
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [RTsa](#) on Sun, 19 Apr 2009 15:05:20 GMT
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Don't remember for sure, but I think people agreed it'd be best if the server owners would be able to put that fix in or leave it out.

But true, it's a pretty big balance issue. Nuking the back of barracks would become so much easier on pretty much all maps.
