
Subject: What happened to the improved terrains
Posted by [Jamie or NuneGa](#) on Sun, 18 Dec 2011 11:25:00 GMT
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I remember seeing a picture years back of how the water and light effects would look with 4.0 improvements.

Looked ace, did that idea die? Or did someone keep all the pretty water for themselves?

Subject: Re: What happened to the improved terrains
Posted by [NACHO-ARG](#) on Sun, 18 Dec 2011 13:41:24 GMT
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siverhawk's shaders were released a few weeks ago somewhere around here, but they dont work whit beta 3 due to some issues as it was told, i hope they work in the next beta, i love how that water looks.

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.

Subject: Re: What happened to the improved terrains
Posted by [GEORGE ZIMMER](#) on Sun, 18 Dec 2011 18:01:17 GMT
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Someone can always make a mod to do this, so...
