Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Sun, 19 Apr 2009 12:56:12 GMT

madrackz wrote on Sun, 19 April 2009 13:52save Polys

this is what i mean I say you don't know what you're talking about.

madrackz wrote on Sun, 19 April 2009 13:52i keep my Bloom

Your bloom? I totally wouldn't be suprised if it was just a copied example.

madrackz wrote on Sun, 19 April 2009 13:52wont release that shit for RenFags here

Good, no one wants it.