

---

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

Posted by [saberhawk](#) on Wed, 15 Apr 2009 23:05:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DrasticDR wrote on Wed, 15 April 2009 18:55all very well then. i am appreciative about what is being done, despite what someone else thinks. ive done well to hold my patience in this project up until this moment. it is just a little disappointing (to my understanding) this is the closest thing to an official update weve had since the project was announced.

The problem with updates of any sort is that if a feature isn't finalized and we discuss it (or show screenshots for that matter ) then it's pretty much 'set in stone' and we can't do major updates to it anymore otherwise we'd disappoint anybody who wanted it "exactly the way you had it in the screenshot."

---