
Subject: Re: What happened to the improved terrains
Posted by [Generalcamo](#) on Sun, 18 Dec 2011 14:52:41 GMT
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Arghh....

The shader released a while back is NOT THE WATER SHADER. It is support for soft particles, which is currently in APB Gamma. This was removed for a bit for being extremely buggy, including breaking Anti-Aliasing, and not being disabled.
