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Subject: Re: Reticle problem

Posted by [SeargentSarg](#) on Thu, 14 Dec 2006 23:32:54 GMT

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Cave, when I used to play renegade, you can hardly see that around the reticle. But because the way jpeg works, it increases the size of every pixel, and makes some of the other pixels go away, which is how jpeg work. So in conclusion, the very hard to see red dots in the reticle increases when you take a jpeg ss.

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