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

Posted by [saberhawk](#) on Wed, 15 Apr 2009 22:45:27 GMT

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DrasticDR wrote on Wed, 15 April 2009 18:14 of course it is going to be worth the wait. we have nothing else to wait for but im not going to get my ballstick out (like the rest of you) for a screenshot of water in a game that will always look like ass.

Some of us don't feel that way, which is why this work is being done.

DrasticDR wrote on Wed, 15 April 2009 18:14

i just hope that the potential fix against cheaters and map downloader hasnt been delayed because of a bit of unnecessary bling.

And, uh, why would those be delayed? As it's been explained plenty times before, features in progress by one subteam don't affect the progress of features by another.

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