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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 08 Sep 2011 15:35:01 GMT

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You will have to talk to Saberhawk about the status of the custom shader stuff. I believe that (with the exception of the stealth shader APB is currently using) the shader stuff isn't fully functional at this time.

I do know the water shader stuff does not work.

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