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

Posted by [Naamloos](#) on Thu, 23 Apr 2009 15:52:19 GMT

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

Quote:Could you be more specific? The reflection system reflects *everything* that's above a plane, including dazzles, particles, rockets, etc

I was trying to ask if you had any problems with Zbuffer or static sorting with this shader. For example if you placed an object with static sorting in the "underwater" area, would it have problems displaying when looking at it from above the water surface?

It's a bit of a known issue that Zbuffer and static sorting can behave like this... So I was wondering if you had any problems like this with your shader?
