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Subject: Re: Scrin's Bloom n' Shaders

Posted by [Xena](#) on Thu, 16 Jul 2009 09:47:56 GMT

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if i would use that bloom, and i move my mouse ingame, i guess that a little 10 minutes later it finally starts to move because of mouse lag o.o

with a lil bit of bloom my mouse has a delay too lol

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