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

Posted by [Starbuzz](#) on Fri, 17 Apr 2009 22:33:12 GMT

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Saberhawk wrote on Fri, 17 April 2009 10:15LR01 wrote on Fri, 17 April 2009 11:06

cool, makes things easier to do.

now something else, it reflects everything?

(I mean, rockets and explosion and such to?)

(ueh, the meaning of the spoiler was only the hide the big quote, seems like I don't know how to use it properly)

Definitely! Rockets, explosions, dazzles, lights, the sky, clouds, etc!

It would be a big bonus to have improvement in those areas.

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