
Subject: TT TEASER! - water rendering and widescreen fix

Posted by [Crimson](#) on Tue, 14 Apr 2009 00:33:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk showed me a tiny bit of the graphics improvements he's working on for TT's upcoming patch. This includes vastly improved water and scripts.dll 4.0's fix for widescreen monitors. You can click on the images to make them larger in accordance with forum rules about stretching the screen.

Before:

After:

File Attachments

1) [Screenshot.17.png](#), downloaded 2015 times



2) [Screenshot.17.thumb.png](#), downloaded 4446 times



3) [before.thumb.png](#), downloaded 4612 times



4) [before.png](#), downloaded 1703 times

