
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [Reaver11](#) on Wed, 13 May 2009 18:03:14 GMT
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madrackz wrote on Tue, 12 May 2009 05:34 If i could load the Tanks without LOD crap then i would make a new Vehicle pack but im to lazy to cut out the LOD crap

Didnt TT fix the LOD system already?

Also there are more things that have been created which could be usefull for TT. Like high pollied 3rd person weapons or extra vehicle shells. (Like broken down artys etc)
