
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [saberhawk](#) on Fri, 17 Apr 2009 10:17:49 GMT
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TexCore wrote on Fri, 17 April 2009 03:45Saberhawk wrote on Thu, 16 April 2009 16:55

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

sad, sorry for that

Don't be. Even if you could easily edit it (and still have it be correct), it's effect is barely noticeable on the shader's output.
