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

Posted by [Ghostshaw](#) on Sun, 19 Apr 2009 13:21:24 GMT

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I think the 0,0 thingy was already discussed elsewhere, but not sure. As for the outside PT's, its a bit of an annoying subject. Problem is taht on certain maps (like field) it mighth unbalance gameplay since GDI players would need to walk alot further for a PT from the most used beacon sites. Currently we have not fixed them AFAIK.

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