

Screen width, pixels	1600	Example for 1600x900 resolution  QL, WSW, Xonotic use Vertical FOV, while Q3 & QC - Horizontal. Approximately Horizontal FOV = Vertical FOV + 15
Distance per 360 turn, centimeters	10,40	
Horizontal FOV (≈ QL FOV + 15)	113	
Minimum suggested mouse DPI	1244,928523	
<p>The idea is to work out how many pixels in 360 degrees, then how much mouse movement in inches. By dividing the number of pixels by the number of inches you get the CPI needed.</p> <p>D = distance for 360 degrees in inches  W = horizontal resolution of screen  F = field of view in game  C = CPI needed</p> <p>Number of pixels in 360 degrees = <math>W * 360 / F</math></p> <p>Distance moved = D</p> <p><math>C = (W * 360) / (F * D)</math></p> <p><a href="http://www.esreality.com/post/1263759/dpi-calculation/#pid1263790">http://www.esreality.com/post/1263759/dpi-calculation/#pid1263790</a></p>		



