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Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [Scrin](#) on Tue, 14 Apr 2009 14:51:38 GMT

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Saberhawk wrote on Tue, 14 April 2009 07:02ErrorR wrote on Tue, 14 April 2009 07:35Clearly photoshop.

nice

Yeah, except it's photoshopped automagically by your video card around 60 times per second its possible for you to apply that mirrored shaders water effect to all official westwood maps? (maps with water: Field, hourglass, under)?

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