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

Posted by [Naamloos](#) on Wed, 22 Apr 2009 22:31:16 GMT

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Quote:

Maybe you had taken our April Fools video too seriously?

In all honesty, I have no hostile intentions whatsoever. In the past few years, I have contributed to W3D via:

- C&C Reborn; as a sound artist and for a couple months, the leader of the project.

- I and my former Renegade Revived team helped contribute models to the ApocRising team when they had started off.

- I and my clan had contributed servers for C&C Renegade

- And as a general long time member of the C&C community

If anything, I and many others in the Renegade X team have greatly contributed (and continue to contribute) to the W3D engine. And, I have always been a fan of this TT project; I verbally support it on these forums and my own, as I have known a few of its members for a long time, and I look forward to its release.

Sorry Fobby, I guess I might indeed have taken that video a little serious. And I personally never saw you say anything about it after that.

The reason I even mentioned it though was another member of your team posting and saying "your" water effect is beter, which kind of made me pull the trigger.

Anyway, let's get this out of this topic. I would still like some answers if possible to the questions in my first post.

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