Subject: TT TEASER! - water rendering and widescreen fix
Posted by Crimson on Tue, 14 Apr 2009 00:33:33 GMT
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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.

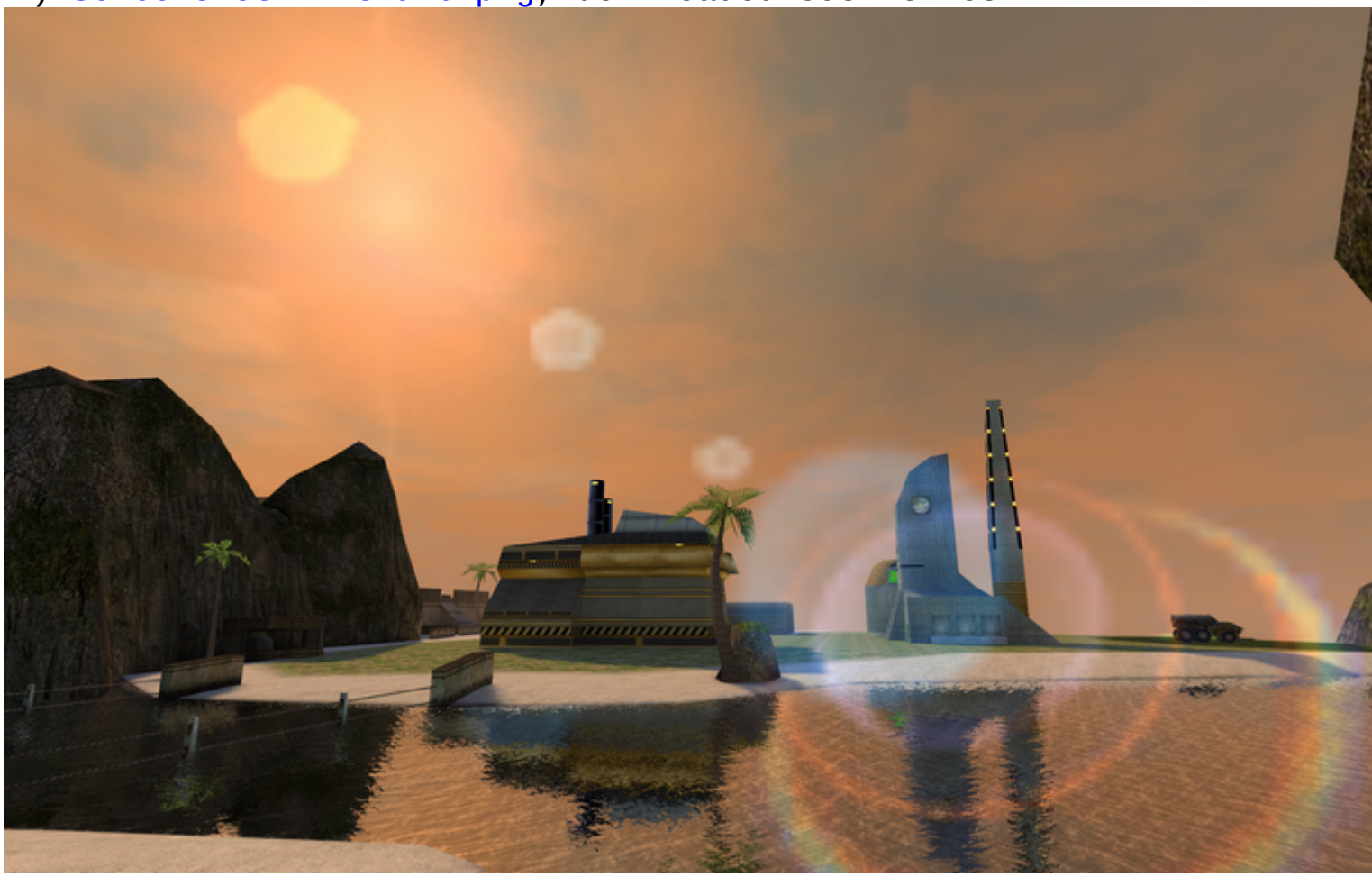
Before:

After:

File Attachments

1) Screenshot.17.png, downloaded 1589 times

2) Screenshot.17.thumb.png, downloaded 3982 times



3) before.thumb.png, downloaded 4167 times

4) before.png, downloaded 1270 times