Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Account on Fri, 17 Apr 2009 07:45:09 GMT

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Saberhawk wrote on Thu, 16 April 2009 16:55

TexCore wrote on Thu, 16 April 2009 07:15i will made new cool looking not repeated water texture for that , ofcorse after Tiberian Technology's script 4.0 is came out
(p.s. on that teaser screenshot you can see "water's repeated texture...) i hate that

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

sad, sorry for that

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