

---

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

Posted by [saberhawk](#) on Sat, 18 Apr 2009 16:12:52 GMT

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

---

Stefan wrote on Sat, 18 April 2009 11:39 Does this mean the map has to be rendered twice? (ie; moar lags)

Yes, but that's nowhere near as expensive as you think it is; physics are only simulated once and that is what causes the most lag. I've had this system render the map 5 times over without a major drop in FPS.

---