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

Posted by [Hitman](#) on Sat, 18 Apr 2009 21:04:19 GMT

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Saberhawk wrote on Sat, 18 April 2009 15:56Hitman wrote on Sat, 18 April 2009 16:46what can we expect from the islands tunnels then? what will the water look like?

I dunno, what can we expect from the islands tunnels?
something good i suppose!

anyways... this 0.0 coordinate point where a nod vehicle "spawns" before he gets into the aircraft to be delivered upon the airstrip, is that going to be fixed?

and what about outside PT's

tbh they should be removed
