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Subject: Reticle problem

Posted by [Caveman](#) on Thu, 14 Dec 2006 13:00:06 GMT

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Hello.

I have recently noticed that when I take screenshots of a wall and my reticle is facing it I have these little red dots going around the reticle. I want to know whats causing this as people may think I have a aim/trigger bot installed. When I play game and look at the wall I don't see the dots.

Have a look at the screenshot, sorry about the resolution I resized it wrong.

I find this very strange. Now that I look back on my screenshots from last year I also see these dots.

Thanks.

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Subject: Re: Reticle problem

Posted by [danpaul88](#) on Thu, 14 Dec 2006 16:02:23 GMT

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I think that's actually part of the reticle, but when your actually playing you can't see it, its wierd. It does the same thing for me.

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Subject: Re: Reticle problem

Posted by [Caveman](#) on Thu, 14 Dec 2006 17:17:34 GMT

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I just went through some more screenshots and I noticed you can only see the red dots if you save the ss as JPEG. Just looked at a PNG version and you can't see them. I wonder why

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Subject: Re: Reticle problem

Posted by [danpaul88](#) on Thu, 14 Dec 2006 20:55:38 GMT

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I wonder if it's just due to the way the jpeg compression works? maybe thats what causes it...

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Subject: Re: Reticle problem

Posted by [Caveman](#) on Thu, 14 Dec 2006 21:28:19 GMT

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Would someone to so kind to verify this for me? Ie; could someone take a screenshot of his/her reticle facing the wall and save it as a jpeg and post it here?

Thanks.

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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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