
Subject: Re: Ingame Recording
Posted by [Caveman](#) on Tue, 13 May 2008 21:38:13 GMT
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Surth wrote on Tue, 13 May 2008 19:46l currently record with Fraps on Fullscreen& 30FPS and then compress with x264 codec, works pretty well.

I agree this is exactly what I do especially with my HD versions.
