
Subject: will renguard stop this... and is it allowed?
Posted by [npsmith82](#) on Fri, 09 Jul 2004 03:39:43 GMT
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Interesting find, but I don't really see this as a problem - you don't get any more pixels to target with. Although i can understand that it *may* be easier to see a sniper in the distance.

But it's like saying someone at 320x200 resolution has an advantage over someone playing at 1152x768.
