
Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [saberhawk](#) on Wed, 15 Apr 2009 15:54:47 GMT

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hatstand wrote on Wed, 15 April 2009 11:15Saberhawk wrote on Wed, 15 April 2009
23:07CarrierII wrote on Wed, 15 April 2009 07:07EvilWhiteDragon wrote on Tue, 14 April 2009
08:47CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

Nice work.

Perhaps because it couldn't before....

What I meant was I am suprised that the TT dev can get so much out of the old and (fairly) broken engine.

Wait, are you suspecting that this is the higher end of what we can do?

Wait, so you can top doing water that rivals the water from recent games?

Don't put words in my mouth
