Did I ask for it to be perfect?

I just ask for the zoom function to be implemented correctly.

When you zoom in using the sniper riffle the MIP level should be scaled so that you get the correct texture to match your current zoom factor.

I am not an expert at mathematics, but I think its correct that every time the angle of the FOV is halved the MIP level should be decreased by 1.

NOTE: The thing that annoys me even more about the zoom feature is that the far Z clipping plane is not altered when you zoom.
But somebody already posted that this could not be fixed other than changing it globally via a patch to the game executable.