
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [LR01](#) on Thu, 16 Apr 2009 09:37:52 GMT
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Ghostshaw wrote on Thu, 16 April 2009 11:28It works by magic, and some mathematical formulas, which is basically the same .

I know (magic?)
but can you make your own water shader?
