
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [StealthEye](#) on Wed, 26 Oct 2011 22:57:31 GMT

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It's not my area so I cannot really say much about it, but doesn't the topic above yours answer your question? I don't know if it's coming back; I don't know why it was not finished in the first place.
