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Subject: Re: TT TEASER! - water rendering and widescreen fix  
Posted by [saberhawk](#) on Wed, 15 Apr 2009 16:24:52 GMT

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RoShamBo wrote on Wed, 15 April 2009 12:10 Anything graphical, models, textures etc can be changed in the engine quite easily. Renegade doesn't support water reflections \*at all\* so this is all added in.

The only thing that isn't easy is actually coding the effects

Or getting good artists to make the assets used by said effects

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