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

Posted by [u6795](#) on Wed, 15 Apr 2009 20:43:37 GMT

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TD wrote on Wed, 15 April 2009 16:40Saberhawk wrote on Wed, 15 April 2009 22:23DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

Yup, sounds just like renforums. Instead of showing you guys nothing, we showed you something that was nowhere remotely possible on the Renegade engine before and now it's being called a "shitty screenshot."

At least you have informed the people that do care. Whoever does not or just pretends to not care can say what they want, this update just owns.

Yeah, I found this pretty damn cool, and if you know what you're talking about, then its obvious TT is well worth the wait.

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