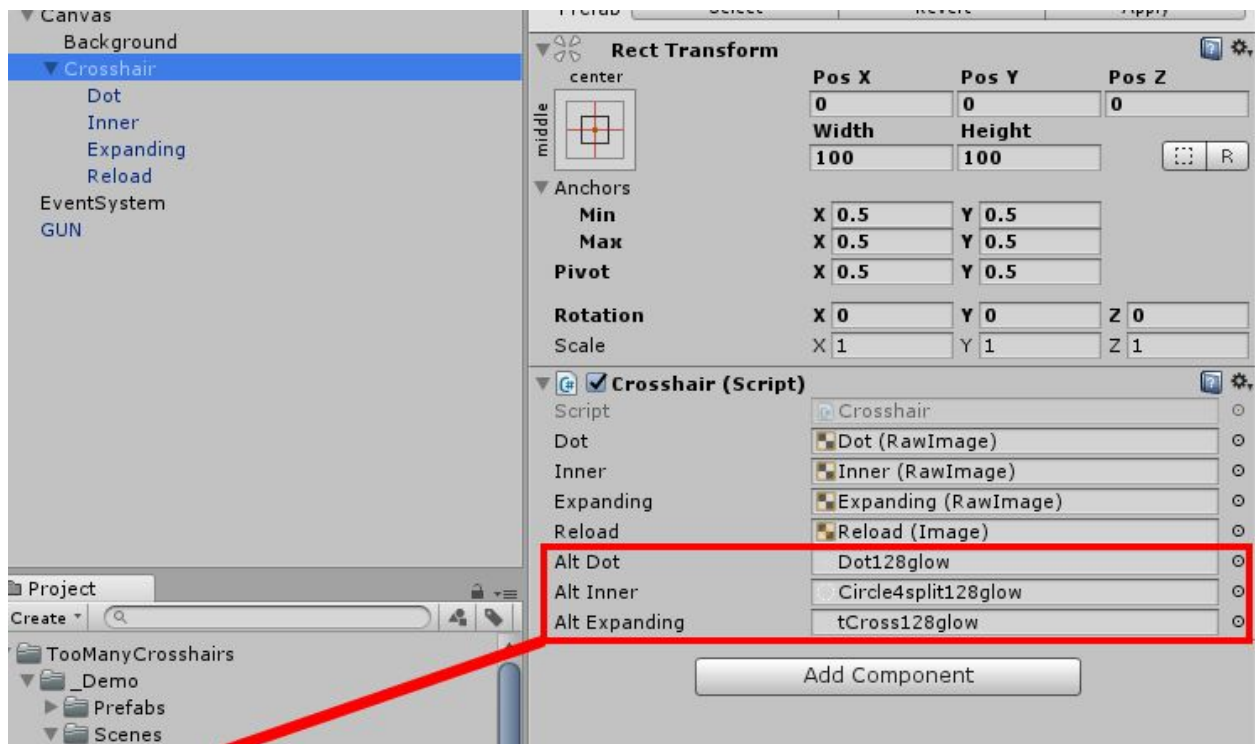
For dynamic crosshairs, you simply use a combination of the individual shapes, and for basic crosshairs you can use any of the 350 or so premade ones. (Of course you can still apply a scaling effect to these to simulate recoil, as well as a glowing effect for user interactivity feedback). If any of these crosshairs don't meet your requirements or you have an idea for something way cooler, then please let me know and I'll do my best to add it to the next update of this asset - contact details are on the first page.

Experimenting with shapes, colors and animations

In the Hierarchy, expand *Canvas*, and click on the *Crosshair* object. Here you can exchange the textures however you like to get the desired effect. The combinations are almost limitless by changing colors, shapes, and even the animation styles.

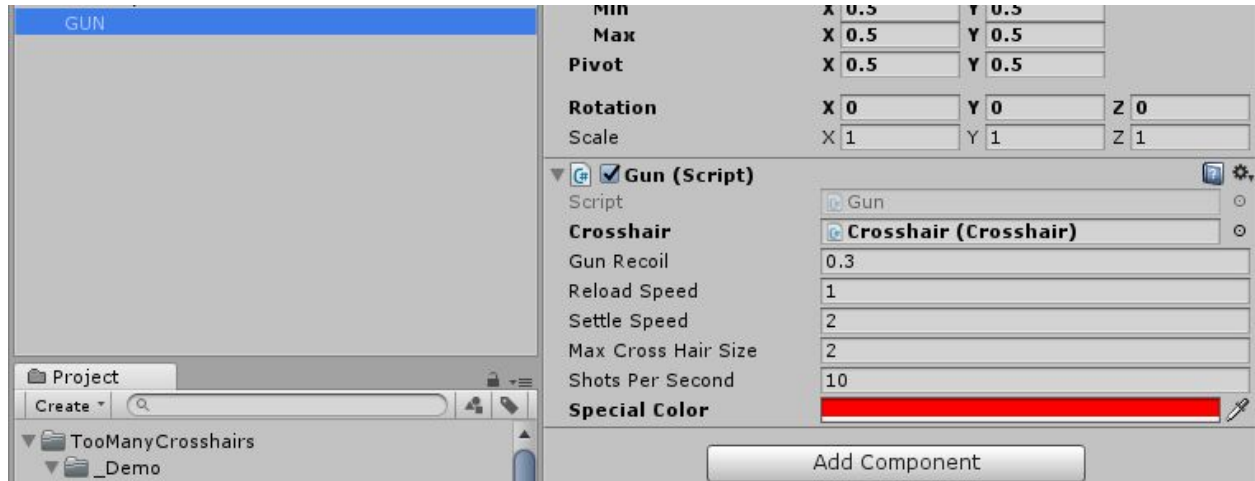


To change the default crosshairs, simply click on the *Dot*, *Inner*, *Expanding*, and *Reload* child-objects underneath the *Crosshair* object. Then drag and drop whichever texture or sprite you want into image field, in the Inspector view.



To change the alternate crosshairs (when you press **E** in the demo scene) click on the Crosshair object in the Hierarchy and drag and drop your new texture into the Alt Dot, Alt Inner, and Alt Expanding texture fields.

Gun Behaviour



You can experiment with different gun behaviours too. Click on the GUN object in the Hierarchy and play with the settings, as different crosshairs will feel better with different rates of fire and recoil.

Naming Convention

The shapes are named by a combination of individual shape names, from outside to in, followed by resolution, and any special styles (e.g. glow).

E.g. to search for the whole crosshair shape which is being used in the demo scene, you would look for tCross, then Circle, then Dot - and the texture name is [tCrossCircleDot] [128] [Glow] tCrossCircleDot128.png

Or you can just browse through the folders which are organised by the same naming convention.

Getting Started with Scopes, Sights and Optics

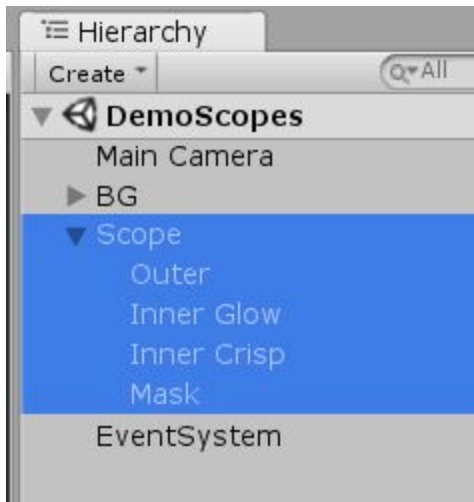


The new shapes allow you to create a typical sniper rifle style effect or vehicle optic effect by using a closed mask (leaving only the middle of the screen visible).



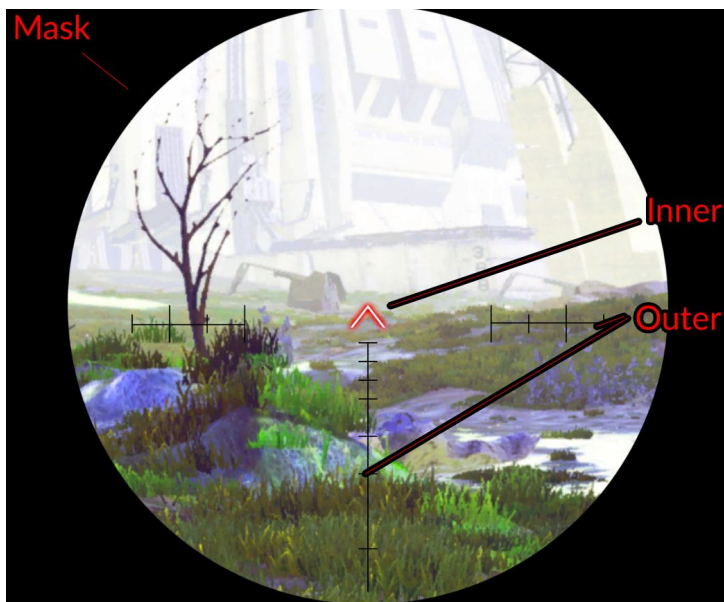
By using an open mask, you can create a holographic sight style effect such as those used in games with 1x, 2x, 3x, 4x magnified gun sights.

But also feel free to use these high resolution shapes in any way you like - they don't have to be used together - e.g. take the glowing reflex sight and put it on your own 3D model scope. Or use it separately for a rail shooter crosshair.



To see how the shapes can be used, open the **DemoScopes** scene from the project window. It is located in **TooManyCrosshairs_Demo\Scenes**

- Expand the *Scope* object in the hierarchy to see the components which make up a scope or sight. Just swap out the images to make whichever type of scope suits your game. (And as always, let me know if there's a style you'd like to see, I'm happy to help).
- The *Mask* object is where you put the mask image - choose whether you want open or closed style. Ideally set this color to black. (use the 2160p images for fullscreen)
- *Outer* contains the black portion of the reticle (also set this to black for a realistic look)
- *Inner Glow* is where you can place an illuminated piper. Change this to any colour you like using the Unity Color Wheel.
- *Inner Crisp* is optional, but I like to place the non-glowing variant of the glowing shape here, because it creates a nice visual effect of a sharp looking crosshair, but still keeps some of the glowing effect behind it.



If you just want a black reticle, then all you need is one of the premade FULL variant scopes. Place it on any of these objects (Outer, Inner Glow, Inner Crips) set it to black, and disable or delete the other objects from the canvas hierarchy.

Change Log / Fixes

1.3

- Added Horizon Crosshairs pack

1.2

- Added Unknown's Crosshairs pack
- Added HELLSLAYER Crosshairs pack
- Created namespaces for each pack to allow for coexistence

1.1

- Added 50 new shapes for sniper scopes, holographic sights, and vehicle optics.
- Many scope reticles can be "illuminated" but using a glowing variant - choose any color from the Unity Color Wheel.
- Open and closed mask designs.
- New shapes are in 2048px resolution - covering the entire screen - crisp even at 4k resolutions.
- New demo scene to show scopes.
- Updated documentation

1.01

1. Glowing Effect. Due to the size of certain shapes, the glow effect has bled off the canvas on many of them, I have fixed this by creating a larger canvas at 256x256 for the 128x128 size crosshairs.

If you use a crosshair and glow combination and notice the edges cut off when using the glow effect, then I recommend switching to the larger canvas versions. The actual crosshair is the same pixel size, however the background is larger, allowing for the entire glow effect to show.

(The original sizes are also kept for maximum options as only some shapes are affected.)

2. Added many new shapes at 128x128 size.
3. Added many new shapes at 64x64 size - great for target acquisition, way points, compass readings, indicators and so on.
4. Added one movie inspired crosshair and it's individual shapes (many more to come!).